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SOG-2020-CSP-ROW-2.6 APP

Olympic Data Feed



ODF Canoe Sprint and Rowing Data Dictionary

Tokyo 2020 – Games of the XXXII Olympiad

Technology and Information Department

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SOG-2020-CSP-ROW-2.6 APP

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1 Introduction

1.1 This document

This document includes the ODF Canoe Sprint and Rowing Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Canoe Sprint and Rowing.

1.2 Objective

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

Exceptional Situations

False Start

In case of false start, ScheduleStatus of the Unit remain RUNNING. A new version of DT_RESULT is triggered with the ExtendedInfo(Type=UI, Code=FALSE_START) indicating lane number and competitor id who caused the false start.

Message generation sequence in relation to false start case is the following:

- * Before the race:
 - DT_SCHEDULE (SCHEDULED)
- * Competitors on start positions
 - DT_SCHEDULE (GETTING_READY)
- * Start signal
 - DT_SCHEDULE (RUNNING)
- * False start signal sounds
 - DT_RESULT (LIVE)
 - ExtendedInfo(Type=UI, Code=FALSE_START, Pos<omitted>)= "Y"
- * Boat caused false start marked
 - DT_RESULT (LIVE)
 - ExtendedInfo(Type=UI, Code=FALSE_START, Pos=<false start lane number>)= "Y"
- * Race re-start normally
 - DT_RESULT (LIVE)
 - ExtendedInfo/Type=UI, Code=FALSE_START, REMOVED

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

- 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



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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_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_L K	Press Photofinish	
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Weather conditions	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLIN E	Medallists by discipline	
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
	LocalFamilyName
	LocalGivenName
	Gender
	Organisation
	BirthDate
	Height
	Weight
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	Current
	OlympicSolidarity
	ModificationIndicator
	Discipline (1,1)



Code	
IFld	
RegisteredEvent (0..N)	
Event	
Bib	
Class	
Substitute	
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 ()

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

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation)



			<p>will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<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	CC @ParticStatus	<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	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. "-" may be used where the data is 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)	<p>'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only</p> <p>N-New participant (in the case that this information comes as a late entry) U-Update participant</p> <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>
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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: 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
Bib	O	S(4)	<p>Bib number, only available in the UPDATE message.</p> <p>Only required in canoe sprint and in the case of Current="true".</p>
Class	O	CC @SportClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Sports



Substitute	O	S(1)	Send "Y" if substitute else do not send.
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Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type		Code	Pos	Description
ENTRY		BOAT	N/A	Element Expected: In the Olympic Games this is only used in CSP.
	Attribute	M/O	Value	Description
	Value	O	S(8)	Boat name In CSP in the Olympic Games it is in the form NOC.
ENTRY		POSITION	N/A	Element Expected: As soon as this information is available. (this information can be sent in both messages) Just for teams events
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Crew Position. Send the code for the position

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.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any 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



		<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.

2.2.2.3 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)			



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's name.



TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
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	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

In the case of current teams the number of athletes is 2 or more.

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	M	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
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ENTRY	BOAT	N/A	Element Expected: In the Olympic Games this is only used in CSP.
Attribute	M/O	Value	Description
Value	M	S(8)	Boat name In CSP in the Olympic Games it is in the form NOC.

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.

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.

2.2.3.2 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	Not used	Not used
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	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) UNCONFIRMED 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	<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.

2.2.3.3 Trigger and Frequency

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

- * As soon as the start list is available and any changes [inc. IRMs] (START_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

- * When the competition starts and all changes/additions in data (LIVE)

The message is also sent with ResultStatus 'UNCONFIRMED' when the competition finishes.

- * While reading and sending the photofinish data
- * When the finish judge raised the red flag

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.

- * After the race is finished (UNOFFICIAL / OFFICIAL)

Trigger also after any change.

2.2.3.4 Message Structure

The following table defines the structure of the message.

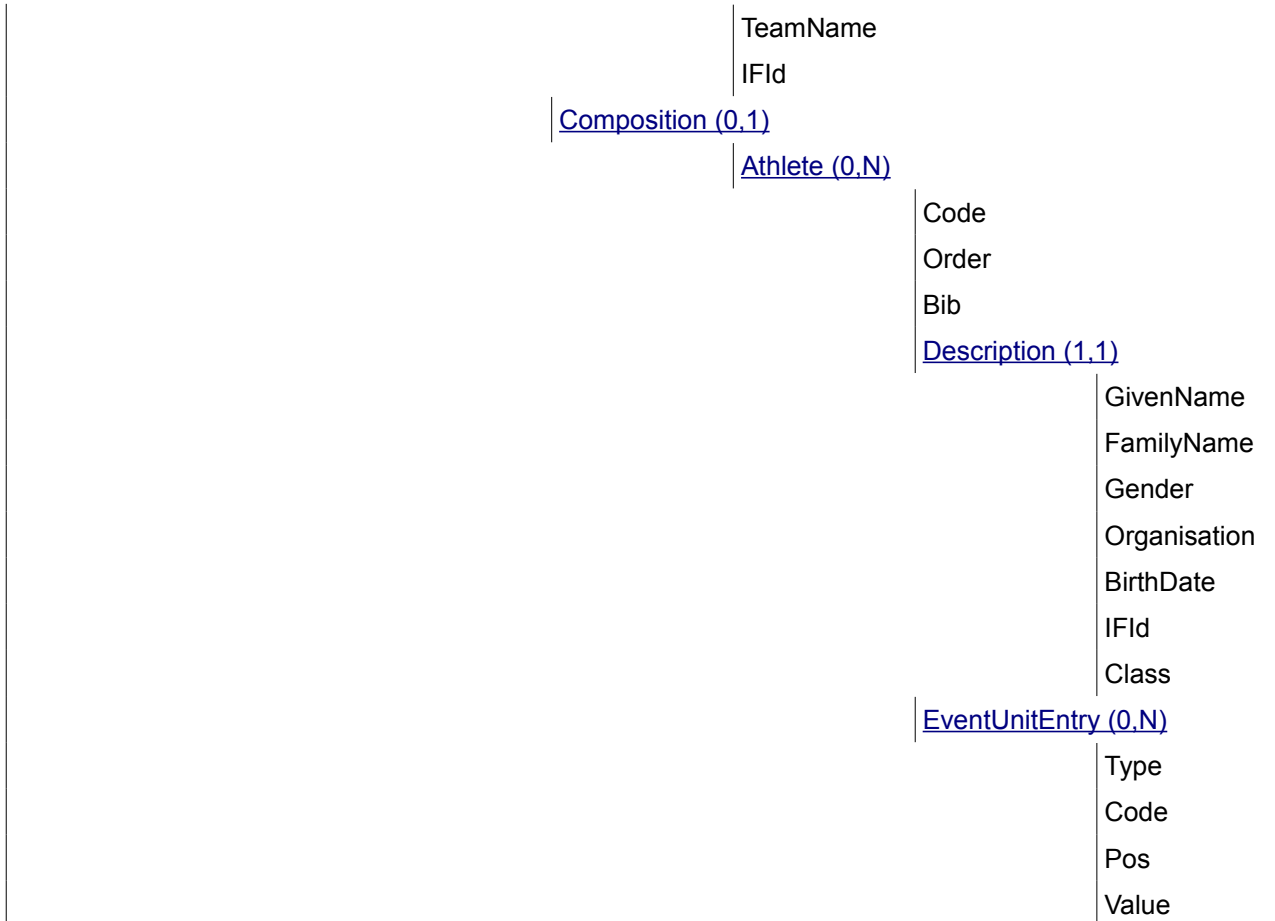
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0.1)						



Gen	
Sport	
Codes	
<u>ExtendedInfos (0,1)</u>	
	<u>UnitDateTime (0,1)</u>
	StartDate
	<u>ExtendedInfo (0,N)</u>
	Type
	Code
	Pos
	Value
	<u>SportDescription (0,1)</u>
	DisciplineName
	EventName
	Gender
	SubEventName
	UnitNum
	<u>VenueDescription (0,1)</u>
	Venue
	VenueName
	Location
	LocationName
<u>Officials (0,1)</u>	
	<u>Official (1,N)</u>
	Code
	Function
	Order
	<u>Description (1,1)</u>
	GivenName
	FamilyName
	Gender
	Organisation
	IFld



Result (1,N)	
	Rank
	RankEqual
	Result
	Unchecked
	IRM
	QualificationMark
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
ExtendedResults (0,1)	
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Rank
	RankEqual
	SortOrder
	Diff
RecordIndicators (0,1)	
	RecordIndicator (1,N)
	Order
	Code
	RecordType
	Equalled
Competitor (1,1)	
	Code
	Type
	Organisation
	Description (0,1)



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 and time. Do not include until unit



			starts
--	--	--	--------

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Send 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 and UNOFFICIAL.Send all changes since last message (usually one only).	
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the competitor ID of the last competitor to pass the intermediate point @Pos
DISPLAY	LEADER	Numeric 0	Pos Description: Send INTERMEDIATE @Pos. Element Expected: When available and only when the unit is LIVE.	
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the competitor ID of the leader at the intermediate point in @Pos (In case of Photo-finish for Leader, @Pos will be received for the last intermediate point, but @Value will remain empty till Leader ID is known)
UI	FLAG_RED	N/A	Element Expected: When applicable	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Use when the race is in Red Flag's status. Send "Y" if applicable else do not send.
UI	FALSE_START	Numeric 0	Pos Description: Lane number which caused the false start	



				Element Expected: When a false start occurred. Remove when race restarted normally after a false start
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" when a false start occurred. If the boat caused the false start is identified with a time gap after the false start signal sounds then this attribute is sent twice. When false start signal sounds without Pos and when the boat caused the false start is marked with Pos containing lane number
UI		LINEPOS	Numeric 0	Pos Description: Values from 1 to n. Use each position for each kind of qualification. (example: Pos 1 for Qualified for Final, Pos 2 for Qualified for Repechage). Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Is the Index, after which a line would be drawn to indicate qualifiers highest possible progression. This attribute indicates the Rank of the last qualified with these conditions. (example with progression "1st to Final A; 2nd - 4th to Semi-final; rest out" Pos =1 - Value = 1 Pos =2 - Value = 4)
UI		PROVISIONAL	N/A	Element Expected: When applicable in Canoe Sprint
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" for Provisional Start List else do not send.

Sample (ExtendInfo)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="UI" Code="LINEPOS" Pos="1" Value="6" />
  <ExtendedInfo Type="DISPLAY" Code="LEADER" Pos="2" Value="2315322" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="2" Value="2111355" />
  ....
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(15)	Race Number

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: Officials /Official (1,N)			
Only expected in Canoe Sprint			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function. Can be different from the function sent in the DT_PARTIC message.



Order	M	Numeric #0	Official's order as appropriate.
-------	---	------------	----------------------------------

Element: Officials /Official /Description (1,1)

Officials extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

Sample (Officials)

```

<Officials>
....
    <Official Code="7350035" Order="2" Function="OFFIC" >
        <Description      GivenName="Alexander"      FamilyName="Zverkov"      Gender="M"
Organisation="RUS"/>
    </Official>
    <Official Code="7350063" Order="3" Function="JU" >
        <Description      GivenName="Artur"      FamilyName="Bazaev"      Gender="M"
Organisation="RUS" />
    </Official>
....
</Officials>

```

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. Rank still applies in the case of BUW (in ROW)
RankEqual	O	S(1)	Identifies if a rank has been equalled (Y). Only send if applicable
Result	O	m:ss.ff (ROW) or m:ss.fff (CSP)	The result of the competitor in the event unit. Send just in the case @ResultType is Time. Time is not included in the case of BUW (in ROW)
Unchecked	O	S(1)	Send "Y" where a result value which needs to be validated. For example, by reading photo to



			change from transponder times. Do not send unless ="Y"
IRM	O	SC @IRM	IRM for the unit if applicable. Send just in the case @ResultType is IRM. (including BUW)
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition. Do not send for final.
SortOrder	M	Numeric	Used to sort all the results of an event unit This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Before the race start of any event unit this will be the same as the StartSortOrder and is used as the primary sort. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not. After the first split data arrives, Results are sorted by split rank. For those athletes without rank (first split) then the sort is the same as before the race, but following athletes with split rank. At the end Results are sorted by Rank. 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. Athletes with an IRM result will be grouped separately in the order defined by the international federation.
StartOrder	O	Numeric	The Lane number/Boat number (Competitor's start order). The lanes may be reallocated if the weather creates unfair or unrowable conditions. In normal conditions this is the lane number, in time trial it is the order in which the boats start.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules



ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+m:ss.ff (ROW) or +m:ss.fff (CSP)	Display the time behind the leader. (not sent for leader in ROW). Sent with + unless leader

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		BOAT_STATUS	N/A	Element Expected: Always during time trial
	Attribute	M/O	Value	Description
	Value	M	SC @CompetitorStatus	Boat status. (Time Trial only)
ER		BOAT	N/A	Element Expected: Always in CSP, including in start list.
	Attribute	M/O	Value	Description
	Value	M	String	Send the boat name, in CSP in the Olympic Games it is in the form NOC.
ER		CURRENT	N/A	Element Expected: Always when LIVE
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Intermediate point the competitor has most recently passed If the competitor has an IRM: 1. In case the DNS, False Start or the athlete has an IRM before he crosses the first intermediate point: send 0. 2. In other cases, send the Intermediate point that he has crossed most recently.
ER		FALSE_START	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Number of false starts made else do not send.
ER		FLAG_RED	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if there is a red flag for this



				lane/result
ER		RERACE	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if this competitor is involved in a re-race
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	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.
ER		YC_NUM	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Number of yellow cards received
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the competition has taken place (1,2..F) Element Expected: Always after the first intermediate
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff or m:ss.fff (CSP at finish)	Cumulative time at the intermediate point (Don't sent any intermediate time in case of DNF or DSQ)



	Rank	O	Text	Send the rank of the boat at the intermediate point
	RankEqual	O	Y	Send "Y" where Rank at this intermediate point is equalled else not sent.
	SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this intermediate point) Send the order of the boat at the corresponding intermediate point
	Diff	O	+m:ss.ff +m:ss.fff (CSP at finish)	Time behind leader at this ExtendedResult Send the time behind the leader at the corresponding intermediate point including finish. In ROW not sent for leader In CSP send for leader 0.00/0.000 (0.000 at finish) Sent with + unless leader
PROGRESS	SECTION		S(2)	Pos Description: The code that identifies the section. Section 1 is start to first intermediate, Section 2 is from Intermediate 1 to Intermediate 2 etc. to F which is the last intermediate to the finish line) The value is the end point of the section and from the previous intermediate. Element Expected: If applicable, starting with Section 2 (as intermediate 1 and section 1 are the same)
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff or m:ss.fff (CSP at finish)	Time for that Intermediate point (not send for the first intermediate point)
	Rank	O	Text	Send the rank of the boat in the Section
	RankEqual	O	Y	Send "Y" where Rank at this Section is equalled else not sent.
	SortOrder	M	Numeric	Similar to rank but considering all



				<p>competitors (those with IRM or no rank at this section)</p> <p>Send the order of the boat in the corresponding section</p>
--	--	--	--	---

Sample (Rowing)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="2:52.505" QualificationMark="QFA">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="CURRENT" Value="F" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="40.76"
Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="1:24.07"
Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="2:07.75"
Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F"
Value="2:52.505" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="43.31"
Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="43.68"
Rank="4" SortOrder="4" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="44.750"
Rank="3" SortOrder="3" />
  </ExtendedResults>
```

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

Result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OB"). Must always send the highest or most relevant record type. For example if WB and OB then send WB.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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 or TBD	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
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.
IFId	O	S(16)	International Federation ID

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	1 if Competitor @Type="A". 1-9 for a team
Bib	O	S(4)	Bib number (Canoe Sprint)

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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

Individual athletes entry information.

Type	Code	Pos	Description
------	------	-----	-------------



EUE	POSITION	N/A	Element Expected: As soon as this information is available Not for single events	
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Send the code for the position or the athlete in the boat.

Sample (Competitor)

```
<Competitor Type="T" Code="ROWMCOXED8--ROU01" Organisation="ROU" >
  <Description TeamName="Romania" >
    <Composition>
      <Athlete Code="1051765" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="ROU" BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="1" />
      </Athlete>
      <Athlete Code="1051729" Order="2" >
        <Description GivenName="Barry" FamilyName="Smith" Gender="M"
Organisation="ROU" BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="2" />
      </Athlete>
    </Composition>
  </Competitor>
```

2.2.3.6 Message Sort

Sort by Result @SortOrder



2.2.4 Current Information

2.2.4.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information during a race.

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



		the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

Every time new or updated data is received but not more frequently than 5 seconds during the race.

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
Competition (0,1)	Gen Sport Codes ExtendedInfos (0,1)	ExtendedInfo (1,N)	Type Code Pos Value	
	Result (0,N)	SortOrder StartSortOrder ExtendedResults (0,1)	ExtendedResult (1,N)	Type Code Pos Value Diff Speed
		Competitor (1,N)	Code Type	



Organisation

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 /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	RT_OFF	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	S(1)
			Send "Y" when the RT systems is disabled.
UI	DIST_LEADER	N/A	Element Expected: If RT system is operational
	Attribute	M/O	Value
	Value	M	Numeric #####0
			Distance in metres from the start of the race for the leader.
UI	DIST_LEADER_FINISH	N/A	Element Expected: If RT system is operational
	Attribute	M/O	Value
	Value	M	Numeric #####0
			Distance in metres to the finish of the race for the leader.

Element: Result (0,N)			
Attribute	M/O	Value	Description
SortOrder	M	Numeric	Used to sort all the results of an event unit
			This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties



			as well as results without rank. Before the race start of any event unit this will be the same as the StartSortOrder and is used as the primary sort.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		RATE	N/A	Element Expected: If data available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Stroke Rate of the competitor
	Diff	O	Numeric ###0	Distance behind the leader in metres
	Speed	O	Numeric #0.0	Boat speed in metres/sec
ER		DIST	N/A	Element Expected: Always if RT system in use
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Distance in metres from the start of the race
ER		DIST_FINISH	N/A	Element Expected: Always if RT system in use
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Distance in metres from the start of the race
ER		SPEED_KMH	N/A	Element Expected: Always if RT system in use
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Boat speed in km/h

Element: Result /Competitor (1,N)				
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 or TBD	
Type	M	S(1)	A for athlete, T for team
Organisation	M	CC @Organisation	Competitor's organisation

Sample (Current)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="DIST_LEADER" Value="125" />
</ExtendedInfos>
<Result SortOrder="1" StartSortOrder="4">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RATE" Value="65" Speed="4.6" Diff="0" />
  </ExtendedResults>
  <Competitor Code="1124869" Type="T" Organisation="NZL" />
</Result>
<Result SortOrder="2" StartSortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RATE" Value="62" Speed="4.5" Diff="9" />
  </ExtendedResults>
  <Competitor Code="1124869" Type="T" Organisation="GER" />
</Result>
```

2.2.4.6 Message Sort

Sort by Result @SortOrder.

2.2.5 Image

2.2.5.1 Description

The 'Image message' is a message containing an image or images file(s) in .jpg or .png format encapsulated in a XML message.

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	Full RSC	
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at 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

Trigger when image available and after any change.

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					
		Result (0,N)					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			Competitor (1,1)				
				Code			
				Type			
				Organisation			
				Description (0,1)			
					TeamName		
				Composition (0,1)			
					Athlete (1,N)		
						Code	



	Order Bib Description (1,1) GivenName FamilyName e
ImageData (1,1) -	

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: Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor
StartOrder	O	S(4)	Start or lane position



SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors in the image.
-----------	---	---------	---

Element: Competition /Image /Result /Competitor (1,1)

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	O	S(1)	A for athlete or T for team. If it is possible to send the type it should be included.
Organisation	O	CC @Organisation	Competitor's organisation

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

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

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)

Only sent in the case of individual events. Team members are not sent in team events.

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
Bib	O	S(4)	Bib (Canoe Sprint)

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

Element: Competition /Image /ImageData (1,1)

Attribute	M/O	Value	Description
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-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)
---	---	-----------	---

Sample (Image)

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >  
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >  
    <Competitor Code="1234567" Type="T" Organisation="GBR" >  
      <Description TeamName="Great Britain"/>  
    </Competitor>  
  </Result>  
  <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >  
    <Competitor Code="1234444" Type="T" Organisation="ESP" >  
      <Description TeamName="Spain"/>  
    </Competitor>  
  </Result>  
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>  
</Image>
```

2.2.5.6 Message Sort

Sort by Competition /Image /Pos and SortOrder within image.

2.2.6 Records

2.2.6.1 Description

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

Special Situations - Not Established Records:

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

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC of the Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a



		<p>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.

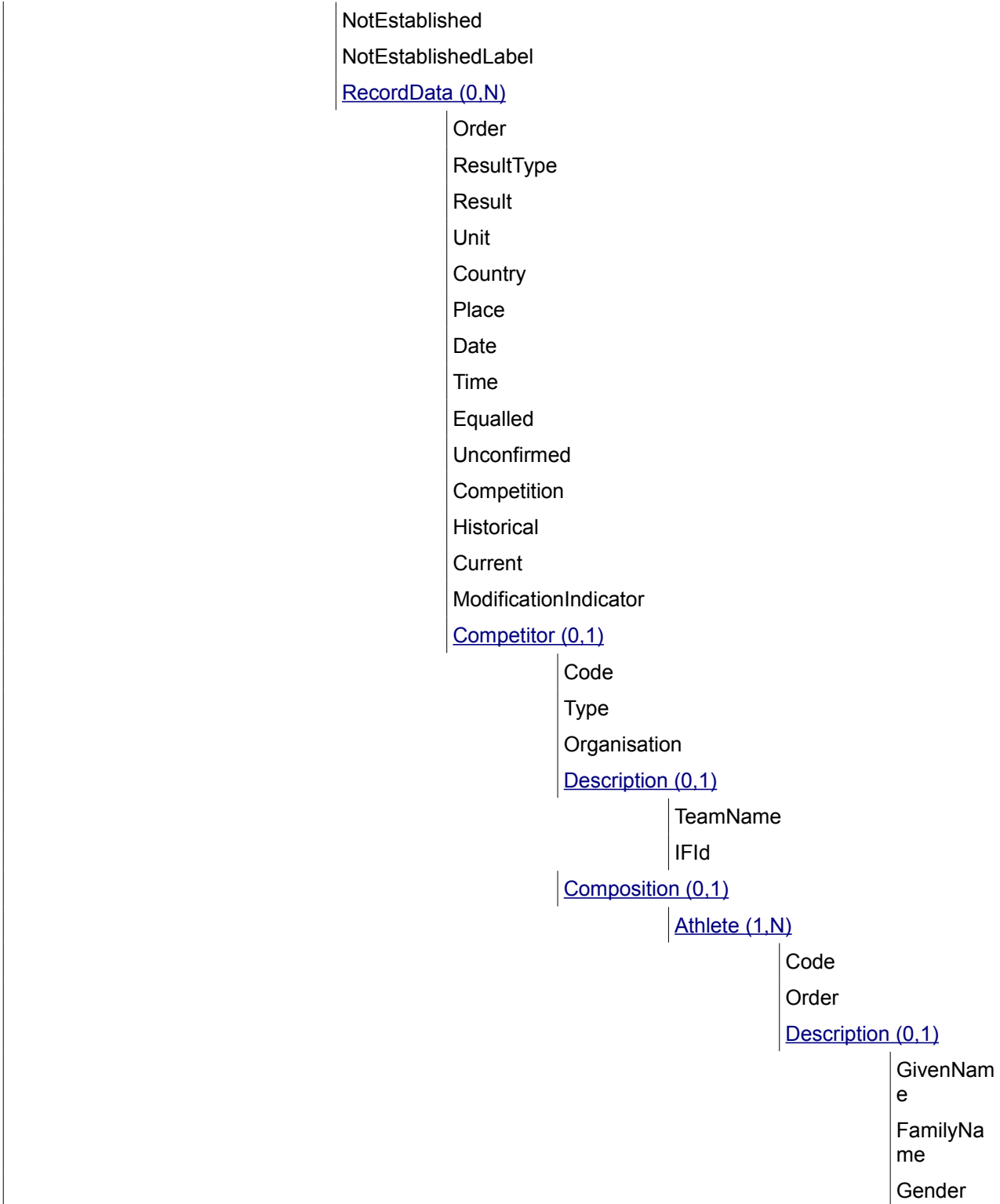
2.2.6.3 Trigger and Frequency

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

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	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
	Record (1,N)							
		Code						
		Description (1,1)						
			Name					
		RecordType (1,N)						
			Order					
			RecordType					
			Shared					





	Organisati on BirthDate IFId Class
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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 /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

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

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

Element: Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1



		#0	to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

Element: Record /RecordType /RecordData (0,N)

RecordData is not sent for NotEstablished Records unless a "standard" applies

Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	Result type, either time, distance or points for the corresponding event unit
Result	M	m:ss.fff (CSP) or m:ss.ff (ROW)	The result of the competitor for the record.
Unit	O	CC @Unit	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current



			competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Unconfirmed	O	S(1)	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

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

Competitor to whom the record is assigned.

Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"T" for team "A" for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known



Element: Record /RecordType /RecordData /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available.

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

2.2.6.6 Message Sort

The following order applies:

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

2.2.7 Event Final Ranking

2.2.7.1 Description

The event final ranking is a message containing the competitor final results and ranking at the completion of one particular event.

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

2.2.7.2 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.

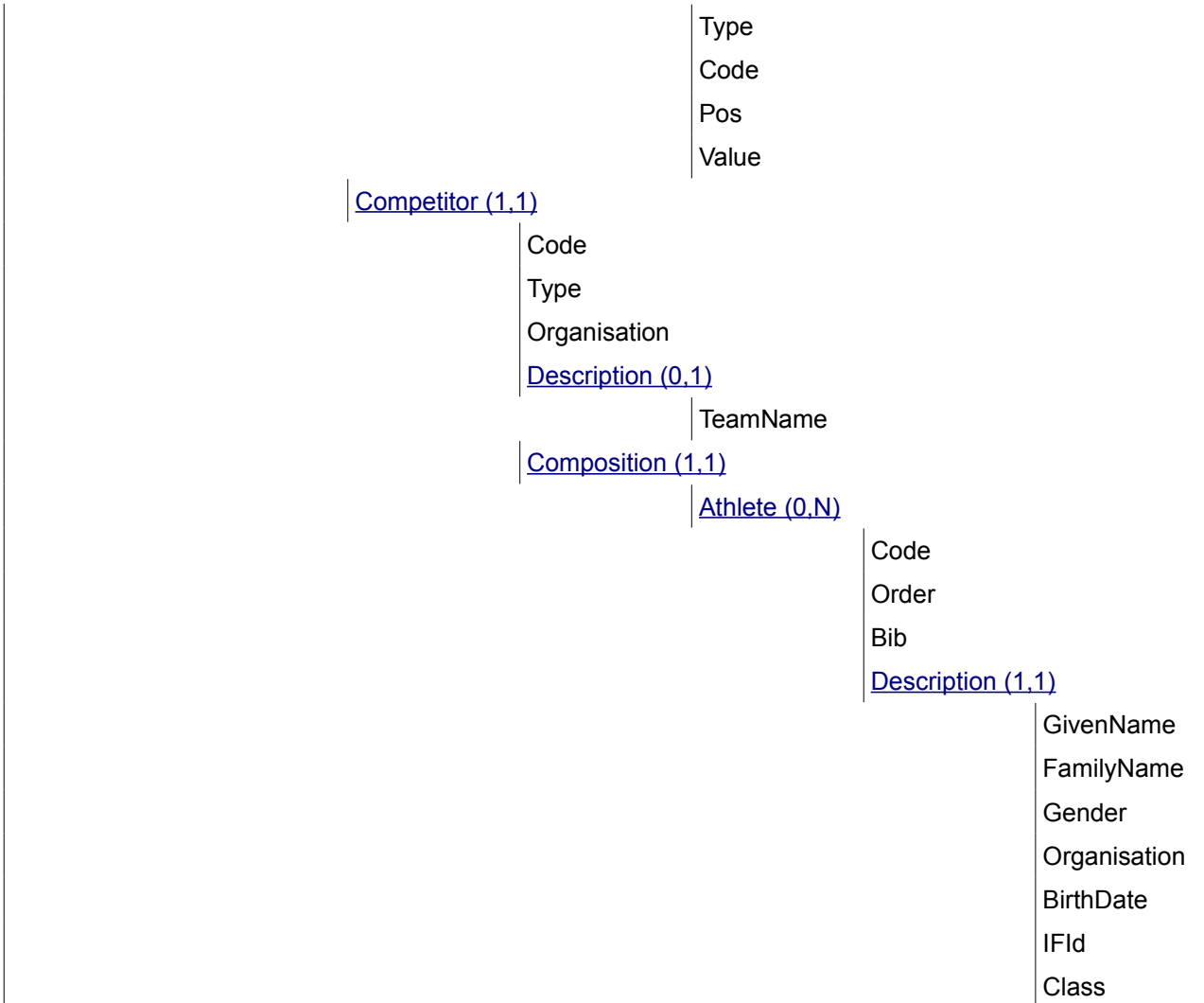
2.2.7.3 Trigger and Frequency

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



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	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	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	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	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	SC @ResultType	Type of the @Result attribute, either time or IRM for the corresponding event unit. In canoe sprint the values can be IRM or Time In rowing the only possible value is IRM, do not send if not IRM.
Result	O	m:ss.fff	Result for the highest event unit reached in the case of canoe sprint (do not send in rowing).
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. If known rank: sort by rank, NOC. If no rank: sort DNF, DNS, EXL, DSQ.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
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Type	Code	Pos	Description
ER	IDX_HEAT	N/A	Element Expected: When applicable in Canoe Sprint
	Attribute	M/O	Value
	Value	M	Numeric #0
ER	IDX_SEMIFINAL	N/A	Element Expected: When applicable in Canoe Sprint
	Attribute	M/O	Value
	Value	M	Numeric #0
ER	IDX_QFNL	N/A	Element Expected: When available in Canoe Sprint
	Attribute	M/O	Value
	Value	M	Numeric #0
ER	BOAT	N/A	Element Expected: Always in CSP.
	Attribute	M/O	Value
	Value	M	String
			Send the boat name, in CSP in the Olympic Games it is in the form NOC.

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, T for team
Organisation	O	CC @Organisation	Competitor's organisation if known

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

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	Order attribute Send 1 when Competitor @Type="A"
Bib	O	S(4)	Bib (Canoe Sprint)

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g. Paralympic Games).

2.2.7.6 Message Sort

Sort by Result @SortOrder

2.2.8 Configuration

2.2.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

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	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	SC @Source	Code indicating the system which generated the



	message.
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2.2.8.3 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 phase must be provided before the start list. If there is a change then DT_RESULT must be sent immediately afterward.

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
Competition (0,1)	Gen Sport Codes Configs (1,1)	Config (1,N)	Unit ExtendedConfig (1,N)	Type Code Pos Value ExtendedConfigItem (0,N)	Code Pos Value

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

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	DISTANCE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Send the total distance for the race in m.
EC	INTERMEDIATE	S(2)	Pos Description: Send the number that identifies the intermediate point, from 1, 2 .. to F. Where 1 is the first intermediate point and F is the finish. Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Send distance in metres at this intermediate point.
EC	INTERMEDIATES_NUM	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of intermediate points including the finish.
EC	LANE_MAX	N/A	Element Expected: Send the normal maximum lane number. Do not send in the case of Time Trial as all competitors should be displayed without blanks	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Max number of highest lane used.
EC	LANE_MIN	N/A	Element Expected: Send the normal minimum lane number (usually will be 1 or 0). Do not send in the case of Time Trial as	



				all competitors should be displayed without blanks.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Min number of lower lane used.
EC		RACE_CODE	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	String	The Unit Code is the value used to identify the race and the phase. Is a code with a letter, related with the current phase, and the number/letter race: "H1", "H2", "SF1", "FA"..." H - Heats QF - Quarterfinal SF - Semifinal F - Final
EC		SECTION	S(2)	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and F. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between Point n-1 and n)., from 1 to F for all the sections. The value is the end point intermediate code. Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Send distance in m.
EC		TIMETRIAL	N/A	Element Expected: When applicable, at Unit Level
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the race is held as time trial else do not send.
QUALIFICATION		FROM_RANK	S(1)	Pos Description: Send A, B etc. if this rule is applying for Final A or Final B etc. If a single final then do not send. Element Expected:



				When applicable
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify	
QUALIFICATION	TO_RANK	S(1)	Pos Description: Send A, B etc. if this rule is applying for Final A or Final B etc. If a single final then do not send. Element Expected: When applicable	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify	
QUALIFICATION	QUAL_BT	N/A	Element Expected: When some competitors qualify by time.	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the number of competitors who will qualify by time.	
QUALIFICATION	QUAL_RULE	N/A	Element Expected: When applicable	
Attribute	M/O	Value	Description	
Value	M	String	Progression rule text (long version).	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem				
Expected: When applicable, at Unit level				
Attribute	Value	Description		
Code	SHORT_VER			
Pos	N/A			
Value	String	Progression rule text (short version).		

Sample (Config)



```
<Config Unit=" ROWMCOXED8-----FNL-000100--">
  <ExtendedConfig Type="EC" Code="RACE_CODE" Value="FA" />
  <ExtendedConfig Type="EC" Code="DISTANCE" Value="2000" />
  <ExtendedConfig Type="EC" Code="LANE_MIN" Value="1" />
  <ExtendedConfig Type="EC" Code="LANE_MAX" Value="8" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="500" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="1000" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="1500" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="2000" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />
  <ExtendedConfig Type="EC" Code="SECTION" Pos="1" Value="500" />
  <ExtendedConfig Type="EC" Code="SECTION" Pos="2" Value="500" />
  <ExtendedConfig Type="EC" Code="SECTION" Pos="3" Value="500" />
  <ExtendedConfig Type="EC" Code="SECTION" Pos="F" Value="500" />
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="1-3 semi-final, Rest
out">
    <ExtendedConfigItem Code="SHORT_VER" Value="1-3 SF, Rest out" />
  </ExtendedConfig>
</Config>
```

2.2.8.6 Message Sort

There is no general message sorting rule.

2.2.9 Weather conditions

2.2.9.1 Description

The Event Unit Weather Conditions is a message containing the weather conditions in the venue.

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



Source	SC @Source	Code indicating the system which generated the message.
--------	----------------------------	---

2.2.9.3 Trigger and Frequency

The message is sent

* once per session (approximately 30 minutes before start of session)

* when conditions change significantly during the session

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 Weather (1,1)	Date Conditions (1,N)	Code Humidity Wind_Direction Temperature (0,N)	Code Unit Value
			Wind (0,N)	Code Unit 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: 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	SC @WeatherPoint	GEN for general, because this information will only be measured generally.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

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, WATER	Air, water 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 '+')

Element: Weather /Conditions /Wind (0,N)

Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	SC @WindUnit	Metric system unit for Wind
Value	M	Numeric ##0.0	Wind speed value without plus or minus symbol

2.2.9.6 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	23 June 2017	First version
V1.1	13 July 2017	Updated
V1.2	21 Dec 2017	Updated with Omega Feedback
V1.3	20 Feb 2018	Updated
V1.4	22 Apr 2018	Update
V2.0	8 August 2018	Updated
V2.1	7 September 2018	Updated
V2.2	25 September 2018	Updated
V2.3	24 January 2019	Updated
V2.4	30 May 2019	Updated
V2.5	14 August 2019	Updated
V2.6	11 Nov 2019	Updated with CRs

File Reference: SOG-2020-CSP-ROW-2.6 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version



V1.1	SFA	DT_CONFIG: Update intermediates for consistency (use INTERMEDIATES_NUM and include F)
V1.2	SFA	DT_RESULT: Added competitor IFId, made some points clearer DT_RESULT: Removed QUAL_UNIT DT_PHASE_RESULT: Simplified ExtendedResults DT_CONFIG: Added Time Trial, corrected typo in sample
V1.3	SFA	DT_RESULT: Updated handling of Diff to follow ORIS DT_CURRENT: Added distance to end for leader. DT_RANKING: Added IDX_QFNL if there is a possibility of quarterfinals, no impact if not used DT_CONFIG: Added QF at RACE_CODE if there is a possibility of quarterfinals, no impact if not used
V1.4	SFA	DT_CONFIG: Modification or qualification to be consistent across sports
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16537: Move LAST_UNIT to ExtendedInfos/Progress in phase results CR 16671: Add TVFamilyName in DT_PARTIC message.
V2.1	SFA	DT_PARTIC & DT_PARTIC_TEAMS: Updated ENTRY/BOAT DT_RESULTS/DT_PHASE_RESULTS/DT_RANKING: Add ExtendedResults ER/BOAT
V2.2	APP	DT_CURRENT: Add distance to start and finish for all competitors DT_RESULT: Add re-race/re-row indicator
V2.3	APP	CR16914: Change DT_WEATHER message to venue level. Remove ValueType throughout for standardization
V2.4	APP	DT_RESULT: ExtendedInfo Type=DISPLAY/ LAST_COMP: Update to also send UNOFFICIAL DT_RESULT: ExtendedInfo/Type=UI, Code=FALSE_START added to send false start indicator and lane number. Exceptional Situations added to describe message and ScheduleStatus, ResultStatus sequence in case of a false start DT_RESULT: ExtendedResult Type=ER/PHOTO. "E" status added in Value for when photofinish is evaluated. Description text updated for clarity DT_RESULT: Result @Unchecked attribute added for to indicate that time is still non-photo time and validation through photofinish is still pending DT_RESULT: triggering text for Unconfirmed updated to use ORIS terminology DT_RESULT: Update StartOrder @Result to clarify the value in time trial format. DT_CURRENT: Add boat speed in km/h DT_RESULT: Add + in time behind leader DT_RESULT: Clarify what to send for BUW DT_CONFIG: Do not send min/max lane in time trial DT_PHASE_RESULT: Message removed CR16640: Add ODF Version @Competition
V2.5	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N
V2.6	APP	CR18354: DT_CURRENT: Update triggering CR18418: Update all references of BOAT to only send NOC