



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-WLF-2.7 APP

# Olympic Data Feed



## **Weightlifting (inc. Powerlifting) ODF Data Dictionary**

Technology and Information Department  
© International Olympic Committee

SOG-2020-WLF-2.7 APP  
1 May 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



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-WLF-2.7 APP

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.



## 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.....	8
2.1 Applicable Messages.....	8
2.2 Messages.....	10
2.2.1 List of participants by discipline / List of participants by discipline update.....	10
2.2.1.1 Description.....	10
2.2.1.2 Header Values.....	10
2.2.1.3 Trigger and Frequency.....	11
2.2.1.4 Message Structure.....	11
2.2.1.5 Message Values.....	13
2.2.1.6 Message Sort.....	17
2.2.2 Event Unit Start List and Results.....	18
2.2.2.1 Description.....	18
2.2.2.2 Header Values.....	18
2.2.2.3 Trigger and Frequency.....	19
2.2.2.4 Message Structure.....	19
2.2.2.5 Message Values.....	21
2.2.2.6 Message Sort.....	30
2.2.3 Phase Results.....	31
2.2.3.1 Description.....	31
2.2.3.2 Header Values.....	31
2.2.3.3 Trigger and Frequency.....	32
2.2.3.4 Message Structure.....	32
2.2.3.5 Message Values.....	34
2.2.3.6 Message Sort.....	38
2.2.4 Records.....	39
2.2.4.1 Description.....	39
2.2.4.2 Header Values.....	39
2.2.4.3 Trigger and Frequency.....	40
2.2.4.4 Message Structure.....	40
2.2.4.5 Message Values.....	41
2.2.4.6 Message Sort.....	45
2.2.5 Event Final Ranking.....	46
2.2.5.1 Description.....	46
2.2.5.2 Header Values.....	46
2.2.5.3 Trigger and Frequency.....	47
2.2.5.4 Message Structure.....	47
2.2.5.5 Message Values.....	48
2.2.5.6 Message Sort.....	50
2.2.6 Configuration.....	51



2.2.6.1 Description.....	<a href="#">51</a>
2.2.6.2 Header Values.....	<a href="#">51</a>
2.2.6.3 Trigger and Frequency.....	<a href="#">52</a>
2.2.6.4 Message Structure.....	<a href="#">52</a>
2.2.6.5 Message Values.....	<a href="#">52</a>
2.2.6.6 Message Sort.....	<a href="#">53</a>
3 Message Timeline.....	<a href="#">55</a>
4 Document Control.....	<a href="#">56</a>

# 1 Introduction

## 1.1 This document

This document includes the ODF Weightlifting (inc. Powerlifting) Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Weightlifting (inc. Powerlifting).

## 1.2 Objective

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



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-WLF-2.7 APP

## 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 Weightlifting (inc. Powerlifting).

- 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 responsibilities appears in the ODF Foundation Principles Appendices

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_RESULT	Event Unit Start List and Results	X
DT_PHASE_RESULT	Phase Results	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	





INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-WLF-2.7 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.

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	<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	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.

### 2.2.1.3 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	
	LocalFamilyName	
	LocalGivenName	
	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	
Bib	
Class	
<a href="#">EventEntry (0..N)</a>	
	Type
	Pos
	Value
	Code

### 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-WLF-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>



			When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<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
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)



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>	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFld	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
Bib	O	S(4)	Bib number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10,.. Send only in the Case of Current="true".  (Not applicable in powerlifting)
Class	O	N/A	Code to identify the Class in the event if applicable in Powerlifting.  Send only in the Case of Current="true".

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	ENTRY_TOT	N/A	Element Expected: Expected for all athletes. This data is expected to be available in both bulk and update messages. (not applicable in Powerlifting)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric
			<b>Description</b>
			Send Entry Total





			##0	
ENTRY	QUAL_BEST		Numeric 0	Pos Description: 1 = Snatch 2 = Clean and Jerk 3 = Total  Element Expected: Expected for all athletes. This data is expected to be available in both bulk and update messages. (not applicable in Powerlifting)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Qualification Best depending on @Pos
ENTRY	LOT		N/A	Element Expected: If applies, as soon as this information is known. For all athletes. As this data is only available close to competition time it will only be available in update messages.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Lot number

### 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 (individual or team) event unit.

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per unit.
DocumentSubcode	N/A	Not used in WLF/PWL
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in WLF/PWL
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). 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 messages produced will be considered as happening at the logical date on which the event unit began (e.g. for



		<p>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

- As soon as the start list is available for each group (one message per group) and any changes [inc. IRMs] (START\_LIST)
- When the competition starts and all changes/additions in data (LIVE)
- Note: For combined groups, if the next lifter is from the same category as current lifter, only send the message for the category the lifter belongs to. Otherwise, send messages for both of the categories
- After the group is finished (UNOFFICIAL / OFFICIAL)

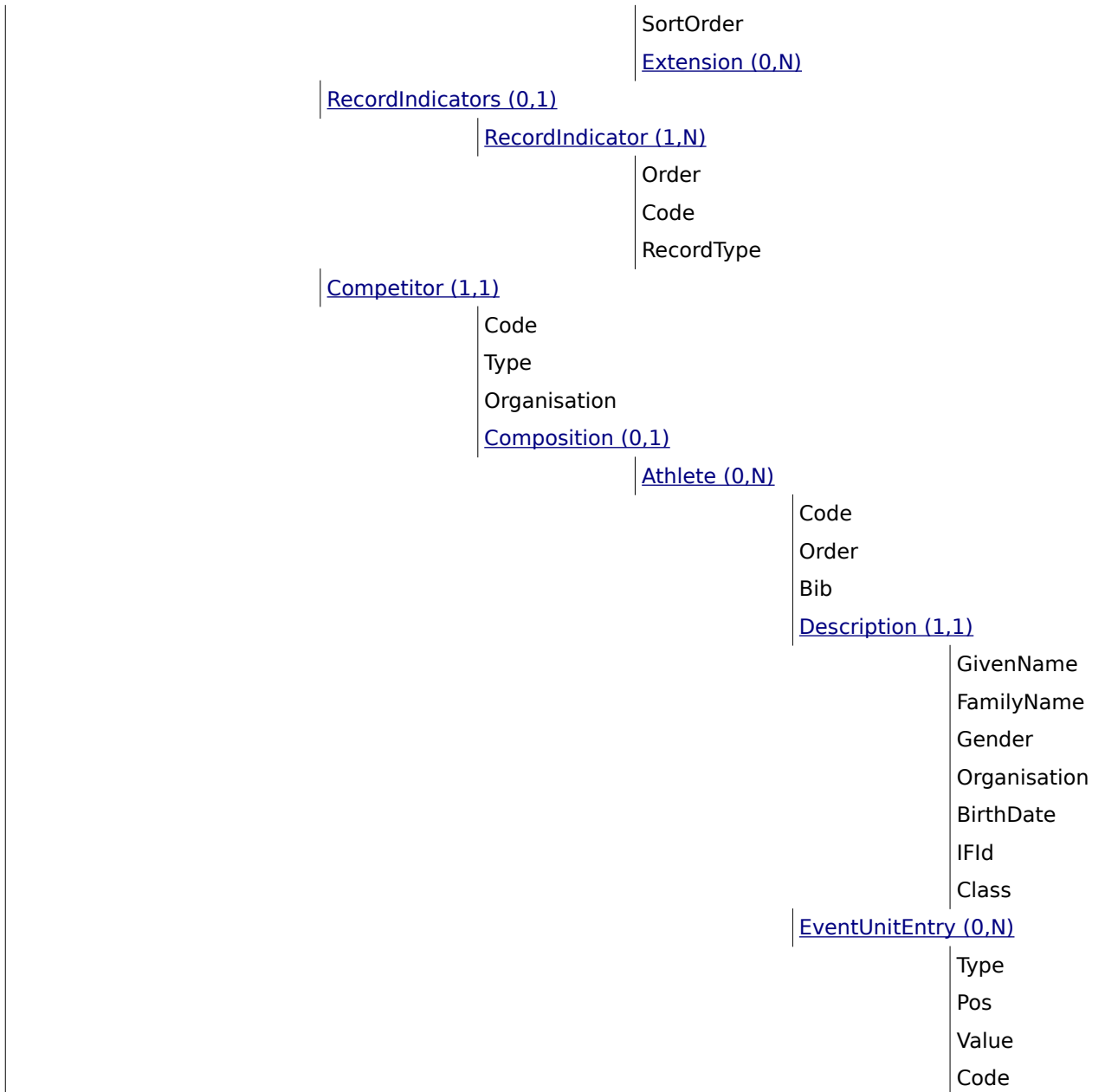
Trigger also after any change.

### 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>					
		<a href="#">UnitDateTime (0,1)</a>				
			StartDate			
		<a href="#">ExtendedInfo (0,N)</a>				
			Type			
			Pos			
			Value			
			Code			
			<a href="#">Extension (0,N)</a>			
		<a href="#">SportDescription (0,1)</a>				





### 2.2.2.5 Message Values

Element Competition (0,1)			
Attribute	M/O	Value	Description
Gen	0	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	O	DateTime	Actual start date and time (do not include until unit has started).

**Element ExtendedInfos /ExtendedInfo (0,N)**

Type	Code	Pos	Description
DISPLAY	CURRENT	Numeric #0	Pos Description: Attempt number for the athlete @Value: 1, 2, 3 for Snatch 11, 12, 13 for Clean & Jerk 1, 2, 3, 4 for Powerlifting  Element Expected: Always when ResultStatus is LIVE.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20) with no leading zeroes	Send the competitor ID of the current/next athlete. If this unit is part of a combined group and the current/next competitor is from the "other" B group, then, the value "NA" is sent.
<b>Sub Element ExtendedInfos /ExtendedInfo /Extension</b>			
<b>Expected When information is available related to the new rank for the current athlete is successful. Not included for "NA".</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	IF_SUCCESS		
Pos	N/A		
Value	Numeric #0	New rank of the current athlete if successful	
DISPLAY	LAST_COMP	Numeric #0	Pos Description: Attempt number for the athlete @Value: 1, 2, 3 for Snatch 11, 12, 13 for Clean & Jerk 1, 2, 3, 4 for Powerlifting



			Element Expected: Send the last athlete with a lift result (including invalid) with every LIVE or UNOFFICIAL update.
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes	Send the competitor ID of the last athlete to lift. If this unit is part of a combined group and the last competitor to receive a result is from the "other" B group, then, the value "NA" is sent.
UI	WEIGH-IN	N/A	Element Expected: Always in Weightlifting
Attribute	M/O	Value	Description
Value	M	DateTime	Weigh-in Start Time

### Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-17T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="WEIGH-IN" Value="2016-08-17T13:30:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="2" Value="1234567" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="3" Value="1234588" />
</ExtendedInfos>
```

#### 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 @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

#### Element ExtendedInfos /VenueDescription (0,1)

##### Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	<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

<b>Element Officials /Official (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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 for all appropriate officials  Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Order of the Officials Sort order for display of the officials, this should match the order on the official score sheet.

<b>Element Officials /Official /Description (1,1)</b>			
<b>Officials extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

<b>Element Result (1,N)</b>			
<b>For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank of the competitor in the corresponding event unit except in A group where the rank considers the B group also. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled (Y). Only send if applicable.
Result	O	Numeric ##0.# Or "_"	The result of the competitor in the event unit (group). Decimal values are only used in Powerlifting and only for 0.5 kilo results (only for records).
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark for the particular event unit (group), in case it is assigned.  Send just in the case @ResultType is IRM





SortOrder	M	Numeric #0	Used to sort all the results of an event unit.  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 unit rank, but it should be used to sort out rank ties as well as results without rank (because there is an IRM or all athletes have not starting lifting).  For those athletes with no results yet, the order is Bib(N/A in PWL) followed by Lot Number.
StartOrder	M	Numeric #0	Competitor's start order. Number based in the first attempt of each athlete.
StartSortOrder	M	Numeric #0	Start list order according to the sport rules (used to sort all start list competitors in an event unit). Same @StartOrder
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either WEIGHT or IRM for the corresponding event unit.

Element Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		LIFT_ORDER	N/A	Element Expected: When available after each lift
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 Or "-"	Lift order for the remaining athletes (based on the calling order). Send "-" for finished athletes.
	SortOrder	M	Numeric #0	Sort order based on the lift order, in the following way: For those remaining athletes that have the lift order, sort by group followed by start number. And then, followed by the already finished athletes (with "-") sorted by overall rank.
ER		SNATCH and CLEAN and LIFT	N/A	Element Expected: When available. Update after each successful lift. SNATCH and CLEAN apply in Weightlifting LIFT applies in Powerlifting
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Best result for this lift type.



		#00.# or "-"	Decimal values are only used in Powerlifting and only for 0.5 kilo results (only for records).
IRM	O	<a href="#">SC @IRM</a>	Send appropriate IRM code if IRM applicable
SortOrder	M	Numeric	Send the order of Result for lift type within the unit; those without a result are at the end.
<b>Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATTEMPT		
Pos	Numeric	Send 1, 2 or 3 for 1st, 2nd, & 3rd attempts (and 4 in the case of Powerlifting)	
Value	Numeric #00.# Or "-"	Result (weight) of attempt indicated by @Pos, or "-" (if no attempt). The weight is sent before the attempt when it is known and "-" is only sent if the athlete will not make an attempt (for example DNF) Do not send "-" in the case of attempt weight for the following athlete(s) is not known. Decimal values are only used in Powerlifting and only for 0.5 kilo results (only for records).	
<b>Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected Only send if ATTEMPT is not "-"</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATTEMPT_VALID		
Pos	Numeric	Send 1, 2 or 3 for 1st, 2nd, & 3rd attempts (and 4 in the case of Powerlifting)	
Value	S(1)	Send "Y" if the attempt is valid, and "N" otherwise.	

### Sample (Weightlifting)



```
<ExtendedResults>
  <ExtendedResult Type="ER" Code="SNATCH" Value="95" SortOrder="3" >
    <Extension Code="ATTEMPT" Pos="1" Value="92" />
    <Extension Code="ATTEMPT" Pos="2" Value="92" />
    <Extension Code="ATTEMPT" Pos="3" Value="95" />
    <Extension Code="ATTEMPT_VALID" Pos="1" Value="N" />
    <Extension Code="ATTEMPT_VALID" Pos="2" Value="Y" />
    <Extension Code="ATTEMPT_VALID" Pos="3" Value="Y" />
  </ExtendedResult>
  <ExtendedResult Type="ER" Code="CLEAN" Value="131" SortOrder="1" >
    <Extension Code="ATTEMPT" Pos="1" Value="125" />
    <Extension Code="ATTEMPT" Pos="2" Value="131" />
    <Extension Code="ATTEMPT" Pos="3" Value="135" />
    <Extension Code="ATTEMPT_VALID" Pos="1" Value="Y" />
    <Extension Code="ATTEMPT_VALID" Pos="2" Value="Y" />
    <Extension Code="ATTEMPT_VALID" Pos="3" Value="N" />
  </ExtendedResult>
  <ExtendedResult Type="ER" Code="LIFT_ORDER" Value="-" Sortorder="12" />
</ExtendedResults>
```

**Element Result /RecordIndicators /RecordIndicator (1,N)**

**Result's record indicator.**

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference). Records are sorted by relevance (for each Code). @Order=1 is the most important one.
Code	M	<a href="#">CC @RecordCode</a>	Code which describes the record broken by the result value, (e.g.: "WLFM56KG-----" for Men's 56kg "WLFM56KGS-----" for Men's 56kg - Snatch "WLFM56KGCJ-----" for Men's 56kg - Clean & Jerk)
RecordType	M	<a href="#">CC @RecordType</a>	Code which specifies the level at which the record is broken (e.g.: "WR").

**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.
Order	M	Numeric	Send 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number (Not applicable in Powerlifting)

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
Class	O	N/A	Code to identify the Class in the event if applicable in Powerlifting.

Element Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	BODYWEIGHT	N/A	Element Expected: Always after the weigh-in.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Bodyweight value
EUE	CLEAN_ATTEMPT	N/A	Element Expected: Always after declared in Weightlifting.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #00	The weight (kg) of the athlete's first clean & jerk attempt.
EUE	ENTRY_TOTAL	N/A	Element Expected: Always after declared in Weightlifting (not expected in Powerlifting)	



	Attribute	M/O	Value	Description
	Value	M	Numeric #00	Entry Total (in kg)
EUE		GROUP	N/A	Element Expected: Always after drawn
	Attribute	M/O	Value	Description
	Value	M	<a href="#">SC @Group</a>	Group
EUE		LOT	N/A	Element Expected: Always after drawn
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Lot number
EUE		SNATCH_ATTEMPT	N/A	Element Expected: Always after declared in Weightlifting.
	Attribute	M/O	Value	Description
	Value	M	Numeric #00	The weight (kg) of the athlete's first snatch attempt.
EUE		ATTEMPT	N/A	Element Expected: Always after declared in Powerlifting.
	Attribute	M/O	Value	Description
	Value	M	Numeric #00.#	The weight (kg) of the athlete's first attempt in Powerlifting. Decimal values are only used in Powerlifting and only for 0.5 kilo results (only for records).
EUE		RACK_HEIGHT	N/A	Element Expected: Always in Powerlifting.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Rack height

### Sample (Weightlifting)



```
<Competitor Code="1136190" Type="A" Organisation="SUI">
  <Composition>
    <Athlete Code="1136190" Bib="7" Order="1">
      <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="SUI"
      BirthDate="1994-12-15" IFId="2220" />
      <EventUnitEntry Type="EUE" Code="LOT" Value="207" />
      <EventUnitEntry Type="EUE" Code="GROUP" Value="A" />
      <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52.70" />
      <EventUnitEntry Type="EUE" Code="ENTRY_TOTAL" Value="215" />
      <EventUnitEntry Type="EUE" Code="SNATCH_ATTEMPT" Value="90" />
      <EventUnitEntry Type="EUE" Code="CLEAN_ATTEMPT" Value="122" />
    ...
  </Athlete>
</Competitor>
```

### 2.2.2.6 Message Sort

Sort by Result @SortOrder

## 2.2.3 Phase Results

### 2.2.3.1 Description

The Phase Results is a message containing the results for the competitors in a particular phase.

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

In the case of weightlifting, this message is only sent for events with more than one group (it is not necessary when the event has only a group).

This message is not used in Powerlifting.

### 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	Full RSC of the phase
DocumentSubcode	N/A	Not used in WLF
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	Not used in WLF
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates the status of the results: LIVE INTERMEDIATE 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 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.3.3 Trigger and Frequency

Send as follows:

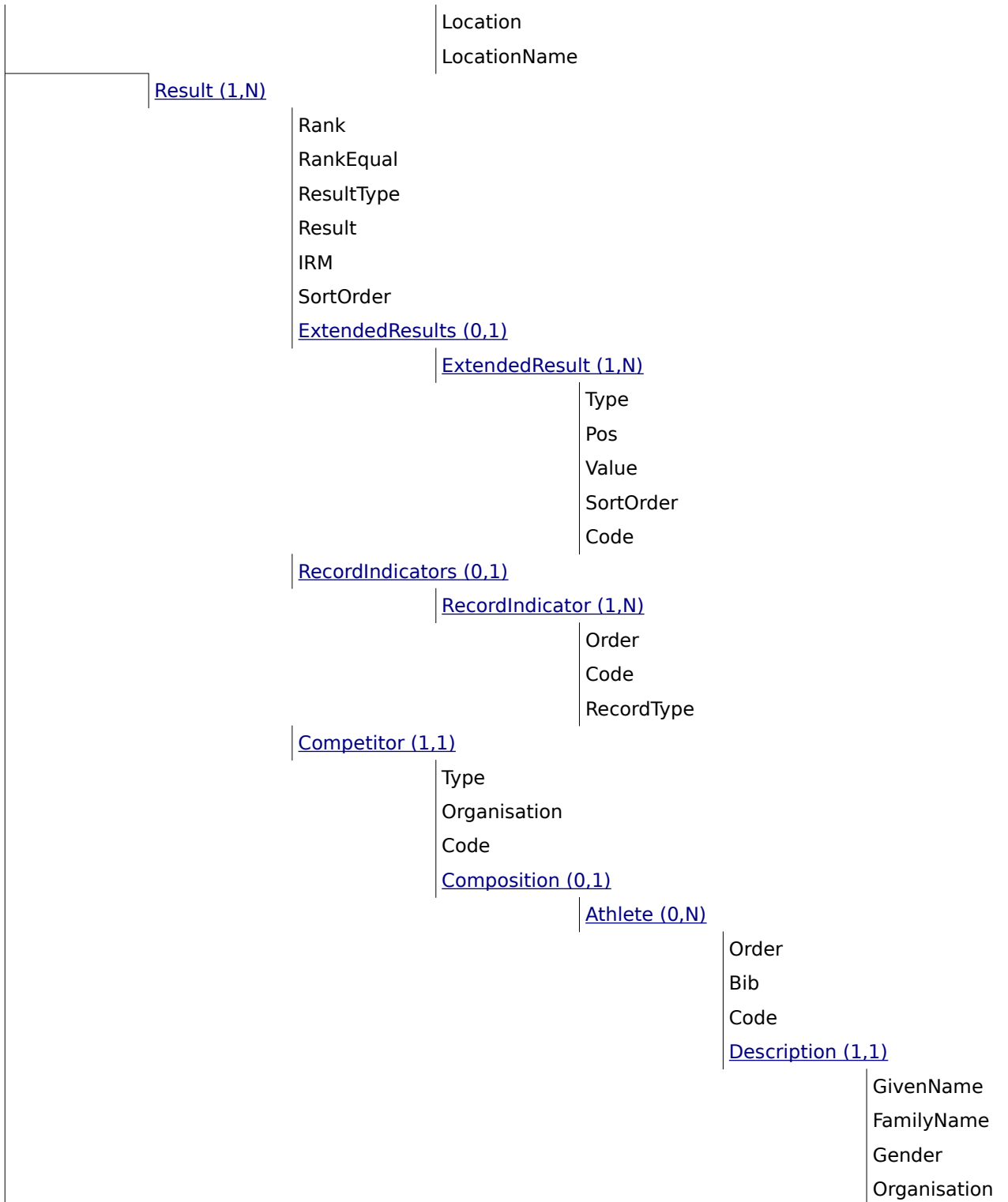
- During each group: This message must be sent immediately after every DT\_RESULT message once the event (first group) is LIVE and with at least one result. The ResultStatus of each message will be the same as the preceding DT\_RESULT.
- Note: For combined groups, if the next lifter is from the same category as current lifter, only send the message for the category the lifter belongs to. Otherwise, send messages for both of the categories
- After a group (INTERMEDIATE)
- After the last group (UNOFFICIAL / OFFICIAL)

### 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
<a href="#">Competition (0,1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">Progress (0,1)</a>				
			LastUnit			
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			







	BirthDate
	IFld
	Class

### 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 /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	<a href="#">CC @Unit</a>	Full RSC of the most recent unit information 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	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit (M/W)
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes

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 Result (1,N)



**For any Phase Results message, there should be at least one competitor being awarded a result for the phase.**

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor over all groups in the corresponding event. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" if applicable else do not send.
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either WEIGHT or IRM.
Result	O	Numeric ##0.# Or "-"	The result of the competitor in the phase for the particular event. Decimal values are only used in Powerlifting and only for 0.5 kilo results (only for records).
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, if applicable. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. For those athletes with no results yet, the order is Bib(N/A in PWL) followed by Lot Number. (consider all groups).

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

Type	Code	Pos	Description	
ER	GROUP	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Group</a>	Group
ER	CLEAN	N/A	Element Expected: When data available, send highest successful lift only, up to the current time or "-". Not applicable in Powerlifting.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #00 Or "-"	Clean & Jerk Result
	SortOrder	M	Numeric ##0	The sort order of the athlete, when considering only the Clean & Jerk result, across all groups.



ER		LIFT_ORDER	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #00 Or "-"	Lift order for the remaining athletes (based on the calling order). Send "-" for finished athletes. Consider all groups.
	SortOrder	M	Numeric ##0	Sort order based on the lift order considering all groups, in the following way: For those remaining athletes that have the lift order, sort by group followed by start number. And then, followed by the already finished athletes (with "-") sorted by overall rank.
ER		SNATCH	N/A	Element Expected: When data available, send highest successful lift only, up to the current time or "-". Not applicable in Powerlifting.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #00 Or "-"	Snatch Result
	SortOrder	M	Numeric ##0	The sort order of the athlete, when considering only the Snatch result, across all groups.

**Element Result /RecordIndicators /RecordIndicator (1,N)**

**Phase result's record indicator.**

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference). Records are sorted by relevance (for each Code). @Order=1 is the most important one.
Code	M	<a href="#">CC @RecordCode</a>	Code which describes the record broken by the result value (e.g.: "WLFM56KG-----" for Men's 56kg "WLFM56KGS-----" for Men's 56kg - Snatch "WLFM56KGCJ-----" for Men's 56kg - Clean & Jerk)



RecordType	M	<a href="#">CC @RecordType</a>	Code which specifies the level at which the record is broken (e.g.: "OR").
------------	---	--------------------------------	--

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

**Competitor related to one phase result.**

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

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

Attribute	M/O	Value	Description
Order	M	Numeric	Send 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete's bib number. (Not applicable in Powerlifting)
Code	M	S(20) with no leading zeroes	Athlete's ID.

**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
Class	O	N/A	Code to identify the Class in the event if applicable in Powerlifting.

**Sample (Weightlifting)**



```
<Result Rank="1" ResultType="WEIGHT" Result="226" SortOrder="1" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SNATCH" Value="95" SortOrder="9" />
    <ExtendedResult Type="ER" Code="CLEAN" Value="131" SortOrder="5" />
    <ExtendedResult Type="ER" Code="LIFT_ORDER" Value="-" SortOrder="12" >
  </ExtendedResults>
  <RecordIndicators>
    <RecordIndicator Order="1" Code=" WLFW56KGCJ-----" RecordType="WR" />
  </RecordIndicators>
  <Competitor Code="1136190" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="1136190" Bib="7" Order="1">
        <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="SUI"
        BirthDate="1994-12-15" IFId="2220" />
      </Athlete>
    </Composition>
  </Competitor>
  ...
</Result>
```

### 2.2.3.6 Message Sort

Result @SortOrder

## 2.2.4 Records

### 2.2.4.1 Description

This message applies for all records depending on the sport. The message contains the list of all records from the start of the Games (events depending on header).

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

### 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 (discipline level)	Full RSC of the Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
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



		<p>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

The DT\_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition. Any new version of the DT\_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

Note: It is sent by central systems before the competition with the historical records and during the competition if any record is broken.

### 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					
	<a href="#">Record (1,N)</a>							
		Code						
		<a href="#">Description (1,1)</a>						
			Name					
		<a href="#">RecordType (1,N)</a>						
			Order					
			RecordType					
			Shared					
			NotEstablished					





NotEstablishedLabel			
<u>RecordData (0,N)</u>			
Order			
ResultType			
Result			
Unit			
Country			
Place			
Date			
Time			
Equalled			
Competition			
Historical			
Current			
ModificationIndicator			
<u>Competitor (0,1)</u>			
Code			
Type			
Organisation			
<u>Composition (0,1)</u>			
<u>Athlete (1,N)</u>			
Code			
Order			
<u>Description (0,1)</u>			
GivenName			
FamilyName			
Gender			
Organisation			
BirthDate			
IFId			
Class			

### 2.2.4.5 Message Values



<b>Element Competition (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

<b>Element ExtendedInfos /SportDescription (0,1)</b>			
<b>Sport Description in Text</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

<b>Element Record (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">CC @RecordCode</a>	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

<b>Element Record /Description (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Name	M	S(40)	Record description (not code) from Common Codes

<b>Element Record /RecordType (1,N)</b>			
<b>It is possible to have more than one element with the same type (as in the case of National Records).</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	<a href="#">CC @RecordType</a>	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".



<b>Element Record /RecordType /RecordData (0,N)</b>			
<b>RecordData is not sent for NotEstablished Records unless a "standard" applies</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3", etc. (though will be different for not established). Send 1 for records (RecordType) not shared (historical records)
ResultType	M	<a href="#">SC @ResultType</a>	It will be a result categorization, to indicate whether the result that is for the record is a distance, a time, etc. The only possible value is WEIGHT.
Result	O	Numeric #00.#	Send always unless the record is not established (can be sent for not established if there is a standard). The performance of the competitor for the record. Decimal values are only used in Powerlifting and only for 0.5 kilo results (only for records).
Unit	O	<a href="#">CC @Unit</a>	Include the event unit in the current competition where the record was broken. It is the full RSC Send always (Mandatory) in the case Historical="N".
Country	O	<a href="#">CC @Country</a>	Country code where the record was broken. Always send for new records and where known for historical records. Not applicable for not established records
Place	O	S(40)	Always send for new records and where known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Always send for new records and where known for historical records. Not applicable for not established records. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".



Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

### Sample (Weightlifting)

```
<Record Code="WLFM56KGCJ-----">
  <Description Name="Men's 56kg Clean & Jerk" />
  <RecordType Order="1" RecordType="WR" Shared="N">
  <RecordData Order="1" ResultType="WEIGHT" Result="168" Country="SVK" Place="Trencin"
  Date="2001-04-24" Competition="European Championships" Historical="Y" Current="N">
  <Competitor Code="A276091" Type="A" Organisation="TUR">
    <Composition>
      <Athlete Code="A276091" Order="1">
        <Description GivenName="Halil" FamilyName="Mutlu" Gender="M" Organisation="TUR"
        BirthDate="1973-07-14" IFId="2220" />
      </Athlete>
    </Composition>
  </Competitor>
  ...
```

### Element Record /RecordType /RecordData /Competitor (0,1)

Competitor to whom the record is assigned.

Athlete's or team's information should be in DT\_PARTIC (Historic) if Competitor @Type="A" or DT\_PARTIC\_TEAMS (Historic) if Competitor @Type="T".

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>	Competitors' organisation if known
--------------	---	----------------------------------	------------------------------------

**Element Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)**

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

**Element Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)**

**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
Class	O	CC @SportClass	Code to identify the Class in the event if applicable in Powerlifting.

### 2.2.4.6 Message Sort

The following order applies:

- Record @Code
- RecordType @Order
- RecordData @Order



## 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 Result 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
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. This effectively means it can only be triggered after Group A. Trigger also after any change.

### 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>				
			Code			
			Type			
			Organisation			
			<a href="#">Composition (1,1)</a>			
				<a href="#">Athlete (0,N)</a>		
						Code



	Order <a href="#">Description (1,1)</a> GivenName FamilyName Gender Organisation BirthDate IFld Class
--	---

### 2.2.5.5 Message Values

<b>Element Competition (0,1)</b>			
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

<b>Element ExtendedInfos /SportDescription (0,1)</b>			
<b>Sport Description in text</b>			
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 @DisciplineGender</a>	Gender code for the event unit. Must be included if it is a single gender

<b>Element ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in text</b>			
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. Send "Y" only if applicable.
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned.
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	S(1)	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 #0	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
Class	O	N/A	Code to identify the Class in the event if applicable in Powerlifting.



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-WLF-2.7 APP

### **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.

The Configuration is a message containing configuration for each competition with combined B groups.

Send before the competition containing all combined B groups.

This message is not used in Powerlifting.

### 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	Send RSC at discipline 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</p>



		the message was produced.
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 sending one message for the discipline.

Trigger also if there is a change in the combined B groups, the configuration must be provided before the start list for the first unit.

### 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
<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	
				Pos	
				Value	
				Code	
				<a href="#">ExtendedConfigItem (0,N)</a>	

### 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	<a href="#">CC @Unit</a>	Full RSC of the discipline.
------	---	--------------------------	-----------------------------

Element Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	GROUP	Numeric 0	Pos Description: Numeric without meaning to differentiate the combined groups. 1..  Element Expected: Always for combined groups.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Unit</a>	Send the RSC of the combined unit.
	<b>Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	UNIT		
	Pos	Numeric 0	Numeric to differentiate the units (no meaning). 1..	
	Value	<a href="#">CC @Unit</a>	Send the RSC of each unit in the combined.	

### Sample (Weightlifting)

```

...
<Configs>
  <Config Unit="WLF-----">
    <ExtendedConfig Type="EC" Code="GROUP" Pos="1" Value="WLFM61-67KG-----FNL-B00100--"
  >
    <ExtendedConfigItem Code="UNIT" Pos="1" Value="WLFM61KG-----FNL-B00100--" />
    <ExtendedConfigItem Code="UNIT" Pos="2" Value="WLFM67KG-----FNL-B00100--" />
  </ExtendedConfig>
</Config>
...

```

### 2.2.6.6 Message Sort

There is no message sorting rule.



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-WLF-2.7 APP



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-WLF-2.7 APP

### 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	02 Mar 2017	First version
V1.1	01 Aug 2017	Approved
V1.2	25 Oct 2017	Updated
V1.3	04 Dec 2017	Updated
V1.4	20 Feb 2018	Updated, CR
V1.5	02 Jul 2018	Updated
V2.0	08 Aug 2018	Updated, CRs
V2.1	28 Aug 2018	Error correction
V2.2	19 Nov 2018	Managing combined B groups
V2.3	30 May 2019	Updated, CR
V2.4	14 Aug 2019	Updated. First version as a full document
V2.5	13 Sep 2019	Update to follow implementation.
V2.6	3 Apr 2020	Updated CR18565
V2.7	1 May 2020	Updated

### File Reference: SOG-2020-WLF-2.7 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	APP	Approved
V1.2	APP	Updated to add note for YOG
V1.3	APP	DT_RESULT: Add IF_SUCCESS in ExtendedInfos
V1.4	APP	DT_PARTIC: Updated to add Passport names (CR15219) DT_PARTIC: Added QUAL_BEST DT_RANKING: Removed PARTIAL in the header. Removed references to 2018 Commonwealth Games
V1.5	APP	1.4 2018 Youth Olympic Games: Add DT_RECORD as not applicable and record indicators. 1.4 2018 Youth Olympic Games: Add DT_PARTIC: QUAL_BEST as not applicable DT_PARTIC: Add PB.
V2.0	SFA	References to YOG removed CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in phase results





V2.1	SFA	DT_PARTIC: Remove the entry PB, no longer required.
V2.2	APP	DT_RESULT: Updated to manage combined B groups DT_RESULT: Remove ValueType in extensions (not included as standard)
V2.3	APP	DT_CONFIG: Message added DT_RESULT: Clarifications for combined B groups CR16640: Add ODF Version @Competition
V2.4	APP	CR17809: Change Participant/OlympicSolidarity to disallow N, CR17938: DT_PHASE_RESULT: Add ER/GROUP @ Result /ExtendedResults /ExtendedResult. First version as a full document.
V2.5	APP	DT_RESULT: Clarify Result/SortOrder DT_RESULT: Clarify triggering for combined groups DT_PHASE_RESULT: Clarify Result/SortOrder DT_PHASE_RESULT: Clarify triggering for combined groups
V2.6	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565]
V2.7	APP	Clarify throughout when decimal is used in the results (only used in PWL if record)