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Olympic Data Feed

ODF Gymnastics Rhythmic Data Dictionary

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1 Introduction

1.1 This document

This document includes the ODF Gymnastics Rhythmic Data Dictionary. This Data Dictionary redefines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Gymnastics Rhythmic, as well as defines the codes used in these messages.

1.2 Objective

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

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **GR** – Gymnastics Rhythmic
- **WNPA** – World News Press Agencies



1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport



2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Gymnastics Rhythmic Data Dictionary.

2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Gymnastics Rhythmic Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Gymnastics Rhythmic.

Any ODF Gymnastics Rhythmic message should follow all the previous definitions in order to be considered as an ODF compliant message.



3 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise.

Code Entity	Code Entity Set of Values	
CC @Apparatus	Code	Description
	BALL	Ball
	HOOP	Hoop
	CLUBS	Clubs
	RIBBON	Ribbon
	ROPE	Rope
	5_BALLS	5 Balls
	3_RIBBONS_2_HOOPS	3 Ribbons + 2 Hoops
CC @Function	Defined in ODF Common Codes Document See entity MainFunction The entity's attribute to be used is Code.	
CC @IRM	Code	Description
	DNS	Did not start
	DSQ	Disqualified
CC @Jury	Code	Description
	D1_1	Difficulty Judge 1-1
	D1_2	Difficulty Judge 1-2
	D2_1	Difficulty Judge 2-1
	D2_2	Difficulty Judge 2-2
	A1	Artistic Judge 1
	A2	Artistic Judge 2
	A3	Artistic Judge 3
	A4	Artistic Judge 4
	AR1	Artistic Reference Judge 1
	AR2	Artistic Reference Judge 2
	E1	Execution Judge 1
	E2	Execution Judge 2
	E3	Execution Judge 3
	E4	Execution Judge 4
	ER1	Execution Reference Judge 1
	ER2	Execution Reference Judge 2
	Assistant	Assistant Judge
	Line_Judge_1	Line Judge 1
	Line_Judge_2	Line Judge 2



	Time_Judge	Time Judge
CC @QualificationMark	Code	Description
	Q	Qualified
	R	Reserve
CC @ResultType	Code	Description
	SCORE	Valid Score
	NO_SCORE	No valid Score
	IRM	Invalid Result Mark
	NOT_COMPETING	Athlete did not compete at the apparatus
CC @RunStatus	Code	Description
	Last_Scored	Last scored athlete
	Current	Current athlete
	Next	Next Athlete



4 Gymnastics Rhythmic Data Extension

4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

4.1.1 ODF header

ReGRrding to the ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be redefined for each message type reGRrding to the header values:

- ODF Header: DocumentCode.

4.1.2 Attributes Definition

The attributes types are explained in the section “5.1.2. Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information



5 Point in Time

5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Gymnastics Rhythmic, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- 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 documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended in this document” indicates whether a particular message has extended definition in reGRrds to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_PARTIC_HORSES_UPDATE	List of horses update	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_HIST_REC_UPDATE	Historical records update	Central		



DT_GLOBAL_GM	Global good morning	Central	Global	
DT_GLOBAL_GN	Global good night	Central	Global	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	
DT_RECORD	Records	Sports	X	
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports		
DT_GM	Discipline/venue good morning	Sports	X	
DT_GN	Discipline/venue good night	Sports	X	
DT_FED_RANKING	Federation Ranking	Sports		
DT_CONFIG	Discipline Configuration	Sports	X	X
DT_WEATHER	Event Unit Weather conditions	Sports		
DT_SERIAL	List of Current PIT Serial	Sports	X	



5.1.1 List of participants by discipline / List of participants by discipline update

5.1.1.1 Description

This message is the List of participants by discipline message as described in the ODF Central Messages Interface Document.

5.1.1.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.1.1.3 Trigger and Frequency

Please, follow the general definition.

5.1.1.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Gymnastics Rhythmic are:

- EventEntry

In the next section (message values), there is a more detailed definition.

5.1.1.5 Message Values

The following table lists the List of athletes by discipline optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case of Gymnastics Rhythmic, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	MainFunctionId	M	CC @Function	Main function
Participant /Discipline	InternationalFederationId	O	S(16)	FIG Licence Number. It will be included if this information is available. Only for the athletes
Participant /Discipline /RegisteredEvent	Bib	M	String	Athlete's bib number, to be sent mandatory in all the event units

5.1.1.6 Message sort

Please, follow the general definition.



5.1.2 Start List

5.1.2.1 Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

5.1.2.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.1.2.3 Trigger and Frequency

Please, follow the general definition.

5.1.2.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Gymnastics Rhythmic are:

- Start /Competitor /EventUnitEntry (for Group event units)
- Start /Competitor /Composition /Athlete /EventUnitEntry (for Individual event units)

In the next section (message values), there is a more detailed definition.

5.1.2.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Gymnastics Rhythmic, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	StartOrder	O	Numeric	Do not send
	SortOrder	M	Numeric	Send the order of competitor in the rotation
Start /Competitor/Composition/Athlete	Order	M	Numeric	To send but not to be used
	Bib	O	String	Athlete Bib Number
Officials/Official	Code	M	S(20) with no leading zeroes	Official ID
	Function	M	CC @Function or CC @Jury	For Superior Jury send CC @Function For judges send CC @Jury_@Apparatus
	Order	M	N(2)	Send order inside each apparatus



The following table describes in more detail the /Officials/(Official/ExtOfficial element element in the case of Gymnastics Rhythmic.

Element: Start /Competitor /Official /ExtOfficial				
Type	Code	Pos	Value	Description
EO_GR	GR_APPARATUS		CC @Apparatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Send the proposed code
	GR_JURY		Y/N	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send Y if the official is part of the Jury Send N if the official is part of the Superior Jury

For the table above, we have the following additional/summary information:

Element: Start /Competitor /Official /ExtOfficial		
Type /Code	Description	Expected
EO_OFFICIAL_GR/GR_APPARATUS	Judge Apparatus	When the judge is assigned to an apparatus
EO_OFFICIAL_GR/GR_JURY	Indicates if the official is part of the Jury	Always

The following table describes in more detail the Start /Competitor /EventUnitEntry element.

Type	Code	Pos	Value	Description
EUE_GR	GR_ROTATION		CC@Apparatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Send the apparatus of the rotation for the competitor
	GR_MUSIC_LENGTH		M:SS	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Send the music length(time) for this apparatus
	GR_MUSIC_TITLE			For @Type: Send proposed type
For @Code:				



				Send proposed code
				For @Pos : Do not send anything
				For @Value: Send the music length(time) for this apparatus
	GR_MUSIC_AUTHOR		Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Send the music author for this apparatus

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EUE_GR/GR_ROTATION	Rotation number and apparatus	Always
EUE_GR/GR_MUSIC_LENGTH	Music Length	Always
EUE_GR/GR_MUSIC_TITLE	Music title	Always
EUE_GR/GR_MUSIC_AUTHOR	Music Author	Always

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element.

Type	Code	Pos	Value	Description	
EUE_GR	GR_RESERVE		Y/N	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos : Do not send anything	
				For @Value: Send 'Y' if the athlete is reserve.	
	GR_IRM			CC @IRM	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Send the proposed code
	GR_ROTATION			CC@Apparatus	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Send the apparatus of the rotation for the competitor
GR_MUSIC_LENGTH			M:SS	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos : Do not send anything	
				For @Value:	



				Send the music length(time) for this apparatus
	GR_MUSIC_TITLE		Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Send the music title for this apparatus
	GR_MUSIC_AUTHOR		Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Send the music author for this apparatus

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EUE_GR/GR_IRM	Invalid Result Mark	When applies
EUE_GR/GR_RESERVE	Flag for Reserve gymnasts	When applies
EUE_GR/GR_MUSIC_LENGTH	Music Length	Always
EUE_GR/GR_MUSIC_TITLE	Music title	Always
EUE_GR/GR_MUSIC_AUTHOR	Music Author	Always

5.1.2.6 Message sort

Please, follow the general definition.



5.1.3 Event Unit Results

5.1.3.1 Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

5.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.1.3.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following

- After each Rotation finishes (ResultStatus = "INTERIM")
- After all Rotations have finished (ResultStatus = "UNOFFICIAL")
- After the Result is Approved (ResultStatus = "OFFICIAL")

5.1.3.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Gymnastics Rhythmic are:

- UnitInfo
- Competitor /ExtendedResults /ExtendedResult (for Group event units)
- Competitor /Composition /ExtendedResults /ExtendedResult (for Individual event units)

5.1.3.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	Y/N	It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled. Send Y if the Rank has been equalled.
	ResultType	M	CC @ResultType	Result type,
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM
	Result	O	N(3).N(3) 990.000	Score
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
	QualificationMark	O	CC @Qualification Mark	Send only if the athlete get a valid qualification mark



The following table describes in more detail the UnitInfo element in the case of Gymnastics Rhythmic.

Element: UnitInfo					
Type	Code	Pos	Value	Description	
UI_GR	GR_SUBDIVISION		N(2)	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the current or the last finished subdivision	
	GR_ROTATION			N(1)	For @Type: Send proposed type
					For @Code: Send the proposed code
					For @Pos: Do not send anything
					For @Value: Send the current or the last finished rotation
	GR_LAST_QUAL			S(20) with no leading zeros	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: ID of competitor currently in last qualifying position
GR_LAST_QUAL_RANK			N(2) 9	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the rank of the last qualifying position	

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_GR/GR_SUBDIVISION	Current or last finished subdivision	Always
UI_GR/GR_ROTATION	Current or last finished rotation	Always.
UI_GR/GR_LAST_QUAL	ID of competitor currently in last qualifying position During the progress of qualification, it must contain the ID for the competitor with rank 10 in Individual event or 8 in	Individual: when 10 or more athletes have completed at least 1 rotation Group: when 8 or more teams have completed at least 1 rotation



	Group event.	
UI_GR/GR_LAST_QUAL_RANK	Rank of the last qualifying position During the progress of qualification, it must contain the Rank for the last qualifying position. E.g. 10 in Individual event and 8 in Group event.	Individual: when 10 or more athletes teams have completed at least 1 rotation Group: when 8 or more teams teams have completed at least 1 rotation

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element

Element: Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_GR	GR_5_BALLS GR_3_RIBBONS_2_HOO PS				For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Do not send anything	
		GR_RESULT_TYPE		CC @ResultType		For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Send the appropriate code for this apparatus
		GR_RANK		N(3) 990		For @Type: Send proposed code
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Send the rank of the competitor for this apparatus
		GR_ERANK		Y/N		For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: It must send always that the element _RANK is send. Send Y if the rank is equalled.
		GR_IRM		CC @IRM		For @Type: Send proposed code
						For @Code: Send proposed extension code
				For @Pos: Do not send anything		
				For @Value: Send the appropriate code for this apparatus		
GR_SCORE		N(3).N(3) 990.000		For @Type: Send proposed code		
				For @Code:		



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the total Score for this apparatus
		GR_DIFF_1		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Difficulty part 1 Score
		GR_DIFF_2		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Difficulty part 2 Score
		GR_DIFF		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Difficulty score for this apparatus
		GR_ART		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the artistic score for this apparatus
		GR_EXE		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the execution score for this apparatus
		GR_PEN		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the total Penalty for this apparatus
	GR_POINTS_BEHIND		N(2) 90	String	For @Type: Send proposed code
					For @Code:



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Send proposed extension code
					For @Pos: Send the rank number
					For @Value: Send the points behind or "-" if not points behind
	GR_TOTAL_AFTER		N(1) 0	N(3).N(3) 000.000	For @Type: Send proposed code
					For @Code: Send proposed code
					For @Pos: Send the rotation number
					For @Value: Send the points after the rotation indicated in the position
	GR_TOTAL_AFTER_RANK		N(1) 0	N(2) 90	For @Type: Send proposed code
					For @Code: Send proposed code
					For @Pos: Send the rotation number
					For @Value: Send the rank after the rotation indicated in the position
	GR_TOTAL_AFTER_ERANK		N(1) 0	Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the rotation number
					For @Value: It must send always that the element TOTAL_AFTER_RANK is send. Send Y if the rank is equalled.
	GR_AT_ROTATION		N(1) 0	N(2) 90	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the number of rotations completed by this team

For the table above, we have the following additional/summary information:

Type /Code	CodeExtension	Description	Expected
ER_GR/GR_5_BALLS		Apparatus detailed result	Always
	GR_RESULT_TYPE	Apparatus Result type	Always
ER_GR/GR_3_RIBBONS_2_HOOPS	GR_RANK	Apparatus Rank	When @ResultType=SCORE
	GR_ERANK	Y if the rank is equalled.	When @ResultType=SCORE
	GR_IRM	Apparatus IRM	When @ResultType=IRM
	GR_SCORE	Apparatus Score	When @ResultType=SCORE
	GR_DIFF_1	Difficulty part 1 Score	When @ResultType=SCORE



	GR _DIFF_2	Difficulty part 2 Score	When @ResultType=SCORE
	GR _DIFF	Difficulty Score	When @ResultType=SCORE
	GR _ART	Artistic Score	When @ResultType=SCORE
	GR _EXE	Execution Score	When @ResultType=SCORE
	GR _PEN	Penalty Score	When applies
GR_POINTS_BEHIND		Points behind the top three ranked competitors Pos=1 Points behind first Pos=2 Points behind second Pos=3 Points behind third For Qualification also send points behind the last qualified: Pos=x Points behind last qualified, where x is the last qualified rank (not needed for Finals) Send "-" if not points behind	When @ResultType=SCORE
ER_GR/GR_TOTAL_AFTERR		Total points after the rotation indicated in the position.	When @ResultType=SCORE
ER_GR/GR_TOTAL_AFTERR_RANK		Total rank after the rotation indicated in the position	When @ResultType=SCORE
ER_GR/GR_TOTAL_AFTERR_ERANK		Send Y if the rank indicated in TOTAL_AFTERR_RANK is equalled.	When @ResultType=SCORE
ER_GR/GR_AT_ROTATION		Send the number of rotations completed by this team	Always

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_GR	GR_BALL GR_HOOP GR_CLUBS GR_RIBBON GR_ROPE			Y/N	For @Type: Send proposed code For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value:'Y' Send 'Y' if is the starting apparatus
		GR_RESULT_TYPE		CC @ResultType	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the appropriate code for this apparatus
		GR_RANK		N(3) 990	For @Type: Send proposed code For @Code: Send proposed extension code



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send the rank of the competitor for this apparatus
		GR_ERANK		Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: It must send always that the element _RANK is send. Send Y if the rank is equalled.
		GR_IRM		CC @IRM	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the appropriate code for this apparatus
		GR_SCORE		N(3).N(3) 990.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Score for this apparatus
		GR_DIFF_1		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Difficulty part 1 Score
		GR_DIFF_2		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Difficulty part 2 Score
		GR_DIFF		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send the Difficulty Score
		GR_ART		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Artistic Score
		GR_EXE		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Execution Score
		GR_PEN		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Score for @Jury
	GR_POINTS_BEHIND		N(2) 90	String	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Send the rank number
					For @Value: Send the points behind or "-" if not points behind
	GR_TOTAL_AFTER		N(1) 0	N(3).N(3) 000.000	For @Type: Send proposed code
					For @Code: Send proposed code
					For @Pos: Send the rotation number
					For @Value: Send the points after the rotation indicated in the position
	GR_TOTAL_AFTER_RANK		N(1) 0	N(2) 90	For @Type: Send proposed code
					For @Code: Send proposed code
					For @Pos: Send the rotation number
					For @Value: Send the rank after the rotation indicated in the position



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	GR_TOTAL_AFTER_RANK		N(1) 0	Y/N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the rotation number For @Value: It must send always that the element _TOTAL_AFTER_RANK is send. Send Y if the rank is equalled.
	GR_AT_ROTATION		N(1) 0	N(2) 90	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the number of rotations completed by this athlete

For the table above, we have the following additional/summary information:

Type /Code	CodeExtension	Description	Expected
ER_GR/GR_BALL ER_GR/GR_HOOP ER_GR/GR_CLUBS ER_GR/GR_RIBBONE R_GR/GR_ROPE	GR_RESULT_TYPE	Apparatus Result type	Always
	GR_RANK	Apparatus Rank	When @ResultType=SCORE
	GR_ERANK	Y if the rank is equalled.	When @ResultType=SCORE
	GR_IRM	Apparatus IRM	When @ResultType=IRM
	GR_SCORE	Apparatus Score	When @ResultType=SCORE
	GR_DIFF_1	Difficulty part 1 Score	When @ResultType=SCORE
	GR_DIFF_2	Difficulty part 2 Score	When @ResultType=SCORE
	GR_DIFF	Difficulty Score	When @ResultType=SCORE
	GR_ART	Artistic Score	When @ResultType=SCORE
	GR_EXE	Execution Score	When @ResultType=SCORE
	GR_PEN	Penalty	When applies
GR_POINTS_BEHIND		Points behind the top three ranked competitors Pos=1 Points behind first Pos=2 Points behind second Pos=3 Points behind third For Qualification also send points behind the last qualified: Pos=x Points behind last qualified, where x is the last qualified rank (not needed for Finals) Send "-" if not points behind	When @ResultType=SCORE
ER_GR/GR_TOTAL_AFTER		Total points after the rotation indicated in the position.	When @ResultType=SCORE
ER_GR/GR_TOTAL_AFTER_RANK		Total rank after the rotation indicated in the position	When @ResultType=SCORE



ER_GR/GR_TOTAL_A FTER_ERANK		Send Y if the rank indicated in TOTAL_AFTER_RANK is equalled.	When @ResultType=SCORE
ER_GR/ GR_AT_ROTATION		Send the number of rotations completed by this athlete	Always

5.1.3.6 Message sort

Please, follow the general definition.



5.1.4 Event Final Ranking

5.1.4.1 Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

5.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.1.4.3 Trigger and Frequency

Please, follow the general definition.

5.1.4.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Gymnastics Rhythmic are:

- Competitor /ExtendedResults /ExtendedResult (for Group event units)
- Competitor /Composition /ExtendedResults /ExtendedResult (for Individual event units)

5.1.4.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	Y/N	It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled. Send Y if the Rank has been equalled.
	ResultType	M	CC @ResultType	Result type,
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM
	Result	O	N(3).N(3) 990.000	Score
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER__GR	GR_5_BALLS GR_3_RIBBONS_2_HOO PS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Do not send anything
		GR_RESULT_TYPE		CC @ResultType	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the appropriate code for this apparatus
		GR_RANK		N(3) 990	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the rank of the competitor for this apparatus
		GR_ERANK		Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: It must send always that the element _RANK is send. Send Y if the rank is equalled.
		GR_IRM		CC @IRM	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the appropriate code for this apparatus
		GR_SCORE		N(3).N(3) 990.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the total Score for this apparatus
		GR_DIFF		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Difficulty Score
		GR_EXEC		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos:



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Do not send anything
					For @Value: Send the Execution Score
		GR_ART		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Artistic Score
		GR_PEN		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Penalty Score

For the table above, we have the following additional/summary information:

Type /Code	CodeExtension	Description	Expected
ER_GR/GR_5_BALLS		Apparatus detailed result	Always
ER_GR/GR_3_RIBBONS_2_HOOPS	GR_RESULT_TYPE	Apparatus Result type	Always
	GR_RANK	Apparatus Rank	When @ResultType=SCORE
	GR_IRM	Apparatus IRM	When @ResultType=IRM
	GR_SCORE	Apparatus Score	When @ResultType=SCORE
	GR_DIFF	Difficulty Score	When @ResultType=SCORE
	GR_ART	Artistic Score	When @ResultType=SCORE
	GR_EXEC	Execution Score	When @ResultType=SCORE
	GR_PEN	Penalty Score	When @ResultType=SCORE

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_GR	GR BALL GR HOOP GR CLUBS GR RIBBON GR ROPE			Y/N	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @ Pos: Do not send anything



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value:'Y' Send 'Y' if is the starting apparatus
		GR_RESULT_TYPE		CC @ResultType	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the appropriate code for this apparatus
		GR_RANK		N(3) 990	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the rank of the competitor for this apparatus
		GR_ERANK		Y/N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It must send always that the element _RANK is send. Send Y if the rank is equalled.
		GR_IRM		CC @IRM	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the appropriate code for this apparatus
		GR_SCORE		N(3).N(3) 990.000	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Score for this apparatus
		GR_DIFF		N(2).N(3) 90.000	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Difficulty Score



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		GR_EXEC		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Execution Score
		GR_ART		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Artistic Score
		GR_PEN		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Penalty Score

For the table above, we have the following additional/summary information:

Type /Code	CodeExtension	Description	Expected
ER_GR/ GR_BALL			
ER_GR/GR_HOOP	GR_RESULT_TYPE	Apparatus Result type	Always
ER_GR/GR_CLUBS	GR_RANK	Apparatus Rank	When @ResultType=SCORE
ER_GR/GR_RIBBON	GR_IRM	Apparatus IRM	When @ResultType=IRM
ER_GR/GR_ROPE	GR_SCORE	Apparatus Score	When @ResultType=SCORE
	GR_DIFF	Difficulty Score	When @ResultType=SCORE
	GR_ART	Artistic Score	When @ResultType=SCORE
	GR_EXEC	Execution Score	When @ResultType=SCORE
	GR_PEN	Penalty Score	When @ResultType=SCORE

5.1.4.6 Message sort

Please, follow the general definition.



5.1.5 Event's Medallists

5.1.5.1 Description

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Gymnastics Rhythmic, the message has to be sent for all the competition events, as listed in the header values section.

5.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.1.5.3 Trigger and Frequency

Please, follow the general definition.

5.1.5.4 Message Structure

Please, follow the general definition.

5.1.5.5 Message Values

Please, follow the general definition.

5.1.5.6 Message sort

Please, follow the general definition.



5.1.6 Discipline/venue good morning

5.1.6.1 Description

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

5.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.1.6.3 Trigger and Frequency

Please, follow the general definition.

5.1.6.4 Message Structure

Please, follow the general definition.

5.1.6.5 Message Values

Please, follow the general definition.

5.1.6.6 Message sort

Please, follow the general definition.



5.1.7 Discipline/venue good night

5.1.7.1 Description

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

5.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.1.7.3 Trigger and Frequency

Please, follow the general definition.

5.1.7.4 Message Structure

Please, follow the general definition.

5.1.7.5 Message Values

Please, follow the general definition.

5.1.7.6 Message sort

Please, follow the general definition.



5.1.8 Discipline configuration

5.1.8.1 Description

This message is the Discipline configuration message as described in the ODF Sport Messages Interface Document.

5.1.8.2 Header Values

Please, follow the general definition.

5.1.8.3 Trigger and Frequency

Please, follow the general definition.

5.1.8.4 Message Structure

Please, follow the general definition.

5.1.8.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table describes in more detail the Competition /Configs /Config /ExtendedConfig element.

Type	Code	Pos	Value	Description
EC_GR	GR_QUALIFICATION		Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send the text with the qualification rule.

For the table above, we have the following additional/summary information

Type /Code	Description	Expected
UC_GR/GR_QUALIFICATION	Information about qualification	Always

5.1.8.6 Message sort

Please, follow the general definition.



6 Real time

The following chapter describes the ODF-RT part of Gymnastics Rhythmic.

6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Gymnastics Rhythmic the same way as it is done in the table of chapter 4.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_RT_GM	RT Discipline/Venue good morning	Sports	X	
DT_RT_GN	RT Discipline/venue good night	Sports	X	
DT_RT_KA	RT Discipline/venue keep alive	Sports	X	
DT_RT_RESULT	RT Event Unit Results	Sports	X	X
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results	Sports		



6.1.1 RT Event Unit Results

6.1.1.1 Description

This message is the RT Event Unit Results message as described in the ODF Sport Messages Interface Document.

6.1.1.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet). This attribute will be DDGEEEE000.

6.1.1.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE_UPDATE"
 - T1 When each apparatus score is released:
 - T2: When one rotation is completed
 - T3: When one subdivision is completed
 - T4: When the current competitor changes
 - T5: When the next competitor changes
- ResultStatus="LIVE_FULL"
 - This value should be suggested after further testing and sent in the DT_RT_GM message after further testing
- For other ResultStatus follow the general definition.

6.1.1.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Alpine Skiing are:

- UnitInfo
- Competitor /ExtendedResults /ExtendedResult (for Group event units)
- Competitor /Composition /ExtendedResults /ExtendedResult (for Group event units)

Please, follow the general considerations for all ResultStatus.

In the next section (message values), there is a more detailed definition.

6.1.1.5 Message Values

The following table describes in more detail the Result element.



Element	Attribute	M / O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	Rank	O	Numeric	Total Rank of the group	T1,T2,T3
	RankEqual	O	Y/N	It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled. Send Y if the Rank has been equalled. otherwise send N.	T1,T2,T3
	ResultType	O	CC @ResultType	Result type, either time, distance or IRM for the corresponding event unit	T1,T2,T3
	Result	O	N(3).N(3)	Result points	T1,T2,T3
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned	T1,T2,T3
	QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition	T1,T2,T3
	SortOrder	O	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.	T1,T2,T3

The following table describes in more detail the UnitInfo element in the case of Gymnastics Rhythmic.

Element: UnitInfo						
Type	Code	Extension Code	Pos	Value	Description	
UI_GR	GR_ROTATION			N(1)	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the current or the last finished rotation	
	GR_LAST_QUAL				S(20) with no leading zeros	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: ID of competitor currently in last qualifying position
	GR_LAST_QUAL_RANK				N(2) 9	For @Type: Send proposed type
For @Code: Send proposed code						
For @Pos: Do not send anything						
For @Value: Send the rank of the last qualifying position						



For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_GR/GR_ROTATION	Current or last finished rotation	T1, T2, T3
UI_GR/GR_LAST_QUAL	ID of competitor currently in last qualifying position During the progress of qualification, it must contain the ID for the competitor with rank 10 in Individual event or 8 in Group event.	T1, T2, T3 Individual: when 10 or more athletes have completed at least 1 rotation Group: when 8 or more teams have completed at least 1 rotation
UI_GR/GR_LAST_QUAL_RANK	Rank of the last qualifying position During the progress of qualification, it must contain the Rank for the last qualifying position. E.g. 10 in Individual event and 8 in Group event.	T1, T2, T3 Individual: when 10 or more athletes teams have completed at least 1 rotation Group: when 8 or more teams teams have completed at least 1 rotation

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element

Element: Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_GR	GR_CURRENT			Y/N	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the Y if the competitor is the current, otherwise send N.	
	GR_LAST_SCORED				Y/N	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Send the Y if the competitor is the last scored, otherwise send N.
	GR_NEXT				Y/N	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Send the Y if the competitor is the next, otherwise send N.
	GR_5_BALLS GR_3_RIBBONS_2_H OOPS					For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Do not send anything
GR_RESULT_TYPE						
					For @Code:	



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the appropriate code for this apparatus
		GR_RANK		N(3) 990	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the rank of the competitor for this apparatus
		GR_ERANK		Y/N	For @Type: Send proposed type
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: It must send always that the element _RANK is send. Send Y if the rank is equalled, otherwise send N.
		GR_IRM		CC @IRM	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the appropriate code for this apparatus
		GR_SCORE		N(3).N(3) 990.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the total Score for this apparatus
		GR_DIFF_1		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Difficulty part 1 Score
		GR_DIFF_2		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Difficulty part 2 Score
		GR_DIFF		N(2).N(3)	For @Type:



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				90.000	Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Difficulty Score
		GR_ART		N(2).N(3) 90.000	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Artistic Score
		GR_EXE		N(2).N(3) 90.000	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Execution Score
		GR_PEN		N(2).N(2) 90.00	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Penalty Score
	GR_POINTS_BEHIND		N(2) 90	String	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Send the rank number For @Value: Send the points behind or "-" if not points behind
	GR_TOTAL_AFTER		N(1) 0	N(3).N(3) 000.000	For @Type: Send proposed code For @Code: Send proposed code For @Pos: Send the rotation number For @Value: Send the points after the rotation indicated in the position
	GR_TOTAL_AFTER_RANK		N(1) 0	N(2) 90	For @Type: Send proposed code For @Code: Send proposed code For @Pos: Send the rotation number For @Value: Send the rank after the rotation indicated in the position
	GR_TOTAL_AFTER_E RANK		N(1) 0	Y/N	For @Type: Send proposed type



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Send the rotation number
					For @Value: It must send always that the element TOTAL_AFTER_RANK is send. Send Y if the rank is equalled, otherwise send N.
	GR_AT_ROTATION		N(1) 0	N(2) 90	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the number of rotations completed by this team

For the table above, we have the following additional/summary information:

Type /Code	CodeExtension	Description	LIVE_UPDATE RT trigger expected
ER_GR/GR_CURRENT		Y if the competitor is the current, otherwise send N	T4
ER_GR/GR_LAST_SCORED		Y if the competitor is the last scored, otherwise send N	T1
ER_GR/GR_NEXT		Y if the competitor is the next, otherwise send N	T5
ER_GR/GR_5_BALLS		Apparatus detailed result	T1,T2,T3
ER_GR/GR_3_RIBBONS_2_HOOPS	GR_RESULT_TYPE	Apparatus Result type	T1,T2,T3
	GR_RANK	Apparatus Rank	T1,T2,T3
	GR_ERANK	Y if the rank is equalled, otherwise send N.	T1,T2,T3
	GR_IRM	Apparatus IRM	T1,T2,T3
	GR_SCORE	Apparatus Score	T1,T2,T3
	GR_DIFF_1	Difficulty part 1 Score	T1,T2,T3
	GR_DIFF_2	Difficulty part 2 Score	T1,T2,T3
	GR_DIFF	Difficulty Score	T1,T2,T3
	GR_ART	Artistic Score	T1,T2,T3
	GR_EXE	Execution Score	T1,T2,T3
GR_PEN	Penalty	T1,T2,T3	
GR_POINTS_BEHIND		Points behind the top three ranked competitors Pos=1 Points behind first Pos=2 Points behind second Pos=3 Points behind third For Qualification also send points behind the last qualified: Pos=x Points behind last qualified, where x is the last qualified rank (not needed for Finals) Send "-" if not points behind	T1,T2,T3
ER_GR/GR_TOTAL_AFTER		Total points after the rotation indicated in the position.	When @ResultType=SCORE



ER_GR/GR_TOTAL_AFTER_RANK		Total rank after the rotation indicated in the position	When @ResultType=SCORE
ER_GR/GR_TOTAL_AFTER_ERANK		Send Y if the rank indicated in TOTAL_AFTER_RANK is equalled, otherwise send N.	When @ResultType=SCORE
ER_GR/ GR_AT_ROTATION		Send the number of rotations completed by this team	T1,T2,T3

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_GR	GR_CURRENT			Y/N	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the Y if the competitor is the current, otherwise send N.	
	GR_LAST_SCORED				Y/N	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Send the Y if the competitor is the last scored, otherwise send N.
	GR_NEXT				Y/N	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Send the Y if the competitor is the next, otherwise send N.
GR_BALL GR_HOOP GR_CLUBS GR_RIBBON GR_ROPE					For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Do not send anything	
	GR_RESULT_TYPE				CC @ResultType	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Send the appropriate code for this apparatus



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		GR_RANK		N(3) 990	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the rank of the competitor for this apparatus
		GR_ERANK		Y/N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It must send always that the element _RANK is send. Send Y if the rank is equalled, otherwise send N.
		GR_IRM		CC @IRM	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the appropriate code for this apparatus
		GR_SCORE		N(3).N(3) 990.000	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Score for this apparatus
		GR_DIFF_1		N(2).N(2) 90.00	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Difficulty part 1 Score
		GR_DIFF_2		N(2).N(2) 90.00	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Difficulty part 2 Score



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		GR_DIFF		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Difficulty Score
		GR_ART		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Artistic Score
		GR_EXE		N(2).N(3) 90.000	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the Execution Score
		GR_PEN		N(2).N(2) 90.00	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the penalty points
	GR_POINTS_BEHIND		N(2) 90	String	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Send the rank number
					For @Value: Send the points behind or "-" if not points behind
	GR_TOTAL_AFTER		N(1) 0	N(3).N(3) 000.000	For @Type: Send proposed code
					For @Code: Send proposed code
					For @Pos: Send the rotation number
					For @Value: Send the points after the rotation indicated in the position
	GR_TOTAL_AFTER_R ANK		N(1) 0	N(2) 90	For @Type: Send proposed code
					For @Code: Send proposed code
					For @Pos:



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Send the rotation number For @Value: Send the rank after the rotation indicated in the position
	GR_TOTAL_AFTER_E RANK		N(1) 0	Y/N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the rotation number For @Value: It must send always that the element _TOTAL_AFTER_RANK is send. Send Y if the rank is equalled, otherwise send N.
	GR_AT_ROTATION		N(1) 0	N(2) 90	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the number of rotations completed by this athlete

For the table above, we have the following additional/summary information:

Type /Code	CodeExtension	Description	LIVE_UPDATE RT trigger expected
ER_GR/GR_CURRENT		Y if the competitor is the current, otherwise send N	T4
ER_GR/GR_LAST_SCORED		Y if the competitor is the last scored, otherwise send N	T1
ER_GR/GR_NEXT		Y if the competitor is the next, otherwise send N	T5
ER_GR/ GR_BALL ER_GR/GR_HOOP ER_GR/GR_CLUBS ER_GR/GR_RIBBON ER_GR/GR_ROPE	GR_RESULT_TYPE	Apparatus detailed result	T1,T2,T3
	GR_RANK	Apparatus Result type	T1,T2,T3
	GR_ERANK	Apparatus Rank	T1,T2,T3
	GR_ERANK	Y if the rank is equalled, otherwise send N.	T1,T2,T3
	GR_IRM	Apparatus IRM	T1,T2,T3
	GR_SCORE	Apparatus Score	T1,T2,T3
	GR_DIFF_1	Difficulty part 1 Score	T1,T2,T3
	GR_DIFF_2	Difficulty part 2 Score	T1,T2,T3
	GR_DIFF	Difficulty Score	T1,T2,T3
	GR_ART	Artistic Score	T1,T2,T3
	GR_EXE	Execution Score	T1,T2,T3
	GR_PEN	Penalty	T1,T2,T3
GR_POINTS_BEHIND		Points behind the top three ranked competitors Pos=1 Points behind first	T1,T2,T3



		Pos=2 Points behind second Pos=3 Points behind third For Qualification also send points behind the last qualified: Pos=x Points behind last qualified, where x is the last qualified rank (not needed for Finals) Send "-" if not points behind	
ER_GR/GR_TOTAL_AFTER		Total points after the rotation indicated in the position.	When @ResultType=SCORE
ER_GR/GR_TOTAL_AFTER_RANK		Total rank after the rotation indicated in the position	When @ResultType=SCORE
ER_GR/GR_TOTAL_AFTER_ERANK		Send Y if the rank indicated in TOTAL_AFTER_RANK is equalled, otherwise send N.	When @ResultType=SCORE
ER_GR/ GR_AT_ROTATION		Send the number of rotations completed by this athlete	T1,T2,T3

6.1.1.6 Message sort

Please, follow the general definition.





DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 1.0	2 Mar 2009	Submitted for review version
R2 2.0	30 Mar 2009	Submitted for approval version
R2 3.0	27 Apr 2009	Approved version
R2 4.0	22 May 2009	After improvements presented in last WNPA meeting
R2 4.1	17 Jul 2009	Some minor corrections and added the copyright
R2 4.2	12 Mar 2010	Some changes
R2 5.0	17 Dec 2010	Changes after the ORIS meeting
R2 5.1	23 Dec 2010	Minor correction
R2 5.2	17 Jan 2011	Removed judge marks, reference scores and tie breaks
R2 5.3	8 Jul 2011	Minor corrections
R2 6.0	10 Feb 2012	IR0101 & defects 50389, 55594, 51418, 60455, 60536
R2 7.0	13 Apr 2012	CR008106 & defects 52470, 68195, 69140, 50389
R2 8.0	25 May 2012	CR008106, Defect 73195
R2 8.1	4 Jul 2012	Defect 78470

File reference: ODF/INT037-R2-v8.1 APP (GR)



Change Log

Version	Status	Changes on version
R2 1.0	SFR	<ul style="list-style-type: none">• First version
R2 2.0	SFA	<ul style="list-style-type: none">• Codes: Changed 'DQ' to 'DSQ'• Codes: Changed '5' code to '5_@apparatus' and '3_2' code to '3_@apparatus_5_@apparatus'• Codes: Added '4_@apparatus'• Codes: Added 'Artistic' code• General: Subdivision format changed to N(2)• General: Changed TEAM references to GROUP• Results: Added Jury Marks• Results: Added 'GR_DIFF', 'GR_ART' and 'GR_EXEC' elements• Results: Added Tie-Break information.• Final Ranking: Added 'GR_DIFF', 'GR_ART' and 'GR_EXEC' elements• RT results: Added 'GR_DIFF', 'GR_ART', 'GR_PEN' and 'GR_EXEC' elements
R2 3.0	APP	<ul style="list-style-type: none">• Start List: 'JudgeOrder' change to Mandatory• Start List: Element 'GR_SUB' changed to 'GR_SUBDIVISION'• Results: 'GR_EXEC', 'GR_ART' and 'GR_DIFF' values format changed to N(2).N(3)• Results: 'GR_PEN' value format changed to N(2).N(2)• Results: Element 'GR_MARK_@Jury' changed to 'GR_JUDGE_MARK_@Jury'• Final Ranking: 'GR_EXEC', 'GR_ART' and 'GR_DIFF' values format changed to N(2).N(3)• FinalRanking: 'GR_PEN' value format changed to N(2).N(2)• Final Ranking: Element 'GR_MARK_@Jury' changed to 'GR_JUDGE_MARK_@Jury'• RT Results: 'GR_EXEC', 'GR_ART' and 'GR_DIFF' values format changed to N(2).N(3)• RT Results: 'GR_PEN' value format changed to N(2).N(2)• RT Results: Element 'GR_MARK_@Jury' changed to 'GR_JUDGE_MARK_@Jury'
R2 4.0	APP	<ul style="list-style-type: none">• Delete all references to the DT_PARTIC_ATHLETES, DT_PARTIC_ATHLETES_UPDATE, DT_PARTIC_OFFICIALS, DT_PARTIC_OFFICIALS_UPDATE, DT_PARTIC_HISTORIC, DT_TEAM_HISTORIC messages• Include four new messages DT_PARTIC, DT_PARTIC_UPDATE, DT_HIST_REC_UPDATE and DT_WEATHER.
R2 4.1	APP	<ul style="list-style-type: none">• Some minor corrections and added the copyright
R2 4.2	APP	<ul style="list-style-type: none">• Codes: Changed Apparatus codes to uppercase.• Start List: Removed GR_JURY_POS element, changed GR_JURY_TYPE element.• Start List: Reordered all the data in the document.• Discipline Config: Removed GR_SUBDIVISION element, added GR_QUALIFICATION element• RT EU Results: Removed GR_STATUS element, added GR_CURRENT, GR_LAST_SCORED and GR:NEXT elements• RT EU Results: Removed GR_AVG_@Jury, added GR_AVG_MARK, GR_TOTAL_AFTER_RANK, GR_POINTS_BEHIND• RT EU Results: Added GR_LAST_QUAL and GR_LAST_QUAL_RANK
R2 5.0	APP	<ul style="list-style-type: none">• Results/Cumulative: Merge RT data and PiT• General: update the Y/N values• Codes: removed @JudgePos.• Codes: added @Function• Codes: updated @Jury codes.• Codes: removed DNF code in @IRM• DT PARTIC: add MainFunctionId



Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none">• PT / RT Results: added GR_DIFF_1, GR_DIFF_2, GR_ART_AVG, GR_ART_REF_AVG, GR_ART_REF, GR_EXE_AVG, GR_EXE_REF_AVG, GR_EXE_REF• PT / RT Results: renamed GR_EXEC to GR_EXE• PT / RT Results: changed GR_LOW_MARK_@Jury by GR_LOW_MARK_ART and GR_LOW_MARK_EXE.• PT / RT Results: changed GR_HIGH_MARK_@Jury by GR_HIGH_MARK_ART and GR_HIGH_MARK_EXE.• PT / RT Results: removed GR_AVG_MARK• Changes after the WNPA meeting:<ul style="list-style-type: none">▪ Event Final Ranking/Results/Cumulative Results: Add the attribute RankEqual when there are an attribute Rank to identify if this is equaled or not.▪ Results: Add an element _ERANK when there are an attribute Rank to identify if this is equaled or not.



Change Log

Version	Status	Changes on version
R2 5.1	APP	<ul style="list-style-type: none">Changed CC @Function code SUP_3R_2H to SUP_3R2H
R2 5.2	APP	<ul style="list-style-type: none">PT / RT Results: removed GR_JUDGE_MARK_@Jury, GR_LOW_MARK_ART, GR_HIGH_MARK_ART, GR_LOW_MARK_EXE, GR_HIGH_MARK_EXE, GR_ART_AVG, GR_ART_REF_AVG, GR_ART_REF, GR_EXE_AVG, GR_EXE_REF_AVG, GR_EXE_REF and GR_TIE_BREAK.
R2 5.3	APP	<ul style="list-style-type: none">Start List: specified when to use Competitor or Competitor/Composition to send EventUnitEntry.Start List: updated EUE_GR /GR_ORDER descriptionStart List: updated EUE_GR /GR_MUSIC_TITLE descriptionEU Results / Final Ranking / RT EU Results: specified when to use Competitor or Competitor/Composition to send ExtendedResult.EU Results / RT EU Results: ExtendedResult GR_TOTAL_AFTER, GR_TOTAL_AFTER_RANK and GR_TOTAL_AFTER_ERANK should not send by apparatus, should be send as totals.EU Results / RT EU Results: UnitInfo updated descriptions for GR_LAST_QUAL and GR_LAST_QUAL_RANKBib attribute in List of Participants and Start List messages changed from Numeric to StringDiscipline Configuration: removed GR_ROTATIONRT EU Results: added T4 and T5 triggers and updated trigger expected for GR_CURRENT, GR_LAST_SCORED and GR_NEXTCodes: removed 5_@apparatus, 3_@apparatus_2@apparatus and 4_@apparatus in CC @Apparatus codesCodes: added 5_BALLS and 3_RIBBONS_2_HOOPS to CC @Apparatus codesGeneral: replaced GR_@Apparatus with their corresponding Group or Individual codesStart List: Start/ @SortOrder should include competitor orderStart List: removed EUE_GR /GR_ORDERStart List: rotation number not required in @Pos attribute for GR_ROTATION, GR_MUSIC_LENGTH, GR_MUSIC_TITLE and GR_MUSIC_AUTHOREU Results: removed ER_GR/GR_TOTALStart List: updated values for Function and Order attributes in Officials/Official element.Start List: added GR_JURY to Officials /Official / ExtOfficialEU Results / RT EU Results: GR_POINTS_BEHIND changed value to String and added descriptionEU Results / RT EU Results: moved GR_POINTS_BEHIND from Extension to ExtendedResult elementMoved Document Control section to the end of the documentRT EU Results: updated comments about ResultStatus
R2 6.0	APP	<ul style="list-style-type: none">IR0101: Add DT_SERIAL message in the PiT messagesDefect 50389; EU Results Trigger: added INTERMEDIATE ResultStatus to send DT_RESULT after each RotationDefect 55594: Event Final Ranking: removed QualificationMark attributeDefects 51418, 60455, 60536: Start List: send CC@Jury_@Apparatus for Official /Official Function
R2 7.0	APP	<ul style="list-style-type: none">CR008106: DT_RESULTS / DT_RT_RESULTS: add new attribute GR_AT_ROTATION to inform the number of rotations completed.Defect 52470: All references to values for CC@Function in DT_PARTIC have been removed.Defect 68195: Codes: added CC @QualificationMark codes.Defect 69140: Participant /Discipline @InternationalFederationId attribute has been added in List of participants by discipline.Defect 50389: Event Unit Results: Trigger has been changed from INTERMEDIATE



Change Log

Version	Status	Changes on version
		to INTERIM.
R2 8.0	APP	<ul style="list-style-type: none">• CR008106: EU Results / RT EU Results: updated description and trigger for GR_LAST_QUAL and GR_LAST_QUAL_RANK• Defect 73195: Changed GR_LAST_QUAL_RANK to N(2) instead of N(1)• Comments received after UVT: EU Results / RT EU Results: updated GR_AT_ROTATION description
R2 8.1	APP	<ul style="list-style-type: none">• Defect 78470: EU Results / RT EU Results: updated description for GR_AT_ROTATION



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