Olympic Data Feed

ODF Synchronised Swimming Data Dictionary

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Technology Department
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1   Introduction

1.1   This document

This document includes the ODF Synchronised Swimming Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Synchronised Swimming, 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 Synchronised Swimming Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Synchronised Swimming 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

- **SY –** Synchronised Swimming

- **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 Synchronised Swimming 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 Synchronised Swimming 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 Synchronised Swimming.

Any ODF Synchronised Swimming 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. Please refer to ODF Sport Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @ComponentCode	**Code**	**Description**
	EXEC	Execution (40% TM)
	SYNC	Synchronisation (30% TM)
	DIFF	Difficulty (30% TM)
	CHOR	Choreography (50% AI)
	MI	Music Interpretation (30% AI)
	PRES	Manner of Presentation (20% AI)
CC @Function	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Code In case of officials in DT_START_LIST use: For **Official @Function** use: RE Referee AR Assistant Referee E1 Execution judge 1 ... E7 Execution judge 7 O1 Overall Impression judge 1 ... O7 Overall Impression judge 7 T1 Technical Merit judge 1 ... T7 Technical Merit judge 7 TA1 Technical Assistant 1 ... TA3 Technical Assistant 3 AI1 Artistic Impression judge 1 ... AI7 Artistic Impression judge 7 ALT_JDG1 Alternate Judge ALT_JDG2 Alternate Judge	

CC @IRM	Code	Description
	DNS	Did not start
	DSQ	Disqualified
CC @PanelType (Free routine: TM and AI; Technical routine: EX, OI and TA)	Code	Description
	AI	Artistic impression
	EX	Execution
	OI	Overall impression
	TA	Technical assistant
	TM	Technical merit
CC @Participation	Code	Description
	RF	Reserve in technical, swam free
	RR	Reserve in technical, free
	TF	Swam in technical, Free
	TR	Swam in technical, reserve in free
CC @QualificationMark	Code	Description
	Q	Qualified for final
	R	Reserve Qualifying
CC @ResultType	Code	Description
	IRM	IRM status
	POINTS	Points
CC @RoutineType	Code	Description
	F	Free routine
	T	Technical routine

4 Synchronised Swimming 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

Regarding 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 refined for each message type regarding 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 Synchronised Swimming, 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 regards 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	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	Central		

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

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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 (and the update), for that discipline it is the list of athletes, and officials, as described in the ODF Central Messages Interface Document.

5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

5.1.1.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid And in the case when the venue results becomes owner of data.

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 Synchronised Swimming 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 participants by discipline/ update" optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case Synchronised Swimming, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	GivenName	M	S(25)	Given name in WNPA format (mixed case)
	BirthDate	O	YYYYMMDD	Date of birth
	Height	O	N(3) 999	Height in centimetres for the athletes Send when this information is available
	Weight	O	N(3) 999	Weight in kilograms for the athletes Send when this information is available
	MainFunctionId	M	CC @Function	Main function

The following table describes in more detail the EventEntry element for the athlete in the case of Synchronised Swimming.

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_SUBSTITUTE	S(1)	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Send "Y" if the competitor it's an alternative or N if it is not more.

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

Type /Code	Description	Expected
E_ENTRY /E_SUBSTITUTE	Reserve.	As soon as this information is available (this information can be sent in both messages)

Type /Code	Description	Expected
		Send only for the team event – not Duets.

5.1.1.6   Message sort

Please, follow the general definition.

5.1.2 List of accredited teams by discipline/ List of accredited teams by discipline update

5.1.2.1 Description

This message is the List of accredited teams by discipline (and the update) as described in the ODF Central Messages Interface Document.

5.1.2.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

5.1.2.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

5.1.2.4 Message Structure

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

- TeamOfficials /TeamOfficial

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

5.1.2.5 Message Values

The following table lists the "List of accredited teams by discipline/ update" optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case Synchronised Swimming, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Team /TeamOfficials /Official	Function	M	CC @Function	Official's function for the team

5.1.2.6 Message sort

Please, follow the general definition.

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List of accredited teams by discipline/
List of accredited teams by discipline
update
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5.1.3 Start List

5.1.3.1 Description

This message is the Start List 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.

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 Synchronised Swimming are:

- UnitDateTime (following the general rules for this element)

- UnitInfo

- Officials /Official

- Official /ExtOfficial

- Start /Competitor /EventUnitEntry

- Start /Competitor /Composition /Athlete /EventUnitEntry.

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

5.1.3.5 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 Synchronised Swimming, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @Function	Send according to the codes.
	Order	M	Numeric	Send by order for each official in each function, example: judge 1, judge 2, judge 3, ...
Start	StartOrder	O	Numeric	Start order of the competitor in the start list.
	SortOrder	M	Numeric	
Start /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	M	Numeric	Send order according to the family name, given name, except for the reserves they will be in the bottom of the list.

The following table describes in more detail the UnitInfo element in the case of Synchronised Swimming.

Element: UnitInfo			
Type	Code	Value	Description
UI_SY	SY_PANEL_*y* Where *y*=CC @PanelType (By event unit)	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Sent "Y" if the event unit has that panel.

Element: UnitInfo

Type	Code	Value	Description
			Where *y*=CC @PanelType

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

Type /Code	Description	Expected
UI_SY /SY_PANEL_y	Judges' Panels and theirs rounds.	when it is available

The following table describes in more detail the Official /ExtOfficial element in the case of Synchronised Swimming.

Element: Official /ExtOfficial

Type	Code	Value	Description
EO_SY	SY_TSSC	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send "Y" if the official is member of Technical Synchronised Swimming Committee.
	SY_RESERVE	S(1)	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Send "Y" if the official it's a reserve judge. Send only for judge.
	SY_PANEL_*y* Where *y*=CC @PanelType	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send "Y" if the judge it is in that panel. Only send for the Judges. Where *y*=CC @PanelType
	SY_INDEX	N(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Display Order for the Judges in the RT. 1..: Execution Judges 1..: overall impression 1..: technical merit 1..: artistic impression

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

Type /Code	Description	Expected
EO_SY /SY_TSSC	For know if the official is member of Technical Synchronised Swimming Committee.	As soon as it is known
EO_SY / SY_RESERVE	For know if the judge it's a reserve.	As soon as it is known
EO_SY /SY_PANEL_*y*	For know in which panel will be the judge. Where y=CC @PanelType	As soon as it is known
EO_SY /SY_INDEX	Index for the Judges in the RT.	As soon as it is known Only apply for Judges (not included alternate judge)

The following table describes in more detail the Start /Competitor /EventUnitEntry element in the case of Synchronised Swimming.

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_MUSIC	SY_TITLE_y Where y = CC @RoutineType	N(1)0	String	For @Type: Send proposed type
				For @Code: Send proposed code Where y = CC @RoutineType, routine type for the music. (see codes section)
				For @Pos: Unique sequential number for each segment of music (title, composer, time) of each routine's type, from 1 to n. Ex. If the Technical routine has tow segment of music Send 1 for the first one and 2 for the other
				For @Value: Title.
	SY_COMPOSER_y_z Where y = CC @RoutineType	N(1)0	String	For @Type: Send proposed type
				For @Code: Send proposed code Where y = CC @RoutineType, routine type for the music. Where z is a unique sequential number for that segment of music (see codes section)
				For @Pos: Unique sequential number for each segment of music (title, composer, time) of each routine's type, from 1 to n. Ex. If the Technical routine has tow segment of music Send 1 for the first one and 2 for the other
				For @Value: Composer
	SY_TIME_y Where y = CC @RoutineType	N(1)0	MM:SS	For @Type: Send proposed type
				For @Code: Send proposed code Where y = CC @RoutineType, routine type for the music. (see codes section)
				For @Pos: Unique sequential number for each segment of music (title, composer, time) of each routine's type, from 1 to n. Ex. If the Technical routine has tow segment of music Send 1 for the first one and 2 for the other
				For @Value: Time
EUE_SY	SY_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code

Element: Start /Competitor /EventUnitEntry

Type	Code	Pos	Value	Description
				For @Pos: Do not sent anything
				For @Value: Indicator as supplied by OVR for DNS or other possible results before the race.

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

Type /Code	Description	Expected
EUE_MUSIC /SY_TITLE_*y* EUE_MUSIC /SY_COMPOSER_*y_z* EUE_MUSIC /SY_TIME_*y*	Title, composer and time for the music playing in each routine.	As soon as it is known.
EUE_SY /SY_IRM	Invalid result mark supplied by OVR before the race.	If apply

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry

Type	Code	Value	Description
EUE_SY	SY_SUBSTITUTE	S(1)	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Send "Y" if the competitor it's an alternative.

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

Type /Code	Description	Expected
EUE_SY /SY_SUBSTITUTE	Reserve number.	Before the start of the session. Send only for the team event – not Duets.

5.1.3.6   Message sort

Please, follow the general definition.

5.1.4 Event Unit Results

5.1.4.1 Description

This message is the Event Unit Results 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, taking also into account the following

- Duets

  o Qualification:

    ▪ Official: After each session (Technical Routine and Free Routine - Preliminary)

  o Final

    ▪ Official: After the session (Free Routine - Final)

- Teams

  o Final

    ▪ Official: After the session (Technical Routine and Free Routine - Final)

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 Synchronised Swimming are:

- UnitDateTime (following the general rules for this element)

- Competitor /ExtendedResults /ExtendedResult

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	String	Rank of the competitor in the corresponding event unit. This attribute is optional.
	RankEqual	O	S(1)	Y in the case of equalled rank
	ResultType	O	CC @ResultType	Result type. (see codes section)
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM (see codes section)
	Result	O	N(3).N(3) 999.999	Result (Points) for the particular event unit.
	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.

Element	Attribute	M/O	Value	Comments
Result/ Competitor/ Composition/ Athlete	Order	M	Numeric	Sort by Family name, Given name.

Send UnitDateTime including also the @EndDate attribute

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

Element: Competitor /ExtendedResults /ExtendedResult

Type	Code	Extension Code	Pos	Value	Description
ER_RESULTS	~~SY_JUDGE_y Where y= CC @PanelType for Technical Routine Or CC @ComponentCode for Free Routine (see codes section)~~		~~N(1) 0~~	~~N(1).N(1) 9.9~~	~~For @Type: Send proposed type~~
					~~For @Code: Send proposed code. Where y=EX, OI for Technical Routine Where y=EXEC, SYNC, DIFF, CHOR, MI, PRES for Free Routine~~
					~~For @Pos: Number of judge~~
					~~For @Value: Score awarded given by that judge.~~
		~~SY_IND~~		~~S(1)~~	~~For @Type: Send proposed type~~
					~~For @Code: Send proposed code~~
					~~For @Pos: Do not send anything.~~
					~~For @Value: Send "Y" if is the score is a calculated average score.~~
	SY_SCR_y Where y=CC @PanelType (see codes section)			N(3).N(3) 999.999	For @Type: Send proposed type
					For @Code: Send proposed code Where y=EX, OI for Technical Routine Where y=TM, AI, for Free Routine
					For @Pos: Do not send anything.
					For @Value: Weighted score Total Points for that panel
		SY_y Where y=CC @ComponentCode (see codes section)		N(3).N(3) 999.999	For @Type: Send proposed type
					For @Code: Send proposed code Only for Free Routine
					For @Pos: Do not send anything.
					For @Value: Weighted score Points for that component
	SY_DIFF			N(2)N(3) 99.999	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Points behind (including penalties points)
	SY_R_PTY			-N(1)N(1)	For @Type:

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				-9.9	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Required penalty for all the panels Send only for technical routine.
	SY_PTY			-N(1)N(1) -9.9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the points for penalty for all the panels

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

Type /Code	Description	Expected
ER_RESULTS /SY_JUDGE_y	Score awarded given by that judge Where y= CC @PanelType for Technical Routine Or CC @ComponentCode for Free Routine	Always
SY_JUDGE_y /SY_IND	Indicator for calculated average score	Always
ER_RESULTS /SY_SCR_y Where y=CC @PanelType	Weighted score (Total Points by panel panel)	Always
SY_y Where y=CC @ComponentCode	Points by component in that Panel	If apply
ER_RESULTS /SY_DIFF	Points behind (including penalties points) for that event unit	Always
ER_RESULTS /SY_R_PTY	Required penalty for that event unit	If apply
ER_RESULTS /SY_PTY	Send the points for penalty for that event unit	If apply

5.1.4.6 Message sort

Please, follow the general definition.

5.1.5 Phase Results

5.1.5.1 Description

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

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

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

- Competitor /ExtendedResults /ExtendedResult

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

5.1.5.5 Message Values

The following table lists the Phase Results optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Synchronised Swimming, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the corresponding Phase.
	RankEqual	O	S(1)	Y in the case of equalled rank
	ResultType	O	CC @ResultType	Result type. (see codes section)
	Qualification Mark	O	CC @Qualification Mark	Indicates whether the team is qualified. Don't send for the final. (only applies in Preliminary phase of Free routine) (see codes section)
	Result	O	N(3).N(3) 999.999	Result (Total points) after the phase Duets - For Preliminary is the Technical Routine Preliminary Points plus Free Routine Preliminary Points Duets - For Final is the Technical Routine Preliminary Points plus Free Routine Final Points Teams is the Technical Routine Points plus Free Routine Points
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

Element: Competitor /ExtendedResults /ExtendedResult				
Type	Code	Extensions	Value	Description
ER_RESULTS	SY_DIFF		N(2)N(3) 99.999	For @Type: Send proposed type

Element: Competitor /ExtendedResults /ExtendedResult				
Type	Code	Extensions	Value	Description
				For @Code: Send proposed code
				For @Value: Points behind. Send 0.000 for the lider.

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

Type /Code	Description	Expected
ER_RESULTS /SY_DIFF	Points behind.	Always

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_SY	SY_*y* Where *y* = CC @Participation	S(Y)	For @Type: Send proposed type
			For @Code: Send proposed code Where *y* = CC @Participation (see codes section)
			For @Value: Send "Y" if the athlete has that participation indicator.

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

Type /Code	Description	Expected
ER_SY /SY_*y*	For know the participation indicator. Where *y* = CC @Participation	As soon as it is known.

5.1.5.6 Message sort

Please, follow the general definition.

5.1.6 Cumulative Results

5.1.6.1 Description

This message is the Cumulative Results 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 ODF Common Codes document (header values sheet). The DocumentCode should be [DD][G][EEE]000 and the DocumentSubtype should be [DD][G][EEE][P][UU].

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

Now, it is redefined the attributes of the optional elements in the generic message that are necessary in the case of Synchronised Swimming.

Element	Attribute	M/O	Value	Comments
Cumulative Result	Rank	O	String	Overall Rank of the competitor after the phase.
	RankEqual	O	S(1)	It must send always that the attribute Rank is send, it identify if a rak has been equalled. Send N if it has not more
	ResultType	O	CC @ResultType	Result type. (see codes section)
	QualificationMark	O	CC @QualificationMark	Indicates whether the team is qualified for next round is confirmed. Don't send for the final. (only applies in Preliminary phase) (see codes section)
	Result	O	N(3).N(3) 999.999	Result (Total points) after the phase

Duets - For Preliminary is the Technical Routine Preliminary Points plus Free Routine Preliminary Points
Duets - For Final is the Technical Routine Preliminary Points plus Free Routine Final Points

Teams is the Technical Routine Points plus Free Routine Points |
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. Always
ResultItems /ResultItem	Phase	M	CC @Phase	
	Unit	M	CC @Unit	
Result	Rank	O	String	Rank of the competitor in the corresponding event unit. This attribute is optional.
	RankEqual	O	S(1)	Y in the case of equalled rank
	ResultType	O	CC @ResultType	Result type. (see codes section)
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM (see codes section)

Element	Attribute	M/O	Value	Comments
	Result	O	N(3).N(3) 999.999	Result (Points) for the particular event unit.
	SortOrder	M	Numeric	Competitor order within event

The following table describes in more detail the UnitInfo element in the case of Synchronised Swimming.

Element: ExtendedInfos/ ExtendedInfo				
Type	**Code**	**Value**	**Description**	
EI_SY	SY_LAST_QUAL	S(20) with no leading zeroes	For @Type: Send proposed type	
			For @Code: Send proposed code	
			For @Value: Send the last qualifying position ID Only for Duets Free routine Preliminary	

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

Type /Code	Description	Expected
EI_SY /SY_LAST_QUAL	Send the last qualifying position ID Only for Duets Free routine Preliminary	As soon as it is known

5.1.6.6 Message sort

Please, follow the general definition.

5.1.7 Event's Medallists

5.1.7.1 Description

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

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

5.1.7.2 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).

5.1.7.3 Trigger and Frequency

In the case of Synchronised Swimming, the message has to be sent 2 minutes after the results of the final race are approved.

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/venue good morning

5.1.8.1 Description

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

5.1.8.2 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.

5.1.8.3 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

Please, follow the general definition.

5.1.8.6 Message sort

Please, follow the general definition.

5.1.9 Discipline/venue good night

5.1.9.1 Description

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

5.1.9.2 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.

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.

5.1.10   Discipline Configuration

5.1.10.1   Description

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

5.1.10.2   Header Values

Please, follow the general definition.

5.1.10.3   Trigger and Frequency

Please, follow the general definition.

5.1.10.4   Message Structure

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

- ExtendedConfigItem

5.1.10.5   Message Values

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

The following table lists the Discipline configuration optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Synchronised Swimming, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Config	Gender	M	CC @Gender	
	Event	M	CC @Event	
	Phase	O	CC @Phase	
	Unit	O	CC @Unit	

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

Element: ExtendedConfig				
Type	**Code**	**Pos**	**Value**	**Description**
EC_QUALIFICATION (By event unit)	SY_QUALRULES (Only for Duets Free Routine preliminary)		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Qualification rule text
	SY_RANK_QUALFNL (Only for Duets Free Routine preliminary)	N(1) 0	String	For @Type: Send proposed type
				For @Code: Send proposed code for the qualification rule. SY_RANK_QUALFNL is the code that indicates the qualification for final based on rank.
				For @Pos: Send 1 to indicate first rank included in the @Code rule. Send 2 to indicate last rank included in the @Code rule.
				For @Value: Send the rank according to @Code rule and @Pos
EC_SY	SY_EVENT_CODE		String	For @Type:

Element: ExtendedConfig

Type	Code	Pos	Value	Description
	(By event)			Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: The Event code for this event. Example: "T", "D".

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

Type /Code	Description	Expected
EC_QUALIFICATION /SY_QUALRULES	It's the Qualification rules for the competitor by event unit.	When was available. Only for Duets Free Routine preliminary
EC_QUALIFICATION /SY_RANK_QUALFNL	Qualification for next round based on rank.	Always if the rule applies to the competition Only for Duets Free Routine preliminary
EC_SY /SY_EVENT_CODE	Event code	when it is available

5.1.10.6 Message sort

Please, follow the general definition.

6 Real time

The following chapter describes the ODF-RT part of Synchronised Swimming.

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 Synchronised Swimming 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	X	X

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 ODF header will be sent according to the ODF Common Codes document.

6.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE_UPDATE"

    o T1: Trigger at the beginning of the event unit.

    o T2: Trigger when any team notified with IRM.

    o T3: Trigger after each team routine.

    o T4: Trigger when the competitor becomes current.

    o T5: Trigger when the competitor becomes previous.

    o T6: Trigger after one change in the scores.

for the other ResultStatus, please, 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 Synchronised Swimming are:

- UnitInfo

- Competitor /ExtendedResults /ExtendedResult

Please, follow the general considerations for all the different type of messages.

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	String	Rank of the competitor in the corresponding event unit. This attribute is optional.	T3, T6
	RankEqual	O	S(1)	Y in the case of equalled rank-and N in the case of tie break.	
	ResultType	O	CC @ResultType	Result type, either points or IRM for the corresponding event unit (see codes section)	T2, T3, T6
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM, or both time and IRM (see codes section)	T2
	Result	O	N(3).N(3) 999.999	Result (Points) for the particular event unit.	T3, T6

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	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.	When was available
Result/ Competitor/ Composition/ Athlete	Order	M	Numeric	Sort the team members by Family Name except for reserve who is last.	Always

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

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SY	SY_CURRENT			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send "Y" if this competitor has most recently started. Send N if it is not more.
	SY_PREVIOUS			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send "Y" if the results for that competitor has been recorded. Send N if it is not more.
ER_RESULTS	SY_SCR_*y* Where *y*=CC @PanelType (see codes section)			N(3).N(3) 999.999	For @Type: Send proposed type
					For @Code: Send proposed code Where *y*=EX, OI for Technical Routine Where *y*=TM, AI, for Free Routine
					For @Pos: Do not send anything.
					For @Value: Weighted score Total Points for that panel
		SY_*y* Where *y*=CC @ComponentCode (see codes section)		N(3).N(3) 999.999	For @Type: Send proposed type
					For @Code: Send proposed code Only for Free Routine
					For @Pos: Do not send anything.
					For @Value: Weighted score Points for that component
	SY_R_PTY			-N(1)N(1) -9.9	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Competitor /ExtendedResults /ExtendedResult

Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything.
					For @Value: Required penalty for all the panels Send only for technical routine.
	SY_PTY			-N(1)N(1) -9.9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the points for penalty for all the panels
	SY_PTS_QUAL			N(2).N(3) 99.999 Or -	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: The amount of points the current duet has to achieve to qualify (achieve pos12). This of course will be '-' until 12 duets have performed. Only apply for Free Routine Preliminary duets.
	SY_PTS_MEDAL		N(1) 0	N(2).N(3) 99.999 Or -	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send 1, 2, 3 Send 1 for points for gold Send 2 for points for silver Send 3 for points for bronze
					For @Value: The amount of points the current duet/team has to achieve gold (@pos=1), silver (@pos=2) and bronze (@pos=3) medal positions. Use '-' until 3 duets have performed for Free Routine Final. Only apply for Free Routine Finals duets and Free Routine Teams.

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

Type /Code	Description	Expected
ER_SY /SY_CURRENT	Value should appear in this row when the referee confirms that the first/next duet/team is to be called to perform, and the duet/team is indicated as Current on the Scoring Console, and returns to Null when the team becomes the 'Last Scored'	T4, T5
ER_SY /SY_PREVIOUS	Value should appear as soon as the result for a team has been recorded. When another team becomes "Last Scored" the value should again become "N"	T5, T4
ER_RESULTS /SY_SCR_*y* Where *y*=CC @PanelType	Weighted score (Total Points by panel panel)	T3, T6

Type /Code	Description	Expected
SY_y Where y=CC @ComponentCode	Points by component in that Panel	If apply
ER_RESULTS /SY_R_PTY	Required penalty for that event unit	If apply
ER_RESULTS /SY_PTY	Send the points for penalty for that event unit	If apply
ER_RESULTS/ SY_PTS_QUAL	The amount of points the current duet has to achieve to qualify.	T4, T5 Only for Free Routine Preliminary
ER_RESULTS/ SY_PTS_MEDAL	the amount of points the current duet has to achieve gold, silver and bronze medal positions	T4, T5 Only for Free Routine Finals Duets and Free Routine Teams.

6.1.1.6 Message sort

Please, follow the general definition.

6.1.2 RT Cumulative Results

6.1.2.1 Description

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

6.1.2.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet). The DocumentCode should be [DD][G][EEE]000 and the DocumentSubtype should be [DD][G][EEE][P][UU].

6.1.2.3 Trigger and Frequency

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

- T1: Trigger after each team routine

- T2: Trigger when any competitor notified as IRM

6.1.2.4 Message Structure

Please, follow the general definition.

6.1.2.5 Message Values

Now, it is redefined the attributes of the optional elements in the generic message that are necessary in the case of Synchronised Swimming.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Cumulative Result	Rank	O	String	Overall Rank of the competitor after the phase.	T1
	RankEqual	O	S(1)	It must send always that the attribute Rank is send, it identify if a rak has been equalled. Send N if it has not more	
	ResultType	O	CC @ResultType	Result type. (see codes section)	T1
	QualificationMark	O	CC @QualificationMark	Indicates whether the team is qualified for next round is confirmed. Don't send for the final. (only applies in Preliminary phase) (see codes section)	When apply
	Result	O	N(3).N(3) 999.999	Result (Total points) after the phase Duets - For Preliminary is the Technical Routine Preliminary Points plus Free Routine Preliminary Points Duets - For Final is the Technical Routine Preliminary Points plus Free Routine Final Points Teams is the Technical Routine Points plus Free Routine Points	T1
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.	Always

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
ResultItems /ResultItem	Phase	M	CC @Phase		Always
	Unit	M	CC @Unit		
Result	Rank	O	String	Rank of the competitor in the corresponding event unit. This attribute is optional.	T1
	RankEqual	O	S(1)	Y in the case of equalled rank	T1
	ResultType	O	CC @ResultType	Result type. (see codes section)	T1, T2
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM (see codes section)	T1, T2
	Result	O	N(3).N(3) 999.999	Result (Points) for the particular event unit.	T1
	SortOrder	M	Numeric	Competitor order within event	Always

The following table describes in more detail the UnitInfo element in the case of Synchronised Swimming.

Element: ExtendedInfos/ ExtendedInfo			
Type	Code	Value	Description
EI_SY	SY_LAST_QUAL	S(20) with no leading zeroes	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send the last qualifying position ID Only for Duets Free routine Preliminary

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

Type /Code	Description	Expected
EI_SY /SY_LAST_QUAL	Send the last qualifying position ID Only for Duets Free routine Preliminary	As soon as it is known

6.1.2.6   Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	22 May 2009	Submitted for review version
R2 v2.0	19 Jun 2009	Changes after IDM and Submitted for Approval
R2 v3.0	17 July 2009	Some minor corrections and added the copyright
R2 v4.0	18 March 2011	Some minor corrections
R2 v5.0	9 September 2011	Defects, changes after PT, IR047
R2 v6.0	10 February 2012	IR101, CR4912; Defect 55359, 52279, 53687, 52470, 57579, 53945
R2 v6.1	12 March 2012	Defect 64326
R2 v7.0	22 June 2012	CR010655

File reference: ODF/INT047 R2 v7.0 APP (SY)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version
R2 v2.0	SFA	• Participant: Delete _AGE because this information will be calculate • Codes: Add DNF for @IRM • Remove: DT_PARTIC_OFFICIALS_UPDATE, DT_PARTIC_OFFICIALS • Event Unit Results: change the format for 100% points to N(3).N(3); change lider by leader • RT Event Unit: Add _LAST_QUAL
R2 v3.0	APP	• Some minor corrections and added the copyright. • Delete "equestrian" from the description of DT_PARTIC_HORSES_UPDATE

R2 v4.0	APP	• Codes: Add comments for the official's codes. Those codes can be change when we have the new command codes.
		• Partipants: Send the Main function also for athletes
		• Start List: Add a _IRM for RT; Add SY_PANEL_y to know the panels; Change UI_ROUTINE by UI_SY; Add SY_INDEX for the judges; Add the possibility to have more than one compositor (SY_COMPOSER_y_z);
		• Change to DT_CONFIG
		• General change: Update the Y/N values; Merge RT and PiT messages
		• Phase: remove SY_PTS_y
		• Defect 36404:
		  ▪ Participant: Rename E_RESERVE to E_SUBTITUTE
		• Changes after the WNPA meeting (IR003):
		  ▪ Results/Phase: Add the attribute RankEqual when there are an attribute Rank to identify if this is equalled or not.
		• Changes after ORIS (CR1543):
		  ▪ The event names have been changed from "Duet" to "Duets" and "Team event" to "Teams"
		  ▪ Clarification for the terms "score" (it is used to refer what each judge awards to a performance or component) and "point"/"points" (it is referring to any calculated result)
		  ▪ Codes: Remove DNF from CC @IRM
		  ▪ Each routine for both events will have two panels of seven judges.
		  ▪ Results: remove SY_LAST_QUAL from UnitInfo; remove QualificationMark
		  ▪ Add a new message cumulative; Add a total of
		  ▪ RT Results: remove SY_JUDGE
		• Changes after the WNPA meeting (IR022):
		  ▪ Codes: add a reference for the format details
		  ▪ Change the triggers and frequency as the revision of WNPA meeting

R2 v5.0	APP	• Defect 40329:
		  ▪ Participant: E_RESERVE should be E_ENTRY /E_SUBSTITUTE
		  ▪ Start List: change SY_RESERVE in Start /Competitor /Composition /Athlete /EventUnitEntry by SY_SUBSTITUTE
		• Changes after PT:
		  ▪ Start List: remove UI_SY /SY_TIME because it the same of the UnitDateTime /StartDate;
		  ▪ Results: remove SY_R_PTY_y, because the required penalty is applied to the competitor for technical routine only; remove SY_PTY_y, because the General penalty is applied to the competitor, not on a particular panel; update the trigger and frequency to be more clear.
		• Defect 40236:
		  ▪ In Header Values: Remove the sentence "Attribute @ResultStatus should always be either "LIVE_UPDATE" or "LIVE_FULL".", as this is already explained in the Sport Message Interface document.
		  ▪ In Trigger and Frequencies: Keep the part explaining the triggers for ResultStatus = "LIVE_UPDATE", and say that for the other ResultStatus we should follow the general definition.
		  ▪ In Message Structure: Remove part of the sentence "~~for both~~

Change Log

Version	Status	Changes on version
		~~LIVE_UPDATE and LIVE_FULL messages~~" ▪ <u>In Message Values:</u> Remove the sentences "In the case of ResultStatus="LIVE_FULL", send <u>all</u> attributes and codes according to the tables described in this section. In the case of ResultStatus="LIVE_UPDATE", send <u>just the updated</u> attributes and codes according to the tables described in this section.", as this is already explained in the Sport Message Interface document. • IR047: Log changes in ODF documentatin should be moved at the end
R2 v6.0	APP	• IR101: Add DT_SERIAL message in the PiT messages • CR4912: ▪ RT Cumulative: Remove "Points Behind" from all Results screens as this information is not needed for the Commentators. ▪ RT Results: Add the amount of points the current duet has to achieve to qualify for Free Routine Preliminary (ER_RESULTS /SY_PTS_QUAL); Add the amount of points the current duet has to achieve gold, silver and bronze medal positions for Free Routine Final Duets (ER_RESULTS /SY_PTS_MEDAL); Add the amount of points the current team has to achieve gold, silver and bronze medal positions for Free Routine Teams (ER_RESULTS /SY_PTS_MEDAL) • Defect 55359: ▪ Codes: the codes ALT_JDG1 and ALT_JDG2 should replace the code ALT_JDG listed ▪ Code: new values "R - Reserve Qualifying" for CC @QualificationMark • Defect 52279: DT_RESULT: This is sent after every session not after each routine, so update the trigger and frequency. • Defect 53687: RT RESULT: update the description for ER_SY /SY_CURRENT • Defect 52470: Codes: Remove the @MainFunction for PARTICIPANT message in the CC @Function • Defect 57579: Cumulative: Change DocumentSubtype (use [DD][G][EEE][P][UU] instead [DD][G][EEE][P]00) Header values • Defect 53945: Start List: Change UI_SY/SY_PANEL_y instead of UI_SY/DV_PANEL_y
R2 v6.1	APP	• Defect 64326: Participant/Start List: Clarified the expected in case the elements is only for the teams events and not Duets for E_SUBSTITUTE
==R2 v7.0==	==APP==	• ==CR010655:== ▪ ==We need to remove the points breakdown by judge (ER_RESULTS/SY_JUDGE_y) from DT_RESULT message. The FINA stipulate that points breakdown by judge is information that should not be available to anyone until after event medals. So this information should be removed, because the this message is sent to ODF customers when results for each event are Unofficial, and again at Official status.==

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