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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 for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General 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 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 for Nanjing 2014 Youth Olympics is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

Acronym	Description
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	is administered by an international federation and can be composed of one or more disciplines
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents



ODF/INT300	ODF General Messages Interface Document	This document describes the ODF general messages
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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 General Messages Interface since this ODF Gymnastics Rhythmic Data Dictionary is a particularization of this document.

In the following sections, for each ODF General 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. Please refer to ODF General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @Apparatus	Code	Description
	BALL	Ball
	HOOP	Hoop
	CLUBS	Clubs
	RIBBON	Ribbon
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @IRM	Code	Description
	DNS	Did not start
	DSQ	Disqualified
CC @QualificationMark	Code	Description
	Q	Qualified
	R1	Reserve 1
	R2	Reserve 2
	R3	Reserve 3
	R4	Reserve 4
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 @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document. <ul style="list-style-type: none"> The Attribute to be used is ID 	



4 Point in Time

4.1 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.

- 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 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 used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_TEAMS	List of teams	X	
DT_PARTIC_HORSES	List of equestrian horses		
DT_START_LIST	Start List	X	X
DT_RESULT	Event Unit Results	X	X
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results		
DT_POOL_STANDING	Pool Standings		
DT_BRACKETS	Brackets		
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	



4.1.1 List of participants by discipline

4.1.1.1 Description

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

4.1.1.2 Header Values

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

4.1.1.3 Trigger and Frequency

Please, follow the general definition.

4.1.1.4 Message Structure

The optional elements defined for this message in the ODF General 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.

4.1.1.5 Message Values

The following table lists the List of athletes by discipline optional attributes (defined in the ODF General 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	M	S(16)	FIG Licence Number. It will be included if this information is available. Only for athletes and judges
Participant /Discipline /RegisteredEvent	Bib	O	String	Athlete's bib number

4.1.1.6 Message sort

Please, follow the general definition.



4.1.2 Start List

4.1.2.1 Description

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

4.1.2.2 Header Values

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

4.1.2.3 Trigger and Frequency

Please, follow the general definition.

4.1.2.4 Message Structure

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

- Officials /Official /ExtOfficial
- 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.

4.1.2.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF General 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 @Results Function	Send according to the codes
	Order	M	N(2)	Send order inside each apparatus

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

Element: /Officials/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 :



Element: /Officials/Official/ExtOfficial				
Type	Code	Pos	Value	Description
				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:

Type /Code	Description	Expected
EO_GR /GR_APPARATUS	Jury Apparatus	When the judge is assigned to an apparatus
EO_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.

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_GR	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	N(1)	CC@Apparatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Send the rotation number
				For @Value: Send the apparatus of the rotation for the competitor
	GR_ORDER	N(1)	N(3)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : 1..N Send the rotation number
				For @Value: Send the order
	GR_MUSIC_LENGTH	N(1)	M:SS	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : 1..N Send the rotation number



				For @Value: Send the music length(time) for this apparatus
	GR_MUSIC_TITLE	N(1)	Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : 1..N Send the rotation number
				For @Value: Send the music title for this apparatus
	GR_MUSIC_AUTHOR	N(1)	Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : 1..N Send the rotation number
				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_ROTATION	Rotation number and apparatus	Always
EUE_GR /GR_ORDER	Apparatus Order	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.

Element: Start /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	
EUE_GR	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	N(1)		CC@Apparatus	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Send the rotation number
					For @Value: Send the apparatus of the rotation for the competitor
	GR_ORDER	N(1)		N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : 1..N Send the rotation number
					For @Value: Send the order
GR_MUSIC_LENGTH	N(1)		M:SS	For @Type:	



				Send proposed type
				For @Code: Send proposed code
				For @Pos : 1..N Send the rotation number
				For @Value: Send the music length(time) for this apparatus
	GR_MUSIC_TITLE	N(1)	Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : 1..N Send the rotation number
				For @Value: Send the music title for this apparatus
	GR_MUSIC_AUTHOR	N(1)	Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : 1..N Send the rotation number
				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_ROTATION	Rotation number and apparatus	Always
EUE_GR /GR_ORDER	Apparatus Order	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

4.1.2.6 Message sort

Please, follow the general definition.



4.1.3 Event Unit Results

4.1.3.1 Description

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

4.1.3.2 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).

4.1.3.3 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")

4.1.3.4 Message Structure

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

- UnitInfo
- Competitor /ExtendedResults /ExtendedResult
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

4.1.3.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General 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 send always that the attribute Rank is send, it identify if a 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
	QualificationMark	O	CC @Qualification Mark	Send only if the competitor get a valid qualification mark
	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 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

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.

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_HOOP GR_CLUBS				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 the 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 the apparatus
		GR_ERANK		Y/N	For @Type:



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: 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 the 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 the 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: 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

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

Type /Code	CodeExtension	Description	Expected
ER_GR /GR_HOOP ER_GR /GR_CLUBS		Apparatus detailed result	(only for Group All-Around)
	GR_RESULT_TYPE	Apparatus Result type	(only for Group All-Around)
	GR_RANK	Apparatus Rank	When @ResultType=SCORE



Type /Code	CodeExtension	Description	Expected
			(only for Group All-Around)
	GR_ERANK	Apparatus Rank Equalled	When @ResultType=SCORE (only for Group All-Around)
	GR_IRM	Apparatus IRM	When @ResultType=IRM (only for Group All-Around)
	GR_SCORE	Apparatus Score	When @ResultType=SCORE (only for Group All-Around)
	GR_DIFF	Difficulty Score	When @ResultType=SCORE (only for Group All-Around)
	GR_EXEC	Execution score	When @ResultType=SCORE (only for Group All-Around)
	GR_PEN	Penalty Score	When @ResultType=SCORE (only for Group All-Around)

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_CLUBS GR_HOOP GR_RIBBON			S(1)	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
		GR_RANK				N(3) 990	For @Type: Send proposed code
							For @Code: Send proposed extension code
					For @Pos: Do not send anything		
					For @Value:		



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Send the rank of the competitor for the apparatus
		GR_ERANK		Y/N	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: 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 the 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 the 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: 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



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

Type / Code	CodeExtension	Description	Expected
ER_GR /GR_BALL ER_GR /GR_CLUBS ER_GR /GR_HOOP ER_GR /GR_RIBBON	GR_RESULT_TYPE	Apparatus Result type	(only for Individual All-Around)
	GR_RANK	Apparatus Rank	When @ResultType=SCORE (only for Individual All-Around)
	GR_ERANK	Apparatus Rank Equalled	When @ResultType=SCORE (only for Individual All-Around)
	GR_IRM	Apparatus IRM	When @ResultType=IRM (only for Individual All-Around)
	GR_SCORE	Apparatus Score	When @ResultType=SCORE (only for Individual All-Around)
	GR_DIFF	Difficulty Score	When @ResultType=SCORE (only for Individual All-Around)
	GR_EXEC	Execution score	When @ResultType=SCORE (only for Individual All-Around)
	GR_PEN	Penalty Score	When @ResultType=SCORE (only for Individual All-Around)

4.1.3.6 Message sort

Please, follow the general definition.



4.1.4 Event Final Ranking

4.1.4.1 Description

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

4.1.4.2 Header Values

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

4.1.4.3 Trigger and Frequency

Please, follow the general definition.

4.1.4.4 Message Structure

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

- Competitor /ExtendedResults /ExtendedResult
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

4.1.4.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General 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 send always that the attribute Rank is send, it identify if a 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_HOOP GR_CLUBS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		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 the 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 the apparatus
		GR_ERANK		Y/N	For @Type: Send proposed code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: 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 the 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 the apparatus

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

Type /Code	CodeExtension	Description	Expected
ER_GR /GR_BALL ER_GR /GR_CLUBS ER_GR /GR_HOOP ER_GR /GR_RIBBON		Apparatus detailed result	Always
	GR_RESULT_TYPE	Apparatus Result type	Always
	GR_RANK	Apparatus Rank	When @ResultType=SCORE
	GR_ERANK	Apparatus Rank Equalled	When @ResultType=SCORE
	GR_IRM	Apparatus IRM	When @ResultType=IRM
	GR_SCORE	Apparatus 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_CLUBS GR_HOOP GR_RIBBON			S(1)	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 the 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 the apparatus
		GR_ERANK				Y/N	For @Type: Send proposed code
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: 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 the apparatus
GR_SCORE				N(3).N(3) 990.000	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 Score for the 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: 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

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

Type /Code	CodeExtension	Description	Expected
ER_GR /GR_BALL ER_GR /GR_CLUBS ER_GR /GR_HOOP ER_GR /GR_RIBBON			
	GR_RESULT_TYPE	Apparatus Result type	Always
	GR_RANK	Apparatus Rank	When @ResultType=SCORE
	GR_ERANK	Apparatus Rank Equalled	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_EXEC	Execution score	When @ResultType=SCORE
	GR_PEN	Penalty Score	When @ResultType=SCORE

4.1.4.6 Message sort

Please, follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	5 December 2013	First version SFR
R2 v1.1	20 December 2013	SFA, updated with reviewers comments
R2 v1.2	28 February 2014	APP

File reference: ODF/INT317 R2 v1.2 APP (GR)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none">• First version
R2 v1.1	SFA	<ul style="list-style-type: none">• Introduction: added reference to Nanjing 2014 Youth Olympics• DT_PARTIC: InternationalFederationId should be mandatory for athletes and judges• DT_PARTIC: Bib changed to optional
R2 v1.2	APP	<ul style="list-style-type: none">• Removed DT_PARTIC_HORSES message• Added DT_SCHEDULE_UPDATE message



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