Olympic Data Feed

Marathon Swimming
ODF Data Dictionary
Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

MESSAGES IN EACH EVENT
All events have a single DT_RESULT and DT_PLAY_BY_PLAY for each unit.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (schedule=Y) only which is aligned with the same RSC for DT_RESULT.

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\ nextended
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_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	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	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	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	SC @Source	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
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
- PlaceofBirth
- CountryofBirth
- PlaceofResidence
- CountryofResidence
- Nationality
- MainFunctionId
- Current
- OlympicSolidarity
- ModificationIndicator
- Discipline (1,1)
  - Code
  - IFId
  - RegisteredEvent (0,N)
    - Event
    - Bib
    - EventEntry (0,N)
      - Type
      - Code
      - Pos
      - Value

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time.

			It is used to link other messages to the participant's information. Participant's information (example @Organisation) 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. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
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. Expected for athletes, not expected for all groups of officials.

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

Element: 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	CC @Discipline	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).

Element: Competition /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
Bib	O	S(4)	Athlete's Bib number. Send only in the Case of Current="true".

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific athlete's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualifiyingType	Qualification type (method)

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 Event Unit Start List and Results

2.3.2.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	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	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). 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 day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

- This message is sent with ResultStatus 'START_LIST' as soon as the start list is available and any changes to the information. Do not include IRMs in this status.
- This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

- UNCONFIRMED: From when the last athlete finishes the race and until all ties which require the review system are resolved.
- UNOFFICIAL: From when all ties are resolved until race results are signed. If there are no ties to be broken, as soon as the last athlete finish the race.
- OFFICIAL: When the results are approved.
- PROTESTED: In protested situation

Trigger also after any change.

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	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Officials (0,1)					
		Official (1,N)				
			Code			
			Function			
			Order			
			Description (1,1)			
				GivenName		

- FamilyName
- Gender
- Organisation
- IFId

Result (1,N)

- Rank
- RankEqual
- Result
- Unchecked
- IRM
- SortOrder
- StartOrder
- StartSortOrder
- ResultType
- Diff

ExtendedResults (0,1)

ExtendedResult (1,N)

- Type
- Code
- Pos
- Value
- Value2
- Rank
- RankEqual
- SortOrder
- Diff
- Speed
- Move

Extension (0,N)

Competitor (1,1)

- Code
- Type
- Organisation

Composition (0,1)

Athlete (0,N)

- Code
- Order
- Bib

Description (1,1)

		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId
	EventUnitEntry (0,N)	
		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 /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		LEADER	S(2)	Pos Description: Send number of the intermediate point. Element Expected: When available and only when the unit is LIVE, UNCONFIRMED or UNOFFICIAL for every split point passed by any competitor to know the leader at each split point at all times. Included continuously after the leader passes the first intermediate.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Competitor's ID, to identify an athlete, for the leader at the split point @Pos.
DISPLAY		INT_y (y =Intermediate point)	Numeric #0	Code Description: Intermediate point, only include one intermediate point in the message. Pos Description: Send a unique number for each competitor included in this message as most recent (that

				is if two competitors updated send 1 & 2) Element Expected: When available only when the unit is LIVE, UNCONFIRMED or UNOFFICIAL.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).
DISPLAY		CURRENT_INTERMEDIATE	N/A	Element Expected: When LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the intermediate point that the current leader most recently passed (according to the INTERMEDIATE @Pos)
UI		STARTERS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the number of competitors on the start list
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs). For number without IRMs see AFTER_INT	
UI		AFTER_INT	S(2)	Pos Description: Intermediate point (1,2..F) Element Expected: Always for all intermediate points after the first person has passed that intermediate.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the number of competitors who have passed the intermediate point. Do not include IRMs who did not reach this point.

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

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

Venue Names in Text.

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

Element: Competition /Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function.
Order	M	Numeric #0	Sort order of officials as on start list/results

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	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Official's organisation
IFId	O	S(16)	International Federation ID

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.
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	h:mm:ss.f	Total result for the particular event unit. Only send in the case @ResultType is TIME or IRM_TIME. Do not include leading zeros.
Unchecked	O	S(1)	Send with ="Y" in the case that there is a value which needs to be validated. For example by reading photo to change from transponder times. Do not send if not ="Y"
IRM	O	SC @IRM	The invalid result mark, if assigned Send just in the case @ResultType is IRM or IRM_TIME after the race starts.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Before and at the beginning of the race, sorted by athlete's number. For athletes who have completed at least one split, sort by the split rank at the completion of the last split until the first competitor finishes the race. By Rank once the first

			competitor finishes and for those that have finished the race also. At the end, those without ranks are sorted by the rank of the last completed split or by athlete's number, as appropriate. 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. OTL riders must be dropped to the bottom. Athletes who are notified as "did not finish" during the race, are notified as "did not start" or disqualified, must be dropped to the bottom with no rank in the order defined by the international federation.
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. Send IRM_TIME in the case of OTL.
Diff	O	+m:ss.f	Time behind leader or blank for leader. Do not send m if no minutes apply.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: The number that identifies the split point, from 1 to F where F is the finishing point. Element Expected: All event units
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f or -	Time from the start of the race up to this split point. It is a cumulative result time. Do not send hours if zeros. Send "-" in the case that the competitor has passed this point but no time is known.
	Value2	O	mm:ss.f or -	Send the split time (from the previous intermediate point to current one). Not cumulative time. Don't send for the first split. Send "-" in the case that the competitor has passed this point but no time is known.
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send "-" in the case that the competitor has passed this point but no rank is known.
	RankEqual	O	S(1)	Send "Y" where Rank at this specific ExtendResult is equalled, else do not send.
	SortOrder	M	Numeric #0	Index based on those who have passed this intermediate point only. If using this for sorting for an intermediate point the secondary sort order must be Result/SortOrder to cover the full list. For tied athletes, follow sport rules.
	Diff	O	+m:ss.f or -	Send the time behind the leader at the corresponding intermediate point or blank for

				leader. Do not send m if no minutes apply. Send "-" in the case that the competitor has passed this point but no time is known.
	Speed	O	Numeric #0.0	Strokes per minute
	Move	O	Numeric +#0, 0 or -#0	Send the rank progression in the current intermediate compared to the previous intermediate where + means improved position. (i.e: "+2", "0", "-1", etc) Do not send if not known.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	FLAG		
	Pos	Numeric 0	Sequential number (1, 2…), always included to allow for multiple flags in same intermediate. Start at 1 in each intermediate.	
	Value	S(1)	Flag indication to be sent when an incident occurred in the split. Send "R" for the Red flag (disqualification) and "Y" for the Yellow flag (warning).	
ER		PHOTO	N/A	Element Expected: If applicable
	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. PHOTO is different to UNCHECKED.

Sample (individual)

```
...
<Result Rank="1" ResultType="TIME" Result="1:56:32.1" SortOrder="1" StartOrder="23" StartSortOrder="23">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" SortOrder="13" Rank="12" Value="30:53.1"
Speed="30.2" RankEqual="Y" Diff="+1.5" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" SortOrder="6" Rank="6" Value="1:01:00.2"
Value2="30:07.1" Speed="30.2" Diff="+0.9" Move="6" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" SortOrder="5" Rank="5" Value="1:29:29.5"
Value2="28:29.3" Speed="30.2" Move="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" SortOrder="1" Rank="1" Value="1:56:32.1"
Value2="27:02.6" Speed="30.2" Move="4" />
  </ExtendedResults>
...
```

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	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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 0	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

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

Individual athletes entry information.

Type	Code	Pos	Description
EUE	FEED	N/A	Element Expected: If applicable

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the feeding position for this competitor

2.3.2.6 Message Sort

Sort by Result @SortOrder

2.3.3 Play by Play

2.3.3.1 Description

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (race)
DocumentSubcode	N/A	N/A
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	INCIDENT	Attribute used to extend DocumentType for some messages.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

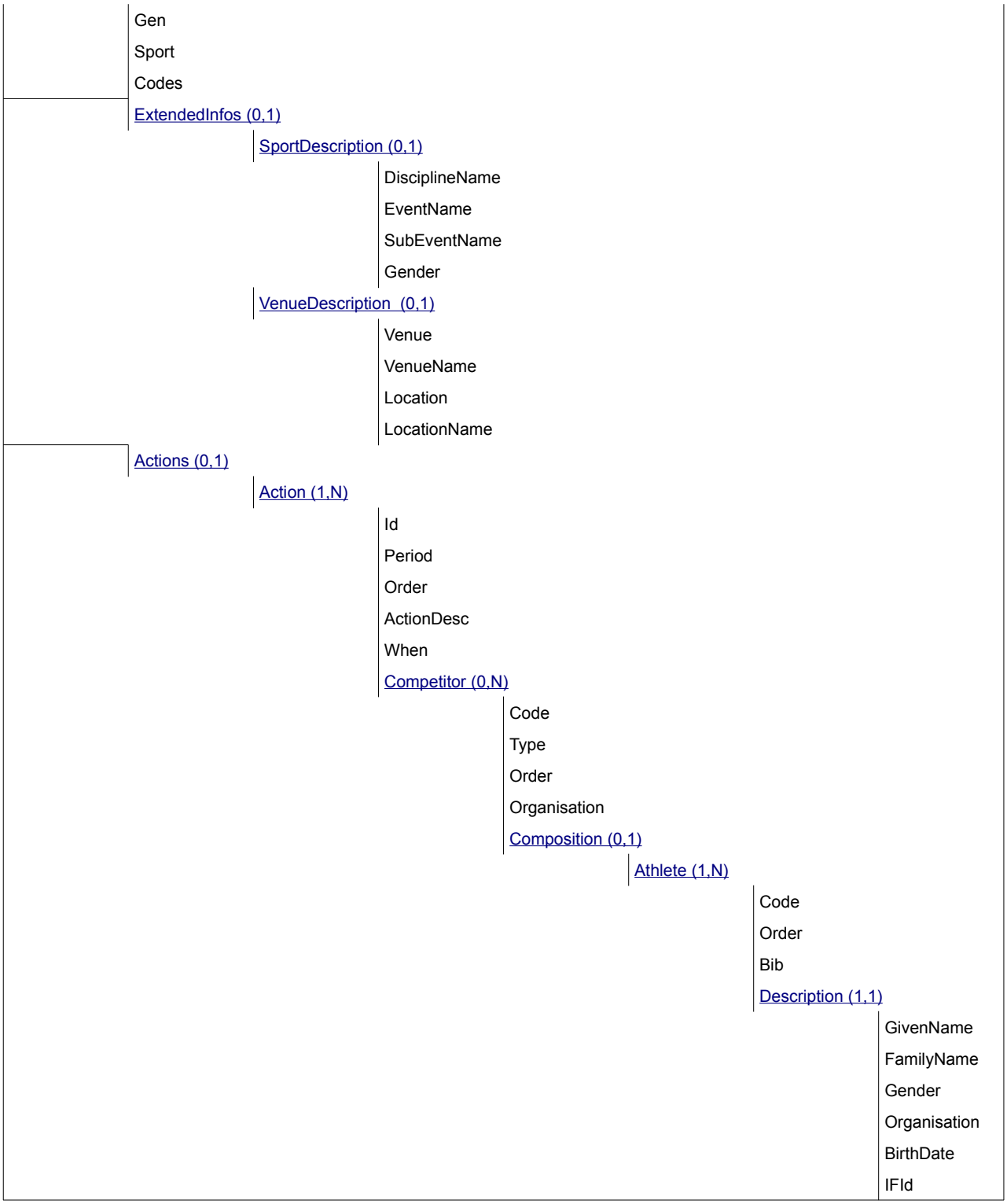
2.3.3.3 Trigger and Frequency

Messages will be generated with this frequency and status
* After every race incident (LIVE or UNOFFICIAL if any new incident after race and before results be official)
* After the race (unit) (OFFICIAL).

2.3.3.4 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	Level 8
Competition (0,1)							


Gen
Sport
Codes
ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
EventName
SubEventName
Gender
VenueDescription (0,1)
Venue
VenueName
Location
LocationName
Actions (0,1)
Action (1,N)
Id
Period
Order
ActionDesc
When
Competitor (0,N)
Code
Type
Order
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId

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 /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
SubEventName	O	S(40)	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit

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

Element: Competition /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
Period	M	S(2)	When in race (lap), 0 for incidents before race starts.
Order	M	Numeric	Unique sequential number for all the incidents in the race, from 1 to n
ActionDesc	O	S(200)	Action/Incident description
When	O	h:mm:ss	Race time when the incident occurred. Do not send leading zeros.

Element: Competition /Actions /Action /Competitor (0,N) Competitor participating in the Action. Used when the Action is related to a competitor.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID

Type	M	S(1)	A for athlete
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only 1 competitor.
Organisation	M	CC @Organisation	Competitors' organisation

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

Element: Competition /Actions /Action /Competitor /Composition /Athlete /Description (1,1) Athletes extended information			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Action)

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

2.3.3.6 Message Sort

Actions /Action @Order.

2.3.4 Event Final Ranking

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	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	CC @ResultStatus	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	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

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

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

Trigger also after any change.

2.3.4.4 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)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		SortOrder				
		Competitor (1,1)				
			Code			
			Type			
			Organisation			
			Composition (1,1)			
				Athlete (0,N)		
					Code	
					Order	
					Description (1,1)	
						GivenName
						FamilyName
						Gender
						Organisation
						BirthDate
						IFId

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

Element: 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
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete.
Order	M	Numeric #0	1 if Competitor @Type="A".

Element: 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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Configuration

2.3.5.1 Description

The Configuration is a message containing general configuration.

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	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	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

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

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Configs (1,1)				
		Config (1,N)			

	Unit	
	ExtendedConfig (1,N)	
		Type
		Code
		Pos
		Value
		ExtendedConfigItem (0,N)

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		INTERMEDIATE	S(2)	Pos Description: Send the value that identifies each of the split points (according to the event distance, from 1 to F, where F is when the race finishes), (send F for finish) Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0#	Send distance in km at this intermediate point.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When applicable			
	Attribute	**Value**	**Description**	
	Code	NAME		
	Pos	N/A		
	Value	SC @IntPtType	Code for this 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.

EC		DISTANCE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Send the total distance for the race in kilometers.
EC		LAPS_NUM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of laps.

Sample (Splits)

```
<Configs>
   <Config Unit="OWSM10KM----------FNL-000100--">
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="2.5" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="5.0" >
    < ExtendedConfigItem Code="NAME" Value="LAP1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="7.5" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="10.0" >
    < ExtendedConfigItem Code="NAME" Value="LAP1.5" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />
  <ExtendedConfig Type="EC" Code="LAPS_NUM" Value="2" />
  <ExtendedConfig Type="EC" Code="DISTANCE" Value="10.0" />
   </Config>
</Configs>
```

2.3.5.6 Message Sort

There is no message sorting rule.

2.3.6 Weather conditions

2.3.6.1 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.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at discipline level
DocumentSubcode	CC @Location	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	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

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

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
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Weather (1,1)			
		Date		

- Conditions (1,N)
  - Code
  - Humidity
  - Wind_Direction
  - Condition (0,3)
    - Code
    - Value
  - Precipitation (0,N)
    - Unit
    - Value
  - Pressure (0,N)
    - Unit
    - Value
  - Temperature (0,N)
    - Code
    - Unit
    - Value
  - Wind (0,N)
    - Code
    - Unit
    - Value

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 /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	SC @WeatherPoint	Weather Point(s)
Humidity	O	Numeric ##0	Humidity in %

Wind_Direction	O	CC @WindDirection	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherCondition	Codes that describe the Weather Condition.

Element: Competition /Weather /Conditions /Precipitation (0,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	SC @PrecipitationUnit	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	SC @TemperatureUnit	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	SC @WindUnit	Wind unit
Value	M	Numeric ##0	Wind speed in @Unit

2.3.6.6 Message Sort

There is no special sort order requirement for this message.

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 operation start	DT_SCHEDULE		x				
Periodically as soon as ODF operation start	DT_PARTIC		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When INFO goes live	DT_PDF C08 Competition Schedule		x				
When INFO goes live	DT_PDF C35A Competition Officials			x			
When INFO goes live	DT_PDF C35B Technical Open Water Swimming Committee		x				
After Initial Download, if any change	DT_SCHEDULE_UPDATE		x				
After Initial Download, if any change	DT_PDF C08 Competition Schedule		x				
As soon as Participant verification process finish (ORIS C38/C39 process)	DT_PARTIC_UPDATE		x				
After the Team Leaders' Meeting, if any change of athlete data	DT_PDF C32C Entry List by Event			x			
After the Team Leaders' Meeting	DT_CONFIG						x
After the Team Leaders' Meeting	DT_RESULT	START_LIST					x
After the Team Leaders' Meeting	DT_PDF C51 Start List						x

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
If there is any action before the start	DT_PLAY_BY_PLAY	START_LIST					x
When competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
If any race incident	DT_PLAY_BY_PLAY	LIVE					x
When IF allows the release of the medallists (before results are official, or even not all competitors have finished yet)	DT_MEDALLISTS	UNOFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x				o
If results cannot immediately be unofficial	DT_RESULT	UNCONFIRMED					x
	DT_RESULT	UNOFFICIAL					x
After video review and IF approval	DT_RESULT	OFFICIAL					x
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_RANKING	OFFICIAL		x			
After IF confirmation	DT_PDF C73 Results	OFFICIAL					x
	DT_PDF C77A Ranking Progression	OFFICIAL					x
	DT_PDF C77B Race Analysis	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_PDF C89 Race Incident Log	OFFICIAL					x
	DT_PDF C92A Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
If a protest appeal is raised	DT_RESULT	PROTESTED					x
When protest appeal outcome is known	DT_RESULT	OFFICIAL					x
If Official Communication	DT_PDF C67 Official Communication		x	x	x	x	x
If Sport Communication	DT_PDF C68 Sport Communication		x	x	x	x	x
If Official Communication/Sport Communication	DT_COMMUNICATION		x	x	x	x	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	14 Jan 2018	First version as stand-alone document
V1.1	02 Jul 2018	Updated
V2.0	08 Aug 2018	Updated, CRs
V2.1	25 Oct 2018	Updated. First version as a full document
V2.2	24 Jan 2019	Updated, CR
V2.3	18 Apr 2019	Updated
V2.4	14 Aug 2019	Updated, CRs
V2.5	10 Dec 2019	Updated after HT
V2.6	6 Feb 2020	Updated
V3.0	4 Nov 2022	First version for Paris 2024
V3.1	10 Feb 2023	Approved
V3.2	14 Jul 2023	CR025912
V3.3	25 Aug 2023	CR026336

File Reference: SOG-2024-OWS-3.3 APP

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First version (separated from swimming)
V1.1	SFA	DT_RESULT: Result /ExtendedResults /ExtendedResult add SPM and STC
V2.0	SFA	CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message.
V2.1	APP	DT_RESULT: Removed the sub-extension SPM (from PROGRESS/INTERMEDIATE code), and the SPM and STC codes as well (at Result /ExtendedResults /ExtendedResult). DT_RESULT: In extension ER/PHOTO added E as a possible value. DT_RESULT: Clarified ExtendedResult Move to use + for improved position. First version as a full document Editorial improvements without changing the intent
V2.2	APP	CR16928: Move ExtendedResults SECTION to use Attribute Value2 to simplify the message and reduce size.
V2.3	APP	DT_CONFIG: Add lap name and number of laps
V2.4	APP	CR16640: Add ODF Version @Competition CR17516: DT_RESULT: Update DISPLAY/LAST_COMP @ExtendedInfos to be sent until the result is OFFICIAL CR17809: Change Participant/OlympicSolidarity to disallow N
V2.5	APP	DT_RESULT: Update PROGRESS/INTERMEDIATE @Result /ExtendedResults /ExtendedResult DT_CONFIG: Update Value at EC/INTERMEDIATE @Configs /Config /ExtendedConfig DT_RESULT: Clarify Expected at DISPLAY/LEADER @ExtendedInfos /ExtendedInfo DT_RESULT: Do not send IRMs when ResultStatus = START_LIST CR18565 DT_PARTIC: Update the description of Participant/Weight
V2.6	APP	DT_RESULT: Update the Result Element in the case of OTL to send time [CR186997]
V3.0	SFA	DT_PARTIC: Remove Participant/Height

		DT_PARTIC: Remove Participant/Weight DT_PARTIC: Remove ENTRY/QUAL_RANK at Participant /Discipline /RegisteredEvent /EventEntry DT_RESULT: Add UI/STARTERS at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/AFTER_INT at ExtendedInfos /ExtendedInfo DT_RESULT: Add Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update @Pos for PROGRESS/INTERMEDIATE/FLAG at Result /ExtendedResults /ExtendedResult DT_RESULT: Add Speed for PROGRESS/IMTERMEDIATE at /Result /ExtendedResults /ExtendedResult DT_RESULT: Add Officials /Official DT_RESULT: Officials /Official /Description DT_RESULT: Update triggering DT_RESULT: Update DISPLAY/LEADER for @Pos and Expected at ExtendedInfos /ExtendedInfo DT_RESULT: Update DISPLAY/LAST_COMP for @Pos at ExtendedInfos /ExtendedInfo DT_RESULT: Update SortOrder for PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult to only include those passed this point. DT_RESULT: Update PROGRESS/INTERMEDIATE for @Pos at Result /ExtendedResults /ExtendedResult DT_CONFIG: Update EC/INTERMEDIATE at Configs /Config /ExtendedConfig DT_CONFIG: Update EC/INTERMEDIATE/NAME at Configs /Config /ExtendedConfig
V3.1	APP	DT_WEATHER: Message added
V3.2	APP	DT_WEATHER: Updated to be common [CR025912]
V3.3	APP	DT_RESULT: Replace DISPLAY/LAST_COMP with DISPLAY/INT_y at ExtendedInfos /ExtendedInfo [CR026336]