INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Swimming Data Dictionary

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Technology and Information Department

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TABLE OF CONTENT

1 Introduction

1.1 This document

This document includes the ODF Swimming Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Swimming, 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 Swimming Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Swimming competition for Nanjing 2014 Youth Olympics is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

Acronym	Description
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	Is administered by an international federation and can be composed of one or more disciplines
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents

Document Reference	Document Title	Document Description
ODF/INT300	ODF General Messages Interface Document	This document describes the ODF General messages

2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Swimming 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 General Messages Interface since this ODF Swimming Data Dictionary is a particularization of this document.

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 Swimming.

Any ODF Swimming 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, or more particularly for one sport in each ODF Sport Data Dictionary. 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 General Messages Interface Document to know the format of these codes.

Code Entity	**Code Entity Set of Values**	
CC @Country	Defined in ODF Common Codes Document See entity Country • The entity's attribute to be used is Id	
CC @IRM (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).	**Code**	**Description**
	DNS	Did not start
	DNF	Did not finish
	DSQ	Disqualified
	pd	Pending for disqualification
CC @QualificationMark	**Code**	**Description**
	Q	Qualified for the next phase (semi-final or final)
	?	Involved in swim-off
CC @ResultType	**Code**	**Description**
	IRM	Invalid Result Mark
	TIME	Performance as a Time value
CC @Stroke	**Code**	**Description**
	1	Freestyle
	2	Butterfly
	3	Breaststroke
	4	Backstroke

4 Point in Time

4.1 Point in Time Applicable Messages

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message 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 used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_TEAMS	List of teams	X	X
~~DT_PARTIC_HORSES~~	~~List of equestrian horses~~		
DT_START_LIST	Start List	X	X
DT_RESULT	Event Unit Results	X	X
DT_PHASE_RESULT	Phase Results	X	X
DT_CUMULATIVE_RESULT	Cumulative Results		
DT_POOL_STANDING	Pool Standings		
DT_RANKING	Event Final ranking	X	
DT_BRACKETS	Brackets		
DT_MEDALLISTS	Medallists of one event	X	

4.1.1 List of participants by discipline

4.1.1.1 Description

This message is the List of participants (current athletes, officials and historical athletes) by discipline as described in the ODF General Messages Interface Document.

4.1.1.2 Header Values

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

4.1.1.3 Trigger and Frequency

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

4.1.1.4 Message Structure

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

- Participant /Discipline /RegisteredEvent
- Participant /Discipline /RegisteredEvent /EventEntry

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

4.1.1.5 Message Values

The following table lists the "List of participants by discipline" optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Swimming, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if this information is available.
	Height	O	N(3) 999	Height in centimetres. It will be included if this information is available.
	Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available.

The following table describes in more detail the Participant /Discipline /RegisteredEvent /EventEntry element in the case of Swimming.

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	**Code**	**Pos**	**Value**	**Description**
E_ENTRY	E_Q_TIME		MM:SS.tt 99:90.00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Athlete's Qualifying Time. Use Time format: MM is minutes

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	**Code**	**Pos**	**Value**	**Description**
				SS is seconds tt is hundredths of second
	E_Q_DATE		YYYYMMDD	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Date of Athlete's Qualification
	E_Q_CITY		S(25)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: City (Location) of Athlete's Qualification
	E_Q_COUNTRY		CC @Country	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Country ID of the Athlete's Qualification city (location)

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

Type /Code	Description	Expected
E_ENTRY /E_Q_TIME	Athlete's Qualifying Time. Only applies for Individuals.	Always, as soon as this information is known
E_ENTRY /E_Q_DATE	Date of Athlete's Qualification. Only applies for Individuals.	Always, as soon as this information is known
E_ENTRY /E_Q_CITY	City (Location) of Athlete's Qualification. Only applies for Individuals.	Always, as soon as this information is known
E_ENTRY /E_Q_COUNTRY	Country ID of the Athlete's Qualification city (location). Only applies for Individuals.	Always, as soon as this information is known

4.1.1.6 Message sort

Please, follow the general definition.

4.1.2 List of teams

4.1.2.1 Description

This message is the List of teams as described in the ODF General Messages Interface Document.

4.1.2.2 Header Values

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

4.1.2.3 Trigger and Frequency

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

4.1.2.4 Message Structure

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

- Team /Composition /Athlete
- Team /Discipline /RegisteredEvent
- Team /Discipline /RegisteredEvent /EventEntry

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

4.1.2.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Team /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition. You should be able to find further information about the team member in the list of athletes' message according to its @Code.
	Order	O	Numeric	Team member order

The following table describes in more detail the Team /Discipline /RegisteredEvent /EventEntry element in the case of Swimming.

Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	**Code**	**Pos**	**Value**	**Description**
E_ENTRY	~~E_Q_TIME~~		~~MM:SS.tt 99:90.00~~	~~For @Type: Send proposed type~~
				~~For @Code: Send proposed code~~
				~~For @Pos: Do not send anything~~
				~~For @Value: Team's Qualifying Time. Use Time format: MM is minutes~~

Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	**Code**	**Pos**	**Value**	**Description**
				SS is seconds tt is hundredths of second
	E_Q_DATE		YYYYMMDD	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Date of Team's Qualification
	E_Q_CITY		S(25)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: City (Location) of Team's Qualification
	E_Q_COUNTRY		CC @Country	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Country ID of the Team's Qualification city (location)

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

Type /Code	Description	Expected
E_ENTRY /E_Q_TIME	Team's Qualifying Time.	Always, as soon as this information is known
E_ENTRY /E_Q_DATE	Date of Team's Qualification.	Always, as soon as this information is known
E_ENTRY /E_Q_CITY	City (Location) of Team's Qualification.	Always, as soon as this information is known
E_ENTRY /E_Q_COUNTRY	Country ID of the Team's Qualification city (location).	Always, as soon as this information is known

4.1.2.6 Message sort

Please, follow the general definition.

4.1.3 Start List

4.1.3.1 Description

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

4.1.3.2 Header Values

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

4.1.3.3 Trigger and Frequency

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

4.1.3.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Start /Competitor /EventUnitEntry (for Relay event units)
- Start /Competitor /Composition /Athlete /EventUnitEntry (for Individual event units)

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

4.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Start	StartOrder	O	Numeric	Lane assignment or start order of the competitor in the start list.
	SortOrder	M	Numeric	Lane order.

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

Element: UnitInfos /UnitInfo					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
UI_SW	SW_EVENT_NO			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Event Number to identify whole event (e.g.: 26 for “Men’s 100m Freestyle”, 29 for “Women's 4 x 100m Freestyle Relay”, etc.)

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

Type /Code /Extension Code	Description	Expected
UI_SW /SW_EVENT_NO	The Event number by gender and event.	Always, when the information is available.

The following table describes in more detail the Start /Competitor /EventUnitEntry element, which should be used in the case of Relay event units, or the Start /Competitor /Composition /Athlete /EventUnitEntry element, in the case of the Individual events.

Element: **Start /Competitor /EventUnitEntry (for Relay events)** **Start /Competitor /Composition /Athlete /EventUnitEntry (for Individual events)**				
Type	**Code**	**Pos**	**Value**	**Description**
EUE_SW	SW_HEAT		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Heat number (it will correspond with the unit of the DocumentCode attribute in the ODF header).
	SW_LANE		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Lane number of the competitor
	SW_SUBSTITUTE		S(1) (Y)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send “Y” if the competitor (athlete or team) is a reserve for Semi-final or Final
	SW_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Indicator as supplied by OVR for DNS or other possible results before the race.
	SW_Q_TIME		MM:SS.tt 99:90.00	For @Type: Send proposed type

Element: Start /Competitor /EventUnitEntry (for Relay events) Start /Competitor /Composition /Athlete /EventUnitEntry (for Individual events)				
Type	**Code**	**Pos**	**Value**	**Description**
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Competitor's (athlete or team) Qualifying Time. According to the phase it could be: the entry qualification time (for the heats), the result time for the phase in which the tied occurred (for a swim-off), or the result time from the previous phase (for semi-final or final). Use Time format: MM is minutes SS is seconds tt is hundredths of second

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

Type /Code	Description	Expected
EUE_SW /SW_HEAT	Competition Heat Number (not for the substitutes).	If applies, for all event units.
EUE_SW /SW_LANE	Competitor's Lane Number (not for the substitutes).	Always for competitors, when this information is known for all event units.
EUE_SW /SW_SUBSTITUTE	Flag that indicates when the competitor is a substitute (alternative).	Always, as soon as this information is known (just for Semi-final and Final event units).
EUE_SW /SW_IRM	Invalid result mark supplied by OVR before the race.	If applies, in the case of the team does not compete (just for Relay event units).
EUE_SW /SW_Q_TIME	Competitor's Qualifying time.	Always, as soon as this information is known.

4.1.3.6 Message sort

Please, follow the general definition.

4.1.4 Event Unit Results

4.1.4.1 Description

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

4.1.4.2 Header Values

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

4.1.4.3 Trigger and Frequency

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

- OFFICIAL: At the end of each heat

4.1.4.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Result /Competitor /ExtendedResults /ExtendedResult (for Relay event units)
- Result /Competitor /ExtendedResults /ExtendedResult /Extensions (for Relay event units)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for all event units; in the case of Relay, team members' detailed results).
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions (for all event units; in the case of Relay, team members' detailed results).

4.1.4.5 Message Values

The following table lists the "Event Unit Results" optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Swimming, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor in the corresponding event unit. This attribute is optional because the competitor could get an invalid rank mark (in this case, it will be blank).
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either time or IRM for the corresponding event unit (see codes section)

Element	Attribute	M/O	Value	Comments
	Result	O	MM:SS.tt 99:90.00	Total result for the particular event unit. Send just in the case @ResultType is Time (see codes section). Use Time format: MM is minutes SS is seconds tt is hundredths of second
	IRM	O	CC @IRM	IRM for the particular event unit. Send just in the case @ResultType is IRM (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Element: UnitInfos /UnitInfo					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
UI_SW	SW_EVENT_NO			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Event Number to identify whole event (e.g.: 26 for “Men’s 100m Freestyle”, 29 for “Women's 4 x 100m Freestyle Relay”, etc.)

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

Type /Code /Extension Code	Description	Expected
UI_SW /SW_EVENT_NO	It’s the Event number by gender and event.	Always, when the information is available.

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions (only for Relay event units).

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_SW	SW_DIFF			MM:SS.tt 99:90.00	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Pos: Do not send anything
					For @Value: Time difference for the whole team behind the leader (do not send for Result @Rank=1) Use Time format: MM is minutes SS is seconds tt is hundredths of second
	SW_LEG_CYCLE		N(1) 9	N(1) 9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Number of cycle, two per leg. It's a sequential number from 1 to 8, between different legs of the team. (e.g.: Pos=1..2 for 1st leg, Pos=3..4 for 2nd leg, etc.)
					For @Value: Number of the leg (team members), from 1 to 4, for Relay.
		SW_T_RANK		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Rank of cumulative split at this leg (for the team).
		SW_T_ERANK		S(1) (Y)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: It identifies if the rank at this leg (for the team) has been equalled, send "Y" in this case.
		SW_T_TIME		MM:SS.tt 99:90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the cumulative split time at this leg (for the team).

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Use Time format: MM is minutes SS is seconds tt is hundredths of second

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

Type /Code /Extension Code	Description	Expected
ER_SW /SW_DIFF	Result time difference for the whole team behind of the leader	Always, just for Relay event units (do not send for result @Rank=1)
ER_SW /SW_LEG_CYCLE	Team's performance at each cycle per leg (at the middle and at the exchange/finish, (two for each leg)	Just for Relay event units
/SW_T_RANK	Rank of the team at this leg	Always
/SW_T_ERANK	Equalled rank indicator of the team at this leg.	Always (if it applies)
/SW_T_TIME	Result time of the team at this leg	Always

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions (for all event units).

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_SW	SW_DIFF			MM:SS.tt 99:90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference for the athlete behind the leader (do not send for Result @Rank=1). Use Time format: MM is minutes SS is seconds tt is hundredths of second
	SW_REACTION_TIME			S.tt 0.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Reaction time of the athlete Use Time format:

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					S is seconds tt is hundredths of second
	SW_SPLIT		N(2) 90	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the number that identifies each of the split points (according to the Individual/Relay event distance, from 1 to n, where n is when the race finishes). (e.g.: -for 100m events, 2 splits: (1):50m, (2):100m -the finish- -for 200m events, 4 splits: (1):50m, (2):100m, (3):150m, (4):200m -the finish-)
					For @Value: Distance from start at this split point (in meters). (e.g.: -for 100m events, 2 splits: (50), (100)
		SW_SPLIT_TIME		MM:SS.tt 99:90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the split result time (from this split point to the previous one). Not cumulative time. Don't send for the first split in Individual events. Use Time format: MM is minutes SS is seconds tt is hundredths of second
		SW_RANK		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Cumulative rank at this split point.
		SW_ERANK		S(1) (Y)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Pos: Do not send anything
					For @Value: It identifies if the rank at this split point has been equalled, send “Y” in this case.
		SW_TIME		MM:SS.tt 99:90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Time result from the start of the race up to this split point. Is a cumulative result time. Use Time format: MM is minutes SS is seconds tt is hundredths of second
		SW_STROKE		CC @Stroke	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Stroke for the split in Individual / Relay Medley events. There are 4 strokes as follows for: (1) Freestyle (2) Butterfly (3) Breaststroke (4) Backstroke

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

Type /Code **/Extension Code**	**Description**	**Expected**
ER_SW /SW_DIFF	Result time difference for the athlete to the leader	Just for Individual event units (do not send for result @Rank=1)
ER_SW /SW_REACTION_TIME	Reaction time of the athlete	Always
ER_SW /SW_SPLIT	Athlete’s split data for each of the split points defined in the event (from 1 to n, according to the event distance: 1..2 for 100m events, 1..4 for 200m events, etc.)	Individual event units (except for 50m), and Relay event units
/SW_SPLIT_TIME	Split result time (from this split point to the previous one).	Always (don’t send for first split in Individual events), except for Relay event units
/SW_RANK	Cumulative rank at this split point.	Always, except for Relay event units

Type /Code		Description	Expected
	/Extension Code		
	/SW_ERANK	Equalled rank indicator at this split point.	Always (if it applies), except for Relay event units
	/SW_TIME	Cumulative time result from the start of the race up to this split point.	Always
	/SW_STROKE	Stroke for each one in Individual / Relay Medley events.	Just for Individual and Relay Medley event units

4.1.4.6 Message sort

Please, follow the general definition.

4.1.5 Phase Results

4.1.5.1 Description

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

This message is sent just for the different phases (Heats and Semi-finals -for 50m and 100m only-) of Individual events, and for phase (Heats) of Relay events.

4.1.5.2 Header Values

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

4.1.5.3 Trigger and Frequency

Please, follow the general definition.

4.1.5.4 Message Structure

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

- Result /RecordIndicators /RecordIndicator
- Result /Competitor /ExtendedResults /ExtendedResult (for Relay event units)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for Individual event units)

4.1.5.5 Message Values

The following table lists the “Phase Results” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Swimming, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor in the corresponding phase. This attribute is optional because the competitor could get an invalid rank mark (in this case, it will be blank).
	RankEqual	O	S(1) (Y)	Send ‘Y’ if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either time or IRM for the corresponding phase (see codes section)
	Result	O	MM:SS.tt 99:90.00	Total result for the particular phase. Send just in the case @ResultType is Time (see codes section). Use Time format: MM is minutes SS is seconds tt is hundredths of second
	IRM	O	CC @IRM	IRM for the particular phase. Send just in the case @ResultType is IRM (see codes section)

Element	Attribute	M/O	Value	Comments
	QualificationMark	O	CC @Qualification Mark Or blank	The code which gives an indication on the qualification of the competitor for the next round of the competition. (see codes section) Blank for non-qualified.
	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 Result /Competitor /ExtendedResults /ExtendedResult element (only for Relay event units).

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_SW	SW_DIFF			MM:SS.tt 99:90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference for the whole team behind of the leader (do not send for Result @Rank=1) Use Time format: MM is minutes SS is seconds tt is hundredths of second

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

Type /Code	Description	Expected
ER_SW /SW_DIFF	Result time difference for the whole team behind of the leader	Always, just for Relay event units (do not send for result @Rank=1)

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (only for Individual event units).

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_SW	SW_DIFF			MM:SS.tt 99:90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value:

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Time difference for the athlete behind of the leader (do not send for Result @Rank=1) Use Time format: MM is minutes SS is seconds tt is hundredths of second

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

Type /Code	Description	Expected
ER_SW /SW_DIFF	Result time difference for the athlete to the leader.	Always (do not send for result @Rank=1), for Individual event units

4.1.5.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	05 Dec 2013	First version (SFR version)
R2 v1.1	20 Dec 2013	SFA version and minor corrections
R2 v1.2	28 Feb 2014	Some minor issues (APP version)
R2 v1.3	4 June 2014	Conformance Test issue 694

File reference: ODF/INT327 R2 v1.3 APP (SW)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version (Submitted for Review version)
R2 v1.1	SFA	• Submitted for Approval version • Included project reference in 1.1 and 1.2 sections
R2 v1.2	APP	• Approved version • Removed the DT_PARTIC_HORSES message (in section 4.1). • Added the DT_SCHEDULE_UPDATE message (in section 4.1).
R2 v1.3	APP	• Team entries E_Q_TIME, E_Q_DATE, E_Q_CITY and E_Q_COUNTRY removed

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