



INTERNATIONAL  
OLYMPIC  
COMMITTEE

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

# OLYMPIC DATA FEED

## **ODF Canoe Slalom Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

© International Olympic Committee

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

25 October 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 Slalom Canoeing 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 Slalom Canoeing 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 slalom canoeing.

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_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_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
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)	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.1.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

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



## 2.2.1.4 Message Values

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)



Element: Participant (1,N)			
Attribute	M/O	Value	Description
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.





Element: Participant (1,N)

Attribute	M/O	Value	Description
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only  N-New participant (in the case that this information comes as a late entry) U-Update participant  If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants  If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)  
All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFid	O	S(16)	IF ID (competitor's federation number for the discipline).

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 the case of Current="true".

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

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: As soon as this information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(4) Canoe Slalom ranking for the competitor If the rank is equalled then send "=" at the beginning of the rank.

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code



## 2.2.2 Event Unit Start List and Results

### 2.2.2.1 Description

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit.
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.

### 2.2.2.3 Trigger and Frequency

- As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)
- When the unit starts and after every competitor completes the course and receives a result/rank or any changes in result/rank (LIVE)
- When Unit is not finished but is not currently running (i.e. Waiting a Re-Run but other event is currently LIVE) use (INTERMEDIATE)
- In case of interruption use INTERMEDIATE till competition resumes. If competition is rescheduled, Results are cancelled and status will be START\_LIST.
- After the unit is over (UNOFFICIAL/OFFICIAL)

Trigger also after any change (except for the current competitor, this information is in DT\_CURRENT).

### 2.2.2.4 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
UI	GATE	N/A	Element Expected: When available
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: When available			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MISSED		
Pos	Numeric #0	Gate number.	
Value	Numeric #0	Total number of misses for referenced gate	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: When available			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TOUCHED		
Pos	Numeric #0	Gate number.	
Value	Numeric #0	Total number of touches for referenced gate	
UI	FORERUNNER	Numeric 0	Pos Description: Send the forerunner number Element Expected: If available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	hh:mm:ss	Start time for the forerunner
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: If available			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	BOAT		
Pos	N/A	N/A	
Value	String	Boat Type of the forerunner. e.g. C1, K1, ....	
DISPLAY	LAST_QUAL	Numeric #0	Pos Description: Send cumulative rank of the competitor. Element Expected: Send with every update after 4 competitors have completed the semi-final run.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20) with no leading zeroes	Send the last qualifying place ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place



**Sample**

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-29T13:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="1" Value="13:03:00" >
    <Extension Code="BOAT" Value="C1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="2" Value="13:03:00" >
    <Extension Code="BOAT" Value="C1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="3" Value="13:06:00" >
    <Extension Code="BOAT" Value="K1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="4" Value="13:09:00" >
    <Extension Code="BOAT" Value="K1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="GATE">
    <Extension Code="TOUCHED" Pos="1" Value="0" />
    <Extension Code="MISSED" Pos="1" Value="0" />
    <Extension Code="TOUCHED" Pos="2" Value="1" />
    <Extension Code="MISSED" Pos="2" Value="0" />
    <Extension Code="TOUCHED" Pos="3" Value="2" />
    <Extension Code="MISSED" Pos="3" Value="0" />
    <Extension Code="TOUCHED" Pos="4" Value="2" />
  ....
  <Extension Code="TOUCHED" Pos="22" Value="2" />
  <Extension Code="MISSED" Pos="22" Value="0" />
</ExtendedInfo>
</ExtendedInfos>
```

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

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

Element: ExtendedInfos /VenueDescription (0,1)  
Venue Names in Text.

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



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

Attribute	M/O	Value	Description
Rank	O	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	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.
Unchecked	O	S(1)	Send "Y" if boat results are under review, otherwise do not send.
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. Only send in semifinal.
SortOrder	M	Numeric	Used to sort all the results of an event unit  Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started.  During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric	Competitor's start order
StartSortOrder	M	Numeric	Sequential number for Start Order. Used to sort all start list competitors in the event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+sss.ff	Time behind leader, send 0.00 for leader and positive for behind.

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

Type	Code	Pos	Description
PROGRESS	PTY	N/A	Element Expected: At the end of each run by each competitor.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
PROGRESS	RE_RUN	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
PROGRESS	INTERMEDIATE	S(2)	Pos Description: The number that identifies intermediate, from 1 to F (including finish point). Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)



<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
Type	Code	Pos	Description	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	sss.ff	Total time at the intermediate including penalties	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value. Send TIME	
Diff	O	+/-sss:ff	Send time behind leader at the intermediate including penalties	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If available</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	PTY			
Pos	N/A	N/A		
Value	Numeric ##0	Total of Penalty's Seconds at this intermediate point		
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If available</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	TIME			
Pos	N/A	N/A		
Value	sss.ff	Time at this intermediate point (not including penalties)		
PROGRESS	GATE_PTY	Numeric #0	Pos Description: The number that identifies the gate, from 1 to the total number of sections. Element Expected: If available	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	S(2)	Send the penalty at the gate, "-" for no penalty.	



**Sample**

```
<Result Rank="1" ResultType="TIME" Result="92.56" SortOrder="1" StartOrder="7" StartSortOrder="7"
Diff="0.00" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="PTY" Value="2" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="25.08" ValueType="TIME"
Diff="0.00" >
      <Extension Code="TIME" Value="25.08" />
      <Extension Code="PTY" Value="0" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="60.59" ValueType="TIME"
Diff="0.00" >
      <Extension Code="TIME" Value="60.59" />
      <Extension Code="PTY" Value="0" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="92.56" ValueType="TIME"
Diff="0.00" >
      <Extension Code="TIME" Value="92.56" />
      <Extension Code="PTY" Value="0" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="1" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="2" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="4" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="5" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="7" Value="-" />
  ...
```

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
Organisation	O	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	1 if Competitor @Type="A"
Bib	O	S(4)	Bib number





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

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

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

For all event units except for relays

Type	Code	Pos	Description
EUE	START_TIME	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	hh:mm:ss

#### Sample

```
<EventUnitEntry Type="EUE" Code="START_TIME" Value="10:15:00" />
```

### 2.2.2.5 Message Sort

Sort by Result @SortOrder



## 2.2.3 Current Information

### 2.2.3.1 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 unit.

### 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 unit RSC	Full RSC of the unit
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.



### 2.2.3.3 Trigger and Frequency

Trigger as follows:

- With the next to start when the unit ScheduleStatus becomes GETTING\_READY
- At any time a new athlete starts on the course
- Immediately after every gate/addition/change in data during each run by each competitor.
- Immediately after the competitor completes the course and the data is available.

Each message includes the most recently finished, the current (or currents in case that several competitors are competing at the same time) and the next to start. The number is less at the start and end of each unit as not all of these statuses exist at that time.

### 2.2.3.4 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT	Numeric	Pos Description: From 1 to n to identify the different current competitors, usually not more than 2.  Element Expected: Send with every update if CURRENT exists. In case of several current competitors, @Pos value will be updated after each one arrives to finish point.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the current competitor
DISPLAY	LAST_COMP	N/A	Element Expected: Send with every update after first competitor finished and when new current rider is known. If competitor finish and CURRENT is not updated, LAST_COMP remains with old value until CURRENT is updated.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to finish
DISPLAY	NEXT	N/A	Element Expected: Send with every update if NEXT exists	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the Next competitor to start

#### Sample

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="1122334" />
</ExtendedInfos>
```



<b>Element: Result (0,N)</b>				
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Rank	O	Text	Rank of the competitor	
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" if applicable	
Result	O	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.	
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM	
SortOrder	M	Numeric	Order by start order for the competitors in the message. Used to sort all the competitors included in the message. The order is the order of starting for the competitors included in the message, that will usually be (if in the middle of the unit and only one current) LAST_COMP, CURRENT(s), NEXT = 1, 2, 3.	
StartOrder	O	Numeric	Competitor's start order	
StartSortOrder	M	Numeric	Same as SortOrder	
ResultType	O	SC @ResultType	Type of the @Result attribute.	
Diff	O	+sss.ff	Time behind leader, send 0.00 for leader Display the time behind the leader. All fill when applicable, 0.00 for leader, positive for behind.	
<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
PROGRESS	PTY	N/A	Element Expected: If available for CURRENT competitor(s) only	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total penalties
PROGRESS	RE_RUN	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" if boat has to get a Re-Run choice, otherwise do not send.
PROGRESS	INTERMEDIATE	S(2)	Pos Description: The number that identifies intermediate, from 1 to F (including finish point). Element Expected: If available for CURRENT and LAST_COMP.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	sss.ff	Total time at the intermediate including penalties
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value. Send TIME
	Diff	O	+/-sss:ff	Send time behind leader at the intermediate including penalties
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: If applicable unless DNF.</b>				



Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CURRENT		
Pos	N/A	N/A	
Value	S(1)	Send "Y" if is the last Intermediate point crossed, otherwise do not send.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If available for CURRENT &amp; LAST_COMP competitor only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric ##0	Total of Penalty's seconds at this intermediate point	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If available for CURRENT &amp; LAST_SCORED competitor only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME		
Pos	N/A	N/A	
Value	sss.ff	Time at this intermediate point (not including penalties)	
PROGRESS	GATE_PTY	Numeric #0	Pos Description: The number that identifies the gate, from 1 to the total number of sections. Element Expected: If available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(2)	Send the penalty at the gate, "-" for no penalty.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If available for CURRENT competitor only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CURRENT		
Pos	N/A	N/A	
Value	S(1)	Send "Y" if is the last gate crossed, otherwise do not send.	
<b>Element: Result /Competitor (1,1) Competitor related to the result of one event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation



Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID.
Order	M	Numeric	The order for the boat member for each boat. 1 for Competitor @Type="A".
Bib	O	String	Bib number

### Sample

```

<Result Rank="1" ResultType="TIME" Result="92.56" SortOrder="1" StartOrder="7" StartSortOrder="7" Diff="0.00" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="PTY" Value="2" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="25.08" ValueType="TIME"
Diff="0.00" >
      <Extension Code="TIME" Value="25.08" />
      <Extension Code="PTY" Value="0" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="60.59" ValueType="TIME"
Diff="0.00" >
      <Extension Code="TIME" Value="60.59" />
      <Extension Code="PTY" Value="0" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="92.56" ValueType="TIME"
Diff="0.00" >
      <Extension Code="TIME" Value="92.56" />
      <Extension Code="PTY" Value="0" />
      <Extension Code="CURRENT" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="1" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="2" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="4" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="5" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6" Value="-" />
    ....
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="22" Value="-" />
  </ExtendedResults>
  ...

```

### 2.2.3.5 Message Sort

Sort by Result/SortOrder



## 2.2.4 Cumulative Results

### 2.2.4.1 Description

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

In slalom canoeing the message is used in the heats where there are two runs.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

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



Attribute	Value	Comment
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.4.3 Trigger and Frequency

The cumulative results accumulate results over a number of units so are generally sent after each DT\_RESULT message if the cumulative message applies (using same ResultStatus at DT\_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

Specific triggers are:

- When the unit starts (for Run 1 or Run 2) and after every competitor completes the course and receives a result/rank or any changes in result/rank (LIVE)
- When First Run is finished (INTERMEDIATE).
- When Second Run is finished (UNOFFICIAL/OFFICIAL).

### 2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	GATE	Numeric #0	Pos Description: Game number Element Expected: When available
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MISSED		
Pos	N/A	N/A	
Value	Numeric #0	Total number of misses for referenced gate	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TOUCHED		
Pos	N/A	N/A	
Value	Numeric #0	Total number of touches for referenced gate	
DISPLAY	LAST_QUAL	Numeric #0	Pos Description: Send cumulative rank of the competitor.  Element Expected: Send with every update after 4 competitors have completed at least one run
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20) with no leading zeroes	Send the last qualifying place ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place





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

**Sample**

```
....
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="GATE">
    <Extension Code="TOUCHED" Pos="1" Value="0" />
    <Extension Code="MISSED" Pos="1" Value="0" />
    <Extension Code="TOUCHED" Pos="2" Value="1" />
    <Extension Code="MISSED" Pos="2" Value="0" />
    <Extension Code="TOUCHED" Pos="3" Value="2" />
    <Extension Code="MISSED" Pos="3" Value="0" />
    <Extension Code="TOUCHED" Pos="4" Value="2" />
  ....
  <Extension Code="TOUCHED" Pos="22" Value="2" />
  <Extension Code="MISSED" Pos="22" Value="0" />
</ExtendedInfo>
<Progress LastUnit="CSLMK1-----HEAT000100--" />
```

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. DO NOT INCLUDE unless all at single venue.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes



<b>Element: Result (1,N)</b>			
<b>For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank over all athletes who have completed at least one run.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	SC @ResultType	Type of the @Result attribute.
Result	O	sss.ff	The cumulative result of the competitor. Best score (including the penalties)
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned. 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
Diff	O	+sss.ff	Time behind leader, 0.00 for the leader
SortOrder	M	Numeric	Competitor order within event Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.

<b>Element: Result /ResultItems /ResultItem (1,N)</b>			
<b>Identifier of the unit which is included the result summary.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Unit	M	CC @Unit	Full unit level RSC of the which forms part of the overall result
Order	M	Numeric #0	Logical order of the units, usually schedule order.



Element: Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank over all athletes who have completed this run. Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable.
ResultType	O	SC @ResultType	Result type, either time or IRM for the corresponding event unit Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem. This is relative to the value in Result below.
Result	O	sss.ff	Total score (including the penalty) in this run/unit
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the unit. Send just in the case @ResultType is IRM.
Diff	O	+sss.ff	Time behind leader in this unit, 0.00 for the leader
SortOrder	M	Numeric	Competitor order within event unit Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	BEST	N/A	Element Expected: Always for the best run. Don't send if result for both runs is the same.	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y is this is the best run, else do not send.
ER	TIME	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	ss.ff	Time for the run without penalty
ER	PTY	N/A	Element Expected: Always if not null	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalty seconds for the run if applicable



**Sample**

```

....
<Result ResultType="TIME" Result="93.49" Rank="1" QualificationMark="Q" SortOrder="1" Diff="0.00">
  <ResultItems>
    <ResultItem Unit="CSLMK1-----HEAT000100--">
      <Result Rank="11" ResultType="TIME" Result="92.56" Diff="+7.45" SortOrder="11" >
        <Extension Code="TIME" Value="92.56" />
        <Extension Code="PTY" Value="2" />
      </Result>
    </ResultItem>
    <ResultItem Unit=" CSLMK1-----HEAT000200--">
      <Result Rank="1" ResultType="TIME" Result="93.49" Diff="0.00" SortOrder="1" >
        <Extension Code="BEST" Value="Y" />
        <Extension Code="TIME" Value="93.49" />
      </Result>
    </ResultItem>
  </ResultItems>
</Result>

```

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Send 1 as the competitor is an athlete
Bib	O	S(4)	Bib number

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

**2.2.4.5 Message Sort**

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



INTERNATIONAL  
OLYMPIC  
COMMITTEE

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



## 2.2.5 Event Final Ranking

### 2.2.5.1 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.

### 2.2.5.2 Header Values

The following table describes the message header attributes.

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



### 2.2.5.3 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.

- After any final ranking is known (PARTIAL)
- After the event is finished (OFFICIAL)

Trigger also after any change.

### 2.2.5.4 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)			
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. Send if IRM or competitor is in final.
Result	O	sss.ff	Total time (including the penalty) for the highest phase reached by the competitor
Diff	O	+sss.ff	Time behind leader in the highest phase reached by the competitor, send 0.00 for leader.
IRM	O	SC @IRM	The invalid rank mark, send if applicable in the highest phase reached by the competitor.
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 competitors at the end of the event, if they were to be presented.



Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	PHASE	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	M	CC @Phase	Send the full phase RSC (Char34) of the highest phase reached
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available			
Attribute	Value	Description	
Code	TIME		
Pos	N/A	N/A	
Value	sss.ff	Time without penalties in this phase	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available			
Attribute	Value	Description	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric ##0	Total of penalties in this phase	

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
Organisation	O	CC @Organisation	Competitors' organisation if known

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"





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

### 2.2.5.5 Message Sort

Sort by Result @SortOrder



## 2.2.6 Configuration

### 2.2.6.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

### 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	Sent this message for each phase.
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.

### 2.2.6.3 Trigger and Frequency

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

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.



### 2.2.6.4 Message Values

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	SC @Phase	Full RSC of the phase
Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	EVENT_CODE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
			Send the short form event code. For example: "K1 W", "C1 M" etc.
EC	INTERMEDIATE	S(2)	Pos Description: Send the number that identifies the intermediate point, from 1 to F. (where F is the finishing point) Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric 0
			Send the gate number where the split point is placed. (not sent for finishing point if it is not a gate)
EC	GATES_NUM	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Send the total number of gates
QUALIFICATION	QUAL_RULE	N/A	Element Expected: Always, if the rule applies to the competition.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
			Qualification rule text (long version).
QUALIFICATION	FROM_RANK	N/A	Element Expected: All phases except final
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(2)
			Highest rank in the phase to progress to the next phase
QUALIFICATION	TO_RANK	N/A	Element Expected: All phases except final
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(2)
			Last rank in the phase to progress to the next phase



### Sample

```
<Configs>
  <Config Unit="CSLMK1-----HEAT-----">
    <ExtendedConfig Type="EC" Code="EVENT_CODE" Value="C1 M" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="8" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="17" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" />
    <ExtendedConfig Type="EC" Code="GATES_NUM" Value="24" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="Progression: 1 to 12 to semifinal,
rest out" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="12" />
  ....
```

### 2.2.6.5 Message Sort

There is no message sorting rule.



### 3 Document Control

Version history		
Version	Date	Comments
v1.0	23 June 2017	First version
V1.1	9 January 2018	Updated
V2.0	8 August 2018	Updated
V2.1	25 October 2018	Updated

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

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFR	Delete DT_PARTIC_TEAMS (not required) from applicable messages DT_PARTIC: Correct typo in Bib DT_RESULT: Correct typo in triggering DT_CURRENT: Clarify when INTERMEDIATE needed.
V2.0	SFR	DT_CUMULATIVE_RESULT: DocumentCode in the header changed to phase level DT_RANKING: Added Result/Diff and clarify that Result/Result is for highest phase reached. CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results
V2.1	APP	DT_CUMULATIVE_RESULT: Add time and penalty at run level