

# OLYMPIC DATA FEED

## **ODF Sprint Canoe and Rowing Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

© International Olympic Committee

ODF R-SOG-2020-CSP-ROW V1.3 SFA

20 February 2018

## License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

# 1 Introduction

## 1.1 This document

This document includes the ODF Sprint Canoe and Rowing Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for these disciplines.

## 1.2 Objective

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

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

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

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
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).

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
Bib	O	S(4)	Bib number, only available in the UPDATE message.  Only required in canoe sprint and in the case of Current="true".
Class	O	CC @SportClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Sports
Substitute	O	S(1)	Send "Y" if substitute else do not send

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

Type	Code	Pos	Description
ENTRY	BOAT	N/A	Element Expected: This element is expected only for non-Olympic events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(8)
	<b>Description</b>		Boat Name.
ENTRY	POSITION	N/A	Element Expected: As soon as this information is available. (this information can be sent in both messages)

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

### 2.2.1.5 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.

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

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.

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. 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.

### 2.2.2.3 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	BOAT	N/A	Element Expected: This element is expected only for non-Olympic events.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(8)	Boat name

### 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.

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	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 expected information is available and any changes to the information:

- As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates. The message is also sent with ResultStatus 'UNCONFIRMED' when the competition finishes.

- When the competition starts and all changes/additions in data (LIVE)
- If Photo finish produced at the end of a race (UNCONFIRMED)

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official.

- After the race is finished (UNOFFICIAL / OFFICIAL)

Trigger also after any change.

### 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 0	Pos Description: Send INTERMEDIATE @Pos for the last intermediate passed by the most recent competitor(s) to pass any intermediate point.			
			Element Expected: When available and only when the unit is LIVE .Send all changes since last message (usually one only).			
			Attribute	M/O	Value	Description
			Value	M	S(20)	Send the competitor ID of the last competitor to pass the intermediate point @Pos
DISPLAY	LEADER	Numeric 0	Pos Description: Send INTERMEDIATE @Pos			
			Element Expected: When available and only when the unit is LIVE			
			Attribute	M/O	Value	Description
			Value	M	S(20)	Send the competitor ID of the leader at the intermediate point in @Pos (In case of Photo-finish for Leader, @Pos will be received for the last intermediate point, but @Value will remain empty till Leader ID is known)
UI	FLAG_RED	N/A	Element Expected: When applicable			
			Attribute	M/O	Value	Description
						Value
UI	LINEPOS	Numeric 0	Pos Description: Values from 1 to n. Use each position for each kind of qualification. (example: Pos 1 for Qualified for Final, Pos 2 for Qualified for Repechage)			
			Element Expected: When applicable			
			Attribute	M/O	Value	Description
			Value	M	Numeric 0	Is the Index, after which a line would be drawn to indicate qualifiers highest possible progression. This attribute indicates the Rank of the last qualified with these conditions. (example with progression "1st to Final A; 2nd - 4th to Semi-final; rest out" Pos =1 - Value = 1 Pos =2 - Value = 4)
UI	PROVISIONAL	N/A	Element Expected: When applicable in canoe sprint			
			Attribute	M/O	Value	Description
						Value

**Sample**

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="UI" Code="LINEPOS" Pos="1" Value="6" />
  <ExtendedInfo Type="DISPLAY" Code="LEADER" Pos="2" Value="2315322" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="2" Value="2111355" />
  ....
</ExtendedInfos>
```

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

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Race Number

**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: Officials /Official (1,N)**  
Only expected in Canoe Sprint

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function . Can be different from the function sent in the DT_PARTIC message.
Order	O	Numeric #0	Official's order as appropriate.

**Element: Officials /Official /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 official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

### Sample

```
<Officials>
.....
  <Official Code="7350035" Order="2" Function="OFFIC" >
    <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS"/>
  </Official>
  <Official Code="7350063" Order="3" Function="JU" >
    <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS" />
  </Official>
....
</Officials>
```

### 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	m:ss.ff (ROW) or m:ss.fff (CSP)	The result of the competitor in the event unit.  Send just in the case @ResultType is Time.
IRM	O	SC @IRM	IRM for the particular unit if applicable. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition. Do not send for final.
SortOrder	M	Numeric	Used to sort all the results of an event unit  This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.  Before the race start of any event unit this will be the same as the StartSortOrder and is used as the primary sort.  During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.  After the first split data arrives, Results are sorted by split rank. For those athletes without rank (first split) then the sort is the same as before the race, but following athletes with split rank. At the end Results are sorted by Rank. The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives. Athletes with an IRM result will be grouped separately in the order defined by the international federation.

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	
StartOrder	O	Numeric	The Lane number/Boat number (Competitor's start order). The lanes may be reallocated if the weather creates unfair or unrowable conditions.	
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.	
ResultType	O	SC @ResultType	Type of the @Result attribute.	
Diff	O	m:ss.ff (ROW) or m:ss.fff (CSP)	Display the time behind the leader. (not sent for leader in ROW)	
Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	BOAT_STATUS	N/A	Element Expected: Always during time trial	
	Attribute	M/O	Value	Description
	Value	M	SC @CompetitorStatus	Boat status. (Time Trial only)
ER	CURRENT	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Intermediate point the competitor has most recently passed  If the competitor has an IRM: 1. In case the DNS, False Start or the athlete has an IRM before he crosses the first intermediate point: send 0. 2. In other cases, send the Intermediate point that he has crossed most recently.
ER	FALSE_START	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Number of false starts made else do not send.
ER	FLAG_RED	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if there is a red flag for this lane/result
ER	PHOTO	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
Value	M	S(1)	To know if the competitor's final result was decided by photo. Send "P" for Pending Status Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7	
ER	YC_NUM	N/A	Element Expected: If applicable	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric 0	Number of yellow cards received	
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the competition has taken place (1,2..F)  Element Expected: Always after the first intermediate.	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	m:ss.ff or m:ss.fff (CSP at finish)	Cumulative time at the intermediate point  (Don't sent any intermediate time in case of DNF or DSQ)	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value	
Rank	O	Text	Send the rank of the boat at the intermediate point	
RankEqual	O	Y	Send "Y" where Rank at this intermediate point is equalled else not sent.	
SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this intermediate point)  Send the order of the boat at the corresponding intermediate point	
Diff	O	m:ss.ff m:ss.fff (CSP at finish)	Time behind leader at this ExtendedResult  Send the time behind the leader at the corresponding intermediate point including finish. In ROW not sent for leader In CSP send for leader 0.00/0.000 (0.000 at finish)	

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
PROGRESS	SECTION	S(2)	<p>Pos Description: The code that identifies the section. Section 1 is start to first intermediate, Section 2 is from Intermediate 1 to Intermediate 2 etc. to F which is the last intermediate to the finish line) The value is the end point of the section and from the previous intermediate.</p> <p>Element Expected: If applicable, starting with Section 2 (as intermediate 1 and section 1 are the same)</p>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	m:ss.ff or m:ss.fff (CSP at finish)
	ValueType	O	SC @ResultType
	Rank	O	Text
	RankEqual	O	Y
	SortOrder	M	Numeric
			<p>Description</p> <p>ValueType should be used to describe the type of data @Value</p> <p>Send the rank of the boat in the Section</p> <p>Send "Y" where Rank at this Section is equalled else not sent.</p> <p>Similar to rank but considering all competitors (those with IRM or no rank at this section)</p> <p>Send the order of the boat in the corresponding section</p>

**Sample (Rowing)**

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="2:52.505" QualificationMark="QFA">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="CURRENT" Value="4" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="40.76" ValueType="TIME" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="1:24.07" ValueType="TIME" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="2:07.75" ValueType="TIME" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="2:52.505" ValueType="TIME" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="43.31" ValueType="TIME" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="43.68" ValueType="TIME" Rank="4" SortOrder="4" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="4" Value="44.750" ValueType="TIME" Rank="3" SortOrder="3" />
  </ExtendedResults>
</Result>
```

Element: Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OB"). Must always send the highest or most relevant record type. For example if WB and OB then send WB.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.
Element: Result /Competitor (1,1) Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
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
IFId	O	S(16)	International Federation ID
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	1 if Competitor @Type="A". 1-9 for a team
Bib	O	S(4)	Bib number (Canoe Sprint)
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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with

			athletes with a disability (e.g: Paralympic Games).
--	--	--	---

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

### Sample

```
<Competitor Type="T" Code="ROWMCOXED8--ROU01" Organisation="ROU" >
  <Description TeamName="Romania" >
    <Composition>
      <Athlete Code="1051765" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ROU"
        BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="1" />
      </Athlete>
      <Athlete Code="1051729" Order="2" >
        <Description GivenName="Barry" FamilyName="Smith" Gender="M" Organisation="ROU"
        BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="2" />
      </Athlete>
    </Composition>
  </Competitor>
```

### 2.2.3.5 Message Sort

Sort by Result @SortOrder



## 2.2.4 Current Information

### 2.2.4.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information during a race.

### 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 unit RSC	Full RSC of the unit (race)
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	<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.

### 2.2.4.3 Trigger and Frequency

- Trigger every time new/changed data is available for any competitor during the race.

## 2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	RT_OFF	N/A	Element Expected: If applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" when the RT systems is disabled, send do not send the extension.
UI	DIST_LEADER	N/A	Element Expected: If RT system is operational	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Distance in metres from the start of the race for the leader.
UI	DIST_LEADER_FINISH	N/A	Element Expected: If RT system is operational	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Distance in metres to the finish of the race for the leader.

Element: Result (1,N)				
Attribute	M/O	Value	Description	
SortOrder	M	Numeric	<p>Used to sort all the results of an event unit</p> <p>This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.</p> <p>Before the race start of any event unit this will be the same as the StartSortOrder and is used as the primary sort.</p>	
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.	

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	RATE	N/A	Element Expected: If data available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Stroke Rate of the competitor
	Speed	O	Numeric #0.0	Boat speed in metres/sec
	Diff	O	Numeric ###0	Distance behind the leader in metres

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	M	CC @Organisation	Competitor's organisation

**Sample**

```

<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="DIST_LEADER" Value="125" />
</ExtendedInfos>
<Result SortOrder="1" StartSortOrder="4">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RATE" Value="65" Speed="4.6" Diff="0" />
  </ExtendedResults>
  <Competitor Code="1124869" Type="T" Organisation="NZL" />
</Result>
<Result SortOrder="2" StartSortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RATE" Value="62" Speed="4.5" Diff="9" />
  </ExtendedResults>
  <Competitor Code="1124869" Type="T" Organisation="GER" />
</Result>
...

```

**2.2.4.5 Message Sort**

Sort by Result/SortOrder

## 2.2.5 Phase Results

### 2.2.5.1 Description

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

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

### 2.2.5.2 Header Values

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the phase
DocumentType	DT_PHASE_RESULT	Phase 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 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.

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.

### 2.2.5.3 Trigger and Frequency

Send as follows:

- Send after each unit in the phase (INTERMEDIATE). Do not send data for units which have not started.
- Send as UNOFFICIAL / OFFICIAL when all units are complete.

### 2.2.5.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	CC @Unit
			<b>Description</b>
			Full RSC of the first unit (if not started) or most recent unit information included in the message

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)	Phase level short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit (M/W)

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: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	<p>Rank of the competitor in the phase.</p> <p>For Heats and Repechage, the rank should be</p> <ul style="list-style-type: none"> <li>* Overall: by race rank, then by time</li> <li>* Overall: IRMs as per sport rule</li> </ul> <p>For Semifinals in rowing , the rank should be</p> <ul style="list-style-type: none"> <li>* Semifinal A and B: race rank, then by time</li> <li>* Semifinal C and D: race rank, then by time</li> <li>* Overall: IRMs as per sport rule.</li> </ul> <p>For Semifinals in canoe sprint , the rank should be</p> <ul style="list-style-type: none"> <li>* Overall: by race rank, then by time</li> <li>* Overall: IRMs as per sport rule.</li> </ul> <p>For Finals, the rank should be</p> <ul style="list-style-type: none"> <li>* Final A: race rank (including DNS and DNF)</li> <li>* Final B: race rank(including DNS and DNF)</li> <li>* Final n: race rank(including DNS and DNF)</li> <li>* Overall: IRMs (other the DNS and DNF) as per sport rule</li> </ul> <p>This attribute is optional because the competitor could get an invalid rank mark.</p>
RankEqual	O	S(1)	Identifies if a rank has been equaled. Send Y if applicable else do not send
ResultType	O	SC @ResultType	Type of the @Result attribute Result type, either time or IRM for the corresponding event unit.
Result	O	m:ss.ff (ROW) or m:ss.fff (CSP)	The result of the competitor in the phase.
IRM	O	SC @IRM	The invalid rank mark, if applicable. Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	UNIT_RESULT	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	M	S(2)	Send the heat / semifinal number or letter
Rank	O	Numeric #0	Send the rank of the competitor within the event unit.
RankEqual	O	S(1)	Send "Y" in case of the Rank has been equalled else do not send.
SortOrder	M	Numeric ##0	Sort order based on time

### Sample

```
<Result Rank="5" ResultType="TIME" Result="2:54.153" QualificationMark="QF" SortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="UNIT_RESULT" Value="3" Rank="2" RankEqual="Y" SortOrder="6" />
  </ExtendedResults>
</Result>
```

Element: Result /RecordIndicators /RecordIndicator (1,N)			
Phase result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n with WR being the highest.
Code	M	CC @RecordCode	Code which describes the record broken by the result value
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OB"). Must always send the highest or most relevant record type. For example if WB and OB then send WB.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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	O	S(73)	Name of the team. Send in the case that the competitor is a team.

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete's bib number. (Canoe Sprint)

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

### 2.2.5.5 Message Sort

Result @SortOrder followed by Athlete @Order.



## 2.2.6 Image

### 2.2.6.1 Description

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

### 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	
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will 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

Trigger when image available and after any change.

### 2.2.6.4 Message Values

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 /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	O	S(1)	A for athlete or T for team. If it is possible to send the type it should be included.
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Image /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)			
Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort.  During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
Bib	O	S(4)	Bib (Canoe Sprint)

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)
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)

**Sample**

```

<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1234567" Type="T" Organisation="GBR" >
      <Description TeamName="Great Britain"/>
    </Result>
    <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
      <Competitor Code="1234444" Type="T" Organisation="ESP" >
        <Description TeamName="Spain"/>
      </Result>
    <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>
  </Image>

```

**2.2.6.5 Message Sort**

Sort by Competition /Image /Pos and SortOrder within image.

## 2.2.7 Records

### 2.2.7.1 Description

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

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (Discipline Level)	RSC of the discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.7.3 Trigger and Frequency

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

### 2.2.7.4 Message Values

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

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

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

Element: Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

<b>Element: Record /RecordType /RecordData (0,N)</b>			
<b>RecordData is not sent for NotEstablished Records unless a "standard" applies</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	Result type, either time, distance or points for the corresponding event unit
Result	M	m:ss.fff (CSP) or m:ss.ff (ROW)	The result of the competitor for the record.
Unit	O	CC @Unit	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always (when known) unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Unconfirmed	O	S(1)	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).

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

**RecordData is not sent for NotEstablished Records unless a "standard" applies**

Attribute	M/O	Value	Description
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

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

**Competitor to whom the record is assigned.**

**Athlete's or team's information should be in DT\_PARTIC (Historic) if Competitor @Type="A" or DT\_PARTIC\_TEAMS (Historic) if Competitor @Type="T".**

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

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

**Competitors extended information.**

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available.

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

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

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

**Athletes extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

### 2.2.7.5 Message Sort

The following order applies:

- Record @Code
- RecordType @Order
- RecordData @Order



## 2.2.8 Event Final Ranking

### 2.2.8.1 Description

The event final ranking is a message containing the competitor final results and ranking at the completion of one particular event.

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

### 2.2.8.2 Header Values

The following table describes the message header attributes.

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

### 2.2.8.3 Trigger and Frequency

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

Trigger also after any change.

### 2.2.8.4 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
ResultType	O	SC @ResultType	Type of the @Result attribute, either time or IRM for the corresponding event unit. In canoe sprint the values can be IRM or Time In rowing the only possible value is IRM, do not send if not IRM.
Result	O	m:ss.fff	Result for the highest event unit reached in the case of canoe sprint (do not send in rowing).
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. If known rank: sort by rank, NOC. If no rank: sort DNF, DNS, EXL, DSQ.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	IDX_HEAT	N/A	Element Expected: When applicable in canoe sprint	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the order for the competitor when eliminated in heats.
ER	IDX_SEMIFINAL	N/A	Element Expected: When applicable in canoe sprint	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the order for the competitor when eliminated in semifinals.
ER	IDX_QFNL	N/A	Element Expected: When applicable in canoe sprint	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the order for the competitor when eliminated in quarterfinals.

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	Order attribute. Send 1 when Competitor @Type="A".	
Bib	O	S(4)	Bib (Canoe Sprint)	

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
IFId	O	S(16)	International Federation ID

### 2.2.8.5 Message Sort

Sort by Result @SortOrder

## 2.2.9 Configuration

### 2.2.9.1 Description

The Configuration is a message containing general configuration.

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

### 2.2.9.3 Trigger and Frequency

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

Trigger also after any change, but considering that, if possible, the configuration for one particular phase must be provided before the start list. If there is a change then DT\_RESULT must be sent immediately afterward.

## 2.2.9.4 Message Values

Element: Configs /Config (1,N)				
Attribute	M/O	Value	Description	
Unit	M	SC @Unit	Full RSC of the unit.	
Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	DISTANCE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ####0	Send the total distance for the race in m.
EC	INTERMEDIATE	S(2)	Pos Description: Send the number that identifies the intermediate point, from 1, 2 .. to F. Where 1 is the first intermediate point and F is the finish.  Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ####0	Send distance in metres at this intermediate point.
EC	INTERMEDIATES_NUM	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the total number of intermediate points including the finish.
EC	LANE_MAX	N/A	Element Expected: Send the normal maximum lane number	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Max number of highest lane used.
EC	LANE_MIN	N/A	Element Expected: Send the normal minimum lane number (usually will be 1 or 0)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Min number of lower lane used.
EC	QUAL_RULE	N/A	Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Progression rule text (long version).
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				

Expected: When applicable, at Unit level				
Attribute		Value	Description	
Code		SHORT_VER		
Pos		N/A		
Value		String	Progression rule text (short version).	
EC	RACE_CODE		N/A	Element Expected: When applicable
Attribute		M/O	Value	Description
Value		M	String	The Unit Code is the value used to identify the race and the phase. Is a code with a letter, related with the current phase, and the number/letter race: "H1", "H2", "SF1", "FA" ... H - Heats QF - Quarterfinal SF - Semifinal F - Final
EC	SECTION		S(2)	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and F. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between Point n-1 and n),, from 1 to F for all the sections. The value is the end point intermediate code.  Element Expected: When applicable
Attribute		M/O	Value	Description
Value		M	N(5) #####0	Send distance in m.
EC	TIMETRIAL		N/A	Element Expected: When applicable, at Unit level
Attribute		M/O	Value	Description
Value		M	S(1)	Send "Y" if the race is held as time trial else do not send.

### Sample

```
<Config Unit=" ROWMCOXED8-----FNL-000100--">  
  <ExtendedConfig Type="EC" Code="RACE_CODE" Value="FA" />  
  <ExtendedConfig Type="EC" Code="DISTANCE" Value="2000">  
  <ExtendedConfig Type="EC" Code="LANE_MIN" Value="1" />  
  <ExtendedConfig Type="EC" Code="LANE_MAX" Value="8" />  
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="500" />  
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="1000" />  
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="1500" />  
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="2000" />  
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />  
  <ExtendedConfig Type="EC" Code="SECTION" Pos="1" Value="500" />  
  <ExtendedConfig Type="EC" Code="SECTION" Pos="2" Value="500" />  
  <ExtendedConfig Type="EC" Code="SECTION" Pos="3" Value="500" />  
  <ExtendedConfig Type="EC" Code="SECTION" Pos="F" Value="500" />  
  <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="1-3 semi-final, Rest out">  
    <ExtendedConfigItem Code="SHORT_VER" Value="1-3 SF, Rest out " />  
  </ExtendedConfig>  
</Config>
```

### 2.2.9.5 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 once for the unit unless there is a large change in the conditions.

### 2.2.10.4 Message Values

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	GSC @WeatherPoint	GEN for general, because this information will only be measured generally.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind Direction

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, 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 '+')

Element: Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	SC @WindUnit	Metric system unit for Wind
Value	M	Numeric ##0.0	Wind speed value without plus or minus symbol

### 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	23 June 2017	First version
V1.1	13 July 2017	Updated
V1.2	21 Dec 2017	Updated with Omega Feedback
V1.3	20 February 2018	Updated

**File Reference: ODF R-SOG-2020-CSP-ROW V1.3 SFA**

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFA	DT_CONFIG: Update intermediates for consistency (use INTERMEDIATES_NUM and include F)
V1.2	SFA	DT_RESULT: Added competitor IFId, made some points clearer DT_RESULT: Removed QUAL_UNIT DT_PHASE_RESULT: Simplified ExtendedResults DT_CONFIG: Added Time Trial, corrected typo in sample
V1.3	SFA	DT_RESULT: Updated handling of Diff to follow ORIS DT_CURRENT: Added distance to end for leader. DT_RANKING: Added IDX_QFNL if there is a possibility of quarterfinals, no impact if not used DT_CONFIG: Added QF at RACE_CODE if there is a possibility of quarterfinals, no impact if not used