

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

Olympic Data Feed

Baku 2015

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

1.2 Objective

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

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 @DisciplineGender	Code	Description
	0	Global
	M	Men
	W	Women
CC @Event	<i>Defined in ODF Common Codes Document See entity Event Unit The entity's attribute to be used is Event</i>	
CC @Gender	Code	Description
	0	Global
	M	Men
	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 Gymnastic Arena
CC @Phase	<i>Defined in ODF Common Codes Document See entity Event Unit The entity's attribute to be used is Phase</i>	
CC @QualificationMark	Code	Description
	Q	Qualified
	R1	Reserve 1
	R2	Reserve 2
CC @ResultsFunction	<i>Defined in ODF Common Codes Document See entity Participant Function The entity's attribute to be used is Code</i>	
CC @ResultType	Code	Description

Code Entity	Code Entity Set of Values	
	IRM	Invalid result mark
	NO_SCORE	No Valid Score
	POINTS	Points (Valid Score)
CC @Stage	Code	Description
	CURRENT	Current Athlete
	LAST	Last Scored
	NEXT	Next Athlete
	WAITING	Waiting for Results
CC @VenueCode	Code	Description
	NGA	National Gymnastic 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 Trampoline.

- 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		
DT_CUMULATIVE_RESULT	Cumulative Results		
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 Trampoline 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 just for the athletes and the officials
Athlete /Discipline /RegisteredEvent	Bib	O	S(4)	Athlete's competitor number, to be sent mandatory in all the event units once it is known.

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.

3.1.2.3 Trigger and Frequency

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

- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- When the competition starts and all changes/additions in data (LIVE)
- After the unit is finished (UNOFFICIAL / 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 are:

- ExtendedInfos /UnitDateTime
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official
- Result /Competitor /Composition /Athlete /EventUnitEntry.
- Result /Competitor /Composition /Athlete /ExtendedResults
- Result /Competitor /ExtendedResults

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 according with ORIS
Result	Rank	O	Numeric	Rank of the competitor in the event unit. This attribute is optional because the competitor could get an IRM. Rank is not included if multiple groups are present in the phase (non-Olympic events).
	RankEqual	O	S(1)	Send with value "Y" if the rank is equalled else do not send.
	ResultType	M	CC @ResultType	Result type
	Result	O	Numeric #0.000	Total Score of the routine(s)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. Before the unit it is by start order and afterward 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
	IRM	O	CC@IRM	Invalid Result Mark
	QualificationMark	O	CC @QualificationMark	The code which gives an indication of the qualification of the competitor for the next round of the competition.
	StartOrder	O	S(2)	Start order of the competitor in the start list, may be Rn for reserves.
	StartSortOrder	M	Numeric	Sort order of the competitors on the start list.
Result /Competitor /Composition /Athlete	Bib	O	String	Athlete's competitor number, to be sent mandatory for all the events

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

Element: UnitInfoExtendedInfos /ExtendedInfo					
Type	Code	Pos	Value	Description	
UI	ROUTINE		Numeric 0	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
For @Pos: Do not send anything					
For @Value: Send the current routine number					
	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	

Sample

```

.....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-03T14:45:00+01:00" />
  <ExtendedInfo Type="UI" Code="ROUTINE" Value="1" />
  <ExtendedInfo Type="UI" Code="LAST_QUAL" Value="3160015" />
  <SportDescription DisciplineName="Trampoline Gymnastics" EventName="Men"
  Gender="M" SubEventName="Men's Qualification" />
  <VenueDescription Venue="ABC" VenueName="Gymnasium" Location="ABC"
  LocationName="Gymnasium"/>
</ExtendedInfos>
.....

```

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

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="ME" Order="2">
    <Description GivenName="Joan" FamilyName="Smith" Organisation="FIG" Gender="F"
/>
  </Official>
  <ExtOfficial Type="EO" Code="JURY_TYPE" Value="SUPERIOR" />
  </Official>
.....
  <Official Code="1174961" Function="CJP" Order="8">
    <Description GivenName="Bob" FamilyName="White" Organisation="USA" Gender="M"
/>
  </Official>
  <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  <Official Code="1174616" Function="D1" Order="9">
    <Description GivenName="Joan" FamilyName="Brown" Organisation="CZE" Gender="F"
/>
  </Official>
  <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  <Official Code="1174961" Function="D2" Order="10">
    <Description GivenName="Bob" FamilyName="Brown" Organisation="ESP" Gender="M"
/>
  </Official>
  <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
.....
  <Official Code="1174961" Function="" Order="18">
    <Description GivenName="Gwen" FamilyName="Fry" Organisation="NZL" Gender="F" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
</Officials>
.....

```

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry						
Type	Code	Pos	Value	Description	Expected	
EUE	RESERVE		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send 'Y' if the athlete is reserve else do not send.	When applicable	

Sample

```

.....
<EventUnitEntry Type="EUE" Code="RESERVE" Value="Y" />
.....

```

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	ROUTINE		Numeric 0	Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the routine number. Always send even if only one routine defined in ExtendedInfos @ROUTINES_NUM	Always.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
					For @Value: Total points for the routine defined @Pos. For @ValueType: CC @ResultType For @IRM: Send CC @IRM if applicable For @Rank: Send the rank of the competitor in the routine when @ValueType=POINTS For @RankEqual Format S(1), send "Y" is the rank is equalled. For @SortOrder: Format numeric, send the sort order equating to the rank but also considering IRMs	
		PENALTY		Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Penalty Points	If applies
		DIFFICULTY		Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Difficulty Points	Always
		EXECUTION		Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Execution Points	Always
		TIME		Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Time Points	Always
		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

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	ROUTINE		Numeric 0	Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the routine number. Always send even if only one routine defined in ExtendedInfos @ROUTINES_NUM	Always.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
					For @Value: Total points for the routine defined @Pos. For @ValueType: CC @ResultType For @IRM: Send CC @IRM if applicable For @Rank: Send the rank of the competitor in the routine when @ValueType=POINTS For @RankEqual Format S(1), send "Y" is the rank is equalled. For @SortOrder: Format numeric, send the sort order equating to the rank but also considering IRMs
		PENALTY		Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Penalty Points
		DIFFICULTY		Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Difficulty Points
		EXECUTION		Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Execution Points
		SYNCHRO		Numeric #0.000	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Synchro Points
		INQUIRY		CC @Inquiry	For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Send inquiry code

Sample individual

```

.....
<Result Rank="1" ResultType="POINTS" Result="112.895" QualificationMark="Q"
SortOrder="1">
  <Competitor Code="1067271" Type="A">
    <Composition>
      <Athlete Code="1067271" Order="1" Bib="23">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="USA" IFId="1345018" BirthDate="1994-11-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="ROUTINE" Pos="1" Value="51.160"
ValueType="SCORE" Rank="1" SortOrder="1" >
            <Extension Code="DIFFICULTY" Value="3.400" />
            <Extension Code="EXECUTION" Value="29.200" />
            <Extension Code="TIME" Value="18.560" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="ROUTINE" Pos="2" Value="61.735"
ValueType="SCORE" Rank="2" SortOrder="2" >
            <Extension Code="DIFFICULTY" Value="17.100" />
            <Extension Code="EXECUTION" Value="26.700" />
            <Extension Code="TIME" Value="17.935" />
          </ExtendedResult>
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```

Sample synchro

```

.....
<Result Rank="1" ResultType="POINTS" Result="112.895" QualificationMark="Q"
SortOrder="1">
  <Competitor Code="1067271" Type="A">
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="ROUTINE" Pos="1" Value="51.160"
ValueType="SCORE" Rank="1" SortOrder="1" >
        <Extension Code="DIFFICULTY" Value="3.400" />
        <Extension Code="EXECUTION" Value="29.200" />
        <Extension Code="SYNCHRO" Value="18.560" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="ROUTINE" Pos="2" Value="61.735"
ValueType="SCORE" Rank="2" SortOrder="2" >
        <Extension Code="DIFFICULTY" Value="17.100" />
        <Extension Code="EXECUTION" Value="26.700" />
        <Extension Code="SYNCHRO" Value="17.935" />
      </ExtendedResult>
    </ExtendedResults>
    <Composition>
      ..
      <Athlete Code="1067271" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="USA" IFId="1345018" BirthDate="1994-11-15" />
      </Athlete>
      <Athlete Code="1067272" Order="2">
        <Description FamilyName="Smithe" GivenName="Johnny" Gender="M"
Organisation="USA" IFId="1345019" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

3.1.2.6 Message sort

Please, follow the general definition.

3.1.3 Current

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

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

- After every competitor completes an exercise and the score is available or a new competitor starts an exercise.
- If there is no previous competitor in the session then send (with one competitor as next) when the 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 exercise (@Stage = LAST or WAITING) the current competitor and the competitor next to start.

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 /Composition /Athlete
- Competition /Result /Competitor

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. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	S(1)	Send Y is the rank is equalled else do not send.
	ResultType	O	CC @ResultType	Result type, only sent is 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
	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.

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. GTM001900, GTM001100, GTW001900, GTW001100)	Always
		ROUTINE		Numeric #0	For @Code: Send proposed code	

Element: Competition /ExtendedInfos /ExtendedInfo						
					For @Pos: Do not send anything	
					For @Value: Send routine number	

Sample (during Qualification)

```

.....
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PHASE" Value="GTM001900" >
    <Extension Code="ROUTINE" Value="1"/>
  </ExtendedInfo>
</ExtendedInfos>
.....

```

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	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
	PENALTY			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Penalty Points	If applies
	DIFFICULTY			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Difficulty Points.	Always
	EXECUTION			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Execution Points	Always
	TIME			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time Points	Always
	INQUIRY			CC @Inquiry	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send inquiry code if applicable	Only in the case of inquiry for the difficulty score

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

Element: Competitor /Composition /Athlete /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
	PENALTY			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Penalty Points	If applies
	DIFFICULTY			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Difficulty Points.	Always
	EXECUTION			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Execution Points	Always
	SYNCHRO			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Synchro Points	Always
	INQUIRY				CC @Inquiry	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send inquiry code if applicable

Sample (Qualification)

```

.....
<Result ResultType="POINTS" Result="18.537" Rank="5" SortOrder="5" >
  <Competitor Code="7712920" Type="A" Bib="101" Organisation="NOR">
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="101">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="STAGE" Value="LAST" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

Sample (Synchro)

```
.....  
<Result ResultType="POINTS" Result="18.537" Rank="5" SortOrder="5" >  
  <Competitor Code="7712920" Type="A" Bib="101" Organisation="NOR">  
    <ExtendedResults>  
      <ExtendedResult Type="ER" Code="STAGE" Value="LAST" />  
      <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />  
      <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />  
    </ExtendedResults>  
    <Composition>  
      <Athlete Code="7712920" Order="1">  
      </Athlete>  
      <Athlete Code="7712921" Order="2">  
      </Athlete>  
    </Composition>  
  </Competitor>  
</Result>  
.....
```

3.1.3.6 Message sort

Order by SortOrder.

3.1.4 Event Final Ranking

3.1.4.1 Description

This message is the Event Final Ranking 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.

3.1.4.3 Trigger and Frequency

Please, follow the general definition.

3.1.4.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription

3.1.4.5 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 IRM.
	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.
	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.

3.1.4.5.1 Sample

```

.....
<Result Rank="1" ResultType="POINTS" Result="62.232" 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>
.....

```

3.1.4.6 Message sort

Please, follow the general definition.

3.1.5 Configuration

3.1.5.1 Description

This message is the configuration 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. Send one message for each event which forms part of the overall competition. One message for each event (GTgeee000).

3.1.5.3 Trigger and Frequency

Please, follow the general definition.

3.1.5.4 Message Structure

Please, follow the general definition.

3.1.5.5 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 (groups) in the 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 8 qualify for the Final”, send 1 - for first rank (Pos=1) 8 - for last rank (Pos=2)				
	QUAL_RESERVES		Numeric #0	For @Type: Send proposed type	Only in phases where qualification applies
				For @Code: Send proposed code	
				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		

Element: Competition /Configs /Config /ExtendedConfig				
				For @Pos Do not send anything For @Value: Information about qualification Send the text with the qualification rule.

3.1.5.5.1 Sample (Individual All-Around)

```
.....  
<Configs>  
  <Config Gender="M" Event="001" Phase="9">  
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="1" />  
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="1" Value="1" />  
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="2" Value="8" />  
    <ExtendedConfig Type="EC" Code="QUAL_RESERVES" Value="2" />  
    <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="Top 8 ranked gymnasts  
(routine 1 + routine 2) qualify for the final" />  
  </Config>  
  <Config Gender="M" Event="001" Phase="1">  
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="1" />  
  </Config>  
</Configs>  
.....
```

3.1.5.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 V1.0	30 January 2015	Submitted for review version
R-SEG-2015 V1.1	25 February 2015	Submitted for approval version
R-SEG-2015 V1.2	4 March 2015	Approved version
R-SEG-2015 V1.3	19 March 2015	Approved version

File reference: ODF/INT428 R-SEG-2015 V1.3 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	<ul style="list-style-type: none"> • First version
R-SEG-2015 V1.1	SFA	<ul style="list-style-type: none"> • Submitted for approval
R-SEG-2015 V1.2	APP	<ul style="list-style-type: none"> • Approved version
R-SEG-2015 V1.3	APP	<ul style="list-style-type: none"> • Approved version • DT_PARTIC: The IFId is sent just for the athletes; officials is removed

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