



# Olympic Data Feed



## Swimming ODF Data Dictionary

Technology and Information Department  
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## 1 Introduction

### 1.1 This document

This document includes the ODF Swimming 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 Swimming 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 Swimming Overview

#### MESSAGES IN EACH EVENT

\* All events have a single DT\_RESULT for each unit (heat, group).

\* DT\_PHASE\_RESULT is sent for non-finals phases

#### SCHEDULE

\* In all finals units and swim-offs the schedule is maintained and sent at unit level (schedule=Y) which is the same as used in DT\_RESULT

\* In all non-finals (except swim-offs) 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.

#### PARA Events

\* Class is used in the Paralympic Games.

### 2.2 Applicable Messages

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

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

Message Type	Message Name	Message 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_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_PHASE_RESULT	Phase Results	X
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_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_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



## 2.3 Messages

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

#### 2.3.1.1 Description

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

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

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

It is important to note that all the sport messages that make references to athletes (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 or SC@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			
		Gender			
		Organisation			
		BirthDate			
		PlaceofBirth			



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

### 2.3.1.5 Message Values

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

#### Sample (General)

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-SWM-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)
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)	Federation 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

The List of teams message contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

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

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

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant 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) 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 or SC@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			

### 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. This attribute is Mandatory always To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION	Team organisation's ID



		Id	
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	Team's TV 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

### 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

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.

### 2.3.3.2 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 or SC@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 at 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
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	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	Team's ID.
Type	M	A,T	A for athlete and T for team
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.
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

**Element: Competition /Entry /ExtendedEntry (0,N)**

Type	Code	Pos	Description
ENTRY	QUAL_BEST	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages). Only for Commonwealth Games.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss.ff
			<b>Description</b>
			Team's Qualifying Time. Do not send minutes if zero.

**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

**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
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).



Element: Competition /Entry /Composition /Athlete //ExtendedEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	QUAL_BEST	N/A	Element Expected: As soon as this information is known (it can be sent in both messages). Only for Commonwealth Games.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff	Athlete's Qualifying Time. Do not send minutes if zero.
ENTRY	EXCEPTION_CODE	N/A	Element Expected: If applicable in Para Swimming (Individual and Relay events).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Swimmer exception code.

**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>

```

### **2.3.3.6 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 LIVE (used during the competition when nothing else applies) UNCONFIRMED (if results cannot immediately be unofficial) 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	SC@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 start list (inc. IRMs) is available and any changes to the information.

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

\* 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 (UNCONFIRMED may be used before UNOFFICIAL depending on sport preference).

\* Send PROTESTED if applicable

\* 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	Level 8	Level 9
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							
	StartOrder							
	StartSortOrder							
	ResultType							
	Diff							
	ExtendedResults (0,1)							
	ExtendedResult (1,N)							
	Type							
	Code							



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



	Pos
	Value
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Value2
	Rank
	RankEqual
	SortOrder

### 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	LEADER	S(2)	Pos Description: Send identifier of the intermediate point. Element Expected: For all events (except individual 50m) for each split except for the finish. Only when the unit is LIVE.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
	<b>Description</b>	Competitor's ID, to identify an athlete, for the leader at this split point.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DIFF_WR	
	Pos	N/A	
	Value	-/+s.ff	Difference to the WR (World Record) for leader at the intermediate point (+ for slower, - for faster).



DISPLAY	INT_y (y =Intermediate point)	Positive Integer	Code Description: Intermediate point, only include one intermediate point in the message. Pos Description: Send a unique number for each competitor included in this message as most recent (that is if two competitors updated send 1 & 2) Element Expected: When available only when the unit is LIVE or UNOFFICIAL.
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).

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(8)	Unit number (usually event number and the heat number, separated by a slash "/", e.g.: "034/01").

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. Do not include reserves in the message.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the corresponding event unit.
RankEqual	O	Y	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	m:ss.ff	Total result for the particular event unit.  Only send in the case @ResultType is TIME. Do not send m if no minutes apply.



IRM	O	SC@IRM Code	Invalid Result Mark for the event unit, in case it is assigned.  Send just in the case @ResultType is IRM.
SortOrder	M	Positive Integer	Used to sort all the results of an event unit.  Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started.  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.
StartOrder	O	Positive Integer	Lane assignment of the competitor in the start list.
StartSortOrder	M	Positive Integer	Order by lane order starting from 1. Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	m:ss.ff	Time behind leader m:ss.ff or not sent for leader. Do not send m if no minutes apply.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	REACT_TIME	N/A	Element Expected: Always in Individual events.	
PROGRESS	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	s.ff or -s.ff or S(3)	Reaction time. When the ResultStatus is LIVE or UNOFFICIAL this can be "TBD" while the time is being verified.
PROGRESS	INTERMEDIATE	S(2)	Pos Description: The identifier of the split point, from 1 to F (where 1 is the first intermediate and F is the finishing point). Element Expected: All event units (except for single lap units).	
PROGRESS	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff	Time from the start of the race up to this split point. It is a cumulative result time. Do not send minutes if zeros.
PROGRESS	Value2	O	ss.ff	Send the split time (from the previous intermediate point to current one). Not cumulative time. Don't send for the first split.
	Rank	O	Positive Integer	Cumulative rank of the competitor for this specific ExtendedResult.
PROGRESS	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
PROGRESS	SortOrder	M	Positive Integer #0	Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.



Diff	O	m:ss.ff	Send the time behind the leader at the corresponding intermediate point. m:ss.ff or not sent for leader. Do not send minutes if zero.
Move	O	+/- ##0	Send the rank progression in the current intermediate compared to the previous intermediate (mass start events only) (i.e.: "2", "0", "-1", etc.)
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b> Expected If applicable (for Individual event units).			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SPLIT_RECORD		
Pos	1, 2	Send "1" for the current Record or incremental (send "2") for the handling of Olympic record that is also an Area (Continental) record, etc.	
Value	CC@Record_Type Recordtype	Send the record broken at this split point (when swimmer's cumulative split time is a World or Olympic record respectively for Individual events, or a World, Olympic or Area/Continental record respectively for the first leg of the team in Relay events). If the cumulative time is an Olympic record, it may also be an Area (Continental) record; in this case send both extensions as needed.	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b> Expected If record equaled at the split (for Individual event units).			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SPLIT_RECORD_EQ		
Pos	1, 2	Same @Pos value as SPLIT_RECORD if the record is equalled.	
Value	Y	Send Y if the split record is equalled.	

### Sample (Individual)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="1:46.10" StartOrder="4" StartSortOrder="4" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="REACT_TIME" Value="0.76" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="25.30" Rank="5" Diff="0.39" SortOrder="5"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="52.26" Value2="26.96" Rank="2" Diff="0.24"
SortOrder="2" Move="3"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="1:19.54" Value2="27.28" Rank="1" SortOrder="1"
Move="1"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:46.10" Value2="26.56" Rank="1" SortOrder="1"
Move="0"/>
  </ExtendedResults>
  ...
```

### Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

#### Result's record indicator.

Attribute	M/O	Value	Description
Order	M	Positive Integer	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC@Record_Type for reference).
Code	M	CC@RECORD Id	Code which describes the record broken by the result value.
RecordType	M	CC@RECORD_TYPE Recordtype	Code which specifies the level at which the record is broken (e.g. "OR"). Send all applicable.
Equalled	O	Y	Send "Y" in the case that the record has been equalled else do not send.



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, T	T for team and A for athlete
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Used in Team events only.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
Only for relay event units.			
Type	Code	Pos	Description
EUE	QUAL_TIME	N/A	Element Expected: Always, as soon as this information is known.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss.ff
			<b>Description</b>
			Qualifying Time of the Team. According to the phase it could be: the entry qualification time (for the heats), the result time for the phase in which the tied occurred (for a swim-off), or the result time from the previous phase (for final). Do not send minutes if zero.

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	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T"): 1-4 for relay events (swim order), or 1 if Competitor @Type="A".

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@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
-------	---	------------------------------	---

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	QUAL_TIME	N/A	Element Expected: Always, as soon as this information is known (in Individual events).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff	Competitor's Qualifying Time. According to the phase it could be: the entry qualification time (for the heats), the result time for the phase in which the tied occurred (for a swim-off), or the result time from the previous phase (for semifinal and final). Do not send minutes if zero.
EUE	EXCEPTION_CODE	N/A	Element Expected: If applicable in Para Swimming (Individual and Relay events).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Swimmer exception code.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Only for team members within a Relay.				
Type	Code	Pos	Description	
ER	REACT_TIME	N/A	Element Expected: All Relay events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	s.ff or -s.ff or S(3)	Reaction time for the athlete in the relay.  When the ResultStatus is LIVE or UNOFFICIAL this can be "TBD" while the time is being verified.
ER	CURRENT	N/A	Element Expected: Only for Relay events (when LIVE).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Send "Y" when this athlete is currently swimming else do not send.
PROGRESS	INTERMEDIATE	S(2)	Pos Description: The identifier of the split point, from 1 to F (where 1 is the first intermediate and F is the finishing point) for this athlete within the relay. Element Expected: All Relay events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff	Time from the start of this leg. Is a cumulative result time. Do not send minutes if zeros.



Value2	O	ss.ff	Send the split time (from the previous intermediate point to current one). Not cumulative time (lap time for athlete). Don't send for the first split of the athlete.
Rank	O	Positive Integer	Cumulative rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	M	Positive Integer	Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable (for first leg of relay only)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SPLIT_RECORD		
Pos	1, 2	Send "1" for the current Record or incremental (send "2") for the handling of Olympic record that is also an Area (Continental) record.	
Value	CC@RECORD_TYPE Recordtype	Send the record broken at this split point (when swimmer's cumulative split time is a World or Olympic record respectively for Individual events, or a World, Olympic or Area/Continental record respectively for the first leg of the team in Relay events). If the cumulative time is an Olympic record, it may also be an Area (Continental) record; in this case send both.	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SPLIT_RECORD_EQ		
Pos	1, 2	Same Pos value as SPLIT_RECORD if the record is equalled.	
Value	Y	Send Y if the split record is equalled.	

### 2.3.4.6 Message Sort

Sort by Result @SortOrder



## 2.3.5 Phase Results

### 2.3.5.1 Description

The Phase Results is a message containing the results for the competitors in a particular phase.

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

This message is only used in heats and semifinals (not finals).

### 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 phase
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	It indicates the status of the results INTERMEDIATE (after each heat/semifinal except the last) 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	SC@Source Code	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

- \* Send after each unit is official (including the first) in all phases preceding the finals (INTERMEDIATE).
- \* Send after the last unit in a phase with status OFFICIAL
- \* Send PROTESTED if applicable
- \* Trigger also 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
Competition (0,1)						
	Gen					
	Sport					
	Codes					



ExtendedInfos (0,1)	
Progress (0,1)	
LastUnit	
SportDescription (0,1)	
DisciplineName	
EventName	
SubEventName	
Gender	
VenueDescription (0,1)	
Venue	
VenueName	
Location	
LocationName	
Result (1,N)	
Rank	
RankEqual	
Result	
IRM	
QualificationMark	
SortOrder	
ResultType	
Diff	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Value2	
Rank	
RankEqual	
RecordIndicators (0,1)	
RecordIndicator (1,N)	
Order	
Code	
RecordType	
Equalled	
Competitor (1,1)	
Code	
Type	
Organisation	



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

### 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 /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	M	CC@EVENT_UNIT Code	Full RSC of the most recent unit information 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.
SubEventName	O	CC@EVENT_UNIT ENG ShortDescription	Phase 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
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 any Phase Results message, there should be at least one competitor being awarded a result for the phase.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the corresponding phase. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	Y	Identifies if a rank has been equalled. Send "Y" if applicable else do not send.
Result	O	m:ss:ff	The result of the competitor in the phase. Send just in the case @ResultType is TIME. Do not send minutes if zero.
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned. Send just in the case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition. Only send if it applies.
SortOrder	M	Positive Integer	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.  This attribute is a sequential number with the order of the results for the particular phase, 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.
ResultType	O	SC@ResultType Code	Type of the @Result attribute
Diff	O	m:ss:ff	Time behind leader m:ss:ff or not sent for leader. Do not send m if no minutes apply.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	LAST_QUAL	N/A	Element Expected: In phases before the final phase. Send before final qualification marks are known.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y
			<b>Description</b>
ER	UNIT	N/A	Element Expected: In phases before the final phase. Send before final qualification marks are known.



	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the heat number.
	Value2	M	#0	Send the lane number for the athlete in the unit.
	Rank	O	#0	Send the rank of the competitor within the event unit.
ER	RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
		REACT_TIME	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	s.ff	Reaction time

### Sample (General)

```
<Result Rank="2" SortOrder="2" ResultType="TIME" Result="4:40.28" Diff="0.28" QualificationMark="Q">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="UNIT" Value="6" Value2="1" Rank="1" />
    <ExtendedResult Type="ER" Code="REACT_TIME" Value="0.76" />
  </ExtendedResults>
```

#### Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

Phase result's record indicator.

Attribute	M/O	Value	Description
Order	M	Positive Integer	The hierarchy (priority) for types of record from 1 to n (with WR being the highest).
Code	M	CC@RECORD Id	Code which describes the record broken by the result value.
RecordType	M	CC@RECORD_TYPE Recordtype	Code which specifies the level at which the record is broken (e.g. "OR"). Send all applicable.
Equalled	O	Y	Send "Y" in the case that the record has been equalled else do not send.

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

Competitor related to one phase result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A, T	T for team and A for athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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

Used in Team events only.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Send in the case that the competitor is a 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, corresponding to either a team member or a single 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 /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@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g.: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.

### 2.3.5.6 Message Sort

Result @SortOrder followed by Athlete @Order.



## 2.3.6 Records

### 2.3.6.1 Description

The message contains the list of all records from the start of the Games (events depending on header).

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

### 2.3.6.2 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	CC@RECORD Id	If the message is sent because of a record being modified (broken, equaled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
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 or SC@Source Code	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

\* The DT\_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition. Any new version of the DT\_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

\* Send updates as soon as the result is OFFICIAL.

### 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
Competition (0,1)								
	Gen							



	Sport
	Codes
	ExtendedInfos (0,1)
	SportDescription (0,1)
	DisciplineName
	Record (1,N)
	Code
	Description (1,1)
	Name
	RecordType (1,N)
	Order
	RecordType
	Subcode
	Shared
	NotEstablished
	NotEstablishedLabel
	RecordData (0,N)
	Order
	ResultType
	Result
	Unit
	Country
	Place
	Date
	Time
	TimeStamp
	Equalled
	Unconfirmed
	Competition
	Historical
	Current
	Reinstated
	Extension (0,N)
	Type
	Code
	Pos
	Value
	Competitor (0,1)
	Code
	Type
	Organisation



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

### 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)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes

Element: Competition /Record (1,N)			
Attribute	M/O	Value	Description
Code	M	CC@RECORD Id	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

Element: Competition /Record /Description (1,1)			
Attribute	M/O	Value	Description
Name	M	CC@RECORD ENG Description	Record description (not code) from Common Codes

**Element: Competition /Record /RecordType (1,N)**  
**It is possible to have more than one element with the same type (as in the case of National Records).**



Attribute	M/O	Value	Description
Order	M	Positive Integer	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC@Record_Type to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC@RECORD_TYPE Recordtype	Record type.
Subcode	O	- Rank (if RecordType = "ALL" or "SBP") - WRC order (if RecordType = "WRC")	It will be mandatory in case of RecordType = "WRC", "ALL" and "SBP".
Shared	M	Y, N	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	Y	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	SC@NoRecord Code	The description to be used in the case that NotEstablished="Y".

Element: Competition /Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	M/O	Value	Description
Order	M	Positive Integer	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC@ResultType Code	"TIME", indicating that the result type for the record is a time.
Result	M	m:ss.ff	Send always unless the record is not established (though can be sent if a standard applies). The performance of the competitor for the record. Do not send minutes if zero.
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit in the current competition where the record was broken.  Send always (Mandatory) in the case Historical="N".
Country	O	CC@COUNTRY Id	Always send for new records and where known for historical records. Not applicable for not established records. Country code where the record was broken.
Place	O	S(40)	Always send for new records and where known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Always send for new records and where known for historical records. Not applicable for not established records. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".



<b>TimeStamp</b>	O	DateTime	Date and Time the record was set including timezone. Send always (Mandatory) in the case of Historical="N".
Equalled	O	Y	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Unconfirmed	O	Y	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	Y, N	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	Y	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
Reinstated	O	Y	"Y" if this record is re-instated/re-established as the current record in this message (following an invalidation or similar).

Element: Competition /Record /RecordType /RecordData /Extension (0,N)			
Type	Code	Pos	Description
ER	INTERMEDIATE	Positive Integer	Pos Description: Sequential number from 1 to 99 for each intermediate point in the record, to indicate its number. It can be one or more (depending on the distance of the event unit).  Element Expected: If applicable, only for events units which have split times in the record.
Attribute	M/O	Value	Description
Value	M	m:ss.ff	Split Time in the record. Do not send minutes if zero.

Element: Competition /Record /RecordType /RecordData /Competitor (0,1)			
Competitor to whom the record is assigned.			
Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known

Element: Competition /Record /RecordType /RecordData /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams.



Element: Competition /Record /RecordType /RecordData /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 /Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)			
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@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g.: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.

### 2.3.6.6 Message Sort

The following order applies:

- Record @Code
- RecordType @Order
- RecordData @Order



## 2.3.7 Event Final Ranking

### 2.3.7.1 Description

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

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 Result Mark (disqualified, etc.), or both.

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

### 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	Result status, indicates whether the data is official. 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	SC@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.

\* Usually only send after the competition with status OFFICIAL.

\* Trigger also after any major 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	
IRM	
SortOrder	
Competitor (1,1)	
Code	
Type	
Organisation	
Description (0,1)	
TeamName	
Composition (1,1)	
Athlete (0,N)	
Code	
Order	
Description (1,1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFld	
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@DISCIPLINE_GENDER Gender	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	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Send "Y" only if applicable.
ResultType	O	SC@ResultType Code	Include if IRM for the event (DocumentCode)
IRM	O	SC@IRM Code	The invalid result mark, for the event (DocumentCode) if applicable.
SortOrder	M	Positive Integer	Unique sort order for all results based on rank to break rank ties.  This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace 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, T	T for team and A for athlete
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. Only applies for teams.

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
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 /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
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.

### 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 phase in separate message in Swimming.

### 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	SC@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 phase.
- \* Trigger also after any change, but considering that, if possible, the configuration for one particular phase must be provided before the start list in Swimming.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	



	Code
	Pos
	Value
	ExtendedConfigItem (0,N)

### 2.3.8.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EVENT	NUMBER	N/A	Element Expected: In SWM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Event Number to identify whole event.
LANES	COUNT	N/A	Element Expected: Send only, if there is more than one lane used.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Positive Integer	Send number of lanes
LANES	FIRST	N/A	Element Expected: Send only, if there is more than one lane used.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Send the number of first lane used (usually 1, but in some cases also 0)
LANES	LAST	N/A	Element Expected: Send only, if there is more than one lane used.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Positive Integer	Send the number of last lane used (usually 1, but in some cases also 0)
COURSE	INTERMEDIATES	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Positive Integer	Send the total number of intermediate points including the finish.
INTERMEDIATE	UNIT	N/A	Element Expected: When available	



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)	Positive Integer	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	M	##0.0 (km) Or ####0 (m)	Send distance in km at this intermediate point. Use the format as appropriate for the race
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available for the race.</b>			
Attribute	Value	Description	
Code	DESC		
Pos	N/A	N/A	
Value	String	Name of the intermediate point in ENG.	
SEGMENT	SC@Segments (LEGx, LAPx, ) Code	Positive Integer	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	##0.0	Send distance in the specified unit for the length of this section. Use the format as appropriate for the race
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.</b>			
Attribute	Value	Description	
Code	CATEGORY		
Pos	Positive Integer	Send sequential number to sort the segments of the same type	
Value	SC@SegmentTypes (LEG, LAP, PART, ...) Code	Send the categorization of the Segment	
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.</b>			
Attribute	Value	Description	
Code	TYPE		
Pos	N/A		
Value	SC@Stroke Code	Send to define if the segment is done using a special stroke (SWM).	
QUALIFICATION	FROM_RANK	N/A	Element Expected: In Preliminary and Semi-final
Attribute	M/O	Value	Description
Value	M	Positive Integer	Indicates qualification for the next round (semi-final / final), based on rank.



			Send the qualifying rank to indicate first rank to qualify. Usually 1.
QUALIFICATION	TO_RANK	N/A	Element Expected: In Preliminary and Semi-final
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Positive Integer	Send the qualifying rank to indicate last rank to qualify. (Usually 16 in heats and 8 in semifinals)
QUALIFICATION	QUAL_RULE	N/A	Element Expected: Always, if the rule applies to the competition
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	SC@QualRule Code	Qualification rule code

### Sample (Individual)

```
<Configs>
  <Config Unit="SWMM100MFR-----HEAT-----">
    <ExtendedConfig Type="EC" Code="EVENT_NO" Value="16" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="16" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="ABC" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="50" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="100" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="2" />
  </Config>
</Configs>
```

### Sample (Relay)

```
<Configs>
  <Config Unit="SWMM4X200MFR-----HEAT-----">
    <ExtendedConfig Type="EC" Code="EVENT_NO" Value="19" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RANK" Pos="1" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RANK" Pos="2" Value="8" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="XYZ" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="50"/>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="100"/>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="150"/>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="200"/>
    <ExtendedConfigItem Code="END_LEG" Value="1" />
  </ExtendedConfig>
  ...
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="15" Value="750"/>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="800" >
    <ExtendedConfigItem Code="END_LEG" Value="4" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="16" >
</Config>
</Configs>
```

### 2.3.8.6 Message Sort

There is no message sorting rule.



### 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_PARTIC		x				
Periodically as soon as ODF operations start	DT_PARTIC_TEAMS		x				
As soon as ODF operations start (DocumentSubtype as "FULL")	DT_RECORD		x				
Periodically as soon as ODF operations start	DT_SCHEDULE		x				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When INFO goes live and after any change	DT_PDF C08 Competition Schedule		x				
	DT_PDF C35 Competition Officials		x				
After verification of records	DT_PDF C24A Current Records		x				
After verification of records	DT_PDF C24B Performances			x			
After Team Leaders Meeting	-						
	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
If changes after athletes confirmations (new heats added/removed)	DT_SCHEDULE_UPDATE		x				
With numbers of heats and start times for each event in morning sessions	DT_PDF C08 Competition Schedule		x				
At gender level	DT_PDF C30 Number of Entries by NOC		x				
*C32A (At gender level)	DT_PDF C32x Entry List by			x			
For each day	DT_PDF C58A Daily Schedule		x				
Before evening session each day	DT_PDF C58B Session Schedule		x				
For all Events and Phases	DT_CONFIG				x		
For each Event	DT_RESULT	START_LIST					x
	DT_PDF C51x Start List				x		
Relays only. After team members are known one hour before start	DT_RESULT	START_LIST					x
At the end of each previous session (and later if changes)	DT_PDF B51 Start List Package		x				



### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
Sent several times during Competition	DT_RESULT	LIVE					x

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
After each unit (Including Swim-off) in the phase	-						
When competition is finished	DT_SCHEDULE_UPDATE	FINISHED	x				o
After all competitors have finished the unit	DT_RESULT	UNOFFICIAL					x
When the unit is Official	DT_RESULT	OFFICIAL					x
After each unit (except for Final phase and Swim-off)	DT_PHASE_RESULT	INTERMEDIATE			x		
If applicable (After each unit)	DT_RECORD	PARTIAL	x				
If applicable (After each unit)	DT_PDF C24A Current Records		x				
If applicable (After each unit)	DT_PDF C24B Performances			x			
If applicable (After each unit)	DT_PDF C81x Records Set by		x				
	DT_PDF C73x1 Results						x
Additionally after last unit in each phase.	-						
When all units are completed and OFFICIAL (except for Final phase)	DT_PHASE_RESULT	OFFICIAL			x		
	DT_PDF C73x2 Results				x		
(Except for the Final)	DT_PDF C74x Results Summary				x		
After the last event in each session with preliminary phases.	-						
Start List for next phase unit (except for Final unit)	DT_RESULT	START_LIST					x
For each unit	DT_PDF C51x Start List				x		
Additionally after any Final.	-						
When the TD allows the release of the medallists (before results are official)	DT_MEDALLISTS	UNOFFICIAL		x			
When results are Official	DT_PDF C76x Event Summary			x			
	DT_RANKING	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALS		x				
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_PDF C92x Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				



	DT_PDF C95 Medal Standings		x				
If applicable	DT_PDF C99 Multi-Medallists at these Games		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	25 Aug 2025	First version Removed Qualification related entry information (not provided at SCOG (except Entry time) and SYOG)

### File Reference: SCOG/SYOG-2026-SWM-1.0 SFR

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version