

# OLYMPIC DATA FEED

## **ODF Swimming Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 2018 Youth Olympic Games

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

- DT\_PARTIC\_TEAMS / DT\_PARTIC\_TEAMS\_UPDATE
  - QUAL\_DATE, QUAL\_CITY, QUAL\_COUNTRY are not used

## 1.5 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

## 1.6 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 swimming.

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	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_PHASE_RESULT	Phase Results	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	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
Class	O	CC @SportClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Swimming

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

Type	Code	Pos	Description
ENTRY	QUAL_BEST	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	mm:ss.ff
	<b>Description</b>		Athlete's Qualifying Time.
ENTRY	QUAL_DATE	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	YYYY-MM-DD
	<b>Description</b>		Date of Athlete's Qualification

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Type	Code	Pos	Description
ENTRY	QUAL_CITY	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(25)
	<b>Description</b>		
	City (Location) of Athlete's Qualification		
ENTRY	QUAL_COUNTRY	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	CC @Country
	<b>Description</b>		
	Country code of the Athlete's Qualification city (location)		
ENTRY	STROKE	N/A	Element Expected: Only for relay only swimmers entered in the medley.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Stroke
	<b>Description</b>		
	Stroke code		
ENTRY	EXCEPTION_CODE	N/A	Element's expected: If applicable in Para Swimming
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(10)
	<b>Description</b>		
	Swimmer exception code		
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.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

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	QUAL_BEST	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	mm:ss.ff Team's Qualifying Time.
ENTRY	QUAL_DATE	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	YYYY-MM-DD Date of Team's Qualification
ENTRY	QUAL_CITY	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(25) City (Location) of Team's Qualification
ENTRY	QUAL_COUNTRY	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	CC @Country Country ID of the Team's Qualification city (location)

### 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) UNCONFIRMED (if results cannot immediately be unofficial) UNOFFICIAL OFFICIAL 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.

### 2.2.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START\_LIST' as soon as the start list (inc. IRMs) is available and any changes to the information.

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

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. (UNCONFIRMED may be used before UNOFFICIAL depending on sport preference)

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	LEADER	Numeric #0	Pos Description: Send number of the intermediate point.  Element Expected: For all events (except individual 50m) for each split except for the finish. Only when the unit is LIVE.
Attribute	M/O	Value	Description
Value	M	S(20)	Competitor's ID, to identify an athlete, for the leader at this split point.
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available			
Attribute	Value	Description	
Code	DIFF_WC		
Pos	N/A	N/A	
Value	-/+s.ff	Time behind the WR (World Record) for leader at the intermediate point. + for slower, - for faster.	
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Sent INTERMEDIATE @Pos for the last intermediate passed by the most recent competitor(s) to pass any intermediate point.  Element Expected: When available and only when the unit is LIVE. Send all changes since last message.
Attribute	M/O	Value	Description
Value	M	S(20)	Send the competitor ID of the last competitor to pass the intermediate point @Pos
Element: ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in Text.				
Attribute	M/O	Value	Description	
Venue	M	CC @VenueCode	Venue Code	
VenueName	M	S(25)	Venue short name (not code) from Common Codes	
Location	M	CC @Location	Location code	
LocationName	M	S(30)	Location short name (not code) from Common Codes	
Element: Result (1,N) For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.				
Attribute	M/O	Value	Description	
Rank	O	Text	Rank of the competitor 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	Total result for the particular event unit. Only send in the case @ResultType is TIME. Do not include leading zeros	
IRM	O	SC @IRM	The invalid result mark, if assigned Send just in the case @ResultType is IRM	
SortOrder	M	Numeric	Used to sort all the results of the unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.	
StartOrder	O	Numeric	Lane assignment of the competitor in the start list.	
StartSortOrder	M	Numeric	Order by lane order starting from 1 Used to sort all start list competitors in an event unit.	
ResultType	O	SC @ResultType	Type of the @Result attribute.	
Diff	O	m:ss.ff	Time behind leader m:ss.ff or not sent for leader. Do not send m if no minutes apply.	
Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	REACT_TIME	N/A	Element Expected: Always in individual events	
	Attribute	M/O	Value	Description
	Value	M	s.ff	Reaction time
PROGRESS	INTERMEDIATE	Numeric #0	Pos Description: The number that identifies the split point, from 1 to F where 1 is the first intermediate and F is the finishing point).  Element Expected: All event units (except for single lap units)	

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	m:ss.ff	Time from the start of the race up to this split point. It is a cumulative result time. Do not send minutes if zeros.	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value	
Rank	O	Text	Rank of the competitor for this specific ExtendedResult.	
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.	
SortOrder	M	Numeric #0	Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.	
Diff	O	m:ss.ff	Send the time behind the leader at the corresponding intermediate point. m:ss.ff or not sent for leader) Do not send minutes if zero. Do not send in relay events.	
Move	O	Numeric	Send the rank progression in the current intermediate compared to the previous intermediate (i.e: "2", "0", "-1", etc)	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If applicable (for individual event units)</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	SPLIT_RECORD			
Pos	Numeric #	Send "1" for the current Record or incremental (send "2") for the handling of Olympic record that is also an Area (Continental) record.		
Value	CC @RecordType	Send the record broken at this split point (when swimmer's cumulative split time is a World or Olympic record respectively for Individual events, or a World, Olympic or Area/Continental record respectively for the first leg of the team in Relay events). If the cumulative time is an Olympic record, it may also be an Area (Continental) record; in this case send both.		
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: All individual event units (except for single lap units).</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	SECTION			
Pos	N/A			
Value	ss.ff	Send the split time (from the previous intermediate point to current one). Not cumulative time. Don't send for the first split		

**Sample (individual)**

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="1:46.10" StartOrder="4" StartSortOrder="4" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="REACT_TIME" Value="0.76" />
    <ExtendedResult Type="PROGRESS" Pos="1" Code="INTERMEDIATE" Value="25.30" ValueType="TIME" Rank="5"
Diff="0.39" SortOrder="5"/>
    <ExtendedResult Type="PROGRESS" Pos="2" Code="INTERMEDIATE" Value="52.26" ValueType="TIME" Rank="2"
Diff="0.24" SortOrder="2" Move="3">
      <Extension Code="SECTION" Value="26.96" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Pos="3" Code="INTERMEDIATE" Value="1:19.54" ValueType="TIME" Rank="1"
SortOrder="1" Move="1">
      <Extension Code="SECTION" Value="27.28" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Pos="4" Code="INTERMEDIATE" Value="1:46.10" ValueType="TIME" Rank="1"
SortOrder="1" Move="0">
      <Extension Code="SECTION" Value="26.56" />
    </ExtendedResult>
  </ExtendedResults>
```

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. "OR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
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	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 /EventUnitEntry (0,N) Only for relay event units			
Type	Code	Pos	Description
EUE	SUBSTITUTE	N/A	Element Expected: Always, as soon as this information is known (only for semifinal and final event units).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send "Y" if the team is a reserve for semifinal or final else do not send.
EUE	QUAL_TIME	N/A	Element Expected: Always, as soon as this information is known
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss.ff
			Qualifying Time of the Team. According to the phase it could be: the entry qualification time (for the heats), the result time for the phase in which the tied occurred (for a swim-off), or the result time from the previous phase (for final).
Element: Result /Competitor /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". 1-4 for relay event (swim order)
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)				
Individual athletes entry information. (This element is for in individual events)				
Type	Code	Pos	Description	
EUE	SUBSTITUTE	N/A	Element Expected: Always, as soon as this information is known (only for semifinal and final event units).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if the competitor is a reserve for semifinal or final else do not send.
EUE	QUAL_TIME	N/A	Element Expected: Always, as soon as this information is known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff	Competitor's Qualifying Time. According to the phase it could be: the entry qualification time (for the heats), the result time for the phase in which the tied occurred (for a swim-off), or the result time from the previous phase (for semifinal and final).

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Only for team members within a relay				
Type	Code	Pos	Description	
ER	REACT_TIME	N/A	Element Expected: All relays	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	s.ff or -s.ff or S(3)	Reaction time for the athlete in the relay.  When the ResultStatus is LIVE or UNOFFICIAL this can be "TBD" while the time is being verified.
ER	CURRENT	N/A	Element Expected: Only for Relay events when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" when this athlete is currently swimming else do not send.
PROGRESS	INTERMEDIATE	Numeric #0	Pos Description: The number that identifies the split point, from 1 to F where 1 is the first intermediate and F for this athlete within the relay.  Element Expected: All relays	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.ff	Time from the start of this leg. Is a cumulative result time. Do not send minutes if zeros.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult.

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Only for team members within a relay</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	M	Numeric #0	Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable (for first leg of relay only)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SPLIT_RECORD		
Pos	Numeric #	Send "1" for the current Record or incremental (send "2") for the handling of Olympic record that is also an Area (Continental) record.	
Value	CC @RecordType	Send the record broken at this split point (when swimmer's cumulative split time is a World or Olympic record respectively for Individual events, or a World, Olympic or Area/Continental record respectively for the first leg of the team in Relay events). If the cumulative time is an Olympic record, it may also be an Area (Continental) record; in this case send both.	
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: All Relays</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SECTION		
Pos	Numeric #0	The number that identifies the intermediate point at the end of a section (lap). Do not send for intermediate point 1. For example 2 is the section (lap) from 50m to 100m.	
Value	ss.ff	Time for that section (lap)	

### 2.2.3.5 Message Sort

Sort by Result @SortOrder



## 2.2.4 Phase Results

### 2.2.4.1 Description

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

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

This message is only used in heats and semifinals (not finals).

### 2.2.4.2 Header Values

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event
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 INTERMEDIATE (after each heat/semifinal except the last) UNOFFICIAL (if applicable after the last) OFFICIAL 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.

### 2.2.4.3 Trigger and Frequency

- Send after every unit is official (including the first) in all phases preceding the finals (INTERMEDIATE).
- Send after the last unit in a phase with status OFFICIAL

Trigger also after any change.

### 2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.	
	Attribute	M/O	Value	Description
	Value	O	CC @Unit	Full RSC of the 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	Rank of the competitor in the corresponding phase. This attribute is optional because the competitor could get an invalid rank mark.	
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	O	m:ss:ff	The result of the competitor in the phase. Send just in the case @ResultType is TIME	

Element: Result (1,N)			
Attribute	M/O	Value	Description
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM
Diff	O	m:ss.ff	Time behind leader m:ss.ff or not sent for leader. Do not send m if no minutes apply.
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition Only send if it applies.
SortOrder	M	Numeric ##0	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.  This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	LAST_QUAL	N/A	Element Expected: Always in phases before the final if it applies. Send before final qualification marks are known.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if this competitor is currently in the last qualifying place else do not send.
ER	UNIT_LANE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the lane number for the athlete in the unit.
ER	UNIT_NUM	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the heat number
ER	UNIT_RANK	N/A	Element Expected: Always when not null	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the rank of the competitor within the event unit.
ER	UNIT_ERANK	N/A	Element Expected: Only when Rank for the unit is equalled.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if this competitor has unit rank equalled.
ER	REACT_TIME	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	s.ff	Reaction time

## Sample

```
<Result ResultType="TIME" Rank="2" Result="2:08.98" SortOrder="2" QualificationMark="Q" Diff="0.27" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="UNIT_NUM" Value="2" />
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="1" />
    <ExtendedResult Type="ER" Code="UNIT_LANE" Value="5" />
  </ExtendedResults>
```

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. "WR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
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".

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).

#### 2.2.4.5 Message Sort

Result @SortOrder followed by Athlete @Order.

## 2.2.5 Records

### 2.2.5.1 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.

### 2.2.5.2 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.

### 2.2.5.3 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.

Send updates as soon as the result is OFFICIAL.

### 2.2.5.4 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.
Subcode	O	- Rank if RecordType = "ALL" or "SBP" - WRC order if RecordType = "WRC"	It will be mandatory in case of RecordType = "WRC", "ALL" and "SBP".
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

<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	"TIME", indicating that the result type for the record is a time.
Result	M	m:ss.ff	Send always unless the record is not established. (though can be sent if a standard applies) The performance 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 /Extension (0,N)			
Type	Code	Pos	Description
ER	INTERMEDIATE	Numeric ##	Pos Description: Sequential number from 1 to 99 for each intermediate point in the record, to indicate its number. It can be one or more (depending on the distance of the event unit).  Element Expected: If applicable, only for events units which have split times in the record.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss.ff
			<b>Description</b>
			Split Time in the record

Element: Record /RecordType /RecordData /Competitor (0,1)			
Competitor to whom the record is assigned.			
Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"T" for team "A" for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Record /RecordType /RecordData /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams.

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).

### 2.2.5.5 Message Sort

The following order applies:

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

## 2.2.6 Event Final Ranking

### 2.2.6.1 Description

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

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

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

### 2.2.6.2 Header Values

The following table describes the message header attributes.

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

### 2.2.6.3 Trigger and Frequency

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

Usually only send after the competition with status OFFICIAL.

Trigger also after any change.

### 2.2.6.4 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
Result	O	m:ss:ff	The result of the competitor in the event Send if ResultType is not IRM
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties.  This attribute is a sequential number with the order of the results for the 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 /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)	T for Team A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

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

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

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

### 2.2.6.5 Message Sort

Sort by Result @SortOrder

## 2.2.7 Configuration

### 2.2.7.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate message in swimming.

### 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	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.

### 2.2.7.3 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 in swimming.

## 2.2.7.4 Message Values

Element: Configs /Config (1,N)				
Attribute	M/O	Value	Description	
Unit	M	CC @Phase	Full RSC (34)	
Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	EVENT_NO	N/A	Element Expected: Always when the information is available in swimming	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Event Number to identify whole event.
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies each of the split points (according to the Individual/Relay event and Marathon event distance, from 1 to F, where F is when the race finishes). (send F for finish) (e.g.: for 100m events, 2 splits: (1): 50m, (2): 100m -the finish  Element Expected: Always (Including 50m event)	
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send distance in metres at this intermediate point in swimming (no decimal).
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Only in relay events				
	Attribute	Value	Description	
	Code	END_LEG		
	Pos	N/A	N/A	
	Value	Numeric 0	Send 1,2,3 or 4 to indicate if this intermediate point is the end of the leg indicated by the number.	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Always, send by event (just for Individual Medley events).				
	Attribute	Value	Description	
	Code	STROKE		
	Pos	N/A	N/A	
	Value	SC @Stroke	Stroke for the split in Individual Medley events (for the section immediately before the intermediate point).	
EC	INTERMEDIATES_NUM	N/A	Pos Description: Do not send anything Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of intermediate points including the finish.

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
QUALIFICATION	FROM_RANK	N/A	N/A	Element Expected: Preliminary and semi-final
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Indicates qualification for the next round (semi-final / final), based on rank.  Send the qualifying rank to indicate first rank to qualify. Usually 1.
QUALIFICATION	TO_RANK	N/A	N/A	Element Expected: Preliminary and semi-final
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the qualifying rank to indicate last rank to qualify. (Usually 16 in heats and 8 in semifinals)
QUALIFICATION	QUAL_RULE (Send by phase)	N/A		Element Expected: Always, if the rule applies to the competition
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Qualification rule text (long version).

#### Sample (Individual swimming)

```
<Configs>
  <Config>
    <ExtendedConfig Type="EC" Code="EVENT_NO" Value="2" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="To_RANK" Value="16" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="Best 16 athletes progress to next phase" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="50" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="100" >
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="1" >
</Config>
```

#### Sample (Relay)



```

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

```

### 2.2.7.5 Message Sort

There is no message sorting rule.

### 3 Document Control

Version history		
Version	Date	Comments
v1.0	2 March 2017	First version
V1.1	17 May 2017	Updated
V1.2	21 June 2017	Updated based on ST feedback
V1.3	1 August 2017	Updated
V1.4	20 February 2018	Updated

**File Reference: ODF R-SOG-2020-SWM V1.4 APP**

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFA	DT_CONFIG: Update for consistency with other sports for qualification. DT_RESULT: Clarify the different intermediates under result and athlete DT_RESULT: Add possibility of TBD in relay reaction time.
V1.2	SFA	DT_RESULT: Correct the level for SECTION under Athletes in relays.
V1.3	APP	DT_CONFIG: Include F in INTERMEDIATES_NUM to be consistent with other sports
V1.4	APP	DT_PARTIC: Added Passport Names Removed Open Water only components Removed 0.00 for Diff for leader as not used in ORIS. Minor typographical errors corrected