



Olympic Data Feed



Triathlon

ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Triathlon Overview

MESSAGES IN EACH EVENT



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

SCHEDULE

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

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_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



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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).

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.

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@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 INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies). UNCONFIRMED UNOFFICIAL OFFICIAL 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

- * As soon as the start list is available for each unit and any changes [inc. IRMs] (START_LIST)
- * As soon as the race starts. (LIVE)
- * When the competition starts and all changes/additions in data included in the message (LIVE). This is generally as each athlete reaches an intermediate point or completes a segment. (LIVE)
- * After the race is over: where there are any pending photo finish issues to be resolved (UNCONFIRMED)
- * After the unit is over, UNOFFICIAL / OFFICIAL as appropriate and all changes in the results



* Trigger also after any change.

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
	UnitDateTime (0,1)						
	StartDate						
	ExtendedInfo (0,N)						
	Type						
	Code						
	Pos						
	Value						
	Extension (0,N)						
	SportDescription (0,1)						
	DisciplineName						
	EventName						
	Gender						
	SubEventName						
	VenueDescription (0,1)						
	Venue						
	VenueName						
	Location						
	LocationName						
	Result (1,N)						
	Rank						
	RankEqual						
	Result						
	Unchecked						
	IRM						
	SortOrder						
	StartOrder						
	StartSortOrder						
	ResultType						
	Diff						
	Pty						
	ExtendedResults (0,1)						



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



	Rank
	RankEqual
	SortOrder
	Diff

2.3.3.5 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	INT_x_I_y (x = @Segment Code I =leg y =Intermediate point in the segment)	#0	Code Description: I is only sent in relay events Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2) Element Expected: When available only when the unit is LIVE, UNCONFIRMED or UNOFFICIAL
	Attribute	M/O	Value
	Value	M	S(20) without leading zeroes
	Description		Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).
UI	STARTERS	N/A	Element Expected: When was available
	Attribute	M/O	Value
	Value	M	##0
	Description		Sent the number of competitors on the start list
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	Value	Description
	Code	COMPLETE	
	Pos	0	For individual events: Send the segment @Pos (from DT_CONFIG) for each segment except transitions and last segment. Do not send for overall complete.
	Value	##0	Send the number of competitors whose event unit is completed (of if @Pos is used the number completed that segment/leg) (includes IRMs)



Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available				
Attribute	Value	Description		
Code	ORG			
Pos	N/A	N/A		
Value	##0	Send the number of organisations in the unit		
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available				
Attribute	Value	Description		
Code	SC@IRM Code			
Pos	N/A	N/A		
Value	##0	Send number of competitors who have an IRM.		
DISPLAY	AFTER_INT	S(2)	Pos Description: Intermediate point (1,2...) Element Expected: Always for all intermediate points after the first person has passed that intermediate.	
Attribute	M/O	Value	Description	
Value	M	##0	Send the number of competitors who have passed the intermediate point. Do not include IRMs who did not reach this point.	
UI	WET_SUIT	N/A	Element Expected: When available	
Attribute	M/O	Value	Description	
Value	M	Y	Send Y if wet suits are allowed, N if not allowed.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available				
Attribute	Value	Description		
Code	INTERMEDIATE			
Pos	N/A	N/A		
Value	S(2)	Send the most recent intermediate point passed within the segment for the leader.		

Sample (General)

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

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



Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	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

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



StartSortOrder	M	Positive Integer	Order as in the Start_list. 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	Time behind at finish only (do not send for leader)
Pty	O	S(2)	Send number of penalties given (eg. 1P)

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	PHOTO	N/A	Element Expected: At the end of the race. Only send for applicable competitors.	
	Attribute	M/O	Value	Description
	Value	M	P, Y	To know if the competitor's final result is awaiting a photo. Send P for Pending Status or Y when evaluated. Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
SC@Segment Code	INTERMEDIATE	S(2)	Pos Description: Intermediate point in the segment as defined in DT_CONFIG (1,2..F) For individual events Element Expected: Send each intermediate point for ALL competitors as soon as the first competitor crosses each intermediate point. (either all competitors have the intermediate point or none)	
	Attribute	M/O	Value	Description
	Value	O	h:mm:ss or '-'	Overall cumulative time at the intermediate point. Do not send leading zeros (includes compensation if applicable in Para Triathlon). Send "-" if competitor passed this point and no data available. Send when this competitor passes the intermediate point.
	Rank	O	S(3)	Send the cumulative rank of the competitor at the intermediate point. Do not send if no value.
	RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Index based on whole list (with the ones who have not reached the end of the intermediate point as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order).
	Diff	O	+m:ss	Send the time behind the fastest at the intermediate point. (Do not send for the leader)



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



	Value	O	h:mm:ss or '-'	Time elapsed from the start of the current segment to the current intermediate point. Do not send leading h if zero. Send "-" if competitor passed this point and no data available. Send when this competitor completes the sector.
	Rank	O	S(3)	Send the rank of the competitor in the sector
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Index based on whole list (with the ones who have not reached the end of the current sector as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently in current sector and by order there (if none, then by start order).
	Diff	O	+m:ss	Send the time behind the fastest at the current sector. (Do not send for leader)
SUMMARY		SC@Segment Code	N/A	Element Expected: Individual events when the athlete has completed the segment.
	Attribute	M/O	Value	Description
	Value	O	mm:ss	Time within this segment. Do not send leading zeros in minutes under 10.
	IRM	O	SC@IRM Code	IRM for this segment if applicable
	Rank	O	S(3)	Rank in this segment (not cumulative)
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Index based on rank.
SUMMARY_CUM		SC@Segment Code	N/A	Element Expected: Individual events when the athlete has completed the segment.
	Attribute	M/O	Value	Description
	Value	O	h:mm:ss	Time after this segment (cumulative). Do not send leading zero hours or leading zeros in minutes under 10.
	Rank	O	S(3)	Rank after this segment (cumulative)
	RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Positive Integer	Index based on rank.
	Move	O	###0 or -##0 or 0	Change in rank compared to the rank after the previous segment. For example if one competitor is moving from rank =9 to rank =15 then Move is -6. Not included for swim.
ER		COMPENSATION	N/A	Element Expected: In Para-Triathlon where athletes start at different times.
	Attribute	M/O	Value	Description
	Value	M	+m:ss	Compensation time.
ER		DRAFT_PENALTY	N/A	Element Expected: In Para-Triathlon Only for competitors who receive a drafting penalty.



Attribute	M/O	Value	Description
Value	M	Y	Send Y if competitor receives a drafting penalty
ER	PENALTY	Positive Integer	Pos Description: The number of the penalty received (1..) Element Expected: If applicable in all events
Attribute	M/O	Value	Description
Value	O	Y, R	Send Y (Yellow) or R (Red) for a penalty as appropriate
Value2	O	S, N	Send S if it is a time penalty and time has been served Send N if it is a time penalty and has not been served. Do not send if not a time penalty

Sample (General)

```
<ExtendedResults>
<ExtendedResult Type="SWIM" Code="INTERMEDIATE" Pos="1" Value="9:00" Rank="30" SortOrder="30" Diff="+1:07" />
<ExtendedResult Type="SWIM" Code="LAP" Pos="1" Value="9:00" Rank="30" Diff="+1:07" />
<ExtendedResult Type="SWIM" Code="SECTOR" Pos="1" Value="9:00" Rank="30" SortOrder="30" Diff="+1:07" />
<ExtendedResult Type="SWIM" Code="INTERMEDIATE" Pos="2" Value="17:56" Rank="28" SortOrder="28" Diff="+1:22" />
<ExtendedResult Type="SWIM" Code="LAP" Pos="2" Value="8:56" Rank="14" Diff="+0:15" />
<ExtendedResult Type="SWIM" Code="SECTOR" Pos="2" Value="17:56" Rank="28" SortOrder="28" Diff="+1:22" />
<ExtendedResult Type="TRANS1" Code="INTERMEDIATE" Pos="1" Value="18:18" Rank="27" SortOrder="27" Diff="+1:02" />
<ExtendedResult Type="TRANS1" Code="SECTOR" Pos="1" Value="0:22" Rank="9" SortOrder="9" Diff="+0:04" />
<ExtendedResult Type="BIKE" Code="INTERMEDIATE" Pos="1" Value="28:31" Rank="29" SortOrder="29" Diff="+1:02" />
<ExtendedResult Type="BIKE" Code="LAP" Pos="1" Value="10:13" Rank="26" Diff="+0:22" />
<ExtendedResult Type="BIKE" Code="SECTOR" Pos="1" Value="10:13" Rank="26" SortOrder="26" Diff="+0:22" />
<ExtendedResult Type="BIKE" Code="INTERMEDIATE" Pos="2" Value="38:17" Rank="27" SortOrder="27" Diff="+1:03" />
<ExtendedResult Type="BIKE" Code="LAP" Pos="2" Value="9:46" Rank="9" Diff="+0:07" />
<ExtendedResult Type="BIKE" Code="SECTOR" Pos="2" Value="19:59" Rank="9" SortOrder="9" Diff="+0:29" />
</ExtendedResults>
```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	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	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number (race number)

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

Athletes extended information.



Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@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	START_TIME	N/A	Element Expected: If athletes start at different times (usually only Para Triathlon)
	Attribute	M/O	Value
	Value	M	hh:mm:ss
			Description
			Send competitor start time

Sample (General)

```

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

```

2.3.3.6 Message Sort

Sort by Result @SortOrder



2.3.4 Current Information

2.3.4.1 Description

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

This message is only available for broadcast services.

All competitors should always be included in the message.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit. Individual only.
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
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.

2.3.4.3 Trigger and Frequency

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

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Result (0,N)				
		Rank			
		RankEqual			
		SortOrder			
		StartSortOrder			



Competitor (1,N)	
	Code
	Type
	Organisation
	Composition (0,1)
Athlete (0,N)	
	Code
	Order
	Bib

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

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

Element: Competition /Result /Competitor (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	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	Send "1".
Bib	O	S(4)	Bib number

2.3.4.6 Message Sort

Sort by Result @SortOrder.



2.3.5 Play by Play

2.3.5.1 Description

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

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_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	Positive Integer	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.

2.3.5.3 Trigger and Frequency

Messages will be generated with this frequency and status

* After every race incident (LIVE)(UNOFFICIAL if any new incident after race and before results be official)

* After the race (unit) (OFFICIAL).

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



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



2.3.5.5 Message Values

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

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

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 /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
PId	O	S(36)	Related Action
Period	M	SC@Segment Code	Send the segment in which the incident occurred or in the case of no applicable segment send the attribute empty.
Order	M	Positive Integer	Unique sequential number for all the incidents and actions, from 1 to n
Action	O	SC@Action Code	Send action code.
ActionDesc	O	S(200)	Action/Incident description in ENG.
When	O	S(10)	Send the lap information when available (if laps applicable)



Result	O	SC@IRM Code	Send IRM if applicable which is the result of the action
--------	---	----------------	--

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

Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	M	Positive Integer	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. Send 1 if only 1 competitor.
Bib	O	S(4)	Bib number (race number)

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



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

2.3.5.6 Message Sort

Actions /Action @Order.



2.3.6 Image

2.3.6.1 Description

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

Each message contains only one photofinish picture.

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentSubcode	Positive Integer	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 ... Where there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	PHOTOFINISH	Send PHOTOFINISH
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Only applicable status is OFFICIAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.6.5 Message Values

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

Element: Competition /Image (1,N)			
Always only one image per message.			
Attribute	M/O	Value	Description
Pos	M	1	Always send 1
Version	M	Positive Integer	Document Version
Revision	M	#0	Document Revision
ImageType	M	jpg, png	Image type extension, jpg or png

Element: Competition /Image /Result (0,N)			
---	--	--	--



This element should always appear and must only include the information of those competitors appearing in the image.

Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same way as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Positive Integer	Rank of the competitor at the end of the unit
StartOrder	O	Positive Integer	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors in the image.

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

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

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

Only sent in the case of individual events. Team members are not sent in team events.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	1	Value is 1
Bib	O	S(4)	Bib (race number)

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

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

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

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

Sample (General)

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

2.3.6.6 Message Sort

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



2.3.7 Event Final Ranking

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the Event
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
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	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

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

Trigger also after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



	EventName
	Gender
	VenueDescription (0,1)
	Venue
	VenueName
	Result (1,N)
	Rank
	RankEqual
	IRM
	SortOrder
	Competitor (1,1)
	Code
	Type
	Organisation
	Composition (1,1)
	Athlete (0,N)
	Code
	Order
	Bib
	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 /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes



EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC@SPORT_GENDER Id	Gender code for the event unit. Must be included if it is a single gender

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

Venue Names in text

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

Element: Competition /Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equaled. Send Y if applicable
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.

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 alternate information.
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	Order attribute. Send 1 when Competitor @Type='A'.
Bib	O	S(4)	Bib (race number)

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

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



		Id	
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

2.3.7.6 Message Sort

Sort by Result @SortOrder



2.3.8 Configuration

2.3.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit, send this message for each Unit.
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.
FeedFlag	N/A	N/A
Date	P, T	P – Production / T - Test
Time	Date	Refer to ODF header definition
LogicalDate	Time	Refer to ODF header definition
Source	Date	Refer to ODF header definition

2.3.8.3 Trigger and Frequency

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

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

2.3.8.4 Message Structure

The following table defines the structure of the message.

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



	Pos
	Value
	ExtendedConfigItem (0,N)

2.3.8.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
COURSE	INTERMEDIATES	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	##0	Send the total number of intermediate points including the finish.
COURSE	SEGMENTS	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	##0	Send the total number of sections.
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	Send distance in km at this intermediate point. Use the format as appropriate for the race
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available for the race.				
Attribute	Value	Description		



	Code	DESC		
	Pos	N/A	N/A	
	Value	String	Name of the intermediate point in ENG.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available for the road race.				
	Attribute	Value	Description	
	Code	TYPE		
	Pos	Positive Integer	Normally 1, but would allow to assign several types, if needed (for instance if a point is a Sprint and Elimination at the same time).	
	Value	SC@IntType Code	Type of the intermediate point (Sprint, Elimination, Climb, Exchange, ...)	
SEGMENT		SC@Segments (LEGx, LAPx,)	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
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.				
	Attribute	Value	Description	
	Code	TYPE		
	Pos	Positive Integer	Send sequential number to sort the segments of the same type	
	Value	SC@SegmentTypes (LEG, LAP, SWIM, TRANS, BIKE, RUN, ...)	Send the type of Segment	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.				
	Attribute	Value	Description	
	Code	BEGIN		
	Pos	N/A	N/A	
	Value	Positive Integer	Send the Pos value of the respective intermediate point for the start of the section.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.				
	Attribute	Value	Description	
	Code	END		
	Pos	N/A	N/A	
	Value	Positive Integer	Send the Pos value of the respective intermediate point for the end of the section.	

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



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

Sample (Sample (Teams))

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



2.3.8.6 Message Sort

There is no message sorting rule.



2.3.9 Weather conditions

2.3.9.1 Description

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@DISCIPLINE CODE	Full RSC at discipline level
DocumentSubcode	CC@LOCATION Id	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
DocumentSubtype	N/A	N/A
Version	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.

2.3.9.3 Trigger and Frequency

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.9.5 Message Values

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

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

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

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



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

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

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

Element: Competition /Weather /Conditions /Temperature (0,N)			
If data available			
Attribute	M/O	Value	Description
Code	M	AIR, WATER,WBGT	Air temperature & Heat Stress Indicator (WBGT)
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)			
If data available			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed, send SPEED
Unit	M	SCGEN@WindUnit Code	Wind unit
Value	M	##0	Wind speed in @Unit

2.3.9.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

3.1 Preparation Phase

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

3.2 Before competition

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



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

3.3 During competition

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

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_PDF C73x Results	UNOFFICIAL					x
	DT_PDF C77x Race Analysis	UNOFFICIAL					x
After World Triathlon's confirmation	DT_RESULT	OFFICIAL					x



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

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
v1.0	13 Oct 2025	First version, adaptation to MiCo schema

File Reference: SYOG-2026-TRI-1.0 SFR

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