OLYMPIC DATA FEED

ODF Marathon Swimming Data Dictionary
Tokyo 2020 - Games of the XXXII Olympiad
Technology and Information Department
© International Olympic Committee

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 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 marathon swimming.

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_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_PLAY_BY_PLAY	Play by Play	X
DT_RANKING	Event Final Ranking	
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

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

2.2.1.1 Description

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

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

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

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

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

2.2.1.3 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	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. 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. 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.
Parent	M	S(20) with no leading zeroes	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. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial 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".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)

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

Element: Participant (1,N)

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

Element: Participant /Discipline (1,1)

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

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

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

All accredited athletes will be assigned to one or more events. There is an exception: substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(4)	Athlete's Bib number. Send only in the Case of Current="true" and the discipline is open water swimming

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

Type	Code	Pos	Description
ENTRY	QUAL_RANK	N/A	Element's Expected: When applicable, as soon as this information is known (it can be sent in both messages).

Attribute	M/O	Value	Description
Value	M	S(4)	Qualification Rank

Type	Code	Pos	Description
ENTRY	QUAL_TYPE	N/A	Element's Expected: Always, as soon as this information is known (it can be sent in both messages).

Attribute	M/O	Value	Description
Value	M	SC @QualifiyingType	Qualification type (method)

Element: Participant /OfficialFunction (0,N)			
Send if the official has optional functions. Do not send, otherwise.			
Attribute	**M/O**	**Value**	**Description**
FunctionId	M	CC @ResultsFunction	Additional officials' function code

2.2.1.5 Message Sort

The message is sorted by Participant @Code

2.2.2 Event Unit Start List and Results

2.2.2.1 Description

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

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

Attribute	Value	Comment
LogicalDate	Date	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.

2.2.2.3   Trigger and Frequency

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

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

This message is also sent when the event unit finishes and the results are still UNOFFICIAL. Also, this message is expected when the results become OFFICIAL. (UNCONFIRMED may be used before UNOFFICIAL depending on sport preference)

Trigger also after any change.

2.2.2.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	LEADER	Numeric #0	Pos Description: Send number of the intermediate point. Element Expected: For all events for each split except for the finish. Only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Competitor's ID, to identify an athlete, for the leader at this split point.
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Sent INTERMEDIATE @Pos for the last intermediate passed by the most recent competitor(s) to pass any intermediate point. Element Expected: When available and only when the unit is LIVE. Send all changes since last message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the last competitor to pass the intermediate point @Pos
DISPLAY	CURRENT_INTERMEDIATE	N/A	Element's Expected: When LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the intermediate point that the current leader most recently passed (according to the INTERMEDIATE @Pos)

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

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

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

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	h:mm:ss.f	Total result for the particular event unit. Only send in the case @ResultType is TIME. Do not include leading zeros.
Unchecked	O	S(1)	Send with ="Y" in the case that there is a value which needs to be validated. For example by reading photo to change from transponder times. Do not send if not ="Y"
IRM	O	SC @IRM	The invalid result mark, if assigned Send just in the case @ResultType is IRM
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. Before and at the beginning of the race, sorted by athlete's number. For athletes who have completed at least one split, sort by the split rank at the completion of the last split until the first competitor finishes the race. By Rank once the first competitor finishes and for those that have finished the race also. At the end, those without ranks are sorted by the rank of the last completed split or by athlete's number, as appropriate. 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. OTL riders must be dropped to the bottom. Athletes who are notified as "did not finish" during the race, are notified as "did not start" or disqualified, must be dropped to the bottom with no rank in the order defined by the international federation.
StartOrder	O	Numeric	Lane assignment of the competitor in the start list.
StartSortOrder	M	Numeric	Order by lane order starting from 1 Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.

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
Diff	O	+m:ss.f	Time behind leader or blank for leader. Do not send m if no minutes apply.

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

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	Numeric #0	Pos Description: The number that identifies the split point, from 1 to F where F is the finishing point. Element Expected: All event units

	Attribute	M/O	Value	Description
	Value	O	h:mm:ss.f	Time from the start of the race up to this split point. It is a cumulative result time. Do not send hours if zeros.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
	Diff	O	+m:ss.f	Send the time behind the leader at the corresponding intermediate point or blank for leader. Do not send m if no minutes apply.
	Move	O	Numeric	Send the rank progression in the current intermediate compared to the previous intermediate (i.e: "2", "0", "-1", etc)

Sub Element: Result /ExtendedResults /ExtendedResult /Extension

Expected: If available.

Attribute	Value	Description
Code	SECTION	
Pos	N/A	
Value	m:ss.f	Send the split time (from the previous intermediate point to current one). Not cumulative time. Don't send for the first split

Sub Element: Result /ExtendedResults /ExtendedResult /Extension

Expected: If available.

Attribute	Attribute	Attribute
Code	SPM	

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

	Type	Code	Pos	Description
	Pos	N/A		
	Value	Numeric 00.0	Strokes per minute in the section.	

Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: If applicable**			
Attribute	**Value**	**Description**	
Code	FLAG		
Pos	N/A		
Value	S(1)	Flag indication to be sent when an incident occurred in the split. Send "R" for the Red flag (disqualification) and "Y" for the Yellow flag (warning).	

ER		SPM	N/A	Element's Expected: Updated at the end of each split
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 00.0	Strokes per minute in the race (or up to current point if not complete).

ER		STC	N/A	Element's Expected: Updated at the end of each split
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####00	Total strokes in the race (or up to current point if not complete).

ER		PHOTO	N/A	Element's Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send when a photo is required to determine any result for this competitor. 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

Sample (individual)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="1:46.1" StartOrder="4" StartSortOrder="4" Diff="0.0" >
    <ExtendedResults>
        <ExtendedResult Type="PROGRESS" Pos="1" Code="INTERMEDIATE" Value="25.3" ValueType="TIME" Rank="5"
Diff="0.3" SortOrder="5"/>
        <ExtendedResult Type="PROGRESS" Pos="2" Code="INTERMEDIATE" Value="52.2" ValueType="TIME" Rank="2"
Diff="0.2" SortOrder="2" Move="3">
            <Extension Code="SECTION" Value="26.9" />
        </ExtendedResult>
        <ExtendedResult Type="PROGRESS" Pos="3" Code="INTERMEDIATE" Value="1:19.5" ValueType="TIME" Rank="1"
Diff="0.0" SortOrder="1" Move="1">
            <Extension Code="SECTION" Value="27.2" />
        </ExtendedResult>
        <ExtendedResult Type="PROGRESS" Pos="4" Code="INTERMEDIATE" Value="1:46.1" ValueType="TIME" Rank="1"
Diff="0.0" SortOrder="1" Move="0">
            <Extension Code="SECTION" Value="26.5" />
        </ExtendedResult>
    </ExtendedResults>
```

Element: Result /Competitor (1,1)
Competitor related to the result of one event unit.

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

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

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

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

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

2.2.2.5 Message Sort

Sort by Result @SortOrder

2.2.3 Play by Play

2.2.3.1   Description

The Play by Play is a message containing the .actions in an open water swimming unit.
This message is not used in still water swimming.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

2.2.3.2   Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	Not used in this discipline	
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	INCIDENT	
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) UNOFFICIAL OFFICIAL (when results 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.

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

2.2.3.3 Trigger and Frequency

Messages will be generated with this frequency and status

- After every race incident (LIVE or UNOFFICIAL if any new incident after race and before results be official)
- After the race (unit) (OFFICIAL).

2.2.3.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	EventUnit short 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
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message
Period	M	S(2)	When in race (lap), 0 for incidents before race starts.
Order	M	Numeric	Unique sequential number for all the incidents in the race, from 1 to n
ActionDesc	O	S(200)	Action/Incident description
When	O	h:mm:ss	Race time when the incident occurred. Do not send leading zeros.

Element: Actions /Action /Competitor (0,N) Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only 1 competitor.
Organisation	M	CC @Organisation	Competitors' organisation

Element: Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID related to the action
Order	M	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. Send 1 if only 1 competitor.
Bib	O	S(4)	Bib number

Element: Actions /Action /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

Sample

```
<Actions>
....
<Action ID="3132" Period="5" Order="3" When="1:45:30" ActionDesc ="Yellow Flag">
    <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
        <Composition>
            <Athlete Code="1008743" Order="1" Bib="51" >
                <Description GivenName="Jane" FamilyName="Smits" Gender="W" Organisation="SUI" BirthDate="1994-12-15" />
            </Athlete>
        </Composition>
    </Competitor>
....
</Action>
```

2.2.3.5 Message Sort

Actions /Action @Order

2.2.4 Event Final Ranking

2.2.4.1 Description

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

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

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

2.2.4.3 Trigger and Frequency

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

Usually only send after the competition with status OFFICIAL though PARTIAL may be used in marathon swimming.

Trigger also after any change.

2.2.4.4 Message Values

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

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

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	h:mm:ss:f	The result of the competitor in the event Send if ResultType is not IRM
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete.
Order	M	Numeric #0	1 for 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

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Configuration

2.2.5.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate message in open water swimming.

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	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. |

2.2.5.3 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 unit must be provided before the start list. If this message changes after any DT_RESULT has been sent then a new version of DT_RESULT must be immediately sent.

2.2.5.4 Message Values

Element: Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit	Full RSC (34)

Element: Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies each of the split points (according to the event distance, from 1 to F, where F is when the race finishes). (send F for finish) Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	##0.0	Send distance in km at this intermediate point.
EC	INTERMEDIATES_NUM	N/A	Pos Description: Do not send anything Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Send the total number of intermediate points including the finish.
EC	DISTANCE	N/A	Element's Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0.0	Send the total distance for the race in kilometers.

Sample (Individual swimming)

```
<Configs>
   <Config>
      <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="2.5" />
      <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="5.0" />
      <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="7.5" />
      <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="10.0" />
      <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" >
      <ExtendedConfig Type="EC" Code="DISTANCE" Value="10.0" >
   </Config>
```

2.2.5.5 Message Sort

There is no message sorting rule.

3   Document Control

Version history		
Version	**Date**	**Comments**
v1.0	14 January 2018	First version as stand-alone document
V1.1	2 July 2018	Updated

File Reference: ODF R-SOG-2020-OWS V1.1 SFA

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version (separated from swimming)
V1.1	SFA	DT_RESULT: Result /ExtendedResults /ExtendedResult add SPM and STC