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Olympic Data Feed



ODF Artistic Gymnastics Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Summary of Messages in this Discipline

1.2.1 Qualification

DT_RESULT is sent for every apparatus in every subdivision which is the start list & result for that apparatus and subdivision only. (All rotations together). This message will not include rank as the rank has no meaning. Every subdivision has its own DT_RESULT per apparatus.

- GAM024901 for Men's All-Around in subdivision 1 (02 for subdivision 2 etc.) with the apparatus code in DocumentSubtype.
- GAM400901 for Men's Team in subdivision 1 (02 for subdivision 2 etc.) with the apparatus code in DocumentSubtype.
- GAM003901 for Men's Parallel Bars in subdivision 1 (02 for subdivision 2 etc.)
- Etc.

DT_CURRENT is sent for every apparatus and includes last scored, current and next with individual ranks. This provides details for the previous/current/next gymnasts by apparatus.

For all around competition

- One DT_CUMULATIVE_RESULT (GAM024900 or similar) is sent including all apparatus in all subdivisions. This is the all-around cumulative ranking. Updated after every routine. Include all athletes and all scores details (difficulty, execution and penalties). This is the only message needed to see all of the all-around details. Essentially the same data as in C73G and C73H.

For teams competition

- One DT_CUMULATIVE_RESULT (GAM400900 or similar) is sent including all apparatus in all subdivisions. This is the all-around cumulative ranking. Updated after every routine of a team member. Only include complete teams with all scores details (difficulty, execution and penalties). This is the only message needed to render teams results. Essentially the same data as in ORIS C73C and C73D.



For individual apparatus

- One DT_PHASE_RESULT (GAM003900 or similar) is sent including all subdivisions. This is the ranking for the individual apparatus. Updated after every routine. Only include eligible athletes (two vaults etc.) with all scores details (difficulty, execution and penalties), this is the only message needed to see all details of apparatus results. Essentially the same data as in ORIS C73I and C73J.

1.2.2 All-Around Final

- One DT_RESULT is sent for every apparatus which is the start list & result for that apparatus. (All rotations together). This message will not include rank as the rank has no meaning.
- As for qualification, one DT_CUMULATIVE_RESULT (GAM024100 or similar) is sent including all apparatus. This is the all-around cumulative ranking. Updated after every routine with all scores details. This is all that is needed to render the results. (exactly the same concept/message as in qualification)
- DT_CURRENT sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

1.2.3 For Team Final.

- One DT_RESULT is sent for every apparatus which is the start list & result for that apparatus. (All rotations together). This message will not include rank as the rank has no meaning.
- As for qualification, one DT_CUMULATIVE_RESULT (GAM400100 or similar) is sent including all apparatus. This is the all-around cumulative ranking. Updated after every routine with all scores details. This is all that is needed to render the results. (exactly the same concept/message as in qualification)
- DT_CURRENT is sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

1.2.4 For Apparatus Finals.

- Only DT_RESULT, one for each apparatus, includes all scores details and rank.

DT_CURRENT is sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

1.3 Objective

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



1.4 Main Audience

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

1.5 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.6 Related Documents

Document Reference	Document Title	Document Description
ODF/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Artistic Gymnastics .

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PHASE_RESULT	Phase Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	



DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message



Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
---------	---------	---------	---------	---------



Competition (1,1)	
Code	
Participant (1,N)	
	Code
	Parent
	Status
	GivenName
	FamilyName
	PrintName
	PrintInitialName
	TVName
	TVInitialName
	LocalFamilyName
	LocalGivenName
	Gender
	Organisation
	BirthDate
	Height
	Weight
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	Current
	OlympicSolidarity
	ModificationIndicator
	Discipline (1,1)
	Code
	IFId
	RegisteredEvent (0,N)



	Gender Event Bib
OfficialFunction (0,N)	FunctionId

2.2.1.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the</p>



			<p>latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
LocalFamilyName	O	S(25)	<p>Family name in the local language in the appropriate case for the local language (usually mixed case)</p> <p>Not for use in Rio 2016</p>
LocalGivenName	O	S(25)	<p>Given name in the local language in the appropriate case for the local language (usually mixed case).</p> <p>Not for use in Rio 2016</p>
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	<p>Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.</p> <p>"-" may be used where the data is not available.</p>
Weight	O	S(3)	<p>Weight in kilograms. It will be included if this information is available.</p> <p>This information is not needed in the case of officials/referees.</p>



			"-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	M	CC @ResultsFunction	Main function
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.



IFId	O	S(16)	FIG Licence Number. It will be included if this information is available. For the athletes and the officials
------	---	-------	---

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	S(4)	Athlete's bib number, to be sent mandatory in all the event units once it is known

Element: Participant /OfficialFunction (0,N)

Send if the official has optional functions. Do not send, otherwise.

Attribute	M/O	Value	Description
FunctionId	M	CC @ResultsFunction	Additional officials' function code

2.2.1.6 Message Sort

The message is sorted by Participant @Code



2.2.2 Event Unit Start List and Results

2.2.2.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

This is always a full message and all applicable elements and attributes are always sent.

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values). In principle there will be one message for each apparatus in each subdivision hence each message includes only one apparatus.

In Qualification there will be also one message for each apparatus in each rotation for Team and All-Around, with DocumentSubtype attribute with CC @Apparatus in the ODF header.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	SC @Apparatus	Only for Team and All-Around.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial etc. START_LIST LIVE (used during the competition when nothing else applies) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production	Test message or production message.



	"T"-Test	
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	<p>Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.2.3 Trigger and Frequency

This message is sent with ResultStatus:



- * "START_LIST": As soon as the competition order is known and any updates
- * "LIVE": When the first competitor starts the exercise and during the unit with all updates
- * "UNOFFICIAL": After the unit has finished
- * "OFFICIAL": After the Result is approved

Trigger also after any change.

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<u>Competition (1,1)</u>							
	Code						
	<u>ExtendedInfos (0,1)</u>						
		<u>ExtendedInfo (0,N)</u>					
			Type				
			Code				
			Pos				
			Value				
		<u>SportDescription (0,1)</u>					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		<u>VenueDescription (0,1)</u>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<u>Officials (0,1)</u>						
		<u>Official (1,N)</u>					
			Code				
			Function				
			Order				



	<u>Description (1,1)</u>	
		GivenName
		FamilyName
		Gender
		Organisation
	<u>ExtOfficial (0,N)</u>	
		Type
		Code
		Pos
		Value
<u>Result (1,N)</u>		
	Rank	
	RankEqual	
	Result	
	IRM	
	SortOrder	
	StartOrder	
	StartSortOrder	
	ResultType	
	<u>Competitor (1,1)</u>	
		Code
		Type
		Bib
		Organisation
	<u>Description (0,1)</u>	
		TeamName
	<u>EventUnitEntry (0,N)</u>	
		Type
		Code
		Pos
		Value
	<u>Composition (0,1)</u>	



<u>Athlete (1,N)</u>	
Code	
Order	
StartOrder	
StartSortOrder	
Bib	
<u>Description (1,1)</u>	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	
<u>EventUnitEntry (0,N)</u>	
Type	
Code	
Pos	
Value	
<u>ExtendedResults (0,1)</u>	
<u>ExtendedResult (1,N)</u>	
Type	
Code	
Pos	
Value	

2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /ExtendedInfo (0,N)



Type	Code	Pos	Description
UI	SUBDIVISION	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric 0
UI	ROTATION	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric 0

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function



Order	M	Numeric #0	Send order according to ORIS
-------	---	------------	------------------------------

Element: Officials /Official /Description (1,1)

Officials extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation

Element: Officials /Official /ExtOfficial (0,N)

Type	Code	Pos	Description
EO	APPARATUS	N/A	Element Expected: When the official is assigned to an apparatus or a reserve
	Attribute	M/O	Value
	Value	M	CC @Apparatus or S(7)
EO	JURY_TYPE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC @JuryType



Sample (Official)

```

...
<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_V" 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="VT" />
    <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="VT" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  ...
</Officials>
...

```

Element: Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional because the competitor could get an invalid rank mark. Rank is only sent in units which include all athletes in the event. This is usually only individual apparatus finals.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric #0.000	Score
IRM	O	SC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM



SortOrder	M	Numeric	Send the order of the competitor by rotation then competition order. In the case of apparatus finals this will change to rank order when rank is known for each competitor. For 1 to n for all competitors in the unit.
StartOrder	O	Numeric	Send the order of competitor within the rotation, 1 to n.
StartSortOrder	M	Numeric	Send the order of competitor within the subdivision, 1 to n.
ResultType	M	SC @ResultType	Type of the @Result attribute.

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Bib	O	S(4)	Bib number
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams.

Element: Result /Competitor /EventUnitEntry (0,N)

For team event information

Type	Code	Pos	Description
EUE	NOC	N/A	Element Expected: Always
EUE	Attribute	M/O	Value
	Value	M	S(3)
EUE	ROTATION	Numeric #0	Pos Description: Send the rotation number Element Expected: Always



Attribute	M/O	Value	Description
Value	M	SC @Apparatus	Send the apparatus

Sample (EventUnitEntry Team)

```

...
<EventUnitEntry Type="EUE" Code="NOC" Value="JPN"/>
<EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="VT"/>
...

```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
StartOrder	O	Numeric	Order of team members in a team (if Competitor @Type="T") on the start list.
StartSortOrder	O	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") on the start list.
Bib	O	S(4)	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	FIG Licence Number

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	NOC	N/A	Element Expected: Always



	Attribute	M/O	Value	Description
	Value	M	CC @Organisation	Send the NOC code
EUE		ROTATION	Numeric #0	Pos Description: Send the rotation number Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	SC @Apparatus	Send the apparatus
EUE		SECOND_VAULT	N/A	Element Expected: Only for Qualification and in the vault message
	Attribute	M/O	Value	Description
	Value	M	Y	Indicator for athletes doing 2 vault. Send Y in case the athlete is doing 2 vaults (For qualification only) else do not send.
EUE		RESERVE	N/A	Element Expected: If applies
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y if athlete is a reserve otherwise do not send

Sample (EventUnitEntry Athlete)

```

...
<EventUnitEntry Type="EUE" Code="NOC" Value="JPN"/>
<EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="VT"/>
<EventUnitEntry Type="EUE" Code="SECOND_VAULT" Value="Y"/>
...

```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Team member or individual athlete's extended result.

	Type	Code	Pos	Description
ER		SCORE	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only in the case of Vault and Team results
	Attribute	M/O	Value	Description



	Value	M	Numeric #0.000	In vault, send the score for each vault.
ER		DIFFICULTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the difficulty score for the athlete.
ER		EXECUTION	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the execution score for the athlete.
ER		PENALTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only if a penalty is given (not 0)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Send the penalty for the athlete.
ER		IRM	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only in the case of IRM in a team or vault competition (one or both in vault)
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Send IRM if applicable
ER		INQUIRY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected:



Attribute	M/O	Value	Description
Value	M	SC @Inquiry	Send inquiry code

Sample (Vault)

```

...
<Result ResultType="POINTS" Result="18.537" SortOrder="10" StartOrder="4" StartSortOrder="4" >
  <Competitor Code="7712920" Type="A" Bib="166" Organisation="JPN" >
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M"
Organisation="JPN" IFId="12920" BirthDate="1989-06-06" />
        <EventUnitEntry Type="EUE" Code="NOC" Value="JPN"/>
        <EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="VT"/>
        <EventUnitEntry Type="EUE" Code="SECOND_VAULT" Value="Y"/>
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1"
Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
          <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
          <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.1" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...

```

**Sample (Non-vault)**

```
...
<Result ResultType="POINTS" Result="19.025" SortOrder="10" StartOrder="4" StartSortOrder="4" >
  <Competitor Code="7712920" Type="A" Bib="166" Organisation="JPN" >
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M"
Organisation="JPN" IFId="12920" BirthDate="1989-06-06" />
        <EventUnitEntry Type="EUE" Code="NOC" Value="JPN"/>
        <EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="FX"/>
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
          <ExtendedResult Type="ER" Code="PENALTY" Value="-0.3" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
```

Sample (Team)

```
...
<Result ResultType="POINTS" Result="45.025" SortOrder="4" StartOrder="4" StartSortOrder="4" >
  <Competitor Code="GAM400FRA01" Type="T" Organisation="JPN" >
    <Description TeamName="Japan"/>
    <EventUnitEntry Type="EUE" Code="NOC" Value="JPN"/>
    <EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="FX"/>
    <Composition>
      <Athlete Code="7712920" Order="1" StartOrder="1" StartSortOrder="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M"
Organisation="JPN" IFId="12920" BirthDate="1989-06-06" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="SCORE" Value="14.475" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Value="7.275" />
          <ExtendedResult Type="ER" Code="EXECUTION" Value="7.300" />
          <ExtendedResult Type="ER" Code="PENALTY" Value="-0.1" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="7712444" Order="2" StartOrder="2" StartSortOrder="2" Bib="167">
        ...
      </Composition>
    </Competitor>
  </Result>
...
```

2.2.2.6 Message Sort

By rotation followed by StartSortOrder.



INTERNATIONAL OLYMPIC COMMITTEE

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2.2.3 Current Information

2.2.3.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information.

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values) which will be one message for each apparatus in each subdivision.

In Qualification, All-Around Final and Team Final, DocumenSubcode attribute contains CC @Apparatus. For Apparatus Finals DocumentSubcode is not required.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	SC @Apparatus	Only for Team and All-Around.
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on



		<p>which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.3.3 Trigger and Frequency

* 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.

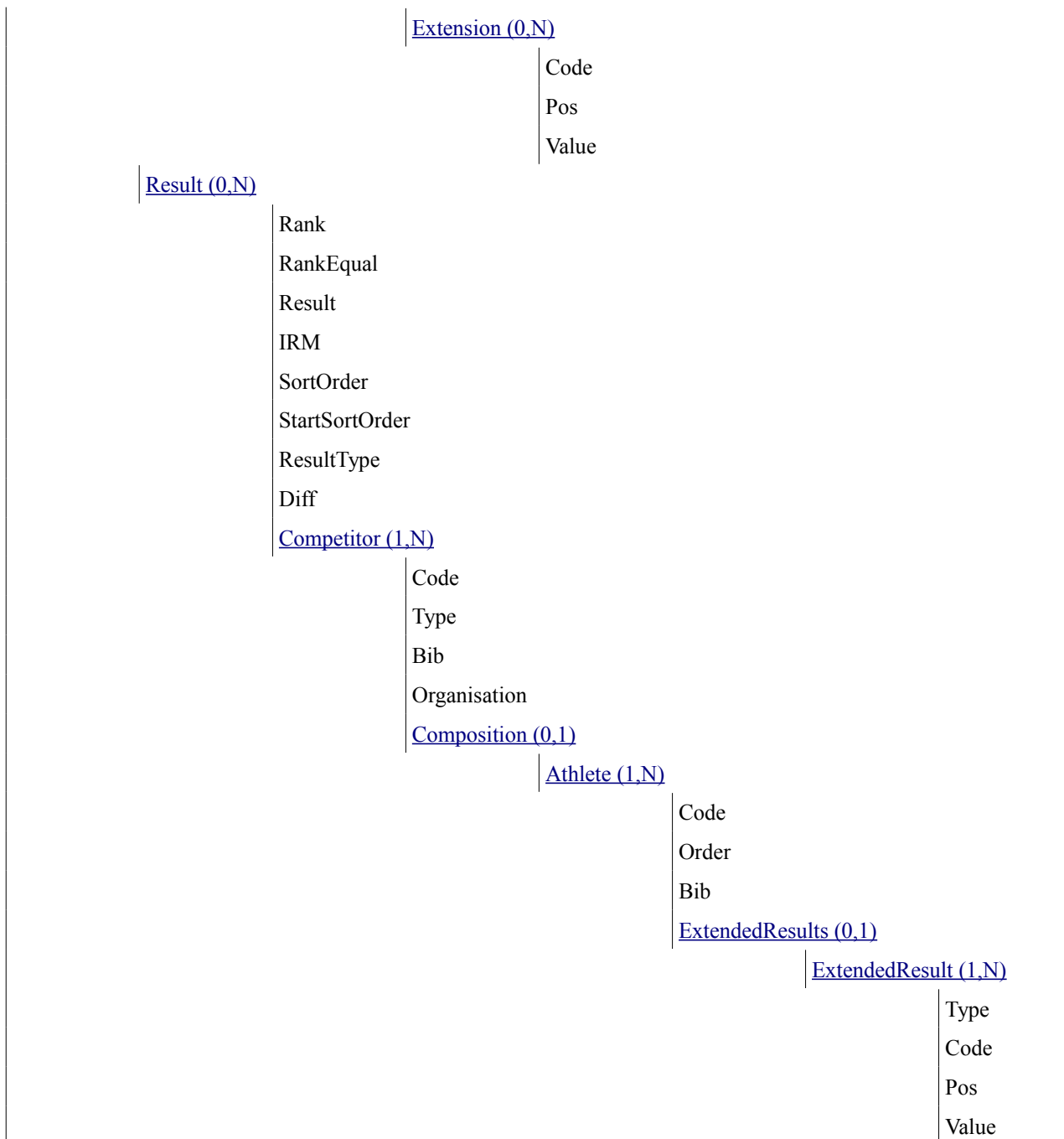
Up to a maximum of three competitors are sent in any message. These competitors are the one most recently completed an apparatus in the rotation (@Stage = LAST or WAITING) the current competitor and the competitor next to start.

Each competitor only includes the apparatus in the current rotation.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		ExtendedInfo (1,N)					
			Type				
			Code				
			Pos				
			Value				



2.2.3.5 Message Values

Element: Competition (1,1)



Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	PHASE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	String
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always		
	Attribute	Value	Description
	Code	APPARATUS	
	Pos	N/A	N/A
	Value	SC @Apparatus	Send apparatus code
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always		
	Attribute	Value	Description
	Code	LOCATION	
	Pos	N/A	N/A
	Value	CC @Location	Send location code
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always		
	Attribute	Value	Description
	Code	ROTATION	
	Pos	N/A	N/A



Value	Numeric #0	Send rotation number	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When applicable			
Attribute	Value	Description	
Code	SUBDIVISION		
Pos	N/A	N/A	
Value	Numeric #0	Send sub division number	
ASSOCIATED	CC @Unit full RSC for each unit event impacted	Numeric 0	Pos Description: Send incrementing number for each associated event Element Expected: When applicable
Attribute	M/O	Value	Description
Value	M	S(40)	Description for the Unit @Code

Sample (during Qualification)

```

...
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PHASE" Value="GAM000900" >
    <Extension Code="APPARATUS" Value="VT" />
    <Extension Code="SUBDIVISION" Value="1"/>
    <Extension Code="ROTATION" Value="3"/>
    <Extension Code="LOCATION" Value="GA2"/>
  </ExtendedInfo>
  <ExtendedInfo Type="ASSOCIATED" Code="GAM002901" Pos="1" Value="Men's Vault Qualification" />
  <ExtendedInfo Type="ASSOCIATED" Code="GAM024901" Pos="2" Value="Men's Individual All-Around
Qualification" />
  <ExtendedInfo Type="ASSOCIATED" Code="GAM400901" Pos="3" Value="Men's Team
Qualification" />
</ExtendedInfos>
...

```

Element: Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Numeric	Rank of the competitor in the apparatus. This attribute is optional because the competitor could get an invalid rank mark.



RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric #0.000	Score
IRM	O	SC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the start order of the competitors in the unit.
StartSortOrder	M	Numeric	Not used in GA
ResultType	O	SC @ResultType	Result type, only sent is there is a result
Diff	O	Numeric #0.000	Points behind leader. Send 0.000 for the leader

Element: Result /Competitor (1,N)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Bib	O	S(4)	Bib number
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	1 if Competitor @Type="A".
Bib	O	S(n)	Bib number

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Team member or individual athlete's extended result.

Type	Code	Pos	Description
ER	STAGE	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected:



				Always
	Attribute	M/O	Value	Description
	Value	M	SC @Stage	Send applicable code Gymnasts that perform two vaults remain as current until they finish the second vault.
ER		SCORE	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only in the case of Vault
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	In vault, send the score for each vault.
ER		DIFFICULTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the difficulty score for the athlete.
ER		EXECUTION	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the execution score for the athlete.
ER		PENALTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only if a penalty is given (not 0)
	Attribute	M/O	Value	Description
	Value	M	Numeric	Send the penalty for the athlete.



			#0.0	
ER		IRM	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only in the case of IRM in vault (one or both)
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Send IRM if applicable
ER		INQUIRY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only in the case of inquiry for the difficulty score
	Attribute	M/O	Value	Description
	Value	M	SC @Inquiry	Send inquiry code if applicable

Sample (Vault in 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" Pos="1" Value="LAST" />
          <ExtendedResult Type="ER" Code="STAGE" Pos="2" Value="LAST" />
          <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
          <ExtendedResult Type="ER" Code="PENALTY" Pos="1" Value="-0.4" />
          <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
          <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.1" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...

```



Sample (non-Vault in 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>
...
```

2.2.3.6 Message Sort

Sort by Result @SortOrder.



2.2.4 Phase Results

2.2.4.1 Description

The Phase Results is a message containing the results for the competitors in a particular phase.

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

The message is used to send an intermediate summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last event unit that contributed results to the message.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	CC @Unit	It is the RSC code up to the moment the phase message contains information: E.g.: DDGEEEP00 would be phase results up to the end of the referenced event unit
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial. LIVE INTERMEDIATE (between subdivisions) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

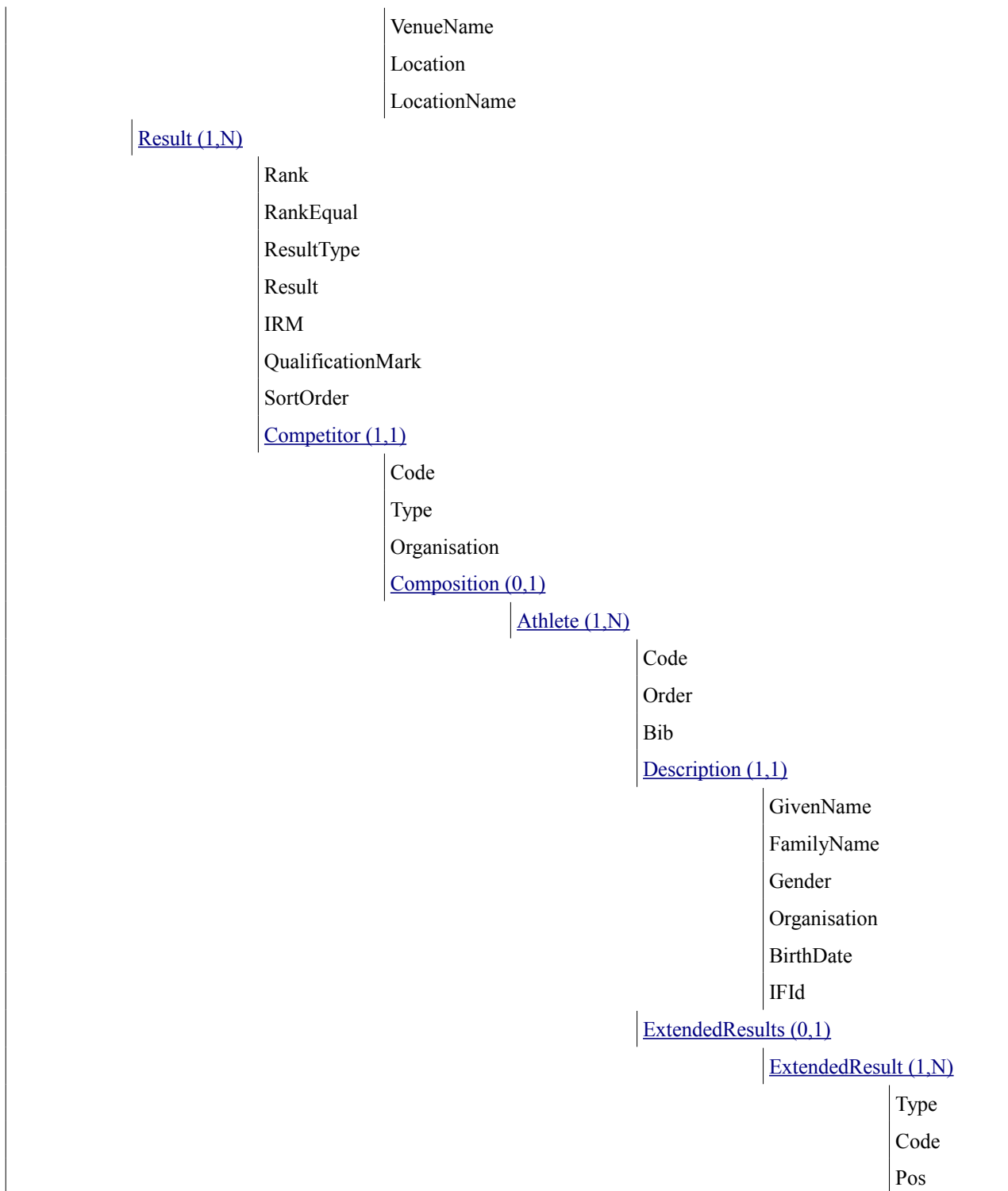
2.2.4.3 Trigger and Frequency

Send after every athlete completes a routine which affects the phase result as LIVE (during the subdivision) / INTERMEDIATE (between subdivisions) / UNOFFICIAL / OFFICIAL when all units are complete.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				





	Value
--	-------

2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Phase level short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)			
For any Phase Results message, there should be at least one competitor being awarded a result for the phase.			
Attribute	M/O	Value	Description
Rank	O	S(2)	Overall rank of the competitor in the phase. Competitors who are unable to be ranked due to not meeting rules will not have rank.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute



Result	O	Numeric ##0.000	Total points for the competitor in the phase. Only send in the case @ResultType is POINTS
IRM	O	SC @IRM	IRM for the result. Only send in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.

Element: Result /Competitor (1,1)

Competitor related to one phase result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	FIG Licence Number

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)



Individual athlete's extended result.				
Type		Code	Pos	Description
ER		SCORE	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only in the case of Vault
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	In vault, send the score for each vault.
ER		DIFFICULTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the difficulty score for the athlete.
ER		EXECUTION	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the execution score for the athlete.
ER		PENALTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only if a penalty is given (not 0)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Send the penalty for the athlete.
ER		IRM	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)



				Element Expected: Only in the case of IRM in an vault (one or both)
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Send IRM if applicable
ER		INQUIRY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only in the case of inquiry for the difficulty score
	Attribute	M/O	Value	Description
	Value	M	SC @Inquiry	Send inquiry code if applicable

Sample (Vault)

```

...
<Result ResultType="POINTS" Result="18.537" SortOrder="1" Rank="1" >
  <Competitor Code="7712920" Type="A" Bib="166" Organisation="JPN" >
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M" Organisation="JPN"
        IFId="12920" BirthDate="1989-06-06" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
          <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
          <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.1" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...

```



Sample (Non-vault)

```
...
<Result ResultType="POINTS" Result="19.025" SortOrder="1" Rank="1" >
  <Competitor Code="7712920" Type="A" Bib="166" Organisation="JPN" >
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M"
Organisation="JPN" IFId="12920" BirthDate="1989-06-06" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
          <ExtendedResult Type="ER" Code="PENALTY" Value="-0.3" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
```

2.2.4.6 Message Sort

Sort by Result @SortOrder.



2.2.5 Cumulative Results

2.2.5.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over a number of phases. This message is used when the competitor scores accumulate over the different units.

The difference between the Phase Results message (DT_PHASE_RESULTS) and the Cumulative Results (DT_CUMULATIVE_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results is for competitions where scores of the competitors are accumulated over a number of units and/or phases.

The Cumulative Results message is be used to send an intermediate summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last event unit that contributed results to the message.

As soon as a competitor is included in the message, all apparatuses the competitor may compete on should be listed. Apparatuses where the competitor has not competed yet should be exported with ValueType SC@ResultType:NO_SCORE. Once a result is obtained on the apparatus, the ValueType, Value, Rank, etc. should be updated accordingly. It is essential to understand that competitors who have not performed on any apparatus yet will NOT be listed in the message. Thus, all competitors in the message will always have at least one ExtendedResult Code=CC@Apparatus with ValueType different from SC@ResultType:NO_SCORE.

Competitors are included in Cumulative Result messages only as soon as they have obtained a result in the current subdivision.

Upon rotation change, two different cases are highlighted:

- Competitors who, by choice or otherwise, have not obtained a result - valid or invalid - in the previous rotation (before rotation change), and therefore cannot be ranked in the All-Around at all in the future, will be entirely removed from the message.
- Competitors who have completed all apparatuses so far, except for the result to be obtained in the new rotation, are included - without rank - at the end of the message. As the new rotation progresses, the competitors obtaining results are progressively reinstated in the ranked results.

Competitors who, on the other hand, do not obtain a result in the new rotation will, at the end of the rotation, fall into the first case and be removed from the message.

At the end of the subdivision, because competitors will not be given any new chance of obtaining sufficient results to be included in the All-Around ranking, competitors falling in either cases are



entirely removed from the message, not to return. This change should arise as soon as possible, but at the very least as soon as the subdivision result status is UNOFFICIAL.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	CC @Unit	It is the RSC code up to the moment the cumulative message contains information: DDGEEEP00: would be the cumulative results up to the referenced subdivision
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE (after every subdivision except the last) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.5.3 Trigger and Frequency

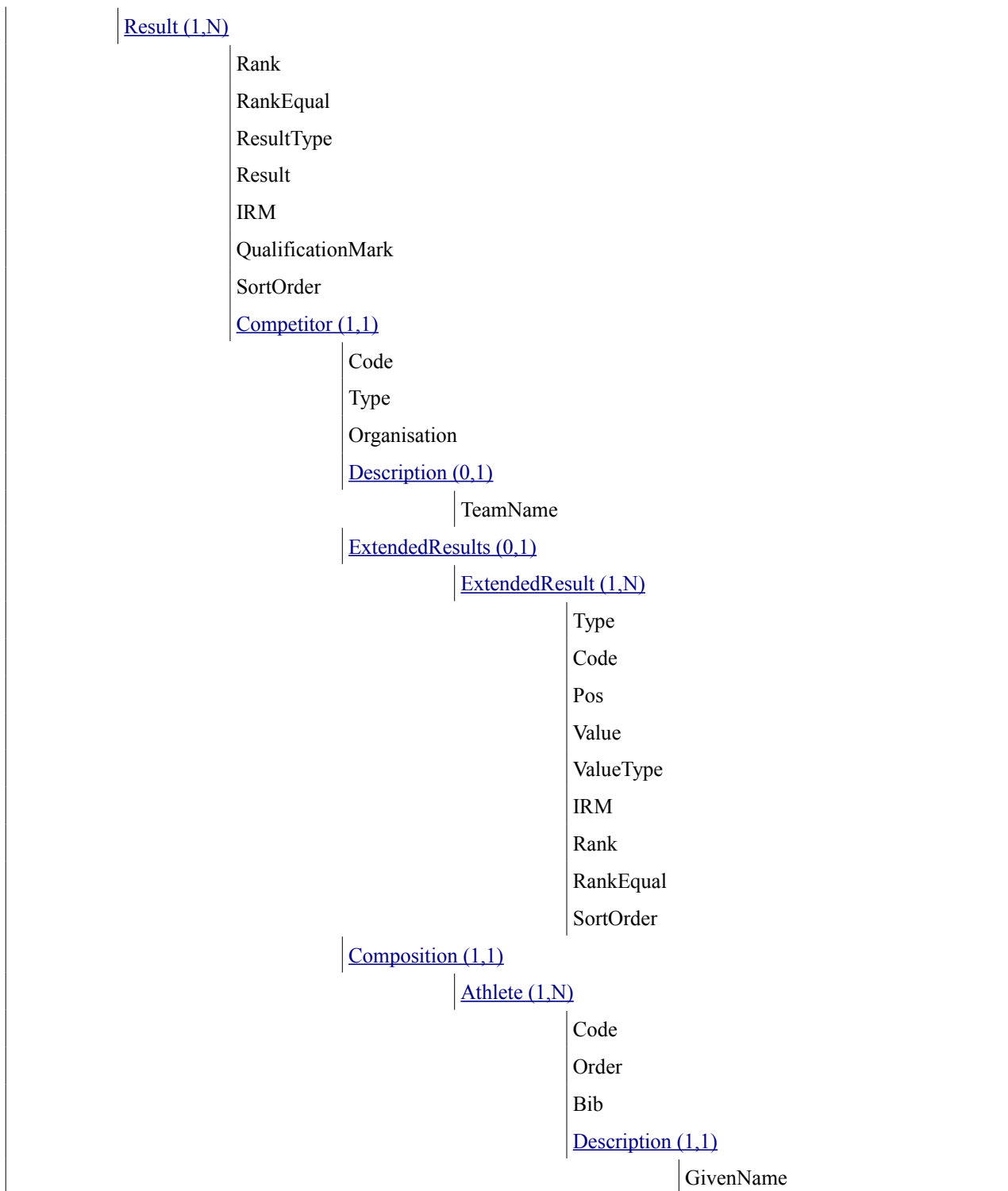
Send:

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

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			SubEventName					
			Gender					
		VenueDescription (0,1)						
			Venue					
			VenueName					





	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	ValueType
	IRM
	Rank
	RankEqual
	SortOrder
	Extension (0,N)
	Code
	Pos
	Value

2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	SUBDIVISION	N/A	Element Expected: Always
	Attribute	M/O	Value
			Description



	Value	M	Numeric #0	Send the current (if LIVE) or the last finished subdivision (if not LIVE)
UI		ROTATION	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the current (if LIVE) or the last finished rotation (if not LIVE)
UI		TEAM_APP_AFTER	N/A	Element Expected: For all units where teams are competing
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the current number of apparatus that at least one team has completed (for comparable reported rank) in the current rotation.

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Description
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	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric ##0.000	Cumulative result Only send in the case @ResultType is POINTS
IRM	O	SC @IRM	IRM for the cumulative result Only send in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.

Element: Result /Competitor (1,1)

Competitor related to one cumulative result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes Or Organisation code in the case of NOC or NPC	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams.

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)

Team competitor's extended results.

Type	Code	Pos	Description
ER	START_APPARATUS	N/A	Element Expected: Always in teams competition
Attribute	M/O	Value	Description
Value	M	SC @Apparatus	Send the code for the first apparatus used.



ER		REPORTED	N/A	Element Expected: When available and the competition is not complete for teams
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.000	Send the score for the reported rank, comparing all competitors after the same number of apparatus
	ValueType	M	SC @ResultType	ValueType should be used to describe the type of data @Value
	IRM	O	SC @IRM	For @IRM: IRM for the reported rank Only send in the case @ResultType is IRM
	Rank	O	Numeric #0	Send the reported rank, comparing all competitors after the same number of apparatus
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	O	Numeric #0	Send the order for the reported rank, considering all competitors including those without rank.
ER		CC @Apparatus	Numeric 0	Pos Description: Send apparatus number (as ordered when reporting) Element Expected: When available in teams competition
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.000	Send the team's score on the apparatus
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	Numeric #0	Send the rank of the competitor on the apparatus
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.



Sample (Team)

```

...
<Result Rank="1" ResultType="POINTS" Result="269.800" SortOrder="1" QualificationMark="Q" >
  <Competitor Code="GRM400NZL01" Type="T" Organisation="NZL">
    <Description TeamName="New Zealand"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="START_APPARATUS" Value="SR" />
      <ExtendedResult Type="ER" Code="REPORTED" Value="220.550"
Value Type="POINTS" Rank="2" SortOrder="2" />
      <ExtendedResult Type="ER" Code="FX" Pos="1" Value="45.300" Value Type="POINTS"
Rank="1" />
      <ExtendedResult Type="ER" Code="PH" Pos="2" Value="41.950" Value Type="POINTS"
Rank="6" />
    </ExtendedResults>
    <Composition>
      <Athlete Code="2114821" Order="1" Bib="160">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="FX" Pos="1" Value="14.975"
Value Type="POINTS" Rank="3" >
            <Extension Code="DIFFICULTY" Value="7.900" />
            <Extension Code="EXECUTION" Value="7.075" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="PH" Pos="2" Value="13.600"
Value Type="POINTS" Rank="4" >
            <Extension Code="DIFFICULTY" Value="6.800" />
            <Extension Code="EXECUTION" Value="6.800" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="SR" Pos="3" Value Type="NO_SCORE" />
          <ExtendedResult Type="ER" Code="VT" Pos="4" Value Type="NO_SCORE" />
          <ExtendedResult Type="ER" Code="PB" Pos="5" Value Type="NO_SCORE" />
          <ExtendedResult Type="ER" Code="HB" Pos="6" Value Type="NO_SCORE" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...

```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".



Bib	O	S(4)	Bib number
-----	---	------	------------

Element: Result /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	FIG License Number

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".

Type	Code	Pos	Description
ER	START_APPARATUS	N/A	Element Expected: Always for individual all-around
	Attribute	M/O	Value
	Value	M	SC @Apparatus
	Description		Send the code for the first apparatus used.
ER	REPORTED	N/A	Element Expected: When available and the competition is not complete for All-Around
	Attribute	M/O	Value
	Value	O	Numeric ##0.000
	ValueType	O	SC @ResultType
	Description		Send the score for the reported rank, comparing all competitors after the same number of apparatus.
	Rank	O	Numeric #0
	Description		ValueType should be used to describe the type of data @Value.
	RankEqual	O	Y
	Description		Send the reported rank, comparing all competitors after the same number of apparatus.
	SortOrder	O	Numeric #0
	Description		Send Y where Rank at this specific ExtendResult is equalled else not sent.
	Description		Send the order for the reported rank, considering all competitors including



				those without rank.
ER		CC @Apparatus	Numeric 0	Pos Description: Send apparatus number (as ordered when reporting) Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.000	Send the score of the athlete on the apparatus.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	IRM	O	SC @IRM	IRM for the athlete on the apparatus. Only send in the case @ResultType is IRM.
	Rank	O	Numeric #0	Send the rank of the competitor on the apparatus.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When available				
	Attribute	Value	Description	
	Code	DIFFICULTY		
	Pos	N/A	N/A	
	Value	Numeric #0.000	Send the difficulty score for the athlete on the apparatus.	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable and @ResultType = POINTS				
	Attribute	Value	Description	
	Code	DISCARDED		
	Pos	N/A	N/A	
	Value	Y	Send Y if the score is discarded else not sent.	



Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When available		
Attribute	Value	Description
Code	EXECUTION	
Pos	N/A	N/A
Value	Numeric #0.000	Send the execution score for the athlete on the apparatus.
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in the case of inquiry for the difficulty score.		
Attribute	Value	Description
Code	INQUIRY	
Pos	N/A	N/A
Value	SC @Inquiry	Send inquiry code.
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable		
Attribute	Value	Description
Code	PENALTY	
Pos	N/A	N/A
Value	Numeric #0.0	Send any penalty the athlete received.

**Sample (All-Around)**

```
...
<Result Rank="1" ResultType="POINTS" Result="89.800" 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="John"      Gender="M"
Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="START_APPARATUS" Value="VT" />
          <ExtendedResult Type="ER" Code="FX" Pos="1" Value="14.975"
ValueType="POINTS" Rank="3" >
            <Extension Code="DIFFICULTY" Value="7.900" />
            <Extension Code="EXECUTION" Value="7.075" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="PH" Pos="2" Value="13.600"
ValueType="POINTS" Rank="4" >
            <Extension Code="DIFFICULTY" Value="6.800" />
            <Extension Code="EXECUTION" Value="6.800" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="SR" Pos="3" ValueType="NO_SCORE" />
          <ExtendedResult Type="ER" Code="VT" Pos="4" ValueType="NO_SCORE" />
          <ExtendedResult Type="ER" Code="PB" Pos="5" ValueType="NO_SCORE" />
          <ExtendedResult Type="ER" Code="HB" Pos="6" ValueType="NO_SCORE" />
          ...
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
```

2.2.5.6 Message Sort

Sort by Result @SortOrder.

Ranked competitors at the top followed by unranked (IRM) competitors.



2.2.6 Event Final Ranking

2.2.6.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

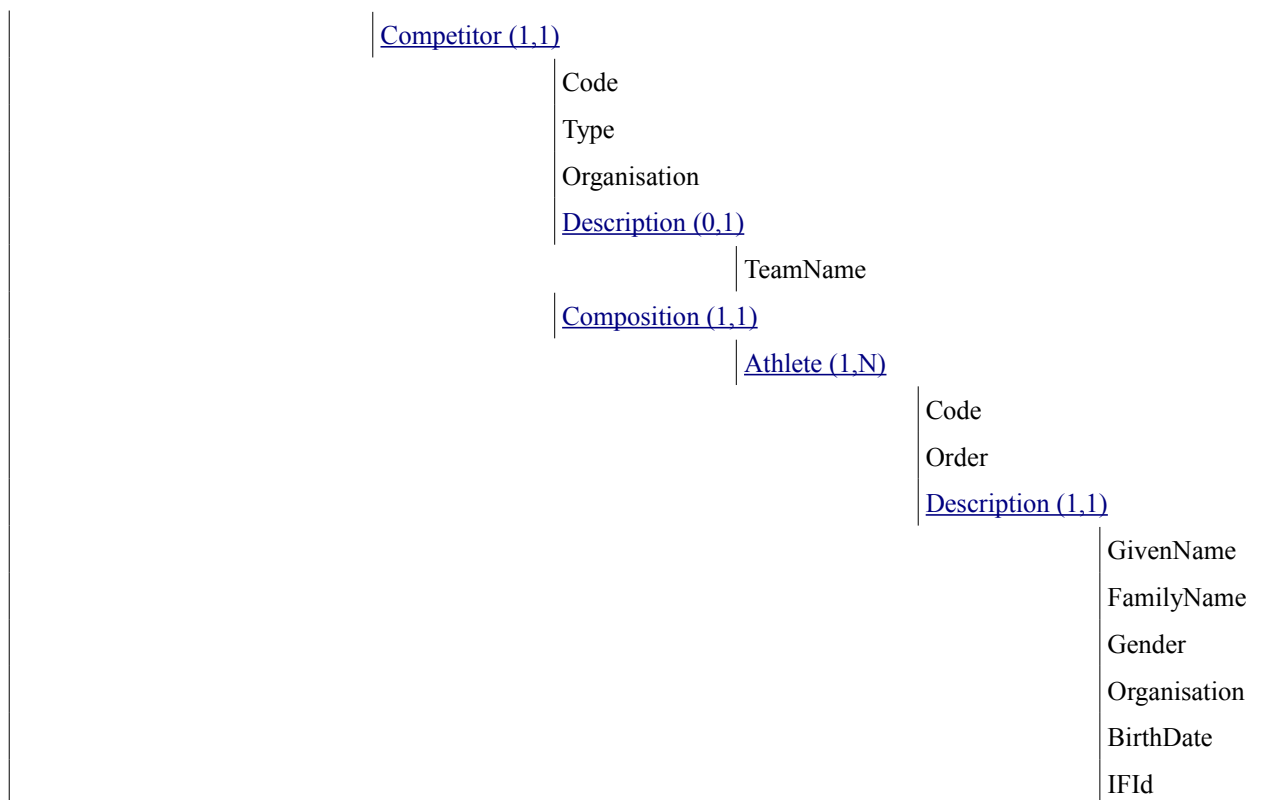
2.2.6.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.
Trigger also after any major change.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (1,1)						
	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		SortOrder				



2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	O	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1)			
--	--	--	--



Venue Names in text			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Numeric	Rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an IRM.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric ##0.000	Score. Only include the result if the competitor was in the final.
IRM	O	SC @IRM	IRM for the particular event. Send just in the case @ResultType is IRM.
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.

Element: Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID.
Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.



Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Individual event)

```

...
<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">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W"
Organisation="USA" IFId="1345018" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...

```

**Sample (Team event)**

```
...
<Result Rank="1" RankEqual="N" ResultType="POINTS" Result="183.596" SortOrder="1">
  <Competitor Code="GAW400USA01" Type="T" Organisation="USA" >
    <Description TeamName="United States"/>
    <Composition>
      <Athlete Code="1132742" Order="1">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W"
Organisation="USA" IFId="1345018" BirthDate="1994-11-15" />
      </Athlete>
      <Athlete Code="1134462" Order="2">
        <Description FamilyName="Black" GivenName="Tiffany" Gender="W"
Organisation="USA" IFId="1345016" BirthDate="1994-11-16" />
      </Athlete>
      <Athlete Code="1134192" Order="3">
        <Description FamilyName="Green" GivenName="Mary" Gender="W"
Organisation="USA" IFId="1345011" BirthDate="1993-11-15" />
      </Athlete>
      <Athlete Code="1133582" Order="4">
        <Description FamilyName="Fry" GivenName="Jan" Gender="W"
Organisation="USA" IFId="1345019" BirthDate="1992-11-15" />
      </Athlete>
      <Athlete Code="1131093" Order="5">
        <Description FamilyName="Thomas" GivenName="Jenny" Gender="W"
Organisation="USA" IFId="1345022" BirthDate="1991-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
```

2.2.6.6 Message Sort

Sort by Result @SortOrder



2.2.7 Configuration

2.2.7.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.



		Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.7.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any major change, but considering that, if possible, the configuration for one particular event must be provided before the start list.

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (1,1)	Code Configs (1,1)	Config (1,N)	Gender Event Phase ExtendedConfig (1,N)	Type Code Pos Value

2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: Configs /Config (1,N)			
--------------------------------	--	--	--



Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Gender code of the RSC.
Event	M	CC @Event	Event code of the RSC.
Phase	O	CC @Phase	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	SUBDIV_NUM (by phase)	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total number subdivisions in the phase.
EC	ROTATION_NUM (by phase)	Numeric #0	Pos Description: Send the subdivision number, one for each subdivision. Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of rotations in the @Pos subdivision in this phase.
EC	ROTATION_MODE (by phase)	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	S(10)	Send "Half" or "Normal" depending on type of rotation mode.
EC	QUAL_RANK (by phase)	Numeric 0	Pos Description: 1 to indicate first rank 2 to indicate last rank Element Expected: Only in phases where qualification applies.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	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) 24 - for last rank (Pos=2)
EC		QUAL_RULE (by phase)	N/A	Element Expected: Only in phases where qualification applies.
	Attribute	M/O	Value	Description
	Value	M	S(n)	Text with the Qualification Rule
EC		INTEGRATED	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if this phase is integrated with other events at the same time. If this phase is stand-alone send N.



Sample (All-Around)

```
...
<Configs>
  <Config Gender="M" Event="024" Phase="9">
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="3" />
    <ExtendedConfig Type="EC" Code="ROTATION_NUM" Pos="1" Value="6" />
    <ExtendedConfig Type="EC" Code="ROTATION_NUM" Pos="2" Value="6" />
    <ExtendedConfig Type="EC" Code="ROTATION_NUM" Pos="3" Value="6" />
    <ExtendedConfig Type="EC" Code="ROTATION_MODE" Value="Normal" />
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="1" Value="1" />
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="2" Value="24" />
    <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="Top 24 ranked gymnasts (maximum
two per NOC) qualify to the All-Around Final" />
    <ExtendedConfig Type="EC" Code="INTEGRATED" Value="Y" />
  </Config>
  <Config Gender="M" Event="024" Phase="1">
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="1" />
    <ExtendedConfig Type="EC" Code="ROTATION_NUM" Pos="1" Value="6" />
    <ExtendedConfig Type="EC" Code="ROTATION_MODE" Value="Normal" />
    <ExtendedConfig Type="EC" Code="INTEGRATED" Value="N" />
  </Config>
  <Config Gender="M" Event="400" Phase="9">
    <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="Top 8 teams qualify to the Team
Final" />
  ...
  </Config>
  <Config Gender="M" Event="001" Phase="9">
    <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="Top 8 ranked gymnasts (maximum
two per NOC) qualify to the Apparatus Final" />
  ...
  </Config>
  ...
</Configs>
...
```

2.2.7.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
v1.0	31 October 2014	First version
v1.1	12 December 2014	Updated after IDM
v1.2	13 January 2015	Minor correction
v1.3	28 January 2015	Some corrections
v1.4	6 March 2015	CR005249
v1.5	8 April 2015	Some corrections
v1.6	14 May 2015	Approved version
v1.7	5 November 2015	Minor corrections
v1.8	18 December 2015	CR008490, CR008782, Defects 120388 & 120585
v1.9	5 February 2016	Minor correction
v2.0	24 March 2016	CR009697 & CR009788
v2.1	1 June 2016	Defect 135161
v2.2	30 June 2016	Defect 138208

File Reference: ODF/INT161- R-SOG-2016-v2.2 APP (GA)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFA	<ul style="list-style-type: none"> * Section 1.2.1: changed subdivision units from 0A, 0B, ... to 01, 02, ... * Section 1.2.1: in Qualification included DT_RESULT for All-Around and Team in every subdivision * Section 1.2.4: removed comment about removal of DT_CURRENT in Apparatus Finals * Added DT_CONFIG message * DT_PARTIC / DT_PARTIC_UPDATE: removed reference to EventEntry element in Message Structure section * DT_PARTIC / DT_PARTIC_UPDATE: added comment in IFId attribute to clarify that applies also to officials * DT_RESULT, DT_CURRENT, DT_PHASE_RESULT, DT_CUMULATIVE_RESULT: added INQUIRY ExtendedResult for inquiries on difficulty scores * DT_RESULT: added sample for team results * DT_RESULT: added note in Header Values for Team and All-Around in Qualification * DT_RESULT: StartSortOrder changed to send order within the subdivision * DT_RESULT: added SUBDIVISION ExtendedInfo



		<ul style="list-style-type: none"> * DT_RESULT: added RESERVE EvenUnitEntry * DT_RESULT: changed Expected value for NOC EventUnitEntry * DT_CURRENT: removed All-Around and Team results * DT_CURRENT: removed CC @Unit ExtendedResult and changed all its Extensions by ExtendedResults * DT_CURRENT: added note about DocumentSubcode value in ODF header * DT_CURRENT: updated description for PHASE ExtendedInfo * DT_CUMULATIVE_RESULT: changed Expected value for TEAM_APP_AFTER ExtendedInfo * DT_CUMULATIVE_RESULT: REPORTED ExtendedResult applies for teams and All-Around * DT_CUMULATIVE_RESULT: removed Location and LocationName in ExtendedInfos /VenueDescription element
v1.2	SFA	* General: updated CC @Apparatus codes in samples
v1.3	SFA	<ul style="list-style-type: none"> * DT_CURRENT: removed REPORTED and REPORTED_RANK ExtendedResults * DT_CUMULATIVE_RESULT: added REPORTED ExtendedResults for Athletes in All-Around
v1.4	SFA	<ul style="list-style-type: none"> * CR005249: DT_RESULT added StartOrder attribute to Result /Competitor /Compositon /Athlete element. * DT_CURRENT: added clarification in STAGE ExtendedResult for current gymnasts in vault
v1.5	SFA	<ul style="list-style-type: none"> * DT_CURRENT: added Pos attribute to STAGE ExtendedResult for vault * DT_CUMULATIVE_RESULT: added IRM attribute to team REPORTED ExtendedResult * DT_CUMULATIVE_RESULT: added IRM attribute to athlete apparatus ExtendedResult and removed IRM extension
v1.6	APP	* DT_CUMULATIVE_RESULT: updated trigger for INTERMEDIATE
v1.7	APP	<ul style="list-style-type: none"> * DT_RESULT: added Bib and Organisation attributes to Competitor element * DT_CUMULATIVE_RESULT: added Pos attribute in Athlete /ExtendedResults /ExtendedResult /ER @Apparatus
v1.8	APP	<ul style="list-style-type: none"> * CR008490: DT_CUMULATIVE: added behaviour explanation in message description * CR008782: DT_CONFIG: added QUAL_RULE ExtendedConfig * Defect 120388: GA : ODF Documentation - DT_CUMULATIVE_RESULT is missing @pos attribute. DT_CUMULATIVE_RESULT: updated the Result/Competitor/Composition/Athlete/ExtendedResults/ExtendedResult CC @Apparatus @Pos definition * Defect 120585: UVT GA - OT1 - CIS - Team results (GATEAM11) show the wrong number of rotation finished. DT_CUMULATIVE_RESULT: updated the ExtendedInfos/ExtendedInfo TEAM_APP_AFTER @Value Description
v1.9	APP	* DT_RESULT, DT_PHASE_RESULT: updated PENALTY value format
v2.0	APP	<ul style="list-style-type: none"> * CR009697 ODF: GA Format of Penalties: <ul style="list-style-type: none"> - DT_RESULT, DT_CURRENT, DT_CUMULATIVE_RESULT, DT_PHASE_RESULT: changed PENALTY format to 1 decimal place * CR009788 ODF: Create a new trigger for ODF DT_CUMULATIVE_RESULT: <ul style="list-style-type: none"> - DT_CUMULATIVE_RESULT: added trigger when every subdivision is GETTING READY
v2.1	APP	* Defect 135161:



		- DT_RESULT: IRM ExtendedResult for athletes apply also in team competition
v2.2	APP	* Defect 138208: - DT_CUMULATIVE_RESULT: added SubEventName attribute to ExtendedInfos/ SportDescription element - DT_CURRENT: added Bib attribute to Result/ Competitor element - DT_RANKING: added Organisation attribute to Result/ Competitor element