INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Diving Data Dictionary
Rio 2016 – Games of the XXXI Olympiad

Technology and Information Department
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ODF/INT157- R-SOG-2016-v2.0 APP (DV)
9 June 2016

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 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.

Document Reference	Document Title	Document Description
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 Diving .

- 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	X
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_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. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

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	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.

2.2.1.3 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		
		Gender		
		Organisation		
		BirthDate		
		Height		
		Weight		
		PlaceofBirth		
		CountryofBirth		
		PlaceofResidence		
		CountryofResidence		
		Nationality		
		MainFunctionId		
		Current		
		OlympicSolidarity		
		ModificationIndicator		
		Discipline (1,1)		
			Code	
			RegisteredEvent (0,N)	

			Gender
			Event
		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	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. 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. 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.
Parent	M	S(20) with no leading zeroes	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. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code

			in the case that critial 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".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
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
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)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" 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	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	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.

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

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 List of teams / List of teams update

2.2.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

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	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams 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.

2.2.2.3 Trigger and Frequency

The DT_PARTIC_TEAMS 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_TEAMS_UPDATE messages are sent.

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

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
Competition (1,1)				
	Code			
	Team (1,N)			
		Code		
		Organisation		
		Number		
		Name		
		Gender		
		Current		

	ModificationIndicator		
	Composition (0,1)		
		Athlete (1,N)	
			Code
			Order
	Discipline (0,1)		
		Code	
		RegisteredEvent (0,1)	
			Event
			Gender

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: Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ ModificationIndicator=D

Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (1,N) **In the case of current teams the number of athletes is 2.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	M	Numeric	Team member order

Element: Team /Discipline (0,1) **Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

Element: Team /Discipline /RegisteredEvent (0,1) **Each current team is assigned to one event. Historical teams will not be registered to any event.**			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code

2.2.2.6 Message Sort

The message is sorted by Team @Code.

2.2.3 Event Unit Start List and Results

2.2.3.1 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.

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	DDGEEEPUU	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	N/A	Not used in DV
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 (or intermediate, etc.). Use: START_LIST OFFICIAL UNOFFICIAL LIVE INTERMEDIATE
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.
StartListMod	S(1)	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. The Start List is considered to be changed if any of the following changes: * 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> Changing descriptions is not considered a start list change.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.3.3 Trigger and Frequency

-As soon as the start list is available for each unit and any changes [inc. IRMs] (START_LIST)
-(First LIVE) First athlete on top of the springboard, ready to dive; including the first current diver (refer to ODF Principles).
-When the competition starts, after each dive/round and all changes/additions in data (LIVE)
-After each round (INTERMEDIATE)
-After the unit is over, UNOFFICIAL / OFFICIAL as appropriate and all changed in the results

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	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
	Officials (0,1)							
		Official (1,N)						
			Code					
			Function					
			Order					
			Description (1,1)					
				GivenName				
				FamilyName				
				Gender				
				Organisation				

- ExtOfficial (0,N)
  - Type
  - Code
  - Pos
  - Value
- Result (1,N)
  - Rank
  - RankEqual
  - Result
  - IRM
  - QualificationMark
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Diff
  - Competitor (1,1)
    - Code
    - Type
    - Organisation
    - Description (0,1)
      - TeamName
    - EventUnitEntry (0,N)
      - Type
      - Code
      - Pos
      - Value
    - ExtendedResults (0,1)
      - ExtendedResult (1,N)
        - Type
        - Code
        - Pos
        - Value

- ValueType
- IRM
- Rank
- RankEqual
- SortOrder
- Diff
- Extension (0,N)
  - Code
  - Pos
  - Value

- Composition (0,1)
  - Athlete (1,N)
    - Code
    - Order
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - BirthDate
    - EventUnitEntry (0,N)
      - Type
      - Code
      - Pos
      - Value
    - ExtendedResults (0,1)
      - ExtendedResult (1,N)
        - Type
        - Code
        - Pos
        - Value
        - ValueType
        - IRM

					Rank
					RankEqual
					SortOrder
					Diff
					Extension (0,N)
					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 /UnitDateTime (0,1) Scheduled start date and time. (where available update with actual start time) Actual start -and/or end- dates and times.			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	CURRENT	Numeric	Pos Description: Send dive number Element Expected: Send the current/next competitor to dive with every LIVE update (except for the last dive in a round; i.e. do not send until the first dive of the next round)

	Attribute	**M/O**	**Value**	**Description**

	Value	O	S(20) with no leading zeroes	Send the competitor ID of the current/next competitor
DISPLAY		LAST_COMP	Numeric	Pos Description: Send dive number Element Expected: Send the last competitor with a dive/round result (including invalid) with every LIVE update, and when UNOFFICIAL
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) with no leading zeroes	Send the competitor ID of the last competitor to dive
UI		LAST_QUAL	N/A	Element Expected: As soon as it is known (Only for Individual events)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) with no leading zeroes	Send the last qualifying place ID (in pre-finals) In the situation where insufficient divers have participated to show the last qualifying position then show the current last place Send only for individual events.
UI		ROUND_CURRENT	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0	Send the current round.

Sample (General)

```
<ExtendedInfos>
        <UnitDateTime StartDate="2016-08-17T12:30:00+01:00" />
        <ExtendedInfo Type="UI" Code="LAST_QUAL" Value="3245678" />
</ExtendedInfos>
```

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	M	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 for the event unit. Send the function code for: -Referee -Assistant Referee And for judges, in individual events: There are two panels (A and B) for the preliminary and semi-final with seven judges and one alternate judge in each panel of judges. And for the final there is only one panel of judges with seven judges and one alternate judge in this panel i.e.: for each of the corresponding panel of judges: -Judge 1 -Judge 2 -Judge 3 -Judge 4 -Judge 5 -Judge 6 -Judge 7 -Alternate Judge In synchronised events: There is a panel for final with eleven judges and one

			alternate judge, i.e.: -Execution judges -Synchronisation judges -Alternate Judge
Order	M	Numeric	Order of the Officials Send by order for each official in each function, example: judge 1, judge 2, judge 3 ...

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		PANEL	Numeric 0	Pos Description: Send the order within the @PanelType (i.e.:1...n for Panel A etc.) In synchronised (team events), use 1 to 6 for Execution judges and 7 to 11 for Synchronisation. Element Expected: As soon as it is known This should be sent according with the Official/@Function (except for Referee and Assistant Referee).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @PanelType	Send CC @PanelType. Indicates in which panel is the judge. Only send for the Judges, and for alternate judges in Individual events. Do not send for the alternate judge in

				synchronised (team events)
EO		RESERVE	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send "Y" if the official it's an alternate judge (reserve), else do not send.
EO		TECH_MEMBER	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send "Y" if the official is member of the FINA Technical Diving Committee, else do not send

Sample (Women's 3m Springboard Final)

```
<Officials>
        <Official Code="1176528" Function="RE" Order="1">
                <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
                <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
        </Official>
    <Official Code="1176523" Function="AR" Order="2">
                <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
                <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
        </Official>
        <Official Code="1176564" Function="J1" Order="3">
                <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="USA" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="A" />
        </Official>
        <Official Code="1176583" Function="J2" Order="4">
                <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="2" Value="A" />
        </Official>
    ...
        <Official Code="1176577" Function="ALT_JDG" Order="10">
                <Description GivenName="Jack" FamilyName="Fame" Gender="M" Organisation="NZL" />
                <ExtOfficial Type="EO" Code="RESERVE" Value="Y" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="8" Value="A" />
        </Official>
</Officials>
```

Sample (Women's 3m Springboard Preliminary)

```
<Officials>
        <Official Code="1176528" Function="RE" Order="1">
                <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
                <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
        </Official>
    <Official Code="1176523" Function="AR" Order="2">
                <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
                <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
        </Official>
        <Official Code="1176564" Function="A1" Order="3">
                <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="USA" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="A" />
        </Official>
    ...
        <Official Code="1176583" Function="A7" Order="9">
                <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="7" Value="A" />
        </Official>
        <Official Code="1176577" Function="ALT_JDG" Order="10">
                <Description GivenName="Jack" FamilyName="Fame" Gender="M" Organisation="NZL" />
                <ExtOfficial Type="EO" Code="RESERVE" Value="Y" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="8" Value="A" />
        </Official>
        <Official Code="1176564" Function="B1" Order="11">
                <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="USA" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="B" />
        </Official>
    ...
        <Official Code="1176583" Function="B7" Order="17">
                <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="7" Value="B" />
        </Official>
        <Official Code="1176577" Function="ALT_JDG" Order="18">
                <Description GivenName="Jack" FamilyName="Fame" Gender="M" Organisation="NZL" />
                <ExtOfficial Type="EO" Code="RESERVE" Value="Y" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="8" Value="B" />
        </Official>
</Officials>
```

Sample (Women's Sync 3m Springboard Final)

```
<Officials>
        <Official Code="1176528" Function="RE" Order="1">
                <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
                <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
        </Official>
    <Official Code="1176523" Function="AR" Order="2">
                <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
                <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
        </Official>
        <Official Code="1176564" Function="E1" Order="3">
                <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="USA" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="EX" />
        </Official>
    ...
        <Official Code="1176583" Function="S1" Order="9">
                <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="7" Value="SYN" />
        </Official>
    ...
        <Official Code="1176583" Function="S5" Order="13">
                <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
                <ExtOfficial Type="EO" Code="PANEL" Pos="11" Value="SYN" />
        </Official>
        <Official Code="1176577" Function="ALT_JDG" Order="14">
                <Description GivenName="Jack" FamilyName="Fame" Gender="M" Organisation="NZL" />
                <ExtOfficial Type="EO" Code="RESERVE" Value="Y" />
        </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	Text	Rank of the competitor in the corresponding event unit. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled
Result	O	Numeric ###.#0	Result (total Points based on all dives) of the competitor for the particular event unit.
IRM	O	SC @IRM	Invalid result mark for the particular event unit. Send just in the case @ResultType is IRM.

QualificationMark	O	SC @QualificationMark	Indicates whether the athlete qualification for next phase is confirmed. Don't send for the final. Only for Individual events after the last dive/round.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
StartOrder	O	Numeric	Start order of the competitor in the start list. This attribute is optional because it is not expected in case of reserve divers.
StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	SC @ResultType	Result type, either POINTS or IRM for the corresponding event unit.
Diff	O	Numeric ###.#0 Or blank (for leader)	Points behind the leader (send just in the case @ResultType is POINTS). Send blank if the competitor is the leader (for Result @Rank=1).

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 For Competitor @Type=T, it will be: Team's ID for Team event units Otherwise, Athlete's ID (for Competitor @Type=A).
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 (for Team events).			
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 (for Team events).				
Type		**Code**	**Pos**	**Description**
EUE_DIVE		DD	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0.0	Degree of difficulty.
EUE_DIVE		DESC	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Dive's description.
EUE_DIVE		NUM	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(5)	Dive number (e.g.: "6241B")
EUE_DIVE		TYPE	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @DivePositions	Dive positions

Sample (General)

```
<EventUnitEntry Type="EUE_DIVE" Code="NUM" Pos="1" Value="405B" />
<EventUnitEntry Type="EUE_DIVE" Code="DD" Pos="1" Value="3.0" />
<EventUnitEntry Type="EUE_DIVE" Code="DESC" Pos="1" Value="Inward 2 1/2 Somersault" />
<EventUnitEntry Type="EUE_DIVE" Code="TYPE" Pos="1" Value="B" />
<EventUnitEntry Type="EUE_DIVE" Code="NUM" Pos="2" Value="5335D" />
<EventUnitEntry Type="EUE_DIVE" Code="DD" Pos="2" Value="2.9" />
<EventUnitEntry Type="EUE_DIVE" Code="DESC" Pos="2" Value="Reverse 1 1/2 Somersault 2 1/2 Twists" />
<EventUnitEntry Type="EUE_DIVE" Code="TYPE" Pos="2" Value="D" />
```

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N) **(for Team events)**				
Type		**Code**	**Pos**	**Description**
ER		DIVE	Numeric 0	Pos Description: Send the number that identifies the dive. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Dive points.
	ValueType	O	SC @ResultType	Send CC @ResultType
	Rank	O	String	Send the rank for the dive/round
	RankEqual	O	S(1)	Send "Y" if rank is equalled, else do not send
	Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension **Expected: If applicable**			
	Attribute	**Value**	**Description**	
	Code	AVG_J		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average score. Based on the scores have not been eliminated	
	Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension **Expected: If applicable**			
	Attribute	**Value**	**Description**	
	Code	DISCARDED		
	Pos	Numeric	Judge's sequential number	

	0	
Value	S(1)	Send "Y" if the judge score does not contribute to total score. Otherwise, do not send.
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: When available (Only for Judges)		
Attribute	**Value**	**Description**
Code	JUDGE	
Pos	Numeric 0	Judge's sequential number
Value	CC @ResultsFunction	Official's function. Only send for the Judges. This means should be sent according with the Official/@Function (except for Referee and Assistant Referee).
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: When applicable		
Attribute	**Value**	**Description**
Code	PTY	
Pos	N/A	N/A
Value	-Numeric -#.0	Send the points for penalty only if not zero
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: If applicable		
Attribute	**Value**	**Description**
Code	PTY_IND	
Pos	N/A	N/A
Value	S(1)	Penalty indicator. Send "Y" if the points have a penalty, else do not send
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: When available		
Attribute	**Value**	**Description**

	Code	SCORE_J		
	Pos	Numeric 0	Judge's sequential number	
	Value	Numeric #0.0	Score awarded given by that judge for that dive/round. Send 10 -without decimal-, for perfect score.	
	Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension **Expected: If applicable**			
	Attribute	**Value**	**Description**	
	Code	UNSAFE		
	Pos	Numeric 0	Judge's sequential number	
	Value	S(1)	Send "Y" when the dive/round is judged by that judge as unsafe dive. Only applies to the Execution judges scores to mark this judge's score as unsafe dive (for E1, E2, E3 (when diver1), or for E4, E5, E6 (when diver2), or for E1 to E6 (when both)). Otherwise, do not send.	
ER		SCORE	Numeric 0	Pos Description: Send the number that identifies the round number, from 1 to n (where n is the total numbers of rounds). Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Total points after the dive in that round. Do not send for the current competitor (or in the START_LIST message), as well as the other attributes (@ValueType, @Rank, @RankEqual, @SortOrder and @Diff)
	ValueType	O	SC @ResultType	Send CC @ResultType
	IRM	O	SC @IRM	Invalid result mark (if applies). Send IRM code just in the case of @ValueType is IRM.
	Rank	O	String	Send the overall rank of the competitor after the dive in that round.

RankEqual	O	S(1)	Send "Y" if rank is equalled, else do not send
SortOrder	O	Numeric	Send sequential number with the order of the competitor (Rank Order) considering all competitors.
Diff	O	Numeric ###.#0 Or blank (for leader)	Send the points behind the leader at the corresponding point, after that round. Send blank if the competitor after the dive/round is the leader (for SCORE /@Rank=1).

Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension
Expected: When competitor becomes current.

Do not send unless current.

Attribute	Value	Description
Code	AVG	
Pos	Numeric 0	Sequential number for each average. For Individual events: from 1 to 4. For Synchronized events: from 1 to 3
Value	String	Average score (with format #0.0) needed to reach the rank put in AVR_H Send "-", if ranked higher than this rank. Send "x" if not possible to attain this rank

Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension
Expected: When competitor becomes current.

Do not send unless current.

Attribute	Value	Description
Code	AVG_H	
Pos	Numeric 0	Sequential number for each average.

			For Individual events: from 1 to 4. For Synchronized events: from 1 to 3
	Value	Numeric #0	Send the 3 or 4 (individual event) ranks higher than the competitor who can reach. More details about for what is that. For @Pos=1: 1, unless the diver cannot reach 1st place with 10s then put the highest place the diver can achieve For @Pos=2: 2, unless the first position is not equal to 1 then put one less than the first position. For @Pos=3: 3, unless the first position is not equal to 1 then put two less than the first position. For @Pos=4: "n", n is the last qualifying place (in pre-finals) or 4th place (in finals). In finals if 4th place cannot be achieved then put the rank one less than third position. Send "n" only for Individual events.
	Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension **Expected: If applicable**		
	Attribute	**Value**	**Description**
	Code	PREV_ERANK	
	Pos	N/A	N/A
	Value	S(1)	Send "Y" in the case of equalled previous rank, else do not send.
	Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension **Expected: If applicable**		
	Attribute	**Value**	**Description**
	Code	PREV_IDX	
	Pos	N/A	N/A
	Value	Numeric	Overall Sort Order of the competitor before the current dive/round.

			During dive/round 1, the value will be blank.
	Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension **Expected: Always**		
	Attribute	**Value**	**Description**
	Code	PREV_RANK	
	Pos	N/A	N/A
	Value	String	Overall Rank of the competitor before the current dive/round. During dive/round 1, the value will be blank.

Sample (General)

```
...
<ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="142.50" ValueType="POINTS" Rank="1" RankEqual="Y" SortOrder="1">
        <Extension Code="PREV_RANK" Value="2" />
        <Extension Code="PREV_ERANK" Value="N" />
        <Extension Code="PREV_IDX" Value="2" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="DIVE" Pos="2" Value="76.50" ValueType="POINTS" Rank="1" RankEqual="Y">
        <Extension Code="JUDGE" Pos="1" Value="J1" />
        <Extension Code="SCORE_J" Pos="1" Value="8.5" />
        <Extension Code="DISCARDED" Pos="1" Value="Y" />
        <Extension Code="JUDGE" Pos="2" Value="J2" />
        <Extension Code="SCORE_J" Pos="2" Value="9.0" />
        <Extension Code="DISCARDED" Pos="2" Value="Y" />
        <Extension Code="JUDGE" Pos="3" Value="J3" />
        <Extension Code="SCORE_J" Pos="3" Value="9.0" />
        <Extension Code="DISCARDED" Pos="3" Value="Y" />
        <Extension Code="JUDGE" Pos="4" Value="J4" />
        <Extension Code="SCORE_J" Pos="4" Value="8.5" />
        <Extension Code="DISCARDED" Pos="4" Value="Y" />
        <Extension Code="JUDGE" Pos="5" Value="J5" />
        <Extension Code="SCORE_J" Pos="5" Value="8.5" />
        <Extension Code="JUDGE" Pos="6" Value="J6" />
        <Extension Code="SCORE_J" Pos="6" Value="8.5" />
        <Extension Code="JUDGE" Pos="7" Value="J7" />
        <Extension Code="SCORE_J" Pos="7" Value="8.5" />
        <Extension Code="AVG_J" Value="8.5" />
</ExtendedResult>
...
```

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 an individual athlete.
Order	M	Numeric	(if Competitor @Type="T"): Order attribute used to sort the team members by Family Name. (if Competitor @Type="A"):1

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information (for Individual events).**				
Type		**Code**	**Pos**	**Description**
EUE		RESERVE	N/A	Element Expected: If apply (before the start of the session). Only send for individual events semi-final and final by diver.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Send when the competitor it's a reserve (as R, R1, R2)
EUE_DIVE		DD	Numeric	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0.0	Degree of difficulty.
EUE_DIVE		DESC	Numeric	Pos Description: Round number

				Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Dive's description.
EUE_DIVE		NUM	Numeric	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(5)	Dive number (e.g.: "6241B")
EUE_DIVE		TYPE	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @DivePositions	Dive positions

Sample (General)

```
<EventUnitEntry Type="EUE_DIVE" Code="NUM" Pos="1" Value="405B" />
<EventUnitEntry Type="EUE_DIVE" Code="DD" Pos="1" Value="3.0" />
<EventUnitEntry Type="EUE_DIVE" Code="DESC" Pos="1" Value="Inward 2 1/2 Somersault" />
<EventUnitEntry Type="EUE_DIVE" Code="TYPE" Pos="1" Value="B" />
<EventUnitEntry Type="EUE_DIVE" Code="NUM" Pos="2" Value="5335D" />
<EventUnitEntry Type="EUE_DIVE" Code="DD" Pos="2" Value="2.9" />
<EventUnitEntry Type="EUE_DIVE" Code="DESC" Pos="2" Value="Reverse 1 1/2 Somersault 2 1/2 Twists" />
<EventUnitEntry Type="EUE_DIVE" Code="TYPE" Pos="2" Value="D" />
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Individual athlete's extended result (for Individual events).**				
Type		**Code**	**Pos**	**Description**
ER		DIVE	Numeric 0	Pos Description: Send the number that identifies the dive. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric	Dive points.

		##0.00	
ValueType	O	SC @ResultType	Send CC @ResultType
Rank	O	String	Send the rank for the dive/round
RankEqual	O	S(1)	Send "Y" if rank is equalled, else do not send

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: If applicable

Attribute	Value	Description
Code	AVG_J	
Pos	N/A	N/A
Value	Numeric #0.0	Average score. Based on the scores have not been eliminated

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: If applicable

Attribute	Value	Description
Code	DISCARDED	
Pos	Numeric 0	Judge's sequential number
Value	S(1)	Send "Y" if the judge score does not contribute to total score. Otherwise, do not send.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: When available (Only for Judges)

Attribute	Value	Description
Code	JUDGE	
Pos	Numeric 0	Judge's sequential number.
Value	CC @ResultsFunction	Official's function. Only send for the Judges. This means should be sent according with the Official/@Function (except for Referee and Assistant Referee).

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable		
Attribute	**Value**	**Description**
Code	PTY	
Pos	N/A	N/A
Value	-Numeric -#.0	Send the points for penalty only if not zero
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable		
Attribute	**Value**	**Description**
Code	PTY_IND	
Pos	N/A	N/A
Value	S(1)	Penalty indicator. Send "Y" if the points have a penalty, else do not send
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When available		
Attribute	**Value**	**Description**
Code	SCORE_J	
Pos	Numeric 0	Judge's sequential number
Value	Numeric #0.0	Score awarded given by that judge for that dive/round. Send 10 -without decimal-, for perfect score.
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable		
Attribute	**Value**	**Description**
Code	UNSAFE	
Pos	N/A	N/A

	Value	S(1)	Send "Y" when the dive/round is judged as unsafe dive. Otherwise, do not send.	
ER		SCORE	Numeric 0	Pos Description: Send the number that identifies the round number, from 1 to n (where n is the total numbers of rounds). Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Total points after the dive in that round. Do not send for the current competitor (or in the START_LIST message), as well as the other attributes (@ValueType, @Rank, @RankEqual, @SortOrder and @Diff)
	ValueType	O	SC @ResultType	Send CC @ResultType
	IRM	O	SC @IRM	Invalid result mark (if applies). Send IRM code just in the case of @ValueType is IRM.
	Rank	O	String	Send the overall rank of the competitor after the dive in that round.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, else do not send
	SortOrder	O	Numeric	Send sequential number with the order of the competitor (Rank Order) considering all competitors.
	Diff	O	Numeric ###.#0 Or blank (for leader)	Send the points behind the leader at the corresponding point, after that round. Send blank if the competitor after the dive/round is the leader (for SCORE /@Rank=1).
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When competitor becomes current.			

	Do not send unless current.		
	Attribute	**Value**	**Description**
	Code	AVG	
	Pos	Numeric 0	Sequential number for each average. For Individual events: from 1 to 4. For Synchronized events: from 1 to 3
	Value	String	Average score (with format #0.0) needed to reach the rank put in AVR_H Send "-", if ranked higher than this rank. Send "x" if not possible to attain this rank
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected: When competitor becomes current.** **Do not send unless current.**		
	Attribute	**Value**	**Description**
	Code	AVG_H	
	Pos	Numeric 0	Sequential number for each average. For Individual events: from 1 to 4. For Synchronized events: from 1 to 3
	Value	Numeric #0	Send the 3 or 4 (individual event) ranks higher than the competitor who can reach. More details about for what is that. For @Pos=1: 1, unless the diver cannot reach 1st place with 10s then put the highest place the diver can achieve For @Pos=2:

			2, unless the first position is not equal to 1 then put one less than the first position. For @Pos=3: 3, unless the first position is not equal to 1 then put two less than the first position. For @Pos=4: "n", n is the last qualifying place (in pre-finals) or 4th place (in finals). In finals if 4th place cannot be achieved then put the rank one less than third position. Send "n" only for Individual events.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable (and also in the START_LIST message in semi-finals and finals for Individual events)		
	Attribute	**Value**	**Description**
	Code	PREV_ERANK	
	Pos	N/A	N/A
	Value	S(1)	Send "Y" in the case of equalled previous rank, else do not send.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Always (and also in the START_LIST message in semi-finals and finals for Individual events)		
	Attribute	**Value**	**Description**
	Code	PREV_IDX	
	Pos	N/A	N/A
	Value	Number	Overall Sort Order of the competitor before the current dive/round. In preliminary, during dive/round 1, the value will be blank. In semi-finals and finals, during dive/round 1, the value will be previous phase @SortOrder.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension		

	Expected: Always (and also in the START_LIST message in semi-finals and finals for Individual events)		
	Attribute	**Value**	**Description**
	Code	PREV_RANK	
	Pos	N/A	N/A
	Value	String	Overall Rank of the competitor before the current dive/round. In preliminary, during dive/round 1, the value will be blank. In semi-finals and finals, during dive/round 1, the value will be previous phase rank.

Sample (In an Individual event - Semifinal (Start List))

```
<ExtendedResult Type="ER" Code="SCORE" Pos="1" >
        <Extension Code="PREV_RANK" Value="10" />
        <Extension Code="PREV_ERANK" Value="N" />
        <Extension Code="PREV_IDX" Value="10" />
</ExtendedResult>
```

Sample (In an Individual event - Semifinal (current))

```
<ExtendedResult Type="ER" Code="SCORE" Pos="3" >
        <Extension Code="PREV_RANK" Value="4" />
        <Extension Code="PREV_ERANK" Value="N" />
        <Extension Code="PREV_IDX" Value="4" />
        <Extension Code="AVG_H" Pos="1" Value="1" />
        <Extension Code="AVG" Pos="1" Value="6.3" />
        <Extension Code="AVG_H" Pos="2" Value="2" />
        <Extension Code="AVG" Pos="2" Value="2.7" />
        <Extension Code="AVG_H" Pos="3" Value="3" />
        <Extension Code="AVG" Pos="3" Value="2.1" />
        <Extension Code="AVG_H" Pos="4" Value="12" />
        <Extension Code="AVG" Pos="4" Value="-" />
</ExtendedResult>
```

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Event Final Ranking

2.2.4.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

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	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	Only OFFICIAL Status is needed
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.

2.2.4.3 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.

2.2.4.4 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
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				

- Competitor (1,1)
  - Code
  - Type
  - Organisation
  - Description (0,1)
    - TeamName
  - Composition (1,1)
    - Athlete (1,N)
      - Code
      - Order
      - Description (1,1)
        - GivenName
        - FamilyName
        - Gender
        - Organisation
        - BirthDate

2.2.4.5 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	M	S(40)	Text short description, not code
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

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	Text	Final rank of the competitor in the corresponding event. It is optional because the competitor can be disqualified.
RankEqual	O	S(1)	It identifies if a rank has been equalled. Send "Y" if the Rank is equalled.
ResultType	M	SC @ResultType	Type of the @Result attribute. Result type, either POINTS or IRM for the corresponding event.
Result	O	Numeric ###.#0	The result of the competitor in the event
IRM	O	SC @IRM	Invalid result mark, in case it is assigned
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified participants.

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 For Competitor @Type=T, it will be: Team's ID for Team event units Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	T,A	T for team A for athlete
Organisation	M	CC @Organisation	Competitors's organisation

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

(for Team events)

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	(if Competitor @Type="T"): Order attribute used to sort the team members by Family Name (if Competitor @Type="A"):1

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

2.2.4.6 Message Sort

Sort by Result @SortOrder

2.2.5 Configuration

2.2.5.1 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='').

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document at discipline level (DD0000000).
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.

2.2.5.3 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, phase or event unit must be provided before the start list.

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
Competition (1,1)				
	Code			
	Configs (1,1)			
		Config (1,N)		
			Gender	
			Event	
			Phase	
			Unit	
			ExtendedConfig (1,N)	
				Type
				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

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	M	CC @Phase	Phase code of the RSC
Unit	O	CC @Unit	Unit code of the RSC (Only send for QUAL_RULE and QUAL_RANK)

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		DIVE_TOT (by phase)	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0	Total number of dives/rounds in the unit.
EC		PANEL (by phase)	Numeric 0	Pos Description: Send the Round Number, needed one for each round. (Only send for individual events) Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @PanelType	Judges' Panels and theirs rounds.
EC		QUAL_RANK (by unit)	Numeric 0	Pos Description: 1 to indicate first rank 2 to indicate last rank Element Expected: Only for Individual events preliminary and semi-final
	Attribute	**M/O**	**Value**	**Description**

	Value	O	Numeric 0	Indicates qualification for the next round (semi-final / final), based on rank. Send the qualifying rank according to Qualification rule and @Pos (e.g.: In semi-final if the QUAL_RULE/@Value is "Top 12 qualify for the Final", send 1 - for first rank (Pos=1) 12 - for last rank (Pos=2)
EC		QUAL_RULE (by unit)	N/A	Element Expected: Only for Individual events preliminary and semi-final
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Qualification rule text (long version).

Sample (General)

```
<Configs>
  <Config Gender="M" Event="010" Phase="9">
        <ExtendedConfig Type="EC" Code="DIVE_TOT" Value="6" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="1" Value="A" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="2" Value="A" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="3" Value="A" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="4" Value="B" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="5" Value="B" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="6" Value="B" />
  </Config>
  <Config Gender="M" Event="010" Phase="9" Unit="01"/>
        <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="Top 18 qualify for the Semifinal"/>
        <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="1" Value="1" />
        <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="2" Value="18" />
  </Config>
  <Config Gender="W" Event="010" Phase="9">
        <ExtendedConfig Type="EC" Code="DIVE_TOT" Value="5" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="1" Value="A" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="2" Value="A" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="3" Value="A" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="4" Value="A" />
        <ExtendedConfig Type="EC" Code="PANEL" Pos="5" Value="A" />
  </Config>
  <Config Gender="W" Event="010" Phase="9" Unit="01"/>
        <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="Top 18 qualify for the Semifinal"/>
        <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="1" Value="1" />
        <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="2" Value="18" />
  </Config>
  <Config Gender="W" Event="210" Phase="1">
        <ExtendedConfig Type="EC" Code="DIVE_TOT" Value="5" />
        <ExtendedConfig Type="EC" Code="PANEL" Value="SYN" />
        <ExtendedConfig Type="EC" Code="PANEL" Value="EX" />
  </Config>
  ...
```

2.2.5.6 Message Sort

There is no general message sorting rule.

3 Document Control

Version history		
Version	**Date**	**Comments**
v0	11 Jun 2014	First version in ODF2 (DRAFT)
v1.0	01 Aug 2014	First version - (SFR version)
v1.1	19 Sep 2014	Comments included after IDM and minor corrections - (SFA version)
v1.2	05 Nov 2014	Minor corrections
v1.3	18 Nov 2014	Some issues and Pre-integration comments (P0) included
v1.4	10 Dec 2014	Some issues and Pre-integration comments (P1) included
v1.5	12 Feb 2015	First version as a full document - (APP version)
v1.6	06 Aug 2015	Minor corrections - (external delivery)
v1.7	01 Oct 2015	Minor corrections - (external delivery)
v1.8	05 Feb 2016	Minor corrections - (external delivery)
v1.9	05 May 2016	CR9944 applied - (external delivery)
v2.0	09 Jun 2016	CR11759 and CR11762 applied - (external delivery)

File Reference: ODF/INT157- R-SOG-2016-v2.0 APP (DV)

Change Log		
Version	**Status**	**Changes on version**
v0	Draft	First version in ODF2
v1.0	SFR	Submitted for Review version
v1.1	SFA	-Submitted for Approval version -(DT_RESULT): Added the extension code UNSAFE of the code DIVE in both elements Result /Competitor /ExtendedResults /ExtendedResult (for Team events), and, Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for Individual events), when the dive/round is judged as unsafe. (After IDM): -Applicable Messages: Removed the extended redefinition of the messages DT_PARTIC / DT_PARTIC_UPDATE, and included the use and extended redefinition of the DT_CONFIG message. -(DT_PARTIC / DT_PARTIC_UPDATE): Removed the extended redefinition (is not needed). -(DT_RESULT): Updated the Trigger and Frequency for the first LIVE messages, and to remove message as UNCONFIRMED. -(DT_RESULT): Updated the @QualificationMark attribute (at the Result element) to be send after the last dive/round, and the description of the @Function attribute (at the Officials

		/Official element) to remove Position codes. -(DT_RESULT): Removed the codes DIVE_TOT, PANEL, QUAL_RULE and QUAL_RANK (from the /ExtendedInfos/ExtendedInfo elements) and have been moved to the DT_CONFIG message. Updated sample of message element. -(DT_RESULT): Updated the PANEL code (at the /Officials /Official /ExtOfficial element) to include a clarification for team events, and some additional samples have been added. -(DT_RESULT): Updated the RESERVE code (at the /EventUnitEntry element) to remove the @Pos attribute and the @Value has been changed to include the case when there is not reserve number. -(DT_RESULT): Added the extension code PREV_IDX of the code SCORE (from both elements ExtendedResults /ExtendedResult of Competitor and Athlete), for the previous index information related with the PREV-RANK. -(DT_RANKING): Updated the Trigger and Frequency to clarify that only is needed the OFFICIAL status. -(DT_CONFIG): Added the extended redefinition of the message with those codes moved from the DT_RESULT message.
v1.2	SFA	-(DT_RESULT): Updated the extension code UNSAFE of the code DIVE (from both elements ExtendedResults /ExtendedResult of Competitor and Athlete) to remove the @Pos attribute (is not needed, the unsafe indicator is for the whole dive). -(DT_RESULT): Updated all averages codes to change the codes with AVR for AVG (from both elements ExtendedResults /ExtendedResult of Competitor and Athlete). So from now, changed the extensions codes AVG_H and AVG of the SCORE code, and the extension code AVG_J of the DIVE code.
v1.3	SFA	-(DT_RESULT): Updated the ROUND_CURRENT code (at the ExtendedInfos /ExtendedInfo element) to be always expected, send it as soon as it is known (instead of only to send when LIVE). (Pre-integration comments-P0 applied): -(DT_CONFIG): Updated the PANEL code to remove (Only for Individual events) from when it is expected. -(DT_RESULT): The @StartOrder attribute (in the Result element) has been updated to clarify when it is expected (always, except in case of reserve divers). -(DT_RESULT): Added the @IRM attribute in the SCORE code (from both elements ExtendedResults /ExtendedResult of Competitor and Athlete).
v1.4	SFA	(Pre-integration comments-P1 applied): -(DT_RESULT): Updated the PANEL code (at the Officials /Official /ExtOfficial element) to indicate for the Alternate Judge will only be on a panel in Individual events. Updated sample as well. -(DT_RESULT): Updated the CURRENT code (at the ExtendedInfos /ExtendedInfo element) to indicate is expected with every LIVE update message, except for the last dive in a round; i.e. until the first dive of the next round will be no current competitor). -(DT_RESULT (START_LIST)): Updated extension codes related to the rank in the previous dive/phase (PREV_RANK, PREV_ERANK, PREV_IDX) of the SCORE code (from both elements ExtendedResults /ExtendedResult /Extension of Competitor and Athlete), as also are expected in the START_LIST message in semi-finals and final for Individual events. Included a sample. -(DT_RESULT): Updated the SCORE code (from both elements ExtendedResults /ExtendedResult of Competitor and Athlete) to indicate that do not send the other attributes

		(@Value, @Rank and @Diff) for the current competitor (or in the START_LIST message). Included a sample.
v1.5	APP	-Approved version -First version as a full document
v1.6	APP	-(DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE): Included the Composition /Athlete element that was not included by mistake in the previous version (full document).
v1.7	APP	-(def.#117831)-(DT_RESULT): Included the attribute @StartDate to the ExtendedInfos /UnitDateTime element (missing by mistake in a previous version, full document). -(def.#117949)-(DT_RANKING): Included the attributes @Result and @ResultType (at the Result element). -(DT_RESULT): Updated the PANEL code (at the Officials /Official /ExtOfficial element) to indicate do not send for the Alternate Judge in Synchronised events. Updated sample as well. -(DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE): Included the attributes @Name and @Number to the Team element (missing by mistake in a previous version, full document).
v1.8	APP	-(DT_RESULT): Included the extension codes (PREV_RANK, PREV_ERANK, PREV_IDX) to the SCORE code at the Result /Competitor /ExtendedResults /ExtendedResult element (for Team events) (missing by mistake in a previous version, full document). -(related to def.#125278) (DT_RESULT): Updated the extension code SCORE_J of the code DIVE (from both elements /ExtendedResults /ExtendedResult of Competitor and Athlete) to include a clarification about the 10 score (send without decimal).
v1.9	APP	(CR9944 - New ORIS) applied: -(DT_RESULT): Updated the Officials for Individuals Semifinal should be 2 panels, as in Preliminary.
v2.0	APP	(CR11759 - complementing CR9944) applied: -(DT_RESULT): Updated the extension code UNSAFE of the code DIVE for Team events (at the Result /Competitor /ExtendedResults /ExtendedResult element) to add the @Pos attribute for the Execution judges scores (when applies) to mark this judge's score as unsafe dive (for E1, E2, E3 (when diver1), or for E4, E5, E6 (when diver2), or for E1 to E6 (when both)). (CR11762) applied: -(DT_RESULT): Updated the LAST COMP code (at the ExtendedInfos /ExtendedInfo element) to be expected when UNOFFICIAL message as well (instead of only when LIVE).