



Olympic Data Feed



Sailing

ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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



2 Messages

2.1 Sailing Overview

MESSAGES IN EACH EVENT

- * All events have a single DT_RESULT for each unit (race).
- * All events have a single DT_RESULT_ANALYSIS for each unit (race).
- * All units also have a DT_CURRENT and DT_PLAY_BY_PLAY distributed.
- * Each event also has a DT_CUMULATIVE_MESSAGE for the overall standings.

SCHEDULE

- * The schedule is maintained and sent for every race (unit, schedule=Y) which matches the same as used in DT_RESULT

2.2 Applicable Messages

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

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

Message Type	Message Name	Message 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_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_RESULT_ANALYSIS	Results Analysis	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	X
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	



DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



2.3 Messages

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

2.3.1.1 Description

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

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_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			
		Height			
		BirthDate			



	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId
	DisciplineEntry (0,1)
	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-TTE-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	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>



Parent	M	S(20) with no leading zeroes	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	Y	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 Id	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

Sample (General)

```
<Discipline Code="TTE-----" IFId="203258" >
  <RegisteredEvent Event="TTEMSINGLES-----" >
    <EventEntry Type="ENTRY" Code="GRIP" Value="S" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="QUAL_TYPE" Value="QWR"/>
    <EventEntry Type="ENTRY" Code="RANK_WLD" Value="7" />
  </RegisteredEvent>
</Discipline>
```

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of Entries by Event

2.3.2.1 Description

This message contains the entry information for a specific event within a discipline with the specific event entry information of the participant.

It is always a full message and any new message received resets all the previous participants' entry information for the event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

2.3.2.2 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.

2.3.2.3 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 at the venue and the bulk message is triggered by the 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	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	Entry (1,N)							
		Code						
		Type						



	Organisation
	SortOrder
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.3.2.5 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	Athlete's ID.
Type	M	A	A for Athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event following the entry list requirements for the event referenced in the message header.

Element: Competition /Entry /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	1	1 in individual events (if Competitor @Type="A")
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status

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

Sample:

```

<Entry Code="CURMTEAM4--BEL01" Type="T" Organisation="BEL" SortOrder="1">
  <Description TeamName="Belgium"/>
  <Coaches>
    <Coach Code="8549000" Order="1" Function="COACH">
      <Description GivenName="Renaldo" FamilyName="Ernest" Gender="M" Nationality="BEL"/>
    </Coach>
    <Coach Code="8549100" Order="2" Function="AST_COA">
      <Description GivenName="Carrol" FamilyName="Borrelli" Gender="M" Nationality="BEL"/>
    </Coach>
    <Coach Code="8549130" Order="3" Function="COACH_NA">
      <Description GivenName="Jeromy" FamilyName="Ogle" Gender="M" Nationality="BEL"/>
    </Coach>
  </Coaches>
  <Composition>
    <Athlete Code="8548555" Order="1" >
      <Description GivenName="Bret" FamilyName="Casillas" Gender="M" Organisation="BEL" BirthDate="1983-11-22"
      IFId="WCFBELM500666"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="4"/>
      <ExtendedEntry Type="ENTRY" Code="ROLE" Value="S"/>
    </Athlete>
    <Athlete Code="8548554" Order="2">
      <Description GivenName="Grady" FamilyName="Winchester" Gender="M" Organisation="BEL" BirthDate="1992-02-01"
      IFId="WCFBELM215160"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="3"/>
      <ExtendedEntry Type="ENTRY" Code="ROLE" Value="V"/>
    </Athlete>
    <Athlete Code="8548553" Order="3">
      <Description GivenName="Forest" FamilyName="McCulloch" Gender="M" Organisation="BEL" BirthDate="1989-05-10"
      IFId="WCFBELM524058"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="2"/>
    </Athlete>
    <Athlete Code="8548552" Order="4">
      <Description GivenName="Randall" FamilyName="Bernardo" Gender="M" Organisation="BEL" BirthDate="1996-03-23"
      IFId="WCFBELM331402"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="1"/>
    </Athlete>
    <Athlete Code="8548556" Order="5">
      <Description GivenName="Malcom" FamilyName="Fordham" Gender="M" Organisation="BEL" BirthDate="1993-03-23"
      IFId="WCFBELM459993"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="A"/>
    </Athlete>
  </Composition>
</Entry>

```

2.3.2.6 Message Sort

Sort by Entry @SortOrder



2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	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	Positive Integer	Version number associated to the message's content. Ascending number
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) 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.

2.3.3.3 Trigger and Frequency

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

- As soon as the start list is known and with any changes / IRMs before the start. (START_LIST)
- This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
- After any addition / change in any data (LIVE)
- If a race is interrupted (INTERMEDIATE)
- After all competitors have finished the unit (UNOFFICIAL / OFFICIAL) as appropriate.
- Update with any later changes (from protests etc.)



2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
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					
	UnitNum					
	VenueDescription (0,1)					
	Venue					
	VenueName					
	Location					
	LocationName					
	Result (1,N)					
	Rank					
	RankEqual					
	Result					
	IRM					
	SortOrder					
	StartSortOrder					
	ResultType					
	ExtendedResults (0,1)					
	ExtendedResult (1,N)					
	Type					
	Code					
	Pos					
	Value					



	Value2
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Move
	Extension (0,N)
Competitor (1,1)	
	Code
	Type
	Organisation
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.3.5 Message Values

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

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



Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	LAST_COMP	Positive Integer	Pos Description: Send MARK @Pos in ExtendedInfos for the last mark passed by the most recent boat to pass any mark. Element Expected: Send the last boat to pass any mark with every LIVE update	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to pass any mark.
UI	COURSE_AREA	N/A	Element Expected: Always, if available	
	Attribute	M/O	Value	Description
	Value	M	Text	Send the current course area for the unit
UI	COURSE_SAILED	N/A	Element Expected: Always, if available	
	Attribute	M/O	Value	Description
	Value	M	SC@Course Code	Send the code for course to be sailed
UI	LEG_CURRENT	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	#0 or '-'	Send the current Leg. During start sequence send '0'. During racing or racing IR send '1', '2', ... n All other race status we should have '-'.
UI	LEGS_NUM	N/A	Element Expected: Always, if available	
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of legs
UI	SEA_STATE	N/A	Element Expected: If available	
	Attribute	M/O	Value	Description
	Value	M	SC@SeaState Code	Send the sea state.
UI	HUMIDITY	N/A	Element Expected: If available	
	Attribute	M/O	Value	Description
	Value	M	##0	Humidity in %
UI	AIR_TEMP	N/A	Element Expected: If available	
	Attribute	M/O	Value	Description
	Value	M	#0.0	Temperature in centigrade degrees.
UI	MARK	0	Pos Description: Send the mark order: 0, 1..n (0 for start mark)	



				Element Expected: Always, if available
Attribute	M/O	Value	Description	
Value	M	#0 or S(n)	Send the different marks of the course for the event unit. Send 'S' for Start, 'F' for Finish and the corresponding mark number or string for the rest. For example: @Pos 0, @Value 'S' for Start mark. @Pos 1, @Value 1 for next 1 mark. @Pos 2, @Value 2 for next 2 mark. @Pos 3, @Value 1 for next 1 mark. @Pos 4, @Value 2p-2s for next 2p-2s mark. @Pos 5, @Value 1 for next 1 mark. @Pos 6, @Value 'F' for Finish mark.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If it applicable (not for start mark)				
Attribute	Value	Description		
Code	MARK_ROUNDED			
Pos	N/A	Do not send anything		
Value	Y	Send Y in case of first boat has rounded this mark		
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If available (not for start mark)				
Attribute	Value	Description		
Code	TIME			
Pos	N/A	Do not send anything		
Value	h:mm:ss	Send the elapsed time of the leader for each mark of the course and finish. Remove leading zeroes.		
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If available				
Attribute	Value	Description		
Code	WIND_DIRECTION			
Pos	N/A	Do not send anything		
Value	##0	Wind direction in degrees.		
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If available				
Attribute	Value	Description		
Code	WIND_SPEED			
Pos	N/A	Do not send anything		
Value	#0	Wind speed in knots for each mark of the course at the moment the leader rounded the mark (including start and finish).		
UI	MARKS_NUM	N/A	Element Expected: Always, if available	
Attribute	M/O	Value	Description	



	Value	M	#0	Send the total number of marks planned, without including the Start and the Finish marks.
UI		OCS_NUM	N/A	Element Expected: If applies
	Attribute	M/O	Value	Description
	Value	M	#0 or 'TBA' or '.'	Send the number of OCS (On the Course Side) boats. TBA means 'To Be Announced'. This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly).
UI		STATUS	N/A	Element Expected: If available and whenever changes
	Attribute	M/O	Value	Description
	Value	M	SC@Status Code	Send the race status
UI		RACE_TYPE	N/A	Element Expected: If available in windsurfing
	Attribute	M/O	Value	Description
	Value	M	SC@RaceType Code	Send the race type

Sample (General)

```

<ExtendedInfos>
<UnitDateTime StartDate="2016-08-10T12:52:00+01:00" />
<ExtendedInfo Type="UI" Code="MARK" Pos="0" Value="S" >
<Extension Code="WIND_SPEED" Value="12" />
<Extension Code="WIND_DIRECTION" Value="185" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="MARK" Pos="1" Value="1" >
<Extension Code="WIND_SPEED" Value="12" />
<Extension Code="WIND_DIRECTION" Value="195" />
<Extension Code="TIME" Value="12:15" />
<Extension Code="MARK_ROUNDED" Value="Y" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="MARK" Pos="2" Value="4" >
<Extension Code="WIND_SPEED" Value="14" />
<Extension Code="WIND_DIRECTION" Value="180" />
<Extension Code="TIME" Value="20:35" />
<Extension Code="MARK_ROUNDED" Value="Y" />
</ExtendedInfo>
..
<ExtendedInfo Type="UI" Code="COURSE_SAILED" Value="I2" />
<ExtendedInfo Type="UI" Code="STATUS" Value="FSHD" />
<ExtendedInfo Type="UI" Code="OCS_NUM" Value="0" />
<ExtendedInfo Type="UI" Code="LEG_CURRENT" Value="." />
<ExtendedInfo Type="UI" Code="MARKS_NUM" Value="5" />
<ExtendedInfo Type="UI" Code="LEGS_NUM" Value="6" />
<ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="3" Value="2135516" />

```

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

Sport Descriptions in Text.



Attribute	M/O	Value	Description
DisciplineName	M	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	O	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(6)	Race number as appropriate.

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



Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	LAST_MARK	N/A	Element Expected: Send if available
Attribute	M/O	Value	Description
Value	M	#0	Send the mark order of the last mark rounded, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (so from 1 to n).
OVERALL	ESTIMATED	N/A	Element Expected: If available when LIVE and UNOFFICIAL after this competitor has passed the first mark or the first boat passes the first mark in the case of boats with IRM. Not for kite and windsurfing finals.
Attribute	M/O	Value	Description
Value	M	#0.#	Send the calculated overall net points based on boats finishing in their estimated finish place.
Value2	O	##0.#	Send the estimated overall total points based on boats finishing in their estimated finishing place.
IRM	O	SC@IRM Code	Invalid result mark (if applies).
Rank	O	#0	Send the estimated overall rank (finish place) of the boat in the event, based on the position at the most recent mark or their probable position.
RankEqual	O	Y	Send Y if rank is equalled, otherwise do not send.
SortOrder	O	Positive Integer	Send the estimated overall order of the boat.
PROGRESS	MARK	#0	Pos Description: Send the mark order, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (though zero is not sent, so from 1 to n). Element Expected: Send if available
Attribute	M/O	Value	Description
Value	M	h:mm:ss	Send the time of the boat at the corresponding MARK (from the Starting line). Remove leading zeroes.
Value2	O	###0.0	Distance behind the current leader (metres) when this competitor reaches the mark.
Rank	O	#0	Send the rank (place) of the boat at the corresponding mark.
RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send
SortOrder	M	Positive Integer	Send the order of the boat at the corresponding mark.



				For those competitors who have not crossed yet the current mark, the order will be according to their results in previous mark.
	Diff	O	mm:ss	Send the time behind the leader at the corresponding mark.
	Move	O	#0	Change in rank compared to the previous MARK. For example if one competitor is moving from rank=9 to rank=15 then Move is -6; or 0 for no change, or 2 if improving two ranks.

Sample (General)

```
<Result Rank="3" ResultType="POINTS" Result="6" SortOrder="3" StartSortOrder="6" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="MARK" Pos="1" Value="10:08" Value2="2.0"
Rank="5" SortOrder="5" Diff="0:36" />
    <ExtendedResult Type="PROGRESS" Code="MARK" Pos="2" Value="16:27" Value2="2.0" Rank="4" SortOrder="4" Diff="0:19"
Move="1" />
    ..
    <ExtendedResult Type="PROGRESS" Code="MARK" Pos="6" Value="31:03" Value2="2.0" Rank="3" SortOrder="3" Diff="0:16"
Move="0" />
    <ExtendedResult Type="ER" Code="LAST_MARK" Value="6" />
    <ExtendedResult Type="OVERALL" Code="ESTIMATED" Value="5" Value2="15" Rank="3" SortOrder="3" />
  </ExtendedResults>
```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	1	For competitor @Type="A" : 1

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

Athletes extended information.

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



Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	BIB_COLOUR	N/A	Element Expected: Where bib colour is applicable (kite)	
	Attribute	M/O	Value	Description
	Value	M	SC@Colour Code	Bib Colour

Sample (General)

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

2.3.3.6 Message Sort

Sort by Result @SortOrder



2.3.4 Results Analysis

2.3.4.1 Description

The Results Analysis contains is a message containing additional information to supplement the DT_RESULT message.

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentType	DT_RESULT_ANALYSIS	Event Unit Result Analysis message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@ResultStatus Code	It indicates whether the result is official or unofficial (or intermediate etc). LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL 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 then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
- After any addition / change in any data (LIVE)
- If a race is interrupted (INTERMEDIATE)
- After all competitors have finished the unit (UNOFFICIAL / OFFICIAL) as appropriate.
- Update with any later changes (from protests etc.)

2.3.4.4 Message Structure

The following table defines the structure of the message.

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



	Codes	
	ExtendedInfos (0,1)	
	ExtendedInfo (0,N)	
		Type
		Code
		Pos
		Value
	SportDescription (0,1)	
		DisciplineName
		EventName
		Gender
		SubEventName
		UnitNum
	VenueDescription (0,1)	
		Venue
		VenueName
		Location
		LocationName
	Result (1,N)	
	SortOrder	
	StartSortOrder	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
		Type
		Code
		Pos
		Value
		Value2
		Diff
		Speed
		Arrive
	Competitor (1,1)	
		Code
		Type
		Organisation
	Composition (0,1)	
	Athlete (0,N)	
		Code
		Order
	Description (1,1)	
		GivenName



	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.3.4.5 Message Values

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

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

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	O	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(6)	Race number as appropriate

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 /Result (1,N)

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

Attribute	M/O	Value	Description
SortOrder	M	Positive Integer	Ordered by NOC
StartSortOrder	M	Positive Integer	Start list order according to the sport rules (used to sort all start list competitors in an event unit).

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

Type	Code	Pos	Description
PROGRESS	LEG	#0	Pos Description: Send the mark order, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (though zero is not sent, so from 1 to n). Element Expected: Send if available
	Attribute	M/O	Value
	Value	M	m:ss
	Value2	O	#0.0
	Diff	O	-m:ss or m:ss
	Speed	O	#0.0
	Arrive	O	##0
PROGRESS	DISTANCE	#0	Pos Description: Send the mark order, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (though zero is not sent, so from 1 to n). Element Expected: Send if available
	Attribute	M/O	Value
	Value	M	####0
ER	DISTANCE	N/A	Element Expected: After the race
	Attribute	M/O	Value
	Value	M	####0



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

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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

2.3.4.6 Message Sort

Sort by Result @SortOrder.



2.3.5 Current Information

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the discipline (DocumentSubtype = STATUS) Full RSC of the unit (DocumentSubtype = LIVE)
DocumentSubcode	Date	Date format YYYY-MM-DD Only applicable for DocumentSubtype = STATUS
DocumentType	DT_CURRENT	Current message
DocumentSubtype	STATUS LIVE	STATUS: Message updating the status of all classes in a day in a single message. LIVE: Message for live results during the race
Version	Positive Integer	Version number associated to the message's content. Ascending number
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

DocumentSubtype = STATUS

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

DocumentSubtype = LIVE

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	ExtendedInfos (0,1)			
		ExtendedInfo (1,N)		



	Type
	Code
	Pos
	Value
	Extension (0,N)
Result (0,N)	
	Rank
	RankEqual
	Result
	IRM
	SortOrder
	StartSortOrder
	Diff
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Value2
	Diff
	Speed
	Competitor (1,N)
	Code
	Type
	Organisation

2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Only included where DocumentSubtype = "STATUS"			
Type	Code	Pos	Description
EI	DATE	N/A	Element Expected: Always for DocumentSubtype = STATUS
Attribute	M/O	Value	Description



	Value	M	DateTime	Current date and time
EI		EVENT	#0	Pos Description: Send the display order for the events 1, 2... (Traditional sport order of events). Element Expected: Always for DocumentSubtype = STATUS
	Attribute	M/O	Value	Description
	Value	M	S(34)	Send the full event level RSC
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If applicable				
	Attribute	Value	Description	
	Code	COURSE_AREA		
	Pos	N/A	Do not send anything	
	Value	Text	Send the current course area for the event.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If applicable				
	Attribute	Value	Description	
	Code	COURSE_SAILED		
	Pos	N/A	Do not send anything	
	Value	SC@Course Code	Send the code for course to be sailed.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If applicable				
	Attribute	Value	Description	
	Code	EST_NEXT_START		
	Pos	N/A	Do not send anything	
	Value	hh:mm or '.'	Send the estimated start time for the subsequent race if on the same day, otherwise send "-".	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If applicable				
	Attribute	Value	Description	
	Code	LEG_CURRENT		
	Pos	N/A	Do not send anything	
	Value	Text	Current leg information in the form leg/total legs, e.g.: 2/6. 0/n indicates start sequence else send "-", if not in start sequence or running.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always				
	Attribute	Value	Description	
	Code	OCS_NUM		
	Pos	N/A	Do not send anything	
	Value	#0 or 'TBA' or '.'	Send the number of OCS boats. TBA means "To Be Announced". This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly).	



Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If applicable			
Attribute	Value	Description	
Code	START_TIME		
Pos	N/A	Do not send anything	
Value	hh:mm	Send start time for the race @UNIT_NUM if the race is in progress else do not send	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If applicable			
Attribute	Value	Description	
Code	PROTEST_TIME		
Pos	N/A	Do not send anything	
Value	hh:mm	Send protest time limited for the race @UNIT_NUM	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always			
Attribute	Value	Description	
Code	STATUS		
Pos	N/A	Do not send anything	
Value	SC@Status Code	Send Status for the Event.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected			
Attribute	Value	Description	
Code	UNIT		
Pos	N/A	Do not send anything	
Value	CC@EVENT_UNIT Code	Send the full RSC for the unit of the race @UNIT_NUM.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If applicable			
Attribute	Value	Description	
Code	UNIT_NUM		
Pos	N/A	Do not send anything	
Value	Text	Race number for non-medal races (1, 2...), or as appropriate (QF, SF, F, M, QF, SAn, SBn etc etc), for one specific event unit.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If racing today and not complete			
Attribute	Value	Description	
Code	WIND_DIR		
Pos	N/A	Do not send anything	
Value	##0	Wind Direction for this race (degrees)	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If racing today and not complete			
Attribute	Value	Description	
Code	WIND_SPEED		
Pos	N/A	Do not send anything	
Value	#0	Wind Speed (knots)	



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

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
LIVE	LEG	N/A	Element Expected: After the boat is racing	
	Attribute	M/O	Value	Description
	Value	M	#0 or F for finish	Send the current leg
	Diff	O	m:ss	Time behind the leader in minutes and seconds. Send 0 for zero minutes. Send 0:00 for the leader
LIVE	Speed	O	#0.0	Sent the speed (in knots)
LIVE	START	N/A	Element Expected: Always from the start of the race.	
	Attribute	M/O	Value	Description
	Value	M	SC@Start Code	Position of a boat in relation to the Start Line at the start
	Value2	O	+#0	Time to cross the start line in seconds (including +)
	Diff	O	#0.0 or -#0.0	Distance behind the start line at the moment of the start. (in metres)
	Speed	O	#0.0	Sent the speed (in knots) at the start.

Element: Competition /Result /Competitor (1,N)			
Only included where DocumentSubtype = "LIVE"			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation



Sample (LIVE)

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

2.3.5.6 Message Sort

For the LIVE message order by Result/SortOrder

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



2.3.6 Play by Play

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	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 Code	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) PROVISIONAL
FeedFlag	P, T	Test message or production message.
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

Messages will be generated with this frequency and status

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

Never send empty.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



ExtendedInfos (0,1)	
SportDescription (0,1)	
DisciplineName	
EventName	
SubEventName	
Gender	
UnitNum	
VenueDescription (0,1)	
Venue	
VenueName	
Location	
LocationName	
Actions (0,1)	
Action (1,N)	
Id	
Period	
Order	
ActionDesc	
When	
Competitor (0,N)	
Code	
Type	
Order	
Organisation	
Composition (0,1)	
Athlete (1,N)	
Code	
Order	
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 /SportDescription (0,1)			
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.
SubEventName	O	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
UnitNum	O	S(6)	Race number as appropriate

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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 /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
Period	M	SC@Period Code	When in race, time or applicable code.
Order	M	Positive Integer	Unique sequential number for all the incidents and actions, from 1 to n' It is used to sort Action
ActionDesc	O	S(200)	Action/Incident description
When	O	m:ss	Time from the start of the race, only included if @Period = IN_RACE

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



Order	M	Positive Integer	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 Id	Competitor's 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	1	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. Send 1 if only 1 competitor.

Element: Competition /Actions /Action /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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

Sample (General)

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

2.3.6.6 Message Sort

Actions /Action @Order.



2.3.7 Cumulative Results

2.3.7.1 Description

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the event
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	It indicates the status of the results START_LIST INTERMEDIATE UNOFFICIAL OFFICIAL PROTESTED 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

- When the start list is available for the first race (START_LIST)
- After every race is over (INTERMEDIATE)
- Update after last race -up to the end of the event- (UNOFFICIAL / OFFICIAL)

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



	Code
	Pos
	Value
Progress (0,1)	
	LastUnit
SportDescription (0,1)	
	DisciplineName
	EventName
	Gender
VenueDescription (0,1)	
	Venue
	VenueName
Result (1,N)	
	Rank
	RankEqual
	Result
	ResultType
	IRM
	QualificationMark
	SortOrder
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Rank
	RankEqual
	SortOrder
ResultItems (0,1)	
	ResultItem (1,N)
	Unit
	Order
	Result (1,1)
	Rank
	RankEqual
	ResultType
	Result
	IRM
	SortOrder
	ExtendedResults (0,1)



		ExtendedResult (1,N)	
		Type	
		Code	
		Pos	
		Value	
Competitor (1,1)			
		Code	
		Type	
		Organisation	
		Composition (1,1)	
Athlete (0,N)			
		Code	
		Order	
		Description (1,1)	
		GivenName	
		FamilyName	
		Gender	
		Organisation	
		BirthDate	
		IFId	

2.3.7.5 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 /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	MARATHON	N/A	Element Expected: If applicable
	Attribute	M/O	Value
			Description
	Value	M	S(10)
			Description of the races which are sailed in marathon format. For example, "4 & 5".

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	M	CC@EVENT_UNIT Code	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.



Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	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. DO NOT INCLUDE unless all at single venue and location.			
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 cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit.			
Attribute	M/O	Value	Description
Rank	O	#0	Send the overall place based on net points for all phases of the event. This attribute is optional because the competitor could get an invalid result mark (in this case, it will be blank).
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable, in that case send 'Y'.
Result	O	##0.#	Send the calculated overall net points based on boats finishing in their estimated finish place for all phases of the event.
ResultType	O	SC@ResultType Code	It can be POINTS, IRM or IRM_POINTS Do not include for kite or windsurfing
IRM	O	SC@IRM Code	Invalid result mark. Send just in the case of @ResultType is IRM or IRM_POINTS
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	TOTAL_PTS	N/A	Element Expected: Send if available
	Attribute	M/O	Value
	Value	M	##0.#
			Send the overall total points for the event (does not include finals in Kite and Windsurfing) .
ER	OPENING	N/A	Element Expected:



			Always after the opening series of races is complete
Attribute	M/O	Value	Description
Value	M	#0	Rank in the opening series.

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

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

Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code	The RSC of the item included in the message.
Order	M	#0	Logical order of the sub-units, usually schedule order.

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

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

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

Type	Code	Pos	Description
ER	DISCARDED	N/A	Element Expected: Send if the score is to be discarded
Attribute	M/O	Value	Description
Value	M	Y	Send Y in case the scores is to be discarded
ER	MEDAL_RACE	N/A	Element Expected: Send if medal race
Attribute	M/O	Value	Description
Value	M	Y	Send Y if it is a medal race, otherwise do not send



ER		MARATHON	N/A	Element Expected: Send if marathon race
Attribute	M/O	Value	Description	
Value	M	Y	Send Y if it is a marathon race	

Sample (General)

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	1	For competitor @Type="A" : 1

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

Athletes extended information.

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



		Id	
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Birth date. Must include if the data is available
IFId	O	S(16)	International Federation ID

2.3.7.6 Message Sort

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



2.3.8 Event Final Ranking

2.3.8.1 Description

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
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.

2.3.8.3 Trigger and Frequency

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

Trigger also after any change.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
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
	Composition (1,1)
	Athlete (0,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld

2.3.8.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in text			



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

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

Attribute	M/O	Value	Description
Venue	M	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	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else do not send.
ResultType	O	SC@ResultType Code	It can be POINTS, IRM or IRM_POINTS Do not include for kite or windsurfing
Result	O	##0.#	Net points obtained Do not include for kite or windsurfing
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.

Sample (General)

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID or another indicator (SC@CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	A	A for athlete
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known



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

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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

2.3.8.6 Message Sort

Sort by Result @SortOrder



2.3.9 Configuration

2.3.9.1 Description

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

Send before the competition for each event in separate messages.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the event, sent this message for each event.
DocumentType	DT_CONFIG	Configuration message
Version	Positive Integer	Version number associated to the message's content. Ascending number
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 prior to any ODF Sports message sending one message for each event.

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

If the message is sent after the first race is sailed, then the DT_CUMULATIVE_RESULT (for the same event) must be sent immediately following DT_CONFIG.

2.3.9.4 Message Structure

The following table defines the structure of the message.

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



	Code
	Pos
	Value

2.3.9.5 Message Values

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

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

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

Sample (General)

```

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

```

2.3.9.6 Message Sort

There is no general message sorting rule.



2.3.10 Communication

2.3.10.1 Description

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

2.3.10.2 Header Values

The following table describes the message header attributes.

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

2.3.10.3 Trigger and Frequency

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

2.3.10.4 Message Structure

The following table defines the structure of the message.

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



	Sport
	Codes
	ExtendedInfos (0,1)
	SportDescription (0,1)
	DisciplineName
	EventName
	SubEventName
	Gender
	VenueDescription (0,1)
	Venue
	VenueName
	Communication (1,1)
	PublishTime
	Decision (0,1)
	ItemNum
	IssuedTime
	AffectsRES
	AffectsSCH
	AffectsOTH
	Unit
	Subtitle (0,1)
	-
	Summary (0,1)
	-
	Details (0,1)
	-
	IssuedBy (0,1)
	-
	SignedBy (0,2)
	Code
	FamilyName
	GivenName
	Function
	Order
	ExtendedComms (0,1)
	ExtendedComm (1,N)
	Type
	Code
	Pos
	Value
	Extension (0,N)



Protest (0,1)	
	Status
	Procedure
	HearingTime
	DecisionTime
	Informed
	Initiator
	Respondent
	Witness
	Interpreter
	Rule
	Unit
	Type (0,1)
	-
	Details (0,1)
	-
	DecisionShort (0,1)
	-
	DecisionLong (0,1)
	-
	Description (0,1)
	-
	FactsFound (0,1)
	-
	Conclusion (0,1)
	-
	Jury (1,N)
	Code
	FamilyName
	GivenName
	Order
	SignedBy (0,1)
	Code
	FamilyName
	GivenName
	Function
	ImageData (0,1)
	-

2.3.10.5 Message Values



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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Value is Sailing
EventName	O	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes
SubEventName	O	CC@EVENT_UNIT ENG Description	EventUnit ENG Description (not code) from Common Codes. Only include if single unit affected
Gender	O	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 /Communication (1,1)			
Attribute	M/O	Value	Description
PublishTime	M	DateTime	Date and time in which the communication is published. Example: 2006-02-26T10:00:00+01:00

Element: Competition /Communication /Decision (0,1)			
Mandatory for DocumentSubtype NOTICE, COMPETITOR_NOTICE and SPORT_NOTICE.			
Attribute	M/O	Value	Description
ItemNum	O	String	Sport dependent, item number if applicable
IssuedTime	O	DateTime	Decision date and time. (Mandatory in the case of NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE) Example: 2006-02-26T10:00:00+01:00 Equivalent of Parties Informed
AffectsRES	O	Y, N	'Y' - The jury decision affects the results 'N' - The jury decision does not affect the results Mandatory in the case of DocumentSubtype is NOTICE
AffectsSCH	O	Y, N	'Y' - The jury decision affects the schedules 'N' - The jury decision does not affect the schedules Mandatory in the case of DocumentSubtype is NOTICE



AffectsOTH	O	Y, N	'Y' - The jury decision affects other areas 'N' - The jury decision does not affect other areas Mandatory in the case of DocumentSubtype is NOTICE
Unit	O	CC@EVENT_UNIT Code	Full RSC Sent if the official communication applies to the gender, event, phase, or unit level. (can be at any level as applicable)

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

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

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

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

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

Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm (1,N)			
Type	Code	Pos	Description
ON_WATER	PENALTY	#0	Pos Description: Send the Penalty number for this competitor (allow multiple per competitor) Element Expected: When available for each competitor with an on water penalty
	Attribute	M/O	Value
	Value	M	S(20)
	Sub Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected Always		
	Attribute	Value	Description



	Code	UNIT_NUM	
	Pos	N/A	Do not send anything
	Value	S(2)	Send the race identifier (number or M for medal)
Sub Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected When available			
	Attribute	Value	Description
	Code	ACTION_COMP	
	Pos	N/A	Do not send anything
	Value	S(80)	Action by the competitor
Sub Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected When available			
	Attribute	Value	Description
	Code	RULE	
	Pos	N/A	Do not send anything
	Value	S(80)	Rule Information
Sub Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected When available			
	Attribute	Value	Description
	Code	ACTION_JURY	
	Pos	N/A	Do not send anything
	Value	S(80)	Action taken by the Jury
LIMIT		EVENT	N/A Element Expected: When applicable in a day
	Attribute	M/O	Value Description
	Value	M	CC@EVENT Code Send the full RSC of the event in which the limit applies
Sub Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected If there is a time limit applicable			
	Attribute	Value	Description
	Code	LIMIT	
	Pos	N/A	Do not send anything
	Value	DateTime	Send the time limit

Element: Competition /Communication /Protest (0,1)			
Attribute	M/O	Value	Description
Status	M	SC@ProtestStatus Code	Status of protest
Procedure	O	Free Text	Procedural matters related to the protest
HearingTime	O	DateTime	Hearing time Example: 2012-07-26T10:00:00+01:00
DecisionTime	O	DateTime	Protest Decision Time Example: 2012-07-26T10:00:00+01:00
Informed	O	DateTime	Time parties informed Example:



			2012-07-26T10:00:00+01:00
Initiator	O	Free text	
Respondent	O	Free text	
Witness	O	Free text	
Interpreter	M	Y, N	Interpreter required (Y or N)
Rule	M	String	Rule applicable
Unit	O	CC@EVENT_UNIT Code	Full RSC at unit level Sent if the protest applies to the gender, event, phase, or unit level. (can be at any level)

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

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

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

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

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

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

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

Element: Competition /Communication /Protest /Jury (1,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official ID
FamilyName	O	S(25)	Family name of the Jury
GivenName	O	S(25)	Given name of the Jury



Order	O	Positive Integer	Order of the official, if more than one official. Send 1 if only one.
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Element: Competition /Communication /Protest /SignedBy (0,1)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Key of the Signed Name, to uniquely identify this element
FamilyName	O	S(25)	Family name of the person associated to the sign
GivenName	O	S(25)	Given name of the person associated to the sign
Function	M	CC@DISCIPLINE_FUNCTION Id	Function of the Signed person

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

2.3.10.6 *Message Sort*

There are no specific sorting requirements



2.3.11 Weather conditions

2.3.11.1 Description

The weather conditions is a message containing the current weather conditions in 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.

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@VENUE Id	Discipline RSC
DocumentSubcode	CC@LOCATION Id	Location ID
DocumentType	DT_WEATHER	Weather conditions in the venue or location
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.

2.3.11.3 Trigger and Frequency

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

2.3.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
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

2.3.11.5 Message Values

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

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	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, WATER	Weather conditions type



Value	M	CC@WeatherCondition Id SC@SeaState Code	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	Air and WBGT 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

2.3.11.6 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 operations start	DT_CODES						
As soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				
Day INFO goes live (VRM)	DT_PDF C08A Competition Schedule		x				
Day INFO goes live (VRM)	DT_PDF C35 Competition Officials		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After ID - After changes in the athlete's data	DT_PARTIC_UPDATE		x				
After ID - After changes in the team's data	DT_PARTIC_TEAMS_UPDATE		x				
After ID - If changes in the schedule	DT_SCHEDULE_UPDATE		x				o
After ID - If changes in the schedule (By OVR)	DT_PDF C08A Competition Schedule		x				
After Equipment Inspection	DT_PDF C30 Number of Entries by NOC		x				
After Equipment Inspection	DT_PDF C32A Entry List by NOC		x				
After Equipment Inspection	DT_PDF C32C Entry List by Event			x			
All Events	DT_CONFIG			x			
After Equipment Inspection - Evening before the first day of each event	DT_RESULT	START_LIST					x
Before the start of the competition day (DocumentSubtype: STATUS)	DT_CURRENT		x				
All Events if actions before the start	DT_PLAY_BY_PLAY	START_LIST					x
After Equipment Inspection - Evening before the first day of each event	DT_CUMULATIVE_RESULT	START_LIST		x			
The evening before the event	DT_PDF C51F1 Start List				x		
The evening before the event	DT_PDF C51K1 Start List				x		



The evening before the event	DT_PDF C51W1 Start List				x			
On the evening prior to each racing day	DT_PDF C58 Daily Schedule		x					
On the evening prior to each racing day	DT_PDF C08B World Sailing Competition Schedule		x					

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Some minutes before each race starts	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When race starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
Repetitive	DT_CURRENT	LIVE					x
Repetitive	DT_RESULT	LIVE					x
Repetitive	DT_RESULT_ANALYSIS	LIVE					x
After every race incidents	DT_PLAY_BY_PLAY	LIVE					x
Before each phase Medal Series / Medal Race	DT_RESULT	START_LIST					x
At the end of the day for the next day (DocumentSubtype: STATUS)	DT_CURRENT		x				
Before each phase Medal Series / Medal Race	DT_PLAY_BY_PLAY	START_LIST					x
Before each phase Medal Series Windsurfing	DT_PDF C51W2 Start List						x
Before Semifinal Kite	DT_PDF C51K2 Start List				x		
Before Final Kite	DT_PDF C51K3 Start List				x		
Before Medal Race in Dinghy, Skiff and Multihull	DT_PDF C51F2 Start List				x		
Every time new information is received	DT_PDF C68C On the Water Penalty Summary			x			
Every time protest information is received/After the protest is closed	DT_PDF C68B Case Summary		x				
	DT_PDF C68H Hearing Schedule		x				
Every time the Technical Committee or Jury intends to protest a boat	DT_PDF C68A Sport Communication		x				



After Protest is closed	DT_PDF C68E Case Decision	x					
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3.4 After competition

Trigger	Message	Status	D	E	P	S	U
After Opening Series - Windsurfing	DT_PDF C75W Medal Series Brackets	INTERMEDIATE		x			
After Opening Series - Kite	DT_PDF C75K Medal Series Brackets	INTERMEDIATE		x			
After the last race Opening Series	DT_PDF C84 Race Analysis Summary	INTERMEDIATE		x			
After last race of the day for an event	DT_PDF C68F Protest Time Limits		x				
After each day, when protests are closed	DT_PDF C74A Fleet Overall Summary - All Events	INTERMEDIATE	x				
After the last race Opening Series/After each phase in Kite and Windsurfing/After Medal Race	DT_RANKING	PARTIAL		x			
After each race	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_RESULT_ANALYSIS	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
	DT_RESULT	OFFICIAL					x
	DT_RESULT_ANALYSIS	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			
After each race - Windsurfing	DT_PDF C73W Results	OFFICIAL					x
	DT_PDF C74W Fleet Overall	INTERMEDIATE		x			
After each Medal Series race - Windsurfing	DT_PDF C75W Medal Series Brackets	INTERMEDIATE		x			
After each race - Kite	DT_PDF C73K Results	OFFICIAL					x
	DT_PDF C74K Fleet Overall	INTERMEDIATE		x			
After each Medal Series race - Kite	DT_PDF C75K Medal Series Brackets	INTERMEDIATE		x			
After each race - Dinghy, Skiff and Multihull	DT_PDF C73F Results	OFFICIAL					x
	DT_PDF C74F Fleet Overall	INTERMEDIATE		x			
After each race - All events	DT_PDF C77 Race Analysis	OFFICIAL					x
After each race - All events if incidents recorded during the race	DT_PDF C69 Race Incidents	OFFICIAL					x



After the last race Medal Series or Medal Race	DT_CUMULATIVE_RESULT	UNOFFICIAL		x			
	DT_MEDALLISTS	UNOFFICIAL		x			
	DT_CUMULATIVE_RESULT	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_RANKING	OFFICIAL		x			
After the last race Medal Series Windsurfing	DT_PDF C75W Medal Series Brackets	OFFICIAL		x			
	DT_PDF C74W Fleet Overall	OFFICIAL		x			
After the last race Medal Series Kite	DT_PDF C75K Medal Series Brackets	OFFICIAL		x			
	DT_PDF C74K Fleet Overall	OFFICIAL		x			
After Medal Race in Dinghy, Skiff or Multihull	DT_PDF C74F Fleet Overall	OFFICIAL		x			
After the last race Medal Series or Medal Race	DT_PDF C84 Race Analysis Summary	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 protests are closed last day	DT_PDF C74A Fleet Overall Summary - All Events	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	10 October 2025	First version with adaption to MiCo schema

File Reference: SYOG-2026-SAL-1.0 SFR

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version