

Modifications from London ODF versions are highlighted in **green**

## Olympic Data Feed

Baku 2015

# ODF Gymnastics Rhythmic Data Dictionary

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Technology and Information Department

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**Baku 2015**  
1ST EUROPEAN GAMES

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# 1 Introduction

## 1.1 This document

This document includes the ODF Gymnastics Rhythmic Data Dictionary. This Data Dictionary refines the messages described in the ODF2 General Messages Interface Document specifically for Gymnastics Rhythmic.

## 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 News and Press Agencies, Rights Holding Broadcasters and European Sports Federations.

## 1.4 Glossary

The following abbreviations are used in this document

- **EF** – European Federation
- **EOC** – European Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **GR** – Gymnastics Rhythmic

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT401	ODF Principles for the Baku 2015 European Games	This document describes the general technical standards to be used at the European Games in Baku 2105
ODF/COD404	ODF Common Codes	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT407	ODF2 General Messages Interface Document	This document describes the ODF central and sport messages in the ODF2 format
ODF/COD405	ODF Header Values	This document details the header values, showing which RSCs are used in which messages

## 2 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 the Sport Codes paragraph of the ODF2 General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @Apparatus	Code	Description
	3_CLUBS_2_HOOPS	3 Pairs of Clubs + 2 Hoops
	5_RIBBONS	5 Ribbons
	BALL	Ball
	CLUBS	Clubs
	HOOP	Hoop
	RIBBON	Ribbon
CC @DisciplineGender	Code	Description
	0	Global
	W	Women
CC @Event	<i>Defined in ODF Common Codes Document</i> <i>See entity Event Unit</i> <i>The entity's attribute to be used is Event</i>	
CC @Gender	Code	Description
	0	Global
	W	Women
CC @Inquiry	Code	Description
	SUBMITTED	Submitted
	ACCEPTED	Accepted
	REJECTED	Rejected
CC @IRM	Code	Description
	DNF	Did not Finish
	DNS	Did not Start
	DSQ	Disqualified
CC @JuryType	Code	Description
	JUDGE	Judge
	SUPERIOR	Superior Jury Member
CC @Location	Code	Description
	NGA	National Gymnastics Arena
CC @Phase	<i>Defined in ODF Common Codes Document</i> <i>See entity Event Unit</i> <i>The entity's attribute to be used is Phase</i>	
CC @QualificationMark	Code	Description
	Q	Qualified
	R1	Reserve 1

Code Entity	Code Entity Set of Values	
	R2	Reserve 2
CC @ResultsFunction	Defined in ODF Common Codes Document See entity Participant Function The entity's attribute to be used is Code	
CC @ResultType	Code	Description
	IRM	Invalid result mark
	NO_SCORE	No Valid Score
	NOT_COMPETING	Athlete did not compete at the apparatus
	POINTS	Points (Valid Score)
CC @Stage	Code	Description
	CURRENT	Current Athlete
	LAST	Last Scored
	NEXT	Next Athlete
	WAITING	Waiting for Result
CC @VenueCode	Code	Description
	NGA	National Gymnastics Arena

## 3 Messages

### 3.1 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 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 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_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of teams	X	
DT_PARTIC_TEAMS_UPDATE	List of teams update	X	
DT_MEDALS	Medal standings	Global (ODF2 format)	
DT_MEDALLISTS_DAY	Medallists of the day	Global (ODF2 format)	
DT_HISTORIC_RECORD	Historical records		
DT_GLOBAL_GM	Global good morning	Global (ODF2 format)	
DT_GLOBAL_GN	Global good night	Global (ODF2 format)	
DT_RESULT	Event Unit Start List and Results	X	X
DT_PLAY_BY_PLAY	Play by Play		
DT_CURRENT	RT Current Information	X	X
DT_RESULT_ANALYSIS	Extended Event Unit Results		
DT_PHASE_RESULT	Phase Results	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	X	X
DT_POOL_STANDING	Pool Standings		
DT_RANKING	Event Final ranking	X	X
DT_STATS	Statistics table		
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_RECORD	Records		
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets		
DT_LOCAL_ON	Discipline/venue start transmission	X	
DT_LOCAL_OFF	Discipline/venue stop transmission	X	
DT_CONFIG	Configuration	X	X
DT_WEATHER	Event Unit Weather conditions		
DT_KA	Keep Alive	X	



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

#### 3.1.1.1 Description

This message is the List of participants by discipline message as described in the ODF2 General Messages Interface Document.

#### 3.1.1.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

#### 3.1.1.3 Trigger and Frequency

Please, follow the general definition.

#### 3.1.1.4 Message Structure

Please, follow the general definition.

#### 3.1.1.5 Message Values

The following table lists the List of athletes by discipline optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Rhythmic Gymnastics, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	MainFunctionId	M	CC @ResultsFunction	Main function
Participant /Discipline	IFId	O	S(16)	FIG Licence Number. It will be included if this information is available <b>just</b> for the athletes <b>and the officials</b>
Participant /Discipline /RegisteredEvent	Bib	M	S(4)	Athlete's competitor number, to be sent mandatory once it is known. Only for Individual events, not for Group members

#### 3.1.1.6 Message sort

Please, follow the general definition.

### 3.1.2 Event Unit Start List and Results

#### 3.1.2.1 Description

This message is the Event Unit Start List and Results message as described in the ODF2 General Messages Interface Document.

#### 3.1.2.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document which will be one unit for each session.

#### 3.1.2.3 Trigger and Frequency

This message is sent for both All Around and Apparatus Events (Individual and Groups). For the apparatus events, this message will contain only one apparatus.

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

- As soon as the competition order is known and any updates (ResultStatus = "START\_LIST")
- When the first competitor starts and during the unit with all updates (ResultStatus = "LIVE")
- After the unit has finished (ResultStatus = "UNOFFICIAL")
- After the Result is Approved (ResultStatus = "OFFICIAL")

#### 3.1.2.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Rhythmic Gymnastics are:

- ExtendedInfos /UnitDateTime
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official
- Result /Competitor /EventUnitEntry (for Group event units, and Team event units for non-Olympic events)
- Competitor /ExtendedResults /ExtendedResult (for Group event units, and Team event units for non-Olympic events)
- Result /Competitor /Composition /Athlete /EventUnitEntry (for Individual event units)
- Competitor /Composition /ExtendedResults /ExtendedResult (for Individual event units)

#### 3.1.2.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description or the Event Unit, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials/Official	Code	M	S(20) with no leading zeroes	Official ID
	Function	M	CC @ResultsFunction	Function of the Official
	Order	M	Numeric #0	Send order inside each apparatus according to ORIS
Result	Rank	O	Numeric	Send if all rotations are included inside the single unit else do not send.
	ResultType	O	CC @ResultType	Result type

Element	Attribute	M/O	Value	Comments
	IRM	O	CC @IRM	IRM for the particular event unit
	Result	O	Numeric ##0.000	Send just in the case @ResultType is IRM Score (total for all rotations included in the unit)
	SortOrder	M	Numeric	Send the order of the competitor. Before the start of the competition it is the same as StartSortOrder. After the competition has started it will consider also the rank in the case the unit includes all rotations and the Rank is included in the message.
	StartOrder	M	S(2)	Send the start order for the rotation, 1 to n
	StartSortOrder	M	Numeric	Send the order of competitor in the rotation, 1 to n
Result /Competitor /Composition /Athlete	Order	M	Numeric	Order
	Bib	O	String	Athlete competitor number Only for Individual events, not for Group members

The following table describes in more detail the ExtendedInfos /ExtendedInfo element in the case of Rhythmic Gymnastics.

Element: ExtendedInfos /ExtendedInfo					
Type	Code	Pos	Value	Description	Expected
UI	SUBDIVISION		Numeric 0	For @Type: Send proposed type	Always if there are subdivisions.
				For @Code: Send proposed code	
For @Pos: Do not send anything					
For @Value: Send the subdivision					
	ROTATION		Numeric 0	For @Type: Send proposed type	Always
				For @Code: Send the proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the current rotation.	

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

Element: /Officials/Official/ExtOfficial					
Type	Code	Pos	Value	Description	Expected
EO	JURY_TYPE		CC @JuryType	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
For @Pos: Do not send anything					
For @Value: Indicates if the official is part of the Superior Jury or Judging Panel. Send appropriate code.					
	APPARATUS		CC @Apparatus	For @Type: Send proposed type	When the judge is assigned to an apparatus
				For @Code: Send proposed code	
				For @Pos : Do not send anything	
				For @Value: Judge Apparatus Send the proposed code	

## Sample

```

.....
<Officials>
  <Official Code="1165657" Function="PR" Order="1">
    <Description GivenName="Yanick" FamilyName="Baldinotti" Organisation="FIG"
Gender="M" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="SUPERIOR" />
  </Official>
  <Official Code="1155520" Function="SUP_H" Order="2">
    <Description GivenName="Joan" FamilyName="Smith" Organisation="FIG" Gender="F"
/>
  <ExtOfficial Type="EO" Code="JURY_TYPE" Value="SUPERIOR" />
</Official>
.....
  <Official Code="1174616" Function="D1" Order="1">
    <Description GivenName="Joan" FamilyName="Brown" Organisation="CZE" Gender="F"
/>
    <ExtOfficial Type="EO" Code="APPARATUS" Value="HOOP" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  <Official Code="1174961" Function="D2" Order="2">
    <Description GivenName="Bob" FamilyName="Brown" Organisation="ESP" Gender="M"
/>
    <ExtOfficial Type="EO" Code="APPARATUS" Value="HOOP" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
.....
</Officials>
.....

```

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

Element: Result /Competitor /EventUnitEntry element					
Type	Code	Pos	Value	Description	Expected
EUE	APPARATUS		CC@Apparatus	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send the apparatus for the competitor	Always
	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 for this competitor	Always
	MUSIC_TITLE		String	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 for this competitor	Always
	MUSIC_COMPOSER		String	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send the music composer for this apparatus for this competitor	Always

## Sample

```

.....
<EventUnitEntry Type="EUE" Code="APPARATUS" Value="5_RIBBONS" />
<EventUnitEntry Type="EUE" Code="MUSIC_LENGTH" Value="2:30" />
<EventUnitEntry Type="EUE" Code="MUSIC_TITLE" Value="Ballet Gizelle" />
<EventUnitEntry Type="EUE" Code="MUSIC_COMPOSER" Value="Adam Adolphe" />
.....

```

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

Element: Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	CC@Apparatus		Numeric 0	Numeric #0.000	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the competitor score on the apparatus	
					CC @ResultType CC @IRM	
	DIFFICULTY			Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Difficulty score for the competitor on this apparatus	When available
	EXECUTION			Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the execution score for the competitor on this apparatus	When available
	PENALTY			Numeric -0.00	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the total Penalty for this apparatus	If applicable
	INQUIRY			CC @Inquiry	For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Send inquiry code	Only in the case of inquiry for the difficulty score

## Sample

```

.....
<Result ResultType="POINTS" Result="17.783" SortOrder="2" StartOrder="2"
StartSortOrder="2" >
  <Competitor Code="GRW340NZL01" Type="T" Organisation="NZL">
    <Description TeamName="New Zealand"/>
    <EventUnitEntry Type="EUE" Code="APPARATUS" Pos="1" Value="5_RIBBONS" />
    <EventUnitEntry Type="EUE" Code="MUSIC_LENGTH" Pos="1" Value="2:30" />
    <EventUnitEntry Type="EUE" Code="MUSIC_TITLE" Pos="1" Value="Ballet Gizelle" />
    <EventUnitEntry Type="EUE" Code="MUSIC_COMPOSER" Pos="1" Value="Adam Adolphe"
  />
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="5_RIBBONS" Pos="1" Value="17.783"
ValueTypes="POINTS" >
      <Extension Code="DIFFICULTY" Value="8.950" />
      <Extension Code="EXECUTION" Value="8.833" />
    </ExtendedResult>
  </ExtendedResults>
  <Composition>
    <Athlete Code="2114821" Order="1"
      <Description FamilyName="Smith" GivenName="Joan" Gender="W"
Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
    </Athlete>
    <Athlete Code="2114834" Order="1"
      <Description FamilyName="Mays" GivenName="Jenny" Gender="W"
Organisation="NZL" IFId="1372118" BirthDate="1993-11-04" />
    </Athlete>
  </Composition>
</Competitor>
</Result>
.....

```

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	APPARATUS		CC@Apparatus	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send the apparatus for the competitor	Always
	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 for this competitor	Always
	MUSIC_TITLE		String	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 for this competitor	Always
	MUSIC_COMPOSER		String	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send the music composer for this apparatus for this competitor	Always
	RESERVE		S(1)	For @Type: Send proposed type	When applicable

Element: Result /Competitor /Composition /Athlete /EventUnitEntry						
					For @Code: Send proposed code	
					For @Pos : Do not send anything	
					For @Value: Send 'Y' if the athlete is reserve else do not send.	
					Reserves are included in all rotations.	

### Sample

```

.....
<EventUnitEntry Type="EUE" Code="APPARATUS" Value="HOOP" />
<EventUnitEntry Type="EUE" Code="MUSIC_LENGTH" Value="2:30" />
<EventUnitEntry Type="EUE" Code="MUSIC_TITLE" Value="Ballet Gizelle" />
<EventUnitEntry Type="EUE" Code="MUSIC_COMPOSER" Value="Adam Adolphe" />
.....

```

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	Expected
ER	CC@Apparatus		Numeric 0	Numeric #0.000	For @Type: Send proposed code	When available
					For @Code: Send proposed extension code	
					For @ Pos: Do not send anything	
					For @Value: Send the competitor score on the apparatus	
					CC @ResultType	
					CC @IRM For @IRM: Send CC @IRM is applicable else do not send	
		DIFFICULTY		Numeric #0.000	For @Code: Send proposed extension code	When available
		For @Pos: Do not send anything				
		For @Value: Send the Difficulty score for the competitor on this apparatus				
		EXECUTION		Numeric #0.000	For @Code: Send proposed extension code	When available
		For @Pos: Do not send anything				
		For @Value: Send the execution score for the competitor on this apparatus				
PENALTY		Numeric -0.00	For @Code: Send proposed extension code	If applicable		
For @Pos: Do not send anything						
For @Value: Send the total Penalty for this apparatus						
INQUIRY		CC @Inquiry	For @Code: Send proposed extension code	Only in the case of inquiry for the difficulty score		
For @ Pos: Do not send anything						
For @Value: Send inquiry code						

## Sample

```

.....
<Result ResultType="POINTS" Result="17.783" SortOrder="2" StartOrder="2"
StartSortOrder="2" >
  <Competitor Code="2114821" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="2114821" Order="1" Bib="160">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W"
Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
        <EventUnitEntry Type="EUE" Code="APPARATUS" Pos="1" Value="HOOP" />
        <EventUnitEntry Type="EUE" Code="MUSIC_LENGTH" Pos="1" Value="2:30" />
        <EventUnitEntry Type="EUE" Code="MUSIC_TITLE" Pos="1" Value="Ballet Gizelle" />
        <EventUnitEntry Type="EUE" Code="MUSIC_COMPOSER" Pos="1" Value="Adam Adolphe"
/>
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="HOOP" Value="17.783" ValueType="POINTS" >
            <Extension Code="DIFFICULTY" Value="8.950" />
            <Extension Code="EXECUTION" Value="8.833" />
          </ExtendedResult>
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

### 3.1.2.6 Message sort

Please, follow the general definition.



### 3.1.3 Current Information

#### 3.1.3.1 Description

This message is the current message as described in the ODF2 General Messages Interface Document.

#### 3.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

#### 3.1.3.3 Trigger and Frequency

This message is sent for both All Around and Apparatus Events (Individual and Groups).

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

- After every competitor completes a routine and the score is available or a new competitor starts a routine.
- If there is no previous competitor on the apparatus in the session then send (with one competitor as next) when the first unit ScheduleStatus becomes GETTING\_READY.

Up to a maximum of three competitors are sent in any message. These competitors are the one most recently completed an apparatus in the rotation (@Stage = LAST or WAITING) the current competitor and the competitor next to start.

Each competitor only includes the apparatus in the current rotation.

#### 3.1.3.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included are:

- Competition /ExtendedInfos
- Competition /Result
- Competition /Result /Competitor
- Competition /Result /Competitor /Composition /Athlete

#### 3.1.3.5 Message Values

The following table lists the optional and/or extended attributes (defined in the ODF2 General Messages Interface Document).

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the phase. This attribute is optional because the competitor could get an invalid result mark.
	RankEqual	O	S(1)	Send Y is the rank is equalled else do not send.
	ResultType	O	CC @ResultType	Result type, only sent if there is a result.
	IRM	O	CC @IRM	IRM for the particular event unit
				Send just in the case @ResultType is IRM
	Result	O	Numeric #0.000	Score for the competitor in the phase
	SortOrder	M	Numeric	This attribute is a sequential number with the start order of the competitors in the unit.
	Diff	O	Numeric #0.000	Points behind leader. Send 0.000 for the leader. This is not the Difficulty score

The following table describes in more detail the Competition /ExtendedInfos/ExtendedInfo element.

Element: Competition /ExtendedInfos /ExtendedInfo						
Type	Code	Extension	Pos	Value	Description	Expected
UI	PHASE			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send event and phase RSC (eg. GRW024900, GRW024100, GRW340900, GRW340100)	Always
		SUBDIVISION		Numeric #0	For @Code: Send proposed code	

Element: Competition /ExtendedInfos /ExtendedInfo						
					For @Pos: Do not send anything	
					For @Value: Send the current subdivision number	
		ROTATION		Numeric #0	For @Code: Send proposed code	Always
					For @Pos: Do not send anything	
					For @Value: Send the current rotation number	

### Sample (Individual All-Around Qualification)

```

.....
<ExtendedInfos>
<ExtendedInfo Type="UI" Code="PHASE" Value="GRW024900" >
  <Extension Code="SUBDIVISION" Value="1"/>
  <Extension Code="ROTATION" Value="3"/>
</ExtendedInfo>
</ExtendedInfos>
.....

```

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

Element: Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	STAGE			CC @Stage	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send applicable code	Always
	ROTATION			Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of rotations which makes up the overall score in the phase. Do not send if 0.	Always if not zero.
	DIFF		Numeric #0	S(1) or Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the rank number for the applicable points behind.  Points behind the second & third ranked competitors and last qualifying place. Pos=2 is points behind second Pos=3 is points behind third Pos=x is points behind last qualified where x=last qualifying rank. (do not send in finals) For @Value: Send the points behind or "-" if higher than the rank. Send 0.000 if in @Pos rank. This is not the Difficulty score	Always after the competitor has a score. Only send behind last qualifying for the qualification phase and when STAGE=LAST. Only for All Around
	PREV_SCORE			Numeric #0.000	For @Type: Send proposed type	For rotations higher than 1,

Element: Competitor /ExtendedResults /ExtendedResult						
					For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the competitor total score after the previous rotation	only for Current and Next gymnasts Only for All Around
	PREV_RANK			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the competitor total rank after the previous rotation	For rotations higher than 1, only for Current and Next gymnasts Only for All Around
	PREV_ERANK			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if PREV_RANK is equalled, otherwise do not send.	For rotations higher than 1, only for Current and Next gymnasts Only for All Around
	CC@Apparatus			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the competitor score on the apparatus	When available
				CC @ResultType	For @ValueType: Send CC @ResultType	
				Numeric #0	For @Rank: Send the rank of the competitor on the apparatus.	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				CC @IRM	For @IRM: Send CC @IRM is applicable else do not send	
	DIFFICULTY			Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Difficulty score for the competitor on this apparatus	When available
	EXECUTION			Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the execution score for the competitor on this apparatus	When available
	PENALTY			Numeric -0.00	For @Code: Send proposed extension code For @Pos: Do not send anything	If applicable

Element: Competitor /ExtendedResults /ExtendedResult						
					For @Value: Send the total Penalty for this apparatus	
		INQUIRY		CC @Inquiry	For @Code: Send proposed extension code	Only in the case of inquiry for the difficulty score
					For @ Pos: Do not send anything	
					For @Value: Send inquiry code	

### 3.1.3.5.1 Sample (Group All-Around)

```

.....
<Result Rank="3" Result="35.708" ResultType="POINTS" SortOrder="5" >
  <Competitor Code="GRW340NZL01" Type="T" Organisation="NZL">
    <Description TeamName="New Zealand"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="STAGE" Value="LAST" />
      <ExtendedResult Type="ER" Code="ROTATION" Value="2" />
      <ExtendedResult Type="ER" Code="DIFF" Pos="2" Value="0.135" />
      <ExtendedResult Type="ER" Code="DIFF" Pos="3" Value="0.000" />
      <ExtendedResult Type="ER" Code="DIFF" Pos="8" Value="-" />
      <ExtendedResult Type="ER" Code="PREV_SCORE" Value="17.925" />
      <ExtendedResult Type="ER" Code="PREV_RANK" Value="2" />
      <ExtendedResult Type="ER" Code="5_RIBBONS" Value="17.783" ValueType="POINTS"
Rank="1" >
        <Extension Code="DIFFICULTY" Value="8.950" />
        <Extension Code="EXECUTION" Value="8.833" />
      </ExtendedResult>
    </ExtendedResults>
    <Composition>
      <Athlete Code="2114821" Order="1" Bib="160">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W"
Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
      </Athlete>
      <Athlete Code="2114834" Order="1" Bib="163">
        <Description FamilyName="Mays" GivenName="Jenny" Gender="W"
Organisation="NZL" IFId="1372118" BirthDate="1993-11-04" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	STAGE			CC @Stage	For @Type: Send proposed type	Always
					For @Code: Send proposed code	
					For @ Pos: Do not send anything	
	ROTATION			Numeric 0	For @Type: Send proposed type	Always if not zero.
					For @Code: Send proposed code	
					For @ Pos: Do not send anything	
					For @Value: Send the number of rotations which makes up the overall score in the phase. Do not send if 0.	
	DIFF		Numeric #0	S(1)	For @Type: Send proposed type	Always after the competitor has a

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
				or Numeric #0.000	<p>For @Code: Send proposed code</p> <p>For @Pos: Send the rank number for the applicable points behind.</p> <p>Points behind the second &amp; third ranked competitors and last qualifying place. Pos=2 is points behind second Pos=3 is points behind third Pos=x is points behind last qualified where x=last qualifying rank. (do not send in finals)</p> <p>For @Value: Send the points behind or "-" if higher than the rank. Send 0.000 if in @Pos rank This is not the Difficulty score.</p>	score. Only send behind last qualifying for the qualification phase and when STAGE=LAST.
	PREV_SCORE			Numeric #0.000	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Send the competitor total score after the previous rotation</p>	For rotations higher than 1, only for Current and Next gymnasts
	PREV_RANK			Numeric #0	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Send the competitor total rank after the previous rotation</p>	For rotations higher than 1, only for Current and Next gymnasts
	PREV_ERANK			S(1)	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Send "Y" if PREV_RANK is equalled, otherwise do not send.</p>	For rotations higher than 1, only for Current and Next gymnasts
	CC@Apparatus			Numeric #0.000	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Send the competitor score on the apparatus</p>	When available
			CC @ResultType	For @ValueType: Send CC @ResultType		
			Numeric #0	For @Rank: Send the rank of the competitor on the apparatus.		
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
				CC @IRM	For @IRM: Send CC @IRM is applicable else do not send	
		DIFFICULTY		Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the Difficulty score for the competitor on this apparatus	When available
		EXECUTION		Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the execution score for the competitor on this apparatus	When available
		PENALTY		Numeric -0.00	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the total Penalty for this apparatus	If applicable
		INQUIRY		CC @Inquiry	For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Send inquiry code	Only in the case of inquiry for the difficulty score

### 3.1.3.5.1 Sample (Individual All-Around)

```

.....
<Result Rank="3" Result="35.708" ResultType="POINTS" SortOrder="5" >
  <Competitor Code="2114821" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="2114821" Order="1" Bib="160">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W"
          Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="STAGE" Value="LAST" />
          <ExtendedResult Type="ER" Code="ROTATION" Value="2" />
          <ExtendedResult Type="ER" Code="DIFF" Pos="2" Value="0.135" />
          <ExtendedResult Type="ER" Code="DIFF" Pos="3" Value="0.000" />
          <ExtendedResult Type="ER" Code="DIFF" Pos="10" Value="-" />
          <ExtendedResult Type="ER" Code="PREV_SCORE" Value="17.925" />
          <ExtendedResult Type="ER" Code="PREV_RANK" Value="2" />
          <ExtendedResult Type="ER" Code="HOOP" Value="17.783" ValueType="POINTS"
Rank="1" >
          <Extension Code="DIFFICULTY" Value="8.950" />
          <Extension Code="EXECUTION" Value="8.833" />
        </ExtendedResult>
      </ExtendedResults>
    </Athlete>
  </Composition>
</Competitor>
</Result>
.....

```

### 3.1.3.6 Message sort

Sort by Result @SortOrder.

### 3.1.4 Phase Results

#### 3.1.4.1 Description

This message is the Phase Results message as described in the ODF2 General Messages Interface Document.

#### 3.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document but applies events. Phase 9 is used in Qualification and 1 in the finals.

This message is used where the DT\_RESULT does not include all rotations else it is redundant.

The DocumentSubtype attribute in the ODF header can contain the following information:

- DDGEEPUU: that would represent the cumulative results up to (and including) the referenced rotation.

#### 3.1.4.3 Trigger and Frequency

This message is sent only for the Apparatus Events (Individual and Groups). This message will contain only one apparatus.

Send:

- after every athlete completes a routine as LIVE;
- after every rotation except the last as INTERMEDIATE;
- when all units are complete as UNOFFICIAL / OFFICIAL when applicable.

#### 3.1.4.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Gymnastics Rhythmic are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtendedInfos and its child element ExtendedInfo
- Competitor /ExtendedResults /ExtendedResult (for groups)
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for individuals)

#### 3.1.4.5 Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	CC @ResultType	Result type
	IRM	O	CC @IRM	IRM for the cumulative result
	Result	O	Numeric #0.000	Send just in the case @ResultType is IRM Cumulative result
	QualificationMark	O	CC @QualificationMark	Send just in the case @ResultType is POINTS Send qualification mark if applicable.

Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, 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 ExtendedInfo element in the case of Rhythmic Gymnastics.

Element: ExtendedInfo					
Type	Code	Pos	Value	Description	Expected
UI	SUBDIVISION		Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the current (if LIVE) or the last finished subdivision (if not LIVE)	Always if there are subdivisions.
	ROTATION		Numeric 0	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Do not send anything For @Value: Send the current (if LIVE) or the last finished rotation (if not LIVE)	Always.
	LAST_QUAL	Numeric #0	S(20) without leading zeros	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Show the rank of the competitor. For @Value: Send the ID of the competitor currently in the last qualifying place	If applicable in qualifying phases

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults for the group competition.

Element: Competition /Result /Competitor /ExtendedResults							
Type	Code	Extension	Pos	Value	Description	Expected	
ER	CC @Apparatus			Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Send apparatus number (as ordered) For @Value: Send the competitor score on the apparatus	When available	
					CC @ResultType		For @ValueType: Send CC @ResultType
					Numeric #0		For @Rank: Send the rank of the competitor on the apparatus.
					S(1)		For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.
					CC @IRM		For @IRM: Send CC @IRM is applicable else do not send
		DIFFICULTY		Numeric #0.000	For @Code: Send proposed code For @ Pos: Do not send anything		When available



Element: Competition /Result /Competitor /ExtendedResults						
					For @Value: Send the difficulty score for the competitor on the apparatus	
		EXECUTION		Numeric #0.000	For @Code: Send proposed code	When available
					For @ Pos: Do not send anything	
					For @Value: Send the execution score for the competitor on the apparatus	
		PENALTY		Numeric -0.00	For @Code: Send proposed code	If applicable
					For @ Pos: Do not send anything	
					For @Value: Send any penalty the competitor received.	
		INQUIRY		CC @Inquiry	For @Code: Send proposed extension code	Only in the case of inquiry for the difficulty score
					For @ Pos: Do not send anything	
					For @Value: Send inquiry code	

### Sample

```

.....
<Result Rank="1" ResultType="POINTS" Result="17.783" SortOrder="1"
QualificationMark="Q" >
  <Competitor Code="GRW340NZL01" Type="T" Organisation="NZL">
    <Description TeamName="New Zealand"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="5_RIBBONS " Pos="1" Value="17.783"
ValueType="POINTS" Rank="1" >
        <Extension Code="DIFFICULTY" Value="8.950" />
        <Extension Code="EXECUTION" Value="8.833" />
      </ExtendedResult>
    </ExtendedResults>
    <Composition>
      <Athlete Code="2114821" Order="1" Bib="160">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W"
Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
      </Athlete>
      <Athlete Code="2114834" Order="1" Bib="163">
        <Description FamilyName="Mays" GivenName="Jenny" Gender="W"
Organisation="NZL" IFId="1372118" BirthDate="1993-11-04" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults						
Type	Code	Extension	Pos	Value	Description	Expected
ER	CC @Apparatus		Numeric 0	Numeric #0.000	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @ Pos: Send apparatus number (as ordered)	
					For @Value: Send the competitor score on the apparatus	
				CC @ResultType	For @ValueType: Send CC @ResultType	

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults						
				Numeric #0	For @Rank: Send the rank of the athlete on the apparatus.	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				CC @IRM	For @IRM: Send CC @IRM is applicable else do not send	
		DIFFICULTY		Numeric #0.000	For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the difficulty score for the competitor on the apparatus	When available
		EXECUTION		Numeric #0.000	For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the execution score for the competitor on the apparatus	When available
		PENALTY		Numeric -0.00	For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send any penalty the competitor received.	If applicable
		INQUIRY		CC @Inquiry	For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Send inquiry code	Only in the case of inquiry for the difficulty score

### Sample

```

.....
<Result Rank="1" ResultType="POINTS" Result="18.300" SortOrder="1"
QualificationMark="Q" >
  <Competitor Code="2114821" Type="A" Bib="160" Organisation="NZL">
    <Composition>
      <Athlete Code="2114821" Order="1" Bib="160">
        <Description FamilyName="Smith" GivenName="Jane" Gender="W"
Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Pos="1" Code="HOOP" Value="18.300"
ValueType="POINTS" Rank="3" >
            <Extension Code="DIFFICULTY" Value="9.100" />
            <Extension Code="EXECUTION" Value="9.200" />
          </ExtendedResult>
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

#### 3.1.4.6 Message sort

Please, follow the general definition.

### 3.1.5 Cumulative Results

#### 3.1.5.1 Description

This message is the Cumulative Results message as described in the ODF2 General Messages Interface Document.

#### 3.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document but applies events. Phase 9 is used in Qualification and 1 in the finals.

This message is used where the DT\_RESULT does not include all rotations else it is redundant.

The DocumentSubtype attribute in the ODF header can contain the following information:

- DDGEEPUU: that would represent the cumulative results up to (and including) the referenced rotation.

#### 3.1.5.3 Trigger and Frequency

This message is sent only for All Around events.

Send:

- after every athlete completes a routine as LIVE;
- after every rotation except the last as INTERMEDIATE;
- when all units are complete as UNOFFICIAL / OFFICIAL when applicable.

#### 3.1.5.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Gymnastics Rhythmic are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtendedInfos and its child element ExtendedInfo
- Competitor /ExtendedResults /ExtendedResult
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

#### 3.1.5.5 Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	CC @ResultType	Result type
	IRM	O	CC @IRM	IRM for the cumulative result
	Result	O	Numeric #0.000	Send just in the case @ResultType is IRM Cumulative result  Send just in the case @ResultType is POINTS
	QualificationMark	O	CC @QualificationMark	Send qualification mark if applicable.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, 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 ExtendedInfo element in the case of Rhythmic Gymnastics.

Element: ExtendedInfo							
Type	Code	Pos	Value	Description	Expected		
UI	SUBDIVISION		Numeric 0	For @Type: Send proposed type	Always if there are subdivisions.		
				For @Code: Send proposed code			
				For @Pos: Do not send anything			
				For @Value: Send the current (if LIVE) or the last finished subdivision (if not LIVE)			
	ROTATION			Numeric 0		For @Type: Send proposed type	Always.
						For @Code: Send the proposed code	
						For @Pos: Do not send anything	
						For @Value: Send the current (if LIVE) or the last finished rotation (if not LIVE)	
	LAST_QUAL		Numeric #0	S(20) without leading zeros		For @Type: Send proposed type	If applicable in qualifying phases
For @Code: Send proposed code							
For @ Pos: Show the rank of the competitor.							
For @Value: Send the ID of the competitor currently in the last qualifying place							

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults for the group competition.

Element: Competition /Result /Competitor /ExtendedResults						
Type	Code	Extension	Pos	Value	Description	Expected
ER	CC @Apparatus		Numeric 0	Numeric #0.000	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @ Pos: Send apparatus number (as ordered)	
					For @Value: Send the competitor score on the apparatus	
				CC @ResultType	For @ValueType: Send CC @ResultType	
				Numeric #0	For @Rank: Send the rank of the competitor on the apparatus.	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
CC @IRM	For @IRM: Send CC @IRM is applicable else do not send					
	DIFFICULTY			Numeric #0.000	For @Code: Send proposed code	When available
					For @ Pos: Do not send anything	
					For @Value: Send the difficulty score for the competitor on the apparatus	
	EXECUTION			Numeric #0.000	For @Code: Send proposed code	When available
					For @ Pos: Do not send anything	

Element: Competition /Result /Competitor /ExtendedResults						
					For @Value: Send the execution score for the competitor on the apparatus	
		PENALTY		Numeric -0.00	For @Code: Send proposed code	If applicable
					For @ Pos: Do not send anything	
					For @Value: Send any penalty the competitor received.	
		INQUIRY		CC @Inquiry	For @Code: Send proposed extension code	Only in the case of inquiry for the difficulty score
					For @ Pos: Do not send anything	
					For @Value: Send inquiry code	

## Sample

```

.....
<Result Rank="1" ResultType="POINTS" Result="35.708" SortOrder="1"
QualificationMark="Q" >
  <Competitor Code="GRW340NZL01" Type="T" Organisation="NZL">
    <Description TeamName="New Zealand"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="5_RIBBONS " Pos="1" Value="17.783"
ValueType="POINTS" Rank="1" >
        <Extension Code="DIFFICULTY" Value="8.950" />
        <Extension Code="EXECUTION" Value="8.833" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="3_CLUBS_2_HOOPS" Pos="2" Value="17.925"
ValueType="POINTS" Rank="1" >
        <Extension Code="DIFFICULTY" Value="9.125" />
        <Extension Code="EXECUTION" Value="8.800" />
      </ExtendedResult>
    </ExtendedResults>
    <Composition>
      <Athlete Code="2114821" Order="1" Bib="160">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W"
Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
      </Athlete>
      <Athlete Code="2114834" Order="1" Bib="163">
        <Description FamilyName="Mays" GivenName="Jenny" Gender="W"
Organisation="NZL" IFId="1372118" BirthDate="1993-11-04" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults						
Type	Code	Extension	Pos	Value	Description	Expected
ER	CC @Apparatus		Numeric 0	Numeric #0.000	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @ Pos: Send apparatus number (as ordered)	
					For @Value: Send the competitor score on the apparatus	
				CC @ResultType	For @ValueType: Send CC @ResultType	
				Numeric #0	For @Rank: Send the rank of the athlete on the apparatus.	

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults						
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				CC @IRM	For @IRM: Send CC @IRM is applicable else do not send	
		DIFFICULTY		Numeric #0.000	For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the difficulty score for the competitor on the apparatus	When available
		EXECUTION		Numeric #0.000	For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the execution score for the competitor on the apparatus	When available
		PENALTY		Numeric -0.00	For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send any penalty the competitor received.	If applicable
		INQUIRY		CC @Inquiry	For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Send inquiry code	Only in the case of inquiry for the difficulty score

## Sample

```

.....
<Result Rank="1" ResultType="POINTS" Result="55.149" SortOrder="1"
QualificationMark="Q" >
  <Competitor Code="2114821" Type="A" Bib="160" Organisation="NZL">
    <Composition>
      <Athlete Code="2114821" Order="1" Bib="160">
        <Description FamilyName="Smith" GivenName="Jane" Gender="W"
Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Pos="1" Code="HOOP" Value="18.300"
ValueType="POINTS" Rank="3" >
            <Extension Code="DIFFICULTY" Value="9.100" />
            <Extension Code="EXECUTION" Value="9.200" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Pos="2" Code="BALL" Value="18.333"
ValueType="POINTS" Rank="4" >
            <Extension Code="DIFFICULTY" Value="9.200" />
            <Extension Code="EXECUTION" Value="9.133" />
          </ExtendedResult>
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

### 3.1.5.6 Message sort

Please, follow the general definition.

### 3.1.6 Event Final Ranking

#### 3.1.6.1 Description

This message is the Event Final Ranking message as described in the ODF2 General Messages Interface Document.

#### 3.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

#### 3.1.6.3 Trigger and Frequency

Please, follow the general definition.

#### 3.1.6.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Rhythmic Gymnastics are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription

#### 3.1.6.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	S(1)	Send Y if the rank is equalled else do not send.
	ResultType	M	CC @ResultType	Result type
	IRM	O	CC @IRM	IRM for the particular event
	Result	O	Numeric ##0.000	Send just in the case @ResultType is IRM Score. Only include the result if the competitor was in the final.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

#### 3.1.6.5.1 Sample

```

.....
<Result Rank="1" ResultType="POINTS" Result="116.900" SortOrder="1">
  <Competitor Code="1132742" Type="A" Bib="411" Organisation="USA" >
    <Composition>
      <Athlete Code="1132742" Order="1" Bib="411">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W"
          Organisation="USA" IFId="1345018" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

#### 3.1.6.6 Message sort

Please, follow the general definition.

### 3.1.7 Configuration

#### 3.1.7.1 Description

This message is the configuration message as described in the ODF2 General Messages Interface Document.

#### 3.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document. Send one message for each event which forms part of the overall competition. One message for each event (GRgeee000).

#### 3.1.7.3 Trigger and Frequency

Please, follow the general definition.

#### 3.1.7.4 Message Structure

Please, follow the general definition.

#### 3.1.7.5 Message Values

Send the attributes and codes according to the tables described in this section. The following table lists the "Configuration" optional attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

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

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

Element: Competition /Configs /Config /ExtendedConfig					
Type	Code	Pos	Value	Description	Expected
EC	SUBDIV_NUM (by phase)		Numeric #0	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Do not send anything. For @Value: Total number subdivisions in the phase.	
APP_NUM (by phase)	Numeric #0	Numeric #0	For @Type: Send proposed type	Always	
			For @Code: Send proposed code		
			For @Pos: Send the subdivision number, one for each subdivision. For @Value: Number of apparatuses in the @Pos subdivision in this phase		
QUAL_RANK (by phase)	Numeric 0	Numeric #0	For @Type: Send proposed type	Only in phases where qualification applies	
			For @Code: Send proposed code		
			For @Pos: 1 to indicate first rank 2 to indicate last rank For @Value: Indicates qualification for the next round, based on rank. Send the qualifying rank according to Qualification rule and @Pos (e.g.: In qualification if the rule is "Top 24 qualify for the Final", send 1 - for first rank (Pos=1) 10 - for last rank (Pos=2)		
QUAL_RESERVES			Numeric #0	For @Type: Send proposed type	Only in phases where qualification



Element: Competition /Configs /Config /ExtendedConfig					
				For @Code: Send proposed code	applies
				For @Pos: Do not send anything.	
				For @Value: Number of qualification reserves	
	QUAL_RULE		S(n)	For @Type: Send proposed type	Only in phases where qualification applies
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Information about qualification Send the text with the qualification rule.	
	INTEGRATED		S(1)	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send "Y" if this phase is integrated with other events at the same time. If this phase is stand-alone send "N"	

### 3.1.7.5.1 Sample (Individual All-Around)

```

.....
<Configs>
  <Config Gender="M" Event="024" Phase="9">
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="1" />
    <ExtendedConfig Type="EC" Code="APP_NUM" Pos="1" Value="4" />
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="1" Value="1" />
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="2" Value="10" />
    <ExtendedConfig Type="EC" Code="QUAL_RESERVES" Value="2" />
    <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="Top 10 ranked gymnasts
qualify for the final" />
    <ExtendedConfig Type="EC" Code="INTEGRATED" Value="N" />
  </Config>
  <Config Gender="M" Event="024" Phase="1">
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="1" />
    <ExtendedConfig Type="EC" Code="APP_NUM" Pos="1" Value="4" />
    <ExtendedConfig Type="EC" Code="INTEGRATED" Value="N" />
  </Config>
</Configs>
.....

```

### 3.1.7.6 Message sort

Please, follow the general definition.

# DOCUMENT CONTROL

## Version history

Version	Date	Comments
R-SEG-2015 V1.0	14 January 2015	Submitted for review version
R-SEG-2015 V1.1	09 February 2015	Submitted for approval version and some changes
R-SEG-2015 V1.2	16 February 2015	Approved version
R-SEG-2015 V1.3	18 February 2015	Approved version and a minor correction
R-SEG-2015 V1.4	17 March 2015	Approved version

**File reference:** ODF/INT427 R-SEG-2015 V1.4 APP

## Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	<ul style="list-style-type: none"> <li>First version</li> </ul>
R-SEG-2015 V1.1	SFA	<ul style="list-style-type: none"> <li>Submitted for approval</li> <li>The sentence in §1.3 Main Audience is adapted to the European Games</li> <li>The reference to WNPA is removed</li> <li>§3.1.2.3, §3.1.3.3 and §3.1.5.3. Explanatory sentences are added</li> <li>The message DT_PHASE_RESULT is added (§3.1.4)</li> <li>The description of the Code '3_CLUBS_2_HOOPS' is changed to "3 Pair of Clubs + 2 Hoops"</li> </ul>
R-SEG-2015 V1.2	APP	<ul style="list-style-type: none"> <li>Approved version</li> </ul>
R-SEG-2015 V1.3	APP	<ul style="list-style-type: none"> <li>Approved version</li> <li>The description of the Code '3_CLUBS_2_HOOPS' is changed to "3 Pairs of Clubs + 2 Hoops"</li> </ul>
R-SEG-2015 V1.4	APP	<ul style="list-style-type: none"> <li>Approved version</li> <li>DT_PARTIC: The IFId is sent just for the athletes; officials is removed</li> </ul>

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