



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-SRF-2.4 APP

# Olympic Data Feed



**ODF Surf Data Dictionary**  
**Tokyo 2020 – Games of the XXXII Olympiad**  
Technology and Information Department  
© International Olympic Committee

SOG-2020-SRF-2.4 APP  
14 February 2020



## License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-SRF-2.4 APP



## Table of Contents

1 Introduction.....	6
1.1 This document.....	6
1.2 Objective.....	6
1.3 Main Audience.....	6
1.4 Glossary.....	6
1.5 Related Documents.....	6
2 Messages.....	7
2.1 Applicable Messages.....	7
2.2 Messages.....	9
2.2.1 List of participants by discipline / List of participants by discipline update.....	9
2.2.1.1 Description.....	9
2.2.1.2 Header Values.....	9
2.2.1.3 Trigger and Frequency.....	10
2.2.1.4 Message Structure.....	10
2.2.1.5 Message Values.....	12
2.2.1.6 Message Sort.....	15
2.2.2 Event Unit Start List and Results.....	16
2.2.2.1 Description.....	16
2.2.2.2 Header Values.....	16
2.2.2.3 Trigger and Frequency.....	17
2.2.2.4 Message Structure.....	17
2.2.2.5 Message Values.....	20
2.2.2.6 Message Sort.....	25
2.2.3 Brackets.....	26
2.2.3.1 Description.....	26
2.2.3.2 Header Values.....	26
2.2.3.3 Trigger and Frequency.....	27
2.2.3.4 Message Structure.....	27
2.2.3.5 Message Values.....	29
2.2.3.6 Message Sort.....	33
2.2.4 Statistics.....	34
2.2.4.1 Description.....	34
2.2.4.2 Header Values.....	34
2.2.4.3 Trigger and Frequency.....	35
2.2.4.4 Message Structure.....	35
2.2.4.5 Message Values.....	36
2.2.4.6 Message Sort.....	39
2.2.5 Event Final Ranking.....	40
2.2.5.1 Description.....	40
2.2.5.2 Header Values.....	40
2.2.5.3 Trigger and Frequency.....	41
2.2.5.4 Message Structure.....	41
2.2.5.5 Message Values.....	42
2.2.5.6 Message Sort.....	44
2.2.6 Configuration.....	45



2.2.6.1Description.....	<a href="#">45</a>
2.2.6.2Header Values.....	<a href="#">45</a>
2.2.6.3Trigger and Frequency.....	<a href="#">46</a>
2.2.6.4Message Structure.....	<a href="#">46</a>
2.2.6.5Message Values.....	<a href="#">46</a>
2.2.6.6Message Sort.....	<a href="#">48</a>
2.2.7Weather conditions.....	<a href="#">49</a>
2.2.7.1Description.....	<a href="#">49</a>
2.2.7.2Header Values.....	<a href="#">49</a>
2.2.7.3Trigger and Frequency.....	<a href="#">50</a>
2.2.7.4Message Structure.....	<a href="#">50</a>
2.2.7.5Message Values.....	<a href="#">51</a>
2.2.7.6Message Sort.....	<a href="#">52</a>
3Message Timeline.....	<a href="#">53</a>
4Document Control.....	<a href="#">53</a>

# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

- 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_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Weather conditions	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-SRF-2.4 APP



## 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.

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

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

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

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

#### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0,1)</a>					
	Gen				
	Sport				
	Codes				
	<a href="#">Participant (1,N)</a>				



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
<a href="#">Discipline (1,1)</a>
Code
IFId
<a href="#">RegisteredEvent (0,N)</a>
Event
<a href="#">EventEntry (0,N)</a>



	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-SRF-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" when Coach and "O" when Official.</p>
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



			<p>participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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	<a href="#">CC @Discipline</a>	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF code (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	<a href="#">CC @Event</a>	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	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @QualifyingType</a> Qualification type code

### 2.2.1.6 Message Sort

The message is sorted by Participant @Code

## 2.2.2 Event Unit Start List and Results

### 2.2.2.1 Description

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

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

When an athlete receives an IRM, the Rank should be removed and SortOrder updated in the same message in which the IRM is sent.

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentSubcode	Not used	Not used
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	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST 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 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	<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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.2.3 Trigger and Frequency

- This message is sent with ResultStatus 'START\_LIST' as soon as the start list is available and again with any changes to the information. [inc. IRMs]
- When the unit starts send as LIVE.
- During the competition, after each wave is scored and all changes/additions in data (LIVE)
- If there is any break in a unit (INTERMEDIATE)
- After the unit is over, UNOFFICIAL / OFFICIAL as appropriate and all changed in the results

Trigger also after any change.

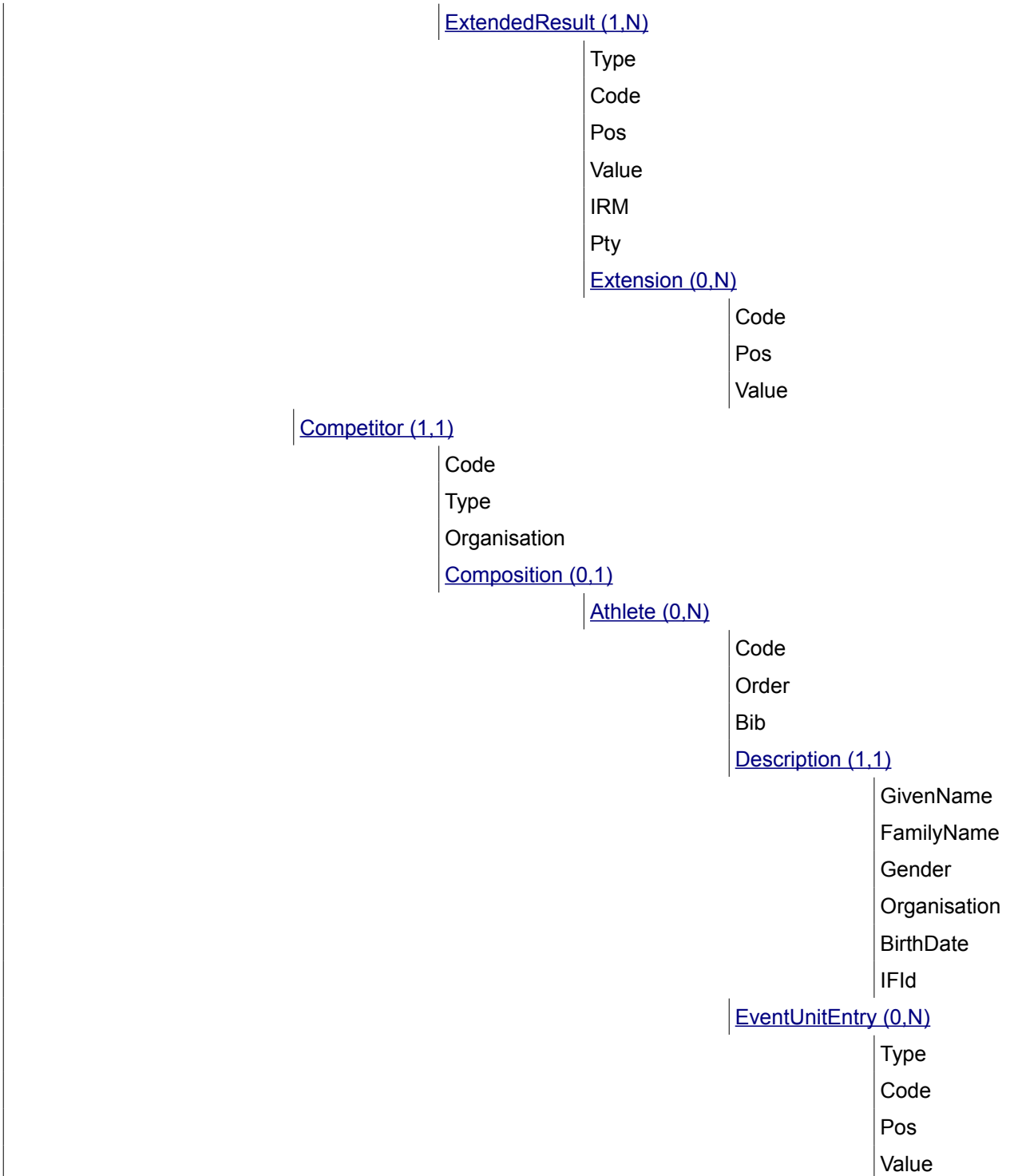
### 2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0,1)</a>					



	<u>UnitDateTime (0,1)</u>	StartDate
	<u>SportDescription (0,1)</u>	DisciplineName EventName Gender SubEventName UnitNum
	<u>VenueDescription (0,1)</u>	Venue VenueName Location LocationName
<u>Officials (0,1)</u>	<u>Official (1,N)</u>	Code Function Order <u>Description (1,1)</u> GivenName FamilyName Gender Organisation
<u>Result (1,N)</u>		Rank RankEqual Result IRM WLT SortOrder StartSortOrder ResultType <u>ExtendedResults (0,1)</u>





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

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	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	M	Numeric #0	Heat number

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes



Element: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function for the event unit. Send the function code for the judges.
Order	M	Numeric 0	Order of the Officials Send by order for each official in each function, example: head judge, judge 1, judge 2, judge 3 ...

Element: Officials /Official /Description (1,1)			
Officials 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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Officials' organisation

Element: Result (1,N)			
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 #0.00	Result (points scored in the unit) of the competitor for the particular event unit.
IRM	O	<a href="#">SC @IRM</a>	IRM for the particular event unit. Send just in the case @ResultType is IRM.
WLT	O	<a href="#">SC @WLT</a>	The code whether a competitor won (W) or lost (L) the where there were only two competitors in the unit.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Before the unit is it the same as StartSortOrder.



StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either POINTS or IRM for the corresponding event unit.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		RESURF	N/A	Element Expected: When this competitor proceeds to a re-surf
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if this athlete proceeds to a re-surf
ER		NEED	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Wave points needed to move position as described below.  For leader in any round do not send  For Rounds 1 & 2 (where there are more than 2 competitors) - For the surfer(s) already in a progression position then this is the score needed to move into the lead. - For the surfer(s) not in a progression position then this is the score needed to move into a progression position  For Rounds 3 and later (2 competitors) - Points needs to move into the lead.
ER		PRIORITY	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the priority for the competitor.
ER		WAVE	Numeric #0	Pos Description: Send the number that identifies the wave (sequential order of waves in



			the competition for this competitor).  Element Expected: Always
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Wave points
IRM	O	<a href="#">SC @IRM</a>	Invalid result mark (if applicable) This is sent in the case that the IRM action happens on this wave.
Pty	O	<a href="#">SC @IRM</a>	Penalty code. This is sent in the case where a penalty has been applied to the score. Only sent with BEFORE_PTY.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When applicable</b>			
Attribute	Value	Description	
Code	BEFORE_PTY		
Pos	N/A	N/A	
Value	Numeric #0.00	Score for the wave before any penalty applied	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
Attribute	Value	Description	
Code	J_SCORE		
Pos	CC @ResultsFunction	Judge's Function, J1, J2 etc. to identify the judge	
Value	Numeric #0.0	Score awarded given by that judge for that wave.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: For the scoring waves (current best two waves, not only at end)</b>			
Attribute	Value	Description	
Code	SCORING		
Pos	N/A	N/A	
Value	Numeric 0	1 or 2 to indicate the scoring wave number (1 is the highest)	

**Sample (General)**



```
<ExtendedResult Type="ER" Code="WAVE" Pos="1" Value="8.50" >
  <Extension Code="SCORING" Value="2" />
  <Extension Code="J_SCORE" Pos="J1" Value="8.5" />
  <Extension Code="J_SCORE" Pos="J2" Value="9.0" />
  <Extension Code="J_SCORE" Pos="J3" Value="9.0" />
  <Extension Code="J_SCORE" Pos="J4" Value="8.0" />
  <Extension Code="J_SCORE" Pos="J5" Value="8.0" />
</ExtendedResult>
```

**Element: Result /Competitor (1,1)**

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID.
Type	M	S(1)	A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

**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	Value is 1 for athlete
Bib	O	S(4)	Athlete bib

**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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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)**





Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	BIB_COLOUR	N/A	Element Expected: As soon as this information is available	
	Attribute	M/O	Value	Description
	Value	M	<a href="#">SC @Colour</a>	Jersey colour

### 2.2.2.6 Message Sort

Sort by Result @SortOrder

## 2.2.3 Brackets

### 2.2.3.1 Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Expected statuses are: START_LIST (after draw complete and before any units) INTERMEDIATE (during the competition, after each unit) UNOFFICIAL (when unit is unofficial) OFFICIAL (when all units are official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or



		Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.3.3 Trigger and Frequency

This message should be sent before the start of a competition, as soon as brackets are available (and competitors are included in the message). Status is START\_LIST.

In the preliminary rounds (1 and 2)  
Send only after the round is complete, status INTERMEDIATE.

In the main rounds  
Send after each unit is finished (Unofficial) and again if there are any changes in the official version.

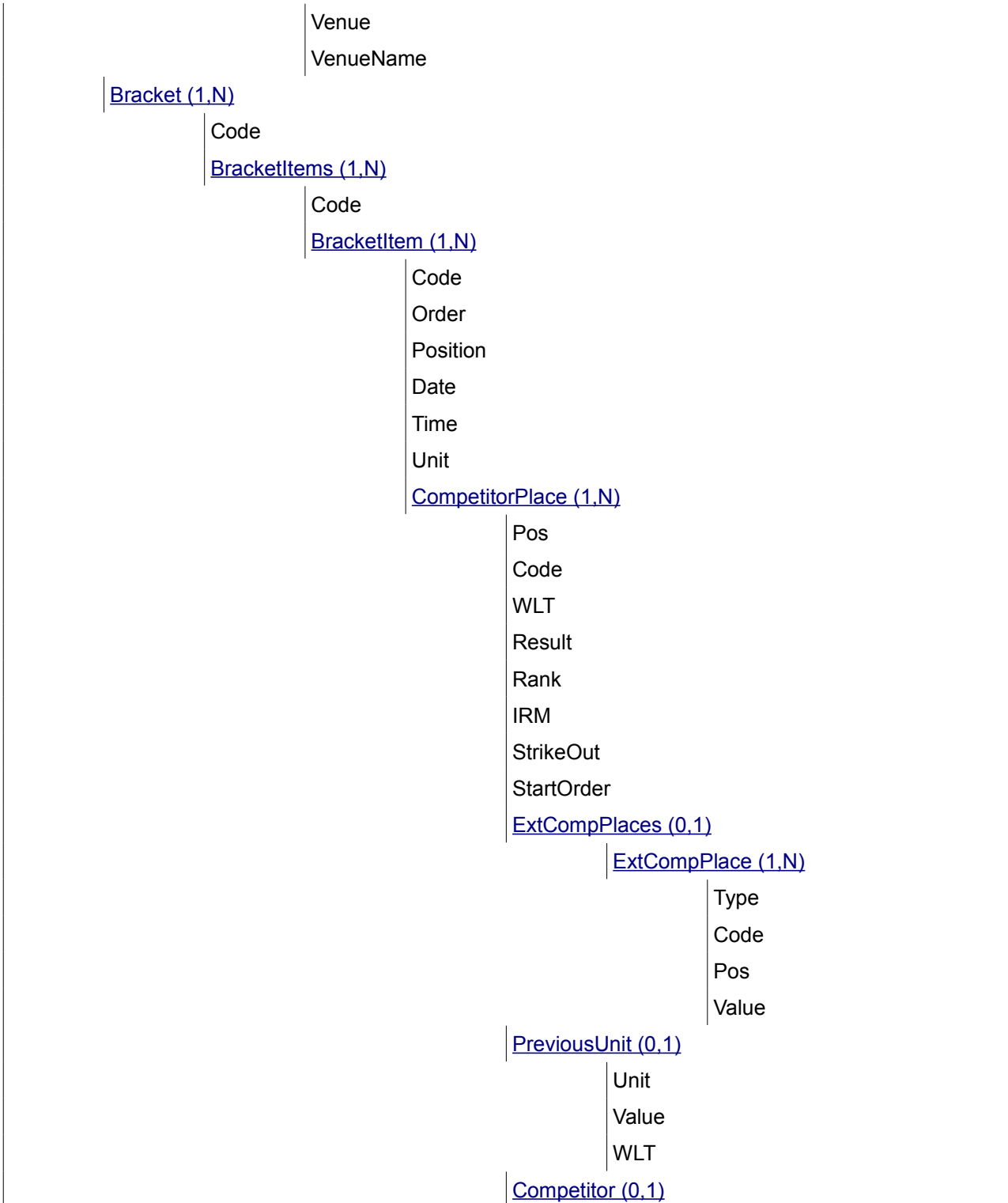
The @ResultStatus attribute will vary depending on the competition status.  
 - Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)  
 - Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.  
 - Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

### 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	Level 8	Level 9	Level 10
<a href="#">Competition (0,1)</a>									
	Gen								
	Sport								
	Codes								
	<a href="#">ExtendedInfos (0,1)</a>								
		<a href="#">SportDescription (0,1)</a>							
			DisciplineName						
			EventName						
			Gender						
		<a href="#">VenueDescription (0,1)</a>							





### 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 /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	<a href="#">CC</a> <a href="#">@DisciplineGender</a>	Gender code for the event unit



<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in text.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

<b>Element: Bracket (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">SC @Bracket</a>	Bracket code to identify a bracket item. One for each individual bracket Note for example Gold and Bronze are different brackets.

<b>Element: Bracket /BracketItems (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

<b>Element: Bracket /BracketItems /BracketItem (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	O	Numeric	Bracket code to identify a bracket item. Unique identifier for the BracketItem. Sequential number starting at 1.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase.
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit for the BracketItem

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)</b>			
<b>- If the competitors are known, this element is used to place the competitors in the bracket.</b>			
<b>- If they are not yet known, it contains some information (on the rule to access to this bracket...)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace or SC @IRM	Code for the competitor of the BracketItem  When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	<a href="#">SC @WLT</a>	W or L, indicates the winner or loser of the bracket item. Always send when known (not applicable if more than 2 in the BracketItem).
Result	O	Numeric #0.00	The result of the competitor in the event unit. (points scored)
Rank	O	Numeric 0	Rank of the competitor (after the unit if more than two competitors)
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.
StartOrder	O	<a href="#">SC @Colour</a>	Send bib colour

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)**

Type	Code	Pos	Description
EP	RESURF	N/A	Element Expected: If this competitor proceeds to a re-surf or the place is determined as a result of a resurf.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(1)	Send Y if this competitor proceeds to a re-surf or the place is determined as a result of a resurf.

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)**

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Description
Unit	O	<a href="#">CC @Unit</a>	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	S(6)	If the competitor in the current unit is unknown



			due to coming from a pool or previous matches then fill this field with the pool code or the heat number as appropriate.
WLT	O	<a href="#">SC @WLT</a>	Send W or L for winner or loser of previous unit (if from a pair).

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)**

**CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known.

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric 0	Value is 1 as the competitor @Type='A'.
Bib	O	S(4)	Athlete Bib

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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)**





```
<Bracket Code="FNL">
  <BracketItems Code="8FNL">
  ..
    <BracketItem Code="1" Order="2" Position="2" Date="2020-08-09" Unit="SRFMSHORTBRD-----
QFNL000100--">
      <CompetitorPlace Pos="1" WLT="W" Result="16.60" StartOrder="R" >
        <Competitor Code="1126413" Type="A" Organisation="ESP" >
          <Composition>
            <Athlete Code="1126413" Order="1" Bib="12" >
              <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="ESP" BirthDate="1994-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    ..
```

### 2.2.3.6 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Unit are sorted according to their scheduled start time.

## 2.2.4 Statistics

### 2.2.4.1 Description

The Statistics message contains a list of statistics for a competitor (could be an individual athlete or a team), that applies at a DocumentCode level.

There will be a separate message (identified by the header's DocumentSubtype and DocumentSubcode) for every table where multiple statistics apply.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC at event level
DocumentSubcode	Not used	Not used
DocumentType	DT_STATS	Statistics message
DocumentSubtype	IND_RANKING	IND_RANKING: Ranking of individual statistics.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at



		<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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

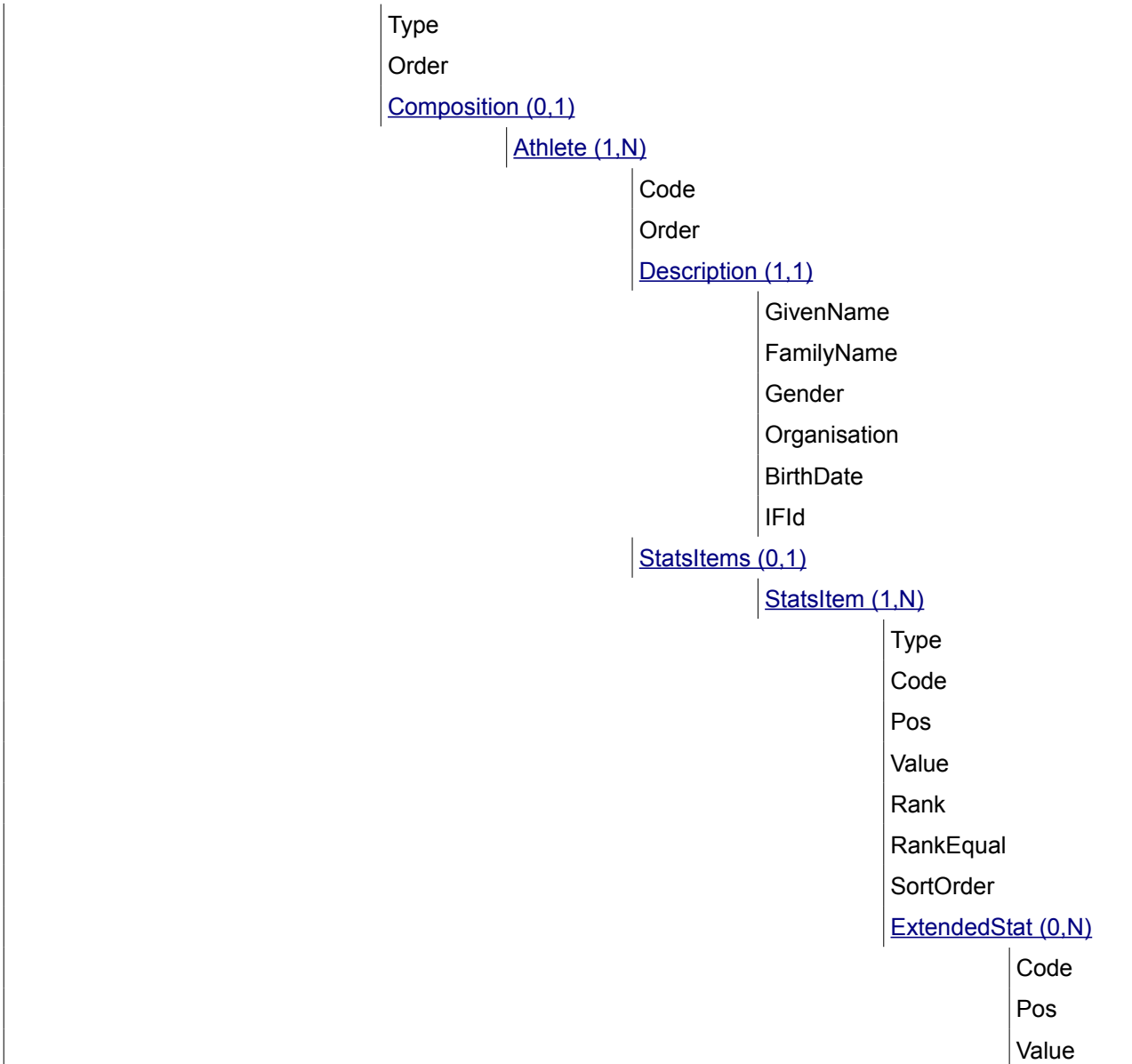
### 2.2.4.3 Trigger and Frequency

This message has to be sent at the end of each phase as INTERMEDIATE and after the final as OFFICIAL.

### 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	Level 9
<a href="#">Competition (0,1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0,1)</a>							
		<a href="#">SportDescription (0,1)</a>						
			DisciplineName					
			EventName					
			Gender					
		<a href="#">VenueDescription (0,1)</a>						
			Venue					
			VenueName					
	<a href="#">Stats (1,1)</a>							
		Code						
		<a href="#">Competitor (0,N)</a>						
			Code					



### 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)**

**Sport Description in Text**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	O	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

**Element: ExtendedInfos /VenueDescription (0,1)**

**Venue Names in text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

**Element: Stats (1,1)**

Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Statistics</a>	A code to identify the statistics being listed.  It must be the same as the DocumentSubtype attribute in the header.

**Element: Stats /Competitor (0,N)**

**Competitor of the statistics.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Order	M	Numeric	Order of the competitor in the statistics

**Element: Stats /Competitor /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID, corresponding to an individual athlete



Order	M	Numeric ##0	Sort order, always 1 for athletes.
-------	---	----------------	------------------------------------

**Element: Stats /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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)**

Type	Code	Pos	Description
ST	WAVE HEAT	Numeric #0	Pos Description: 1, 2.. to differentiate different wave or heat by the same athlete.  Element Expected: If available, for the DocumentSubtype = IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
	Rank	O	Numeric #0
	RankEqual	O	S(1)
	SortOrder	M	Numeric #0
	<b>Description</b>		
	Wave or heat points (depending on Code)		
	Athlete?s ranking based on the best scoring wave or heat (depending on Code).		
	Send Y where Rank at this specific Item is equalled else not sent.		
	Sort Order for @Rank within WAVE or HEAT		
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>		
	<b>Expected: If available, for the DocumentSubtype=IND_RANKING</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DATE	
	Pos	N/A	N/A



Value	Date	Date of the wave or heat in this @Pos
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=IND_RANKING</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	ROUND	
Pos	N/A	N/A
Value	<a href="#">SC @BracketItems</a>	Bracket Phase where the score was made
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=IND_RANKING</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	UNITNUM	
Pos	N/A	N/A
Value	Numeric #0	The heat number for related to the score

**Sample (General)**

```
<StatsItems>
<StatsItem Type="ST" Code="WAVE" Rank="1" Value="9.33" SortOrder="1"/>
<ExtendedStat Code="DATE" Value="2020-08-16"/>
<ExtendedStat Code="ROUND" Value="SFNL"/>
<ExtendedStat Code="UNITNUM" Value="27"/>
..
```

**2.2.4.6 Message Sort**

Sort according to the @Order attributes.

## 2.2.5 Event Final Ranking

### 2.2.5.1 Description

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

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

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.5.3 Trigger and Frequency

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

Trigger also after any change.

Use PARTIAL if the ranking is incomplete.

### 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	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Result (1,N)</a>					
		Rank				
		RankEqual				
		IRM				
		SortOrder				
		<a href="#">Competitor (1,1)</a>				



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

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



Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	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. Only send if applicable
IRM	O	<a href="#">SC @IRM</a>	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 /Competitor (1,1)**

Competitor related to one final event result.

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	A	A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation if known

**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	Order attribute. Send 1 when Competitor @Type="A".

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)



FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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

### 2.2.5.6 Message Sort

Sort by Result @SortOrder

## 2.2.6 Configuration

### 2.2.6.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each event as applicable in separate messages.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC at event level only.
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	<a href="#">SC @Source</a>	Code indicating the system which generated the



		message.
--	--	----------

### 2.2.6.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any change, but considering that, if possible, the configuration must be provided before the start list.

### 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
<a href="#">Competition (0,1)</a>	Gen Sport Codes <a href="#">Configs (1,1)</a>	<a href="#">Config (1,N)</a>	Unit <a href="#">ExtendedConfig (1,N)</a>	Type Code Pos Value

### 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: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Event	Full RSC of the Event (for bracket size)



		CC @Phase	Full RSC of the Phase (for qualification criteria)
--	--	-----------	--

Element: Configs /Config /ExtendedConfig (1,N)				
Type		Code	Pos	Description
EC		BRACKET_SIZE	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @BracketItems</a>	Send the code for the first phase of the event
QUALIFICATION		FROM_RANK	SC @BracketItems	Pos Description: Send the round to which the competitors will advance.  Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		TO_RANK	SC @BracketItems	Pos Description: Send the round to which the competitors will advance.  Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Progression rule text.

**Sample (General)**



```
<Configs>
  <Config Unit="SRFMSHORTBRD-----">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
  </Config>
  <Config Unit="SRFMSHORTBRDPREL-----">
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="RND2" Value="3" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="RND2" Value="4" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="R16" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="R16" Value="2" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="The top two
surfers from each heat in Round 1 advance to Round 3 and the bottom two surfers advance to Round
2." />
  </Config>
?
```

### 2.2.6.6 Message Sort

There is no general message sorting rule.





## 2.2.7 Weather conditions

### 2.2.7.1 Description

The Weather Conditions is a message containing the current weather conditions.

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC at discipline level
DocumentSubcode	<a href="#">CC @Location</a>	Location code (venue level)
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	<a href="#">SC @Source</a>	Code indicating the system which generated the



	message.
--	----------

### 2.2.7.3 Trigger and Frequency

The message is sent

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

### 2.2.7.4 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
<u>Competition (0,1)</u>						
	Gen					
	Sport					
	Codes					
	<u>Weather (1,1)</u>					
		Date				
		<u>Conditions (1,N)</u>				
			Code			
			Wind_Direction			
			<u>Temperature (0,N)</u>			
				Code		
				Unit		
				Value		
			<u>Wind (0,N)</u>			
				Code		
				Unit		
				Value		
			<u>ExtendedConditions (0,1)</u>			
				<u>ExtendedCondition (1,N)</u>		
					Type	
					Code	
					Pos	
					Value	
					<u>Extension (0,N)</u>	



### 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: 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	GEN	GEN for general
Wind_Direction	O	<a href="#">CC @WindDirection</a>	Wind direction

Element: Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	WATER	Water temperature
Unit	M	<a href="#">SC @TemperatureUnit</a>	Metric system unit for temperature
Value	M	Numeric ##0.0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

Element: Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	<a href="#">SC @WindUnit</a>	Metric system unit for Wind
Value	M	Numeric ##0.0	Wind speed value without plus or minus symbol

Element: Weather /Conditions /ExtendedConditions /ExtendedCondition (1,N)			
Type	Code	Pos	Description



EC		SWELL	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Swell information, for example: 0.9m at 15s
	<b>Sub Element: Weather /Conditions /ExtendedConditions /ExtendedCondition /Extension Expected: Always</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DIRECTION		
	Pos	N/A	N/A	
	Value	<a href="#">CC @WindDirection</a>	Swell Direction	
EC		TIDE	Numeric	Pos Description: 0 for low tide, 1 for high tide  Element Expected: Always, only for tide to come, not passed.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Height of tide in metres
	<b>Sub Element: Weather /Conditions /ExtendedConditions /ExtendedCondition /Extension Expected: Always</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TIME		
	Pos	N/A	N/A	
	Value	DateTime	Time of tide	

### 2.2.7.6 Message Sort

There is no special sort order requirement for this message.



### 3 Message Timeline

Legend						
<b>D</b> Discipline	<b>E</b> Event	<b>P</b> Phase	<b>S</b> Session	<b>U</b> Unit	<b>x</b> Sent on that level	<b>o</b> Includes info from that level

### 4 Document Control

Version history		
Version	Date	Comments
v1.0	12 May 2018	First version
V2.0	8 August 2018	Updated
V2.1	24 January 2019	Updated
V2.2	14 August 2019	Updated
V2.3	11 Nov 2019	Updated
V2.4	14 Feb 2020	Updated

**File Reference:** SOG-2020-SRF-2.4 APP

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V2.0	SFR	Change SC @BibColour to SC @Colour for consistency CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	APP	DT_RESULT: Remove StartOrder and add colour in EUE DT_RESULT: Add ER/PRIORITY. DT_RESULT: Change PTY to BEFORE_PTY @Result/ExtendedResult/ExtendedResults DT_CONFIG: Added qualification criteria



		DT_WEATHER: Message added Minor correction of typographical errors
V2.2	APP	DT_RESULT: Update the value of PRIORITY @Results/ExtendedResult/ExtendedResults Add DT_WEATHER in applicable messages CR16640: Add ODF Version @Competition CR17809: Change Participant/OlympicSolidarity to disallow N DT_RESULT: Add RESURF @ Result /ExtendedResults /ExtendedResult DT_RESULT: Add PROTEST as possible ResultsStatus DT_RESULT: Update the meaning of NEED @ExtendedResults for clarity. DT_BRACKET: Add RESURF @ Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace DT_BRACKET: Clarify triggering Editorial additions without changing the intent
V2.3	APP	DT_CONFIG: Update Pos at QUALIFICATION/FROM_RANK and QUALIFICATION/FROM_RANK to match implementation form OVR.
V2.4	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight DT_RESULT: Update ER/WAVE/J_SCORE/Pos @ Result /ExtendedResults /ExtendedResult /Extension DT_RESULT: Add Pty and update IRM at ER/WAVE @ Result /ExtendedResults /ExtendedResult DT_CONFIG: Correct typos and clarify regarding the message level