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SOG-2020-OWS-2.5 APP

# Olympic Data Feed



**ODF Marathon Swimming Data Dictionary**

**Tokyo 2020 – Games of the XXXII Olympiad**

Technology and Information Department

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10 December 2019



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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

Document Title	Document Description
ODF 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 Marathon Swimming.

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

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	X
DT_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



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## 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	<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
	LocalFamilyName
	LocalGivenName
	Gender
	Organisation
	BirthDate
	Height
	Weight
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	Current
	OlympicSolidarity
	ModificationIndicator
	<a href="#">Discipline (1,1)</a>



Code	
IFld	
<a href="#">RegisteredEvent (0..N)</a>	
Event	
Bib	
<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

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. 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



			<p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
--	--	--	--

**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
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).

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

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

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(4)	Athlete's Bib number. 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	QUAL_RANK	N/A	Element Expected: When applicable, as soon as this information is known (it can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(4)
	QUAL_TYPE	N/A	Element Expected:



ENTRY				Always, as soon as this information is known (it can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC</a> <a href="#">@QualifyingType</a>	Qualification type (method)

### 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	The DocumentCode will be sent according to the ODF Common Codes (header values) with one message per race (unit).
DocumentSubcode	N/A	Not used in OWS
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in OWS
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: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). UNCONFIRMED (if results cannot immediately be unofficial) UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was



		produced.
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 any changes to the information. Do not include IRMs in this status.
- This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
- UNCONFIRMED: From when the last athlete finishes the race and until all ties which require the review system are resolved.
- UNOFFICIAL: From when all ties are resolved until race results are signed. If there are no ties to be broken, as soon as the last athlete finish the race.
- OFFICIAL: When the results are approved.

Trigger also after any change.

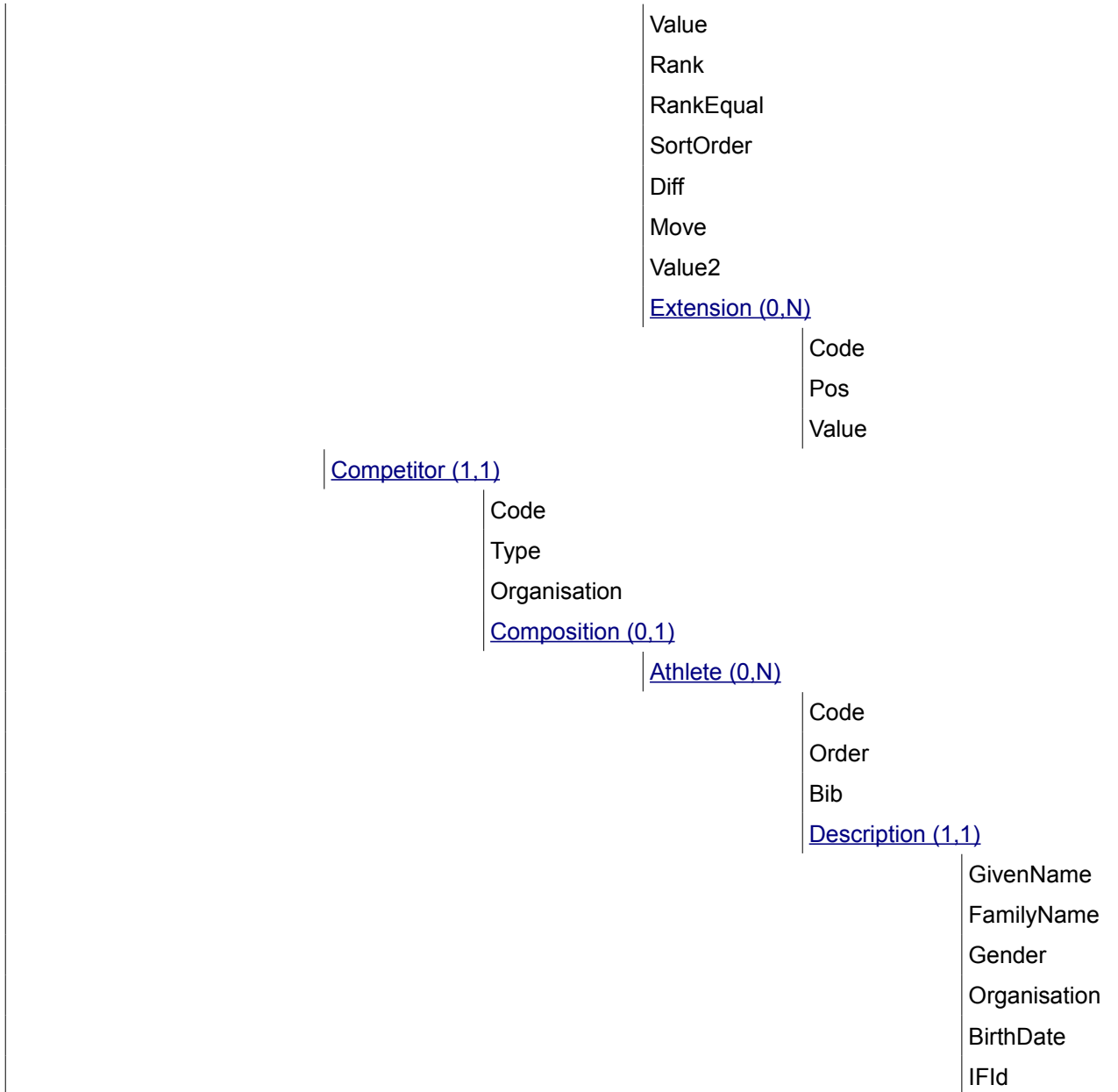
### 2.2.2.4 Message Structure

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 Code Pos Value
	<a href="#">SportDescription (0,1)</a>		DisciplineName EventName Gender SubEventName
	<a href="#">VenueDescription (0,1)</a>		Venue VenueName Location LocationName
<a href="#">Result (1,N)</a>			Rank RankEqual Result Unchecked IRM SortOrder StartOrder StartSortOrder ResultType Diff
	<a href="#">ExtendedResults (0,1)</a>		<a href="#">ExtendedResult (1,N)</a>
			Type Code Pos



### 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)**

Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. Do not include until unit starts

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

Type	Code	Pos	Description
DISPLAY	LEADER	Numeric #0	Pos Description: Send number of the intermediate point  Element Expected: Always in all LIVE and UNOFFICIAL messages for every split point passed by any competitor to know the leader at each split point at all times. Included continuously after the leader passes the first intermediate.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
	<b>Description</b>	Competitor's ID, to identify an athlete, for the leader at the split point @Pos.	
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Sent INTERMEDIATE @Pos for the last intermediate passed by the most recent competitor(s) to pass any intermediate point.  Element Expected: When available and only when the unit is LIVE, UNCONFIRMED or UNOFFICIAL. Send all changes since last message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
	<b>Description</b>	Send the competitor ID of the last competitor to pass the intermediate	



				point @Pos
DISPLAY	CURRENT_INTERMEDIATE	N/A		Element Expected: When LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the intermediate point that the current leader most recently passed (according to the INTERMEDIATE @Pos)

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

**Sport Descriptions in Text.**

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

**Element: Result (1,N)**

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	h:mm:ss.f	Total result for the particular event unit.



			Only send in the case @ResultType is TIME. Do not include leading zeros.
Unchecked	O	S(1)	Send with ="Y" in the case that there is a value which needs to be validated. For example by reading photo to change from transponder times. Do not send if not ="Y"
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, if assigned Send just in the case @ResultType is IRM after the race starts.
SortOrder	M	Numeric	<p>This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.</p> <p>Before and at the beginning of the race, sorted by athlete's number. For athletes who have completed at least one split, sort by the split rank at the completion of the last split until the first competitor finishes the race. By Rank once the first competitor finishes and for those that have finished the race also. At the end, those without ranks are sorted by the rank of the last completed split or by athlete's number, as appropriate.</p> <p>The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives.</p> <p>OTL riders must be dropped to the bottom. Athletes who are notified as "did not finish" during the race, are notified as "did not start" or disqualified, must be dropped to the bottom with no rank in the order defined by the international federation.</p>
StartOrder	O	Numeric	Lane assignment of the competitor in the start list.
StartSortOrder	M	Numeric	Order by lane order starting from 1 Used to sort all start list competitors in an event unit.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	+m:ss.f	Time behind leader or blank for leader. Do not send m if no minutes apply.



Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	Numeric #0	Pos Description: The number that identifies the split point, from 1 to F where F is the finishing point.  Element Expected: All event units
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	h:mm:ss.f or -	Time from the start of the race up to this split point. It is a cumulative result time. Do not send hours if zeros. Send "-" in the case that the competitor has passed this point but no time is known.
Value2	O	mm:ss.f or -	Send the split time (from the previous intermediate point to current one). Not cumulative time. Don't send for the first split. Send "-" in the case that the competitor has passed this point but no time is known.
Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send "-" in the case that the competitor has passed this point but no rank is known.
RankEqual	O	S(1)	Send "Y" where Rank at this specific ExtendResult is equalled, else do not send.
SortOrder	M	Numeric #0	Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
Diff	O	+m:ss.f or -	Send the time behind the leader at the corresponding intermediate point or blank for leader. Do not send m if no minutes apply. Send "-" in the case that the





			competitor has passed this point but no time is known.
Move	O	Numeric +#0, 0 or -#0	Send the rank progression in the current intermediate compared to the previous intermediate where + means improved position. (i.e: "+2", "0", "-1", etc) Do not send if not known.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	FLAG		
Pos	N/A		
Value	S(1)	Flag indication to be sent when an incident occurred in the split. Send "R" for the Red flag (disqualification) and "Y" for the Yellow flag (warning).	
ER	PHOTO	N/A	Element Expected: If applicable
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(1)	Send when a photo is required to determine any result for this competitor. Send "P" for Pending Status. Send "E" for Evaluated Status. Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7 Used when two or more athletes finish close to each other and photofinish is required to determine Race Rank. PHOTO is different to UNCHECKED.

**Sample (individual)**



```

...
<Result Rank="1" ResultType="TIME" Result="1:56:32.1" SortOrder="1" StartOrder="23"
StartSortOrder="23">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" SortOrder="13" Rank="12"
Value="30:53.1" RankEqual="Y" Diff="+1.5" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" SortOrder="6" Rank="6"
Value="1:01:00.2" Value2="30:07.1" Diff="+0.9" Move="6" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" SortOrder="5" Rank="5"
Value="1:29:29.5" Value2="28:29.3" Move="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" SortOrder="1" Rank="1"
Value="1:56:32.1" Value2="27:02.6" Move="4" />
  </ExtendedResults>
...

```

Element: Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	O	<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 0	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

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



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IFId	O	S(16)	International Federation ID
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### 2.2.2.6 Message Sort

Sort by Result @SortOrder

## 2.2.3 Play by Play

### 2.2.3.1 Description

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<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) with one message per race (unit).
DocumentSubcode	N/A	Not used in OWS
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	INCIDENT	Attribute used to extend DocumentType for some messages.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all



		<p>messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.3.3 Trigger and Frequency

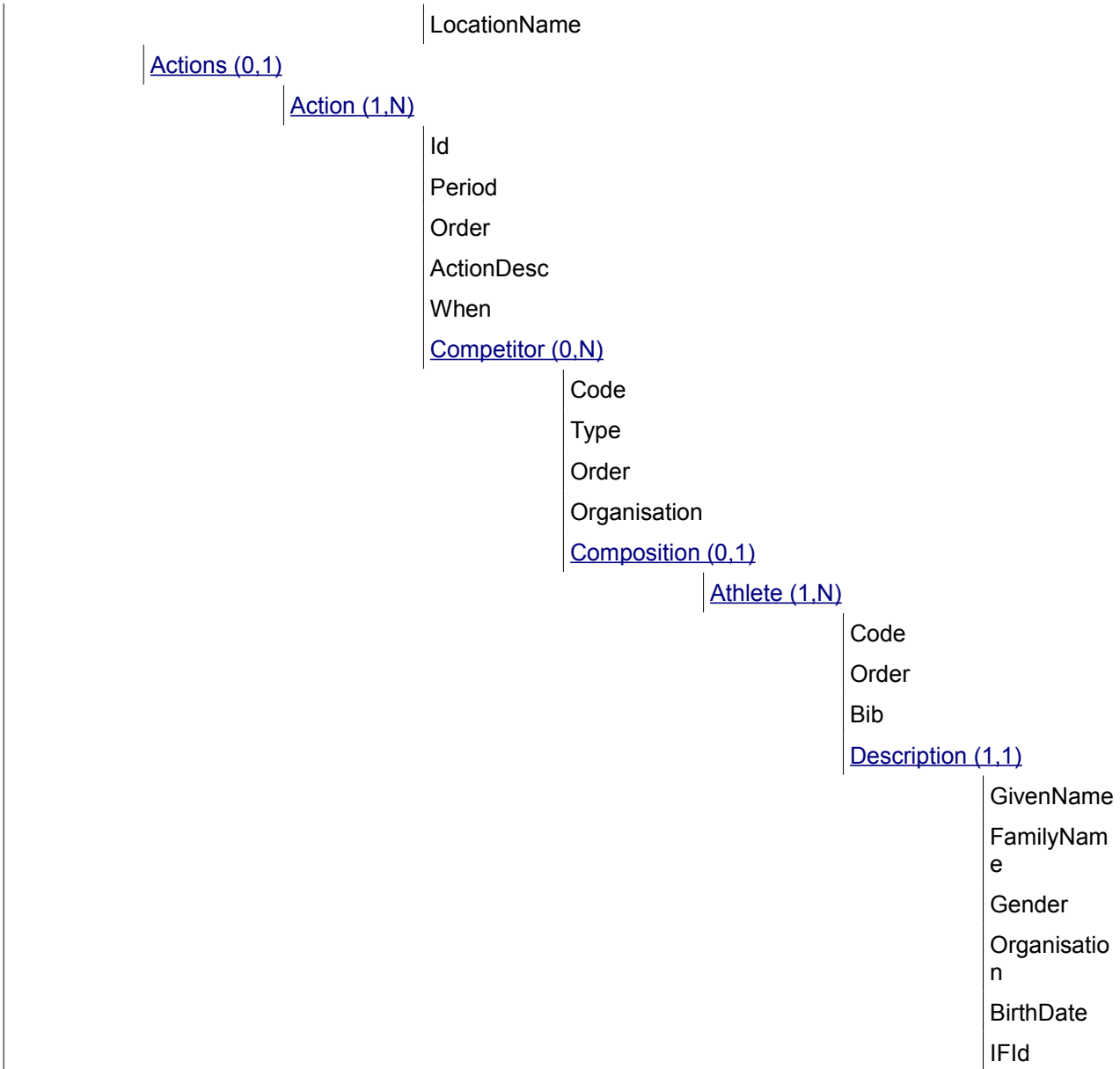
Messages will be generated with this frequency and status

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

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



### 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 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
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	<a href="#">CC</a> <a href="#">@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
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

**Element: Actions /Action (1,N)**

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

**Element: Actions /Action /Competitor (0,N)**

**Competitor participating in the Action. Used when the Action is related to a competitor.**

Attribute	M/O	Value	Description
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Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only 1 competitor.
Organisation	M	<a href="#">CC @Organisation</a>	Competitors' organisation

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

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

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

**Athletes extended information**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<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 (Action)**





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

### 2.2.3.6 Message Sort

Actions /Action @Order.

## 2.2.4 Event Final Ranking

### 2.2.4.1 Description

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

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

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

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<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



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

### 2.2.4.3 Trigger and Frequency

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

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

Trigger also after any change.

### 2.2.4.4 Message 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				
		ResultType				



### 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. 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
--------	---	--------------------------------------	---

**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. Send "Y" if applicable
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute
Result	O	h:mm:ss.f	The result of the competitor in the event Send if ResultType is not IRM
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties.  This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

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, corresponding to an individual athlete.
Order	M	Numeric #0	1 if 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

#### 2.2.4.6 Message Sort

Sort by Result @SortOrder

## 2.2.5 Configuration

### 2.2.5.1 Description

The Configuration is a message containing general configuration.

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

### 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	Sent this message for each Unit.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<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.
--	----------

### 2.2.5.3 Trigger and Frequency

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

Trigger also after any change, but considering that, if possible, the configuration for one particular unit must be provided before the start list. If this message changes after any DT\_RESULT has been sent then a new version of DT\_RESULT must be immediately sent.

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

### 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: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full RSC of the Unit

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies each of the split points (according to the event distance, from 1 to F, where F is when the race finishes), (send F for finish)  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0.0#	Send distance in km at this intermediate point.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				
<b>Expected: Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	NAME		
	Pos	N/A		
	Value	S(30)	Name of this intermediate point if applicable. For example "End Lap 1"	
EC	INTERMEDIATES_NUM	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the total number of intermediate points including the finish.
EC	DISTANCE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.0	Send the total distance for the race in kilometers.
EC	LAPS_NUM	N/A	Pos Description: N/A Element Expected:	



				Always
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the total number of laps.	

**Sample (Splits)**

```
<Configs>
  <Config Unit="OWSM10KM-----FNL-000100--">
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="2.5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="5.0" >
      < ExtendedConfigItem Code="NAME" Value="End Lap 1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="7.5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="10.0" >
      < ExtendedConfigItem Code="NAME" Value="End Lap 2" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />
    <ExtendedConfig Type="EC" Code="LAPS_NUM" Value="2" />
    <ExtendedConfig Type="EC" Code="DISTANCE" Value="10.0" />
  </Config>
</Configs>
```

**2.2.5.6 Message Sort**

There is no message sorting rule.

### 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	14 Jan 2018	First version as stand-alone document
V1.1	02 Jul 2018	Updated
V2.0	08 Aug 2018	Updated, CRs
V2.1	25 Oct 2018	Updated. First version as a full document
V2.2	24 Jan 2019	Updated, CR
V2.3	18 Apr 2019	Updated
V2.4	14 Aug 2019	Updated, CRs
V2.5	10 Dec 2019	Updated after HT

**File Reference:** SOG-2020-OWS-2.5 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version (separated from swimming)
V1.1	SFA	DT_RESULT: Result /ExtendedResults /ExtendedResult add SPM and STC
V2.0	SFA	CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message.
V2.1	APP	DT_RESULT: Removed the sub-extension SPM (from PROGRESS/INTERMEDIATE code), and the SPM and STC codes as well (at Result /ExtendedResults /ExtendedResult). DT_RESULT: In extension ER/PHOTO added E as a possible value. DT_RESULT: Clarified ExtendedResult Move to use + for improved position.



		First version as a full document Editorial improvements without changing the intent
V2.2	APP	CR16928: Move ExtendedResults SECTION to use Attribute Value2 to simplify the message and reduce size.
V2.3	APP	DT_CONFIG: Add lap name and number of laps
V2.4	APP	CR16640: Add ODF Version @Competition CR17516: DT_RESULT: Update DISPLAY/LAST_COMP @ExtendedInfos to be sent until the result is OFFICIAL CR17809: Change Participant/OlympicSolidarity to disallow N
V2.5	APP	DT_RESULT: Update PROGRESS/INTERMEDIATE @Result /ExtendedResults /ExtendedResult DT_CONFIG: Update Value at EC/INTERMEDIATE @Configs /Config /ExtendedConfig DT_RESULT: Clarify Expected at DISPLAY/LEADER @ExtendedInfos /ExtendedInfo DT_RESULT: Do not send IRMs when ResultStatus = START_LIST CR18565 DT_PARTIC: Update the description of Participant/Weight