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SOG-2020-SWM-2.5 APP

Olympic Data Feed



ODF Swimming Data Dictionary
Tokyo 2020 – Games of the XXXII Olympiad
Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_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_PHASE_RESULT	Phase Results	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	



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DT_KA	Keep Alive	
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2.2 Messages

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

2.2.1.1 Description

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

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

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

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	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	
IFId	
RegisteredEvent (0..N)	
Event	
Class	
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-SWM-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</p>



			<p>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)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only



			<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>
--	--	--	--

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	Full RSC of the Discipline
IFId	O	S(16)	Federation 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
Class	O	CC @SportClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Swimming. Send only in the Case of Current="true".

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
	QUAL_BEST	N/A	Element Expected:



ENTRY				As soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	mm:ss.ff	Athlete's Qualifying Time.
ENTRY		QUAL_DATE	N/A	Element Expected: As soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	YYYY-MM-DD	Date of Athlete's Qualification
ENTRY		QUAL_COMP	N/A	Element Expected: As soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	S(25)	Name of the qualification competition.
ENTRY		QUAL_CITY	N/A	Element Expected: As soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	S(25)	City (Location) of Athlete's Qualification Where country is USA/CAN or AUS include the state code here in addition to the city.
ENTRY		QUAL_COUNTRY	N/A	Element Expected: As soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	CC @Country	Country code of the Athlete's Qualification city (location)
ENTRY		QUAL_TYPE	N/A	Element Expected: As soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value	Description



	Value	M	SC @QualifyingType	Qualification tournament code.
ENTRY		EXCEPTION_CODE	N/A	Element Expected: If applicable in Para Swimming (Individual and Relay events).
	Attribute	M/O	Value	Description
	Value	M	S(10)	Swimmer exception code.

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

The List of teams message contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

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 (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	<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.

2.2.2.3 Trigger and Frequency

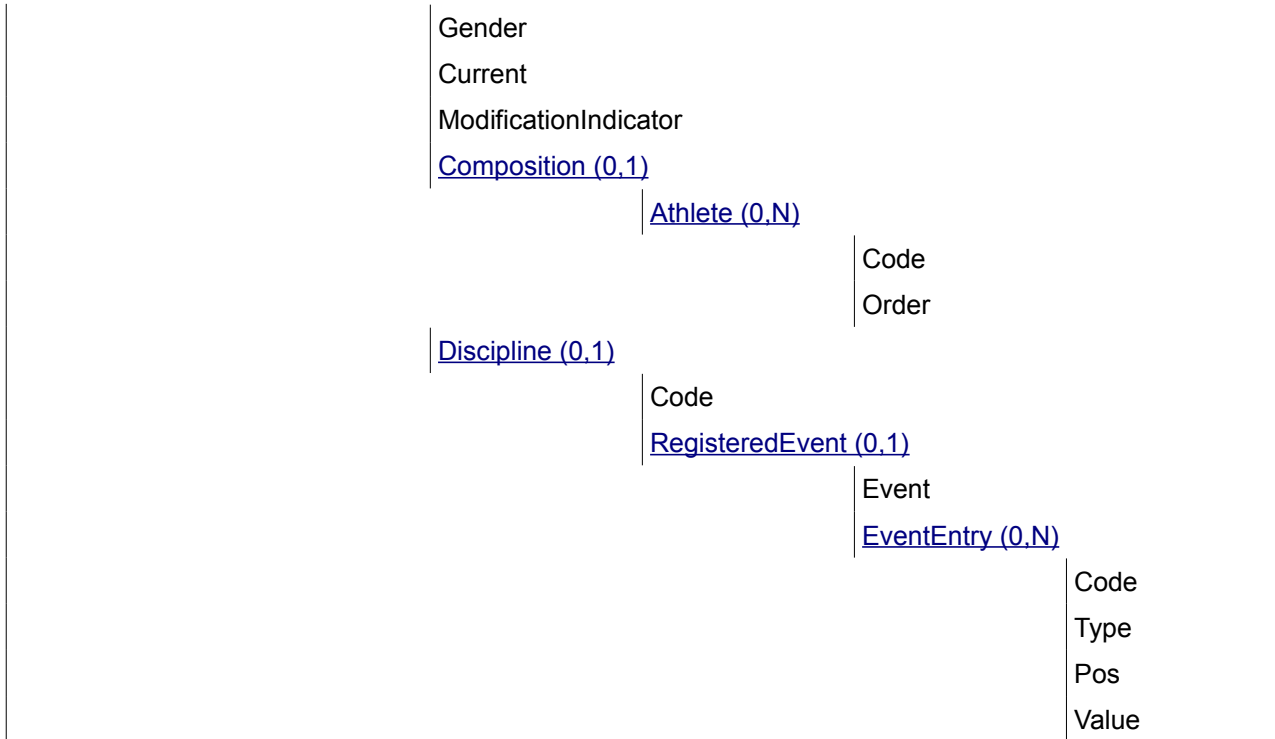
The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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			



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.



			<p>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.</p> <p>Required in the case of current teams.</p>
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	<p>Athlete's ID of the listed team's member.</p> <p>Therefore, he/she makes part of the team's composition.</p>
Order	O	Numeric	Team member order

Element: Team /Discipline (0,1)

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	CC @Discipline	Full RSC of the Discipline
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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)

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	QUAL_BEST	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	mm:ss.ff Team's Qualifying Time.
ENTRY	QUAL_DATE	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	YYYY-MM-DD Date of Team's Qualification.
ENTRY	QUAL_COMP	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value
	Value	M	S(25) Name of the qualification competition.
ENTRY	QUAL_CITY	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	S(25) City (Location) of Team's Qualification Where country is USA/CAN or AUS



				include the state code here in addition to the city.
ENTRY		QUAL_COUNTRY	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	CC @Country	Country ID of the Team's Qualification city (location).

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	Sent according to the ODF Common Codes document (header values) with one message per unit.
DocumentSubcode	N/A	Not used in SWM
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in SWM
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 LIVE (used during the competition when nothing else applies) UNCONFIRMED (if results cannot immediately be unofficial) UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical



		<p>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 start list (inc. IRMs) is available and any changes to the information.

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

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 (UNCONFIRMED may be used before UNOFFICIAL depending on sport preference).

Trigger also after any change.

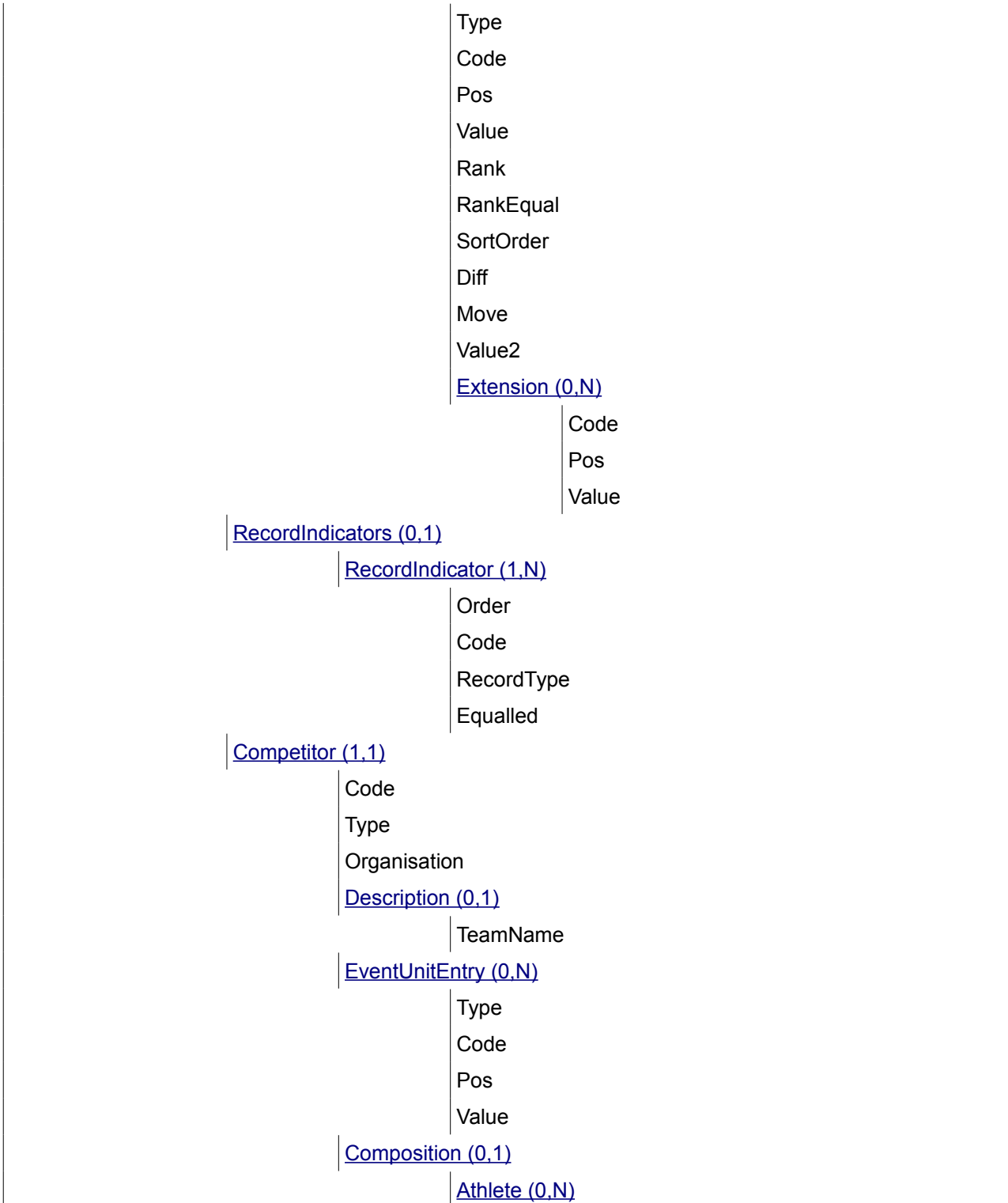
2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						



	StartDate
ExtendedInfo (0,N)	
	Type
	Code
	Pos
	Value
	Extension (0,N)
	Code
	Pos
	Value
SportDescription (0,1)	
	DisciplineName
	EventName
	Gender
	SubEventName
	UnitNum
VenueDescription (0,1)	
	Venue
	VenueName
	Location
	LocationName
Result (1,N)	
	Rank
	RankEqual
	Result
	IRM
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
	ExtendedResults (0,1)
	ExtendedResult (1,N)





Code
Order
<u>Description (1,1)</u>
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
<u>EventUnitEntry (0,N)</u>
Type
Code
Pos
Value
<u>ExtendedResults (0,1)</u>
<u>ExtendedResult (1,N)</u>
Type
Code
Pos
Value
Rank
RankEqual
SortOrder
Value2
<u>Extension (0,N)</u>
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 and time. Do not include until unit has started.

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
DISPLAY	LEADER	S(2)	Pos Description: Send identifier of the intermediate point. Element Expected: For all events (except individual 50m) for each split except for the finish. Only when the unit is LIVE.
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes
	Description		
	Competitor's ID, to identify an athlete, for the leader at this split point.		
	Sub Element: ExtendedInfos /ExtendedInfo /Extension		
	Expected: When available		
	Attribute	Value	Description
	Code	DIFF_WC	
	Pos	N/A	
	Value	-/+s.ff	Time behind the WR (World Record) for leader at the intermediate point (+ for slower, - for faster).
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Sent INTERMEDIATE @Pos for the last intermediate passed by the most recent competitor(s) to pass any intermediate point. Element Expected:



Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to pass the intermediate point @Pos.

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(8)	Unit number (usually event number and the heat number, separated by a slash "/", e.g.: "034/01").

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 equaled (Y). Only send if applicable



Result	O	m:ss.ff	Total result for the particular event unit. Only send in the case @ResultType is TIME. Do not send m if no minutes apply.
IRM	O	SC @IRM	Invalid Result Mark for the event unit, in case it is assigned. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all the results of an event unit. Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. 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.
StartOrder	O	Numeric	Lane assignment of the competitor in the start list.
StartSortOrder	M	Numeric	Order by lane order starting from 1. Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	m:ss.ff	Time behind leader m:ss.ff or not sent for leader. Do not send m if no minutes apply.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	REACT_TIME	N/A	Element Expected: Always in Individual events.
	Attribute	M/O	Value
	Value	M	s.ff or -s.ff or S(3)
PROGRESS	INTERMEDIATE	S(2)	Pos Description: The identifier of the split point, from 1 to F (where 1 is the first intermediate and F is the finishing point).



Element Expected: All event units (except for single lap units).			
Attribute	M/O	Value	Description
Value	M	m:ss.ff	Time from the start of the race up to this split point. It is a cumulative result time. Do not send minutes if zeros.
Value2	O	ss.ff	Send the split time (from the previous intermediate point to current one). Not cumulative time. Don't send for the first split.
Rank	O	Text	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	M	Numeric #0	Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
Diff	O	m:ss.ff	Send the time behind the leader at the corresponding intermediate point. m:ss.ff or not sent for leader. Do not send minutes if zero.
Move	O	Numeric	Send the rank progression in the current intermediate compared to the previous intermediate (mass start events only) (i.e.: "2", "0", "-1", etc.)
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable (for Individual event units).			
Attribute	Value	Description	
Code	SPLIT_RECORD		
Pos	Numeric 0	Send "1" for the current Record or incremental (send "2") for the handling of Olympic record that is also an Area (Continental) record, etc.	
Value	CC @RecordType	Send the record broken at this split point (when	



		<p>swimmer's cumulative split time is a World or Olympic record respectively for Individual events, or a World, Olympic or Area/Continental record respectively for the first leg of the team in Relay events). If the cumulative time is an Olympic record, it may also be an Area (Continental) record; in this case send both extensions as needed.</p>
--	--	--

Sample (Individual)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="1:46.10" StartOrder="4" StartSortOrder="4"
>
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="REACT_TIME" Value="0.76" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="25.30" Rank="5"
Diff="0.39" SortOrder="5"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="52.26"
Value2="26.96" Rank="2" Diff="0.24" SortOrder="2" Move="3"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="1:19.54"
Value2="27.28" Rank="1" SortOrder="1" Move="1"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:46.10"
Value2="26.56" Rank="1" SortOrder="1" Move="0"/>
  </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 by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). Send all applicable.
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	Competitor's ID
Type	M	S(1)	T for team A for athlete



Organisation	O	CC @Organisation	Competitor's organisation
--------------	---	----------------------------------	---------------------------

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 /EventUnitEntry (0,N)

Only for relay event units.

Type	Code	Pos	Description
EUE	SUBSTITUTE	N/A	Element Expected: Always, as soon as this information is known (only for semifinal and final event units).
	Attribute	M/O	Value
	Value	M	S(1)
			Send "Y" if the team is a reserve for semifinal or final else do not send.
EUE	QUAL_TIME	N/A	Element Expected: Always, as soon as this information is known.
	Attribute	M/O	Value
	Value	M	m:ss.ff
			Qualifying Time of the Team. According to the phase it could be: the entry qualification time (for the heats), the result time for the phase in which the tied occurred (for a swim-off), or the result time from the previous phase (for final).

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	Order attribute used to sort team members in a team (if Competitor @Type="T"): 1-4 for relay events (swim order), or 1 if Competitor @Type="A".

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). This attribute is optional because it is not used in events without such athletes.

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	SUBSTITUTE	N/A	Element Expected: Always, as soon as this information is known (in Individual events, only for semifinal and final event units).	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the competitor is a reserve for semifinal or final else do not send.
EUE	QUAL_TIME	N/A	Element Expected: Always, as soon as this information is known (in Individual events).	
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Competitor's Qualifying Time. According to the phase it could be: the entry qualification time (for the heats), the result time for the phase in which the tied occurred (for a swim-off), or the result time from the previous phase (for semifinal and final).
EUE	EXCEPTION_CODE	N/A	Element Expected: If applicable in Para Swimming	



			(Individual and Relay events).
Attribute	M/O	Value	Description
Value	M	S(10)	Swimmer exception code.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Only for team members within a Relay.

Type	Code	Pos	Description
ER	REACT_TIME	N/A	Element Expected: All Relay events.
Attribute	M/O	Value	Description
Value	M	s.ff or -s.ff or S(3)	Reaction time for the athlete in the relay. When the ResultStatus is LIVE or UNOFFICIAL this can be "TBD" while the time is being verified.
ER	CURRENT	N/A	Element Expected: Only for Relay events (when LIVE).
Attribute	M/O	Value	Description
Value	M	S(1)	Send "Y" when this athlete is currently swimming else do not send.
PROGRESS	INTERMEDIATE	S(2)	Pos Description: The identifier of the split point, from 1 to F (where 1 is the first intermediate and F is the finishing point) for this athlete within the relay. Element Expected: All Relay events.
Attribute	M/O	Value	Description
Value	M	m:ss.ff	Time from the start of this leg. Is a cumulative result time. Do not send minutes if zeros.
Value2	O	ss.ff	Send the split time (from the previous intermediate point to current one). Not cumulative time (lap time for athlete). Don't send for the first split of the athlete.



Rank	O	Text	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	M	Numeric #0	Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension			
Expected: If applicable (for first leg of relay only)			
Attribute	Value	Description	
Code	SPLIT_RECORD		
Pos	Numeric #	Send "1" for the current Record or incremental (send "2") for the handling of Olympic record that is also an Area (Continental) record.	
Value	CC @RecordType	Send the record broken at this split point (when swimmer's cumulative split time is a World or Olympic record respectively for Individual events, or a World, Olympic or Area/Continental record respectively for the first leg of the team in Relay events). If the cumulative time is an Olympic record, it may also be an Area (Continental) record; in this case send both.	

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Phase Results

2.2.4.1 Description

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

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

This message is only used in heats and semifinals (not finals).

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 phase
DocumentSubcode	N/A	Not used in SWM
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	Not used in SWM
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results INTERMEDIATE (after each heat/semifinal except the last) OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	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

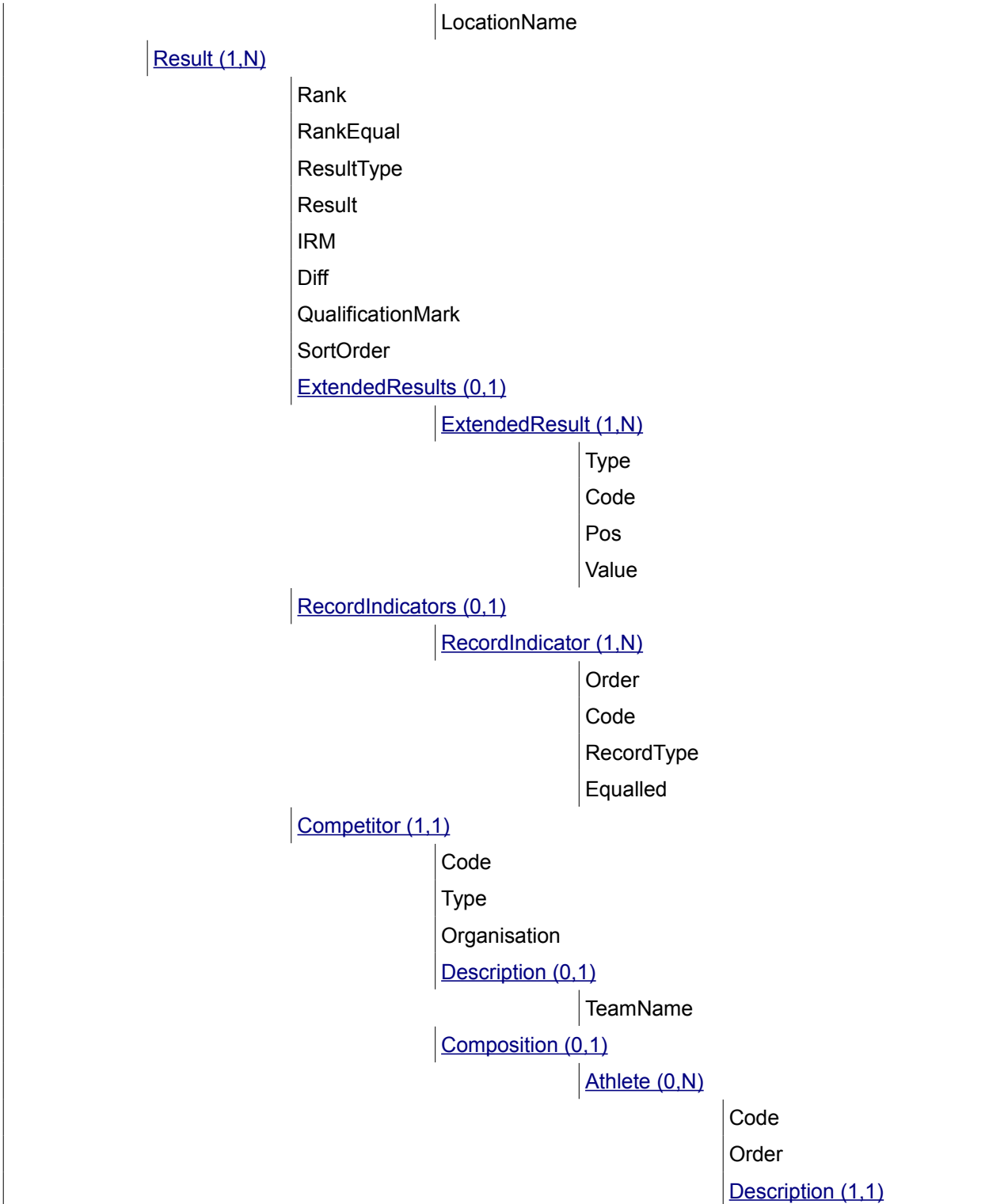
- * Send after each unit is official (including the first) in all phases preceding the finals (INTERMEDIATE).
- * Send after the last unit in a phase with status OFFICIAL

Trigger also after any change.

2.2.4.4 Message Structure

The following table defines the structure of the message.

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





	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	Class

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 /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	M	CC @Unit	Full RSC of the most recent unit information included in the message.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	Phase level short 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.			
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 any Phase Results message, there should be at least one competitor being awarded a result for the phase.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding phase. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" if applicable else do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	m:ss:ff	The result of the competitor in the phase. Send just in the case @ResultType is TIME.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. Send just in the case @ResultType is IRM
Diff	O	m:ss:ff	Time behind leader m:ss:ff or not sent for leader. Do not send m if no minutes apply.
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition. Only send if it applies.
SortOrder	M	Numeric ##0	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes. This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

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



ER		LAST_QUAL	N/A	Element Expected: In phases before the final phase. Send before final qualification marks are known.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if this competitor is currently in the last qualifying place else do not send.
ER		UNIT_LANE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the lane number for the athlete in the unit.
ER		UNIT_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the heat number.
ER		UNIT_RANK	N/A	Element Expected: Always (when not null).
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the rank of the competitor within the event unit.
ER		UNIT_ERANK	N/A	Element Expected: Only when Rank for the unit is equalled.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if this competitor has unit rank equalled.
ER		REACT_TIME	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	s.ff	Reaction time

Sample (General)



```
<Result Rank="2" SortOrder="2" ResultType="TIME" Result="4:40.28" Diff="0.28" QualificationMark="Q">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="UNIT_LANE" Value="6" />
    <ExtendedResult Type="ER" Code="UNIT_NUM" Value="1" />
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="1" />
    <ExtendedResult Type="ER" Code="REACT_TIME" Value="0.76" />
  </ExtendedResults>
  ...
</Result>
```

Element: Result /RecordIndicators /RecordIndicator (1,N)
Phase result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n (with WR being the highest).
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). Send all applicable.
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 one phase result.

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)
Used in Team events only.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Send in the case that the competitor is a team.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Athlete's ID, corresponding to either a team



		zeroes	member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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). This attribute is optional because it is not used in events without such athletes.

2.2.4.6 Message Sort

Result @SortOrder followed by Athlete @Order.

2.2.5 Records

2.2.5.1 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.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (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.

2.2.5.3 Trigger and Frequency

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

Send updates as soon as the result is OFFICIAL.

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	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					



Subcode
Shared
NotEstablished
NotEstablishedLabel
<u>RecordData (0,N)</u>
Order
ResultType
Result
Unit
Country
Place
Date
Time
Equalled
Unconfirmed
Competition
Historical
Current
ModificationIndicator
<u>Extension (0,N)</u>
Code
Pos
Value
Type
<u>Competitor (0,1)</u>
Code
Type
Organisation
<u>Description (0,1)</u>
TeamName
<u>Composition (0,1)</u>
Athlete (1,N)
Code



	Order
	Description (0,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class

2.2.5.5 Message Values

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

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

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 #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Subcode	O	- Rank (if RecordType = "ALL" or "SBP") - WRC order (if RecordType = "WRC")	It will be mandatory in case of RecordType = "WRC", "ALL" and "SBP".
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	"TIME", indicating that the result type for the



			record is a time.
Result	M	m:ss.ff	Send always unless the record is not established (though can be sent if a standard applies). The performance 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	Always send for new records and where known for historical records. Not applicable for not established records. Country code where the record was broken.
Place	O	S(40)	Always send for new records and where known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Always send for new records and where known for historical records. Not applicable for not established records. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
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 /Extension (0,N)				
Type	Code	Pos	Description	
ER	INTERMEDIATE	Numeric #0	Pos Description: Sequential number from 1 to 99 for each intermediate point in the record, to indicate its number. It can be one or more (depending on the distance of the event unit). Element Expected: If applicable, only for events units which have split times in the record.	
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Split Time in the record

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.



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). This attribute is optional because it is not used in events without such athletes.

2.2.5.6 Message Sort

The following order applies:

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

2.2.6 Event Final Ranking

2.2.6.1 Description

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

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC 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. 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.

2.2.6.3 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.

Usually only send after the competition with status OFFICIAL.

Trigger also after any major change.

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
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				



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
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	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" only if applicable.
ResultType	O	SC @ResultType	Type of the @Result attribute for the corresponding event.
Result	O	m:ss:ff	The result of the competitor in the event. Only send the time if it is achieved in the final. Send if ResultType is not IRM.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned.
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.



Type	M	S(1)	T for team A for athlete
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. Only applies for teams.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
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: 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). This attribute is optional because it is not used in events without such athletes.

2.2.6.6 Message Sort

Sort by Result @SortOrder

2.2.7 Configuration

2.2.7.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate message in Swimming.

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	Sent this message for each phase
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.
--	----------

2.2.7.3 Trigger and Frequency

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

Trigger also after any change, but considering that, if possible, the configuration for one particular phase must be provided before the start list in Swimming.

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

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: Configs /Config (1,N)

Attribute	M/O	Value	Description
Unit	O	CC @Phase	Full RSC of the Phase.

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description
EC	EVENT_NO	N/A	Element Expected: Always when the information is available in Swimming.
	Attribute	M/O	Value
	Value	M	Numeric #0
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies each of the split points (according to the Individual/Relay event distance, from 1 to F, where F is when the race finishes), (send F for finish) (e.g.: for 100m events, 2 splits: (1): 50m, (2): 100m -the finish-) Element Expected: Always (including 50m event)
	Attribute	M/O	Value
	Value	M	Numeric ###0
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem			
Expected: Only in Relay events			
	Attribute	Value	Description
	Code	END_LEG	
	Pos	N/A	
	Value	Numeric 0	Send 1,2,3 or 4 to indicate if this intermediate point is the end of the leg indicated by the number.
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem			
Expected: Always, send by event (just for Individual Medley events)			
	Attribute	Value	Description
	Code	STROKE	



	Pos	N/A		
	Value	SC @Stroke		Stroke for the split in Individual Medley events (for the section immediately before the intermediate point).
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of intermediate points including the finish.
QUALIFICATION		FROM_RANK	N/A	Element Expected: In Preliminary and Semi-final
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Indicates qualification for the next round (semi-final / final), based on rank. Send the qualifying rank to indicate first rank to qualify. Usually 1.
QUALIFICATION		TO_RANK	N/A	Element Expected: In Preliminary and Semi-final
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify. (Usually 16 in heats and 8 in semifinals)
QUALIFICATION		QUAL_RULE	N/A	Element Expected: Always, if the rule applies to the competition
	Attribute	M/O	Value	Description
	Value	M	String	Qualification rule text (long version).

Sample (Individual)



```
<Configs>
  <Config Unit="SWMM100MFR-----HEAT-----">
    <ExtendedConfig Type="EC" Code="EVENT_NO" Value="16" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="16" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="Best 16 athletes
progress to next phase" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="50" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="100" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="2" />
  </Config>
</Configs>
```

Sample (Relay)

```
<Configs>
  <Config Unit="SWMM4X200MFR-----HEAT-----">
    <ExtendedConfig Type="EC" Code="EVENT_NO" Value="19" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RANK" Pos="1" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RANK" Pos="2" Value="8" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="Best 8 athletes progress
to next phase" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="50"/>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="100"/>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="150"/>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="200"/>
    <ExtendedConfigItem Code="END_LEG" Value="1" />
  </ExtendedConfig>
  ...
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="15" Value="750"/>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="800" >
    <ExtendedConfigItem Code="END_LEG" Value="4" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="16" >
</Config>
</Configs>
```

2.2.7.6 Message Sort

There is no message sorting rule.



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		
Versio n	Date	Comments
V1.0	02 Mar 2017	First version
V1.1	17 May 2017	Updated
V1.2	21 Jun 2017	Updated based on ST feedback
V1.3	01 Aug 2017	Updated
V1.4	20 Feb 2018	Updated
V1.5	31 Jul 2018	Updated
V2.0	04 Jan 2019	Updated, CRs
V2.1	18 Apr 2019	Updated
V2.2	30 May 2019	Updated, CR
V2.3	14 Aug 2019	Updated, CRs
V2.4	13 Sep 2019	Updated
V2.5	11 Nov 2019	Updated, CR. First version as a full document

File Reference: SOG-2020-SWM-2.5 APP

Change Log		
Versio n	Status	Changes on version
V1.0	SFR	First version
V1.1	SFA	DT_CONFIG: Update for consistency with other sports for qualification. DT_RESULT: Clarify the different intermediates under result and athlete. DT_RESULT: Add possibility of TBD in relay reaction time.



V1.2	SFA	DT_RESULT: Correct the level for SECTION under Athletes in relays.
V1.3	APP	DT_CONFIG: Include F in INTERMEDIATES_NUM to be consistent with other sports.
V1.4	APP	DT_PARTIC: Added Passport Names. Removed Open Water only components. Removed 0.00 for Diff for leader as not used in ORIS. Minor typographical errors corrected.
V1.5	SFA	DT_PARTIC: Add qualifying type and remove stroke. Add note that records do not apply in YOG. DT_RESULT: PROGRESS/INTERMEDIATE @Diff removed the comment "Do not send in relay events". Which was an error in the document.
V2.0	SFA	CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in phase results CR16928: DT_RESULT SECTION @ ExtendedResults/ExtendedResult for competitor and relay athletes moved to Value2. DT_RESULT: Add ExtendedInfos /SportDescription @UnitNum. DT_PARTIC: Add ENTRY/QUAL_COMP. Remove ValueType in all messages.
V2.1	APP	DT_RANKING: Update to note the time (Result) is only sent if achieved in the final.
V2.2	APP	CR16640: Add ODF Version @Competition. Editorial improvements without changing the intent.
V2.3	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS. CR17809: Change Participant/OlympicSolidarity to disallow N. DT_RESULT: Error resolution, move EUE/EXCEPTION_CODE to athlete level. DT_RESULT: Add possibility of TBD in individual events to follow Omega implementation. Editorial improvements without changing the intent.
V2.4	APP	DT_RESULT: Update format of ExtendedInfos /SportDescription @UnitNum
V2.5	APP	CR18259: DT_PARTIC: Update ENTRY/QUAL_CITY description. DT_PARTIC_TEAMS: Update ENTRY/QUAL_CITY description. DT_RESULT: Update RecordType @Result /RecordIndicators /RecordIndicator to be clear (and follow current implementation). DT_PHASE_RESULT: Update RecordType @Result /RecordIndicators /RecordIndicator to be clear (and follow current implementation). DT_RESULT: Update EUE/EXCEPTION_CODE to indicate is applicable in Para Swimming, for both Individual and Relay events. First version as a full document.