Olympic Data Feed

Triathlon
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Triathlon 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 Triathlon 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 Triathlon Overview

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

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.

PARALYMPIC GAMES
* Class and guide are used exclusively in the Paralympic Games.
* There is no team competition in the Paralympic Games.

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_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
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_BIO_TEA	Team 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 (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)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.

Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		Gender			
		Organisation			

- BirthDate
- PlaceofBirth
- CountryofBirth
- PlaceofResidence
- CountryofResidence
- Nationality
- MainFunctionId
- Current
- OlympicSolidarity
- ModificationIndicator
- Discipline (1,1)
  - Code
  - IFId
  - RegisteredEvent (0,N)
    - Event
    - Bib
    - Class
    - Status
    - Substitute
    - 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-TRI-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 the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.

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

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

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	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
Bib	O	S(4)	Bib number (race number). Although this attribute is optional, it will be updated and informed as soon as this information is known.

			Example: 8, 10,..Send only in the Case of Current="true".
Class	O	CC @DisciplineClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Triathlon
Status	O	SC @AthleteStatus	Send status when applicable (only used for the athlete who is replaced in the team event)
Substitute	O	S(1)	Send Y if this athlete is a reserve in the team event else not sent

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		QUAL_RANK	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	Qualification List Rank
ENTRY		QUAL_PTS	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##00.00	Qualification Ranking Points
ENTRY		GUIDE	Numeric 0	Pos Description: Send 1 and 2 (2 only if there is a second guide) Element Expected: If a guide exists in Para-Triathlon
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	ID to identify the official acting of guide in the case of events with guides

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	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

2.3.2.5 Message Values

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

Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. 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
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG.
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	CC @Discipline	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	CC @Event	Full RSC of the Event

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		QUAL_RANK	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	Qualification List Rank
ENTRY		QUAL_PTS	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##00.00	Qualification Ranking Points

Sample (General)

```
<Team Code="TRIXTEAM4-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="X" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
..
  </Composition>
  <Discipline Code="TRI--------------------------------" >
   <RegisteredEvent Event="TRIXTEAM4-------------------------" />
  </Discipline>
</Team>
```

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

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.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
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 INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies). UNCONFIRMED UNOFFICIAL OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

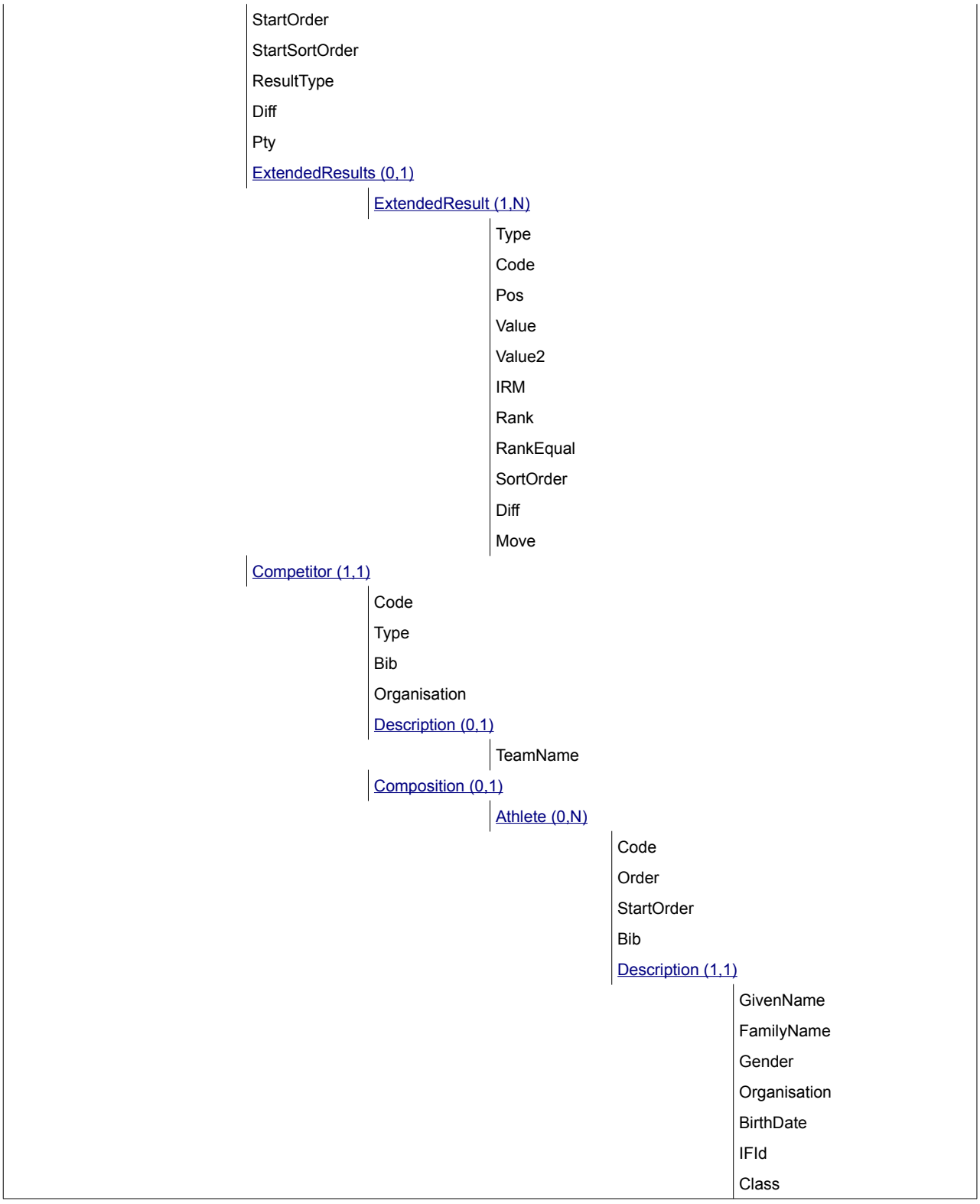
* As soon as the start list is available for each unit and any changes [inc. IRMs] (START_LIST)

* As soon as the race starts. (LIVE)
* When the competition starts and all changes/additions in data included in the message (LIVE). This is generally as each athlete reaches an intermediate point or completes a segment. (LIVE)
* After the race is over: where there are any pending photo finish issues to be resolved (UNCONFIRMED)
* After the unit is over, UNOFFICIAL / OFFICIAL as appropriate and all changes in the results
* 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
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					
		RankEqual					
		Result					
		Unchecked					
		IRM					
		SortOrder					


StartOrder
StartSortOrder
ResultType
Diff
Pty
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Value2
IRM
Rank
RankEqual
SortOrder
Diff
Move
Competitor (1,1)
Code
Type
Bib
Organisation
Description (0,1)
TeamName
Composition (0,1)
Athlete (0,N)
Code
Order
StartOrder
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class

GuideID
GuideFamilyName
GuideGivenName
EventUnitEntry (0,N)
Type
Code
Pos
Value
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Rank
RankEqual
SortOrder
Diff

2.3.3.5 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	INT_x_l_y (x = @Segment Code l =leg y =Intermediate point in the segment)	Numeric #0	Code Description: l is only sent in relay events Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2) Element Expected: When available only when the unit is LIVE,

				UNCONFIRMED or UNOFFICIAL
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).
UI		STARTERS	N/A	Element Expected: When was available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Sent the number of competitors on the start list
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When it is available**			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	Numeric 0	For individual events: Send the segment @Pos (from DT_CONFIG) for each segment except transitions and last segment. Do not send for overall complete. For team event: Send the leg number (1-3 only)	
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (of if @Pos is used the number completed that segment/leg) (includes IRMs)	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When it is available**			
	Attribute	**Value**	**Description**	
	Code	ORG		
	Pos	N/A	N/A	
	Value	Numeric ##0	Send the number of organisations in the unit	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When it is available**			
	Attribute	**Value**	**Description**	
	Code	y Where y=SC @IRM		
	Pos	N/A	N/A	
	Value	Numeric ##0	Send number of competitors who have an IRM.	
DISPLAY		AFTER_INT	S(2)	Pos Description: Intermediate point (1,2…) Element Expected: Always for all intermediate points after the first person has passed that intermediate.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the number of competitors who have passed the intermediate point. Do not include IRMs who did not reach this point.
UI		WET_SUIT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if wet suits are allowed, N if not

				allowed.
LEADER		CURRENT	Numeric 0	Pos Description: In the case of team events send the leg, do not include in individual. Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Segment	Send @Segment for current segment for the leader (or last if not passed an intermediate in the current segment).
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	INTERMEDIATE		
	Pos	N/A	N/A	
	Value	S(2)	Send the most recent intermediate point passed within the segment for the leader.	

Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="55" />
    <Extension Code="COMPLETE" Pos="1" Value="55" />
    <Extension Code="COMPLETE" Pos="3" Value="55" />
    <Extension Code="ORG" Value="35" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="WET_SUIT" Value="N" />
  <ExtendedInfo Type="LEADER" Code="CURRENT" Value="RUN" >
    <Extension Code="INTERMEDIATE" Value="2" />
  </ExtendedInfo>
</ExtendedInfos>
```

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

Sport Descriptions in Text.

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

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 /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	h:mm:ss	The result of the competitor in the event unit. Do not include h if it is zero.
Unchecked	O	S(1)	Send Y in the case the final result for this competitor has not been validated
IRM	O	SC @IRM	IRM for the particular event unit. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all the results of an event unit This attribute is a sequential number with the order of the results for the particular event unit Before the race start content is the same than StartSortOrder. After the first split data arrives, Results are sorted by split rank. For those athletes without rank (first split) then the sort is the same as before the race, but following athletes with split rank. At the end Results are sorted by Rank. The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives. Athletes who are disqualified or are notified as DNF etc. during the race must be dropped to the bottom with no rank.
StartOrder	O	S(4)	Start Position, send unless IRM before the start. (not applicable in Paralympics)
StartSortOrder	M	Numeric	Order as in the Start_list. Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+m:ss	Time behind at finish only (do not send for leader)
Pty	O	S(2)	Send number of penalties given (eg. 1P)

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		PHOTO	N/A	Element Expected: At the end of the race. Only send for applicable competitors.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	To know if the competitor's final result is awaiting a photo. Send P for Pending Status or Y when evaluated. Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well

				as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
CC @Segment		INTERMEDIATE	S(2)	Pos Description: Intermediate point in the segment as defined in DT_CONFIG (1,2..F) For individual events For team events the Pos value is the INTERMEDIATE_ALL value from DT_CONFIG not considering legs or segments Element Expected: Send each intermediate point for ALL competitors as soon as the first competitor crosses each intermediate point. (either all competitors have the intermediate point or none) Send in team and individual events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss or '-'	Overall cumulative time at the intermediate point. Do not send leading zeros (includes compensation if applicable in Para Triathlon). Send "-" if competitor passed this point and no data available. Send when this competitor passes the intermediate point.
	Rank	O	S(3)	Send the cumulative rank of the competitor at the intermediate point. Do not send if no value.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Index based on whole list (with the ones who have not reached the end of the intermediate point as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order).
	Diff	O	+m:ss	Send the time behind the fastest at the intermediate point. (Do not send for the leader)
	Move	O	Numeric +##0 or -##0 or 0	Change in rank compared to the previous Intermediate Point. For example, if one competitor is moving from rank =9 to rank =15 then Move is -6.
CC @Segment		SECTION	S(2)	Pos Description: Intermediate no. as defined in DT_CONFIG. Element Expected: Send each section point for ALL competitors as soon as the first competitor crosses each point. (either all competitors have the section point or none) Only send if the number of intermediates in a segment is bigger than the number of laps in this sector in individual events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss or '-'	Time elapsed from the last (overall) intermediate point to this intermediate point. Send "-" if competitor passed this point and

				no data available. Send when this competitor completes the section.
	Rank	O	S(3)	Rank of the competitor in the section.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Index based on whole list (with the ones who have not reached the end of the intermediate point as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order).
	Diff	O	+m:ss	Send the time behind the fastest at the corresponding intermediate point. (Do not send for leader)
CC @Segment		LAP	Numeric #0	Pos Description: Intermediate no. as defined in DT_CONFIG. Element Expected: Only if there is more than one lap in the segment in individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss or '-'	Time for this lap Send '-' if competitor passed this point and no data available.
	Rank	O	S(3)	Send the rank of the competitor in the lap
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	Diff	O	+m:ss	Send the time behind the fastest at the current lap. (Do not send for the leader)
	Move	O	Numeric +##0 or -##0 or 0	Change in rank compared to the previous Lap. For example if one competitor is moving from rank =9 to rank =15 then Move is -6.
CC @Segment		SECTOR	S(2)	Pos Description: Intermediate no. as defined in DT_CONFIG. Element Expected: Send each sector for ALL competitors as soon as the first competitor completes the sector. (either all competitors have the sector or none) In individual events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss or '-'	Time elapsed from the start of the current segment to the current intermediate point. Do not send leading h if zero. Send "-" if competitor passed this point and no data available. Send when this competitor completes the sector.
	Rank	O	S(3)	Send the rank of the competitor in the sector
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Index based on whole list (with the ones who have not reached the end of the current

				sector as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently in current sector and by order there (if none, then by start order).
	Diff	O	+m:ss	Send the time behind the fastest at the current sector. (Do not send for leader)
TEAM		LEG	S(1)	Pos Description: Leg, A, B, C, D Element Expected: Team events only when each leg is completed.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	mm:ss	Time within this leg. Do not send leading zero.
	Value2	O	h:mm:ss	Team Time after this leg (cumulative). Do not send leading zero hours or leading zeros in minutes under 10.
	IRM	O	SC @IRM	IRM for this leg if applicable
	Rank	O	S(3)	Rank in this leg.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Index based on rank
	Move	O	Numeric +##0 or -##0 or 0	Change in rank compared to the rank at the previous leg. For example if one competitor is moving from rank =9 to rank =15 then Move is -6. Only send at the end of each leg (2,3,4)
SUMMARY		SC @Segment	N/A	Element Expected: Individual events when the athlete has completed the segment.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	mm:ss	Time within this segment. Do not send leading zeros in minutes under 10.
	IRM	O	SC @IRM	IRM for this segment if applicable
	Rank	O	S(3)	Rank in this segment (not cumulative)
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Index based on rank.
SUMMARY_CUM		SC @Segment	N/A	Element Expected: Individual events when the athlete has completed the segment.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss	Time after this segment (cumulative). Do not send leading zero hours or leading zeros in minutes under 10.
	Rank	O	S(3)	Rank after this segment (cumulative)
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric	Index based on rank.

	Move	O	Numeric +##0 or -##0 or 0	Change in rank compared to the rank after the previous segment. For example if one competitor is moving from rank =9 to rank =15 then Move is -6. Not included for swim.
ER		REAL_TIME	N/A	Element Expected: In Para-Triathlon where athletes start at different times.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss	Send competitor real overall swim+bike+run time without the starting delay. Note that all other times in the messages are the times compared to the first start time.
ER		COMPENSATION	N/A	Element Expected: In Para-Triathlon where athletes start at different times.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+m:ss	Compensation time.
ER		DRAFT_PENALTY	N/A	Element Expected: In Para-Triathlon Only for competitors who receive a drafting penalty.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if competitor receives a drafting penalty
ER		PENALTY	Numeric 0	Pos Description: The number of the penalty received (1..) Element Expected: If applicable in all events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send Y (Yellow) or R (Red) for a penalty as appropriate
	Value2	O	S(1)	Send S if it is a time penalty and time has been served Send N if it is a time penalty and has not been served. Do not send if not a time penalty

Sample (General)

```
<ExtendedResults>
  <ExtendedResult Type="SWIM" Code="INTERMEDIATE" Pos="1" Value="9:00" Rank="30" SortOrder="30" Diff="+1:07" />
  <ExtendedResult Type="SWIM" Code="LAP" Pos="1" Value="9:00" Rank="30" Diff="+1:07" />
  <ExtendedResult Type="SWIM" Code="SECTOR" Pos="1" Value="9:00" Rank="30" SortOrder="30" Diff="+1:07" />
  <ExtendedResult Type="SWIM" Code="INTERMEDIATE" Pos="2" Value="17:56" Rank="28" SortOrder="28" Diff="+1:22" />
  <ExtendedResult Type="SWIM" Code="LAP" Pos="2" Value="8:56" Rank="14" Diff="+0:15" />
  <ExtendedResult Type="SWIM" Code="SECTOR" Pos="2" Value="17:56" Rank="28" SortOrder="28" Diff="+1:22" />
  <ExtendedResult Type="TRANS1" Code="INTERMEDIATE" Pos="1" Value="18:18" Rank="27" SortOrder="27" Diff="+1:02" />
  <ExtendedResult Type="TRANS1" Code="SECTOR" Pos="1" Value="0:22" Rank="9" SortOrder="9" Diff="+0:04" />
  <ExtendedResult Type="BIKE" Code="INTERMEDIATE" Pos="1" Value="28:31" Rank="29" SortOrder="29" Diff="+1:02" />
  <ExtendedResult Type="BIKE" Code="LAP" Pos="1" Value="10:13" Rank="26" Diff="+0:22" />
  <ExtendedResult Type="BIKE" Code="SECTOR" Pos="1" Value="10:13" Rank="26" SortOrder="26" Diff="+0:22" />
  <ExtendedResult Type="BIKE" Code="INTERMEDIATE" Pos="2" Value="38:17" Rank="27" SortOrder="27" Diff="+1:03" />
  <ExtendedResult Type="BIKE" Code="LAP" Pos="2" Value="9:46" Rank="9" Diff="+0:07" />
  <ExtendedResult Type="BIKE" Code="SECTOR" Pos="2" Value="19:59" Rank="9" SortOrder="9" Diff="+0:29 />
</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
Bib	O	S(4)	Bib of the Team (Type=T)
Organisation	O	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	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	1 if Competitor @Type="A". 1-4 for team event (race order)
StartOrder	O	S(1)	In team relay provide the leg code (A, B..)
Bib	O	S(4)	Bib number (race number)

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete

Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

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

Individual athletes entry information.

Type		Code	Pos	Description
EUE		RANK	N/A	Element Expected: Always when available in individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Olympic Qualification Rank
EUE		START_TIME	N/A	Element Expected: If athletes start at different times (usually only Para Triathlon)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	hh:mm:ss	Send competitor start time

Sample (General)

```
..
<Competitor Code="1106825" Type="A" Organisation="NOC" Bib="4">
  <Composition>
    <Athlete Code="1106825" Order="1">
      <Description GivenName="Jay" FamilyName="Sab" Gender="M" Organisation="SUI" BirthDate="1996-12-12" />
      <EventUnitEntry Type="EUE" Code="RANK" Value="9" />
..
```

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

Only for use in the team event

Type		Code	Pos	Description
ER		PENALTY	N/A	Element Expected: Only for athletes in team event who receive penalties.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Send number of penalties given (eg. 1P)
SC @Segment		INTERMEDIATE	S(2)	Pos Description: Intermediate point in the segment as defined in DT_CONFIG (1,2..F) Element Expected:

				Send each intermediate point for ALL athletes as soon as the first athlete crosses each intermediate point. (either all athletes have the intermediate point or none) In team events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss or '-'	Cumulative time for this athlete (only this athlete, not for team) in the leg at the intermediate point. Do not send leading zeros. Send "-" if competitor passed this point and no data available. Send when this athlete passes the intermediate point.
	Rank	O	S(3)	Send the cumulative rank of the athlete at the intermediate point. Do not send if no value.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Based on rank. Index based on whole list (with the ones who have not reached the end of the intermediate point as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order).
	Diff	O	+m:ss	Send the time behind the fastest at the intermediate point. (Do not send for the leader)
SC @Segment		TEAM_INTERMEDIATE	S(2)	Pos Description: Intermediate point in the segment Element Expected: When it is available in team events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss or '-'	Cumulative time for the team in the leg at the intermediate point. Do not send leading zeros.Send '-' if competitor passed this point and no data available.
	Diff	O	+m:ss	Send the time behind the leading team at the intermediate point. (Do not send for the leader)
CC @Segment		SECTION	S(2)	Pos Description: Intermediate no. as defined in DT_CONFIG. Element Expected: Send each section point for ALL athletes as soon as the first athlete crosses each point. (either all athletes have the section point or none) In team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss or '-'	Time elapsed in current segment. Send "-" if competitor passed this point and no data available. Send when this athlete completes the section.
	Rank	O	S(3)	Rank of the competitor in the section.

	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric	Index based on whole list (with the ones who have not reached the end of the intermediate point as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order).

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Current Information

2.3.4.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information.

This message is only available for broadcast services.

All competitors should always be included in the message.

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. Individual only.
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

* As soon as the data is available after all athletes have completed T2 (or are DNF).
* Stop sending the message after the first three competitors finish the race.

2.3.4.4 Message Structure

The following table defines the structure of the message.

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

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 /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Numeric #0	Predicted final rank of the athlete in the race.
RankEqual	O	S(1)	Identifies if a predicted rank is equal. Send Y if applicable
SortOrder	M	Numeric #0	This attribute is a sequential number with the start order of the competitors in the unit.
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit.

Element: Competition /Result /Competitor (1,N)			
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	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	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Send "1".
Bib	O	S(4)	Bib number

2.3.4.6 Message Sort

Sort by Result @SortOrder.

2.3.5 Play by Play

2.3.5.1 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 of the actions in a unit.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
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	CC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

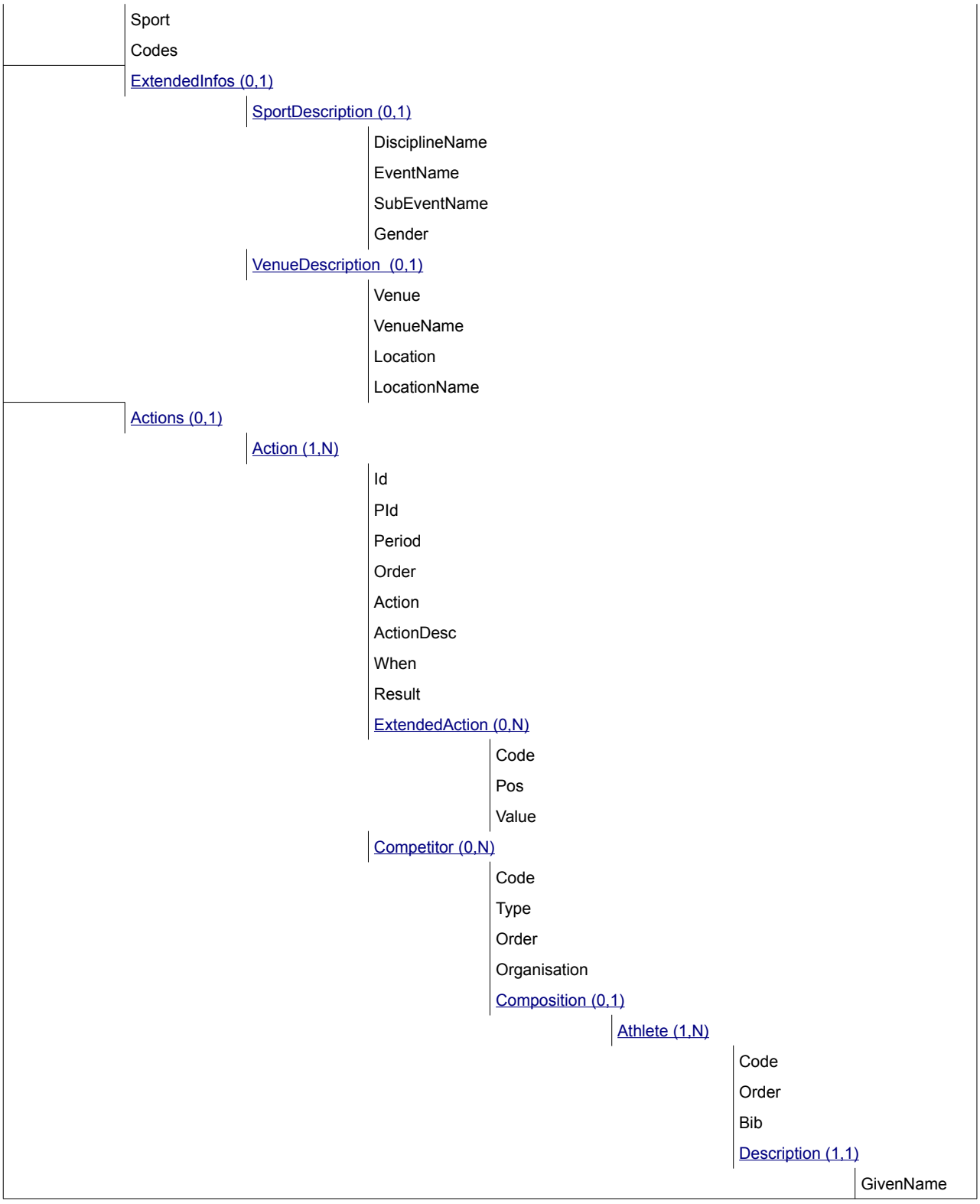
2.3.5.3 Trigger and Frequency

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

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


Sport
Codes
ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
EventName
SubEventName
Gender
VenueDescription (0,1)
Venue
VenueName
Location
LocationName
Actions (0,1)
Action (1,N)
Id
PId
Period
Order
Action
ActionDesc
When
Result
ExtendedAction (0,N)
Code
Pos
Value
Competitor (0,N)
Code
Type
Order
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
Description (1,1)
GivenName

	FamilyName Gender Organisation BirthDate IFId Class GuideID GuideFamilyName GuideGivenName

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 Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	O	S(40)	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit

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

Element: Competition /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent

			messages.
PId	O	S(36)	Related Action
Period	M	SC @Segment	Send the segment in which the incident occurred or in the case of no applicable segment send the attribute empty.
Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n
Action	O	SC @Action	Send action code.
ActionDesc	O	S(200)	Action/Incident description in ENG.
When	O	S(10)	Send the lap information when available (if laps applicable)
Result	O	SC @IRM	Send IRM if applicable which is the result of the action

Element: Competition /Actions /Action /ExtendedAction (0,N)

Extended Action information.

Type	Code	Pos	Description
	LEG	N/A	Element Expected: Always when available in Teams Event

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send the applicable leg number

Element: Competition /Actions /Action /Competitor (0,N)

Competitor participating in the Action. Used when the Action is related to a competitor.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only 1 competitor.
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (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.
Bib	O	S(4)	Bib number (race number)

Element: Competition /Actions /Action /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information

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

Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Sample (General)

```
<ExtendedInfos>
  <SportDescription DisciplineName="Triathlon" EventName="Women's Triathlon" SubEventName="Women's Triathlon" Gender="W" />
  <VenueDescription Venue="HLL" VenueName="The Hill" Location="MLL" LocationName="The Hill"/>
</ExtendedInfos>
<UnitActions>
....
<UnitAction Id="123456" Period="Ride" When="1st" Order="3" ActionDesc="Competitors 56 and 58 involved in minor crash at 22 km. No serious injuries.">
    <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
      <Composition>
        <Athlete Code="1008743" Order="1" >
          <Description GivenName="Jane" FamilyName="Smits" Gender="W" Organisation="SUI" BirthDate="1994-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
    <Competitor Code="1008223" Type="A" Organisation="SUI" Order="1">
      <Composition>
        <Athlete Code="1008223" Order="1" >
          <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="FRA" BirthDate="1992-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
```

2.3.5.6 Message Sort

Actions /Action @Order.

2.3.6 Image

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

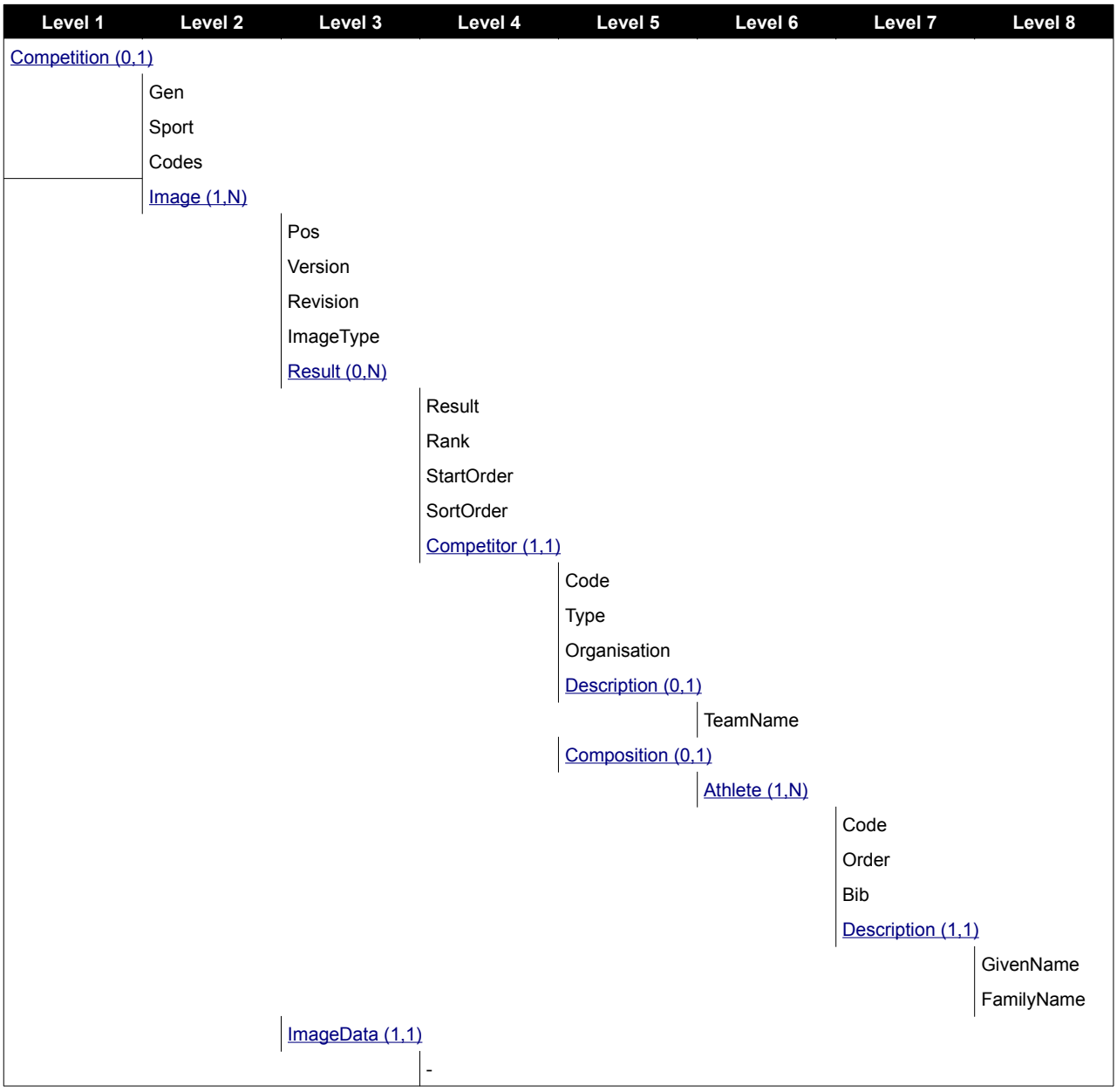
Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	Numeric #0	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 … Where there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascending number. Values beyond 1 are only used if a message needs to be resent for a second or subsequent image/result with the same DocumentSubcode to replace the original image (to resolve the same rank).
ResultStatus	CC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.



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 /Image (1,N) Always only one image per message.			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Always send 1
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N) This element should always appear and must only include the information of those competitors appearing in the image.			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID (Team or individual)
Type	M	S(1)	A for athlete or T for team.
Organisation	M	CC @Organisation	Competitor's organisation

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

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Value is 1
Bib	O	S(4)	Bib (race number)

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name
FamilyName	M	S(25)	Family name

Element: Competition /Image /ImageData (1,1)			
Attribute	**M/O**	**Value**	**Description**
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample (General)

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1234567" Type="T" Organisation="GBR" >
      <Description TeamName="Great Britain"/>
  </Result>
  <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
    <Competitor Code="1234444" Type="T" Organisation="ESP" >
      <Description TeamName="Spain"/>
  </Result>
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.3.6.6 Message Sort

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

2.3.7 Event Final Ranking

2.3.7.1 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.

2.3.7.2 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. 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.

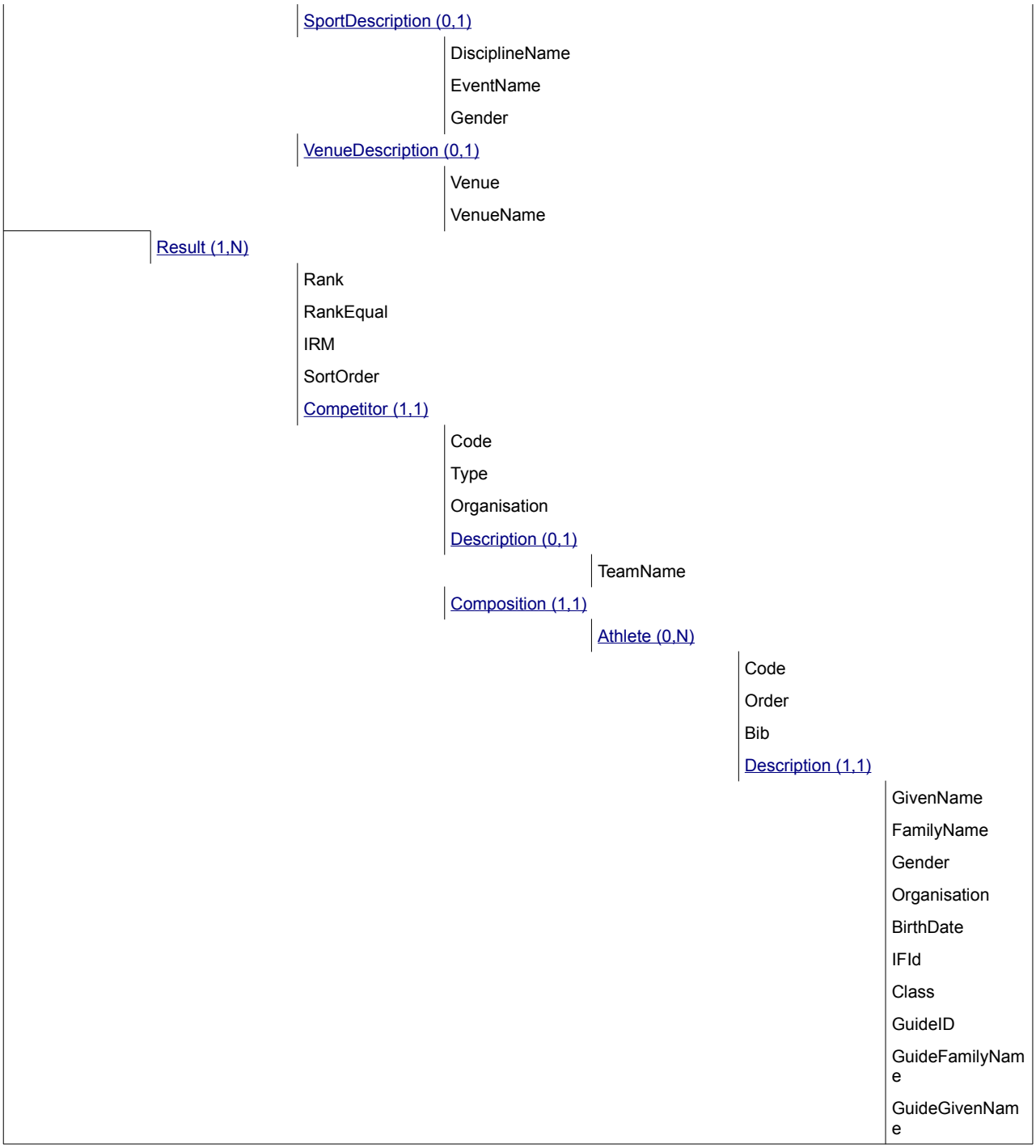
2.3.7.3 Trigger and Frequency

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

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



2.3.7.5 Message Values

Element: Competition (0,1)

Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Sport Description in text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event unit. Must be included if it is a single gender

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

Venue Names in text

Attribute	M/O	Value	Description
Venue	M	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 equaled. Send Y 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 alternate information.
Type	M	S(1)	A for athlete or T for team
Organisation	O	CC @Organisation	Competitor's organisation if known

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type='A'.
Bib	O	S(4)	Bib (race number)

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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

2.3.7.6 Message Sort

Sort by Result @SortOrder

2.3.8 Configuration

2.3.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit, send this message for each Unit.
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.

2.3.8.3 Trigger and Frequency

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

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

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
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Configs (1,1)				
		Config (1,N)			
			Unit		

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

2.3.8.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
COURSE		CC @Segment	Numeric 0	Pos Description: Send the segment number from the start. The normal order is swim (Pos#1), transition1, bike, transition2 and finally run with Pos#5. In teams this is 1, 2 .. over all segments/legs. In case of duathlon the order is run (Pos #1), transition1, bike, transition2, run(Pos #5). For the team event this is for each leg. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.## (ride, run) or ###0 (swim)	Distance in metres for the swim. The distance in km of the ride and run segments. Do not send for transitions
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected In team Relay only			
	Attribute	**Value**	**Description**	
	Code	LEG		
	Pos	Numeric 0	Leg order in the team event, 1..	
	Value	S(1)	Send the letter associated to the leg	

	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always when applicable**			
	Attribute	**Value**	**Description**	
	Code	INTERMEDIATE		
	Pos	S(2)	Each intermediate point in the segment where results are taken starting at 1 in each segment and F for the last in the segment.	
	Value	Numeric ##0.## (ride, run) or ###0 (swim)	Send distance at this intermediate point from the start of the segment. For swim use metres, for ride and run use km Always use the same number of decimals within a segment	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always if laps**			
	Attribute	**Value**	**Description**	
	Code	LAP		
	Pos	Numeric 0	Lap number	
	Value	Numeric #0	Send the number of the intermediate point corresponding with this lap within the segment	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always when applicable**			
	Attribute	**Value**	**Description**	
	Code	LAP_DISTANCE		
	Pos	Numeric #0	This is the lap number. The value is ONLY included if laps in a segment are different distances	
	Value	Numeric ##0.0##	Send the distance in km for each lap within the segment.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected When laps**			
	Attribute	**Value**	**Description**	
	Code	LAPS		
	Pos	N/A	N/A	
	Value	Numeric #0	Number of laps in the segment	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always when applicable**			
	Attribute	**Value**	**Description**	
	Code	INTERMEDIATE_ALL		
	Pos	S(2)	Same value as INTERMEDIATE @Pos value for this segment	
	Value	S(2)	Pos of each intermediate considering all intermediate points ignoring legs and segments (1, 2, F)	
EC		FED_RANKING_DATE	N/A	Element Expected: If information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	YYYY-MM-DD	

Sample (Sample (with 2 intermediates per lap in run))

```
<Configs>
  <Config>
    <ExtendedConfig Type="EC" Code="FED_RANKING_DATE" Value="2020-07-15" />
    <ExtendedConfig Type="COURSE" Code="SWIM" Pos="1" Value="1.5" >
      <ExtendedConfigItem Code="LAP_DISTANCE" Value="0.5" />
      <ExtendedConfigItem Code="LAPS" Value="3" />
      <ExtendedConfigItem Code="LAP" Pos="1" Value="1" />
...
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="TRANS1" Pos="2"/ >
    <ExtendedConfig Type="COURSE" Code="BIKE" Pos="3" Value="40.0" >
      <ExtendedConfigItem Code="LAP_DISTANCE" Value="10.0" />
      <ExtendedConfigItem Code="LAPS" Value="4" />
      <ExtendedConfigItem Code="LAP" Pos="1" Value="1" />
...
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="TRANS2" Pos="4" />
    <ExtendedConfig Type="COURSE" Code="RUN" Pos="5" Value="10.0" >
      <ExtendedConfigItem Code="LAP_DISTANCE" Value="2.5" />
      <ExtendedConfigItem Code="LAPS" Value="4" />
      <ExtendedConfigItem Code="LAP" Pos="1" Value="2" />
      <ExtendedConfigItem Code="LAP" Pos="2" Value="4" />
      <ExtendedConfigItem Code="LAP" Pos="3" Value="6" />
      <ExtendedConfigItem Code="LAP" Pos="4" Value="8" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.25" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="2.5" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="3.75" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="4" Value="5.0" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="5" Value="6.25" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="6" Value="7.5" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="7" Value="8.75" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="10.0" />
    </ExtendedConfig>
  </Config>
```

Sample (Sample (Teams))

```
<ExtendedConfig Type="COURSE" Code="SWIM" Pos="1" Value="0.25" >
  <ExtendedConfigItem Code="LEG" Pos="1" Value="A" />
</ExtendedConfig>
<ExtendedConfig Type="COURSE" Code="TRANS1" Pos="2">
  <ExtendedConfigItem Code="LEG" Pos="1" Value="A" />
</ExtendedConfig>
<ExtendedConfig Type="COURSE" Code="BIKE" Pos="3" Value="7.0" >
  <ExtendedConfigItem Code="LEG" Pos="1" Value="A" />
  <ExtendedConfigItem Code="LAP_DISTANCE" Value="3.5" />
  <ExtendedConfigItem Code="LAPS" Value="2" />
</ExtendedConfig>
<ExtendedConfig Type="COURSE" Code="TRANS2" Pos="4">
  <ExtendedConfigItem Code="LEG" Pos="1" Value="A" />
</ExtendedConfig>
<ExtendedConfig Type="COURSE" Code="RUN" Pos="5" Value="1.5" >
  <ExtendedConfigItem Code="LEG" Pos="1" Value="A" />
</ExtendedConfig>
<ExtendedConfig Type="COURSE" Code="SWIM" Pos="6" Value="0.25" >
  <ExtendedConfigItem Code="LEG" Pos="1" Value="B" />
</ExtendedConfig>
<ExtendedConfig Type="COURSE" Code="TRANS1" Pos="7">
  <ExtendedConfigItem Code="LEG" Pos="1" Value="B" />
</ExtendedConfig>
<ExtendedConfig Type="COURSE" Code="BIKE" Pos="8" Value="7.0" >
  <ExtendedConfigItem Code="LEG" Pos="1" Value="B" />
  <ExtendedConfigItem Code="LAP_DISTANCE" Value="3.5" />
  <ExtendedConfigItem Code="LAPS" Value="2" />
..
```

2.3.8.6 Message Sort

There is no message sorting rule.

2.3.9 Weather conditions

2.3.9.1 Description

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	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 match 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.

2.3.9.3 Trigger and Frequency

The message is sent once for the unit unless there is a large change in the conditions.

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

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

2.3.9.5 Message Values

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

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @WeatherPoint	Weather Point(s)
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

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

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

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

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

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

2.3.9.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.

3 Message Timeline

3.1 Preparation Phase

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

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When INFO goes live	DT_PDF C08 Competition Schedule		x				
	DT_PDF C35 Technical Officials		x				
After Initial Download, if any change	DT_PDF C08 Competition Schedule		x				
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
	DT_PDF C30 Number of Entries by NOC		x				
When athlete's data is confirmed	DT_PDF C32A Entry List by NOC		x				
When event's data is confirmed	DT_PDF C32C Entry List by Event			x			
After Initial Download	DT_PDF C26x World Triathlon Olympic Qualification Ranking			x			
As soon as any competition schedule change is known	DT_SCHEDULE_UPDATE		x				o
	DT_PDF C08 Competition Schedule		x				
After changes of athlete data	DT_PARTIC_UPDATE		x				
After the Athlete's Briefing and Start Position Draw	DT_CONFIG						x
After the Athlete's Briefing and Start Position Draw	DT_RESULT	START_LIST					x
After the Athlete's Briefing and Start Position Draw	DT_PDF C51A Start List (Individual)						x
30 minutes after the Athlete's Briefing if changes	DT_PDF C30 Number of Entries by NOC		x				
30 minutes after the Athlete's Briefing if changes	DT_PDF C32A Entry List by NOC		x				
After changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
After the Team Manager's meeting and Start Position Draw	DT_CONFIG						x
After the Team Manager's meeting and Start Position Draw	DT_RESULT	START_LIST					x
After the Team Manager's meeting	DT_PDF C51C Start List (Relay)						x

and Start Position Draw							
30 minutes after the Team Manager's meeting and Start Position Draw if changes	DT_PDF C30 Number of Entries by NOC		x				
30 minutes after the Team Manager's meeting and Start Position Draw if changes	DT_PDF C32A Entry List by NOC		x				
30 minutes after the Team Manager's meeting and Start Position Draw if changes	DT_PDF C32C Entry List by Event			x			
After any decision with outcome competition format adaptation	DT_CONFIG						x
	DT_RESULT	START_LIST					x

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Once per unit unless conditions extremely change	DT_WEATHER		x				
60 minutes before the competition	DT_PDF C82 Environmental Data Summary	START_LIST					x
When competition is ready to start (first athlete in pontoon)	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
At start time	DT_PDF C82 Environmental Data Summary	LIVE					x
If any race incident	DT_PLAY_BY_PLAY	LIVE					x
	DT_PDF C69 Race Facts	LIVE					x
After 5 leaders have finished the bike segment in individuals	DT_CURRENT						x
60 minutes after the start in individuals	DT_PDF C82 Environmental Data Summary	LIVE					x
If needed at any time during competition	DT_ALERT		x				
When the TD allows the release of the medallists (before results are official, or even not all competitors have finished yet)	DT_MEDALLISTS	UNOFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x

	DT_PDF C73x Results	UNOFFICIAL					x
	DT_PDF C77x Race Analysis	UNOFFICIAL					x
After World Triathlon's confirmation	DT_RESULT	OFFICIAL					x
If photofinish	DT_IMAGE	OFFICIAL					x
When the medallists are officially known (even if not all competitors are finished)	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_RANKING	OFFICIAL		x			
	DT_PDF C73x Results	OFFICIAL					x
	DT_PDF C77x Race Analysis	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_PDF C69 Race Facts	OFFICIAL					x
	DT_PDF C92x Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
	DT_PDF C99 Multi-Medallists at these Games		x				
	DT_PDF C82 Environmental Data Summary	OFFICIAL					x
If a protest appeal is raised	DT_RESULT	PROTESTED					x
When protest appeal outcome is known	DT_RESULT	OFFICIAL					x
If Official Communication/Sport Communication	DT_PDF C67/C68 Official/Sport Communication		x	x	x	x	x
If Official Communication/Sport Communication	DT_COMMUNICATION		x	x	x	x	x

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

4 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	15 Oct 2016	First version
V1.1	9 Jan 2017	Change to SFA
V1.2	2 Mar 2017	Updated
V1.3	17 May 2017	Updated
V1.4	21 Jun 2017	Updated
V1.5	8 Oct 2017	Updated
V1.6	25 Oct 2017	Updated
V1.7	20 Feb 2018	Updated
V2.0	8 Aug 2018	Updated
V2.1	24 Jan 2019	Updated
V2.2	14 Aug 2019	Updated
V2.3	11 Nov 2019	Updated ORIS CR18241
V2.4	10 Dec 2019	Updated
V2.5	16 Jan 2020	Updated, editorial
V2.6	13 Mar 2020	Updated, CR19041
V2.7	3 Apr 2020	Updated, CR18565
V3.0	7 Jan 2022	First version for Paris 2024
V3.01	14 Apr 2022	Add DT_CURRENT
V3.02	20 May 2022	Updated
V3.1	28 Oct 2022	Approved
V3.2	17 Feb 2023	CR025459
V3.3	24 Mar 2023	CR025518
V3.4	14 Jul 2023	CR025912
V3.5	6 Oct 2023	CR026625

File Reference: SOG-2024-TRI-3.5 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
V1.1	SFA	Status change only
V1.2	APP	DT_RESULT: Remove StartListMod in the header DT_IMAGE: Added elements and attributes.
V1.3	APP	DT_RESULT: Update extensions in ExtendedResults and EventUnitEntry for Para Triathlon for consistency with other sports
V1.4	APP	DT_RESULT: START_TIME should be with hours also (typographical error). DT_RESULT: In ExtendedResults add COMPENSATION (for Para Triathlon)
V1.5	APP	DT_RESULT: Correct typographical error in one sample

V1.6	APP	DT_RESULT: Add leg letter for team relay. Corrected typo for INTERMEDIATE under athlete DT_CONFIG: Add leg association to the course segments and corrected typos in the sample
V1.7	APP	DT_CONFIG: Added sample for Teams Typographical corrections DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games
V2.0	SFA	DT_PARTIC: Add ENTRY/QUAL_PTS DT_PARTIC: Add ENTRY/QUAL_RANK and ENTRY/QUAL_PTS CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message.
V2.1	APP	CR16928: Add Result/Pty and remove Result /ExtendedResults /ExtendedResult PENALTY extension DT_RESULT: ExtendedInfos, send INT_x_y for relays also Remove ValueType throughout the document
V2.2	APP	CR16640: Add ODF Version @Competition CR17516: DT_RESULT: DISPLAY/INT_x_y @ExtendedInfo to send until the result is OFFICIAL CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N CR17917: DT_RESULT: Add Pos for @Segment/INTERMEDIATE & @Segment/SECTION @ Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult and add @Segment/TEAM_INTERMEDIATE in the same element. CR17919: DT_RESULT: Add ER/PENALTY @ Result /ExtendedResults /ExtendedResult and Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Update LEADER/CURRENT @ ExtendedInfos
V2.3	APP	DT_PARTIC: Change format for ENTRY/QUAL_PTS @ Participant /Discipline /RegisteredEvent /EventEntry (ORIS CR18241) DT_PARTIC_TEAMS: Change format for ENTRY/QUAL_PTS @ Team /Discipline /RegisteredEvent /EventEntry (ORIS CR18241) Typographical corrections
V2.4	APP	DT_PARTIC: Add Substitute and Status @Participant /Discipline /RegisteredEvent DT_PARTIC_TEAM: Remove ENTRY/QUAL_TYPE (Typographical error) DT_RESULT: Update DISPLAY/INT... @ExtendedInfos DT_RESULT: Update ER/INTERMEDIATE @Result /ExtendedResults /ExtendedResult DT_RESULT: Do not send and value for Diff for the leader (final and intermediates/segments/laps etc) DT_RESULT: Clarify triggering DT_RESULT: Add Result/Unchecked DT_PLAY_BY_PLAY: Update Actions/Action/Period DT_CONFIG: COURSE @Segment change length of swim to be in metres DT_CONFIG: Update COURSE @Configs /Config /ExtendedConfig for the team event. DT_RESULT: Allow "-" when athlete passes and intermediate but no data available.
V2.5	APP	DT_RESULT: Add SortOrder at Segment/SECTION @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (consistency) DT_CONFIG: Update COURSE/CC@Segment/LAP_DISTANCE at Configs /Config /ExtendedConfig
V2.6	APP	DT_RESULT: Update Element Expected and Value at PROGRESS/INTERMEDIATE @Result /ExtendedResults /ExtendedResult [187080] DT_RESULT: Update Element Expected and Value at PROGRESS/SECTION @Result /ExtendedResults /ExtendedResult [187080] DT_RESULT: Update Element Expected and Value at PROGRESS/SECTOR @Result /ExtendedResults /ExtendedResult [187080] DT_RESULT: Update Element Expected and Value at SC @Segment/INTERMEDIATE @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult [187080] DT_RESULT: Update Element Expected and Value at SC @Segment/SECTION @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult [187080]
V2.7	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565]
V3.0	SFA	DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Correct typo for @Pos at CC @Segment/SECTOR at Result /ExtendedResults /ExtendedResult [HPQC198711]

		DT_RESULT: Add DISPLAY/AFTER_INT at ExtendedInfos /ExtendedInfo DT_RESULT: Add TEAM/LEG at ExtendedResults /ExtendedResult DT_RESULT: Add SUMMARY/CC @Segment at ExtendedResults /ExtendedResult DT_PLAY_BY_PLAY: Add Actions/Action/PId, Actions/Action/Action and Actions/Action/Result DT_RANKING: Add guide information at Result /Competitor /Composition /Athlete /Description DT_RANKING: Update Result/Competitor/Code DT_IMAGE: Update throughout the message for global change [CR022136] DT_CONFIG: Correct format for at COURSE/CC @Segment including for the intermediates DT_WEATHER: Add WATER at Weather /Conditions /Condition
V3.01	SFA	Add DT_CURRENT
V3.02	SFA	DT_RESULT: Update EUE/RANK at Result /Competitor /Composition /Athlete /EventUnitEntry [Octane 141074] DT_RANKING: Add Result /Competitor /Description /TeamName
V3.1	APP	Changed to approved
V3.2	APP	DT_RESULT: Clarify Move for SUMMARY/@Segment at Result /ExtendedResults /ExtendedResult [CR025459] DT_WEATHER: Update message [CR025459]
V3.3	APP	DT_RESULT: Update SUMMARY/@Segment at Result /ExtendedResults /ExtendedResult [CR025518] DT_RESULT: Add SUMMARY_CUM/@Segment at Result /ExtendedResults /ExtendedResult [CR025518] DT_WEATHER: Update DISPLAY/AIR_QUAL at Weather /Conditions /ExtendedConditions /ExtendedCondition
V3.4	APP	DT_WEATHER: Updated to be common [CR025912]
V3.5	APP	DT_RESULT: Update M/O for Value of ER/PENALTY at Result /ExtendedResults /ExtendedResult [CR026625] DT_CURRENT: Update triggering [CR026625] DT_CONFIG: Update COURSE/CC@Segment/INTERMEDIATE_ALL at Configs /Config /ExtendedConfig [CR026625]