



# Olympic Data Feed



## Sailing ODF Data Dictionary

Technology and Information Department  
© International Olympic Committee

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

#### MESSAGES IN EACH EVENT

- \* All events have a single DT\_RESULT for each unit (race).
- \* All events have a single DT\_RESULT\_ANALYSIS for each unit (race).
- \* All units also have a DT\_CURRENT and DT\_PLAY\_BY\_PLAY distributed.
- \* Each event also has a DT\_CUMULATIVE\_MESSAGE for the overall standings.

#### SCHEDULE

- \* The schedule is maintained and sent for every race (unit, schedule=Y) which matches the same as used in 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_PARTIC_NAME	Participant Names	
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_RESULT_ANALYSIS	Results Analysis	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CUMULATIVE_RESULT	Cumulative Results	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	<a href="#">X</a>
DT_WEATHER	Weather conditions	<a href="#">X</a>
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_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)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE 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.

### 2.3.1.3 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 Gender Organisation BirthDate			



PlaceofBirth			
CountryofBirth			
PlaceofResidence			
CountryofResidence			
Nationality			
MainFunctionId			
Current			
OlympicSolidarity			
ModificationIndicator			
<a href="#">Discipline (1,1)</a>			
		Code	
		IFId	
		<a href="#">RegisteredEvent (0,N)</a>	
			Event
			<a href="#">EventEntry (0,N)</a>
			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

#### Sample (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-SAL-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	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



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

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: Always (in case of Team events), as soon as it is known (this information can be sent in both messages)
Attribute	M/O	Value	Description



	Value	M	<a href="#">CC @Position</a>	Position code of the competitor (for events with more than one crew).
ENTRY		RANK_WLD	N/A	Element Expected: Always in individual events as soon as it is known. (this information can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	World rank for the competitor

### 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.

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)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE 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.

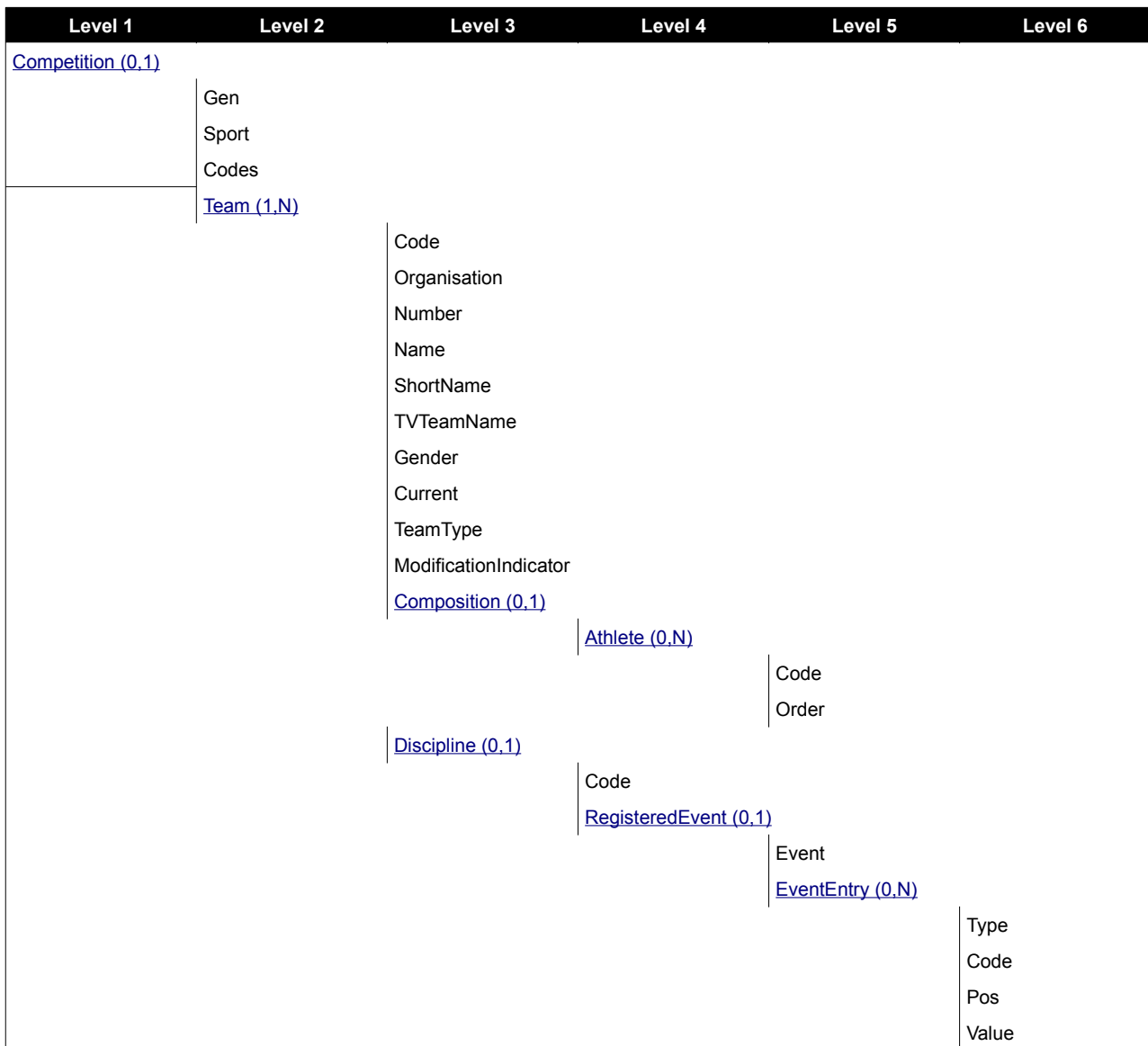
### 2.3.2.3 Trigger and Frequency

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.



### 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 name.
<b>ShortName</b>	<b>M</b>	<b>S(40)</b>	<b>Team Short Name</b>
TVTeamName	M	S(21)	Team's TV 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)
<b>TeamType</b>	<b>M</b>	<b>SC @TeamType</b>	<b>Send the team type.</b> <b>This is how the name is constructed to allow clients to build in other languages. Use CPLP.</b>
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)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	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	RANK_WLD	N/A	Element Expected: Always as soon as it is known. (this information can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	World rank for the competitor

### 2.3.2.6 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.

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
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) 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 information is available and any changes to the information:

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

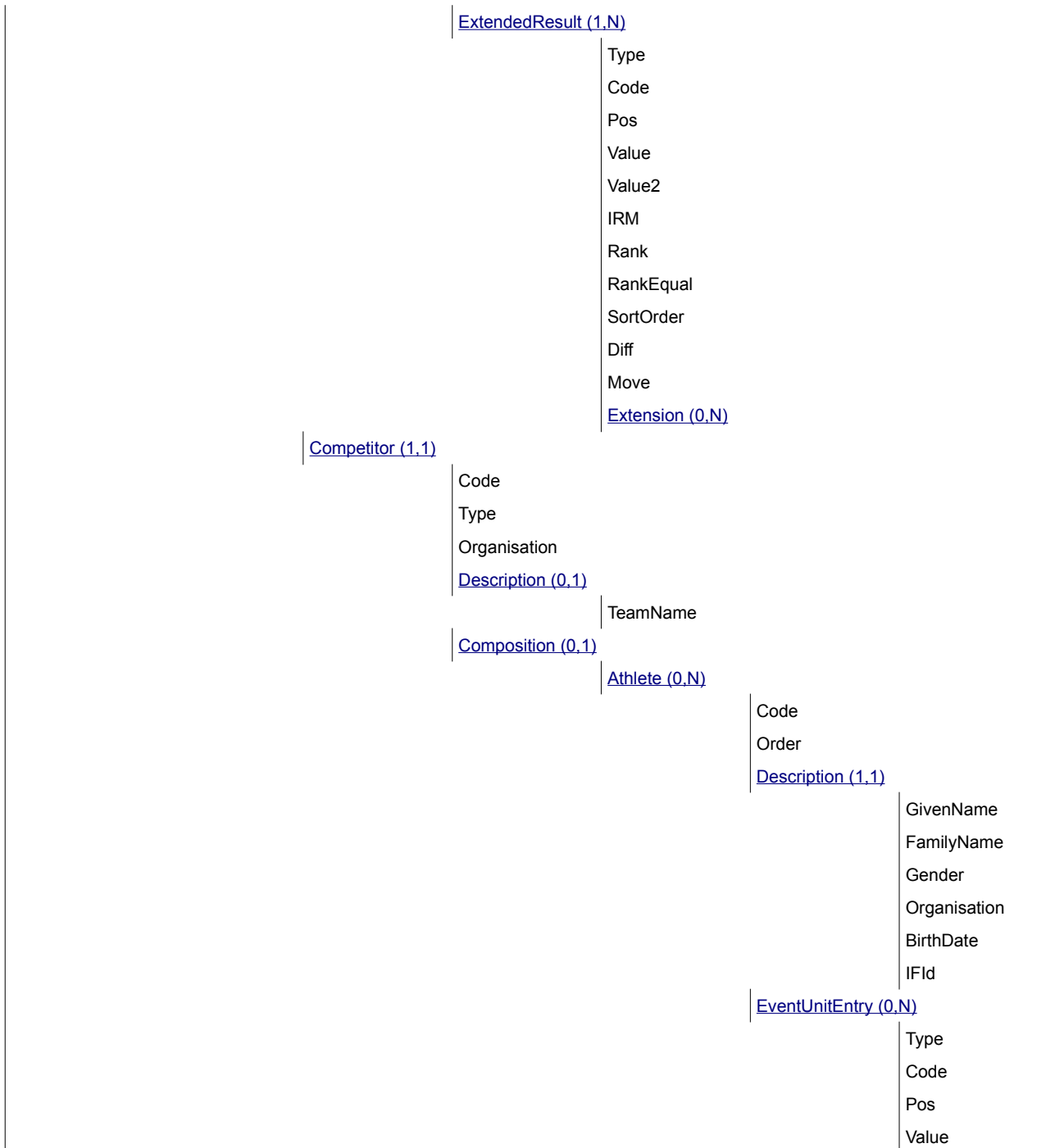


- If a race is interrupted (INTERMEDIATE)
- After all competitors have finished the unit (UNOFFICIAL / OFFICIAL) as appropriate.
- Update with any later changes (from protests etc.)

### 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="#">Extension (0,N)</a>			
		<a href="#">SportDescription (0,1)</a>	DisciplineName EventName Gender SubEventName UnitNum			
		<a href="#">VenueDescription (0,1)</a>	Venue VenueName Location LocationName			
	<a href="#">Result (1,N)</a>					
		Rank RankEqual Result IRM SortOrder StartSortOrder ResultType				
		<a href="#">ExtendedResults (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	LAST_COMP	Numeric	Pos Description: Send MARK @Pos in ExtendedInfos for the last mark passed by the most recent boat to pass any mark.  Element Expected: Send the last boat to pass any mark with every LIVE update
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
UI	COURSE_AREA	N/A	Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Text
UI	COURSE_SAILED	N/A	Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @Course</a>
UI	LEG_CURRENT	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0 or '.'
UI	LEGS_NUM	N/A	Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
UI	SEA_STATE	N/A	Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0



	Value	M	SC @SeaState	Send the sea state.
UI		HUMIDITY	N/A	Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Humidity in %
UI		AIR_TEMP	N/A	Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Temperature in centigrade degrees.
UI		MARK	Numeric 0	Pos Description: Send the mark order: 0, 1..n (0 for start mark)  Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or S(n)	Send the different marks of the course for the event unit.  Send 'S' for Start, 'F' for Finish and the corresponding mark number or string for the rest.  For example: @Pos 0, @Value 'S' for Start mark. @Pos 1, @Value 1 for next 1 mark. @Pos 2, @Value 2 for next 2 mark. @Pos 3, @Value 1 for next 1 mark. @Pos 4, @Value 2p-2s for next 2p-2s mark. @Pos 5, @Value 1 for next 1 mark. @Pos 6, @Value 'F' for Finish mark.
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If it applicable (not for start mark)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	MARK_ROUNDED		
	Pos	N/A	Do not send anything	
	Value	S(1)	Send Y in case of first boat has rounded this mark	
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If available (not for start mark)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TIME		
	Pos	N/A	Do not send anything	
	Value	h:mm:ss	Send the elapsed time of the leader for each mark of the course and finish. Remove leading zeroes.	
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	



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

**Sample (General)**



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

**Element: 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	O	S(40)	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(6)	Race number for non-medal races (1, 2,...), or 'M' for the medal race.

**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 /Result (1,N)**

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.





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

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		LAST_MARK	N/A	Element Expected: Send if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the mark order of the last mark rounded, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (so from 1 to n).
OVERALL		ESTIMATED	N/A	Element Expected: If available when LIVE and UNOFFICIAL after this competitor has passed the first mark or the first boat passes the first mark in the case of boats with IRM.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.#	Send the calculated overall net points based on boats finishing in their estimated finish place.
	<b>Value2</b>	<b>O</b>	<b>Numeric ##0.#</b>	<b>Send the estimated overall total points based on boats finishing in their estimated finishing place.</b>
	IRM	O	<a href="#">SC @IRM</a>	Invalid result mark (if applies).
	Rank	O	Numeric #0	Send the estimated overall rank (finish place) of the boat in the event, based on the position at the most recent mark or their probable position.
	RankEqual	O	S(1)	Send Y if rank is equalled, otherwise do not send.



	SortOrder	O	Numeric #0	Send the estimated overall order of the boat.
PROGRESS	MARK		Numeric #0	Pos Description: Send the mark order, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (though zero is not sent, so from 1 to n).  Element Expected: Send if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	h:mm:ss	Send the time of the boat at the corresponding MARK (from the Starting line). Remove leading zeroes.
	Value2	O	Numeric ###0.0	Distance behind the current leader (metres) when this competitor reaches the mark.
	Rank	O	Numeric #0	Send the rank (place) of the boat at the corresponding mark.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send
	SortOrder	M	Numeric #0	Send the order of the boat at the corresponding mark.  For those competitors who have not crossed yet the current mark, the order will be according to their results in previous mark.
	Diff	O	mm:ss	Send the time behind the leader at the corresponding mark.
	Move	O	Numeric #0	Change in rank compared to the previous MARK. For example if one competitor is moving from rank=9 to rank=15 then Move is -6; or 0 for no change, or 2 if improving two ranks.

### Sample (General)

```
<Result Rank="3" ResultType="POINTS" Result="6" SortOrder="3" StartSortOrder="6" >
<ExtendedResults>
<ExtendedResult Type="PROGRESS" Code="MARK" Pos="1" Value="10:08" Rank="5" SortOrder="5" Diff="0:36" />
<ExtendedResult Type="PROGRESS" Code="MARK" Pos="2" Value="16:27" Rank="4" SortOrder="4" Diff="0:19" Move="1" />
..
<ExtendedResult Type="PROGRESS" Code="MARK" Pos="6" Value="31:03" Rank="3" SortOrder="3" Diff="0:16" Move="0" />
<ExtendedResult Type="ER" Code="LAST_MARK" Value="6" />
<ExtendedResult Type="OVERALL" Code="ESTIMATED" Value="5" Value2="15" Rank="3" SortOrder="3" />
</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, 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.

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	For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew etc.) For competitor @Type="A" : 1

Element: 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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
For team events only.			
Type	Code	Pos	Description
EUE	POSITION	N/A	Element Expected: Always in case of Team events
Attribute	M/O	Value	Description
Value	M	<a href="#">CC @Position</a>	Position code of the athlete

**Sample (General)**



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

### 2.3.3.6 Message Sort

Sort by Result @SortOrder



## 2.3.4 Results Analysis

### 2.3.4.1 Description

The Results Analysis contains is a message containing additional information to supplement the DT\_RESULT message.

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

### 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 @Unit	Full RSC of the unit
DocumentType	DT_RESULT_ANALYSIS	Event Unit Result Analysis 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). LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

- After any addition / change in any data (LIVE)

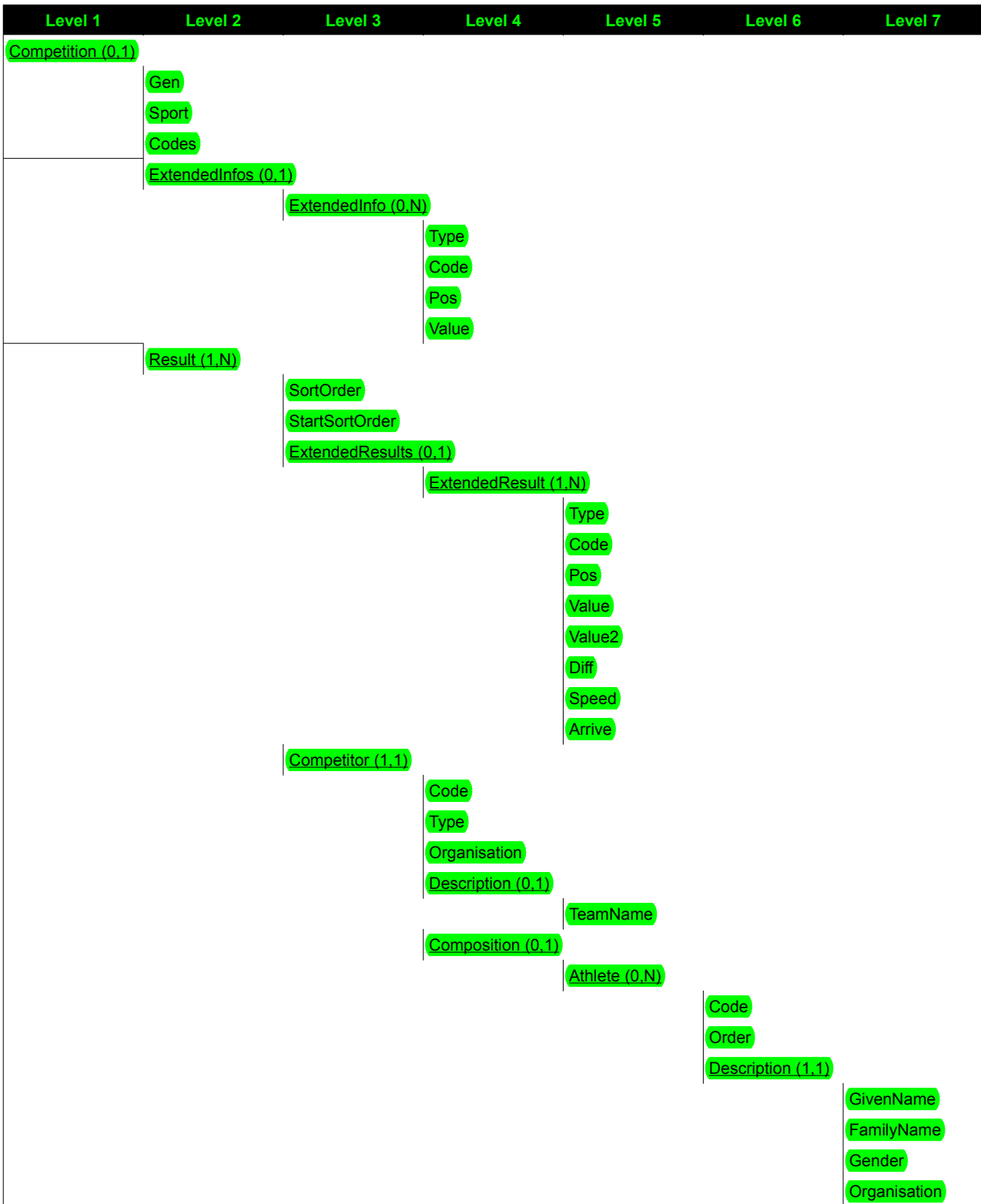
- If a race is interrupted (INTERMEDIATE)

- After all competitors have finished the unit (UNOFFICIAL / OFFICIAL) as appropriate.

- Update with any later changes (from protests etc.)

### 2.3.4.4 Message Structure

The following table defines the structure of the message.





	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 /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UJ	LEG	Numeric #0	Pos Description: Send the mark order: 0, 1..n (0 for start mark) Element Expected: Always, if available when the first boat crosses the mark
Attribute	M/O	Value	Description
Value	M	Numeric ###0	Leg distance in metres, finishing at this mark
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If it applicable (not for start mark)			
Attribute	Value	Description	
Code	BEARING		
Pos	N/A		
Value	Numeric ##0	Bearing per leg (in degrees)	

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor being awarded with a result element in the event unit.			
Attribute	M/O	Value	Description
SortOrder	M	Numeric #0	Ordered by NOC
StartSortOrder	M	Numeric #0	Start list order according to the sport rules (used to sort all start list competitors in an event unit).

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
PROGRESS	LEG	Numeric #0	Pos Description: Send the mark order, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (though zero is not sent, so from 1 to n).



				Element Expected: Send if available
Attribute	M/O	Value	Description	
Value	M	m:ss	Time for this leg, finishing at the mark @Pos	
Value2	O	Numeric #0.0	Top speed during the leg finishing at this mark @Pos	
Diff	O	-m:ss or m:ss	Time gained or lost by the boat in comparison to the previous mark.	
Speed	O	Numeric #0.0	Average speed during the leg finishing at this mark @Pos	
Arrive	O	Numeric ##0	Total number of maneuvers (tack or gybe) during the leg	
<b>PROGRESS</b>	<b>DISTANCE</b>	Numeric #0	Pos Description: Send the mark order, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (though zero is not sent, so from 1 to n). Element Expected: Send if available	
Attribute	M/O	Value	Description	
Value	M	Numeric ####0	Course distance sailed at the at the end of this leg @Pos	
<b>ER</b>	<b>DISTANCE</b>	N/A	Element Expected: After the race	
Attribute	M/O	Value	Description	
Value	M	Numeric ####0	Total distance sailed at the end in metres	

**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 ID
Type	M	S(1)	A for athlete, T for team
Organisation	M	CC @Organisation	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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for





			Helm, 2 for Crew etc.) For competitor @Type="A" : 1
--	--	--	--

**Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)**  
**Athletes extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNP format (mixed case)
FamilyName	M	S(25)	Family name in WNP 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 Current Information

### 2.3.5.1 Description

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

### 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	CC @Discipline CC @Unit	Full RSC of the discipline (DocumentSubtype = STATUS) Full RSC of the unit (DocumentSubtype = LIVE)
DocumentSubcode	Date	Date format YYYY-MM-DD
DocumentType	DT_CURRENT	Current message
DocumentSubtype	STATUS LIVE	STATUS: Message updating the status of all classes in a day in a single message. LIVE: Message for live results during the race
Version	1..V	Version number associated to the message's content. 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.

### 2.3.5.3 Trigger and Frequency

DocumentSubtype = STATUS

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

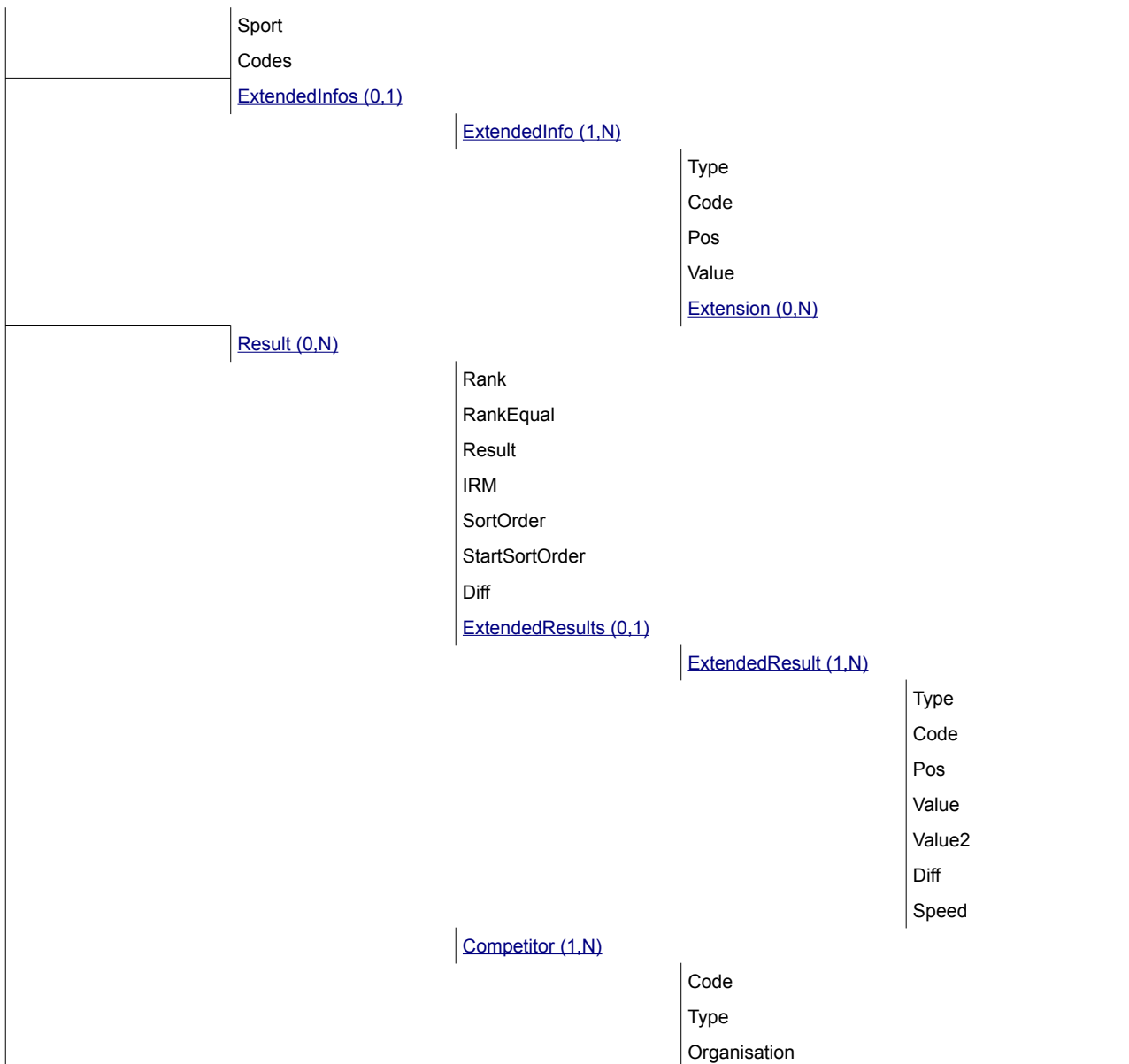
DocumentSubtype = LIVE

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

### 2.3.5.4 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			



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



Attribute	Value	Description
Code	OCS_NUM	
Pos	N/A	Do not send anything
Value	Numeric #0 or 'TBA' or '.'	Send the number of OCS boats. TBA means "To Be Announced". This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly).
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If applicable</b>		
Attribute	Value	Description
Code	START_TIME	
Pos	N/A	Do not send anything
Value	hh:mm	Send start time for the race @UNIT_NUM if the race is in progress else do not send
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If applicable</b>		
Attribute	Value	Description
Code	PROTEST_TIME	
Pos	N/A	Do not send anything
Value	hh:mm	Send protest time limited for the race @UNIT_NUM
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always</b>		
Attribute	Value	Description
Code	STATUS	
Pos	N/A	Do not send anything
Value	SC @Status	Send Status for the Event.
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected</b>		
Attribute	Value	Description
Code	UNIT	
Pos	N/A	Do not send anything
Value	CC @Unit	Send the full RSC for the unit of the race @UNIT_NUM.
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If applicable</b>		
Attribute	Value	Description
Code	UNIT_NUM	
Pos	N/A	Do not send anything
Value	Text	Race number for non-medal races (1, 2...), or "M" for the medal race, for one specific event unit.
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If racing today and not complete</b>		
Attribute	Value	Description
Code	WIND_DIR	



Pos	N/A	Do not send anything
Value	Numeric ##0	Wind Direction for this race (degrees)
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If racing today and not complete</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	WIND_SPEED	
Pos	N/A	Do not send anything
Value	Numeric #0	Wind Speed (knots)

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

<b>Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
LIVE	LEG	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the current leg
	Diff	O	m:ss	Time behind the leader in minutes and seconds. Send 0 for zero minutes. Send 0:00 for the leader
	Speed	O	Numeric #0.0	Sent the speed (in knots)
LIVE	START	N/A	Element Expected: Always from the start of the race.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Start</a>	<a href="#">Position of a boat in relation to the Start Line at the start</a>
	<a href="#">Value2</a>	<a href="#">O</a>	<a href="#">Numeric</a>	<a href="#">Time to cross the start line in seconds</a>



			+#0	(including +)
	Diff	O	Numeric #0.0 or -#0.0	Distance behind the start line at the moment of the start. (in metres)
	Speed	O	Numeric #0.0	Sent the speed (in knots) at the start.

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

### Sample (LIVE)

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

### 2.3.5.6 Message Sort

For the LIVE message order by Result/SortOrder

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



## 2.3.6 Play by Play

### 2.3.6.1 Description

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

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

### 2.3.6.2 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 @Unit</a>	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	INCIDENT	
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

Messages will be generated with this frequency and status

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

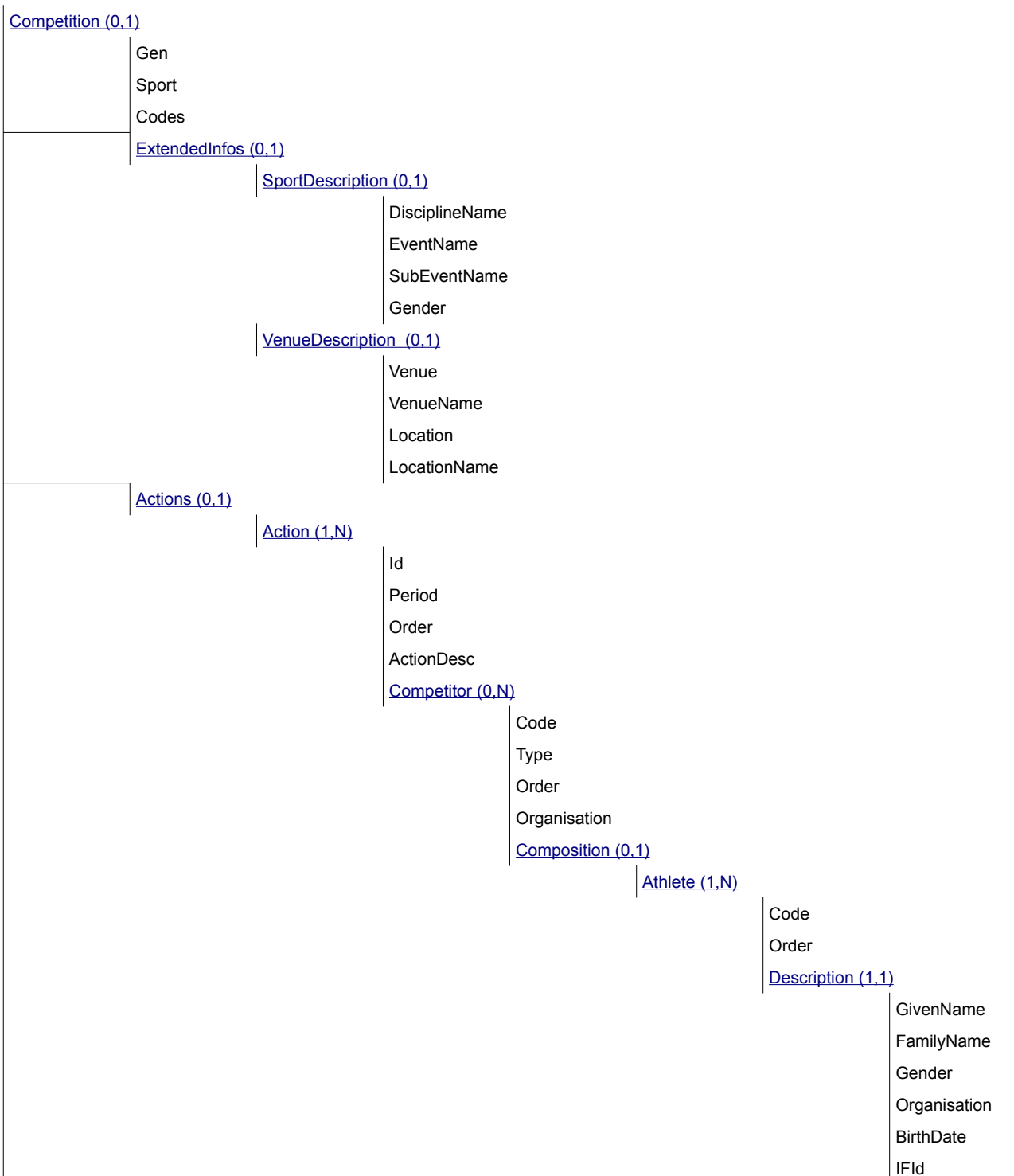
Never send empty.

### 2.3.6.4 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
---------	---------	---------	---------	---------	---------	---------	---------







### 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)			
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)			
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(12)	When in race, "Before start", "Start" or the time in the race m:ss.
Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n' It is used to sort Action
ActionDesc	O	S(200)	Action/Incident description

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



Type	M	S(1)	A for athlete or T for Team
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only 1 competitor.
Organisation	M	<a href="#">CC @Organisation</a>	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 (individual athlete or team member) related to the action
Order	M	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. Send 1 if only 1 competitor.

Element: 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	<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

### Sample (General)

```

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

```

### 2.3.6.6 Message Sort

Actions /Action @Order.



## 2.3.7 Cumulative Results

### 2.3.7.1 Description

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

### 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
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative 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 the status of the results START_LIST INTERMEDIATE 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

- When the start list is available for the first race (START\_LIST)

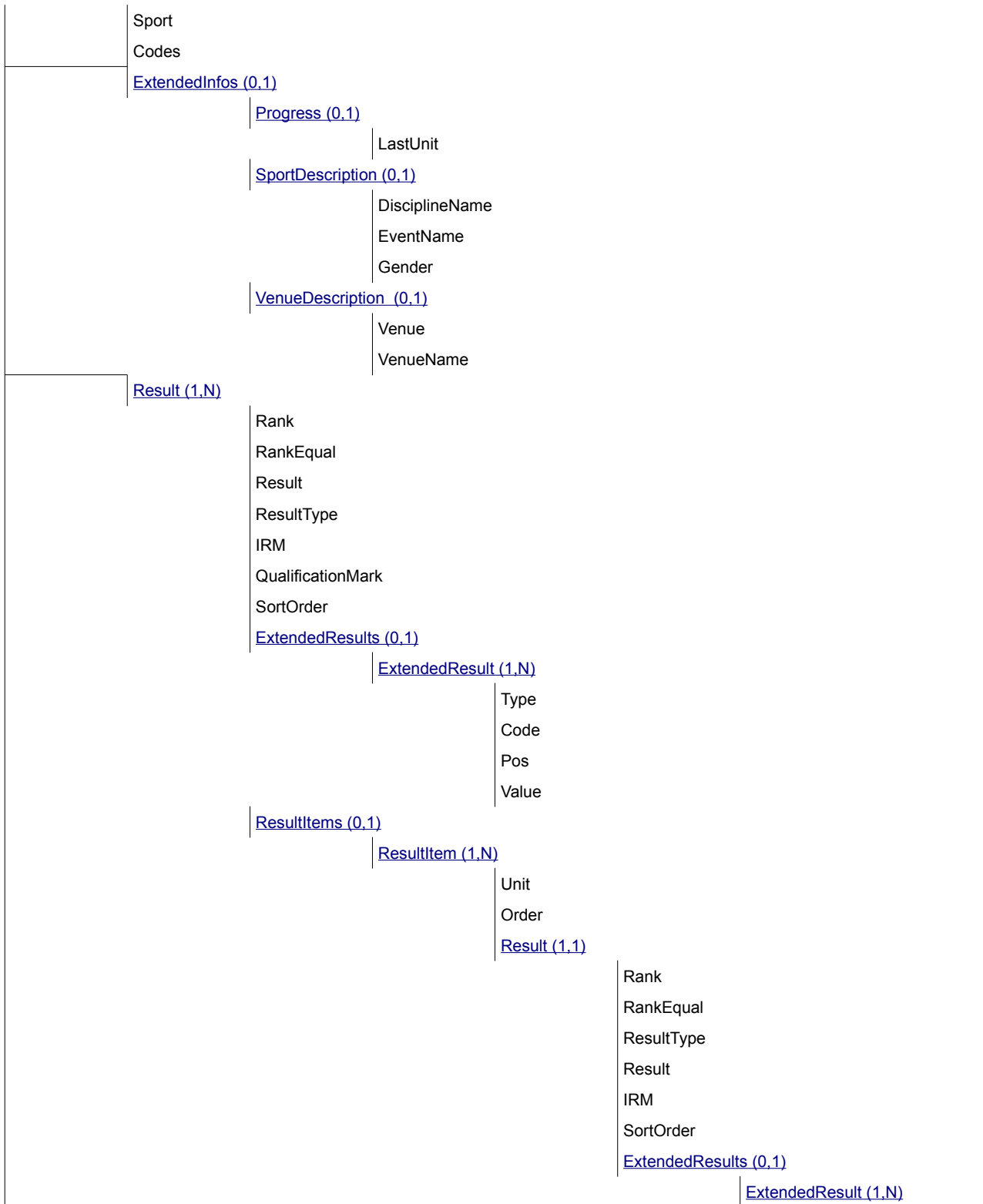
- After every race is over (INTERMEDIATE)

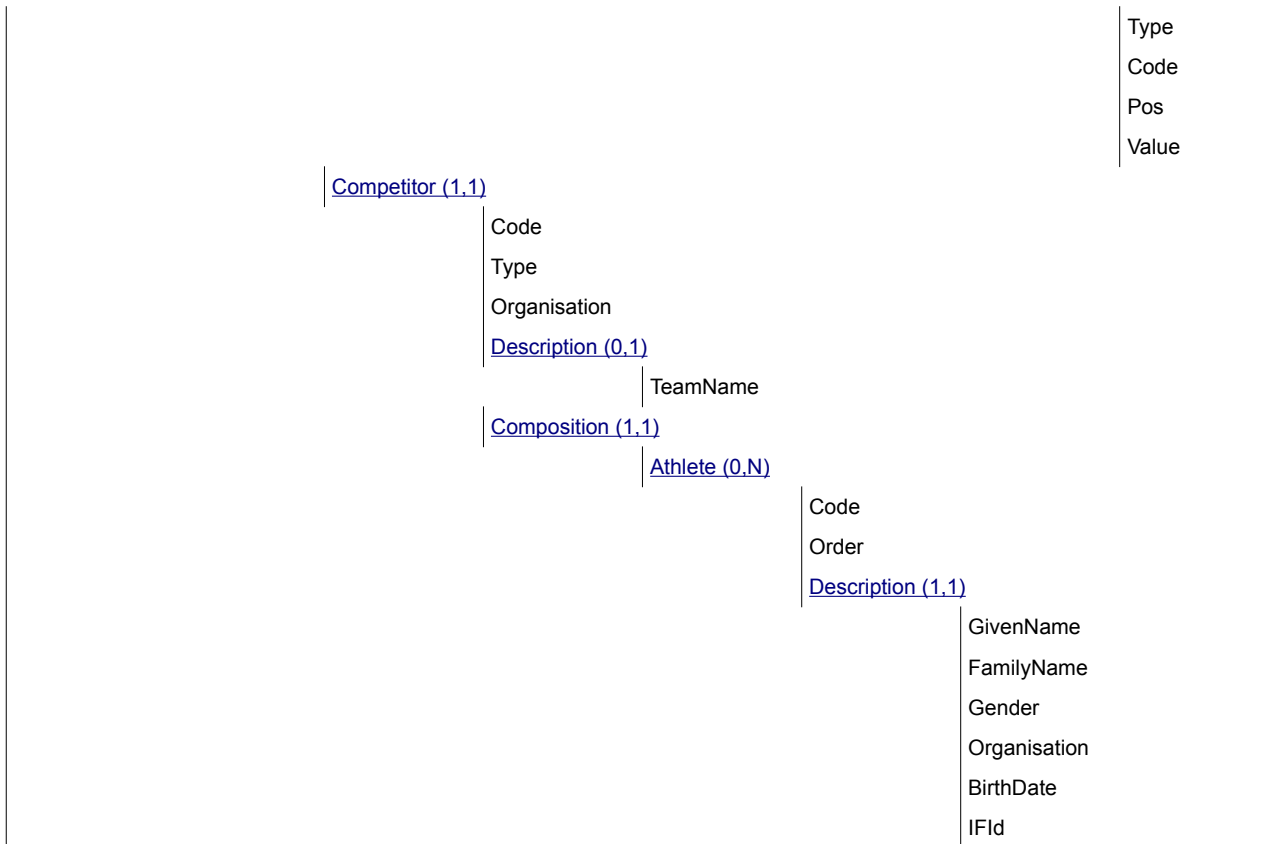
- Update after last race -up to the end of the event- (UNOFFICIAL / OFFICIAL)

### 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	Level 8
<a href="#">Competition (0.1)</a>							
	Gen						





### 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 /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	M	<a href="#">CC @Unit</a>	Send the full RSC of the most recently completed unit or current unit if in progress included in 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.
Gender	M	CC @SportGender	Gender code for the event unit

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

Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.

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

**Element: Competition /Result (1,N)**

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit.

Attribute	M/O	Value	Description
Rank	O	Numeric #0	Send the overall place based on net points for all phases of the event. This attribute is optional because the competitor could get an invalid result mark (in this case, it will be blank).
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send 'Y'.
Result	O	Numeric ##0.#	Send the calculated overall net points based on boats finishing in their estimated finish place for all phases of the event.
ResultType	O	SC @ResultType	It can be POINTS, IRM or IRM_POINTS Do not include for kite or windsurfing
IRM	O	SC @IRM	Invalid result mark. Send just in the case of @ResultType is IRM or IRM_POINTS
QualificationMark	O	SC @QualificationMark	Send qualification mark if applicable and when known
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Type	Code	Pos	Description
ER	TOTAL_PTS	N/A	Element Expected: Send if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0.# Send the overall total points for the event (does not include finals in Kite and Windsurfing)
ER	SFNL_CF	N/A	Element Expected: Send if applicable in Kite
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(2) Wins carried forward to semifinal, values are W or WW.
ER	FNL_CF	N/A	Element Expected: Send if applicable in Kite



Attribute	M/O	Value	Description
Value	M	S(2)	Wins carried forward to final, values are W or WW.

**Element: Competition /Result /ResultItems /ResultItem (1,N)**

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	The RSC of the schedule item included in the message In the case of windsurfing long race, the unit is sent twice with a different order for each.
Order	M	Numeric #0	Logical order of the sub-units, usually schedule order.

**Element: Competition /Result /ResultItems /ResultItem /Result (1,1)**

Attribute	M/O	Value	Description
Rank	O	Text	Rank (place) of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem. Send "-" in windsurfing finals if the competitor has not raced in this unit but qualified for later units.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable (Y).
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem, either IRM or POINTS or IRM_POINTS
Result	O	Numeric #0.# or S(1)	The result (race points) of the competitor for the event unit or phase identified by /ResultItems /ResultItem Send "-" in windsurfing finals if the competitor has not raced in this unit but qualified for later units. Send "W" in kite semifinal and final races if won. Send the rank for non-winner in kite semifinal last race and final last race Send only in the case @ResultType is POINTS or IRM_POINTS
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM or IRM_POINTS
SortOrder	M	Numeric	Used to sort all results in the unit identified by phase identified by @Unit at /ResultItems /ResultItem.

**Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)**

Type	Code	Pos	Description
ER	DISCARDED	N/A	Element Expected: Send if the score is to be discarded
Attribute	M/O	Value	Description





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

### Sample (General)

```

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

```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

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

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

#### 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	For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew etc.) For competitor @Type="A" : 1

Element: 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

### 2.3.7.6 Message Sort

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



## 2.3.8 Event Final Ranking

### 2.3.8.1 Description

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

### 2.3.8.2 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 @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
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

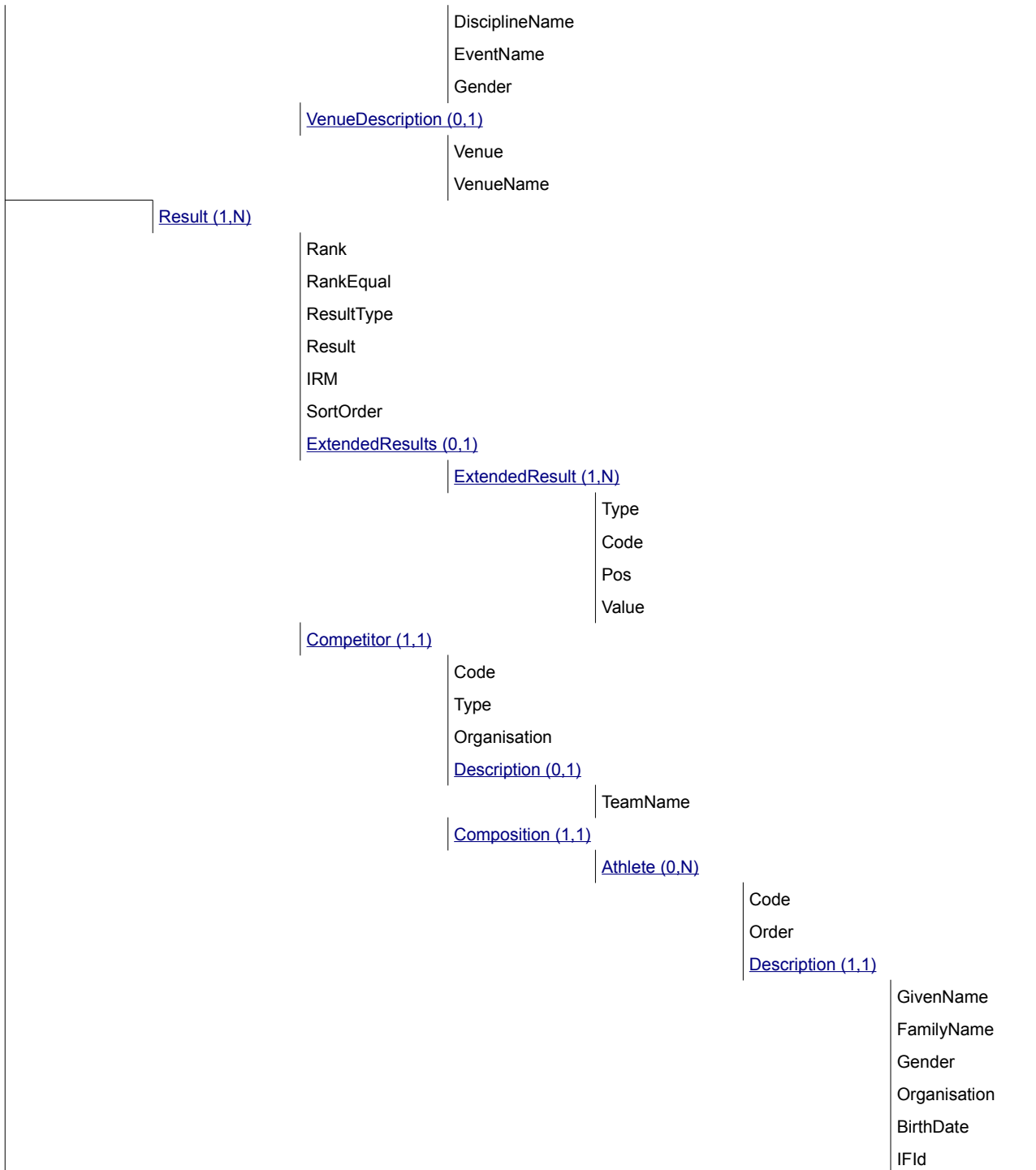
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

Trigger also after any change.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0.1)</a>	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0.1)</a>					
		<a href="#">SportDescription (0.1)</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 /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	O	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	O	CC @SportGender	Gender code for the event unit. Must be included if it is a single gender

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else do not send.
ResultType	O	<a href="#">SC @ResultType</a>	It can be POINTS, IRM or IRM_POINTS <b>Do not include for kite or windsurfing</b>
Result	O	Numeric ##0.#	Net points obtained <b>Do not include for kite or windsurfing</b>
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	TOTAL_PTS	N/A	Element Expected: Always, if available <b>except in kite or windsurfing</b>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric
			<b>Description</b>
			Send the total points for the competitor.



		##0.#	
--	--	-------	--

### Sample (General)

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

Element: Competition /Result /Competitor (1,1)			
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)			
Used in Team events only			
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	For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew etc.) For competitor @Type="A" : 1

Element: 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

### 2.3.8.6 Message Sort

Sort by Result @SortOrder



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## 2.3.9 Configuration

### 2.3.9.1 Description

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

Send before the competition for each event in separate messages.

### 2.3.9.2 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 @Event</a>	Full RSC of the event, sent this message for each event.
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.

### 2.3.9.3 Trigger and Frequency

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

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

If the message is sent after the first race is sailed, then the DT\_CUMULATIVE\_RESULT (for the same event) must be sent immediately following DT\_CONFIG.

### 2.3.9.4 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="#">Configs (1.1)</a>			





<a href="#">Config (1,N)</a>	Unit	<a href="#">ExtendedConfig (1,N)</a>	Type
			Code
			Pos
			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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Phase</a>	Full RSC of the phase.

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

#### Sample (General)

```

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

```

### 2.3.9.6 Message Sort

There is no general message sorting rule.



## 2.3.10 Communication

### 2.3.10.1 Description

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

### 2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Full RSC. Use the RSC to which the Communication is relevant/related.
DocumentSubcode	Numeric	This is the communication/document number. For each of NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE the number is sequential starting from one and unique for the discipline and DocumentSubtype (hence there can be two with value 1 in a discipline with different Document Subtype). For PROTEST this is the case number and is provided by sport.
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	NOTICE SPORT_NOTICE COMPETITOR_NOTICE PROTEST ON_WATER LIMIT	For all sports: * NOTICE: Used for Official Communications * SPORT_NOTICE: Used for Sport Communications * COMPETITOR_NOTICE : Use for notifications to competitors * PROTEST: Protest type (Except protest by Rule 42), only for Sailing. * ON_WATER: On the water Penalties, only for Sailing. * LIMIT: Protest Time Limit, only for Sailing
Version	1..V	Version number associated to the message's content. 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.

### 2.3.10.3 Trigger and Frequency

The message should be generated as soon as the information is available.  
Trigger also after any change.



### 2.3.10.4 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="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			SubEventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Communication (1,1)</a>					
		PublishTime				
		<a href="#">Decision (0,1)</a>				
			ItemNum			
			IssuedTime			
			AffectsRES			
			AffectsSCH			
			AffectsOTH			
			Unit			
			<a href="#">Subtitle (0,1)</a>			
					-	
			<a href="#">Summary (0,1)</a>			
					-	
			<a href="#">Details (0,1)</a>			
					-	
			<a href="#">IssuedBy (0,1)</a>			
					-	
			<a href="#">SignedBy (0,2)</a>			
						Code
						FamilyName
						GivenName
						Function
						Order



	<a href="#">ExtendedComms (0,1)</a>	
		<a href="#">ExtendedComm (1,N)</a>
		Type
		Code
		Pos
		Value
		<a href="#">Extension (0,N)</a>
<a href="#">Protest (0,1)</a>		
	Status	
	Procedure	
	HearingTime	
	DecisionTime	
	Informed	
	Initiator	
	Respondent	
	Witness	
	Interpreter	
	Rule	
	Unit	
	<a href="#">Type (0,1)</a>	
		-
	<a href="#">Details (0,1)</a>	
		-
	<a href="#">DecisionShort (0,1)</a>	
		-
	<a href="#">DecisionLong (0,1)</a>	
		-
	<a href="#">Description (0,1)</a>	
		-
	<a href="#">FactsFound (0,1)</a>	
		-
	<a href="#">Conclusion (0,1)</a>	
		-
	<a href="#">Jury (1,N)</a>	
		Code
		FamilyName
		GivenName
		Order
	<a href="#">SignedBy (0,1)</a>	



	Code FamilyName GivenName Function
<a href="#">ImageData (0,1)</a>	-

### 2.3.10.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Value is Sailing
EventName	O	S(40)	Event ENG Description (not code) from Common Codes
SubEventName	O	S(40)	EventUnit ENG Description (not code) from Common Codes. Only include if single unit affected
Gender	O	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	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

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

Element: Competition /Communication /Decision (0,1)			
Mandatory for DocumentSubtype NOTICE, COMPETITOR_NOTICE and SPORT_NOTICE.			
Attribute	M/O	Value	Description
ItemNum	O	String	Sport dependent, item number if applicable



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

Element: Competition /Communication /Decision /Subtitle (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Communication Subtitle. It is the title placed in the ORIS report next to "Official Communication"

Element: Competition /Communication /Decision /Summary (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Summary of the communication. Should contain the event description.

Element: Competition /Communication /Decision /Details (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Body of the communication. Include the description.

Element: Competition /Communication /Decision /IssuedBy (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Communication author

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

Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm (1,N)				
Type	Code	Pos	Description	



ON_WATER	PENALTY	Numeric #0	Pos Description: Send the Penalty number for this competitor (allow multiple per competitor)  Element Expected: When available for each competitor with an on water penalty
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20)	Send the competitor ID.
<b>Sub Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	UNIT_NUM		
Pos	N/A	Do not send anything	
Value	S(2)	Send the race identifier (number or M for medal)	
<b>Sub Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ACTION_COMP		
Pos	N/A	Do not send anything	
Value	S(80)	Action by the competitor	
<b>Sub Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	RULE		
Pos	N/A	Do not send anything	
Value	S(80)	Rule Information	
<b>Sub Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ACTION_JURY		
Pos	N/A	Do not send anything	
Value	S(80)	Action taken by the Jury	
LIMIT	EVENT	N/A	Element Expected: When applicable in a day
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	<a href="#">CC @Event</a>	Send the full RSC of the event in which the limit applies
<b>Sub Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected If there is a time limit applicable</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LIMIT		
Pos	N/A	Do not send anything	
Value	DateTime	Send the time limit	



Element: Competition /Communication /Protest (0,1)			
Attribute	M/O	Value	Description
Status	M	<a href="#">SC @ProtestStatus</a>	Status of protest
<b>Procedure</b>	<b>O</b>	<b>Free Text</b>	<b>Procedural matters related to the protest</b>
HearingTime	O	DateTime	Hearing time Example: 2012-07-26T10:00:00+01:00
DecisionTime	O	DateTime	Protest Decision Time Example: 2012-07-26T10:00:00+01:00
<b>Informed</b>	<b>O</b>	<b>DateTime</b>	<b>Time parties informed</b> Example: <b>2012-07-26T10:00:00+01:00</b>
<b>Initiator</b>	O	Free text	
<b>Respondent</b>	O	Free text	
Witness	O	Free text	
Interpreter	M	S(1)	Interpreter required (Y or N)
Rule	M	String	Rule applicable
Unit	O	<a href="#">CC @Unit</a>	Full RSC at unit level Sent if the protest applies to the gender, event, phase, or unit level. (can be at any level)

Element: Competition /Communication /Protest /Type (0,1)			
Attribute	M/O	Value	Description
-	O	Free text	Type of protest. Denotes the different options.

Element: Competition /Communication /Protest /Details (0,1)			
Attribute	M/O	Value	Description
-	M	Free text	Protest details

Element: Competition /Communication /Protest /DecisionShort (0,1)			
Attribute	M/O	Value	Description
-	M	Free text	Decision short

Element: Competition /Communication /Protest /DecisionLong (0,1)			
Attribute	M/O	Value	Description
-	M	Free text	Decision

Element: Competition /Communication /Protest /Description (0,1)			
Attribute	M/O	Value	Description
-	O	Free text	Description of the incident





Element: Competition /Communication /Protest /FactsFound (0,1)			
Attribute	M/O	Value	Description
-	M	Free text	Facts Found

Element: Competition /Communication /Protest /Conclusion (0,1)			
Attribute	M/O	Value	Description
-	O	Free text	Conclusion

Element: Competition /Communication /Protest /Jury (1,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official ID
FamilyName	O	S(25)	Family name of the Jury
GivenName	O	S(25)	Given name of the Jury
Order	O	Numeric	Order of the official, if more than one official. Send 1 if only one.

Element: Competition /Communication /Protest /SignedBy (0,1)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Key of the Signed Name, to uniquely identify this element
FamilyName	O	S(25)	Family name of the person associated to the sign
GivenName	O	S(25)	Given name of the person associated to the sign
Function	M	<a href="#">CC @ResultsFunction</a>	Function of the Signed person

Element: Competition /Communication /ImageData (0,1)			
Attribute	M/O	Value	Description
-	M	Text	The ImageData element contains a body consisting of one Base64-encoded PNG or JPG file.

### 2.3.10.6 Message Sort

There are no specific sorting requirements



## 2.3.11 Weather conditions

### 2.3.11.1 Description

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

### 2.3.11.2 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 (each course)
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.

### 2.3.11.3 Trigger and Frequency

The message is sent

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

### 2.3.11.4 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="#">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="#">Temperature (0.N)</a>	
	Code
	Unit
	Value
<a href="#">Wind (0.N)</a>	
	Code
	Unit
	Value
<a href="#">ExtendedConditions (0.1)</a>	
	<a href="#">ExtendedCondition (1.N)</a>
	Type
	Code
	Pos
	Value

### 2.3.11.5 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	GSC @WeatherPoint	GEN for general
Humidity	O	Numeric ##0	Humidity in %
<b>Wind_Direction</b>	<b>O</b>	<b>CC @WindDirection</b>	<b>Wind direction</b>



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

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

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Use KMH and KTS
Value	M	Numeric ##0	Wind speed for the unit

Element: Competition /Weather /Conditions /ExtendedConditions /ExtendedCondition (1,N)			
Type	Code	Pos	Description
WEA	LIGHTNING	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @Lightning
			Description
			Code as applicable

### 2.3.11.6 Message Sort

There is no special sort order requirement for this message.



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### 3 Message Timeline

Legend:

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



## 4 Document Control

Version history		
Version	Date	Comments
v1.0	3 January 2018	First version
v1.1	20 February 2018	Updated with feedback
v1.2	12 March 2018	Updated for publication
v1.3	26 July 2018	Updated
V2.0	8 August 2018	Updated
V2.1	25 October 2018	Approved
V2.2	24 January 2019	Approved
V2.3	14 August 2019	Approved
V2.4	11 November 2019	Approved
V2.5	21 Feb 2020	Updated
V2.6	13 Mar 2020	Updated
V3.0	30 Sep 2020	First version for Paris 2024

### File Reference: SOG-2024-SAL-3.0 SFA

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SRF	Updated internal version
v1.2	SFR	DT_PARTIC: Add WLD_RANK DT_PARTIC_TEAMS: Add WLD_RANK DT_CURRENT: Add PROTEST_TIME Other minor clarifications
v1.3	SFR	DT_CUMULATIVE_RESULT: Correct use of ExtendedResult for Discarded & Medal Race. DT_PLAY_BY_PLAY: Message added
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results
V2.1	APP	Status change
V2.2	APP	CR16914: Change DT_WEATHER message to course level and add sea state. CR17042: DT_CURRENT: Update DocumentCode and DocumentSubcode and add wind direction and speed Remove ValueType throughout document (standardization)
V2.3	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N CR18060: DT_CURRENT: Add new message with DocumentSubtype LIVE for live information in a single race
V2.4	APP	DT_CURRENT: Update triggering DT_CURRENT: Add LIVE/START @Result /ExtendedResults /ExtendedResult DT_CURRENT: Update LIVE/LEG @Result /ExtendedResults /ExtendedResult DT_CURRENT: Update Result/Diff



		DT_RESULT: Send estimated when the ResultStatus is UNOFFICIAL as well as LIVE
V2.5	APP	DT_CURRENT: Update Diff and description at LIVE/START at Result /ExtendedResults /ExtendedResult DT_RESULT: Update expected for OVERALL/ESTIMATED @Result /ExtendedResults /ExtendedResult [186291] DT_CONFIG: Update the triggering [186292] DT_CURRENT: Add Result/Result attribute. [186318] DT_CURRENT: Clarify the message sort order [186119] DT_RESULT: Correct the value and description of the value at ExtendedInfos /ExtendedInfo /UI / MARK / WIND_SPEED [186158] DT_RESULT: Add SEA_STATE, HUMIDITY and AIR_TEMP at ExtendedInfos /ExtendedInfo [186164] DT_COMMUNICATION: Change Type, Details, DecisionShort, DecisionLong, Description, FactsFound and Conclusion to (0,1) [186259] DT_CURRENT: Update triggering [186110] DT_RESULT: Update OVERALL/ESTIMATED and OVERALL/ESTIMATED/TOTAL_PTS Value format at Result /ExtendedResults /ExtendedResult /Extension [186173] DT_PLAY_BY_PLAY: Update triggering [186178]
V2.6	APP	DT_CURRENT: Clarification at Result/Result.
V3.0	SFA	DT_PARTIC: Remove Participant/Weight and Participant/Height DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_COMMUNICATION: Update DocumentCode and DocumentSubcode [CR024349] DT_RESULT: Update Result/Result DT_RESULT: Update triggering DT_RESULT: Add Value2 for OVERALL/ESTIMATED at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove OVERALL/ESTIMATED/TOTAL_PTS at Result /ExtendedResults /ExtendedResult DT_RESULT: Update PROGRESS/MARK at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove UI/COURSE_DESC at ExtendedInfos /ExtendedInfo (code look-up still available) DT_CURRENT: Add UI/WIND_DIRECTION at ExtendedInfos /ExtendedInfo DT_RESULT_ANALYSIS: Add message DT_CURRENT: Add UI/WIND_SPEED at ExtendedInfos /ExtendedInfo DT_CURRENT: Update LIVE/START at Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Update Result /ResultItems /ResultItem /Unit DT_CUMULATIVE_RESULT: Update Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Add Result/QualificationMark DT_CUMULATIVE_RESULT: Update Result /ResultItems /ResultItem /Result /Rank DT_CUMULATIVE_RESULT: Update Result /ResultItems /ResultItem /Result /Result DT_CUMULATIVE_RESULT: Update ResultStatus DT_CUMULATIVE_RESULT: Update triggering DT_COMMUNICATION: Update Communication/Protest DT_COMMUNICATION: Add Communication/Protest/Procedure DT_COMMUNICATION: Add Communication/Protest/Informed DT_RANKING: Update Result/ResultType DT_RANKING: Update Result/Result DT_RANKING: ER/TOTAL_PTS at Result /ExtendedResults /ExtendedResult DT_WEATHER: Add Weather/Conditions/Wind_Direction DT_WEATHER: Add Weather/Conditions/Wind DT_WEATHER: Update/Weather/Conditions/Temperature DT_WEATHER: Add Weather/Conditions/Condition