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SOG-2020-SAL-2.5 APP

Olympic Data Feed



ODF Sailing Data Dictionary
Tokyo 2020 – Games of the XXXII Olympiad
Technology and Information Department
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SOG-2020-SAL-2.5 APP
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Sailing.

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

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



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DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

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

2.2.1.1 Description

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

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

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

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

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



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

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.2.1.4 Message Structure

The following table defines the structure of the message.

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



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



	RegisteredEvent (0..N) Event EventEntry (0..N) Code Type Pos Value
--	--

2.2.1.5 Message Values

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

Sample (General)

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

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C"</p>



			when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for



			all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants



			To delete a participant, a specific value of the Status attribute is used.
--	--	--	--

Element: Participant /Discipline (1,1)

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

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

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event

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

Send if there are specific athlete's event entries.

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



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2.2.1.6 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00



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

2.2.2.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.2.2.4 Message Structure

The following table defines the structure of the message.

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



2.2.2.5 Message Values

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

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name.
TVTeamName	M	S(21)	Team's TV Name.



Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	<p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team</p> <p>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p>

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /Discipline (0,1)

Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline

Element: Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event

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



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

2.2.2.6 Message Sort

The message is sorted by Team @Code.

2.2.3 Event Unit Start List and Results

2.2.3.1 Description

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all



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

2.2.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the information is available and any changes to the information:

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

This message is also sent when the event unit finishes, and the results are still unofficial. Also, this message is expected when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks:

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

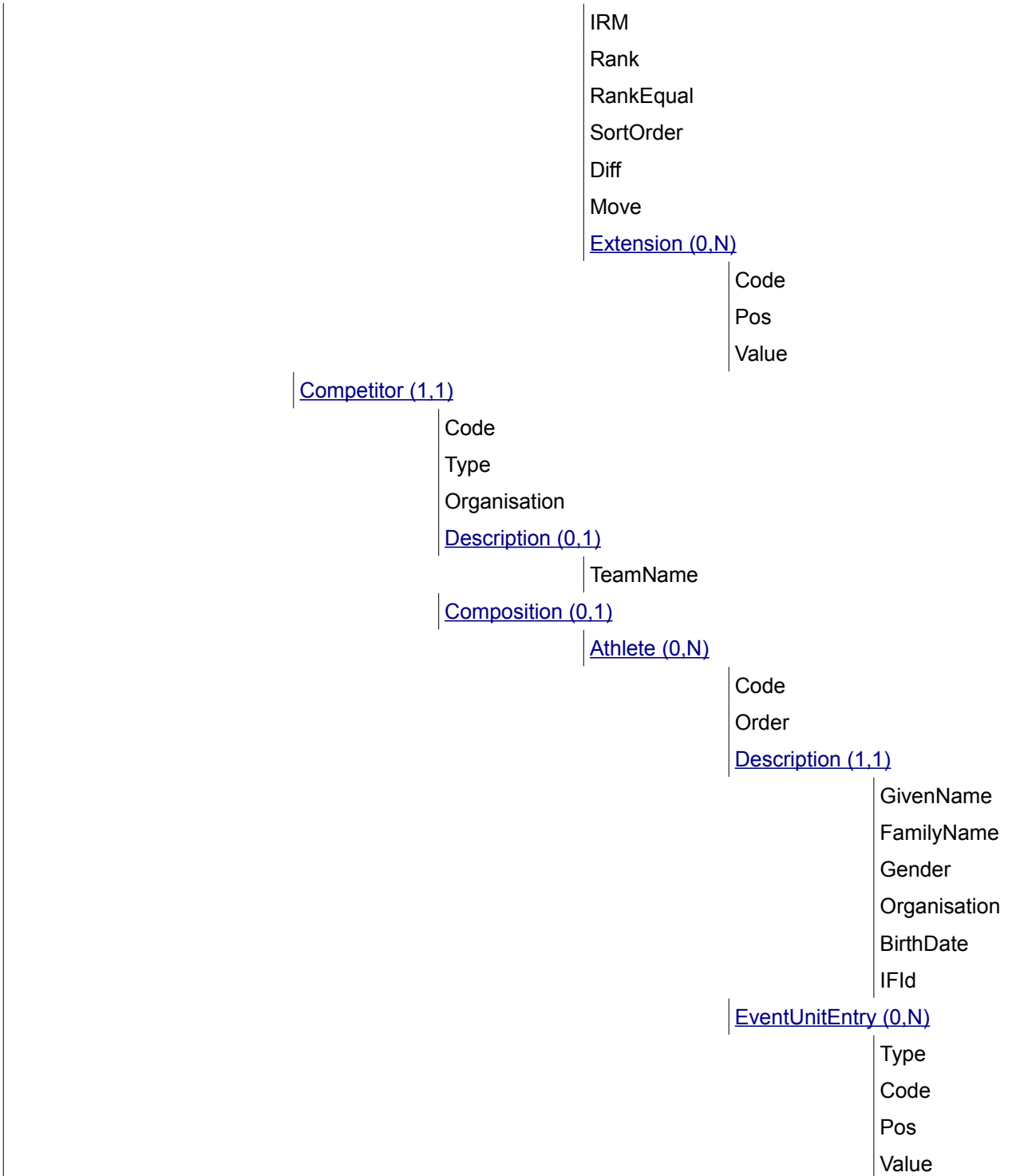
2.2.3.4 Message Structure

The following table defines the structure of the message.

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



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





2.2.3.5 Message Values

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

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

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



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



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



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

Sample (General)



```

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

```

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Race number for non-medal races (1, 2,...), or 'M' for the medal race.

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description



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

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric #0.#	Race points of the competitor in the event unit.
IRM	O	SC @IRM	Invalid result mark for the particular event unit. Send just in the case of @ResultType is IRM or IRM_POINTS
SortOrder	M	Numeric	Sequential number with the order of the results for the particular event unit, if they were to be presented. According to the sport rules. Order of estimated finish place calculates overall position based on the position at the last mark. If not all boats have rounded the last mark, estimate their probable position considering the previous mark. Same as @StartSortOrder before the start.
StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	SC @ResultType	Result type, either POINTS or IRM or IRM_POINTS for the corresponding event unit.

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

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



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



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

Sample (General)

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

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Competitor's ID



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

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

Competitors extended information.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew etc.) For competitor @Type="A" : 1

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

Athletes extended information.

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

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

For team events only.

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

Sample (General)



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

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Play by Play

2.2.4.1 Description

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	N/A	Not used in SAL
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	INCIDENT	
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

Messages will be generated with this frequency and status

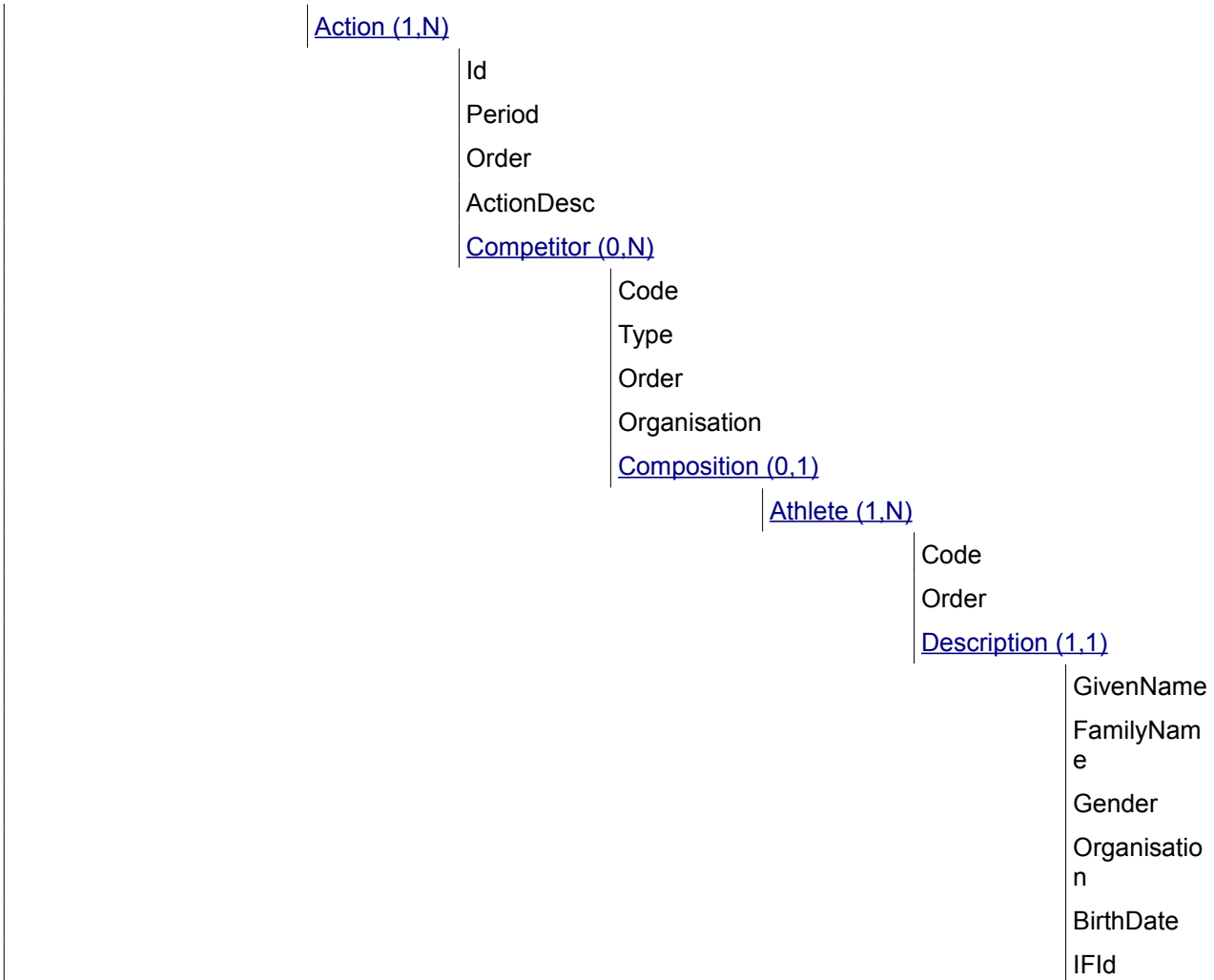
- After any actions before the start (START_LIST)
- After every race incident (LIVE) (UNOFFICIAL) if any new incident after race and before results be official)
- After the race (unit) (OFFICIAL).

Never send empty.

2.2.4.4 Message Structure

The following table defines the structure of the message.

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



2.2.4.5 Message Values

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

Element: ExtendedInfos /SportDescription (0,1)



Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

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

Element: Actions /Action (1,N)

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
Period	M	S(12)	When in race, "Before start", "Start" or the time in the race m:ss.
Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n It is used to sort Action
ActionDesc	O	S(200)	Action/Incident description

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete or T for Team
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor.



			Send 1 if only 1 competitor.
Organisation	M	CC @Organisation	Competitors' organisation

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

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

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

Athletes extended information

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

Sample (General)

```

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

```

2.2.4.6 Message Sort

Actions /Action @Order.

2.2.5 Current Information

2.2.5.1 Description

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	SAL----- -- RSC of the EventUnit	Full RSC of the discipline (DocumentSubtype = STATUS) Full RSC of the unit (DocumentSubtype = LIVE)
DocumentSubcode	Date	Date format YYYY-MM-DD
DocumentType	DT_CURRENT	Current message
DocumentSubtype	STATUS LIVE	STATUS: Message updating the status of all classes in a day in a single message. LIVE: Message for live results during the race
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the



		correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

DocumentSubtype = STATUS

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

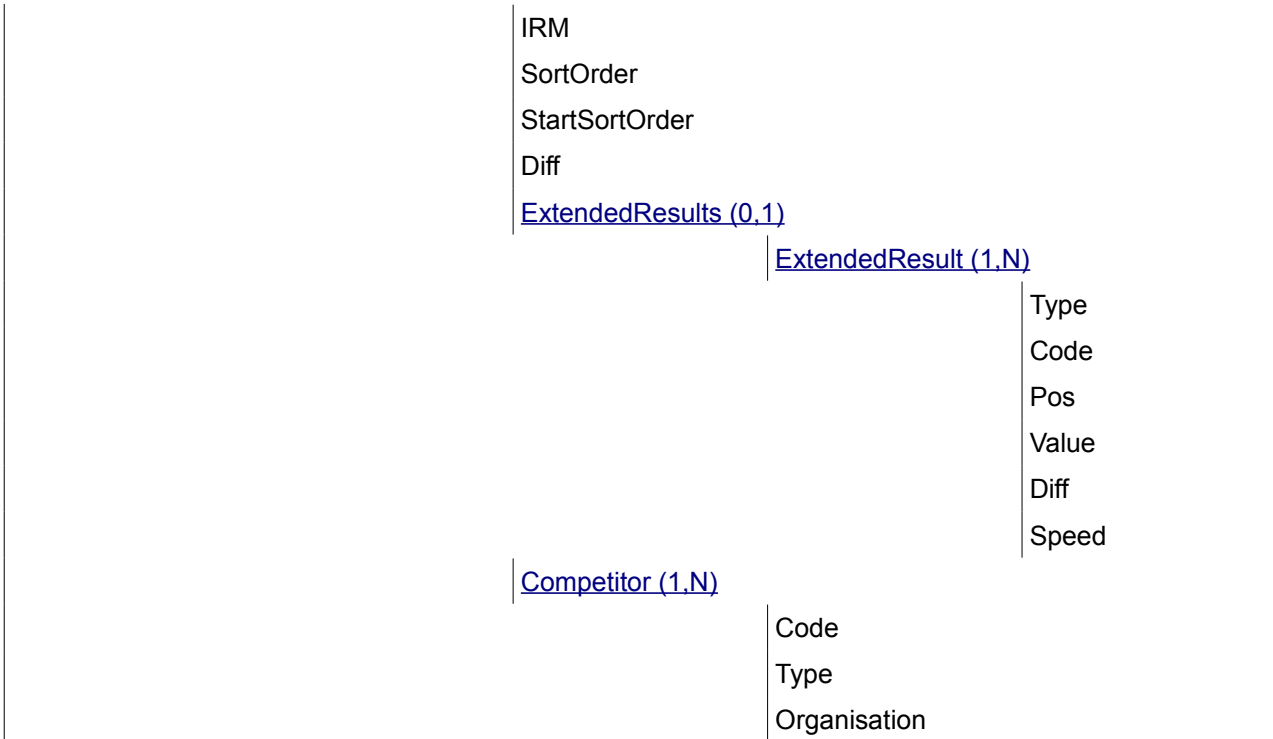
DocumentSubtype = LIVE

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

2.2.5.4 Message Structure

The following table defines the structure of the message.

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



2.2.5.5 Message Values

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

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



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



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



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

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



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

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

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

Sample (LIVE)



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

2.2.5.6 Message Sort

For the LIVE message order by Result/SortOrder

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

2.2.6 Cumulative Results

2.2.6.1 Description

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

2.2.6.2 Header Values

The following table describes the message header attributes.

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



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

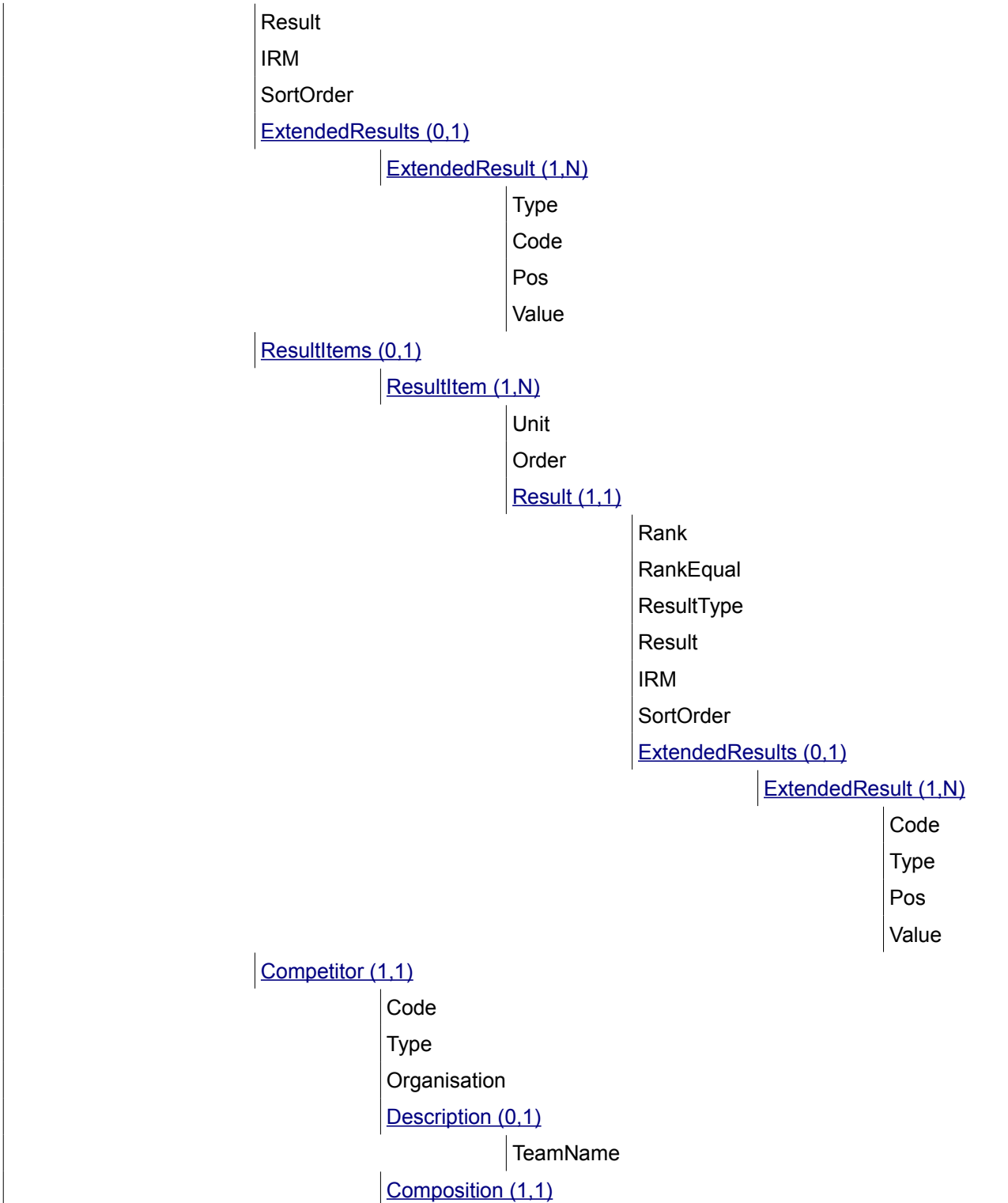
2.2.6.3 Trigger and Frequency

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

2.2.6.4 Message Structure

The following table defines the structure of the message.

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





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

2.2.6.5 Message Values

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

Element: ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	M	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

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

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



Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)			
For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit.			
Attribute	M/O	Value	Description
Rank	O	Numeric #0	Send the overall place based on net points for all phases of the event. This attribute is optional because the competitor could get an invalid result mark (in this case, it will be blank).
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send ?Y?.
ResultType	O	SC @ResultType	Result type, either IRM or POINTS or IRM_POINTS
Result	O	Numeric ##0.#	Send the calculated overall net points based on boats finishing in their estimated finish place for all phases of the event.
IRM	O	SC @IRM	Invalid result mark. Send just in the case of @ResultType is IRM or IRM_POINTS
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	TOTAL_PTS	N/A	Element Expected: Send if available
	Attribute	M/O	Value
	Value	M	Numeric ##0.# Send the overall total points for all phases of the event.



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

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

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



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

Sample (General)

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

Element: Result /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team



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

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

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

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

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

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

Athletes extended information.

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

2.2.6.6 Message Sort

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



2.2.7 Event Final Ranking

2.2.7.1 Description

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.



		Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

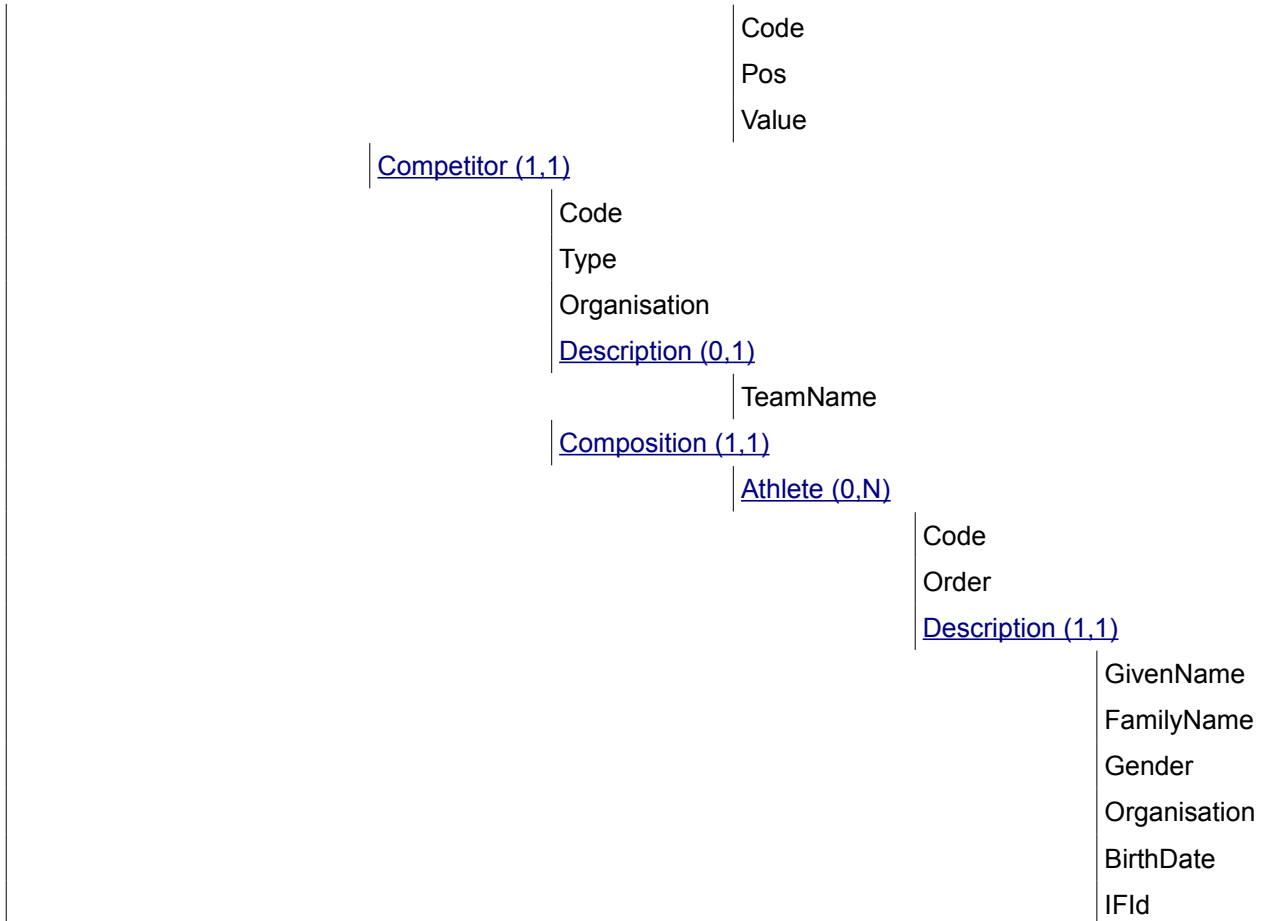
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

Trigger also after any change.

2.2.7.4 Message Structure

The following table defines the structure of the message.

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



2.2.7.5 Message Values

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

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



EventName	O	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	O	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1)

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

Element: Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else do not send.
ResultType	O	SC @ResultType	It can be POINTS, IRM or IRM_POINTS
Result	O	Numeric ##0.#	Net points obtained
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

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

Sample (General)



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

Element: Result /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes.	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitor's organisation if known

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

Used in Team events only

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

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

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

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

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



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2.2.7.6 Message Sort

Sort by Result @SortOrder

2.2.8 Communication

2.2.8.1 Description

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

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Discipline	
DocumentSubcode	Numeric	This is the Communication number. Send incremental number in the case that DocumentSubtype is NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE or PROTEST (one for each different Item) unless defined differently by sport.
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	NOTICE SPORT_NOTICE COMPETITOR_NOTICE PROTEST ON_WATER LIMIT	For all sports: * NOTICE: Used for Official Communications * SPORT_NOTICE: Used for Sport Communications * COMPETITOR_NOTICE : Use for notifications to competitors * PROTEST: Protest type (Except protest by Rule 42), only for Sailing. * ON_WATER: On the water Penalties, only for Sailing. * LIMIT: Protest Time Limit, only for Sailing
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at



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

2.2.8.3 Trigger and Frequency

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

Trigger also after any change.

2.2.8.4 Message Structure

The following table defines the structure of the message.

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



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



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

2.2.8.5 Message Values



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

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

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

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

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



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

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

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

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

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

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

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

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

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



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

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



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

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



Unit	O	CC @Unit	Full RSC at unit level Sent if the protest applies to the gender, event, phase, or unit level. (can be at any level)
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Element: Communication /Protest /Type (0,1)

Attribute	M/O	Value	Description
-	O	Free text	Type of protest. Denotes the different options.

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

Attribute	M/O	Value	Description
-	M	Free text	Protest details

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

Attribute	M/O	Value	Description
-	M	Free text	Decision short

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

Attribute	M/O	Value	Description
-	M	Free text	Decision

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

Attribute	M/O	Value	Description
-	O	Free text	Description of the incident

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

Attribute	M/O	Value	Description
-	M	Free text	Facts Found

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

Attribute	M/O	Value	Description
-	O	Free text	Conclusion

Element: Communication /Protest /Jury (1,N)

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official ID



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

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

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

Element: Communication /ImageData (0,1)

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

2.2.8.6 Message Sort

There are no specific sorting requirements

2.2.9 Configuration

2.2.9.1 Description

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

Send before the competition for each event in separate messages.

2.2.9.2 Header Values

The following table describes the message header attributes.

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



Source	SC @Source	Code indicating the system which generated the message.
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2.2.9.3 Trigger and Frequency

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

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

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

2.2.9.4 Message Structure

The following table defines the structure of the message.

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

2.2.9.5 Message Values

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



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

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

Sample (General)

```

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

```

2.2.9.6 Message Sort

There is no general message sorting rule.



2.2.10 Weather conditions

2.2.10.1 Description

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

2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (each course)
DocumentType	DT_WEATHER	Weather conditions
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the



	message.
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2.2.10.3 Trigger and Frequency

The message is sent

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

2.2.10.4 Message Structure

The following table defines the structure of the message.

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

2.2.10.5 Message Values

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



Codes	O	S(20)	Version of the Codes applicable to the message
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Element: Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

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

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

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

2.2.10.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

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

4 Document Control

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

File Reference: SOG-2020-SAL-2.5 APP

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version



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