



Olympic Data Feed



Sprint Canoe and Rowing ODF Data Dictionary

Technology and Information Department
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1	Introduction	5
1.1	This document.....	5
1.2	Objective	5
1.3	Main Audience.....	5
1.4	Glossary	5
1.5	Related Documents.....	5
2	Messages.....	6
2.1	Coastal Rowing Overview	6
2.2	Applicable Messages	6
2.3	Messages.....	8
2.3.1	List of participants by discipline / List of participants by discipline update.....	8
2.3.1.1	Description.....	8
2.3.1.2	Header Values.....	8
2.3.1.3	Trigger and Frequency.....	9
2.3.1.4	Message Structure	9
2.3.1.5	Message Values.....	10
2.3.1.6	Message Sort	12
2.3.2	List of teams / List of teams update.....	13
2.3.2.1	Description.....	13
2.3.2.2	Header Values.....	13
2.3.2.3	Trigger and Frequency.....	13
2.3.2.4	Message Structure	14
2.3.2.5	Message Values.....	14
2.3.2.6	Message Sort	15
2.3.3	List of Entries by Event.....	16
2.3.3.1	Description.....	16
2.3.3.2	Header Values.....	16
2.3.3.3	Trigger and Frequency.....	16
2.3.3.4	Message Structure	16
2.3.3.5	Message Values.....	17
2.3.3.6	Message Sort	19
2.3.4	Event Unit Start List and Results.....	20
2.3.4.1	Description.....	20
2.3.4.2	Header Values.....	20
2.3.4.3	Trigger and Frequency.....	20
2.3.4.4	Message Structure	21
2.3.4.5	Message Values.....	23
2.3.4.6	Message Sort	30
2.3.5	Image.....	31
2.3.5.1	Description.....	31
2.3.5.2	Header Values.....	31
2.3.5.3	Trigger and Frequency.....	31
2.3.5.4	Message Structure	31
2.3.5.5	Message Values.....	32
2.3.5.6	Message Sort	34
2.3.6	Brackets.....	35
2.3.6.1	Description.....	35
2.3.6.2	Header Values.....	35
2.3.6.3	Trigger and Frequency.....	35
2.3.6.4	Message Structure	36



2.3.6.5	Message Values.....	37
2.3.6.6	Message Sort.....	41
2.3.7	Event Final Ranking.....	42
2.3.7.1	Description.....	42
2.3.7.2	Header Values.....	42
2.3.7.3	Trigger and Frequency.....	42
2.3.7.4	Message Structure.....	42
2.3.7.5	Message Values.....	43
2.3.7.6	Message Sort.....	45
2.3.8	Configuration.....	46
2.3.8.1	Description.....	46
2.3.8.2	Header Values.....	46
2.3.8.3	Trigger and Frequency.....	46
2.3.8.4	Message Structure.....	46
2.3.8.5	Message Values.....	47
2.3.8.6	Message Sort.....	49
2.3.9	Weather conditions.....	50
2.3.9.1	Description.....	50
2.3.9.2	Header Values.....	50
2.3.9.3	Trigger and Frequency.....	50
2.3.9.4	Message Structure.....	50
2.3.9.5	Message Values.....	51
2.3.9.6	Message Sort.....	52
3	Message Timeline.....	53
3.1	Preparation Phase.....	53
3.2	Before competition.....	53
3.3	During competition.....	54
3.4	After competition.....	54
4	Document Control.....	57



1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements



2 Messages

2.1 Coastal Rowing Overview

MESSAGES IN EACH EVENT

- * All events have a single DT_RESULT for each unit (heat).
- * DT_CURRENT is provided for each unit with detailed boat information

SCHEDULE

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

BRACKET

There is only one bracket with the code FNL available for all H2H Coastal Rowing competitions. The bronze medal match is included in that FNL bracket in the final phase after the gold medal match with Position=2.

PARALYMPIC GAMES

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

2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	



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



2.3 Messages

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

2.3.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message includes a list of current athletes, officials, coaches, guides, technical officials, reserves and historical athletes regardless of their status.

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC_DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.



Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent. The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.3.1.4 Message Structure

The following table defines the structure of the message.

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



	BirthDate
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId

2.3.1.5 Message Values

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

Sample (General)

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-1.10" Codes="SOG-2020-1.20" >

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	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@PARTICIPANT_STATUS Id	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	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 Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY Id	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@DISCIPLINE_FUNCTION Id	Main function In the Case of Current="true" this attribute is Mandatory.
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

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 ID (competitor's federation number for the discipline).



2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of teams / List of teams update

2.3.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC_DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDAT E	List of participants teams message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) is associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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			
		Status			
		Organisation			
		Name			
		ShortName			
		TVTeamName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		TeamType			
		Discipline (0,1)			
			Code		

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".
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team's name.



ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG except in two person boats in CSP where CPLP is used.

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

2.3.2.6 Message Sort

The message is sorted by Team @Code.



2.3.3 List of Entries by Event

2.3.3.1 Description

The participant may participate in one or more than one event of a discipline. This message just contains the entry information for the specific event of the message, listing the specific event entry information of the participant.

List of entries by event (DT_ENTRIES) is provided for each event within a discipline. It is a complete event entry information message for one event. The arrival of this message resets all the previous participants' entry information for one event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_ENTRIES	List of entries by event message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

The DT_ENTRIES 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 the entries information is updated in the venue and the bulk message is triggered by the OVR.

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
Competition (0,1)								
	Gen							
	Sport							



Codes	
Entry (1,N)	
	Code
	Type
	Organisation
	SortOrder
	EntryStatus
	Description (0,1)
	TeamName
	IFId
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.3.5 Message Values

Element: Competition (0,1)



Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Entry (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor ID.
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event (by NOC, Gender, Name etc).
EntryStatus	O	SC@AthleteStatus Code	Team's Event participation status

Element: Competition /Entry /Description (0,1)			
Used in Team event only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /ExtendedEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	BOAT	N/A	Element Expected: Potential use as boat name.	
	Attribute	M/O	Value	Description
	Value	M	S(50)	Boat name

Element: Competition /Entry /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	1 in individual events (if Competitor @Type="A"), or athlete starting order (1..n) within the team (if Competitor @Type="T").
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status, if applicable
Bib	O	S(5)	Helmet number. Send if available

Element: Competition /Entry /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete



Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /Composition /Athlete /ExtendedEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	POSITION	N/A	Element Expected: As soon as this information is available. (this information can be sent in both messages) Just for teams events	
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Crew Position. Send the code for the position

2.3.3.6 Message Sort

Sort by Entry @SortOrder



2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED UNOFFICIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information:

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

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

* When the competition starts and all changes/additions in data (LIVE)



The message is also sent with ResultStatus 'UNCONFIRMED' when the competition finishes.

- * While reading and sending the photofinish data
- * When the finish judge raised the red flag

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official.

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

Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
		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
		IFld
	Result (1,N)	
		Rank
		RankEqual
		Result
		Unchecked
		IRM
		QualificationMark
		WLT
		SortOrder
		StartOrder
		StartSortOrder
		ResultType
		Diff
		Pty
		ExtendedResults (0,1)
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		Rank
		RankEqual
		SortOrder
		Diff
	Competitor (1,1)	
		Code
		Type
		Organisation
		Description (0,1)
		TeamName
		IFld
		Composition (0,1)
		Athlete (0,N)
		Code
		Order
		Bib



	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value

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

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



	Attribute	M/O	Value	Description
UI	Value	M	S(2)	Send INTERMEDIATE @Pos.
		FLAG_RED	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
UI	Value	M	S(1)	Use when the race is in Red Flag's status. Send "Y" if applicable else do not send.
		FALSE_START	#0	Pos Description: Lane number which caused the false start Element Expected: When a false start occurred. Remove when race restarted normally after a false start
	Attribute	M/O	Value	Description
UI	Value	M	S(1)	Send "Y" when a false start occurred. If the boat caused the false start is identified with a time gap after the false start signal sounds then this attribute is sent twice. When false start signal sounds without Pos and when the boat caused the false start is marked with Pos containing lane number
		REVIEW	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
UI	Value	M	S(1)	Send "Y" if the race is under review

Sample (ExtendInfo)

```
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
<ExtendInfo Type="UI" Code="LINEPOS" Pos="1" Value="6" />
<ExtendInfo Type="DISPLAY" Code="LEADER_POS" Value="2" />
<ExtendInfo Type="DISPLAY" Code="LAST_COMP" Pos="2" Value="2111355" />
....
</ExtendedInfos>
```

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

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15)	Race Number

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

Venue Names in Text.



Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Officials /Official (1,N)			
Only expected in Canoe Sprint			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function. Can be different from the function sent in the DT_PARTIC message.
Order	M	Positive Integer	Official's order as appropriate.

Element: Competition /Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation
IFId	O	S(16)	International Federation ID

Sample (Officials)

```
<Officials>
....
<Official Code="7350035" Order="2" Function="OFFIC" >
  <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS"/>
</Official>
<Official Code="7350063" Order="3" Function="JU" >
  <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS" />
</Official>
....
</Officials>
```

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the corresponding event unit. Rank still applies in the case of BUW (in ROW)



RankEqual	O	Y	Identifies if a rank has been equalled (Y). Only send if applicable
Result	O	m:ss.ff	The result of the competitor in the event unit. Send just in the case @ResultType is Time. Time is not included in the case of BUW (in ROW)
Unchecked	O	Y	Send "Y" where a result value which needs to be validated. For example, by reading photo to change from transponder times. Do not send unless ="Y"
IRM	O	SC@IRM Code	IRM for the unit if applicable. Send just in the case @ResultType is IRM or IRM_RANK. (including BUW)
QualificationMark	O	SC@QualificationMark Code	Indicates the qualification of the competitor for the next round of the competition. Do not send for final.
WLT	O	SC @WLT	Indicate if the competitor won (W), lost (L) the race. Only included (mandatory) at the end of the race.
SortOrder	M	Positive Integer	Used to sort all the results of an event unit This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Before the race start of any event unit this will be the same as the StartSortOrder and is used as the primary sort. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not. 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 with an IRM result will be grouped separately in the order defined by the international federation.
StartOrder	O	Positive Integer	The Lane number/Boat number (Competitor's start order). The lanes may be reallocated if the weather creates unfair or unrowable conditions. In normal conditions this is the lane number, in time trial it is the order in which the boats start.
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit, according to the sport rules
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	+m:ss.ff	Display the time behind the leader. (not sent for leader). Sent with + unless leader
Pty	O	+M:SS	Time penalty, will not be send, if there is no penalty

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

Type	Code	Pos	Description
ER	BOAT_STATUS	N/A	Element Expected: Always during time trial in ROW



	Attribute	M/O	Value	Description
	Value	M	SC @CompetitorStatus Code	Boat status. (Time Trial only)
ER		BOAT	N/A	Element Expected: Potential use as boat name.
	Attribute	M/O	Value	Description
	Value	M	S(50)	Boat name
ER		CURRENT	N/A	Element Expected: Always when LIVE
	Attribute	M/O	Value	Description
	Value	M	#0	Intermediate point the competitor has most recently passed If the competitor has an IRM: 1. In case the DNS, False Start or the athlete has an IRM before he crosses the first intermediate point: send 0. 2. In other cases, send the Intermediate point that he has crossed most recently.
ER		FALSE_START	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	#0	Number of false starts made else do not send.
ER		FLAG_RED	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if there is a red flag for this lane/result
ER		RERACE	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if this competitor is involved in a re-race
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send when a photo is required to determine any result for this competitor. Send "P" for Pending Status Send "E" for Evaluated Status Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7 Used when two or more athletes finish close to each other and photofinish is required to determine Race Rank.
ER		YC_NUM	N/A	Element Expected: If applicable



	Attribute	M/O	Value	Description
PROGRESS	Value	M	#0	Number of yellow cards received
		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the competition has taken place (1,2..F). Element Expected: Always after the first intermediate.
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Cumulative time at the intermediate point (Don't sent any intermediate time in case of DNF or DSQ)
	Rank	O	Text	Send the rank of the boat at the intermediate point
	RankEqual	O	Y	Send "Y" where Rank at this intermediate point is equalled else not sent.
	SortOrder	M	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this intermediate point) Send the order of the boat at the corresponding intermediate point
	Diff	O	+m:ss.ff	Time behind leader at this ExtendedResult Send the time behind the leader at the corresponding intermediate point including finish. Do not send for leader Sent with + unless leader
PROGRESS		SECTION	S(2)	Pos Description: The code that identifies the section. Section 1 is start to first intermediate, Section 2 is from Intermediate 1 to Intermediate 2 etc. to F which is the last intermediate to the finish line) The value is the end point of the section and from the previous intermediate. Element Expected: If applicable, starting with Section 2 (as intermediate 1 and section 1 are the same)
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Time for that Intermediate point (not send for the first intermediate point)
	Rank	O	Text	Send the rank of the boat in the Section
	RankEqual	O	Y	Send "Y" where Rank at this Section is equalled else not sent.
	SortOrder	M	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this section) Send the order of the boat in the corresponding section

Sample (Rowing)



```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="2:52.505" QualificationMark="QFA">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="CURRENT" Value="F" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="40.76" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="1:24.07" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="2:07.75" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="2:52.505" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="43.31" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="43.68" Rank="4" SortOrder="4" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="44.750" Rank="3" SortOrder="3" />
  </ExtendedResults>
</Result>
```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.
IFId	O	S(16)	International Federation ID

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	1, 2	1 if Competitor @Type="A". 1-9 for a team
Bib	O	S(4)	Bib number (Canoe Sprint)

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	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).



Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	POSITION	N/A	Element Expected: As soon as this information is available Not for single events
	Attribute	M/O	Value
	Value	M	CC@Position Id
			Description
			Send the code for the position or the athlete in the boat.

Sample (Competitor)

```
<Competitor Type="T" Code="ROWMCOXED8--ROU01" Organisation="ROU" >
  <Description TeamName="Romania" >
  <Composition>
    <Athlete Code="1051765" Order="1" >
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ROU" BirthDate="1992-12-15" />
      <EventUnitEntry Type="EUE" Code="POSITION" Value="1" />
    </Athlete>
    <Athlete Code="1051729" Order="2" >
      <Description GivenName="Barry" FamilyName="Smith" Gender="M" Organisation="ROU" BirthDate="1992-12-15" />
      <EventUnitEntry Type="EUE" Code="POSITION" Value="2" />
    </Athlete>
  </Composition>
</Competitor>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder



2.3.5 Image

2.3.5.1 Description

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

Each message contains only one photofinish picture.

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit (race)
DocumentSubcode	Positive Integer	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	PHOTOFINISH	Send PHOTOFINISH
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected status is: OFFICIAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



Image (1,N)	
Pos	
Version	
Revision	
ImageType	
Result (0,N)	
Result	
Rank	
StartOrder	
SortOrder	
Competitor (1,1)	
Code	
Type	
Organisation	
Description (0,1)	
TeamName	
Composition (0,1)	
Athlete (1,N)	
Code	
Order	
Bib	
Description (1,1)	
GivenName	
FamilyName	
ImageData (1,1)	
-	

2.3.5.5 Message Values

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

Element: Competition /Image (1,N)			
Always only one image per message			
Attribute	M/O	Value	Description
Pos	M	1	Always send 1
Version	M	Positive Integer	Document Version



Revision	M	#0	Document Revision
ImageType	M	jpg, png	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	Positive Integer	Rank of the competitor at the end of the unit
StartOrder	O	Positive Integer	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Positive Integer	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	A, T	A for athlete or T for team.
Organisation	M	CC@ORGANISATION Id	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	1	Value is 1
Bib	O	S(4)	Bib (Canoe Sprint)

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

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

Element: Competition /Image /ImageData (1,1)

Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample (Image)



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

2.3.5.6 Message Sort

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



2.3.6 Brackets

2.3.6.1 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.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Event Code	Full RSC of the Event
DocumentSubcode	N/A	N/A
DocumentType	DT_BRACKETS	Brackets message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST: (before the start of the competition) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available.

Send when a match/event unit is completed, including Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

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

- * Send with ResultStatus = 'START_LIST' as soon as the brackets are available until after the first match.
- * 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.

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
	Progress (0,1)								
		LastUnit							
		UnitsTotal							
		UnitsComplete							
	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						
			Date						
			Time						
			TimeStamp						
			Unit						
			Result						
		ExtBracketItems (0,1)							
		ExtBracketItem (1,N)							
			Type						
			Code						
			Pos						
			Value						



CompetitorPlace (1,N)	
	Pos
	Code
	WLT
	Result
	ResultType
	IRM
	StrikeOut
	PreviousUnit (0,1)
	Unit
	Value
	WLT
Competitor (0,1)	
	Code
	Type
	Seed
	Organisation
	Description (0,1)
	TeamName
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.3.6.5 Message Values

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

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



Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Positive Integer	Total number of units to be played in the event
UnitsComplete	O	#0	Total number of units which are official of the UnitsTotal.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

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

Element: Competition /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket Code	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 Code	Bracket code to identify a set of bracket items. It usually refers to the round in the brackets, for example quarterfinals, semifinals or finals phases, etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	S(6)	Bracket code to identify a bracket item. Unique identifier for the BracketItem. Where available it should be the match number or team match number.
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase even if both competitors of this BracketItem are BYEs.
Position	M	Positive Integer	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. In case of placement matches (bronze or maybe 7_8), where participants are the losers of semifinals those matches are included in the originating bracket in the same phase (with Position=2) as the match with the winner of the semifinal (with Position=1).
Date	O	Date	Date of match (example: YYYY-MM-DD). Must be filled if known.
Time	O	S(5)	Time of match (example HH:MM). Must be filled if known,
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	S(50)	The result (time) of the competitor in the event unit.

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	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC@CompetitorPlace Code Or SC@IRM Code	When there is no competitor send NOCOMP or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	SC@WLT Code	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (time) of the competitor in the event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
IRM	O	SC@IRM Code	The invalid result, if applicable.
StrikeOut	O	Y	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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@EVENT_UNIT Code	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	SC@Pool Code Or 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 match number as appropriate.



WLT	O	SC@WLT Code	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.
-----	---	----------------	---

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, T	T for team A for athlete
Seed	O	Positive Integer	The seed of the competitor or equivalent information. Always when it exists.
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams/doubles (Organisation).

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	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	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 (Singles)



```
<Bracket Code="FNL-">
...
<BracketItems Code="QFNL">
<BracketItem Order="1" >
  <CompetitorPlace Pos="1" Code="BYE"/>
  <CompetitorPlace Pos="2" Code="BYE"/>
</BracketItem>
<BracketItem Code="74" Order="2" Position="2" Date="2020-07-29" Time="16:00" Result="4-1 (11:4 11:7 11:4 1:11 11:1)"
Unit="TTEMSINGLES-----QFNL000100--" >
  <CompetitorPlace Pos="1" WLT="W" Result="4">
    PreviousUnit Unit="TTEMSINGLES-----8FNL000300--" WLT="W" />
    <Competitor Code="1126413" Type="A" Seed="2" Organisation="ESP" >
      <Composition>
        <Athlete Code="1126413" Order="1" >
          <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1994-12-15" IFId="220696"
        />
      </Athlete>
    </Composition>
  </Competitor>
  </CompetitorPlace>
  <CompetitorPlace Pos="2" WLT="L" Result="1">
    <PreviousUnit Unit="TTEMSINGLES-----8FNL000400--" WLT="W" />
    <Competitor Code="1093294" Type="A" Seed="26" Organisation="SUI" >
      <Composition>
        <Athlete Code="1093294" Order="1" >
          <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1992-12-13" IFId="223658"
        />
      </Athlete>
    </Composition>
  </Competitor>
  </CompetitorPlace>
</BracketItem>
...

```

2.3.6.6 Message Sort

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



2.3.7 Event Final Ranking

2.3.7.1 Description

The event final ranking is a message containing the competitor final results and ranking at the completion of one particular event.

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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)					
		SportDescription (0,1)				
			DisciplineName			



	EventName
	Gender
VenueDescription (0,1)	
	Venue
	VenueName
Result (1,N)	
	Rank
	RankEqual
	ResultType
	Result
	IRM
	SortOrder
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
Competitor (1,1)	
	Code
	Type
	Organisation
	Description (0,1)
	TeamName
	Composition (1,1)
	Athlete (0,N)
	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class

2.3.7.5 Message Values

Element: Competition (0,1)



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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC@SPORT_GENDER Id	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@VENUE Id	Venue code
VenueName	M	CC@VENUE ENG Description	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	Positive Integer	Rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. send Y if applicable
ResultType	O	SC@ResultType Code	Type of the @Result attribute
Result	O	m:ss.ff	Result for the highest event unit reached in the case of canoe sprint (do not send in rowing).
IRM	O	SC@IRM Code	The invalid rank mark, send if applicable.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. If known rank: sort by rank, NOC. If no rank: sort DNF, DNS, EXL, DSQ.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	BOAT	N/A	Element Expected: Potential use as boat name.	
	Attribute	M/O	Value	Description
	Value	M	S(50)	Boat name



Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	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	Positive Integer	Order attribute Send 1 when Competitor @Type="A"
Bib	O	S(4)	Bib (Canoe Sprint)

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	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).

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_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CONFIG	Configuration message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

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

Trigger also after any change, but considering that, if possible, the configuration for one particular phase must be provided before the start list. If there is a change then DT_RESULT must be sent immediately afterward.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
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)			
Attribut	M/O	Value	Description
Unit	M	CC @Unit	Full RSC of the Unit.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
COMPETITION	CATEGORY	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC@UnitCategory Code	Send the corresponding unit category code in case of Time trial
EVENT	NUMBER	N/A	Element Expected: Always, if provided by IF	
	Attribute	M/O	Value	Description
	Value	M	##0	Event Number to identify whole event.
EVENT	CODE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	String	Event Code to identify whole event like JMIX2x
EVENT	RACE_CODE	N/A	Element Expected: Always, if available	
	Attribute	M/O	Value	Description
	Value	M	String	Race Code to identify whole race or the phase for IF. Similar to FA, SF, SF A/B etc.
COURSE	INTERMEDIATES	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	##0	Send the total number of intermediate points including the finish.
INTERMEDIATE	UNIT	N/A	Element Expected: Only, if a distance is provided	



	Attribute	M/O	Value	Description
	Value	M	String	KM or M to identify the unit for the intermediate distance to allow for conversions.
INTERMEDIATE		SC@IntPoint (ST, INTx, F)	##0	Pos Description: Starts with 0 for the Start (ST) and will be numbered sequentially for each intermediate. Used for presenting the intermediates in the correct order. Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	##0.0	Send distance in km at this intermediate point. Use the format as appropriate for the race and if a length is provided.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available for the race.				
	Attribute	Value	Description	
	Code	TYPE		
	Pos	Positive Integer		
	Value	SC @IntType	Type of the intermediate point (Sprint, Elimination, Climb, Exchange, ...)	
SEGMENT		SC@Segments (x) Code	Numeric	Pos Description: Starts with 1 for the first section and will be numbered sequentially for each section. Used for presenting the section in the correct order. Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.0	Send distance in the specified unit for the length of this section. Use the format as appropriate for the race
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.				
	Attribute	Value	Description	
	Code	BEGIN		
	Pos	N/A	N/A	
	Value	Numeric	Send the Pos value of the respective intermediate point for the start of the section.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.				
	Attribute	Value	Description	
	Code	END		
	Pos	N/A	N/A	
	Value	Numeric	Send the Pos value of the respective intermediate point for the end of the section.	
QUALIFICATION		FROM_RANK	S(6)	Pos Description: Send FA, FB etc. if this rule is applying for Final A or Final B etc. If a single final then do not send. Element Expected: When applicable
	Attribute	M/O	Value	Description



	Value	M	Positive Integer	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		TO_RANK	S(6)	Pos Description: Send FA, FB etc. if this rule is applying for Final A or Final B etc. If a single final then do not send. Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	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 (Rowing)

```
<Config Unit=" ROWMCOXED8-----FNL-000100--">
  <ExtendedConfig Type="EC" Code="RACE_CODE" Value="FA" />
  <ExtendedConfig Type="EC" Code="DISTANCE" Value="2000" />
  <ExtendedConfig Type="EC" Code="LANE_MIN" Value="1" />
  <ExtendedConfig Type="EC" Code="LANE_MAX" Value="8" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="500" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="1000" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="1500" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="2000" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />
  <ExtendedConfig Type="EC" Code="SECTION" Pos="1" Value="500" />
  <ExtendedConfig Type="EC" Code="SECTION" Pos="2" Value="500" />
  <ExtendedConfig Type="EC" Code="SECTION" Pos="3" Value="500" />
  <ExtendedConfig Type="EC" Code="SECTION" Pos="F" Value="500" />
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="abc" />
</Config>
```

2.3.8.6 Message Sort

There is no general message sorting rule.



2.3.9 Weather conditions

2.3.9.1 Description

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@DISCIPLINE CODE	Full RSC at discipline level
DocumentSubcode	CC@LOCATION Id	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
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 Code	Weather Point(s)
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WindDirection Id	Wind direction

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



Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC@WEATHER_COND Id	Codes that describe the Weather Condition.

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

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

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR, WBGT, WATER	Air, WBGT and water temperature.
Unit	M	SCGEN@TemperatureUnit Code	Temperature unit
Value	M	-##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	SPEED	Wind Speed, send SPEED
Unit	M	SCGEN@WindUnit Code	Wind unit
Value	M	##0	Wind speed in @Unit

2.3.9.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

3.1 Preparation Phase

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

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
Canoe Sprint	-						
After Initial Download/ bib numbers are allocated	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
Heats and QF (Phase and Unit); SF and Finals (only Unit for ROW Phase and Unit for CSP)	DT_SCHEDULE_UPDATE		x		o		o
4 days before the first day of competition + 1 hour before the TLM (Provisional)	DT_PDF C51 Start List				x		
After the Team Leaders' meeting	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
If changes	DT_SCHEDULE_UPDATE		x		o		o
	DT_PDF C08 Competition Schedule		x				
	DT_PDF C30A Number of Entries by NOC		x				
	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C32C Entry List by Event			x			
Start Lists (Heats) are known	DT_CONFIG						x
	DT_RESULT	START_LIST					x
	DT_PDF C51 Start List				x		
	DT_PDF C52B Start List Summary		x				
	DT_PDF B51 Start List Package		x				
Rowing	-						
After Initial Download	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
Heats, Repechages and QF (Phase and Unit); SF and Finals (Unit)	DT_SCHEDULE_UPDATE		x		o		o
	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C32C Entry List by Event			x			
	DT_PDF C24 Best Times		x				



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

3.3 During competition

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

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
Canoe Sprint	-						
Last boat crosses the finish line	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	UNCONFIRMED					x
	DT_RESULT	UNOFFICIAL					x
Results are official	DT_RESULT	OFFICIAL					x
5 minutes after the results of the race are approved	DT_PDF C73 Results	OFFICIAL					x
	DT_IMAGE	OFFICIAL					x
If applies	DT_RECORD	PARTIAL	x				
After the last race in a round (Heats, QF, SF, Finals)	DT_PDF C74B Results Summary by Event	PARTIAL		x			
Final ranking known and not subject to change	DT_RANKING	PARTIAL		x			
Start Lists for next round are known	DT_CONFIG						x
	DT_RESULT	START_LIST					x
8 minutes after the results of the last race of a round for an event are approved	DT_PDF C51 Start List				x		
After the last race of the day	DT_PDF C52B Start List Summary		x				



	DT_PDF C74A Daily Results Summary		x				
	DT_PDF C24B Olympic Best Times		x				
After any Final A	DT_PDF C74B Results Summary by Event	OFFICIAL		x			
Medallists are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_RANKING	OFFICIAL		x			
	DT_PDF C92A Medallists	OFFICIAL		x			
	DT_PDF C92B Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
Use CAS code	DT_PDF C97 Canoe Medal Standings		x				
	DT_PDF C76B Event Ranking	OFFICIAL	x				
After the competition	DT_PDF C76A Competition Summary	OFFICIAL		x			
	DT_PDF C96A Final Placing by NOC			x			
Rowing	-						
Last boat crosses the finish line	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	UNCONFIRMED					x
	DT_RESULT	UNOFFICIAL					x
Results are official	DT_RESULT	OFFICIAL					x
5 minutes after the results of the race are approved	DT_PDF C73 Results	OFFICIAL					x
	DT_PDF C77 Race Data	OFFICIAL					x
	DT_IMAGE	OFFICIAL					x
If applies	DT_RECORD	PARTIAL	x				
No later than 5 minutes after the results of the last race in a round for an event are approved	DT_PDF C74B Results Summary by Event	PARTIAL		x			
	DT_PDF C24 Best Times		x				
Start Lists for next round are known	DT_CONFIG						x
	DT_RESULT	START_LIST					x
10 minutes after the results of the last race in the round or a session are approved	DT_PDF C51A Media Start List						x
	DT_PDF C51B Start List				x		
20 minutes after the results of the last race of the session are approved	DT_PDF C52 Start List Summary		x				
	DT_PDF C74A Daily Results Summary	OFFICIAL	x				
	DT_PDF B51 Media Start List Package		x				
After Finals B, C, D, etc	DT_RANKING	PARTIAL		x			
After any Final A	DT_PDF C74B Results Summary by Event	OFFICIAL		x			
Medallists are official	DT_MEDALLISTS	OFFICIAL		x			



	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_RANKING	OFFICIAL		x			
	DT_PDF C92A Medallists	OFFICIAL		x			
	DT_PDF C92B Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
After the competition	DT_PDF C96 Final Placing by NOC		x				
	DT_PDF C76 Final Ranking	OFFICIAL		x			

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
V1.0	1 Sep 2025	First version', adapted to MiCo schema
V1.1	5 Mar 2026	Update based on integration feedback
V1.2	13 May 2026	DT_BRACKET Clarification

File Reference: SYOG-2026-RCB-1.2 SFR

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFR	DT_ENTRIES: BOAT EventEntry Extension deleted under Athlete. TOC updated. DT_RESULT Result.WLT added.
V1.2	SFR	Discipline Overview (2.1.) DT_BRACKET usage explanation was added DT_BRACKET: BracketItem.Position explanation extended to explain the new case, where classification matches might stay in the same bracket.