

OLYMPIC DATA FEED

YOG ODF Rowing Data Dictionary

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Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

2 Messages

2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of status.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

2.2.1.2 Header Values

The following table describes the message header attributes.

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

2.2.1.3 Trigger and Frequency

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

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

2.2.1.4 Message Values

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

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

Element: Participant (1,N)

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

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

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

Element: Participant /Discipline /RegisteredEvent (0,N)
All accredited athletes will be assigned to one or more events.
Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event

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

Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: As soon as this information is available. (this information can be sent in both messages) Just for teams events
	Attribute	M/O	Value
	Value	M	CC @Position Crew Position Send the code for the position.

2.2.1.5 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

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

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.2.3 Trigger and Frequency

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

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.2.2.4 Message Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name.
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /Discipline (0,1)			
Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline



Element: Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

2.2.2.5 Message Sort

The message is sorted by Team @Code.

2.2.3 Event Unit Start List and Results

2.2.3.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information:

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

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

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

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

- After the race is finished (UNOFFICIAL / OFFICIAL)

Trigger also after any change.

2.2.3.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)				
Attribute	M/O	Value	Description	
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.	
Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	FLAG_RED	N/A	Element Expected: When applicable	
Attribute	M/O	Value	Description	
Value	M	S(1)	Use when the race is in Red Flag's status. Send "Y" if applicable else do not send	

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	LINEPOS	Numeric 0	Pos Description: Values from 1 to n. Use each position for each kind of qualification. (example: Pos 1 for Qualified for Final, Pos 2 for Qualified for Repechage) Element Expected: When applicable
Attribute	M/O	Value	Description
Value	M	Numeric 0	Is the Index, after which a line would be drawn to indicate qualifiers highest possible progression. This attribute indicates the Rank of the last qualified with these conditions. (example with progression "1st to Final A; 2nd - 4th to Semi-final; rest out" Pos =1 - Value = 1 Pos =2 - Value = 4)
Element: ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Race Number
Element: ExtendedInfos /VenueDescription (0,1) Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes
Element: Result (1,N) For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	m:ss.ff	The result of the competitor in the event unit. Send just in the case @ResultType is Time.
IRM	O	SC @IRM	IRM for the particular unit if applicable. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition. Do not send for final.

Element: Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
SortOrder	M	Numeric	<p>Used to sort all the results of an event unit</p> <p>This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.</p> <p>Before the race start of any event unit this will be the same as the StartSortOrder and is used as the primary sort.</p> <p>During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.</p> <p>After the first split data arrives, Results are sorted by split rank. For those athletes without rank (first split) then the sort is the same as before the race, but following athletes with split rank. At the end Results are sorted by Rank.</p> <p>The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives.</p> <p>Athletes with an IRM result will be grouped separately in the order defined by the international federation.</p>
StartOrder	O	Numeric	<p>The Lane number/Boat number (Competitor's start order). The lanes may be reallocated if the weather creates unfair or unrowable conditions.</p> <p>In time trial this is the start order, not lane.</p>
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+m:ss.ff	Display the time behind the leader. (not sent for leader)

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

Type	Code	Pos	Description
ER	BOAT_STATUS	N/A	Element Expected: Always during time trial
	Attribute	M/O	Value
	Value	M	SC @CompetitorStatus
	Description		
	Value	M	Boat status. (Time Trial only)
ER	FALSE_START	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	Numeric 0
	Description		
	Value	M	Number of false starts made else do not send.
ER	FLAG_RED	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	0
	Description		
	Value	M	0

Element: Result /ExtendedResults /ExtendedResult (1,N)				
	Type	Code	Pos	Description
	Value	M	S(1)	Send "Y" if there is a red flag for this lane/result
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send "P" for Pending Status Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
ER		QUAL_UNIT	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(34)	Indicates unit where the boat qualifies from here.
ER		YC_NUM	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Number of yellow cards received
ER		PTS	N/A	Element Expected: In all units with points
	Attribute	M/O	Value	Description
	Value	M	S(3)	Points in the unit. Usually numeric but can be "6+2" for the fastest boat)
Element: Result /Competitor (1,1)				
Competitor related to the result of one event unit.				
	Attribute	M/O	Value	Description
	Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
	Type	M	S(1)	A for athlete, T for Team
	Organisation	O	CC @Organisation	Competitor's organisation
Element: Result /Competitor /Description (0,1)				
Used in Team events only				
	Attribute	M/O	Value	Description
	TeamName	M	S(73)	Name of the team

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

For all event units except for relays

Type	Code	Pos	Description
EUE	LANE	N/A	Element Expected: In Time Trial only
	Attribute	M/O	Value
	Value	M	Numeric 0
EUE	START_TIME	N/A	Element Expected: In Time Trial only
	Attribute	M/O	Value
	Value	M	hh:mm:ss

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	1 if Competitor @Type="A". 1-2 for a team

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

Athletes extended information.

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

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

For all event units except for relays

Type	Code	Pos	Description
EUE	POSITION	N/A	Element Expected: As soon as this information is available in pairs.
	Attribute	M/O	Value
	Value	M	CC @Position
			Description
			Send the code for the position or the athlete in the boat.

Sample

```
<Competitor Type="T" Code="ROWMNOCOX2--ROU01" Organisation="ROU" >
  <Description TeamName="Romania" >
    <Composition>
      <Athlete Code="1051765" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ROU"
        BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="b" />
      </Athlete>
      <Athlete Code="1051729" Order="2" >
        <Description GivenName="Barry" FamilyName="Smith" Gender="M" Organisation="ROU"
        BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="s" />
      </Athlete>
    </Composition>
  </Competitor>
```

2.2.3.5 Message Sort

Sort by Result @SortOrder

2.2.4 Cumulative Results

2.2.4.1 Description

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

In rowing, the Cumulative Results message is used only in combining rounds 2 and 3 points.

2.2.4.2 Header Values

The following table describes the message header attributes.

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

2.2.4.3 Trigger and Frequency

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

The first version should be triggered at the same time as the start list of the first unit is triggered and then after each unit is completed (official).

2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.	
	Attribute	M/O	Value	Description
	Value	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

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

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)			
For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM for the cumulative result.
Result	O	Numeric #0	The cumulative result of the competitor. Send just in the case @ResultType is POINTS
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM
QualificationMark	O	S(1)	Send Q if qualified to the next phase (after Round 3)
Diff	O	Numeric ###0	Points behind leader. 0 for the leader (combined events)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	TIME	N/A	Element Expected: Always after Round 3
	Attribute	M/O	Value
	Value	M	m:ss.ff Cumulative Time

Element: Result /ResultItems /ResultItem (1,N)			
Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full phase level RSC of the latest schedule item which the cumulative results is updated to.
Order	M	Numeric #0	Logical order of the sub-units, Round 2 followed by Round 3.

Element: Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the phase identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable.
ResultType	O	SC @ResultType	Type of the @Result attribute for the phase identified by /ResultItems /ResultItem.
Result	O	m:ss.ff	The result of the competitor for the phase identified by @Unit at /ResultItems /ResultItem. Send just in the case @ResultType is not IRM.
ResultPoints	O	S(3)	Usually number but use "6+2" for fastest.
IRM	O	SC @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.
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

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

Element: Result /Competitor /Description (0,1) Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

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

Element: Result /Competitor /Composition /Athlete /Description (1,1) Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)



Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.2.4.5 Message Sort

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

2.2.5 Image

2.2.5.1 Description

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

Trigger when image available and after any change.

2.2.5.4 Message Values

Element: Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

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

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

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

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

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)
Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample

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

2.2.5.5 Message Sort

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

2.2.6 Event Final Ranking

2.2.6.1 Description

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

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

2.2.6.3 Trigger and Frequency

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

2.2.6.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute, either time or IRM for the corresponding event unit. The only possible value is IRM, do not send if not IRM.
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. If known rank: sort by rank, NOC. If no rank: sort DNF, DNS, EXL, DSQ.

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes.	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Result /Competitor /Description (0,1) Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A".

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

2.2.6.5 Message Sort

Sort by Result @SortOrder

2.2.7 Configuration

2.2.7.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

2.2.7.2 Header Values

The following table describes the message header attributes.

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

2.2.7.3 Trigger and Frequency

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

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

2.2.7.4 Message Values

Element: Configs /Config (1,N)				
Attribute	M/O	Value	Description	
Unit	M	SC @Unit	Full RSC of the unit.	
Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	DISTANCE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric ####0	Send the total distance for the race in m.
EC	LANE_MAX	N/A	Element Expected: Send the normal maximum lane number	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Max number of highest lane used.
EC	LANE_MIN	N/A	Element Expected: Send the normal minimum lane number (usually will be 1 or 0)	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Min number of lower lane used.
EC	QUAL_RULE	N/A	Element Expected: When applicable	
	Attribute	M/O	Value	Description
	Value	M	String	Progression rule text (long version).
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: When applicable, at Unit level				
	Attribute	Value	Description	
	Code	SHORT_VER		
	Pos	N/A		
	Value	String	Progression rule text (short version).	

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	RACE_CODE	N/A	Element Expected: When applicable
	Attribute	M/O	Value
	Value	M	String
			Description The Unit Code is the value used to identify the race and the phase. Is a code with a letter, related with the current phase, and the number/letter race: "H1", "H2", "SF1", "FA"... H - Heats SF - Semifinal F - Final

Sample

```
<Config Unit="ROWMSCULL1-----FNL-000100--">
  <ExtendedConfig Type="EC" Code="RACE_CODE" Value="FA" />
  <ExtendedConfig Type="EC" Code="UNIT_NUM" Value="4" />
  <ExtendedConfig Type="EC" Code="DISTANCE" Value="500">
  <ExtendedConfig Type="EC" Code="LANE_MIN" Value="1" />
  <ExtendedConfig Type="EC" Code="LANE_MAX" Value="4" />
</Config>
```

2.2.7.5 Message Sort

There is no message sorting rule.

3 Document Control

Version history		
Version	Date	Comments
v1.0	3 January 2018	First version

File Reference: ODF R-YOG-2018-ROW V1.0 SFA

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version