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SOG-2020-SAL-2.6 APP

Olympic Data Feed



ODF Sailing Data Dictionary
Tokyo 2020 – Games of the XXXII Olympiad
Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

| 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 Foundation Principles | The document explains the environment & general principles for ODF |
| ODF General Messages Interface | The document describes the ODF General Messages |
| Common Codes | The document describes the ODF Common codes |
| ODF Header Values | The document details the header values which shows which RSCs are used in which messages. |
| ORIS Sports Document | The document details the sport specific requirements |

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 Sailing.

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

| Message Type | Message Name | Message extended |
|---|--|------------------|
| DT_SCHEDULE DT_SCHEDULE_UPDATE | / Competition schedule / Competition schedule update | |
| DT_PARTIC DT_PARTIC_UPDATE | / List of participants by discipline / List of participants by discipline update | X |
| DT_PARTIC_NAME | Participant Names | |
| DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE | / List of teams / List of teams update | X |
| DT_MEDALS | Medal standings | |
| DT_RESULT | Event Unit Start List and Results | X |
| DT_PLAY_BY_PLAY | Play by Play | X |
| DT_CURRENT | Current Information | X |
| DT_CUMULATIVE_RESULT | Cumulative Results | X |
| DT_RANKING | Event Final Ranking | X |
| DT_COMMUNICATION | Communication | X |
| DT_CONFIG | Configuration | X |
| DT_WEATHER | Weather conditions | X |
| DT_MEDALLISTS | Event's Medallists | |
| DT_MEDALLISTS_DISCIPLINE | Medallists by discipline | |



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|--------------|-------------------------------------|--|
| 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 (event unit start list and results, phase results, medallists 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 includes a list of current athletes, officials, coaches, guides, technical officials, reserves and historical athletes regardless of their status.

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|--|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC (discipline level) | Full RSC at the discipline level |
| DocumentType | DT_PARTIC / DT_PARTIC_UPDATE | List of participants by discipline message |



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

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to 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 Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|-----------------------------------|---------|---------|---------|---------|---------|
| Competition (0,1) | | | | | |
| | Gen | | | | |



| | |
|-----------------------------------|----------------------------------|
| Sport | |
| Codes | |
| Participant (1,N) | |
| | Code |
| | Parent |
| | Status |
| | GivenName |
| | FamilyName |
| | PassportGivenName |
| | PassportFamilyName |
| | PrintName |
| | PrintInitialName |
| | TVName |
| | TVInitialName |
| | TVFamilyName |
| | Gender |
| | Organisation |
| | BirthDate |
| | Height |
| | Weight |
| | PlaceofBirth |
| | CountryofBirth |
| | PlaceofResidence |
| | CountryofResidence |
| | Nationality |
| | MainFunctionId |
| | Current |
| | OlympicSolidarity |
| | ModificationIndicator |
| | Discipline (1,1) |
| | Code |
| | IFId |



| | |
|--|--|
| | <u>RegisteredEvent (0..N)</u> Event <u>EventEntry (0..N)</u> Code Type Pos Value |
|--|--|

2.2.1.5 Message Values

| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|--|
| Attribute | M/O | Value | Description |
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

Sample (General)

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-SAL-1.10" Codes="SOG-2020-1.20" >

| 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"</p> |



| | | | |
|--------------------|---|----------------------------------|--|
| | | | 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 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". |
| Status | O | CC @ParticStatus | Participant's accreditation status this attribute 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) |
| PrintInitialName | M | S(18) | Print Initial name (for the given name it is sent just the initial, without dot) |
| TVName | M | S(35) | TV name |
| TVInitialName | M | S(18) | TV initial name |
| TVFamilyName | M | S(25) | TV family name |
| Gender | M | CC @PersonGender | Participant's gender |
| Organisation | M | CC @Organisation | Organisation ID |
| BirthDate | O | YYYY-MM-DD | Date of birth. This information may not be known at the very beginning, but it will be completed for |



| | | | |
|-----------------------|---|-------------------------------------|---|
| | | | all participants after successive updates |
| Height | O | S(3) | Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available. |
| Weight | O | S(3) | Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data 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 | S(1) | Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent. |
| 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 one exception: in some sports, 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 |

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

Send if there are specific athlete's event entries.

| Type | Code | Pos | Description |
|-------|--------------------|---|--|
| ENTRY | POSITION | N/A | Element Expected: Always (in case of Team events), as soon as it is known (this information can be sent in both messages) |
| | Attribute | M/O | Value |
| | Value | M | CC @Position |
| | Description | Position code of the competitor (for events with more than one crew). | |
| ENTRY | RANK_WLD | N/A | Element Expected: Always in individual events as soon as it is known. (this information can be sent in both messages) |
| | Attribute | M/O | Value |
| | Value | M | Numeric ##0 |
| | Description | World rank for the competitor | |



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2.2.1.6 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.

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) | Full 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. |
| 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 |



| | | |
|--------|----------------------------|--|
| | | <p>a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.2.3 Trigger and Frequency

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 Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|-----------------------------------|----------------------------|--|-------------------------------|---------------|---------|
| Competition (0,1) | Gen Sport Codes | | | | |
| | Team (1,N) | Code Organisation Number Name TVTeamName Gender Current ModificationIndicator | | | |
| | | Composition (0,1) | | | |
| | | | Athlete (0,N) | | |
| | | | | Code Order | |



2.2.2.5 Message Values

| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|--|
| Attribute | M/O | Value | Description |
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

| 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 | M | S(73) | Team name. |
| TVTeamName | M | S(21) | Team's TV Name. |



| | | | |
|-----------------------|---|-----------------|---|
| Gender | M | CC @SportGender | Gender Code of the Team |
| 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 | <p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team</p> <p>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p> |

Element: Team /Composition /Athlete (0,N)

| Attribute | M/O | Value | Description |
|-----------|-----|------------------------------|---|
| Code | M | S(20) with no leading zeroes | <p>Athlete's ID of the listed team's member.</p> <p>Therefore, he/she makes part of the team's composition.</p> |
| 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 |

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



| Type | Code | Pos | Description | |
|-------|------------------|------------|---|-------------------------------|
| ENTRY | RANK_WLD | N/A | Element Expected: Always as soon as it is known. (this information can be sent in both messages) | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | World rank for the competitor |

2.2.2.6 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.

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) |
| DocumentSubcode | N/A | N/A |
| 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. |
| 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 |



| | | |
|--------|----------------------------|---|
| | | <p>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 information is available and any changes to the information:

- As soon as the start list is known and with any changes / IRMs before the start. (START_LIST)
- This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
- After any addition / change in any data (LIVE)

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. The message is sent as 'INTERMEDIATE' during extended breaks:

- After all competitors have finished the unit (UNOFFICIAL / OFFICIAL) as appropriate.
- Update with any later changes (from protests etc.)

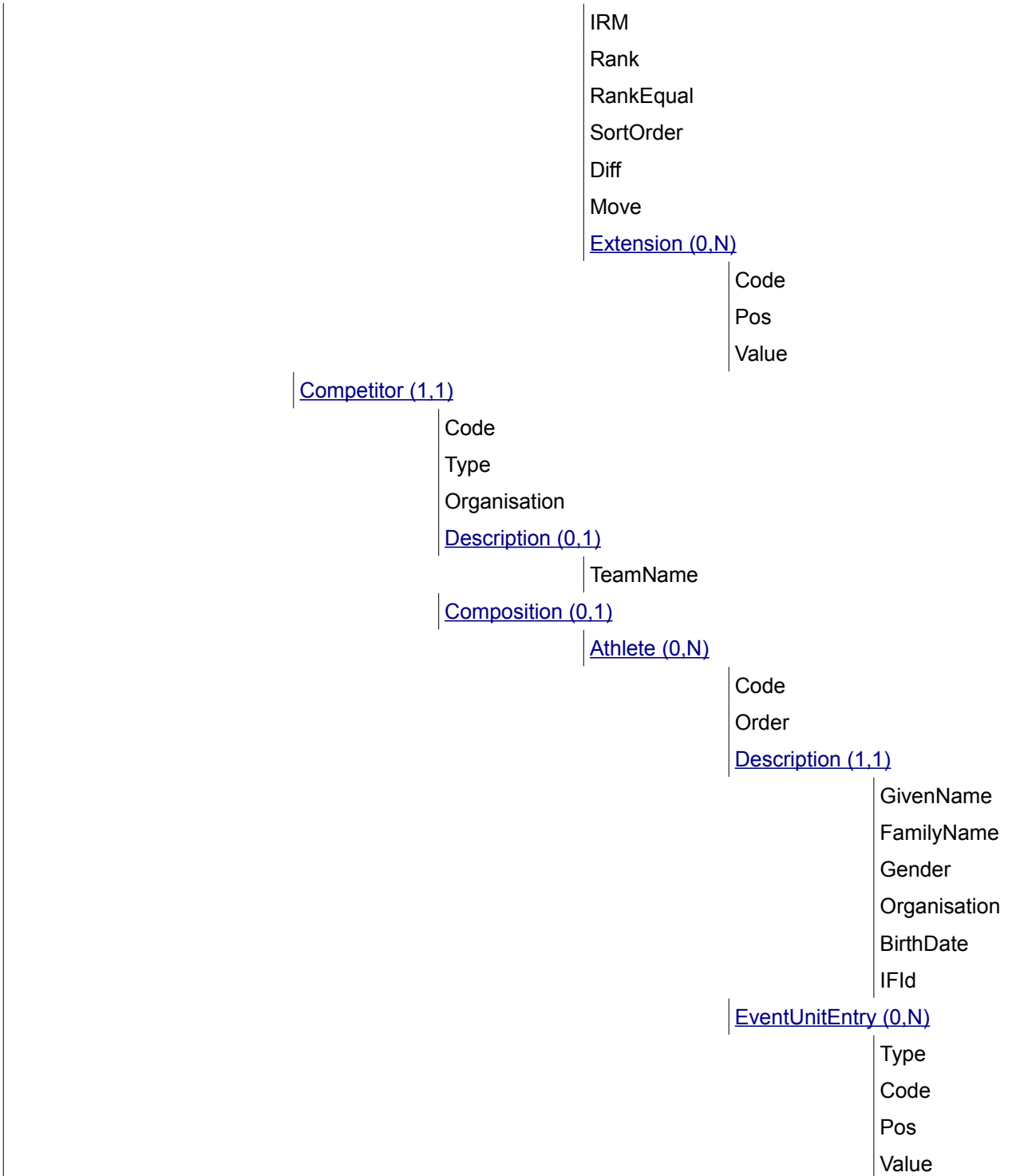
2.2.3.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 |
|-----------------------------------|-------------------------------------|------------------------------------|---------------------------|---------|---------|---------|
| Competition (0,1) | | | | | | |
| | Gen | | | | | |
| | Sport | | | | | |
| | Codes | | | | | |
| | ExtendedInfos (0,1) | | | | | |
| | | UnitDateTime (0,1) | | | | |
| | | | StartDate | | | |
| | | ExtendedInfo (0,N) | | | | |



| | | |
|--|-------------------------------|-----------------------------|
| | Type | |
| | Code | |
| | Pos | |
| | Value | |
| | <u>Extension (0,N)</u> | |
| | | Code |
| | | Pos |
| | | Value |
| | <u>SportDescription (0,1)</u> | |
| | DisciplineName | |
| | EventName | |
| | Gender | |
| | SubEventName | |
| | UnitNum | |
| | <u>VenueDescription (0,1)</u> | |
| | Venue | |
| | VenueName | |
| | Location | |
| | LocationName | |
| | <u>Result (1,N)</u> | |
| | Rank | |
| | RankEqual | |
| | Result | |
| | IRM | |
| | SortOrder | |
| | StartSortOrder | |
| | ResultType | |
| | <u>ExtendedResults (0,1)</u> | |
| | | <u>ExtendedResult (1,N)</u> |
| | | Type |
| | | Code |
| | | Pos |
| | | Value |





2.2.3.5 Message Values

| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|--|
| Attribute | M/O | Value | Description |
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

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

| Element: ExtendedInfos /ExtendedInfo (0,N) | | | | |
|--|------------------|------------|---|--|
| Type | Code | Pos | Description | |
| DISPLAY | LAST_COMP | Numeric | Pos Description: Send MARK @Pos in ExtendedInfos for the last mark passed by the most recent boat to pass any mark. Element Expected: Send the last boat to pass any mark with every LIVE update | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(20) with no leading zeroes | Send the competitor ID of the last competitor to pass any mark. |
| UI | COURSE_AREA | N/A | Element Expected: Always, if available | |
| | Attribute | M/O | Value | Description |
| | Value | M | Text | Send the current course area for the unit |
| UI | COURSE_DESC | N/A | Element Expected: Always, if available | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(n) | Send the description of the course to be sailed. For example: |



| | | | | |
|----|------------------|---------------|----------------------------|---|
| | | | | Windward/Leeward 3 Laps (W3) |
| UI | | COURSE_SAILED | N/A | Element Expected: Always, if available |
| | Attribute | M/O | Value | Description |
| | Value | M | SC @Course | Send the code for course to be sailed |
| UI | | LEG_CURRENT | N/A | Element Expected: If applicable |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 or '.' | Send the current Leg. During start sequence send '0'. During racing or racing IR send '1', '2', ... n All other race status we should have '.' |
| UI | | LEGS_NUM | N/A | Element Expected: Always, if available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Send the number of legs |
| UI | | SEA_STATE | N/A | Element Expected: If available |
| | Attribute | M/O | Value | Description |
| | Value | M | SC @SeaState | Send the sea state. |
| UI | | HUMIDITY | N/A | Element Expected: If available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Humidity in % |
| UI | | AIR_TEMP | N/A | Element Expected: If available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0.0 | Temperature in centigrade degrees. |
| UI | | MARK | Numeric 0 | Pos Description: Send the mark order: 0, 1..n (0 for start mark) Element Expected: Always, if available |



| Attribute | M/O | Value | Description |
|--|----------------|---|--|
| Value | M | Numeric #0 or S(n) | Send the different marks of the course for the event unit. Send 'S' for Start, 'F' for Finish and the corresponding mark number or string for the rest. For example: @Pos 0, @Value 'S' for Start mark. @Pos 1, @Value 1 for next 1 mark. @Pos 2, @Value 2 for next 2 mark. @Pos 3, @Value 1 for next 1 mark. @Pos 4, @Value 2p-2s for next 2p-2s mark. @Pos 5, @Value 1 for next 1 mark. @Pos 6, @Value 'F' for Finish mark. |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If it applicable (not for start mark) | | | |
| Attribute | Value | Description | |
| Code | MARK_ROUNDED | | |
| Pos | N/A | Do not send anything | |
| Value | S(1) | Send Y in case of first boat has rounded this mark | |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If available (not for start mark) | | | |
| Attribute | Value | Description | |
| Code | TIME | | |
| Pos | N/A | Do not send anything | |
| Value | h:mm:ss | Send the elapsed time of the leader for each mark of the course and finish. Remove leading zeroes. | |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If available | | | |
| Attribute | Value | Description | |
| Code | WIND_DIRECTION | | |
| Pos | N/A | Do not send anything | |
| Value | Numeric ##0 | Wind direction in degrees. | |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If available | | | |
| Attribute | Value | Description | |



| | | | | |
|----|------------------|---------------|---|---|
| | Code | WIND_SPEED | | |
| | Pos | N/A | Do not send anything | |
| | Value | Numeric #0 | Wind speed in knots for each mark of the course at the moment the leader rounded the mark (including start and finish). | |
| UI | | MARKS_NUM | N/A | Element Expected: Always, if available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Send the total number of marks planned, without including the Start and the Finish marks. |
| UI | | OCS_NUM | N/A | Element Expected: If applies |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 or 'TBA' or '-' | Send the number of OCS (On the Course Side) boats. TBA means 'To Be Announced'. This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly). |
| UI | | STATUS | N/A | Element Expected: If available and whenever changes |
| | Attribute | M/O | Value | Description |
| | Value | M | SC @Status | Send the race status |

Sample (General)



```

<ExtendedInfos>
<UnitDateTime StartDate="2016-08-10T12:52:00+01:00" />
<ExtendedInfo Type="UI" Code="MARK" Pos="0" Value="S" >
<Extension Code="WIND_SPEED" Value="12" />
<Extension Code="WIND_DIRECTION" Value="185" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="MARK" Pos="1" Value="1" >
<Extension Code="WIND_SPEED" Value="12" />
<Extension Code="WIND_DIRECTION" Value="195" />
<Extension Code="TIME" Value="12:15" />
<Extension Code="MARK_ROUNDED" Value="Y" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="MARK" Pos="2" Value="4" >
<Extension Code="WIND_SPEED" Value="14" />
<Extension Code="WIND_DIRECTION" Value="180" />
<Extension Code="TIME" Value="20:35" />
<Extension Code="MARK_ROUNDED" Value="Y" />
</ExtendedInfo>
..
<ExtendedInfo Type="UI" Code="COURSE_SAILED" Value="I2" />
<ExtendedInfo Type="UI" Code="COURSE_DESC" Value="Inner Trapezoid (I2)" />
<ExtendedInfo Type="UI" Code="STATUS" Value="FSHD" />
<ExtendedInfo Type="UI" Code="OCS_NUM" Value="0" />
<ExtendedInfo Type="UI" Code="LEG_CURRENT" Value="-" />
<ExtendedInfo Type="UI" Code="MARKS_NUM" Value="5" />
<ExtendedInfo Type="UI" Code="LEGS_NUM" Value="6" />
<ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="3" Value="2135516" />

```

| 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 | O | S(40) | EventUnit short name (not code) from Common Codes |
| UnitNum | O | S(6) | Race number for non-medal races (1, 2,...), or 'M' for the medal race. |

| 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 equalled. Only send if applicable |
| Result | O | Numeric #0.# | Race points of the competitor in the event unit. |
| IRM | O | SC @IRM | Invalid result mark for the particular event unit. Send just in the case of @ResultType is IRM or IRM_POINTS |
| SortOrder | M | Numeric | Sequential number with the order of the results for the particular event unit, if they were to be presented. According to the sport rules. Order of estimated finish place calculates overall position based on the position at the last mark. If not all boats have rounded the last mark, estimate their probable position considering the previous mark. Same as @StartSortOrder before the start. |
| StartSortOrder | M | Numeric | Start list order according to the sport rules (used to sort all start list competitors in an event unit). |
| ResultType | O | SC @ResultType | Result type, either POINTS or IRM or IRM_POINTS for the corresponding event unit. |

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

| Type | Code | Pos | Description |
|------|-----------|-----|--|
| ER | LAST_MARK | N/A | Element Expected: Send if available |



| | Attribute | M/O | Value | Description |
|---|-----------|---------------|--|--|
| | Value | M | Numeric #0 | Send the mark order of the last mark rounded, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (so from 1 to n). |
| OVERALL | | ESTIMATED | N/A | Element Expected: If available when LIVE and UNOFFICIAL after this competitor has passed the first mark or the first boat passes the first mark in the case of boats with IRM. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0.# | Send the calculated overall net points based on boats finishing in their estimated finish place. |
| | IRM | O | SC @IRM | Invalid result mark (if applies). |
| | Rank | O | Numeric #0 | Send the estimated overall rank (finish place) of the boat in the event, based on the position at the most recent mark or their probable position. |
| | RankEqual | O | S(1) | Send Y if rank is equalled, otherwise do not send. |
| | SortOrder | O | Numeric #0 | Send the estimated overall order of the boat. |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If available when LIVE and UNOFFICIAL after the first mark | | | | |
| | Attribute | Value | Description | |
| | Code | TOTAL_PTS | | |
| | Pos | N/A | Do not send anything | |
| | Value | Numeric ##0.# | Send the estimated overall total points based on boats finishing in their estimated finishing place. | |
| PROGRESS | | MARK | Numeric #0 | Pos Description: Send the mark order, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (though zero is not sent, so from 1 to n). Element Expected: Send if available |



| Attribute | M/O | Value | Description |
|-----------|-----|------------|--|
| Value | M | h:mm:ss | Send the time of the boat at the corresponding MARK (from the Starting line). Remove leading zeroes. |
| Rank | O | Numeric #0 | Send the rank (place) of the boat at the corresponding mark. |
| RankEqual | O | S(1) | Send 'Y' if rank is equalled, otherwise do not send |
| SortOrder | M | Numeric #0 | Send the order of the boat at the corresponding mark. For those competitors who have not crossed yet the current mark, the order will be according to their results in previous mark. |
| Diff | O | mm:ss | Send the time behind the leader at the corresponding mark. |
| Move | O | Numeric #0 | Change in rank compared to the previous MARK. For example if one competitor is moving from rank=9 to rank=15 then Move is -6; or 0 for no change, or 2 if improving two ranks. |

Sample (General)

```
<Result Rank="3" ResultType="POINTS" Result="6" SortOrder="3" StartSortOrder="6" >
<ExtendedResults>
<ExtendedResult Type="PROGRESS" Code="MARK" Pos="1" Value="10:08" Rank="5" SortOrder="5"
Diff="0:36" />
<ExtendedResult Type="PROGRESS" Code="MARK" Pos="2" Value="16:27" Rank="4" SortOrder="4"
Diff="0:19" Move="1" />
..
<ExtendedResult Type="PROGRESS" Code="MARK" Pos="6" Value="31:03" Rank="3" SortOrder="3"
Diff="0:16" Move="0" />
<ExtendedResult Type="ER" Code="LAST_MARK" Value="6" />
<ExtendedResult Type="OVERALL" Code="ESTIMATED" Value="5" Rank="3" SortOrder="3" >
<Extension Code="TOTAL_PTS" Value="15" />
</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 | Competitor's ID |



| | | | |
|--------------|---|----------------------------------|---------------------------|
| | | zeroes | |
| Type | M | S(1) | A for athlete, T for Team |
| Organisation | O | CC @Organisation | Competitor's organisation |

Element: Result /Competitor /Description (0,1)

Competitors extended information.

| Attribute | M/O | Value | Description |
|-----------|-----|-------|-------------------|
| TeamName | M | S(73) | Name of the team. |

Element: Result /Competitor /Composition /Athlete (0,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 | For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew etc.) For competitor @Type="A" : 1 |

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 team events only.

| Type | Code | Pos | Description |
|-----------|----------|------------------------------|--|
| EUE | POSITION | N/A | Element Expected: Always in case of Team events |
| Attribute | M/O | Value | Description |
| Value | M | CC @Position | Position code of the athlete |

Sample (General)



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```
<Competitor Code="SALXNACRA17-SUI01" Type="T" Organisation="SUI">  
<Description TeamName="Switzerland" >  
<Composition>  
<Athlete Code="1136190" Bib="7" Order="1">  
<Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="SUI" BirthDate="1994-  
12-15" IFId="SUISJ1629" />  
<EventUnitEntry Type="EUE" Code="POSITION" Value="H" />  
....
```

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Play by Play

2.2.4.1 Description

The Play by Play is a message containing official raw data from the results provider.

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

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 unit |
| DocumentSubcode | N/A | Not used in SAL |
| 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). |



| | | |
|--------|----------------------------|--|
| | | <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. |

2.2.4.3 Trigger and Frequency

Messages will be generated with this frequency and status

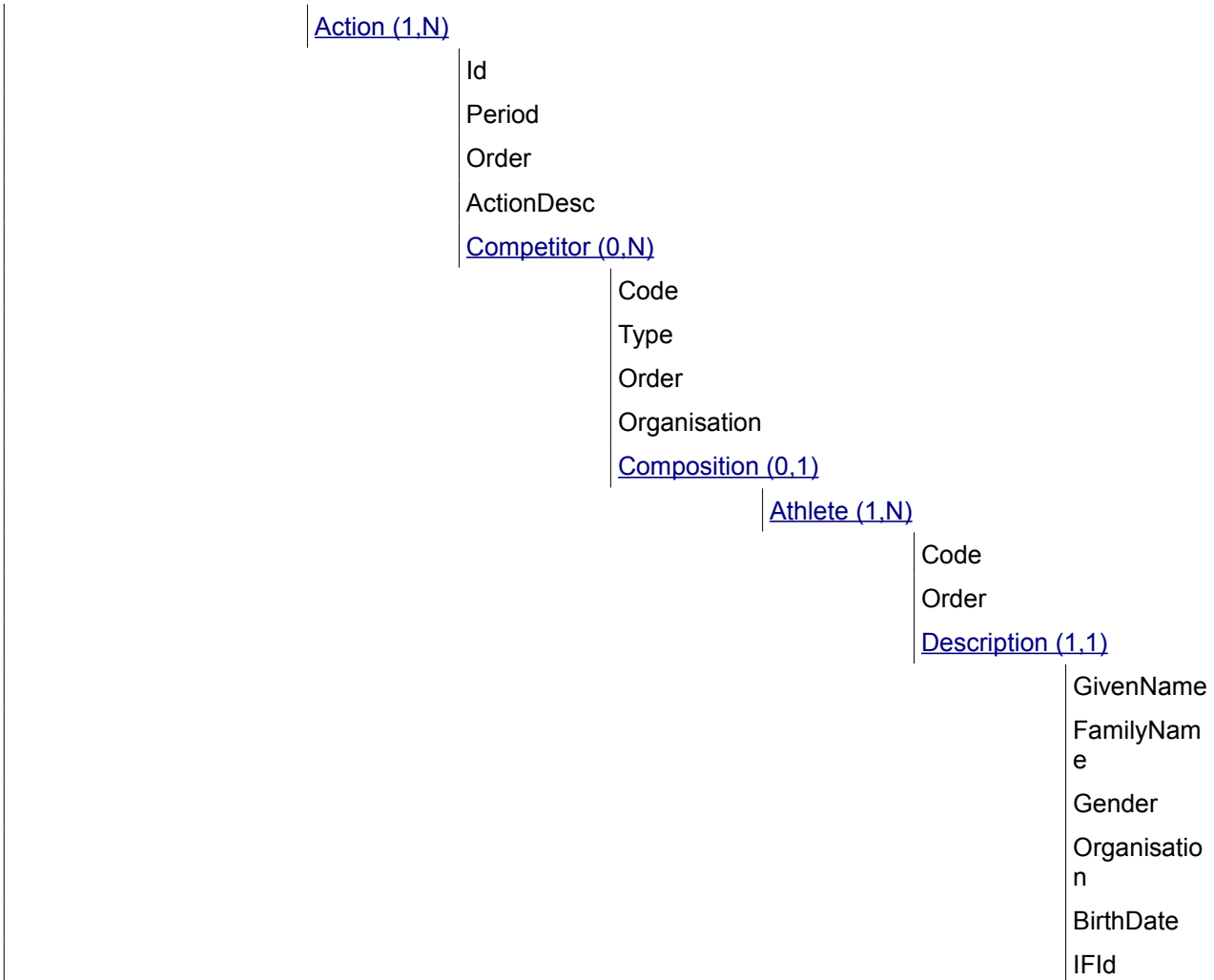
- After any actions before the start (START_LIST)
- After every race incident (LIVE) (UNOFFICIAL) if any new incident after race and before results be official)
- After the race (unit) (OFFICIAL).

Never send empty.

2.2.4.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 |
|-----------------------------------|-------------------------------------|--|----------------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | |
| | Gen | | | | | | |
| | Sport | | | | | | |
| | Codes | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | SportDescription (0,1) | | | | | |
| | | | DisciplineName | | | | |
| | | | EventName | | | | |
| | | | SubEventName | | | | |
| | | | Gender | | | | |
| | | VenueDescription (0,1) | | | | | |
| | | | Venue | | | | |
| | | | VenueName | | | | |
| | | | Location | | | | |
| | | | LocationName | | | | |
| | Actions (0,1) | | | | | | |



2.2.4.5 Message Values

| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|--|
| Attribute | M/O | Value | Description |
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

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(12) | When in race, "Before start", "Start" or the time in the race m:ss. |
| Order | M | Numeric | Unique sequential number for all the incidents and actions, from 1 to n It is used to sort Action |
| ActionDesc | O | S(200) | Action/Incident description |

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 or T for Team |
| 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 (individual athlete or team member) 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. |

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 (General)

```

.....
<UnitAction Id="123456" Period="2:30" Order="3" ActionDesc=" BAR penalized by Rule 42 (pumping)">
<Competitor Code="1008743" Type="A" Organisation="BAR" Order="1">
<Composition>
<Athlete Code="1008743" Order="1" >
<Description GivenName="Jane" FamilyName="Smits" Gender="W" Organisation="BAR"
BirthDate="1994-12-15" />

```

2.2.4.6 Message Sort

Actions /Action @Order.

2.2.5 Current Information

2.2.5.1 Description

The Current message is a message containing the current information in a competition which is live.

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 | SAL----- -- RSC of the EventUnit | Full RSC of the discipline (DocumentSubtype = STATUS) Full RSC of the unit (DocumentSubtype = LIVE) |
| DocumentSubcode | Date | Date format YYYY-MM-DD |
| DocumentType | DT_CURRENT | Current message |
| DocumentSubtype | STATUS LIVE | STATUS: Message updating the status of all classes in a day in a single message. LIVE: Message for live results during the race |
| 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

DocumentSubtype = STATUS

- Before the start of day competition
- Every time new race information is received
- At the end of the day for the next day

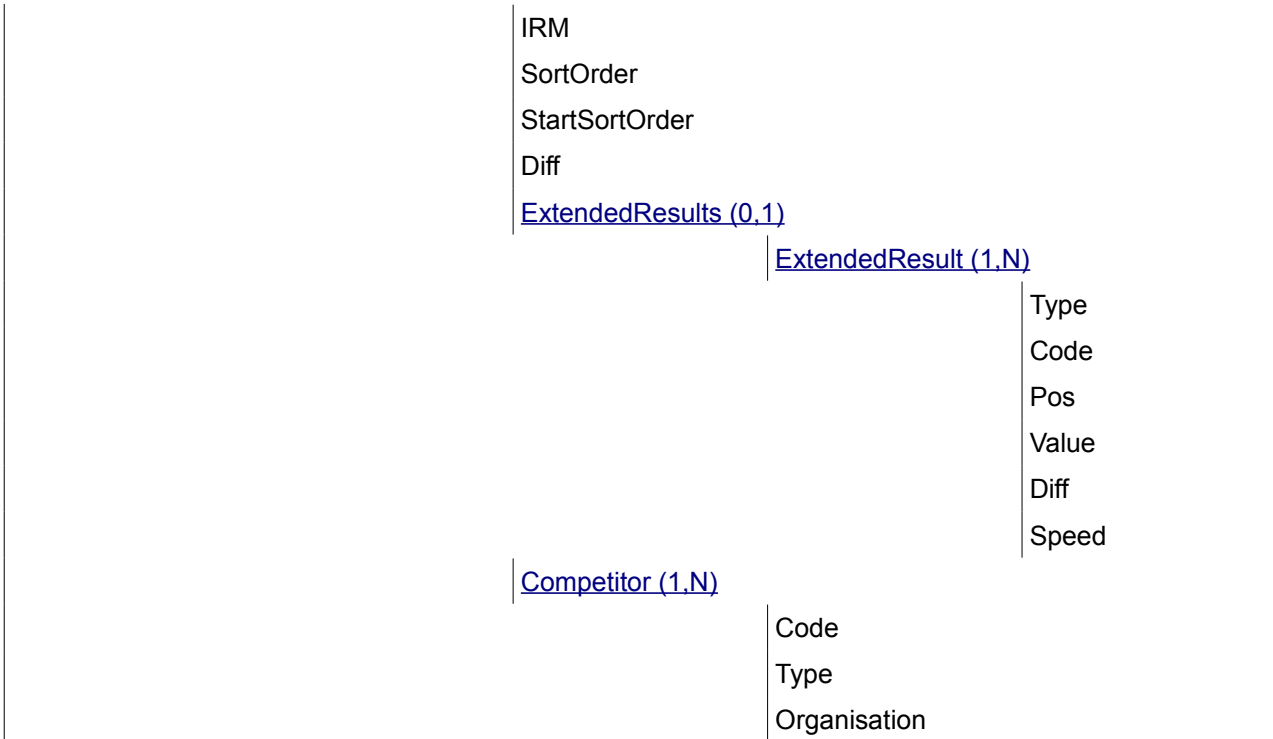
DocumentSubtype = LIVE

- Update when new information is available from the moment of the start of the race and then each 15 secs until the end of the unit

2.2.5.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 |
|-----------------------------------|--|------------------------------------|---|----------------------|
| Competition (0,1) | Gen Sport Codes ExtendedInfos (0,1) | ExtendedInfo (1,N) | Type Code Pos Value Extension (0,N) | Code Pos Value |
| | Result (0,N) | Rank RankEqual Result | | |



2.2.5.5 Message Values

| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|--|
| Attribute | M/O | Value | Description |
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

| Element: ExtendedInfos /ExtendedInfo (1,N) | | | | |
|--|-----------|-----|--|-----------------------|
| Only included where DocumentSubtype = "STATUS" | | | | |
| Type | Code | Pos | Description | |
| EI | DATE | N/A | Element Expected: Always for DocumentSubtype = STATUS | |
| | Attribute | M/O | Value | Description |
| | Value | M | DateTime | Current date and time |



| | | | |
|--|----------------------------|---|--|
| EI | EVENT | Numeric #0 | Pos Description: Send the display order for the events 1, 2... (Traditional sport order of events). Element Expected: Always for DocumentSubtype = STATUS |
| Attribute | M/O | Value | Description |
| Value | M | S(34) | Send the full event level RSC |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable | | | |
| Attribute | Value | Description | |
| Code | COURSE_AREA | | |
| Pos | N/A | Do not send anything | |
| Value | Text | Send the current course area for the event. | |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable | | | |
| Attribute | Value | Description | |
| Code | COURSE_SAILED | | |
| Pos | N/A | Do not send anything | |
| Value | SC @Course | Send the code for course to be sailed. | |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable | | | |
| Attribute | Value | Description | |
| Code | EST_NEXT_START | | |
| Pos | N/A | Do not send anything | |
| Value | hh:mm or '-' | Send the estimated start time for the subsequent race if on the same day, otherwise send "-". | |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable | | | |
| Attribute | Value | Description | |
| Code | LEG_CURRENT | | |
| Pos | N/A | Do not send anything | |
| Value | Text | Current leg information in the form leg/total legs, e.g.: 2/6. 0/n indicates start sequence else send "-", if not in start sequence or running. | |



| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always | | |
|--|---|---|
| Attribute | Value | Description |
| Code | OCS_NUM | |
| Pos | N/A | Do not send anything |
| Value | Numeric #0 or 'TBA' or '_' | Send the number of OCS boats. TBA means "To Be Announced". This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly). |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable | | |
| Attribute | Value | Description |
| Code | PROTEST_TIME | |
| Pos | N/A | Do not send anything |
| Value | hh:mm | Send protest time limited for the race @UNIT_NUM |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable | | |
| Attribute | Value | Description |
| Code | START_TIME | |
| Pos | N/A | Do not send anything |
| Value | hh:mm | Send start time for the race @UNIT_NUM if the race is in progress else do not send |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always | | |
| Attribute | Value | Description |
| Code | STATUS | |
| Pos | N/A | Do not send anything |
| Value | SC @Status | Send Status for the Event. |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: | | |
| Attribute | Value | Description |
| Code | UNIT | |
| Pos | N/A | Do not send anything |
| Value | CC @Unit | Send the full RSC for the unit of the race @UNIT_NUM. |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension | | |



| Expected: If applicable | | |
|---|----------------|--|
| Attribute | Value | Description |
| Code | UNIT_NUM | |
| Pos | N/A | Do not send anything |
| Value | Text | Race number for non-medal races (1, 2...), or "M" for the medal race, for one specific event unit. |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If racing today and not complete | | |
| Attribute | Value | Description |
| Code | WIND_DIR | |
| Pos | N/A | Do not send anything |
| Value | Numeric ##0 | Wind Direction for this race (degrees) |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If racing today and not complete | | |
| Attribute | Value | Description |
| Code | WIND_SPEED | |
| Pos | N/A | Do not send anything |
| Value | Numeric #0 | Wind Speed (knots) |

| Element: Result (0,N) | | | |
|--|-----|------------------------|---|
| Only included where DocumentSubtype = "LIVE" | | | |
| Attribute | M/O | Value | Description |
| Rank | O | Text | Rank of the competitor in the race at the time of the message |
| RankEqual | O | S(1) | Identifies if a rank has been equaled (Y). Only send if applicable |
| Result | O | m:ss | Elapsed time of the boat at the time of the message. Only send for the leader during the first leg. |
| IRM | O | SC@IRM | Invalid result mark if applicable. |
| SortOrder | M | Numeric | Sequential number with the order of the competitors, if they were to be presented at the time of the message. |
| StartSortOrder | M | Numeric | Used to sort all start list competitors in an event unit. |
| Diff | O | Numeric | Distance behind the leader in metres. |



| | | |
|--|------|------------------------|
| | ###0 | Send 0 for the leader. |
|--|------|------------------------|

| Element: Result /ExtendedResults /ExtendedResult (1,N) | | | | |
|--|-----------|-----|--|--|
| Type | Code | Pos | Description | |
| LIVE | LEG | N/A | Element Expected: Always | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Send the current leg |
| | Diff | O | m:ss | Time behind the leader in minutes and seconds. Send 0 for zero minutes. Send 0:00 for the leader |
| | Speed | O | Numeric #0.0 | Sent the speed (in knots) |
| LIVE | START | N/A | Pos Description: N/AElement Expected: Always from the start of the race. | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(1) | Send the start line position. C (Centre), R (Right), L (Left) |
| | Diff | O | Numeric #0.0 or -#0.0 | Distance behind the start line at the moment of the start. (in metres) |
| | Speed | O | Numeric #0.0 | Sent the speed (in knots) at the start. |

| Element: Result /Competitor (1,N) | | | | |
|--|-----|-------------------------------------|---------------------------|--|
| Only included where DocumentSubtype = "LIVE" | | | | |
| Attribute | M/O | Value | Description | |
| Code | M | S(20) with no leading zeroes or TBD | Competitor's ID | |
| Type | M | S(1) | A for athlete, T for Team | |
| Organisation | M | CC @Organisation | Competitor's organisation | |

Sample (LIVE)



```
<Result SortOrder="1" Diff="0" Rank="1">
  <ExtendedResults>
    <ExtendedResult Diff="0:00" Speed="9.1" Value="1" Code="LEG" Type="LIVE"/>
    <ExtendedResult Diff="1.9" Speed="4.8" Value="R" Code="START" Type="LIVE"/>
  </ExtendedResults>
  <Competitor Code="9320198" Type="A" Organisation="DEN"/>
</Result>
<Result SortOrder="2" Diff="9" Rank="2">
  <ExtendedResults>
    <ExtendedResult Diff="0:03" Speed="5.6" Value="1" Code="LEG" Type="LIVE"/>
    <ExtendedResult Diff="1.9" Speed="3.2" Value="L" Code="START" Type="LIVE"/>
  </ExtendedResults>
  <Competitor Code="9320020" Type="A" Organisation="JPN"/>
</Result>
```

2.2.5.6 Message Sort

For the LIVE message order by Result/SortOrder

For the STATUS message order by ExtendedInfos /ExtendedInfo/EI/EVENT @Pos (logical event order)

2.2.6 Cumulative Results

2.2.6.1 Description

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

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 | Full RSC of the event |
| DocumentSubcode | N/A | N/A |
| DocumentType | DT_CUMULATIVE_RES ULT | Cumulative Results message |
| DocumentSubtype | Not used | Not used |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| ResultStatus | SC @ResultStatus | It indicates the status of the results LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). |



| | | |
|--------|----------------------------|--|
| | | <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. |

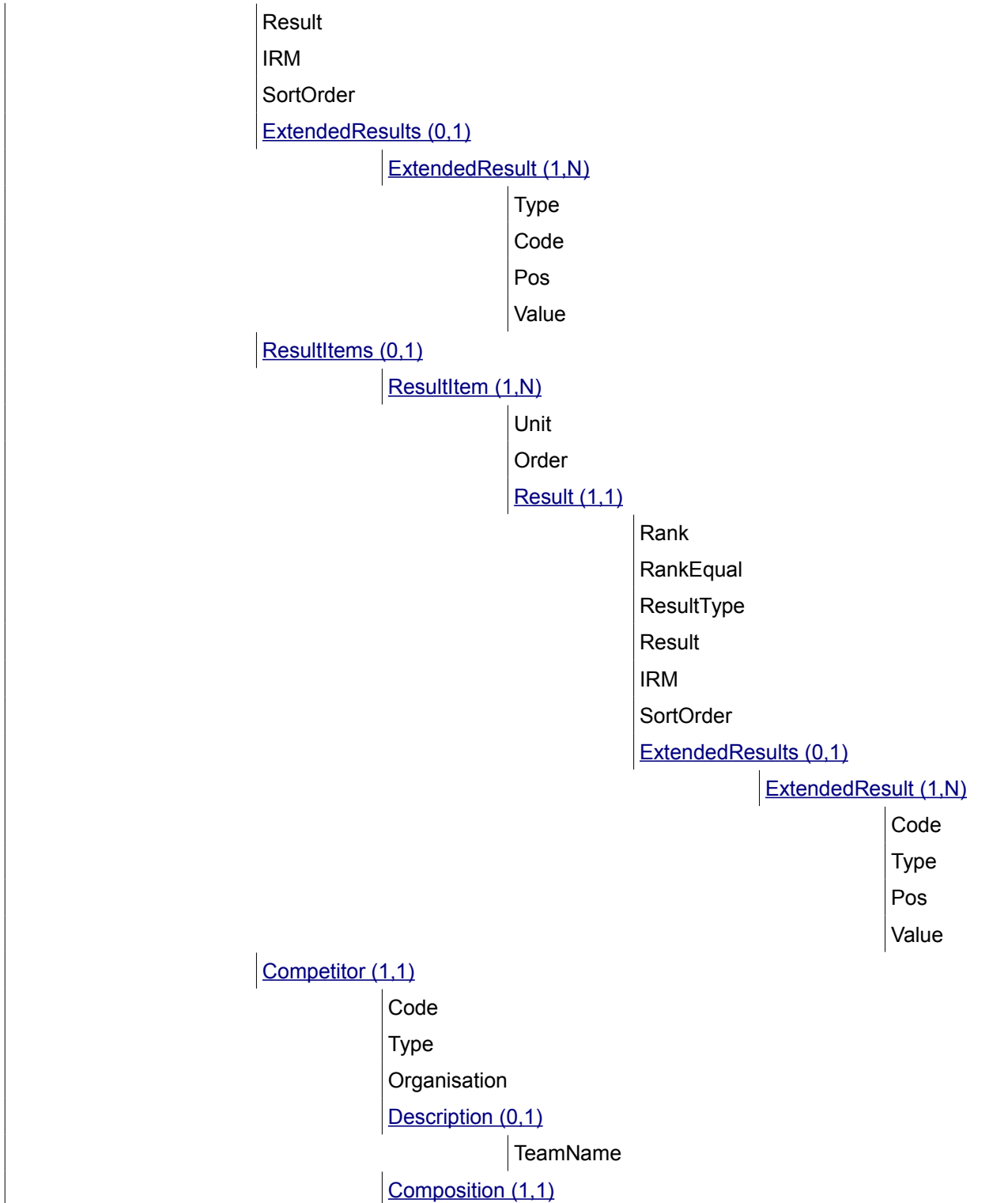
2.2.6.3 Trigger and Frequency

- After every race is over (INTERMEDIATE)
- Update after last race -up to the end of the event- (UNOFFICIAL / OFFICIAL)

2.2.6.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 |
|-----------------------------------|-------------------------------------|--|----------------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | |
| | Gen | | | | | | |
| | Sport | | | | | | |
| | Codes | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | Progress (0,1) | | | | | |
| | | | LastUnit | | | | |
| | | SportDescription (0,1) | | | | | |
| | | | DisciplineName | | | | |
| | | | EventName | | | | |
| | | | Gender | | | | |
| | | VenueDescription (0,1) | | | | | |
| | | | Venue | | | | |
| | | | VenueName | | | | |
| | Result (1,N) | | | | | | |
| | | Rank | | | | | |
| | | RankEqual | | | | | |
| | | ResultType | | | | | |





| | |
|--|--|
| | <p>Athlete (0..N)</p> <p>Code</p> <p>Order</p> <p>Description (1..1)</p> <p>GivenName</p> <p>FamilyName</p> <p>Gender</p> <p>Organisation</p> <p>BirthDate</p> <p>IFId</p> |
|--|--|

2.2.6.5 Message Values

| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|--|
| Attribute | M/O | Value | Description |
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

| Element: ExtendedInfos /Progress (0,1) | | | |
|--|-----|--------------------------|---|
| Attribute | M/O | Value | Description |
| LastUnit | M | 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) | | | |
|--|--|--|--|
|--|--|--|--|



| Venue Names in Text. DO NOT INCLUDE unless all at single venue and location. | | | |
|--|-----|-------------------------------|---|
| 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. | | | |
| Attribute | M/O | Value | Description |
| Rank | O | Numeric #0 | Send the overall place based on net points for all phases of the event. This attribute is optional because the competitor could get an invalid result mark (in this case, it will be blank). |
| RankEqual | O | S(1) | Identifies if a rank has been equalled. Only send if applicable, in that case send ?Y?. |
| ResultType | O | SC @ResultType | Result type, either IRM or POINTS or IRM_POINTS |
| Result | O | Numeric ##0.# | Send the calculated overall net points based on boats finishing in their estimated finish place for all phases of the event. |
| IRM | O | SC @IRM | Invalid result mark. Send just in the case of @ResultType is IRM or IRM_POINTS |
| 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 | TOTAL_PTS | N/A | Element Expected: Send if available |
| | Attribute | M/O | Value |
| | Value | M | Numeric ##0.# |
| | | | Description |
| | | | Send the overall total points for all phases of the event. |



| Element: Result /ResultItems /ResultItem (1,N) | | | |
|--|-----|--------------------------|---|
| Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit. | | | |
| Attribute | M/O | Value | Description |
| Unit | M | CC @Unit | The RSC of the schedule item included in the message |
| Order | M | Numeric #0 | Logical order of the sub-units, usually schedule order. |

| Element: Result /ResultItems /ResultItem /Result (1,1) | | | |
|--|-----|--------------------------------|--|
| Attribute | M/O | Value | Description |
| Rank | O | Text | Rank (place) of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem. |
| RankEqual | O | S(1) | Identifies if a rank has been equalled. Only send if applicable (Y). |
| ResultType | O | SC @ResultType | Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem, either IRM or POINTS or IRM_POINTS |
| Result | O | Numeric #0.# | The result (race points) of the competitor for the event unit or phase identified by /ResultItems /ResultItem Send only in the case @ResultType is POINTS or IRM_POINTS |
| IRM | O | SC @IRM | The invalid result mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM or IRM_POINTS |
| SortOrder | M | Numeric | Used to sort all results in the unit identified by phase identified by @Unit at /ResultItems /ResultItem. |

| Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N) | | | |
|---|-----------|-----|--|
| Type | Code | Pos | Description |
| ER | DISCARDED | N/A | Pos Description: Do not send anythingElement Expected: Send if the score is to be discarded |



| | Attribute | M/O | Value | Description |
|----|-----------|------------|-------|--|
| | Value | M | S(1) | Send Y in case the scores is to be discarded |
| ER | | MEDAL_RACE | N/A | Pos Description: Do not send anythingElement Expected: Send if medal race |
| | Attribute | M/O | Value | Description |
| | Value | M | S(1) | Send Y if it is a medal race, otherwise do not send |

Sample (General)

```
<Result Rank="5" ResultType="POINTS" Result="36" SortOrder="5">
<ExtendedResult Type="ER" Code="TOTAL_PTS" Value="56" />
<ResultItems>
<ResultItem Unit="SALMLASER-----PREL000100--">
<Result Rank="1" ResultType="POINTS" Result="1" SortOrder="1" />
</ResultItem>
<ResultItem Unit="SALMLASER-----PREL000200--">
<Result Rank="10" ResultType="POINTS" Result="10" SortOrder="10" />
</ResultItem>
<ResultItem Unit="SALMLASER-----PREL000300--">
<Result Rank="7" ResultType="POINTS" Result="7" SortOrder="7" />
</ResultItem>
<ResultItem Unit="SALMLASER-----PREL000400--">
<Result Rank="13" ResultType="POINTS" Result="13" SortOrder="13" />
</ResultItem>
<ResultItem Unit="SALMLASER-----PREL000500--">
<Result Rank="5" ResultType="POINTS" Result="5" SortOrder="5" />
</ResultItem>
<ResultItem Unit="SALMLASER-----PREL000600--">
<Result Rank="20" ResultType="POINTS" Result="20" IRM="DNF" SortOrder="20" >
<ExtendedResults>
<ExtendedResult Type="ER" Code="DISCARDED" Value="Y" />
</ExtendedResults>
</Result>
</ResultItem>
</ResultItems>
```

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) | T for team |



| | | | |
|--------------|---|----------------------------------|---------------------------|
| | | | A for athlete |
| Organisation | M | CC @Organisation | Competitor's organisation |

Element: Result /Competitor /Description (0,1)

| Attribute | M/O | Value | Description |
|-----------|-----|-------|---|
| TeamName | M | S(73) | Name of the team. Only applies for team boats |

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

| Attribute | M/O | Value | Description |
|-----------|-----|------------------------------|--|
| Code | M | S(20) with no leading zeroes | Athlete's ID |
| Order | M | Numeric | For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew etc.) For competitor @Type="A" : 1 |

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 |

2.2.6.6 Message Sort

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



2.2.7 Event Final Ranking

2.2.7.1 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.

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 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. |

2.2.7.3 Trigger and Frequency

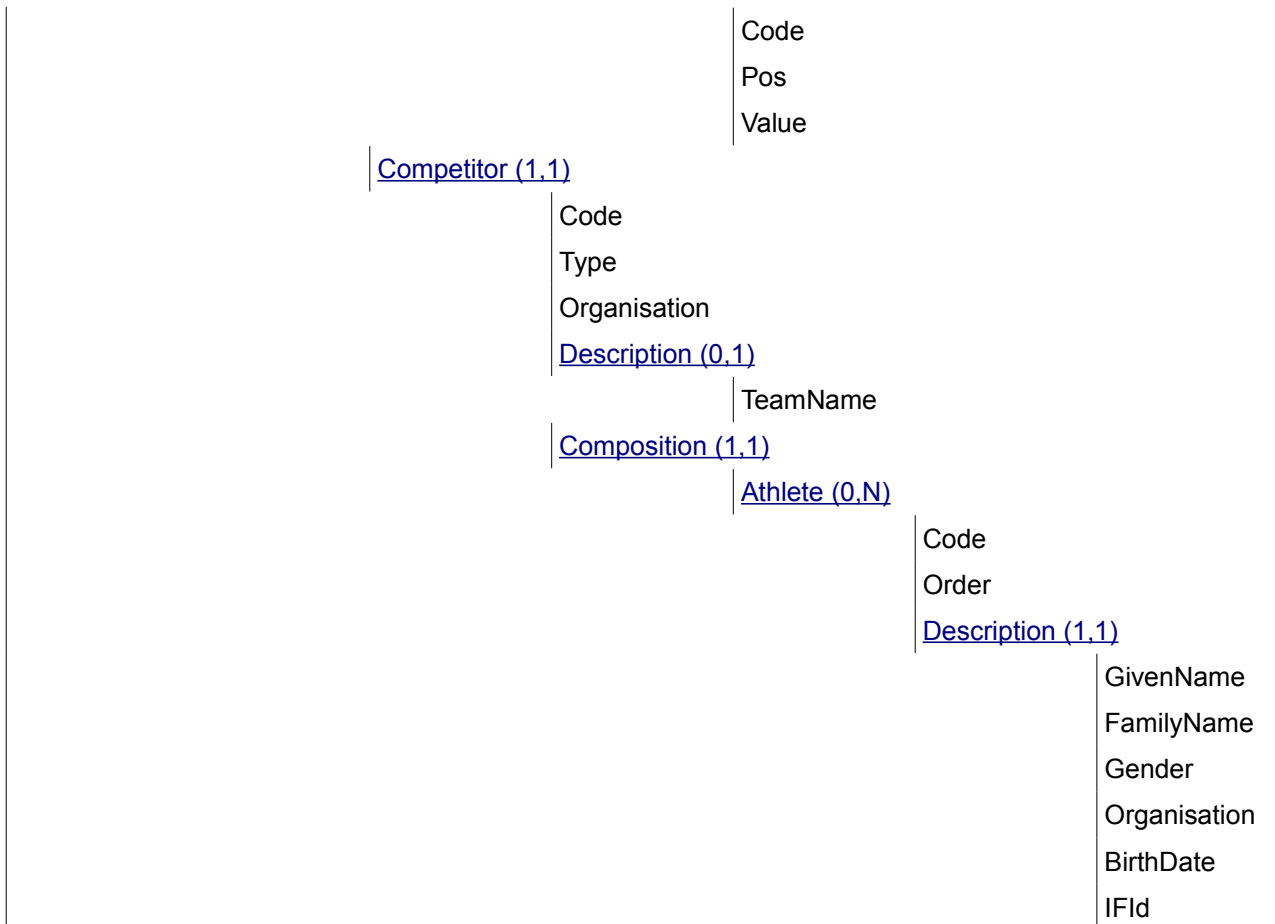
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

Trigger also after any change.

2.2.7.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 |
|-----------------------------------|-------------------------------------|--|--------------------------------------|---------|---------|---------|
| Competition (0,1) | | | | | | |
| | Gen | | | | | |
| | Sport | | | | | |
| | Codes | | | | | |
| | ExtendedInfos (0,1) | | | | | |
| | | SportDescription (0,1) | | | | |
| | | | DisciplineName | | | |
| | | | EventName | | | |
| | | | Gender | | | |
| | | VenueDescription (0,1) | | | | |
| | | | Venue | | | |
| | | | VenueName | | | |
| | Result (1,N) | | | | | |
| | | Rank | | | | |
| | | RankEqual | | | | |
| | | ResultType | | | | |
| | | Result | | | | |
| | | IRM | | | | |
| | | SortOrder | | | | |
| | | ExtendedResults (0,1) | | | | |
| | | | ExtendedResult (1,N) | | | |
| | | | | Type | | |



2.2.7.5 Message Values

| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|--|
| Attribute | M/O | Value | Description |
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

| 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 | O | S(40) | Event name (not code) from Common Codes. Must be included if it is a single event |
| Gender | O | 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 else do not send. |
| ResultType | O | SC @ResultType | It can be POINTS, IRM or IRM_POINTS |
| Result | O | Numeric ##0.# | Net points obtained |
| 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. |

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

| Type | Code | Pos | Description |
|------|------------------|------------|---|
| ER | TOTAL_PTS | N/A | Pos Description: Do not send anything Expected: Always, if available |
| | Attribute | M/O | Value |
| | Value | M | Numeric ##0.# |
| | | | Description |
| | | | Send the total points for the competitor. |

Sample (General)



```
<Result Rank="5" ResultType="POINTS" Result="36" SortOrder="5">
<ExtendedResults>
<ExtendedResult Type="ER" Code="TOTAL_PTS" Value="55" />
</ExtendedResults>
```

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 | Competitor's 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 (0,N)

| Attribute | M/O | Value | Description |
|-----------|-----|------------------------------|--|
| Code | M | S(20) with no leading zeroes | Athlete's ID. |
| Order | M | Numeric | For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew etc.) For competitor @Type="A" : 1 |

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 |



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2.2.7.6 Message Sort

Sort by Result @SortOrder

2.2.8 Communication

2.2.8.1 Description

The Official Communication message contains a release of an Official Communication, which contains jury decisions, competition management decisions, etc.

2.2.8.2 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 Discipline | |
| DocumentSubcode | Numeric | This is the Communication number. Send incremental number in the case that DocumentSubtype is NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE or PROTEST (one for each different Item) unless defined differently by sport. |
| DocumentType | DT_COMMUNICATION | Official communication message |
| DocumentSubtype | NOTICE SPORT_NOTICE COMPETITOR_NOTICE PROTEST ON_WATER LIMIT | For all sports: * NOTICE: Used for Official Communications * SPORT_NOTICE: Used for Sport Communications * COMPETITOR_NOTICE : Use for notifications to competitors * PROTEST: Protest type (Except protest by Rule 42), only for Sailing. * ON_WATER: On the water Penalties, only for Sailing. * LIMIT: Protest Time Limit, only for Sailing |
| 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 |



| | | |
|--------|----------------------------|--|
| | | <p>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. |

2.2.8.3 Trigger and Frequency

The message should be generated as soon as the information is available.

Trigger also after any change.

2.2.8.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 |
|-----------------------------------|-------------------------------------|--|----------------|---------|---------|---------|
| Competition (0,1) | | | | | | |
| | Gen | | | | | |
| | Sport | | | | | |
| | Codes | | | | | |
| | ExtendedInfos (0,1) | | | | | |
| | | SportDescription (0,1) | | | | |
| | | | DisciplineName | | | |
| | | | EventName | | | |
| | | | SubEventName | | | |
| | | | Gender | | | |
| | | VenueDescription (0,1) | | | | |
| | | | Venue | | | |
| | | | VenueName | | | |
| | Communication (1,1) | | | | | |
| | | PublishTime | | | | |



| | |
|-------------------------------------|------------------------------------|
| Decision (0,1) | |
| ItemNum | |
| IssuedTime | |
| AffectsRES | |
| AffectsSCH | |
| AffectsOTH | |
| Unit | |
| Subtitle (0,1) | - |
| Summary (0,1) | - |
| Details (0,1) | - |
| IssuedBy (0,1) | - |
| SignedBy (0,2) | |
| | Code |
| | FamilyName |
| | GivenName |
| | Function |
| | Order |
| ExtendedComms (0,1) | |
| | ExtendedComm (1,N) |
| | Code |
| | Pos |
| | Value |
| | Type |
| | Extension (0,N) |
| Protest (0,1) | |
| Status | |
| HearingTime | |
| DecisionTime | |
| Protestor | |



| | |
|-------------------------------------|------------|
| Protestee | |
| Witness | |
| Interpreter | |
| Rule | |
| Unit | |
| Type (0,1) | - |
| Details (0,1) | - |
| DecisionShort (0,1) | - |
| DecisionLong (0,1) | - |
| Description (0,1) | - |
| FactsFound (0,1) | - |
| Conclusion (0,1) | - |
| Jury (1,N) | |
| | Code |
| | FamilyName |
| | GivenName |
| | Order |
| SignedBy (0,1) | |
| | Code |
| | FamilyName |
| | GivenName |
| | Function |
| ImageData (0,1) | - |

2.2.8.5 Message Values



| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|--|
| Attribute | M/O | Value | Description |
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

| Element: ExtendedInfos /SportDescription (0,1) | | | |
|--|-----|--------------------------------------|---|
| Attribute | M/O | Value | Description |
| DisciplineName | M | S(40) | Value is Sailing |
| EventName | O | S(40) | Event name (not code) from Common Codes. |
| SubEventName | O | S(40) | EventUnit short name (not code) from Common Codes. Only include if single unit affected |
| Gender | O | CC @DisciplineGender | Gender code for the event unit |

| 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 |

| Element: Communication (1,1) | | | |
|------------------------------|-----|----------|---|
| Attribute | M/O | Value | Description |
| PublishTime | M | DateTime | Date and time in which the communication is published. Example: 2006-02-26T10:00:00+01:00 |

| Element: Communication /Decision (0,1) | | | |
|---|-----|----------|---|
| Mandatory for DocumentSubtype NOTICE, COMPETITOR_NOTICE and SPORT_NOTICE. | | | |
| Attribute | M/O | Value | Description |
| ItemNum | O | String | Sport dependent, item number if applicable |
| IssuedTime | O | DateTime | Decision date and time. (Mandatory in the case of |



| | | | |
|------------|---|--------------------------|--|
| | | | NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE) Example: 2006-02-26T10:00:00+01:00 Equivalent of Parties Informed |
| AffectsRES | O | S(1) | 'Y' - The jury decision affects the results 'N' - The jury decision does not affect the results Mandatory in the case of DocumentSubtype is NOTICE |
| AffectsSCH | O | S(1) | 'Y' - The jury decision affects the schedules 'N' - The jury decision does not affect the schedules Mandatory in the case of DocumentSubtype is NOTICE |
| AffectsOTH | O | S(1) | 'Y' - The jury decision affects other areas 'N' - The jury decision does not affect other areas Mandatory in the case of DocumentSubtype is NOTICE |
| Unit | O | CC @Unit | Full RSC Sent if the official communication applies to the gender, event, phase, or unit level. (can be at any level as applicable) |

Element: Communication /Decision /Subtitle (0,1)

| Attribute | M/O | Value | Description |
|-----------|-----|-----------|--|
| - | M | Free Text | Communication Subtitle. It is the title placed in the ORIS report next to "Official Communication" |

Element: Communication /Decision /Summary (0,1)

| Attribute | M/O | Value | Description |
|-----------|-----|-----------|---|
| - | M | Free Text | Summary of the communication. Should contain the event description. |

Element: Communication /Decision /Details (0,1)

| Attribute | M/O | Value | Description |
|-----------|-----|-----------|---|
| - | M | Free Text | Body of the communication. Include the description. |

Element: Communication /Decision /IssuedBy (0,1)

| Attribute | M/O | Value | Description |
|-----------|-----|-----------|----------------------|
| - | M | Free Text | Communication author |



| Element: Communication /Decision /SignedBy (0,2) | | | |
|--|-----|------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | O | S(20) with no leading zeroes | ID of the Signed Name, to uniquely identify this element |
| FamilyName | O | S(25) | Family name of the person associated to the sign |
| GivenName | O | S(25) | Given name of the person associated to the sign |
| Function | M | S(30) | Decision of the Function of the Signed person |
| Order | M | Numeric | Send official order |

| Element: Communication /Decision /ExtendedComms /ExtendedComm (1,N) | | | |
|--|--------------|--------------------------|---|
| Type | Code | Pos | Description |
| ON_WATER | PENALTY | Numeric #0 | Pos Description: Send the Penalty number for this competitor (allow multiple per competitor) Element Expected: When available for each competitor with an on water penalty |
| Attribute | M/O | Value | Description |
| Value | M | S(20) | Send the competitor ID. |
| Sub Element: Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected: When available | | | |
| Attribute | Value | Description | |
| Code | ACTION_COMP | | |
| Pos | N/A | Do not send anything | |
| Value | S(80) | Action by the competitor | |
| Sub Element: Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected: When available | | | |
| Attribute | Value | Description | |
| Code | ACTION_JURY | | |
| Pos | N/A | Do not send anything | |
| Value | S(80) | Action taken by the Jury | |
| Sub Element: Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected: When available | | | |
| Attribute | Value | Description | |
| Code | RULE | | |



| | | | | |
|---|------------------|--------------|--|---|
| | Pos | N/A | Do not send anything | |
| | Value | S(80) | Rule Information | |
| Sub Element: Communication /Decision /ExtendedComms /ExtendedComm /Extension | | | | |
| Expected: Always | | | | |
| | Attribute | Value | Description | |
| | Code | UNIT_NUM | | |
| | Pos | N/A | Do not send anything | |
| | Value | S(2) | Send the race identifier (number or M for medal) | |
| LIMIT | | EVENT | N/A | Pos Description: Do not send anything.Element Expected: When applicable in a day |
| | Attribute | M/O | Value | Description |
| | Value | M | CC @Event | Send the full RSC of the event in which the limit applies |
| Sub Element: Communication /Decision /ExtendedComms /ExtendedComm /Extension | | | | |
| Expected: If there is a time limit applicable | | | | |
| | Attribute | Value | Description | |
| | Code | LIMIT | | |
| | Pos | N/A | Do not send anything | |
| | Value | DateTime | Send the time limit | |

| Element: Communication /Protest (0,1) | | | | |
|--|------------------|------------|-----------------------------------|--|
| | Attribute | M/O | Value | Description |
| | Status | M | SC @ProtestStatus | Status of protest |
| | HearingTime | O | DateTime | Hearing time Example: 2012-07-26T10:00:00+01:00 |
| | DecisionTime | O | DateTime | Protest Decision Time Example: 2012-07-26T10:00:00+01:00 |
| | Protestor | O | Free text | (Initiator) |
| | Protestee | O | Free text | (Respondent) |
| | Witness | O | Free text | |
| | Interpreter | M | Y or N | Interpreter required |
| | Rule | M | String | Rule applicable |



| | | | |
|------|---|--------------------------|---|
| Unit | O | CC @Unit | Full RSC at unit level Sent if the protest applies to the gender, event, phase, or unit level. (can be at any level) |
|------|---|--------------------------|---|

| Element: Communication /Protest /Type (0,1) | | | |
|---|-----|-----------|--|
| Attribute | M/O | Value | Description |
| - | O | Free text | Type of protest. Denotes the different options. |

| Element: Communication /Protest /Details (0,1) | | | |
|--|-----|-----------|-----------------|
| Attribute | M/O | Value | Description |
| - | M | Free text | Protest details |

| Element: Communication /Protest /DecisionShort (0,1) | | | |
|--|-----|-----------|----------------|
| Attribute | M/O | Value | Description |
| - | M | Free text | Decision short |

| Element: Communication /Protest /DecisionLong (0,1) | | | |
|---|-----|-----------|-------------|
| Attribute | M/O | Value | Description |
| - | M | Free text | Decision |

| Element: Communication /Protest /Description (0,1) | | | |
|--|-----|-----------|-----------------------------|
| Attribute | M/O | Value | Description |
| - | O | Free text | Description of the incident |

| Element: Communication /Protest /FactsFound (0,1) | | | |
|---|-----|-----------|-------------|
| Attribute | M/O | Value | Description |
| - | M | Free text | Facts Found |

| Element: Communication /Protest /Conclusion (0,1) | | | |
|---|-----|-----------|-------------|
| Attribute | M/O | Value | Description |
| - | O | Free text | Conclusion |

| Element: Communication /Protest /Jury (1,N) | | | |
|---|-----|------------------------------|-------------|
| Attribute | M/O | Value | Description |
| Code | O | S(20) with no leading zeroes | Official ID |



| | | | |
|------------|---|---------|---|
| FamilyName | O | S(25) | Family name of the Jury |
| GivenName | O | S(25) | Given name of the Jury |
| Order | O | Numeric | Order of the official, if more than one official. Send 1 if only one. |

Element: Communication /Protest /SignedBy (0,1)

| Attribute | M/O | Value | Description |
|------------|-----|-------------------------------------|---|
| Code | O | S(20) with no leading zeroes | Key of the Signed Name, to uniquely identify this element |
| FamilyName | O | S(25) | Family name of the person associated to the sign |
| GivenName | O | S(25) | Given name of the person associated to the sign |
| Function | M | CC @ResultsFunction | Function of the Signed person |

Element: Communication /ImageData (0,1)

| Attribute | M/O | Value | Description |
|-----------|-----|-------|---|
| - | M | Text | The ImageData element contains a body consisting of one Base64-encoded PNG or JPG file. |

2.2.8.6 Message Sort

There are no specific sorting requirements

2.2.9 Configuration

2.2.9.1 Description

The Configuration is a message containing general configuration for each event in sailing.

Send before the competition for each event in separate messages.

2.2.9.2 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 event. Send RSC at event level. |
| 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 | <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. |
|--------|----------------------------|---|

2.2.9.3 Trigger and Frequency

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

Trigger also after any change, but considering that, if possible, the configuration for one particular event must be provided before the start list for the first unit.

If the message is sent after the first race is sailed, then the DT_CUMULATIVE_RESULT (for the same event) must be sent immediately following DT_CONFIG.

2.2.9.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 |
|-----------------------------------|--|------------------------------|--|------------------------------|
| Competition (0,1) | Gen Sport Codes Configs (1,1) | Config (1,N) | Unit ExtendedConfig (1,N) | Type Code Pos Value |

2.2.9.5 Message Values

| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|--|
| Attribute | M/O | Value | Description |
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |



| Element: Configs /Config (1,N) | | | |
|--------------------------------|-----|-----------|------------------------|
| Attribute | M/O | Value | Description |
| Unit | M | SC @Phase | Full RSC of the phase. |

| Element: Configs /Config /ExtendedConfig (1,N) | | | | |
|--|-----------|-----|-----------------------------|---|
| Type | Code | Pos | Description | |
| EC | RACES_NUM | N/A | Element Expected: Always | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Send the total number of planned races by phase. |

Sample (General)

```

....
<Configs>
<Config Unit="SALMLASER-----PREL-----">
<ExtendedConfig Type="EC" Code="RACES_NUM" Value="10" />
</Config>
...
<Config Unit="SALMLASER-----FNL-----">
<ExtendedConfig Type="EC" Code="RACES_NUM" Value="1" />
</Config>

```

2.2.9.6 Message Sort

There is no general message sorting rule.



2.2.10 Weather conditions

2.2.10.1 Description

The Weather Conditions is a message containing the current weather conditions in each course (location).

2.2.10.2 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 at discipline level |
| DocumentSubcode | CC @Location | Location code (each course) |
| DocumentType | DT_WEATHER | Weather conditions |
| 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. |
|--|----------|

2.2.10.3 Trigger and Frequency

The message is sent

- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session

2.2.10.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 |
|-----------------------------------|--|--|---|--|
| Competition (0,1) | Gen Sport Codes Weather (1,1) | Date Conditions (1,N) | Code Humidity Condition (0,3) | Code Value Code Unit Value |
| | | | Temperature (0,N) | |

2.2.10.5 Message Values

| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|--|
| Attribute | M/O | Value | Description |
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |



| | | | |
|-------|---|-------|--|
| Codes | O | S(20) | Version of the Codes applicable to the message |
|-------|---|-------|--|

| Element: Weather (1,1) | | | |
|------------------------|-----|----------|-----------------------------|
| Attribute | M/O | Value | Description |
| Date | M | DateTime | Date/time of the conditions |

| Element: Weather /Conditions (1,N) | | | |
|------------------------------------|-----|-------------------|-----------------|
| Attribute | M/O | Value | Description |
| Code | M | GSC @WeatherPoint | GEN for general |
| Humidity | O | Numeric ##0 | Humidity in % |

| Element: Weather /Conditions /Condition (0,3) | | | |
|---|-----|--|--|
| Attribute | M/O | Value | Description |
| Code | M | SKY, WATER | Weather conditions type |
| Value | M | CC @WeatherConditions (SKY) SC @SeaState (WATER) | Codes that describe the Weather Condition. |

| Element: Weather /Conditions /Temperature (0,N) | | | |
|---|-----|--|--|
| Send with different @Code in the case of winter conditions as needed. | | | |
| Attribute | M/O | Value | Description |
| Code | M | AIR | Air temperature |
| Unit | M | SC @TemperatureUnit | Metric system unit for temperature |
| Value | M | Numeric -##0.0 or ##0.0 | Temperature in centigrade degrees (in case of positive temperature, do not send '+') |

2.2.10.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

| Legend | | | | | | |
|---------------------|----------------|----------------|------------------|---------------|-----------------------------|--|
| D Discipline | E Event | P Phase | S Session | U Unit | x Sent on that level | o Includes info from that level |

4 Document Control

| Version history | | | |
|-----------------|------------------|--|-------------------------|
| Version | Date | | Comments |
| v1.0 | 3 January 2018 | | First version |
| v1.1 | 20 February 2018 | | Updated with feedback |
| v1.2 | 12 March 2018 | | Updated for publication |
| v1.3 | 26 July 2018 | | Updated |
| V2.0 | 8 August 2018 | | Updated |
| V2.1 | 25 October 2018 | | Approved |
| V2.2 | 24 January 2019 | | Approved |
| V2.3 | 14 August 2019 | | Approved |
| V2.4 | 11 November 2019 | | Approved |
| V2.5 | 21 Feb 2020 | | Updated |
| V2.6 | 13 Mar 2020 | | Updated |

File Reference: SOG-2020-SAL-2.6 APP

| Change Log | | |
|------------|--------|--------------------|
| Version | Status | Changes on version |



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| v1.0 | SFR | First version |
| v1.1 | SRF | Updated internal version |
| v1.2 | SFR | DT_PARTIC: Add WLD_RANK DT_PARTIC_TEAMS: Add WLD_RANK DT_CURRENT: Add PROTEST_TIME Other minor clarifications |
| v1.3 | SFR | DT_CUMULATIVE_RESULT: Correct use of ExtendedResult for Discarded & Medal Race. DT_PLAY_BY_PLAY: Message added |
| V2.0 | SFA | CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results |
| V2.1 | APP | Status change |
| V2.2 | APP | CR16914: Change DT_WEATHER message to course level and add sea state. CR17042: DT_CURRENT: Update DocumentCode and DocumentSubcode and add wind direction and speed Remove ValueType throughout document (standardization) |
| V2.3 | APP | CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N CR18060: DT_CURRENT: Add new message with DocumentSubtype LIVE for live information in a single race |
| V2.4 | APP | DT_CURRENT: Update triggering DT_CURRENT: Add LIVE/START @Result /ExtendedResults /ExtendedResult DT_CURRENT: Update LIVE/LEG @Result /ExtendedResults /ExtendedResult DT_CURRENT: Update Result/Diff DT_RESULT: Send estimated when the ResultStatus is UNOFFICIAL as well as LIVE |
| V2.5 | APP | DT_CURRENT: Update Diff and description at LIVE/START at Result /ExtendedResults /ExtendedResult DT_RESULT: Update expected for OVERVALL/ESTIMATED @Result /ExtendedResults /ExtendedResult [186291] DT_CONFIG: Update the triggering [186292] DT_CURRENT: Add Result/Result attribute. [186318] DT_CURRENT: Clarify the message sort order [186119] DT_RESULT: Correct the value and description of the value at ExtendedInfos /ExtendedInfo /UI / MARK / WIND_SPEED [186158] DT_RESULT: Add SEA_STATE, HUMIDITY and AIR_TEMP at ExtendedInfos /ExtendedInfo [186164] DT_COMMUNICATION: Change Type, Details, DecisionShort, DecisionLong, Description, FactsFound and Conclusion to (0,1) [186259] DT_CURRENT: Update triggering [186110] DT_RESULT: Update OVERALL/ESTIMATED and OVERALL/ESTIMATED/TOTAL_PTS Value format at Result /ExtendedResults /ExtendedResult /Extension [186173] DT_PLAY_BY_PLAY: Update triggering [186178] |



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SOG-2020-SAL-2.6 APP

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| V2.6 | APP | DT_CURRENT: Clarification at Result/Result. |
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