



# Olympic Data Feed



## Sprint Canoe and Rowing ODF Data Dictionary

Technology and Information Department  
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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

#### MESSAGES IN EACH EVENT

- \* All events have a single DT\_RESULT for each unit (heat).
- \* DT\_CURRENT is provided for each unit with detailed boat information

#### SCHEDULE

- \* In semifinals and finals schedule is maintained and sent at unit level (schedule=Y) which is the same as used in DT\_RESULT
- \* In heats, quarterfinals and repechages the schedule is maintained and sent at phase level (schedule=Y). In these cases, the units are also included in DT\_SCHEDULE (schedule=S) which matches DT\_RESULT for these units.

#### PARALYMPIC GAMES

- \* Class is only used in the Paralympic Games. In rowing the cox has function AB01

### 2.2 Applicable Messages

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

- 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 follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

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_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	



DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	



## 2.3 Messages

### 2.3.1 List of participants by discipline / List of participants by discipline update

#### 2.3.1.1 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.

#### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not





		sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.1.3 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.

### 2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0..1)</a>	Gen Sport Codes				
	<a href="#">Participant (1..N)</a>	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName			



### 2.3.1.5 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-2020-1.10" Codes="SOG-2020-1.20" >
```



Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" 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.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)



LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	<a href="#">CC @ResultsFunction</a>	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only  N-New participant (in the case that this information comes as a late entry) U-Update participant  If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants  If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.

**Element: Competition /Participant /Discipline (1,1)**

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

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	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: Competition /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	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(4)	Bib number, only available in the UPDATE message. Only required in canoe sprint and in the case of Current="true".
Class	O	CC @DisciplineClass	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.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	BOAT	N/A	Element Expected: Potential use as boat name.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Boat name
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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Position</a>	Crew Position. Send the code for the position
ENTRY	RANK_WLD	N/A	Element Expected: Only applicable in CSP. Only for participants in individual events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	World Ranking
ENTRY	RANK_PTS	N/A	Element Expected: Only applicable in CSP. Only for participants in individual events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #####0	Ranking points

### 2.3.1.6 Message Sort

The message is sorted by Participant @Code



## 2.3.2 List of teams / List of teams update

### 2.3.2.1 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.

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.2.3 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.

### 2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>	Gen Sport Codes				
	<a href="#">Team (1,N)</a>	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator			
		<a href="#">Composition (0,1)</a>	<a href="#">Athlete (0,N)</a>	Code Order	
		<a href="#">Discipline (0,1)</a>	Code <a href="#">RegisteredEvent (0,1)</a>	Event <a href="#">EventEntry (0,N)</a>	Type Code Pos Value

### 2.3.2.5 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: Competition /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	<a href="#">CC @Organisation</a>	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.
ShortName	M	S(40)	Team Short Name
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @SportGender	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)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG except in two person boats in CSP where CPLP is used.
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: Competition /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: Competition /Team /Discipline (0,1)**





Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline

Element: Competition /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	<a href="#">CC @Event</a>	Full RSC of the Event

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

Type	Code	Pos	Description	
ENTRY	BOAT	N/A	Element Expected: Potential use as boat name.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Boat name
ENTRY	RANK_WLD	N/A	Element Expected: Only applicable in CSP.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	World Ranking
ENTRY	RANK_PTS	N/A	Element Expected: Only applicable in CSP.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Ranking points

### 2.3.2.6 Message Sort

The message is sorted by Team @Code.



## 2.3.3 Event Unit Start List and Results

### 2.3.3.1 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.

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Unit</a>	Full RSC of the unit (race)
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). 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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.3.3 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.

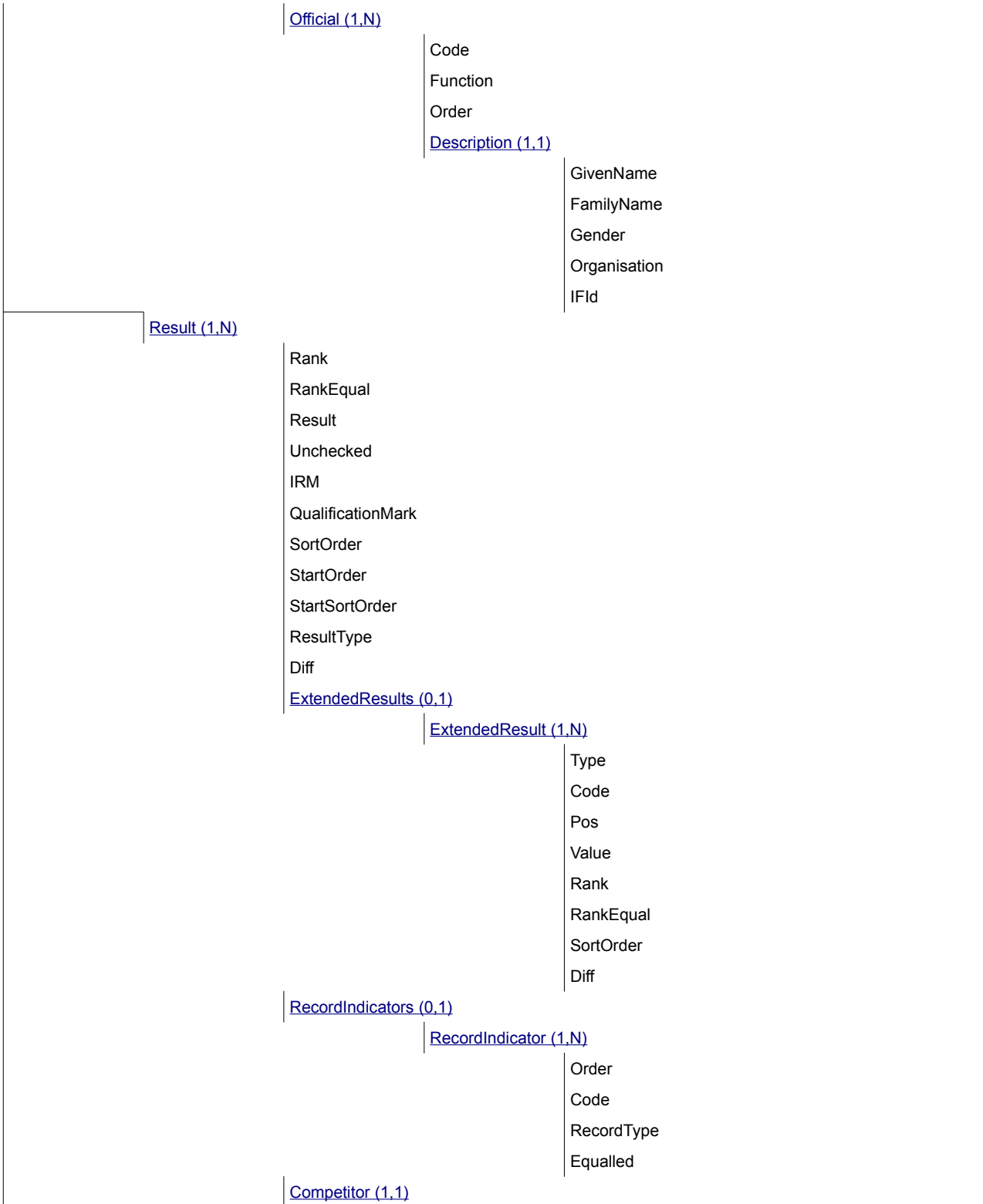
- \* After the race is finished (UNOFFICIAL / OFFICIAL)

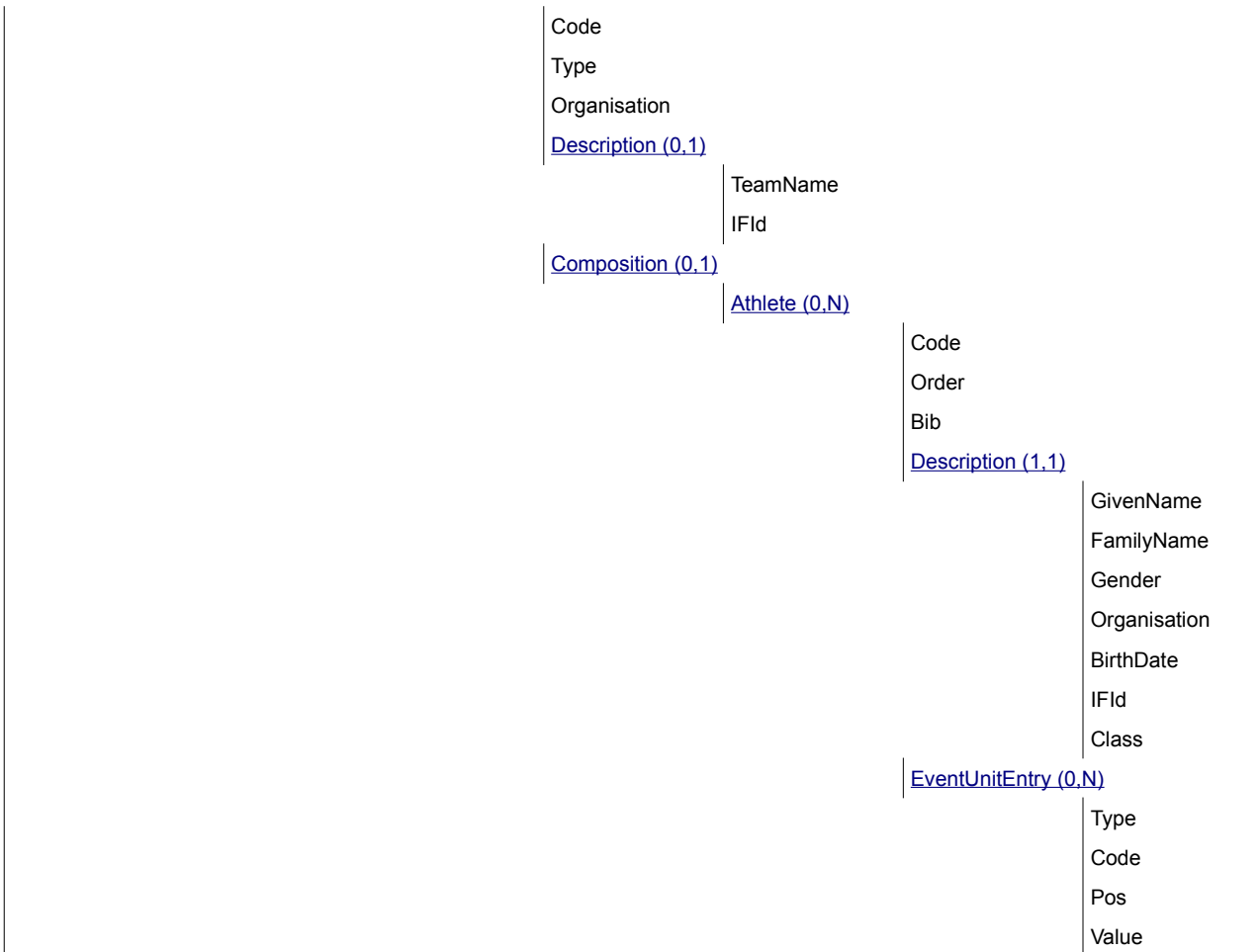
Trigger also after any change.

### 2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0.1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0.1)</a>					
		<a href="#">UnitDateTime (0.1)</a>				
			StartDate			
		<a href="#">ExtendedInfo (0.N)</a>				
			Type			
			Code			
			Pos			
			Value			
		<a href="#">SportDescription (0.1)</a>				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
			UnitNum			
		<a href="#">VenueDescription (0.1)</a>				
			Venue			
			VenueName			
			Location			
			LocationName			
	<a href="#">Officials (0.1)</a>					





### 2.3.3.5 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: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
---	--	--	--



Type	Code	Pos	Description
DISPLAY	INT_x (x = overall Intermediate Point)	Numeric #0	Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2) Element Expected: When available and only when the unit is LIVE, UNCONFIRMED or UNOFFICIAL. This is used to show the most recent competitors who have arrived at this intermediate point included in this message.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20)	Send the competitor ID of the last competitor(s) who arrived at the intermediate point (including F).
DISPLAY	LEADER_POS	N/A	Element Expected: When available and only when the unit is LIVE.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(2)	Send INTERMEDIATE @Pos.
UI	FLAG_RED	N/A	Element Expected: When applicable
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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		REVIEW	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if the race is under review

### 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" Value="2" />
<ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="2" Value="211355" />
....
</ExtendedInfos>
```

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /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	<a href="#">CC @ResultsFunction</a>	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: Competition /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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Official's organisation
IFld	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: Competition /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	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	<a href="#">SC @IRM</a>	IRM for the unit if applicable. Send just in the case @ResultType is IRM. (including BUW)
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Indicates the qualification of the competitor for the next round of the competition. Do not send for final.
SortOrder	M	Numeric #0	Used to sort all the results of an event unit  This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.





			<p>Before the race start of any event unit this will be the same as the StartSortOrder and is used as the primary sort.</p> <p>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.</p> <p>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.</p> <p>The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives.</p> <p>Athletes with an IRM result will be grouped separately in the order defined by the international federation.</p>
StartOrder	O	Numeric #0	<p>The Lane number/Boat number (Competitor's start order). The lanes may be reallocated if the weather creates unfair or unrowable conditions.</p> <p>In normal conditions this is the lane number, in time trial it is the order in which the boats start.</p>
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit, according to the sport rules
ResultType	O	<a href="#">SC_@ResultType</a>	Type of the @Result attribute.
Diff	O	+m:ss.ff	Display the time behind the leader. (not sent for leader). Sent with + unless leader

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	BOAT_STATUS	N/A	Element Expected: Always during time trial in ROW	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC_@CompetitorStatus</a>	Boat status. (Time Trial only)
ER	BOAT	N/A	Element Expected: Potential use as boat name.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Boat name
ER	CURRENT	N/A	Element Expected: Always when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	<p>Intermediate point the competitor has most recently passed</p> <p>If the competitor has an IRM:</p> <ol style="list-style-type: none"> <li>1. In case the DNS, False Start or the athlete has an IRM before he crosses the first intermediate point: send 0.</li> <li>2. In other cases, send the Intermediate point that he has crossed most recently.</li> </ol>
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	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	Time behind leader at this ExtendedResult Send the time behind the leader at the corresponding intermediate point including finish. Do not send for leader 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)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff	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 competitors (those with IRM or no rank at this section)  Send the order of the boat in the corresponding section

### 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: Competition /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	<a href="#">CC @RecordCode</a>	Code which describes the record broken.
RecordType	M	<a href="#">CC @RecordType</a>	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: Competition /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	<a href="#">CC @Organisation</a>	Competitor's organisation

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g. Paralympic Games).



Element: Competition /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
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	<a href="#">CC @Position</a>	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>
```

### 2.3.3.6 Message Sort

Sort by Result @SortOrder



## 2.3.4 Current Information

### 2.3.4.1 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.

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit (race)
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

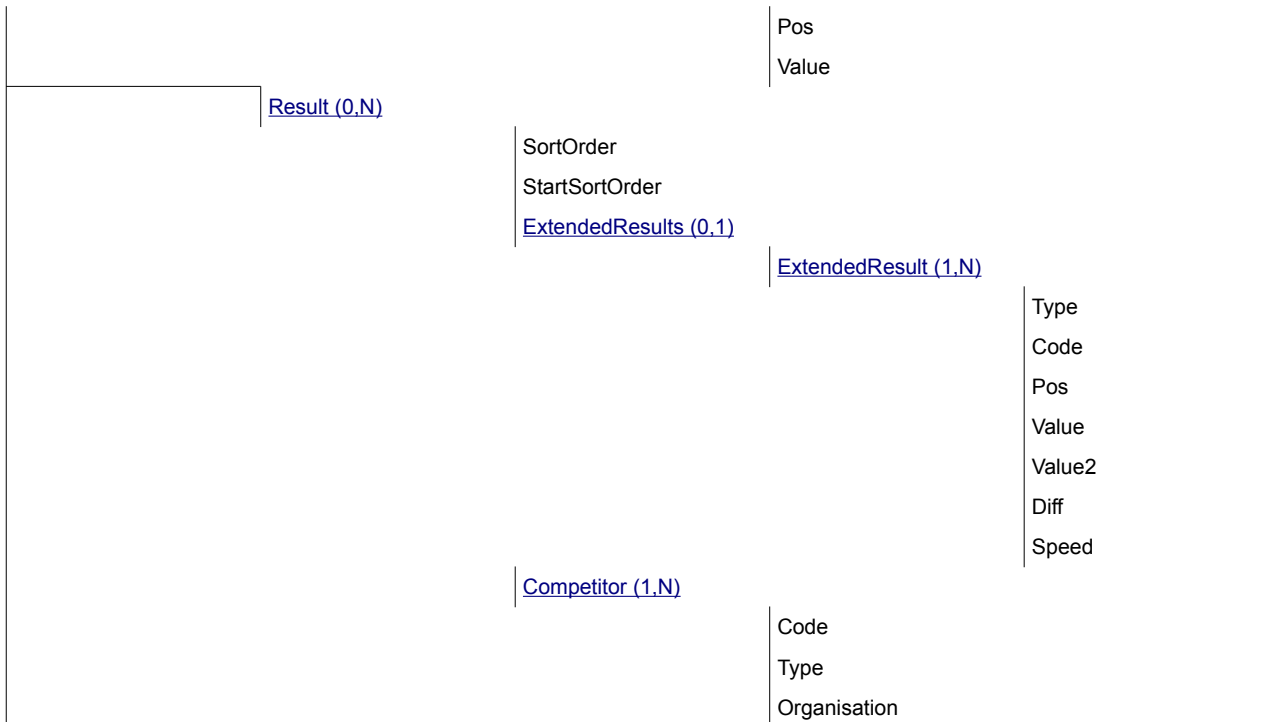
### 2.3.4.3 Trigger and Frequency

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

### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0.1)</a>	Gen			
	Sport			
	Codes			
	<a href="#">ExtendedInfos (0.1)</a>	<a href="#">ExtendedInfo (1.N)</a>		
			Type	
				Code



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

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
SortOrder	M	Numeric #0	Sort order of the competitors in the race. Same value as Result/SortOrder from the most recent DT_RESULT.
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit, according to the sport rules. Same value as in DT_RESULT.

Element: Competition /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
Value2	M	Numeric #####0	Distance in metres to the finish
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: Competition /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 zeroes or TBD	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Organisation	M	<a href="#">CC @Organisation</a>	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>
```

### 2.3.4.6 Message Sort

Sort by Result @SortOrder.



## 2.3.5 Image

### 2.3.5.1 Description

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

Each message contains only one photofinish picture.

Multiple messages may be sent for the same DocumentCode (a single race [RSC]) when more than one photofinish cases/photos occur in the same race depending on the circumstances of the unit/race.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Unit</a>	Full RSC of the unit (race)
DocumentSubcode	Numeric #0	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 ... Where there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascending number. Values beyond 1 are only used if a message needs to be resent for a second or subsequent image/result with the same DocumentSubcode to replace the original image (to resolve the same rank).
ResultStatus	<a href="#">CC.@ResultStatus</a>	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. See full explanation in ODF Foundation.
Source	<a href="#">SC.@Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

Trigger when image available and after any change.



### 2.3.5.4 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
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">Image (1,N)</a>						
		Pos					
		Version					
		Revision					
		ImageType					
		<a href="#">Result (0,N)</a>					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			<a href="#">Competitor (1,1)</a>				
				Code			
				Type			
				Organisation			
				<a href="#">Description (0,1)</a>			
					TeamName		
				<a href="#">Composition (0,1)</a>			
					<a href="#">Athlete (1,N)</a>		
						Code	
						Order	
						Bib	
						<a href="#">Description (1,1)</a>	
							GivenName
							FamilyName
		<a href="#">ImageData (1,1)</a>					
							-

### 2.3.5.5 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)**

Always only one image per message

Attribute	M/O	Value	Description
Pos	M	Numeric #0	Always send 1
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)**

This element should always appear and must only include the information of those competitors appearing in the image.

Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Numeric ###0	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	M	S(20) with no leading zeroes	Competitor's ID (Team or individual)
Type	M	S(1)	A for athlete or T for team.
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

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

Attribute	M/O	Value	Description
TeamName	M	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	M	S(20) with no leading zeroes	Athlete's ID.



Order	M	Numeric 0	Value is 1
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
-	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>
```

### 2.3.5.6 Message Sort

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



## 2.3.6 Records

### 2.3.6.1 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.

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Discipline</a>	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. Ascending 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. See full explanation in ODF Foundation.
Source	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

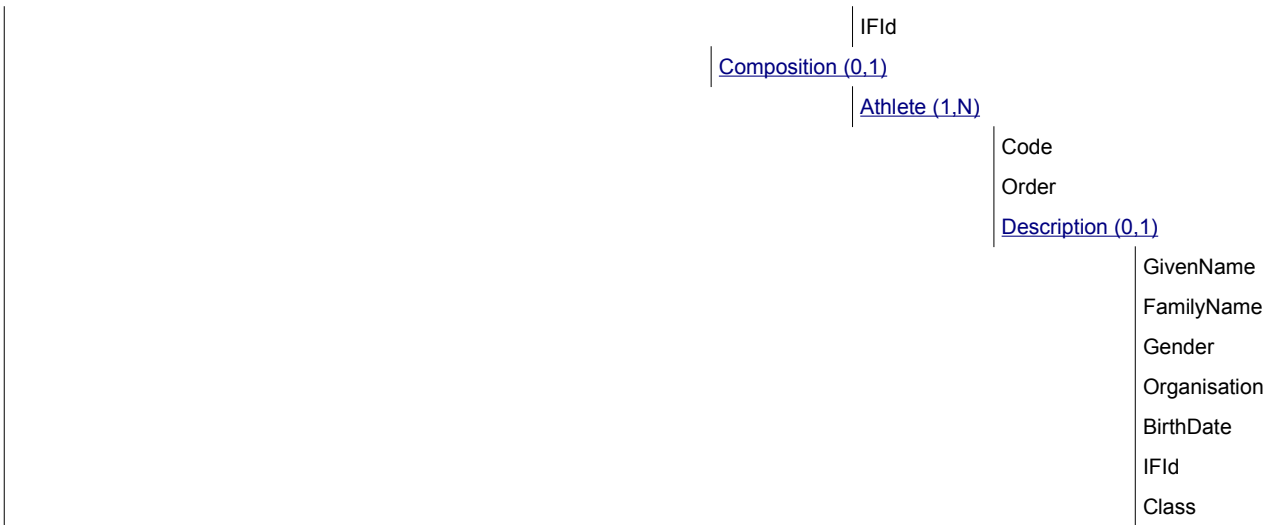
The DT\_RECORD (without DocumentSubcode) message is sent as a full message (all records in a discipline) prior to the competition. Any new version of the DT\_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode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

### 2.3.6.4 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
<a href="#">Competition (0.1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0.1)</a>							
		<a href="#">SportDescription (0.1)</a>						
			DisciplineName					
	<a href="#">Record (1.N)</a>							
		Code						
		<a href="#">Description (1.1)</a>						
			Name					
		<a href="#">RecordType (1.N)</a>						
			Order					
			RecordType					
			Shared					
			NotEstablished					
			NotEstablishedLabel					
			<a href="#">RecordData (0.N)</a>					
				Order				
				ResultType				
				Result				
				Unit				
				Country				
				Place				
				Date				
				Time				
				Equalled				
				Unconfirmed				
				Competition				
				Historical				
				Current				
				ModificationIndicator				
				<a href="#">Competitor (0.1)</a>				
					Code			
					Type			
					Organisation			
					<a href="#">Description (0.1)</a>			
						TeamName		



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

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

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

Element: Competition /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	<a href="#">CC @RecordType</a>	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	SC @NoRecord	The code to be used in the case that NotEstablished="Y".

Element: Competition /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	<a href="#">SC @ResultType</a>	Result type, either time, distance or points for the corresponding event unit
Result	M	m:ss.ff or m:ss.fff (historical CSP)	The result of the competitor for the record.
Unit	O	<a href="#">CC @Unit</a>	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	<a href="#">CC @Country</a>	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: Competition /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	<a href="#">CC @Organisation</a>	Competitors' organisation if known

**Element: Competition /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.
IFld	O	S(16)	Team IF number, send if available.

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

Athletes extended information.

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



IFld	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).

### 2.3.6.6 Message Sort

The following order applies:

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



## 2.3.7 Event Final Ranking

### 2.3.7.1 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.

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL PROVISIONAL
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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

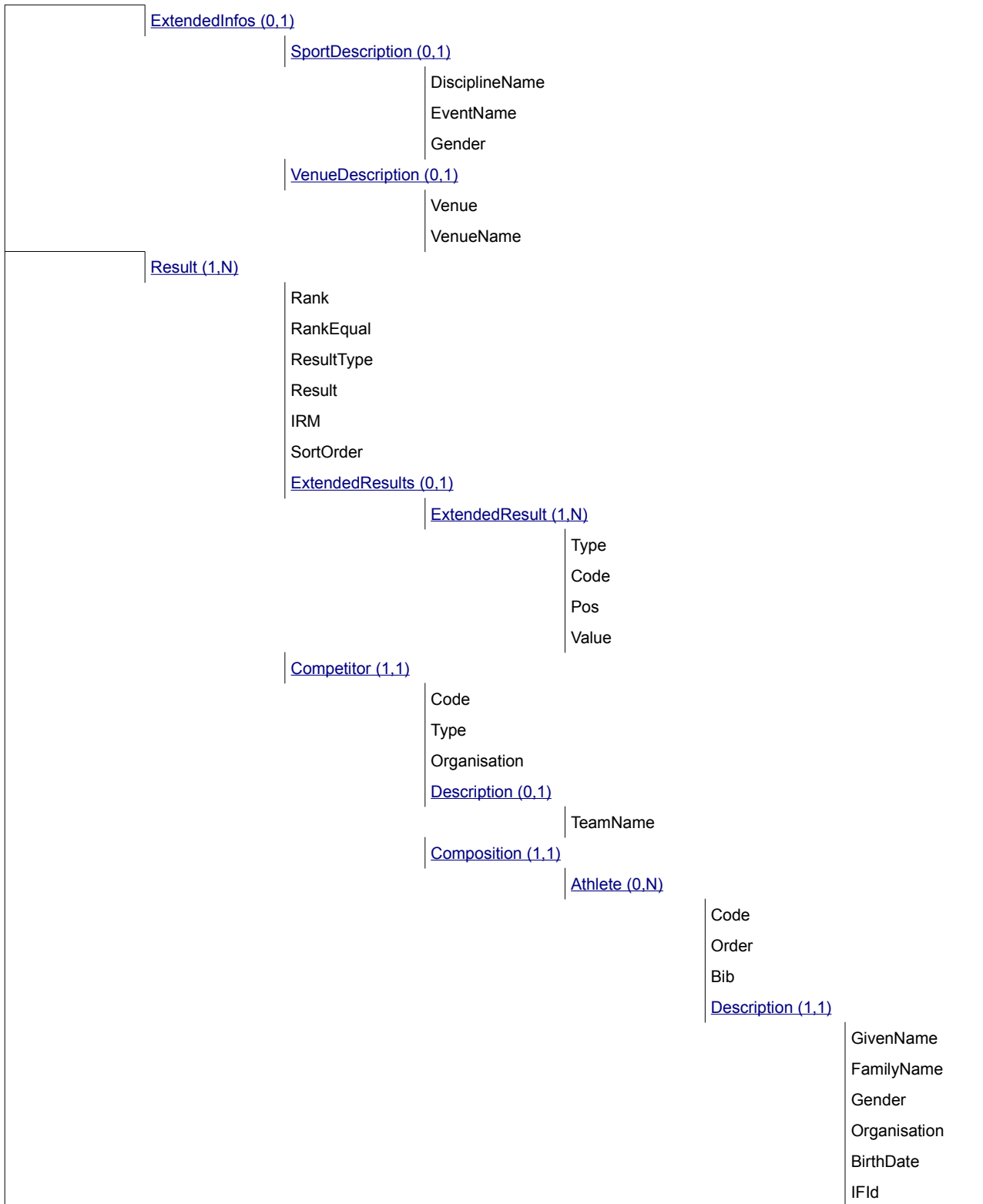
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change.

Trigger also after any change.

### 2.3.7.4 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
<a href="#">Competition (0..1)</a>						
	Gen					
	Sport					
	Codes					





	Class
--	-------

### 2.3.7.5 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: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event unit. Must be included if it is a single gender

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in text			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /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	<a href="#">SC @ResultType</a>	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.ff	Result for the highest event unit reached in the case of canoe sprint (do not send in rowing).
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, send if applicable.
SortOrder	M	Numeric #0	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: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	IDX_HEAT	N/A	Element Expected: When applicable in Canoe Sprint	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the order for the competitor when eliminated in heats.
ER	IDX_SEMIFINAL	N/A	Element Expected: When applicable in Canoe Sprint	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the order for the competitor when eliminated in semifinals.
ER	IDX_QFNL	N/A	Element Expected: When available in Canoe Sprint	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the order for the competitor when eliminated in quarterfinals.
ER	BOAT	N/A	Element Expected: Potential use as boat name.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Boat name

Element: Competition /Result /Competitor (1,1)				
Competitor related to one final event result.				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.	
Type	M	S(1)	A for athlete, T for team	
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation if known	

Element: Competition /Result /Competitor /Description (0,1)				
Attribute	M/O	Value	Description	
TeamName	M	S(73)	Name of the team.	

Element: Competition /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: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

### 2.3.7.6 Message Sort

Sort by Result @SortOrder





## 2.3.8 Configuration

### 2.3.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit (race)
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.8.3 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.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>	Gen Sport Codes				
	<a href="#">Configs (1,1)</a>				
		<a href="#">Config (1,N)</a>			



Unit	<a href="#">ExtendedConfig (1,N)</a>	Type
		Code
		Pos
		Value
		<a href="#">ExtendedConfigItem (0,N)</a>

### 2.3.8.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	DISTANCE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Send the total 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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Send distance in metres at this intermediate point.
EC	INTERMEDIATES_NUM	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the total number of intermediate points including the finish.
EC	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Min number of lower lane used.
EC		RACE_CODE	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Send distance in m.
EC		TIMETRIAL	N/A	Element Expected: When applicable in ROW, at Unit Level
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if the race is held as time trial else do not send.
QUALIFICATION		FROM_RANK	S(6)	Pos Description: Send FA, FB 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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		TO_RANK	S(6)	Pos Description: Send FA, FB 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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @QualRule	Progression rule code

### Sample (Rowing)

```
<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="abc" />
</Config>
```

### 2.3.8.6 Message Sort

There is no general message sorting rule.



## 2.3.9 Weather conditions

### 2.3.9.1 Description

The weather conditions is a message containing the current weather conditions in the venue or location. The use of venue or location is dependent to the level of detail that current weather conditions refer to. If weather conditions refer to a specific sailing course, then location code should be used. If weather conditions refer to athletics stadium, then the venue code should be used.

### 2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at discipline level
DocumentSubcode	<a href="#">CC @Location</a>	Location code (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. Ascending 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.9.3 Trigger and Frequency

\* The message is sent every 30 minutes during a session, beginning approximately 30 minutes before start of session

### 2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0.1)</a>	Gen Sport Codes			
	<a href="#">Weather (1.1)</a>			



Date			
<a href="#">Conditions (1,N)</a>			
	Code		
	Humidity		
	Wind_Direction		
	<a href="#">Condition (0,3)</a>		
		Code	
		Value	
	<a href="#">Precipitation (0,N)</a>		
		Unit	
		Value	
	<a href="#">Pressure (0,N)</a>		
		Unit	
		Value	
	<a href="#">Temperature (0,N)</a>		
		Code	
		Unit	
		Value	
	<a href="#">Wind (0,N)</a>		
		Code	
		Unit	
		Value	

### 2.3.9.5 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: Competition /Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @WeatherPoint</a>	Weather Point(s)
Humidity	O	Numeric	Humidity in %



		##0	
Wind_Direction	O	<a href="#">CC @WindDirection</a>	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	<a href="#">CC @WeatherCondition</a>	Codes that describe the Weather Condition.

Element: Competition /Weather /Conditions /Precipitation (0,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">SC @PrecipitationUnit</a>	Precipitation unit
Value	M	Numeric ###0.0	Precipitation quantity in the past 6 hours

Element: Competition /Weather /Conditions /Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	S(3)	Send "hPa" as unit for pressure
Value	M	Numeric ###0	Air pressure in hPa

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR, WBGT, WATER	Air, WBGT and water temperature.
Unit	M	<a href="#">SC @TemperatureUnit</a>	Temperature unit
Value	M	Numeric -##0.0 or ##0.0	Temperature (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	<a href="#">SC @WindUnit</a>	Wind unit
Value	M	Numeric ##0	Wind speed in @Unit

### 2.3.9.6 Message Sort

There is no special sort order requirement for this message.



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### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operation start	DT_CODES						
Periodically as soon as ODF operations start	DT_SCHEDULE		x				
Periodically as soon as ODF operations start	DT_PARTIC		x				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
Canoe Sprint	-						
After Initial Download/ bib numbers are allocated	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
Heats and QF (Phase and Unit); SF and Finals (Unit)	DT_SCHEDULE_UPDATE		x		o		o
4 days before the first day of competition + 1 hour before the TLM (Provisional)	DT_PDF C51 Start List				x		
After the Team Leaders' meeting	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
If changes	DT_SCHEDULE_UPDATE		x		o		o
	DT_PDF C08 Competition Schedule		x				
	DT_PDF C30A Number of Entries by NOC		x				
	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C32C Entry List by Event			x			
Start Lists (Heats) are known	DT_CONFIG						x
	DT_RESULT	START_LIST					x
	DT_PDF C51 Start List				x		
	DT_PDF C52B Start List Summary		x				
	DT_PDF B51 Start List Package		x				
Rowing	-						
After Initial Download	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
Heats, Repechages and QF (Phase and Unit); SF and Finals (Unit)	DT_SCHEDULE_UPDATE		x		o		o
	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C32C Entry List by Event			x			



	DT_PDF C24 Best Times		x				
If changes	DT_PDF C08A Competition Schedule		x				
After the Draw	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
	DT_PDF B51 Media Start List Package		x				
	DT_PDF C30A Number of Entries by NOC		x				
	DT_PDF C30B Entries by Event		x				
	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C32C Entry List by Event			x			
Start Lists (Heats) are known	DT_CONFIG						x
	DT_RESULT	START_LIST					x
	DT_PDF C51A Media Start List						x
	DT_PDF C51B Start List				x		
	DT_PDF C52 Start List Summary		x				

### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Any race triggering	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
Race starts	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
	DT_RESULT	LIVE					x
	DT_CURRENT						x
	DT_RESULT	LIVE					x

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
Canoe Sprint	-						
Last boat crosses the finish line	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	UNCONFIRMED					x
	DT_RESULT	UNOFFICIAL					x
Results are official	DT_RESULT	OFFICIAL					x
5 minutes after the results of the race are approved	DT_PDF C73 Results	OFFICIAL					x
	DT_IMAGE	OFFICIAL					x
If applies	DT_RECORD	PARTIAL	x				
After the last race in a round (Heats, QF, SF, Finals)	DT_PDF C74B Results Summary by Event	PARTIAL		x			
Final ranking known and not subject to change	DT_RANKING	PARTIAL		x			
Start Lists for next round are known	DT_CONFIG						x



	DT_RESULT	START_LIST					x
8 minutes after the results of the last race of a round for an event are approved	DT_PDF C51 Start List				x		
After the last race of the day	DT_PDF C52B Start List Summary		x				
	DT_PDF C74A Daily Results Summary		x				
	DT_PDF C24B Olympic Best Times		x				
After any Final A	DT_PDF C74B Results Summary by Event	OFFICIAL		x			
Medallists are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_RANKING	OFFICIAL		x			
	DT_PDF C92A Medallists	OFFICIAL		x			
	DT_PDF C92B Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
Use CAS code	DT_PDF C97 Canoe Medal Standings		x				
	DT_PDF C76B Event Ranking	OFFICIAL	x				
After the competition	DT_PDF C76A Competition Summary	OFFICIAL		x			
	DT_PDF C96A Final Placing by NOC			x			
Rowing	-						
Last boat crosses the finish line	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	UNCONFIRMED					x
	DT_RESULT	UNOFFICIAL					x
Results are official	DT_RESULT	OFFICIAL					x
5 minutes after the results of the race are approved	DT_PDF C73 Results	OFFICIAL					x
	DT_PDF C77 Race Data	OFFICIAL					x
	DT_IMAGE	OFFICIAL					x
If applies	DT_RECORD	PARTIAL	x				
No later than 5 minutes after the results of the last race in a round for an event are approved	DT_PDF C74B Results Summary by Event	PARTIAL		x			
	DT_PDF C24 Best Times		x				
Start Lists for next round are known	DT_CONFIG						x
	DT_RESULT	START_LIST					x
10 minutes after the results of the last race in the round or a session are approved	DT_PDF C51A Media Start List						x
	DT_PDF C51B Start List				x		
20 minutes after the results of the last race of the session are	DT_PDF C52 Start List Summary		x				



approved								
	DT_PDF C74A Daily Results Summary	OFFICIAL	x					
	DT_PDF B51 Media Start List Package		x					
After Finals B, C, D, etc	DT_RANKING	PARTIAL		x				
After any Final A	DT_PDF C74B Results Summary by Event	OFFICIAL		x				
Medallists are official	DT_MEDALLISTS	OFFICIAL		x				
	DT_MEDALLISTS_DISCIPLINE		x					
	DT_MEDALS		x					
	DT_RANKING	OFFICIAL		x				
	DT_PDF C92A Medallists	OFFICIAL		x				
	DT_PDF C92B Medallists	OFFICIAL		x				
	DT_PDF C93 Medallists by Event		x					
	DT_PDF C95 Medal Standings		x					
After the competition	DT_PDF C96 Final Placing by NOC		x					
	DT_PDF C76 Final Ranking	OFFICIAL		x				

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
V2.7	13 Mar 2020	Updated
V3.0	9 Dec 2022	First version for Paris 2024
V3.1	10 Mar 2023	Approved
V3.2	21 Jul 2023	CR025912

### File Reference: SOG-2024-CSP-ROW-3.2 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	<p>DT_RESULT: ExtendedInfo Type=DISPLAY/ LAST_COMP: Update to also send UNOFFICIAL</p> <p>DT_RESULT: ExtendedInfo/Type=UI, Code=FALSE_START added to send false start indicator and lane number.</p> <p>Exceptional Situations added to describe message and ScheduleStatus, ResultStatus sequence in case of a false start</p> <p>DT_RESULT: ExtendedResult Type=ER/PHOTO. "E" status added in Value for when photofinish is evaluated. Description text updated for clarity</p> <p>DT_RESULT: Result @Unchecked attribute added for to indicate that time is still non-photo time and validation through photofinish is still pending</p> <p>DT_RESULT: triggering text for Unconfirmed updated to use ORIS terminology</p> <p>DT_RESULT: Update StartOrder @Result to clarify the value in time trial format.</p> <p>DT_CURRENT: Add boat speed in km/h</p> <p>DT_RESULT: Add + in time behind leader</p> <p>DT_RESULT: Clarify what to send for BUW</p> <p>DT_CONFIG: Do not send min/max lane in time trial</p> <p>DT_PHASE_RESULT: Message removed</p> <p>CR16640: Add ODF Version @Competition</p>
V2.5	APP	<p>CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS</p> <p>CR17809: Change Participant/OlympicSolidarity to disallow N</p>
V2.6	APP	<p>CR18354: DT_CURRENT: Update triggering</p> <p>CR18418: Update all references of BOAT to only send NOC</p>
V2.7	APP	<p>DT_PARTIC: Update the description of Participant/Weight [CR18565]</p> <p>DT_RESULT: Delete DISPLAY/LAST_COMP and add DISPLAY/INT_x @ExtendedInfos /ExtendedInfo [187539]</p> <p>DT_CONFIG: Update QUALIFICATION/FROM_RANK and QUALIFICATION/TO_RANK to support longer @Pos values. [187574]</p>
V3.0	SFA	<p>DT_PARTIC_TEAM: Add Team/TeamType &amp; Team/ShortName [CR019497]</p> <p>DT_IMAGE: Update throughout the message for global change [CR022136]</p> <p>DT_PARTIC: Remove Participant/Weight</p> <p>DT_PARTIC: Remove Participant/Height</p> <p>DT_PARTIC: Add ENTRY/RANK_WLD at Participant /Discipline /RegisteredEvent /EventEntry</p> <p>DT_PARTIC: Add ENTRY/RANK_PTS at Participant /Discipline /RegisteredEvent /EventEntry</p> <p>DT_PARTIC: Update ENTRY/BOAT value at Participant /Discipline /RegisteredEvent /EventEntry</p> <p>DT_PARTIC_TEAM: Update ENTRY/BOAT value at Team /Discipline /RegisteredEvent</p> <p>DT_RESULT: Update ER/BOAT value at Result /ExtendedResults /ExtendedResult</p> <p>DT_RESULT: Add UI/REVIEW at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Remove UI/PROVISIONAL at ExtendedInfos /ExtendedInfo</p> <p>DT_CURRENT: Remove ER/DIST_FINISH at Result /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Add Value2 in ER/DIST at Result /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Update Result/SortOrder and Result/StartSortOrder</p> <p>DT_RECORD: Update Record/RecordType/NotEstablishedLabel</p> <p>DT_RECORD: Update Description</p> <p>DT_RANKING: Update ER/BOAT value at Result /ExtendedResults /ExtendedResult</p> <p>DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule</p> <p>DT_CONFIG: Remove QUALIFICATION/QUAL_RULE/SHORT_VER at Configs /Config /ExtendedConfig</p> <p>DT_CONFIG: Remove QUALIFICATION/QUAL_BT at Configs /Config /ExtendedConfig</p> <p>DT_CONFIG: Update EC/TIMETRIAL at Configs /Config /ExtendedConfig</p> <p>DT_WEATHER: Add Weather /Conditions /Condition</p> <p>DT_WEATHER: Add Weather /Conditions /ExtendedConditions /ExtendedCondition</p> <p>Change all times to 2 decimals only (ROW and CSP)</p> <p>Add clarifications if only applicable in one discipline</p>
V3.1	APP	<p>Overview: Update PARALYMPIC GAMES for cox</p> <p>DT_RESULT: Remove DISPLAY/LEADER at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Add DISPLAY/LEADER_POS at ExtendedInfos /ExtendedInfo</p> <p>DT_RECORD: Update description</p> <p>DT_RECORD: Update /Record /RecordType /RecordData /Result</p>



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V3.2	APP	DT_WEATHER: Updated to be common [CR025912]
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