



Olympic Data Feed



Surfing

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 Surfing 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 Surfing 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 Surfing Overview

MESSAGES IN EACH EVENT

All events have a single DT_RESULT for each unit.

There is a DT_BRACKETS message for the progress of the competition in each event as well as a DT_STATS for event level statistical information.

SCHEDULE

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

2.2 Applicable Messages

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

- The column "Message type" indicates the DocumentType that identifies a message
- The column "Message name" is the message name identified by the message type
- The column "Message extended" indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message\nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_RESULT	Event Unit Start List and Results	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	



DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_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.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, 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 can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of status.

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	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	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0.1)	Gen Sport Codes				
	Participant (1.N)	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName Gender Organisation BirthDate Height PlaceofBirth CountryofBirth			



PlaceofResidence			
CountryofResidence			
Nationality			
MainFunctionId			
Current			
OlympicSolidarity			
ModificationIndicator			
Discipline (1,1)			
	Code		
	IFId		
	RegisteredEvent (0,N)		
		Event	
		EventEntry (0,N)	
			Type
			Code
			Pos
			Value

2.3.1.5 Message Values

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

Sample (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-SRF-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 information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is



			<p>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	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence



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

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

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF code (competitor's federation number for the discipline).

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

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event

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

Send if there are specific athlete's event entries.

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



	Value	M	SC @QualifyingType	Qualification type code
	ENTRY	STANCE	N/A	Element Expected. If available. This information can be sent in both messages.
	Attribute	M/O	Value	Description
	Value	M	SC @Foot	Code for stance

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 Event Unit Start List and Results

2.3.2.1 Description

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

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

When an athlete receives an IRM, the Rank should be removed and SortOrder updated in the same message in which the IRM is sent.

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST 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 PROTESTED
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.



2.3.2.3 Trigger and Frequency

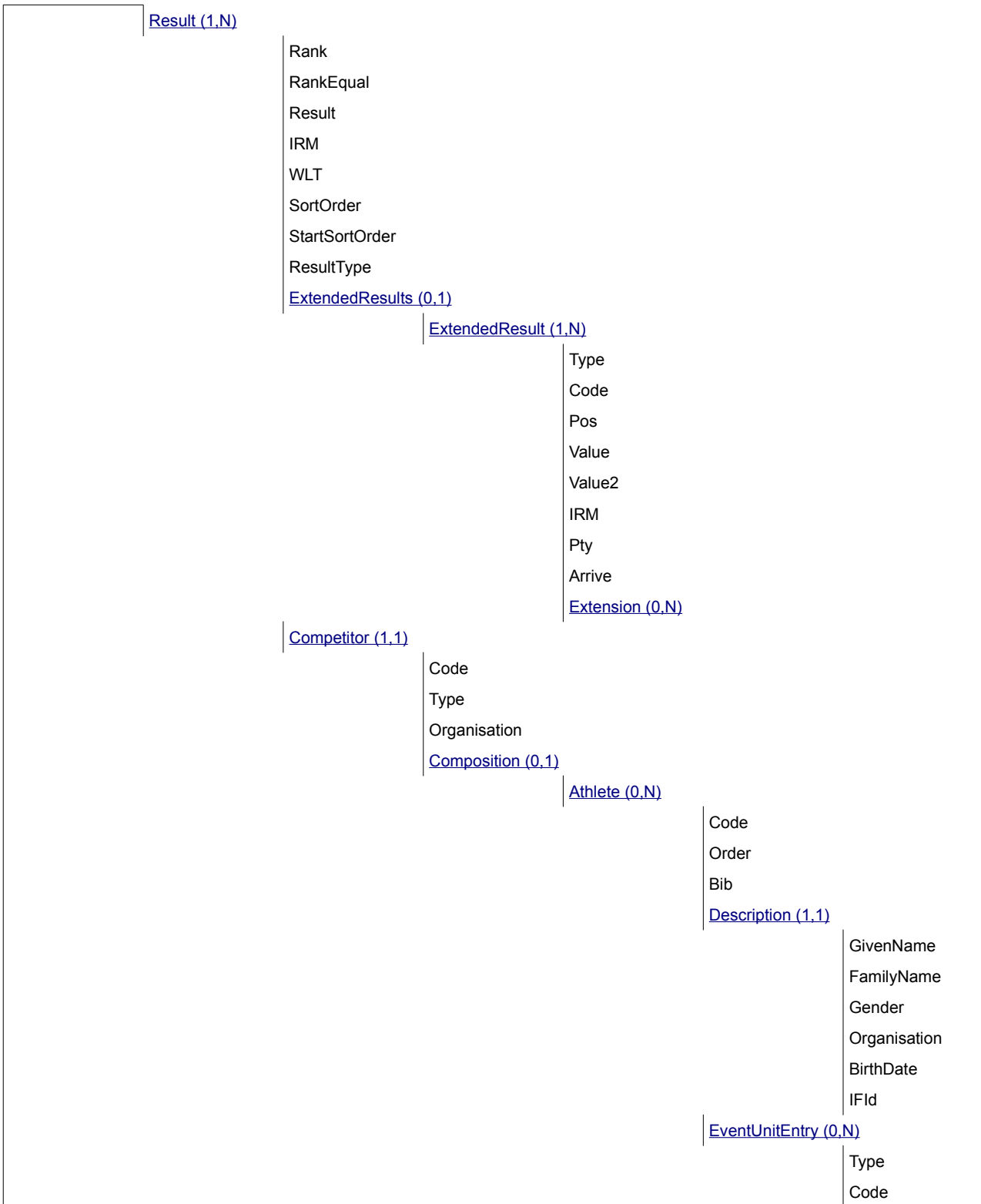
- This message is sent with ResultStatus 'START_LIST' as soon as the start list is available and again with any changes to the information. [inc. IRMs]
- When the unit starts send as LIVE.
- During the competition, after each wave is scored and all changes/additions in data (LIVE)
- If there is any break in a unit (INTERMEDIATE)
- After the unit is over, UNOFFICIAL / OFFICIAL as appropriate and all changed in the results

Trigger also after any change.

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0.1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0.1)					
		UnitDateTime (0.1)				
			StartDate			
		SportDescription (0.1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
			UnitNum			
		VenueDescription (0.1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Officials (0.1)					
		Official (1.N)				
			Code			
			Function			
			Order			
			Description (1.1)			
					GivenName	
					FamilyName	
					Gender	
					Organisation	





	Pos
	Value

2.3.2.5 Message Values

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

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

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

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

Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function for the event unit. Send the function code for the judges.



Order	M	Numeric 0	Order of the Officials Send by order for each official in each function, example: head judge, judge 1, judge 2, judge 3 ...
-------	---	--------------	--

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

Officials extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Official's organisation

Element: Competition /Result (1,N)

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 #0.00	Result (points scored in the unit) of the competitor for the particular event unit.
IRM	O	SC @IRM	IRM for the particular event unit. Send just in the case @ResultType is IRM.
WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L) the unit where there were only two competitors in the unit.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Before the unit is it the same as StartSortOrder.
StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	SC @ResultType	Result type, either POINTS or IRM for the corresponding event unit.

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

Type	Code	Pos	Description
ER	RESURF	N/A	Element Expected: When this competitor proceeds to a re-surf
	Attribute	M/O	Value
	Value	M	S(1)
	Description	Send Y if this athlete proceeds to a re-surf	
ER	NEED	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	Numeric ##0.00
	Description	Wave points needed to move position as described below. For leader in any round do not send	



				<p>For Round 1 (where there are more than 2 competitors)</p> <ul style="list-style-type: none"> - For the surfer(s) already in a progression position then this is the score needed to move into the lead. - For the surfer(s) not in a progression position then this is the score needed to move into a progression position <p>For Rounds 2 and later (2 competitors)</p> <ul style="list-style-type: none"> - Points needs to move into the lead.
ER		PRIORITY	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	SC @Priority	Send the priority for the competitor.
ER		WAVE	Numeric #0	Pos Description: Send the number that identifies the wave (sequential order of waves in the competition for this competitor). Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.00	Wave points
	Value2	O	Numeric ##0.00	Score for the wave before any penalty applied
	IRM	O	SC @PenaltyCode	Penalty Code (if applicable) This is sent in the case that the penalty action happens on this wave.
	Pty	O	SC @PenaltyCode	Penalty code. This is sent in the case where a penalty has been applied to the score. Only sent with Value2
	Arrive	O	Numeric 0	Send 1 or 2 to indicate the scoring wave number (1 is the highest) else not sent if not scoring wave.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available				
	Attribute	Value	Description	
	Code	J_SCORE		
	Pos	CC @ResultsFunction	Judge's Function, J1, J2 etc. to identify the judge	
	Value	Numeric #0.0	Score awarded given by that judge for that wave.	

Sample (General)



```
<ExtendedResult Type="ER" Code="WAVE" Pos="1" Value="8.50" Arrive="2" >
<Extension Code="J_SCORE" Pos="J1" Value="8.5" />
<Extension Code="J_SCORE" Pos="J2" Value="9.0" />
<Extension Code="J_SCORE" Pos="J3" Value="9.0" />
<Extension Code="J_SCORE" Pos="J4" Value="8.0" />
<Extension Code="J_SCORE" Pos="J5" Value="8.0" />
</ExtendedResult>
```

Element: Competition /Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID.
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	Value is 1 for athlete
Bib	M	S(4)	Athlete bib

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	BIB_COLOUR	N/A	Element Expected: As soon as this information is available
	Attribute	M/O	Value
	Value	M	SC @Colour Jersey colour

2.3.2.6 Message Sort

Sort by Result @SortOrder



2.3.3 Brackets

2.3.3.1 Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: START_LIST (after draw complete and before any units) INTERMEDIATE (during the competition, after each unit) UNOFFICIAL (when unit is unofficial) OFFICIAL (when all units are official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

This message should be sent before the start of a competition, as soon as brackets are available (and competitors are included in the message). Status is START_LIST.

In the preliminary rounds (1 and 2)

Send only after the round is complete, status INTERMEDIATE.

In the main rounds

Send after each unit is finished (Unofficial) and again if there are any changes in the official version.

The @ResultStatus attribute will vary depending on the competition status.

- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has



Unofficial status.

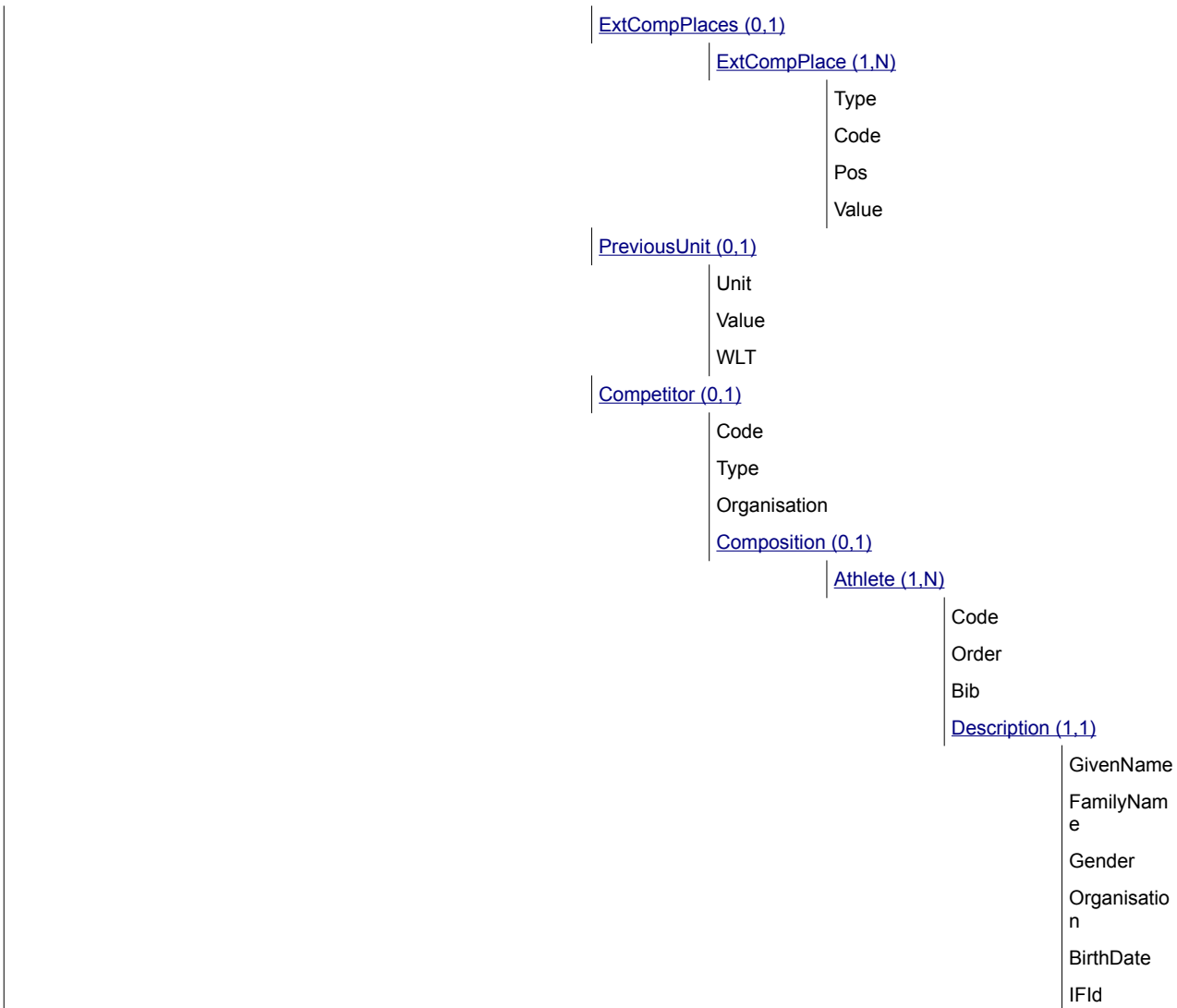
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			Gender						
		VenueDescription (0,1)							
			Venue						
			VenueName						
	Bracket (1,N)								
		Code							
		BracketItems (1,N)							
			Code						
			BracketItem (1,N)						
				Code					
				Order					
				Position					
				Unit					
				CompetitorPlace (1,N)					
					Pos				
					Code				
					WLT				
					Rank				
					Result				
					ResultType				
					IRM				
					StrikeOut				
					StartOrder				



2.3.3.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description



DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit

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

Venue Names in text.

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

Element: Competition /Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket Note for example Gold and Bronze are different brackets.

Element: Competition /Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)

Attribute	M/O	Value	Description
Code	O	Numeric	Bracket code to identify a bracket item. Unique identifier for the BracketItem. Sequential number starting at 1.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase.
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)

- If the competitors are known, this element is used to place the competitors in the bracket.

- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace or SC @IRM	Code for the competitor of the BracketItem When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.



WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known (not applicable if more than 2 in the BracketItem).
Rank	O	Numeric 0	Rank of the competitor (after the unit if more than two competitors)
Result	O	Numeric #0.00	The result of the competitor in the event unit. (points scored)
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.
StartOrder	O	SC @Colour	Send bib colour

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)				
Type	Code	Pos	Description	
EP	RESURF	N/A	Element Expected: If this competitor proceeds to a re-surf or the place is determined as a result of a resurf.	
Attribute	M/O	Value	Description	
Value	M	S(1)	Send Y if this competitor proceeds to a re-surf or the place is determined as a result of a resurf.	

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)				
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.				
Attribute	M/O	Value	Description	
Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.	
Value	O	S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the heat number as appropriate.	
WLT	O	SC @WLT	Send W or L for winner or loser of previous unit (if from a pair).	

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)				
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Competitor's ID	
Type	M	A	A for athlete	
Organisation	O	CC @Organisation	Competitors' organisation if known.	

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)				
Attribute	M/O	Value	Description	



Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric 0	Value is 1 as the competitor @Type='A'.
Bib	O	S(4)	Athlete Bib

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

Sample (General)

```
<Bracket Code="FNL">
  <BracketItems Code="8FNL">
    ..
    <BracketItem Code="1" Order="2" Position="2" Date="2020-08-09" Unit="SRFMSHORTBRD-----QFNL000100--">
      <CompetitorPlace Pos="1" WLT="W" Result="16.60" StartOrder="R" >
        <Competitor Code="1126413" Type="A" Organisation="ESP" >
          <Composition>
            <Athlete Code="1126413" Order="1" Bib="12" >
              <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1994-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    ..
  ..

```

2.3.3.6 Message Sort

Bracket @Code (using order in sport codes) then Bracket/BracketItems @Code (descending, using order in sport codes) then Bracket/BracketItems/BracketItem @Position.



2.3.4 Statistics

2.3.4.1 Description

The Statistics message contains a list of statistics for a competitor (could be an individual athlete or a team), that applies at a DocumentCode level.

There will be a separate message (identified by the header's DocumentSubtype and DocumentSubcode) for every table where multiple statistics apply.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Event	Full RSC at event level
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	IND_RANKING	IND_RANKING: Ranking of individual statistics.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC_@ResultStatus	It indicates whether the result is official or intermediate etc). INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

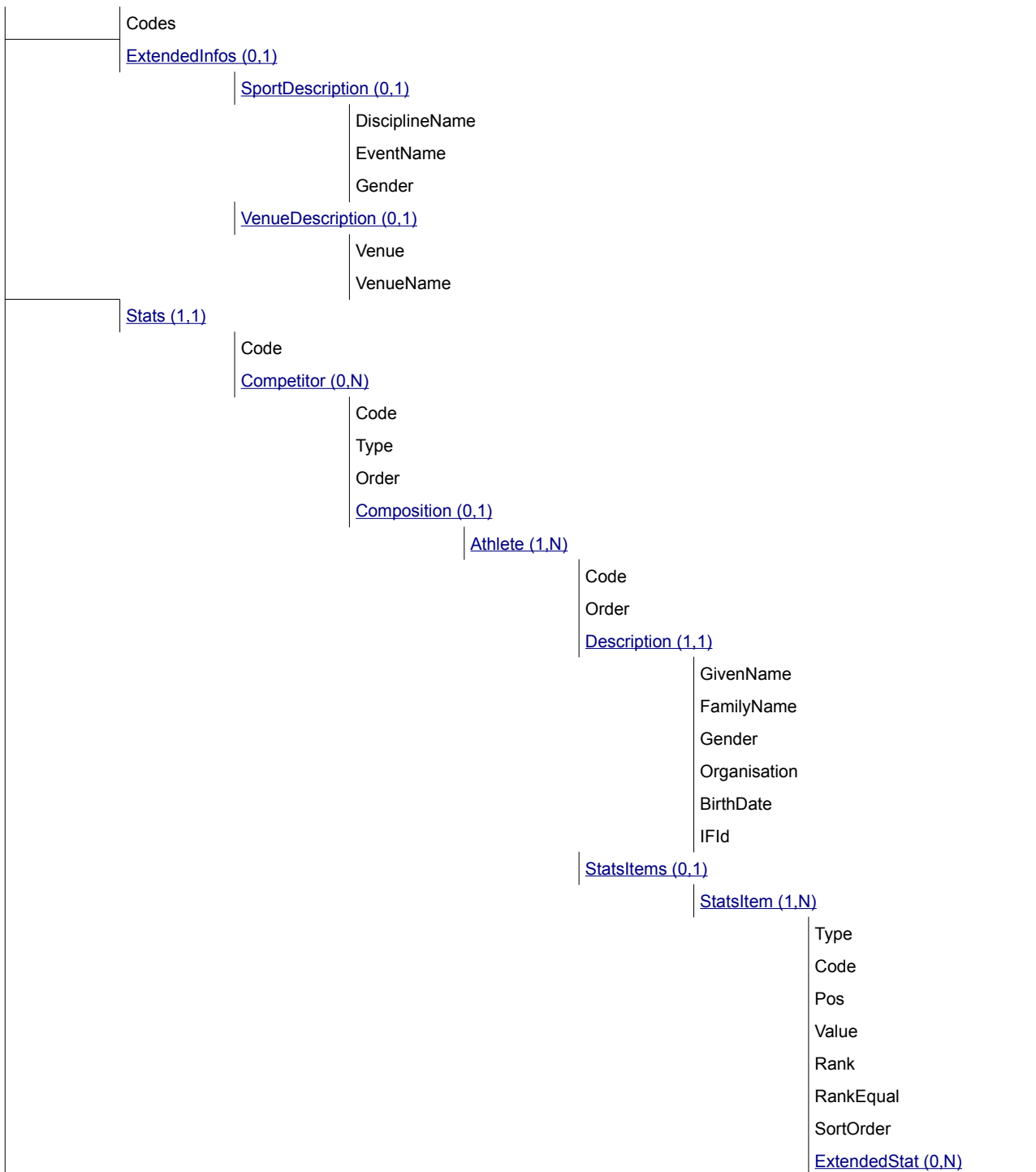
2.3.4.3 Trigger and Frequency

This message has to be sent at the end of each phase as INTERMEDIATE and after the final as OFFICIAL.

2.3.4.4 Message Structure

The following table defines the structure of the message.

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



2.3.4.5 Message Values



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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes
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	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

Element: Competition /Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Order	M	Numeric	Order of the competitor in the statistics

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID, corresponding to an individual athlete
Order	M	Numeric ##0	Sort order, always 1 for athletes.

Element: Competition /Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description



GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	WAVE HEAT	Numeric #0	Pos Description: 1, 2.. to differentiate different wave or heat by the same athlete. Element Expected: If available, for the DocumentSubtype = IND_RANKING
Attribute	M/O	Value	Description
Value	O	Numeric ##0	Wave or heat points (depending on Code)
Rank	O	Numeric #0	Athlete's ranking based on the best scoring wave or heat (depending on Code).
RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
SortOrder	M	Numeric #0	Sort Order for @Rank within WAVE or HEAT
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available, for the DocumentSubtype=IND_RANKING			
Attribute	Value	Description	
Code	DATE		
Pos	N/A	N/A	
Value	Date	Date of the wave or heat in this @Pos	
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available, for the DocumentSubtype=IND_RANKING			
Attribute	Value	Description	
Code	ROUND		
Pos	N/A	N/A	
Value	SC @BracketItems	Bracket Phase where the score was made	
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available, for the DocumentSubtype=IND_RANKING			
Attribute	Value	Description	
Code	UNITNUM		
Pos	N/A	N/A	



	Value	Numeric #0	The heat number for related to the score
--	-------	---------------	--

Sample (General)

```
<StatsItems>  
<StatsItem Type="ST" Code="WAVE" Rank="1" Value="9.33" SortOrder="1"/>  
<ExtendedStat Code="DATE" Value="2020-08-16"/>  
<ExtendedStat Code="ROUND" Value="SFNL"/>  
<ExtendedStat Code="UNITNUM" Value="27"/>  
..
```

2.3.4.6 Message Sort

Sort according to the @Order attributes.



2.3.5 Event Final Ranking

2.3.5.1 Description

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

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Event	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC_@ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

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

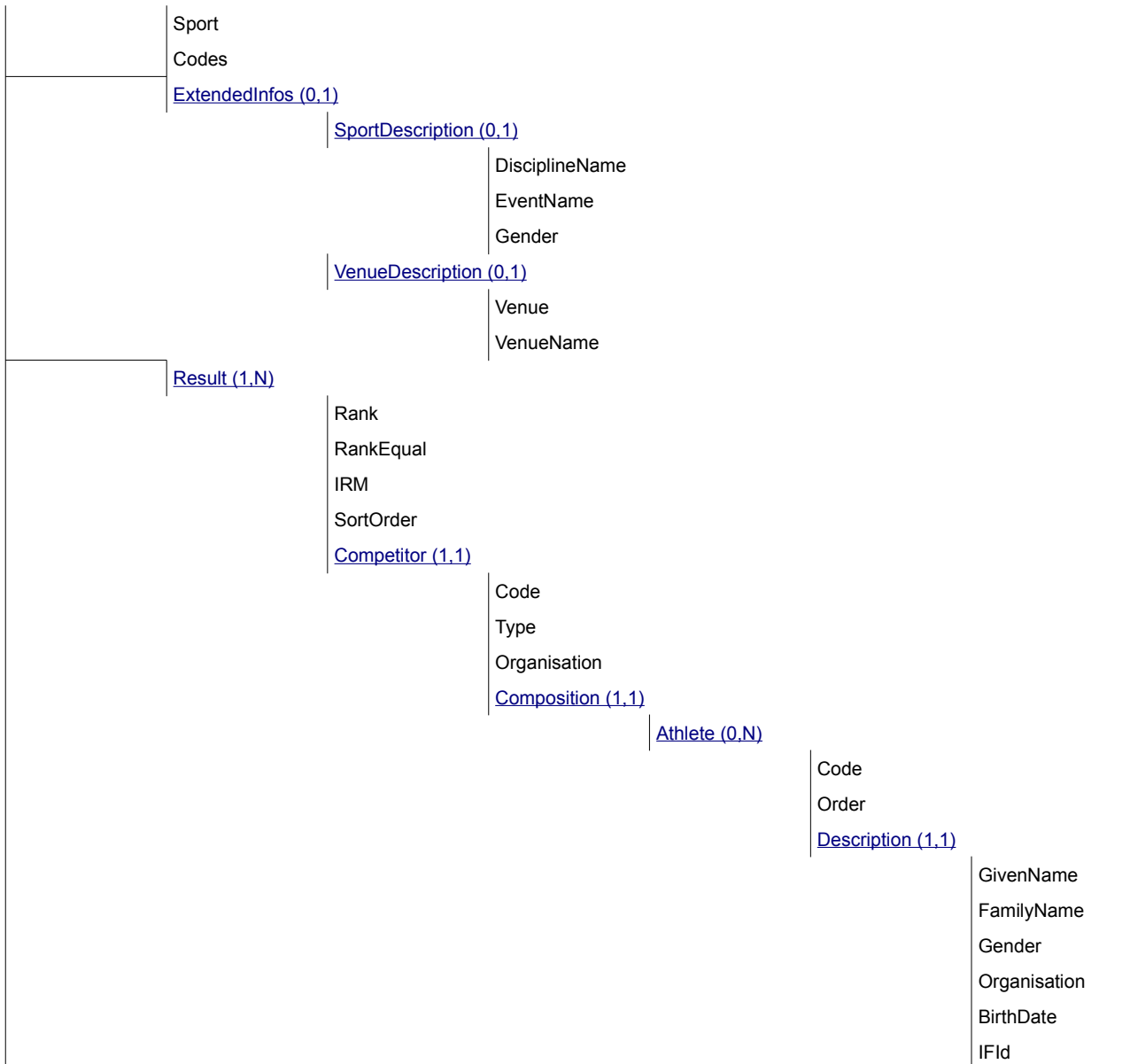
Trigger also after any change.

Use PARTIAL if the ranking is incomplete.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0.1)						
	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 /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event unit. Must be included if it is a single gender

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A".

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description



GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.3.5.6 Message Sort

Sort by Result @SortOrder



2.3.6 Configuration

2.3.6.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each event as applicable in separate messages. **The message includes both the bracket size and the qualification criteria (applicable only to the first round)**

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC at event level
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any change, but considering that, if possible, the configuration must be provided before the start list.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



	Unit ExtendedConfig (1,N)
	Type
	Code
	Pos
	Value

2.3.6.5 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Event CC @Phase	Full RSC of the Event (for bracket size) Full RSC of the Phase (for qualification criteria. Round 1 only)

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	BRACKET_SIZE	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	SC @BracketItems	Send the code for the first phase of the event Note that this is round 3.
QUALIFICATION	FROM_RANK	SC @BracketItems	Pos Description: Send the round to which the competitors will advance. Element Expected: When applicable	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION	TO_RANK	SC @BracketItems	Pos Description: Send the round to which the competitors will advance. Element Expected: When applicable	



	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	SC @QualRule	Progression rule code

Sample (General)

```

<Configs>
  <Config Unit="SRFMSHORTBRD-----">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
  </Config>
  <Config Unit="SRFMSHORTBRDPREL-----">
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="RND2" Value="3" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="RND2" Value="4" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="R16" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="R16" Value="2" />
    <ExtendedConfig
Type="QUALIFICATION" Code="QUAL_RULE" Value="ABC" />
  </Config>

```

2.3.6.6 Message Sort

There is no general message sorting rule.



2.3.7 Weather conditions

2.3.7.1 Description

The Weather Conditions is a message containing the current weather conditions.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC.@Competition	Unique ID for competition
DocumentCode	CC.@Discipline	Full RSC at discipline level
DocumentSubcode	CC.@Location	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC.@Source	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

The message is sent

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

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)	Gen Sport Codes					
	Weather (1,1)	Date				
		Conditions (1,N)				



Code	
Wind_Direction	
Condition (0,3)	
	Code
	Value
Temperature (0,N)	
	Code
	Unit
	Value
Wind (0,N)	
	Code
	Unit
	Value
ExtendedConditions (0,1)	
	ExtendedCondition (1,N)
	Type
	Code
	Pos
	Value
	Extension (0,N)

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 /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	GEN	GEN for general
Wind_Direction	O	CC @WindDirection	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)



Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherCondition	Code that describes the Weather Conditions

Element: Competition /Weather /Conditions /Temperature (0,N)

Attribute	M/O	Value	Description
Code	M	WATER, AIR	Water and AIR temperature
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric #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	Metric system unit for Wind
Value	M	Numeric ##0.0	Wind speed in @Unit degrees.

Element: Competition /Weather /Conditions /ExtendedConditions /ExtendedCondition (1,N)

Type	Code	Pos	Description
EC	SWELL	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	String
	Description		
	Swell information, for example: 0.9m at 15s		
Sub Element: Competition /Weather /Conditions /ExtendedConditions /ExtendedCondition /Extension Expected Always			
	Attribute	Value	Description
	Code	DIRECTION	
	Pos	N/A	N/A
	Value	CC @WindDirection	Swell Direction
EC	TIDE	Numeric	Pos Description: 0 for low tide, 1 for high tide Element Expected: Always, only for tide to come, not passed.
	Attribute	M/O	Value
	Value	M	Numeric #0.0
	Description		
	Height of tide in metres		
Sub Element: Competition /Weather /Conditions /ExtendedConditions /ExtendedCondition /Extension Expected Always			
	Attribute	Value	Description



	Code	TIME	
	Pos	N/A	N/A
	Value	DateTime	Time of tide

2.3.7.6 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	12 May 2018	First version
V2.0	8 August 2018	Updated
V2.1	24 January 2019	Updated
V2.2	14 August 2019	Updated
V2.3	11 Nov 2019	Updated
V2.4	14 Feb 2020	Updated
V3.0	20 May 2022	First version for Paris 2024
V3.01	12 Aug 2022	Updated
V3.02	16 Sep 2022	Updated

File Reference: SOG-2024-SRF-3.02 SFA

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V2.0	SFR	Change SC @BibColour to SC @Colour for consistency CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	APP	DT_RESULT: Remove StartOrder and add colour in EUE DT_RESULT: Add ER/PRIORITY. DT_RESULT: Change PTY to BEFORE_PTY @Result/ExtendedResult/ExtendedResults DT_CONFIG: Added qualification criteria DT_WEATHER: Message added Minor correction of typographical errors
V2.2	APP	DT_RESULT: Update the value of PRIORITY @Results/ExtendedResult/ExtendedResults Add DT_WEATHER in applicable messages CR16640: Add ODF Version @Competition CR17809: Change Participant/OlympicSolidarity to disallow N DT_RESULT: Add RESURF @ Result /ExtendedResults /ExtendedResult DT_RESULT: Add PROTEST as possible ResultsStatus DT_RESULT: Update the meaning of NEED @ExtendedResults for clarity. DT_BRACKET: Add RESURF @ Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace DT_BRACKET: Clarify triggering Editorial additions without changing the intent
V2.3	APP	DT_CONFIG: Update Pos at QUALIFICATION/FROM_RANK and QUALIFICATION/FROM_RANK to match implementation form OVR.
V2.4	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight DT_RESULT: Update ER/WAVE/J_SCORE/Pos @ Result /ExtendedResults /ExtendedResult /Extension DT_RESULT: Add Pty and update IRM at ER/WAVE @ Result /ExtendedResults /ExtendedResult DT_CONFIG: Correct typos and clarify regarding the message level
V3.0	SFA	DT_PARTIC: Add ENTRY/STANCE at /Participant /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update ER/WAVE at Result /ExtendedResults /ExtendedResult DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)



		DT_BRACKETS: Remove Bracket /BracketItems /BracketItem /Date DT_BRACKETS: Remove Bracket /BracketItems /BracketItem /Time DT_BRACKETS: Update Sort Order DT_STATS: Update Comment for ResultStatus to remove LIVE DT_CONFIG: Update description DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule
V3.01	SFA	DT_RESULT: Update ER/NEED at Result /ExtendedResults /ExtendedResult [Octane 166064] DT_RESULT: Update ER/PRIORITY at Result /ExtendedResults /ExtendedResult DT_BRACKETS: Update Message Sort
V3.02	SFA	DT_RESULT: Update ER/WAVE/IRM at Result /ExtendedResults /ExtendedResult DT_CONFIG: Update EC/BRACKET_SIZE at Configs /Config /ExtendedConfig DT_WEATHER: Add Weather /Conditions /Condition DT_WEATHER: Update Weather /Conditions /Temperature /Code