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COMMITTEE

**ODF/INT044 R2 v10.2 APP (SA)**

## Olympic Data Feed

### **ODF Sailing Data Dictionary**

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## TABLE OF CONTENT

<b>1</b>	<b>Introduction .....</b>	<b>6</b>
1.1	This document.....	6
1.2	Objective .....	6
1.3	Main Audience.....	6
1.4	Glossary .....	6
1.5	Related Documents.....	7
<b>2</b>	<b>Overall Perspective .....</b>	<b>8</b>
2.1	Objective .....	8
2.2	End to End data flow .....	8
<b>3</b>	<b>Codes .....</b>	<b>9</b>
<b>4</b>	<b>Sailing Data Extension.....</b>	<b>11</b>
4.1	General Issues .....	11
4.1.1	ODF header .....	11
4.1.2	Attributes Definition.....	11
<b>5</b>	<b>Point in Time.....</b>	<b>12</b>
5.1	Point in Time Applicable Messages .....	12
5.1.1	List of participants by discipline /List of participants by discipline update .....	14
5.1.1.1	Description.....	14
5.1.1.2	Header Values.....	14
5.1.1.3	Trigger and Frequency .....	14
5.1.1.4	Message Structure .....	14
5.1.1.5	Message Values .....	14
5.1.1.6	Message sort .....	15
5.1.2	List of teams /List of teams update .....	16
5.1.2.1	Description.....	16
5.1.2.2	Header Values.....	16
5.1.2.3	Trigger and Frequency .....	16
5.1.2.4	Message Structure .....	16
5.1.2.5	Message Values .....	16
5.1.2.6	Message sort .....	16
5.1.3	Start List.....	17
5.1.3.1	Description.....	17
5.1.3.2	Header Values.....	17
5.1.3.3	Trigger and Frequency .....	17
5.1.3.4	Message Structure .....	17
5.1.3.5	Message Values .....	17
5.1.3.6	Message sort .....	19
5.1.4	Event Unit Results .....	20
5.1.4.1	Description.....	20
5.1.4.2	Header Values.....	20
5.1.4.3	Trigger and Frequency .....	20
5.1.4.4	Message Structure .....	20
5.1.4.5	Message Values .....	20
5.1.5	Phase Results .....	28
5.1.5.1	Description.....	28
5.1.5.2	Header Values.....	28
5.1.5.3	Trigger and Frequency .....	28



5.1.5.4	Message Structure .....	28
5.1.5.5	Message Values .....	28
5.1.6	Cumulative Results .....	30
5.1.6.1	Description .....	30
5.1.6.2	Header Values .....	30
5.1.6.3	Trigger and Frequency .....	30
5.1.6.4	Message Structure .....	30
5.1.6.5	Message Values .....	30
5.1.7	Event Final Ranking .....	37
5.1.7.1	Description .....	37
5.1.7.2	Header Values .....	37
5.1.7.3	Trigger and Frequency .....	37
5.1.7.4	Message Structure .....	37
5.1.7.5	Message Values .....	37
5.1.7.6	Message sort .....	38
5.1.8	Event's Medallists .....	39
5.1.8.1	Description .....	39
5.1.8.2	Header Values .....	39
5.1.8.3	Trigger and Frequency .....	39
5.1.8.4	Message Structure .....	39
5.1.8.5	Message Values .....	39
5.1.8.6	Message sort .....	39
5.1.9	Official Communication .....	40
5.1.9.1	Description .....	40
5.1.9.2	Header Values .....	40
5.1.9.3	Trigger and Frequency .....	40
5.1.9.4	Message Structure .....	40
5.1.9.5	Message Values .....	40
5.1.9.6	Message sort .....	40
5.1.10	Discipline/venue good morning .....	41
5.1.10.1	Description .....	41
5.1.10.2	Header Values .....	41
5.1.10.3	Trigger and Frequency .....	41
5.1.10.4	Message Structure .....	41
5.1.10.5	Message Values .....	41
5.1.10.6	Message sort .....	41
5.1.11	Discipline/venue good night .....	42
5.1.11.1	Description .....	42
5.1.11.2	Header Values .....	42
5.1.11.3	Trigger and Frequency .....	42
5.1.11.4	Message Structure .....	42
5.1.11.5	Message Values .....	42
5.1.11.6	Message sort .....	42
5.1.12	Brackets .....	43
5.1.12.1	Description .....	43
5.1.12.2	Header Values .....	43
5.1.12.3	Trigger and Frequency .....	43
5.1.12.4	Message Structure .....	43
5.1.12.5	Message Values .....	43
5.1.12.6	Message sort .....	44
5.1.13	Discipline configuration .....	45
5.1.13.1	Description .....	45
5.1.13.2	Header Values .....	45
5.1.13.3	Trigger and Frequency .....	45
5.1.13.4	Message Structure .....	45
5.1.13.5	Message Values .....	45
5.1.13.6	Message sort .....	46
5.1.14	Event Unit Weather conditions .....	47



5.1.14.1	Description .....	47
5.1.14.2	Header Values .....	47
5.1.14.3	Trigger and Frequency .....	47
5.1.14.4	Message Structure .....	47
5.1.14.5	Message Values .....	47
5.1.14.6	Message sort .....	47
<b>6</b>	<b>Real time .....</b>	<b>48</b>
6.1	Real Time Applicable Messages .....	48
6.1.1	RT Discipline/venue good morning .....	49
6.1.1.1	Description .....	49
6.1.1.2	Header Values .....	49
6.1.1.3	Trigger and Frequency .....	49
6.1.1.4	Message Structure .....	49
6.1.1.5	Message Values .....	49
6.1.1.6	Message sort .....	49
6.1.2	RT Event Unit Results .....	50
6.1.2.1	Description .....	50
6.1.2.2	Header Values .....	50
6.1.2.3	Trigger and Frequency .....	50
6.1.2.4	Message Structure .....	50
6.1.2.5	Message Values .....	50
6.1.2.6	Message sort .....	57
6.1.3	RT Cumulative Results .....	58
6.1.3.1	Description .....	58
6.1.3.2	Header Values .....	58
6.1.3.3	Trigger and Frequency .....	58
6.1.3.4	Message Structure .....	58
6.1.3.5	Message Values .....	58
6.1.3.6	Message sort .....	63
	<b>DOCUMENT CONTROL .....</b>	<b>64</b>



# 1 Introduction

## 1.1 This document

This document includes the ODF Sailing Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Sailing, as well as defines the codes used in these messages.

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **SA** – Sailing
- **WNPA** – World News Press Agencies



## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport



## 2 Overall Perspective

### 2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Sailing Data Dictionary.

### 2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Sailing Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Sailing.

Any ODF Sailing message should follow all the previous definitions in order to be considered as an ODF compliant message.





### 3 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to ODF Sport Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @BracketItems	<b>Code</b>	<b>Description</b>
	QFL	Quarterfinals
	SFL	Semifinals
	FNL	Finals
CC @Course	Defined in Sailing course codes.xlsx	
	See entity "Code" and "Name" columns	
CC @IRM	<b>Code</b>	<b>Description</b>
	BFD	Black Flag Disqualification - Disqualification under rule 30.3
	DGM	Disqualification for Gross Misconduct - Disqualification for gross misconduct not excludable under rule 90.3(b)
	DNC	Did not Come – Did not come to the starting area
	DNE	Disqualification Not Excludable - Disqualification (other than DGM) not excludable under rule 90.3(b)
	DNF	Did not Finish
	DNS	Did not Start (other than DNC and OCS)
	DPI	Discretionary Penalty Imposed
	DSQ	Disqualification
	OCS	On Course Side - On the course side of the starting line at the starting signal and failed to start, or broke rule 30.1
	RAF	Retired After Finishing
	RDG	Redress Given
	SCP	Took a Scoring Penalty under rule 44.3(a)
	ZFP	Z Flag Penalty - 20% penalty under rule 30.2
CC @Position	<b>Code</b>	<b>Description</b>



	C	Crew
	S	Skipper
	C1	Crew 1
	C2	Crew 2
CC @QualificationMark	<b>Code</b>	<b>Description</b>
	q	Qualified by best overall score
CC @ResultType	<b>Code</b>	<b>Description</b>
	IRM	Invalid Result Mark
	IRM_POINTS	Send both, Points and IRM
	POINTS	Points
CC @Status	<b>Code</b>	<b>Description</b>
	ABDN	Abandoned: Racing has been abandoned for this class
	CMPD	Completed
	FSHD	Finished: All boats have completed racing
	GNR_REC	General Recall: Race has been recalled
	NO_RAC	No Racing Today: There is no racing scheduled for this class today
	NONE	No Status
	PSP	Postponed
	RAC	Racing
	RAC_IR	Racing Individual Recall Flag Raised
	RUN_AFTER	There will not be more races during the day, but it can be run the day after
	STR_SEQ	Start Sequence: 6 minutes prior to start
CC @WeatherCondition	Defined in ODF Common Codes Document  See entity Weather conditions <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @WLT	<b>Code</b>	<b>Description</b>
	L	Lost
	T	Tied
	W	Won



## 4 Sailing Data Extension

### 4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

#### 4.1.1 ODF header

Regarding to the ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- ODF Header: DocumentCode.

#### 4.1.2 Attributes Definition

The attributes types are explained in the section “5.1.2. Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information



## 5 Point in Time

### 5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Sailing, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- 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 documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	X
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_PARTIC_HORSES_UPDATE	List of equestrian horses update	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_HIST_REC_UPDATE	Historical records update	Central		
DT_GLOBAL_GM	Global good morning	Central	Global	



DT_GLOBAL_GN	Global good night	Central	Global	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	Sports	X	X
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	X
DT_BRACKETS	Brackets	Sports	X	X
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports		
DT_CONFIG	Discipline Configuration	Sports	X	X
DT_WEATHER	Event Unit Weather conditions	Sports	X	X
DT_SERIAL	List of Current PiT Serial	Sports	X	



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

### 5.1.1.1 Description

This message is the List of participants (athletes and officials) by discipline (and the update) as described in the ODF Central Messages Interface Document.

### 5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid.

### 5.1.1.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

### 5.1.1.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Sailing are:

- EventEntry

In the next section (message values), there is a more detailed definition.

### 5.1.1.5 Message Values

The following table lists the “List of participants by discipline/update” optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case Sailing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if available
	Height	O	N(3) 990	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.
	Weight	O	N(3) 990	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.

The following table describes in more detail the EventEntry element in the case of Sailing.

Element: EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_POSITION	N(1) 0	CC @Position	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send always 1
				For @Value: Crew position code of the competitor. (see codes section)

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
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E_ENTRY /E_POSITION	Crew position of the competitor.	Always, as soon as this information is known
---------------------	----------------------------------	--

**5.1.1.6 Message sort**

Please, follow the general definition.



## **5.1.2 List of teams /List of teams update**

### **5.1.2.1 Description**

This message is the List of teams (and the update) as described in the ODF Central Messages Interface Document.

### **5.1.2.2 Header Values**

The definition in the ODF Central Messages Interface Document is valid

### **5.1.2.3 Trigger and Frequency**

The definition in the ODF Central Messages Interface Document is valid.

### **5.1.2.4 Message Structure**

Please, follow the general definition.

### **5.1.2.5 Message Values**

Please, follow the general definition.

### **5.1.2.6 Message sort**

Please, follow the general definition.





### 5.1.3 Start List

#### 5.1.3.1 Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

#### 5.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

#### 5.1.3.3 Trigger and Frequency

Please, follow the general definition

#### 5.1.3.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Sailing are:

- UnitInfos and its child element UnitDateTime (following the general rules for this element)
- UnitInfo /Extensions

In the next section (message values), there is a more detailed definition.

#### 5.1.3.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Sailing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	SortOrder	M	Numeric	According to the sport rules. In case of Match racing events, 1 for the PORT (Blue) and 2 for the STARBOARD (Yellow) start position
Start /Competitor /Composition /Athlete	Order	M	Numeric	1 for Skipper, 2 for Crew or Crew 1, 3 for Crew 2

The following table describes in more detail the UnitInfos /UnitInfo element in the case of Sailing.

Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_SA	SA_FLIGHT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Send the flight number of the match



	SA_MATCHES_UNIT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Send the event unit number of the set of matches for a pair of teams
	SA_MARK		N(1) 0	N(2) 90 or S(n)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the mark order: 1..n
					For @Value: Send 0 for Start and 10 for Finish and the corresponding mark number or string for the rest
	SA_SEQ_NUM			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the mark sequence number: 0..n Send 0 for Start (SA_MARK @Value=0)
	SA_NUM_MARKS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the total number of marks planned, without including the Start and the Finish marks
	SA_COURSE_SAILED			CC @Course	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the course to be sailed code
	SA_COURSE_DESC			S(n)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the course to be sailed description
	SA_NUM_LEGS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code



					For @Pos: Do not send anything
					For @Value: Send the numbers of leg

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
UI_SA /SA_FLIGHT		Send the flight number of the match	Just for the Match racing events
UI_SA /SA_MATCHES_UNIT		Send the event unit number of the set of matches for a pair of teams.  For example, for all the start lists of the matches of the Knockout Quarterfinal 1, it would be the event unit number corresponding to the Knockout Quarterfinal 1	Just for the Knockout Match racing events
UI_SA /SA_MARK		Send the different marks of the course for an event unit.  For example: @Pos 1, @Value 0 for Start mark. @Pos 2, @Value 1 for next 1 mark. @Pos 3, @Value 2 for next 2 mark. @Pos 4, @Value 1 for next 1 mark. @Pos 5, @Value 2p-2s for next 2p-2s mark. @Pos 6, @Value 1 for next 1 mark. @Pos 7, @Value 10 for Finish mark.	Always, if available
UI_SA /SA_MARK/SA_SEQ_NUM		Send the mark sequence number for each Mark.  In base of the SA_MARK example: @Value 0 for Start mark (@Pos 1, @Value 0 for Start mark.).  @Value 1 for next mark (@Pos 2, @Value 1 for next 1 mark).  @Value 2 for next mark (@Pos 3, @Value 2 for next 2 mark).	Send if available
UI_SA /SA_NUM_MARKS		Send the total number of marks planned, without including the Start and the Finish marks.	Always, if available
UI_SA /SA_COURSE_SAILED (by event unit)		Send the course to be sailed for a race	Always, if available
UI_SA /SA_COURSE_DESC (by event unit)		Send the course to be sailed description for a race.  For example: Windward/Leeward 3 Laps (W3)	Always, if available
UI_SA /SA_NUM_LEGS		Send the number of legs	Always, if available

#### 5.1.3.6 Message sort

Please, follow the general definition.



## 5.1.4 Event Unit Results

### 5.1.4.1 Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

### 5.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

### 5.1.4.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following

- Fleet Racing:
  - Official/Unofficial:
    - After each race
    - After each results change due to protest decision
- Match Racing
  - Round Robin
    - After each match
  - Finals
    - After each match

### 5.1.4.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Sailing are:

- UnitInfos and its child element UnitDateTime (following the general rules for this element)
- Result /Competitor /ExtendedResults and its child element ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

### 5.1.4.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

The following table describes in more detail the Result element in the case of Sailing.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	N(2) 90	Place for the competitor at the race. Send just if ResultType is not IRM
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled
	ResultType	M	CC @ResultType	Result type, either IRM or POINTS or IRM_POINTS
	Result	O	N(2).N(1) 90.0	Race points



Element	Attribute	M/O	Value	Comments
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS
	WLT	O	CC @WLT	Send W for the winner, L for the loser or T for tied matches. Just for Match racing events.
	SortOrder	M	N(2) 90	According to the sport rules. Order of estimated finish place calculates overall position based on the position at the last mark. If not all boats have rounded the last mark, estimate their probable position.

The following table describes in more detail the Competition /UnitInfos /UnitInfo element in the case of Sailing.

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_SA	SA_WIND_SPEED	N(2) 90	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: 1..n Send the corresponding mark number, according to the @Pos of the SA_MARK code at the Start List message Send 0 for the global information at the race
				For @Value: Wind speed in knots for each mark of the course at the moment the leader rounded the mark
	SA_WIND_DIRECTION	N(2) 90	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: 1..n Send the corresponding mark number, according to the @Pos of the SA_MARK code at the Start List message Send 0 for the global information at the race
				For @Value: Wind direction in degrees for each mark of the course at the moment the leader rounded the mark
	SA_ELAPSED_TIME	N(2) 90	HH:MM:SS 99:99:90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: 2..n Send the corresponding mark number (do not send for the Starting mark, @Pos 1), according to the @Pos of the SA_MARK code at the Start List message
				For @Value: Send the elapsed time for the leader for each mark of the course and finish
	SA_RACE_STATUS		CC @Status	For @Type: Send proposed type



Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the race status
	SA_MARK_ROUNDED	N(2) 90	S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the corresponding mark number (do not send for the Starting mark, @Pos 1), according to the @Pos of the SA_MARK code at the Start List message
				For @Value: Send Y in case of first boat has rounded this mark
	SA_NUM_OCS		N(2) 90  or  TBA	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of OCS boats
	SA_CURRENT_MATCH		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send Y in case of this is a current match
	SA_CURRENT_LEG		N(2) 90  or  -  or  "N/A"	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the current Leg.

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_SA /SA_WIND_SPEED	Wind speed in knots for each mark at the moment the leader rounded the mark or for the global information at the race	If available
UI_SA /SA_WIND_DIRECTION	Wind direction in degrees for each mark at the moment the leader rounded the mark or for the global information at the race	If available



UI_SA /SA_ELAPSED_TIME	Send the elapsed time of first boat for each mark of the course and finish (@Pos from 2 to n, being 10 the finish one)	If available
UI_SA /SA_RACE_STATUS	Send the race status at the moment	If available
UI_SA /SA_MARK_ROUNDED	Send Y in case of first boat has rounded the mark	If applies
UI_SA /SA_NUM_OCS	Number of OCS boats.  TBA means "To Be Announced". This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly)	If applies
UI_SA /SA_CURRENT_MATCH	Send Y in case of this is a current match	If applies and just for the Match racing events
UI_SA /SA_CURRENT_LEG	Send current Leg During start sequence we should have "0". Racing or Racing IR we should have "1", "2", ... N Elliot 6m WMR should be "N/A" All other race status we should have "-"	If applies

Send UnitDateTime.

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_MARK		N(2) 90	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the mark number, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark.
					For @Value: Send the place of the boat at the corresponding mark
		SA_TIME_BEHIND		MM:SS 90:00	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
		SA_TIME		HH:MM:SS 99:99:90	For @Value: Send the time behind the leader
					For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything



Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the expended time from the Starting line to this mark
		SA_LAST_COMP		S(1)	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case of this boat was the last one that rounded this mark
		SA_SORT_ORDER		N(2) 90	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the order of the boat at the corresponding mark
	SA_EST_FIN_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the estimated finish place at the race
	SA_LAST_MARK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the mark number of the last mark rounded, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark.
	SA_COMMENT			S(n)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send a text, if any comment

For the table above, we have the following additional/summary information:





Type /Code	Extension Code	Description	Expected
ER_SA /SA_MARK		Send the place of the boat at the corresponding mark of the course (mark number @Pos, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark).	Send if available
	SA_TIME_BEHIND	Send the time behind the leader at the corresponding mark of the course	Send if available
	SA_TIME	Send the expended time from the Starting line to this mark	Send if available
	SA_LAST_COMP	Send Y in case of this boat was the last one that rounded this mark	Send if available
	SA_SORT_ORDER	Send the order of the boat at the corresponding mark	Always
ER_SA /SA_EST_FIN_RANK		Send the estimated finish place at the race, based on the position at the last mark or their probable position.	Send if available and just for Fleet racing events
ER_SA /SA_LAST_MARK		Send the mark number of the last mark rounded by the boat.	Send if available and just for team events
ER_SA /SA_COMMENT		Send a text, if any comment	Send if applies and just for Match racing events

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_MARK		N(2) 90	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the mark number, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark.
					For @Value: Send the place of the boat at the corresponding mark
		SA_TIME_BEHIND		MM:SS 90:00	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the time behind the leader
		SA_TIME		HH:MM:SS 99:99:90	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send the expended time from the Starting line to this mark
		SA_LAST_COMP		S(1)	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Send one sequential number (1..n) if more than 1 boat rounding the mark at the same time, otherwise 1
					For @Value: Send Y in case of this sailor was the last one that rounded this mark
		SA_SORT_ORDER		N(2) 90	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the order of the boat at the corresponding mark
		SA_EST_FIN_RANK		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
	SA_LAST_MARK			N(2) 90	For @Pos: Do not send anything
					For @Value: Send the estimated finish place at the race
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the mark number of the last mark rounded, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark.

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
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ER_SA /SA_MARK		Send the place of the boat at the corresponding mark of the course (mark number @Pos, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark.	Send if available
	SA_TIME_BEHIND	Send the time behind the leader at the corresponding mark of the course	Send if available
	SA_TIME	Send the expended time from the Starting line to this mark	Send if available
	SA_LAST_COMP	Send Y in case of this sailor was the last one that rounded this mark	Send if available
	SA_SORT_ORDER	Send the order of the boat at the corresponding mark	Always
ER_SA /SA_EST_FIN_RANK		Send the estimated finish place at the race, based on the position at the last mark or their probable position.	Send if available
ER_SA /SA_LAST_MARK		Send the mark number of the last mark rounded by the boat. Just for individual events.	Send if available



## 5.1.5 Phase Results

### 5.1.5.1 Description

This message is the Phase Results message as described in the ODF Sport Messages Interface Document.

### 5.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

It is only for Match Racing Quarter finals, semifinals and finals.

### 5.1.5.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.5.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Sailing are:

- Competitor /ExtendedResults /ExtendedResult

### 5.1.5.5 Message Values

The following table lists the Phase Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
(Just for Round Robin phase of Match racing events)	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)	Send Y in case of the Rank has been equalled
	ResultType	M	CC @ResultType	Result type, either points or IRM or points and IRM for the corresponding phase
	IRM	O	CC @IRM	IRM for the particular phase  Send just in case of @ResultType is IRM or IRM_POINTS
	Result	O	N(2).N(1) 90.0	Result for the particular phase  Send just in the case @ResultType is Points or Points and IRM
	QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition. Send just for the competitors qualified for the next phase
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element.



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_WON			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of races won by the competitor at the phase
	SA_TIED			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of races tied by the competitor at the phase
	SA_LOST			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of races lost by the competitor at the phase

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SA /SA_WON		Send the number of races won by the competitor at the phase	If available and just for Round Robin phase of Match Racing events
ER_SA /SA_TIED		Send the number of races tied by the competitor at the phase	If available and just for Round Robin phase of Match Racing events
ER_SA /SA_LOST		Send the number of races lost by the competitor at the phase	If available and just for Round Robin phase of Match Racing events



## 5.1.6 Cumulative Results

### 5.1.6.1 Description

This message is the Cumulative Results message as described in the ODF Sport Messages Interface Document.

The Cumulative Results message is used to send an interim summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last phase or event unit that contributed results to the message.

### 5.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

The DocumentSubtype is the DocumentCode code up to the moment the cumulative message contains information. Its contents could be:

- DDGEEEEPUU would be cumulative results up to the end of the referenced event unit, i.e., the cumulative results up to one of the races of the opening series.

It is for all Fleet Racing event units except for those in the final phase, and for all Match Racing event units in all phases.

- DDGEEEEP00 would be cumulative results up to the end of the referenced phase, i.e., the cumulative results up to the end of the medal race.

It is for all Fleet Racing event units and phases, not for any Match Racing event units and phases

### 5.1.6.3 Trigger and Frequency

Please, follow the general definition

### 5.1.6.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Sailing are:

- ExtendedInfos and its child element ExtendedInfo
- Result /Competitor /ExtendedResults and its child element ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

### 5.1.6.5 Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

The following table describes in more detail the Result element in the case of Sailing.

Element	Attribute	M/ O	Value	Comments
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Element	Attribute	M/O	Value	Comments
CumulativeResult	Rank	O	N(2) 90	In case of Fleet racing events, send the boat estimated overall place based on net points for all phases of the event or for a set of Opening Series races. In case of Match racing events, send the rank of the competitor after one specific match at the corresponding phase.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled
	ResultType	M	CC @ResultType	Result type, either IRM or POINTS or IRM_POINTS
	Result	O	N(3).N(1) 990.0	In case of Fleet racing events, send the calculated overall net points based on boats finishing in their estimated finish place for all phases of the event or for a set of Opening series races. In case of Match racing events, send the total number of points won by the competitor up to one specific match at the corresponding phase.
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS
	SortOrder	M	N(2) 90	According to the sport rules.
CumulativeResult /ResultItems /ResultItem /Result  (For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit)	Rank	O	Text	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem, either IRM or POINTS or IRM_POINTS
	Result	O	N(2).N(1) 90.0	The result of the competitor for the event unit or phase identified by /ResultItems /ResultItem  Send just in the case @ResultType is POINTS or IRM_POINTS
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem  Send just in the case @ResultType is IRM or IRM_POINTS
	QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultItems /ResultItem
	WLT	O	CC @WLT	The code whether a competitor won, lost or tied the match for the event unit identified by /ResultItems /ResultItem. <u>It just applies to event units</u> Send W for the winner, L for the loser or T for tied matches. Just for Match racing events.
	SortOrder	M	Numeric	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem



The following table describes in more detail the Competition /ExtendedInfos /ExtendedInfo element.

Element: Competition /ExtendedInfos /ExtendedInfo					
Type	Code	Extension Code	Pos	Value	Description
EI_SA	SA_LAST_FLIGHT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the last finished flight number (from 1 to n) at the corresponding phase
	SA_CURRENT_FLIGHT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the current flight number phase (from 1 to n) at the corresponding or 0 if the phase has finished

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
EI_SA /SA_LAST_FLIGHT		Send the last finished flight number (from 1 to n) at the corresponding phase.	Just for the Match racing events
EI_SA /SA_CURRENT_FLIGHT		Send the current flight number (from 1 to n) at the corresponding phase or 0 if the phase has finished.	Just for the Match racing events

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element.

Element: Competition /CumulativeResult /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_TOTAL_POINTS			N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything





Element: Competition /CumulativeResult /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the overall total points for all phases of the event or for a set of Opening series races
	SA_DISCARDED_RACE		N(2) 90	S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the event unit number for the excluded score race
					For @Value: Send Y in case of the @Pos event unit number race has an excluded score
	SA_LAST_FLIGHT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the last flight number (from 1 to n) finished by the competitor at the corresponding phase
	SA_ALL_FLIGHTS			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the competitor has finished all the flights at the corresponding phase
	SA_RACED			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of matches sailed by the competitor at the corresponding phase
	SA_WON			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of matches won by the competitor at the corresponding phase



Element: Competition /CumulativeResult /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	SA_LOST			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of matches lost by the competitor at the corresponding phase
	SA_TIED			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of matches tied by the competitor at the corresponding phase
	SA_WIN_PERCENTAGE			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the win percentage (the number of wins against the number of matches sailed)
	SA_KNOCKOUT_WINNER			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the competitor won, or N in case of the competitor lost the match when the knockout is over

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SA /SA_TOTAL_POINTS		Send the overall total points for all phases of the event or for a set of Opening series races	Send if available and just for Fleet racing events
ER_SA /SA_DISCARDED_RACE		Send Y in case of the @Pos event unit number race has an excluded score	Send just if applies and just for Fleet racing events
ER_SA /SA_LAST_FLIGHT		Send the last flight number (from 1 to n) finished by the competitor at the	Send if available and just for Match racing events



		corresponding phase.	
ER_SA /SA_ALL_FLIGHTS		Send Y in case of the competitor has finished all the flights at the corresponding phase	Send if available and just for Match racing events
ER_SA /SA_RACED		Send the number of matches raced by the competitor at the corresponding phase	Send if available and just for Match racing events
ER_SA /SA_WON		Send the number of matches won by the competitor at the corresponding phase	Send if available and just for Match racing events
ER_SA /SA_LOST		Send the number of matches lost by the competitor at the corresponding phase	Send if available and just for Match racing events
ER_SA /SA_TIED		Send the number of matches tied by the competitor at the corresponding phase	Send if available and just for Match racing events
ER_SA /SA_WIN_PERCENTAGE		Send the win percentage (the number of wins against the number of matches sailed)	Send if available and just for Match racing events
SA_KNOCKOUT_WINNER		Send Y in case of the competitor won or N in case of the competitor lost the match when the knockout is over.	Send if available and just for Match racing events when the knockout is over, but not for Round Robin phase.

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

<b>Element:</b> <b>Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult</b>					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_TOTAL_POINTS			N(3).N(1) 990.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the overall total points for all phases of the event or for a set of Opening series races
	SA_DISCARDED_RACE		N(2) 90	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the event unit number for the excluded score race For @Value: Send Y in case of the @Pos event unit number race has an excluded score



For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SA /SA_TOTAL_POINTS		Send the overall total points for all phases of the event or for a set of Opening series races	Send if available and just for Fleet racing events
ER_SA /SA_DISCARDED_RACE		Send Y in case of the @Pos event unit number race has an excluded score	Send just if applies and just for Fleet racing events



## 5.1.7 Event Final Ranking

### 5.1.7.1 Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

In the case of Sailing, the message has to be sent for all the competition events, as listed in the header values section.

### 5.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

### 5.1.7.3 Trigger and Frequency

Please, follow the general definition

### 5.1.7.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Sailing are:

- Competitor /ExtendedResults and its child element ExtendedResult
- Composition /Athlete /ExtendedResults and its child element ExtendedResult

### 5.1.7.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Sailing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Final rank of the competitor in the corresponding event
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled
	ResultType	O	CC @ResultType	It can be POINTS, IRM or IRM_POINTS
	Result	O	N(3).N(1) 990.0	Net points obtained
	IRM	O	CC @IRM	Invalid rank mark, in case it is assigned
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_TOTAL_POINTS			N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code



Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send the team total points

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SA /SA_TOTAL_POINTS		Send the team total points	Always

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_TOTAL_POINTS			N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the athlete total points

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SA /SA_TOTAL_POINTS		Send the athlete total points	Always

#### 5.1.7.6 Message sort

Please, follow the general definition.



## **5.1.8 Event's Medallists**

### **5.1.8.1 Description**

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Sailing, the message has to be sent for all the competition events, as listed in the header values section.

### **5.1.8.2 Header Values**

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

### **5.1.8.3 Trigger and Frequency**

Please, follow the general definition

### **5.1.8.4 Message Structure**

Please, follow the general definition.

### **5.1.8.5 Message Values**

Please, follow the general definition.

### **5.1.8.6 Message sort**

Please, follow the general definition.



## 5.1.9 Official Communication

### 5.1.9.1 Description

This message is the Official Communication message as described in the ODF Sport Messages Interface Document.

### 5.1.9.2 Header Values

The possible values for the DocumentSubCode attribute in the ODF header in case of Sailing will be the next ones, as described in the ODF Sport Messages Interface Document:

- NOTICE: Official Notice.
- PROTEST: Protest.
- PROTEST42: On the water Rule 42 protest.
- REQUEST: Request by Information.
- LIMIT: Protest Time Limit.

### 5.1.9.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.9.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Sailing are:

- Competition /OfficialCommunication /JuryDecision (just in case of the value of the DocumentSubCode attribute in the ODF header equals to NOTICE)
- Competition /OfficialCommunication /Protest (just in case of the value of the DocumentSubCode attribute in the ODF header equals to PROTEST)
- Competition /OfficialCommunication /ProtestR42 (just in case of the value of the DocumentSubCode attribute in the ODF header equals to PROTEST42)
- Competition /OfficialCommunication /Request (just in case of the value of the DocumentSubCode attribute in the ODF header equals to REQUEST)
- Competition /OfficialCommunication /Limit (just in case of the value of the DocumentSubCode attribute in the ODF header equals to LIMIT)

### 5.1.9.5 Message Values

Please, follow the general definition.

### 5.1.9.6 Message sort

Please, follow the general definition.





## **5.1.10 Discipline/venue good morning**

### **5.1.10.1 Description**

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

### **5.1.10.2 Header Values**

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

### **5.1.10.3 Trigger and Frequency**

Please, follow the general definition.

### **5.1.10.4 Message Structure**

Please, follow the general definition.

### **5.1.10.5 Message Values**

Please, follow the general definition.

### **5.1.10.6 Message sort**

Please, follow the general definition.



## **5.1.11 Discipline/venue good night**

### **5.1.11.1 Description**

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

### **5.1.11.2 Header Values**

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

### **5.1.11.3 Trigger and Frequency**

Please, follow the general definition.

### **5.1.11.4 Message Structure**

Please, follow the general definition.

### **5.1.11.5 Message Values**

Please, follow the general definition.

### **5.1.11.6 Message sort**

Please, follow the general definition.



## 5.1.12 Brackets

### 5.1.12.1 Description

This message is the Brackets message as described in the ODF Sport Messages Interface Document.

In the case of Sailing, the message has to be sent just for the Match racing events.

### 5.1.12.2 Header Values

The DocumentCode attribute in the ODF header will be sent just for the Match racing events according to the ODF Common Codes document (header values sheet).

### 5.1.12.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- Before Competition
- After the last match of preliminaries is officialised
- After every match during final phases

### 5.1.12.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Sailing are:

- ExtCompPlaces and its child element

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in case of the Knockout – Quarterfinals, the Knockout – Semifinal 1, the Knockout – Semifinal 2, the Knockout – Sail Off 5-8 Classification 1 and the Knockout – Sail Off 5-8 Classification 2.
- BracketItem /NexUnitLoser should be informed just in case of the Knockout – Semifinal 1, the Knockout – Semifinal 2, Knockout – Quarterfinals.
- CompetitorPlace /PreviousUnit should be informed in case of the Knockout – Final, Knockout – Semifinal 1, Knockout – Semifinal 2 and the Knockout – Sail Off 5-6.

### 5.1.12.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Sailing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the Quarterfinals, Semifinals or Finals phase.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (UNK).



The following table describes in more detail the Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace element

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_SA	SA_COMP_INF		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send some information about the unknown competitor, if any

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ECP_SA /SA_COMP_INF	Send some information about the unknown competitor, if any	Just when the competitor is not known yet (when the CompetitorPlace @Code is UNK)

#### 5.1.12.6 Message sort

Please, follow the general definition.



## 5.1.13 Discipline configuration

### 5.1.13.1 Description

This message is the Discipline Configuration message as described in the ODF Sport Messages Interface Document.

### 5.1.13.2 Header Values

Please, follow the general definition.

### 5.1.13.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.13.4 Message Structure

Please, follow the general definition.

### 5.1.13.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the Discipline configuration optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Sailing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Config	Gender	M	CC @Gender	Gender
	Event	M	CC @Event	Event
	Phase	O	CC @Phase	Phase
	Unit	O	CC @Unit	Event Unit

The following table describes in more detail the Competition /Configs /Config/ ExtendedConfig element.

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_SA	SA_MATCH_NUMBER			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Match number for one specific event unit or flight number for one specific flight event unit
	SA_NUM_RACES			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the total number of races by phase.
	SA_RACE_NUMBER			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code



Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Race number for one specific Match

For the table above, we have the following additional/summary information

Type /Code	ExtendedConfigItem Code	Description	Expected
EC_SA /SA_MATCH_NUMBER (by event unit)		For Round Robin phase: Match number for one specific event unit within a flight.  For Knockout phases: Match number within each set of matches between two boats.  For Fleet Racing Events: Race number	Always, if available
EC_SA /SA_NUM_RACES (by phase)		Send the total number of races.	Just for the Opening Series, if available
EC_SA /SA_RACE_NUMBER (by event unit)		Race number for one specific Match.  Race number for one specific Match. Race number is the number within a particular phase or sub- phase (restart at 1 for first match in each of Round Robin, Quarterfinals, Sail Off 5-8, Sail Off 5-6/7-8, Semifinals, Bronze Final, Gold Final).	Always, if available

#### 5.1.13.6 Message sort

Please, follow the general definition.



## 5.1.14 Event Unit Weather conditions

### 5.1.14.1 Description

This message is the Event Unit Weather conditions message as described in the ODF Sport Messages Interface Document.

### 5.1.14.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

### 5.1.14.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following

- Every time a DT\_RESULT message is sent

### 5.1.14.4 Message Structure

Please, follow the general definition.

### 5.1.14.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the Event Unit Weather conditions optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Sailing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Weather /Conditions	Code	M	N(2) 90	Mark code, as defined in the @Pos of the SA_MARK code at the Start List message (for wind direction and wind speed at each mark of the course)  or  GL (for temperature, humidity and conditions at a race)
	Humidity	O	N(3)	Humidity in %
Competition /Weather /Conditions /Condition	Code	M	SKY	Weather conditions type
	Value	M	CC @WeatherCondition	Codes that describe the SKY Weather Condition
Competition /Weather /Conditions /Temperature	Code	M	AIR	Air temperature
	Unit	M	C	Celsius degrees metric system unit
	Value	M	±N(3).N(1) ±990.0	Temperature of the @Code

### 5.1.14.6 Message sort

Please, follow the general definition.



## 6 Real time

The following chapter describes the ODF-RT part of Sailing.

### 6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Sailing the same way as it is done in the table of chapter 4.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_RT_GM	RT Discipline/Venue good morning	Sports	X	X
DT_RT_GN	RT Discipline/venue good night	Sports	X	
DT_RT_KA	RT Discipline/venue keep alive	Sports	X	
DT_RT_RESULT	RT Event Unit Results	Sports	X	X
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results	Sports	X	X





## **6.1.1 RT Discipline/venue good morning**

### **6.1.1.1 Description**

This message is the RT Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

### **6.1.1.2 Header Values**

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

### **6.1.1.3 Trigger and Frequency**

This message should be the first RT message to be sent, and should be sent at the same time as DT\_GM. This is because it is possible that RT messages may be generated significantly before the scheduled start time (e.g. if racing is postponed early in the day because of severe weather) and therefore there is a danger of sending RT messages before the RT\_GM.

### **6.1.1.4 Message Structure**

Please, follow the general definition.

### **6.1.1.5 Message Values**

Please, follow the general definition.

### **6.1.1.6 Message sort**

Please, follow the general definition.



## 6.1.2 RT Event Unit Results

### 6.1.2.1 Description

This message is the RT Event Unit Results message as described in the ODF Sport Messages Interface Document.

### 6.1.2.2 Header Values

The ODF header will be sent according to the ODF Common Codes document.

### 6.1.2.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE\_UPDATE"
  - T1: Trigger before the race start.
  - T2: Trigger when the leader rounds a mark.
  - T3: Trigger when a boat rounds a mark.
  - T4: Trigger when a boat crosses the finish line.
  - T5: Trigger when race is official.
  - T6: Trigger when last race before medal race is official.
- for the other ResultStatus, please, follow the general definition.

### 6.1.2.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Sailing are:

- UnitInfos and its child element UnitDateTime (following the general rules for this element)
- Result /Competitor /ExtendedResults and its child element ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

Please, follow the general considerations for all the different type of messages.

In the next section (message values), there is a more detailed definition.

### 6.1.2.5 Message Values

The following table describes in more detail the Competition /UnitInfos /UnitInfo element in the case of Sailing.

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_SA	SA_WIND_SPEED	N(2) 90	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: 1..n Send the corresponding mark number, according to the @Pos of the SA_MARK code at the Start List message
				For @Value:



Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				Wind speed in knots for each mark of the course at the moment the leader rounded the mark, including Starting and Finish line
	SA_WIND_DIRECTION	N(2) 90	N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: 1..n Send the corresponding mark number, according to the @Pos of the SA_MARK code at the Start List message For @Value: Wind direction in degrees for each mark of the course at the moment the leader rounded the mark, including Starting and Finish line
	SA_ELAPSED_TIME	N(2) 90	HH:MM:SS 99:99:90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: 2..n Send the corresponding mark number (do not send for the Starting mark, @Pos 1), according to the @Pos of the SA_MARK code at the Start List message For @Value: Send the elapsed time for the winner of first boat for each mark of the course and finish
	SA_RACE_STATUS		CC @Status	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the race status
	SA_MARK_ROUNDED	N(2) 90	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the corresponding mark number (do not send for the Starting mark, @Pos 1), according to the @Pos of the SA_MARK code at the Start List message For @Value: Send Y in case of first boat rounds this mark, N just to change another previous Y value
	SA_CURRENT_MATCH		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y in case of this is a current match, N if this is not the current match anymore
	SA_CURRENT_LEG		N(2)	For @Type: Send proposed type For @Code:



Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the current Leg
	SA_NUM_OCS		N(2) 90  or  TBA	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of OCS boats

For the table above, we have the following additional/summary information:

Type /Code	Description	LIVE_UPDATE RT trigger expected
UI_SA /SA_WIND_SPEED	Wind speed in knots for each mark of the course at the moment the leader rounded the mark, including Starting (@Pos 0) and Finish (@Pos 10) line	T2
UI_SA /SA_WIND_DIRECTION	Wind direction in degrees for each mark of the course at the moment the leader rounded the mark, including Starting (@Pos 0) and Finish (@Pos 10) line	T2
UI_SA /SA_ELAPSED_TIME	Send the elapsed time of first boat for each mark of the course and finish (@Pos from 2 to n, being @Pos 10 the finish one)	T2
UI_SA /SA_RACE_STATUS	Send the race status at the moment	T1 and Every time it changes
UI_SA /SA_MARK_ROUNDED	Send Y in case of first boat rounds the mark, N just to change another previous Y value	T2
UI_SA /SA_CURRENT_MATCH	Send Y in case of this is a current match, N if this is not the current match anymore	Every time it changes
UI_SA /SA_CURRENT_LEG	During start sequence we should have "0". Racing or Racing IR we should have "1", "2", ... N Elliot 6m WMR should be "N/A" All other race status we should have "-"	If applies
UI_SA /SA_NUM_OCS	Number of OCS boats.  TBA means "To Be Announced". This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly)	If applies

Send UnitDateTime.

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	Rank	O	N(2) 90	Place for the competitor at the race. Send just if ResultType is not IRM	T2, T3, T4 or T5



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled or N in case of it is not an equalled Rank anymore	If applies
	ResultType	O	CC @ResultType	Result type, either IRM or POINTS or IRM_POINTS	T2, T3, T4 or T5
	Result	O	N(2).N(1) 90.0	Race points	T2, T3, T4 or T5
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS	If applies
	QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition	T6
	WLT	O	CC @WLT	Send W for the winner, L for the loser or T for tied matches. Just for Match racing events.	T4 or T5
	SortOrder	M	N(2) 90	According to the sport rules. Order of estimated finish place calculates overall position based on the position at the last mark. If not all boats have rounded the last mark, estimate their probable position.	

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_MARK		N(2) 90	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the mark number, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark.
					For @Value: Send the place of the boat at the corresponding mark
		SA_TIME_BEHIND		MM:SS 90:00	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the time behind-the leader



Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		SA_TIME		HH:MM:SS 99:99:90	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the expended time from the Starting line to this mark.
		SA_LAST_COMP		S(1)	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case of this boat was the last one that rounded this mark, N in case of it is not anymore.
		SA_SORT_ORDER		N(2) 90	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the order of the boat at the corresponding mark
	SA_LAST_MARK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the mark number of the last mark rounded, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark.

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SA /SA_MARK		Send the place of the boat at the corresponding mark of the course (mark number @Pos, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark). Just for team events.	T3
	SA_TIME_BEHIND	Send the time behind the leader at the corresponding mark of the course	T3



	SA_TIME	Send the expended time from the Starting line to this mark.	T3
	SA_LAST_COMP	Send Y in case of this boat was the last one that rounded this mark, N in case of it is not anymore.	T3
	SA_SORT_ORDER	Send the order of the boat at the corresponding mark	T3
ER_SA /SA_LAST_MARK		Send the mark number of the last mark rounded by the boat. Just for team events.	T3

The following table describes in more detail the Competition /Results /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_MARK		N(2) 90	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the mark number, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark.
					For @Value: Send the place of the boat at the corresponding mark
		SA_TIME_BEHIND		MM:SS 90:00	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the time behind the leader
		SA_TIME		HH:MM:SS 99:99:90	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the expended time from the Starting line to this mark
		SA_LAST_COMP		S(1)	For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Send one sequential number (1..n) if more than 1 boat rounding the mark at the same time, otherwise 1.
					For @Value: Send Y in case of this sailor was the last one that rounded this mark, N in case of he/she is not anymore.
					For @Type: Send the corresponding ExtendedResult code
					For @Code: Send proposed extension code
	SA_LAST_MARK			N(2) 90	For @Pos: Do not send anything
					For @Value: Send the order of the boat at the corresponding mark
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the mark number of the last mark rounded, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark.

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
ER_SA /SA_MARK		Send the place of the boat at the corresponding mark of the course (mark number @Pos, according to the @Pos of the SA_MARK code at the Start List message, being 1 the Starting mark). Just for individual events.	T3
	SA_TIME_BEHIND	Send the time behind the leader at the corresponding mark of the course	T3
	SA_TIME	Send the expended time from the Starting line to this mark	T3
	SA_LAST_COMP	Send Y in case of this sailor was the last one that rounded this mark, N in case of he/she is not anymore.	T3
	SA_SORT_ORDER	Send the order of the boat at the corresponding mark	T3
ER_SA /SA_LAST_MARK		Send the mark number of the last mark rounded by the boat. Just for individual events.	T3





#### 6.1.2.6 Message sort

Please, follow the general definition.



## 6.1.3 RT Cumulative Results

### 6.1.3.1 Description

This message is the RT Cumulative Results message as described in the ODF Sport Messages Interface Document.

The RT Cumulative Results message is used to send an interim summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last phase or event unit that contributed results to the message.

### 6.1.3.2 Header Values

The ODF header will be sent according to the ODF Common Codes document.

### 6.1.3.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE\_UPDATE"
  - T1: Trigger when the leader rounds a mark.
  - T2: Trigger when a boat rounds a mark.
  - T3: Trigger when a boat crosses the finish line.
  - T4: Trigger when race is official.
- for the other ResultStatus, please, follow the general definition.

### 6.1.3.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Sailing are:

- ExtendedInfos and its child element ExtendedInfo
- CumulativeResult /Competitor /ExtendedResults and its child element ExtendedResult
- CumulativeResult /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

Please, follow the general considerations for all the different type of messages.

In the next section (message values), there is a more detailed definition.

### 6.1.3.5 Message Values

The following table describes in more detail the CumulativeResult and the CumulativeResult /ResultItems /ResultItem /Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
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Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
CumulativeResult	Rank	O	Numeric	Rank of the competitor in the cumulative result. In case of Fleet racing events, send the boat estimated overall place based on net points for all phases of the event or for a set of Opening series races. In case of Match racing events, send the rank of the competitor up to one specific match (during each match) at the corresponding phase.	T1, T2, T3 or T4
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled or N in case of it is not an equalled Rank anymore	If applies
	ResultType	M	CC @ResultType	Result type, either IRM or POINTS or IRM_POINTS	T1, T2, T3 or T4
	Result	O	N(3).N(1) 990.0	In case of Fleet racing events, send the calculated overall net points based on boats finishing in their estimated finish place for all phases of the event or for a set of Opening series races. In case of Match racing events, send the total number of points won by the competitor up to one specific match (during each match) at the corresponding phase.	T1, T2, T3 or T4
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS	If applies
	SortOrder	M	Numeric	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes	T1, T2, T3 or T4
CumulativeResult /ResultItems /ResultItem /Result  (For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit)	Rank	O	Text	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.	If applies
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled or N in case of it is not an equalled Rank anymore	If applies
	ResultType	O	CC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem, either IRM or POINTS or IRM_POINTS	T1, T2, T3 or T4



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	Result	O	N(2).N(1) 90.0	The result of the competitor for the event unit or phase identified by /ResultItems /ResultItem Send just in the case @ResultType is POINTS or IRM_POINTS	If applies
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM or IRM_POINTS	If applies
	QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultItems /ResultItem	If applies
	WLT	O	CC @WLT	The code whether a competitor won, lost or tied the match for the event unit identified by /ResultItems /ResultItem. <u>It just applies to event units</u> Send W for the winner, L for the loser or T for tied matches. Just for Match racing events.	If applies
	SortOrder	M	Numeric	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem	T1, T2, T3 or T4

The following table describes in more detail the Competition /ExtendedInfos /ExtendedInfo element.

Element: Competition /ExtendedInfos /ExtendedInfo					
Type	Code	Extension Code	Pos	Value	Description
EI_SA	SA_CURRENT_FLIGHT			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the current flight number at the corresponding phase or 0 if the phase has finished



For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
EI_SA /SA_CURRENT_FLIGHT		Send the current flight number at the corresponding phase or 0 if the phase has finished. Just for the Match racing events	If changes

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element.

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_TOTAL_POINTS			N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the overall total points for all phases of the event or for a set of Opening series races
	SA_DISCARDED_RACE		N(2) 90	S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the event unit number for the excluded score race
					For @Value: Send Y in case of the @Pos event unit number race has an excluded score, N just in case of a change of information
	SA_LAST_FLIGHT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the last flight number (from 1 to n) finished by the competitor at the corresponding phase
	SA_ALL_FLIGHTS			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the competitor has finished all the flights at the corresponding phase, N to remove a previous Y value



For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SA /SA_TOTAL_POINTS		Send the overall total points for all phases of the event or for a set of Opening series races. Send just for Fleet racing events.	T1, T2, T3 or T4
ER_SA /SA_DISCARDED_RACE		Send Y in case of the @Pos event unit number race has an excluded score, N just in case of a change of information. Send just for Fleet Racing events.	If applies
ER_SA /SA_LAST_FLIGHT		Send the last flight number (from 1 to n) finished by the competitor at the corresponding phase. Send just for Match racing events.	T3 or T4
ER_SA /SA_ALL_FLIGHTS		Send Y in case of the competitor has finished all the flights at the corresponding phase, N to remove a previous Y value. Send just for Match racing events.	If applies

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SA	SA_TOTAL_POINTS			N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the overall total points for all phases of the event or for all units of the phase
	SA_DISCARDED_RACE		N(2) 90	S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the event unit number for the excluded score race
					For @Value: Send Y in case of the @Pos event unit number race has an excluded score, N just in case of a change of information

For the table above, we have the following additional/summary information:

Type /Code	Code Extension	Description	LIVE_UPDATE RT trigger expected
ER_SA /SA_TOTAL_POINTS		Send the overall total points for all phases of the event or for a set of Opening series	T1, T2, T3 or T4



Type /Code	Code Extension	Description	LIVE_UPDATE RT trigger expected
		paces. Send just for Fleet Racing events.	
ER_SA /SA_DISCARDED_RACE		Send Y in case of the @Pos event unit number race has an excluded score, N just in case of a change of information. Send just for Fleet Racing events.	If applies

**6.1.3.6 Message sort**

Please, follow the general definition.



## DOCUMENT CONTROL

### Version history

Version	Date	Comments
R2 v1.0	21 August 2009	Submitted for review version
R2 v2.0	18 September 2009	Submitted for approval and some minor changes
R2 v3.0	16 October 2009	Approved and some minor changes
R2 v3.1	27 November 2009	Some minor changes
R2 v4.0	20 August 2010	ORIS Release 5 version 1.2 changes, improvements presented in last WNPA meeting and some minor issues
R2 v5.0	11 February 2011	IR018 and some minor issues
R2 v6.0	8 April 2011	IR022& Defect 37870, 38350 & change after PT
R2 v7.0	1 Jul 2011	Defect 40236, IR047, CR3189
R2 v7.1	3 October 2011	Defect 47904
R2 v8.0	2 December 2011	CR4913& CR5405
R2 v9.0	12 March 2012	IR101, CR7110; Defect 63310
R2 v10.0	25 May 2012	CR8656, 72586
R2 v10.1	22 June 2012	Defect 77419, 77421
R2 v10.2	19 July 2012	Updated Sailing course codes

**File reference:** ODF/INT044 R2 v10.2 APP (SA)





## Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none"><li>• First version</li></ul>
R2 v2.0	SFA	<ul style="list-style-type: none"><li>• Submitted for approval</li><li>• Added a new code WLS at the CC @Course code entity.</li><li>• Added a new code RUN_AFTER at the CC @Status code entity.</li><li>• Added extended information about the DT_COMMUNICATION message.</li><li>• Added some specifications about the header values at the DT_START_LIST message.</li></ul>
R2 v3.0	APP	<ul style="list-style-type: none"><li>• Approved.</li><li>• Changed the value format of the SA_MARK_ROUNDED element at the DT_RT_RESULT message.</li><li>• Added the element SA_RACE_STATUS at the DT_RT_RESULT message</li><li>• Added the element SA_EXCLUD_SCORE at the DT_RT_RESULT message</li><li>• Added two elements SA_WIND_DIRECTION and SA_WIND_SPEED at the DT_RESULT and DT_RT_RESULT messages and deleted the Conditions/@Wind_Direction and the Conditions/Wind elements from the list of optional attributes used at the DT_WEATHER message.</li></ul>
R2 v3.1	APP	<ul style="list-style-type: none"><li>• Added the SA_NUM_RACES code as an ExtendedConfig element at the DT_CONFIG message.</li><li>• Added the SA_TIME Extension code at the SA_MARK ExtendedResult for teams and individuals at the DT_RT_RESULT message.</li><li>• Added the SA_LAST_COMP Extension code at the SA_MARK ExtendedResult for teams and individuals at the DT_RT_RESULT message.</li></ul>
R2 v4.0	APP	<ul style="list-style-type: none"><li>• Added the set of values for the CC @WLT new Entity code at the Codes section.</li><li>• Changed the Trigger and Frequency section information for the DT_START_LIST message.</li><li>• Removed the SA_PP_EVENT UnitInfo code and its Extension codes SA_LOCATION, SA_DATE and SA_RANK at the DT_START_LIST message.</li><li>• Changed the Comments for the Start/@SortOrder attribute at the DT_START_LIST message.</li><li>• Changed the Comments for the Start/Competitor/Composition/Athlete/@Order attribute at the DT_START_LIST message.</li><li>• Added the SA_FLIGHT UnitInfo code at the DT_START_LIST message.</li><li>• Added the SA_MATCHES_UNIT UnitInfo code at the DT_START_LIST message.</li><li>• Changed the Trigger and Frequency section information for the DT_RESULT message.</li><li>• Added the Result/@RankEqual attribute at the DT_RESULT message.</li><li>• Added the Result/@WLT attribute at the DT_RESULT message.</li><li>• Changed the Comments for the @Pos attribute for the SA_WIND_SPEED and the SA_WIND_DIRECTION UnitInfo codes at the DT_RESULT message.</li><li>• Added the SA_CURRENT_MATCH UnitInfo code at the DT_RESULT message.</li><li>• Added the SA_COMMENT ExtendedResult code at the DT_RESULT message.</li><li>• Added the SA_MARK_ROUNDED UnitInfo code, the SA_TIME and SA_LAST_COMP Extension codes for the SA_MARK ExtendedResult and the SA_LAST_MARK ExtendedResult code at the DT_RESULT message to be consistent with the DT_RT_RESULT message.</li><li>• Added the DT_PHASE_RESULT message.</li><li>• Added the DT_BRACKETS message.</li><li>• Changed the Trigger and Frequency section information for the DT_CUMULATIVE_RESULT message.</li><li>• Added a new optional element at the Message Structure section at the DT_CUMULATIVE_RESULT message.</li><li>• Added the CumulativeResult/@RankEqual attribute at the DT_CUMULATIVE_RESULT message.</li><li>• Added some Comments about the CumulativeResult/@Rank and CumulativeResult/@Result at the DT_CUMULATIVE_RESULT message.</li></ul>



## Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none"><li>• Added the CumulativeResult/@RankEqual attribute at the DT_CUMULATIVE_RESULT message.</li><li>• Added some detailed information about the CumulativeResult /ResultItems /ResultItem /Result element at the DT_CUMULATIVE_RESULT message.</li><li>• Added the SA_LAST_FLIGHT and the SA_CURRENT_FLIGHT ExtendedInfo codes at the DT_CUMULATIVE_RESULT message.</li><li>• Added the SA_LAST_FLIGHT, SA_ALL_FLIGHTS, SA_RACED, SA_WON, SA_LOST and SA_TIED ExtendedResult codes at the DT_CUMULATIVE_RESULT message.</li><li>• Changed the Trigger and Frequency section at the DT_RANKING message.</li><li>• Changed the Trigger and Frequency section at the DT_MEDALLISTS message.</li><li>• Changed the Trigger and Frequency section at the DT_WEATHER message.</li><li>• Added the Result/@RankEqual attribute at the DT_RT_RESULT message.</li><li>• Added the Result/@WLT attribute at the DT_RT_RESULT message.</li><li>• Added the SA_CURRENT_MATCH UnitInfo code at the DT_RT_RESULT message.</li><li>• Added a new optional element at the Message Structure section at the DT_RT_CUMULATIVE_RESULT message.</li><li>• Added the CumulativeResult/@RankEqual attribute at the DT_RT_CUMULATIVE_RESULT message.</li><li>• Added some Comments about the CumulativeResult/@Rank and CumulativeResult/@Result at the DT_RT_CUMULATIVE_RESULT message</li><li>• Added some detailed information about the CumulativeResult /ResultItems /ResultItem /Result element at the DT_RT_CUMULATIVE_RESULT message.</li><li>• Added the SA_CURRENT_FLIGHT ExtendedInfo codes at the DT_RT_CUMULATIVE_RESULT message.</li><li>• Changed the type of the ExtendedResults from CER_SA to ER_SA at the DT_RT_CUMULATIVE_RESULT message.</li><li>• Added the SA_LAST_FLIGHT and SA_ALL_FLIGHTS ExtendedResult codes at the DT_RT_CUMULATIVE_RESULT message.</li></ul>



## Change Log

Version	Status	Changes on version
R2 v5.0	APP	<ul style="list-style-type: none"><li>• Changed some of the CC @IRM Code Entity Set of Values Descriptions at the Codes section.</li><li>• Changed the E_POSITION @Pos Description at the DT_PARTIC and DT_PARTIC_UPDATE messages.</li><li>• Removed the E_RANK EventEntry code at the DT_PARTIC and DT_PARTIC_UPDATE messages.</li><li>• Removed the E_RANK EventEntry code at the DT_PARTIC_TEAMS and DT_PARTIC_TEAMS_UPDATE messages.</li><li>• Changed the Header Values section at the DT_START_LIST message.</li><li>• Changed the Expected information for some ExtendedConfig codes at the DT_CONFIG message.</li><li>• Removed the SA_AREA ExtendedConfig code from the DT_CONFIG message.</li><li>• Changed the SA_MARK and the SA_NUM_MARKS ExtendedConfig codes from the DT_CONFIG message to the same UnitInfo codes at the DT_START_LIST message.</li><li>• Changed the SA_MARK UnitInfo value format at the DT_START_LIST message.</li><li>• Removed the SA_CURRENT_LEG UnitInfo code from the DT_RESULT message.</li><li>• Changed the M/O column values for some of the Result attributes and added the Result/@RankEqual attribute at the DT_RANKING message.</li><li>• Removed the SA_NUM_LEGS ExtendedConfig code at the DT_CONFIG message.</li><li>• Changed the Result/@ResultType attribute from Mandatory to Optional at the DT_RT_RESULT message.</li><li>• Added the SA_SORT_ORDER as an Extension code for the SA_MARK ExtendedResult code at the DT_RESULT and DT_RT_RESULT messages for individuals and teams.</li><li>• Removed the SA_EXCLUDED_SCORE ExtendedResult code at the DT_RESULT and DT_RT_RESULT messages for individuals and teams.</li><li>• Changed the LIVE_UPDATE RT trigger expected for the Result/@Rank, the Result/@Result and the Result/@ResultType attributes at the DT_RT_RESULT message.</li><li>• Changed the Comments for the CumulativeResult/@Rank and @Result attributes at the DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages.</li><li>• Changed the Comments for the SA_TOTAL_POINTS ExtendedResult code Value for individuals and teams at the DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages.</li><li>• Added the SA_DISCARDED_RACE ExtendedResult code at the DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages for individuals and teams.</li></ul>
R2 v6.0	APP	<ul style="list-style-type: none"><li>• Changes after the WNPA meeting (IR022):<ul style="list-style-type: none"><li>▪ Change the triggers and frequency as the revision of WNPA meeting</li><li>▪ Codes: add a reference for the format details</li><li>▪ Cumulative: Update the description section</li></ul></li><li>• Defect 37870:<ul style="list-style-type: none"><li>▪ Participant: For EUE_CF /CF_POSITION: in the Description Column, Replace "For @Pos: Send the order for that position" with "For @Pos: Send always 1".</li><li>▪ Codes: Add the codes C1 and C2 for CC @Position</li></ul></li><li>• Defect 38350:<ul style="list-style-type: none"><li>▪ cumulative results message: add win percentage for match racing round robin</li></ul></li><li>• Changes after the Pre Integration Test:<ul style="list-style-type: none"><li>▪ Changed the SA_COURSE_SAILED and the SA_COURSE_DESC ExtendedConfig codes from the DT_CONFIG message to the same UnitInfo codes at the DT_START_LIST message.</li></ul></li></ul>
R2 v7.0	APP	<ul style="list-style-type: none"><li>• Defect 40236:<ul style="list-style-type: none"><li>▪ <u>In Header Values</u>: Remove the sentence "Attribute @ResultStatus should always be either "LIVE_UPDATE" or "LIVE_FULL".", as this is already explained in the Sport Message Interface document.</li></ul></li></ul>



## Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none"><li>▪ In Trigger and Frequencies: Keep the part explaining the triggers for ResultStatus = "LIVE_UPDATE", and say that for the other ResultStatus we should follow the general definition.</li><li>▪ In Message Structure: Remove part of the sentence "<del>for both LIVE_UPDATE and LIVE_FULL messages</del>"</li><li>▪ In Message Values: Remove the sentences "In the case of ResultStatus="LIVE_FULL", send <u>all</u> attributes and codes according to the tables described in this section. In the case of ResultStatus="LIVE_UPDATE", send <u>just the updated</u> attributes and codes according to the tables described in this section.", as this is already explained in the Sport Message Interface document.</li><li>• IR047: Log changes in ODF documentation should be moved at the end</li><li>• CR3189: Section Codes/Bracket message: Add new matches for Sail Off – 5-8 in brackets</li></ul>
R2 v7.1	APP	<ul style="list-style-type: none"><li>• Defect 47904: codes: Update CC @Course codes</li></ul>
R2 v8.0	APP	<ul style="list-style-type: none"><li>• CR4913:<ul style="list-style-type: none"><li>▪ Start List: Add a Mark sequence number (UI_SA /SA_MARK/SA_SEQ_NUM) for each Mark just for Fleet racing events</li></ul></li><li>• CR5405:<ul style="list-style-type: none"><li>▪ Codes: Text for Invalid Results Mark "BFD" should be changed to "Black Flag Disqualification"</li><li>▪ Start List: Clarification for PORT &amp; STARBOARD</li><li>▪ Config: Add the Race number for each Match (SA_RACE_NUMBER).</li><li>▪ General: Update the Time format for: time should have HH:MM:SS (99:99:90), the time behind leader MM:SS (90:00).</li><li>▪ Cumulative: Add the ER_SA/ SA_KNOCKOUT_WINNER to know the winner, loser when the knockout is over.</li></ul></li></ul>
R2 v9.0	APP	<ul style="list-style-type: none"><li>• IR101: Add DT_SERIAL message in the PiT messages</li><li>• CR7110:<ul style="list-style-type: none"><li>▪ Start List: Add a Mark sequence number for each Mark for Match racing events</li></ul></li><li>• Defect 63310: Config: Update the description for EC_SA /SA_MATCH_NUMBER and EC_SA /SA_RACE_NUMBER</li></ul>
R2 v10.0	APP	<ul style="list-style-type: none"><li>• CR8656:<ul style="list-style-type: none"><li>▪ Results: Add the element UI_SA/ SA_CURRENT_LEG for the current leg</li><li>▪ Start List: Add the element UI_SA/ SA_NUM_LEGS for the number of legs</li><li>▪ RT Results: Add the UI_SA/SA_NUM_OCS like in the DT_RESULTS</li></ul></li><li>• Defect 72586: Start List: the description should be read should read: "Send the course to be sailed for a race" for UI_SA /SA_COURSE_SAILED</li></ul>
R2 v10.1	APP	<ul style="list-style-type: none"><li>• Defect 77419: Update the Header values</li><li>• Defect 77421: Update the trigger for DT_RT_GM</li></ul>
R2 v10.2	APP	<ul style="list-style-type: none"><li>• Updated Sailing course codes</li></ul>



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