



Olympic Data Feed



ODF Rhythmic Gymnastics Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
© International Olympic Committee

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Table of Contents

1 Introduction.....	5
1.1 This document.....	5
1.2 Objective.....	5
1.3 Main Audience.....	5
1.4 Glossary.....	5
1.5 Related Documents.....	5
2 Messages.....	7
2.1 Applicable Messages.....	7
2.2 Messages.....	9
2.2.1 List of participants by discipline / List of participants by discipline update.....	9
2.2.1.1 Description.....	9
2.2.1.2 Header Values.....	9
2.2.1.3 Trigger and Frequency.....	10
2.2.1.4 Message Structure.....	11
2.2.1.5 Message Values.....	12
2.2.1.6 Message Sort.....	15
2.2.2 Event Unit Start List and Results.....	16
2.2.2.1 Description.....	16
2.2.2.2 Header Values.....	16
2.2.2.3 Trigger and Frequency.....	17
2.2.2.4 Message Structure.....	18
2.2.2.5 Message Values.....	21
2.2.2.6 Message Sort.....	31
2.2.3 Current Information.....	32
2.2.3.1 Description.....	32
2.2.3.2 Header Values.....	32
2.2.3.3 Trigger and Frequency.....	33
2.2.3.4 Message Structure.....	33
2.2.3.5 Message Values.....	35
2.2.3.6 Message Sort.....	44
2.2.4 Cumulative Results.....	45
2.2.4.1 Description.....	45
2.2.4.2 Header Values.....	46
2.2.4.3 Trigger and Frequency.....	47
2.2.4.4 Message Structure.....	47
2.2.4.5 Message Values.....	49
2.2.4.6 Message Sort.....	57



2.2.5Event Final Ranking.....	<u>58</u>
2.2.5.1Description.....	<u>58</u>
2.2.5.2Header Values.....	<u>58</u>
2.2.5.3Trigger and Frequency.....	<u>59</u>
2.2.5.4Message Structure.....	<u>59</u>
2.2.5.5Message Values.....	<u>60</u>
2.2.5.6Message Sort.....	<u>62</u>
2.2.6Configuration.....	<u>63</u>
2.2.6.1Description.....	<u>63</u>
2.2.6.2Header Values.....	<u>63</u>
2.2.6.3Trigger and Frequency.....	<u>64</u>
2.2.6.4Message Structure.....	<u>64</u>
2.2.6.5Message Values.....	<u>64</u>
2.2.6.6Message Sort.....	<u>67</u>
3Document Control.....	<u>68</u>



1 Introduction

1.1 This document

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

1.2 Objective

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



Document Reference	Document Title	Document Description
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 Rhythmic 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	<u>X</u>
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	<u>X</u>
DT_CURRENT	Current Information	<u>X</u>
DT_CUMULATIVE_RESULT	Cumulative Results	<u>X</u>
DT_RANKING	Event Final Ranking	<u>X</u>
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	<u>X</u>
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLIN	Medallists by discipline	



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ODF/INT163- R-SOG-2016-v1.7 APP (GR)

E		
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.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

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	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



			<p>the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the 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)	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	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 competitor number, to be sent mandatory once it is known. Only for Individual events, not for Group members.

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.

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	Not used in GR	Not used in GR
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 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



		<p>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 and during the unit with all updates
- * "UNOFFICIAL": After the unit has finished
- * "OFFICIAL": After the Result is approved

Trigger also after any change.



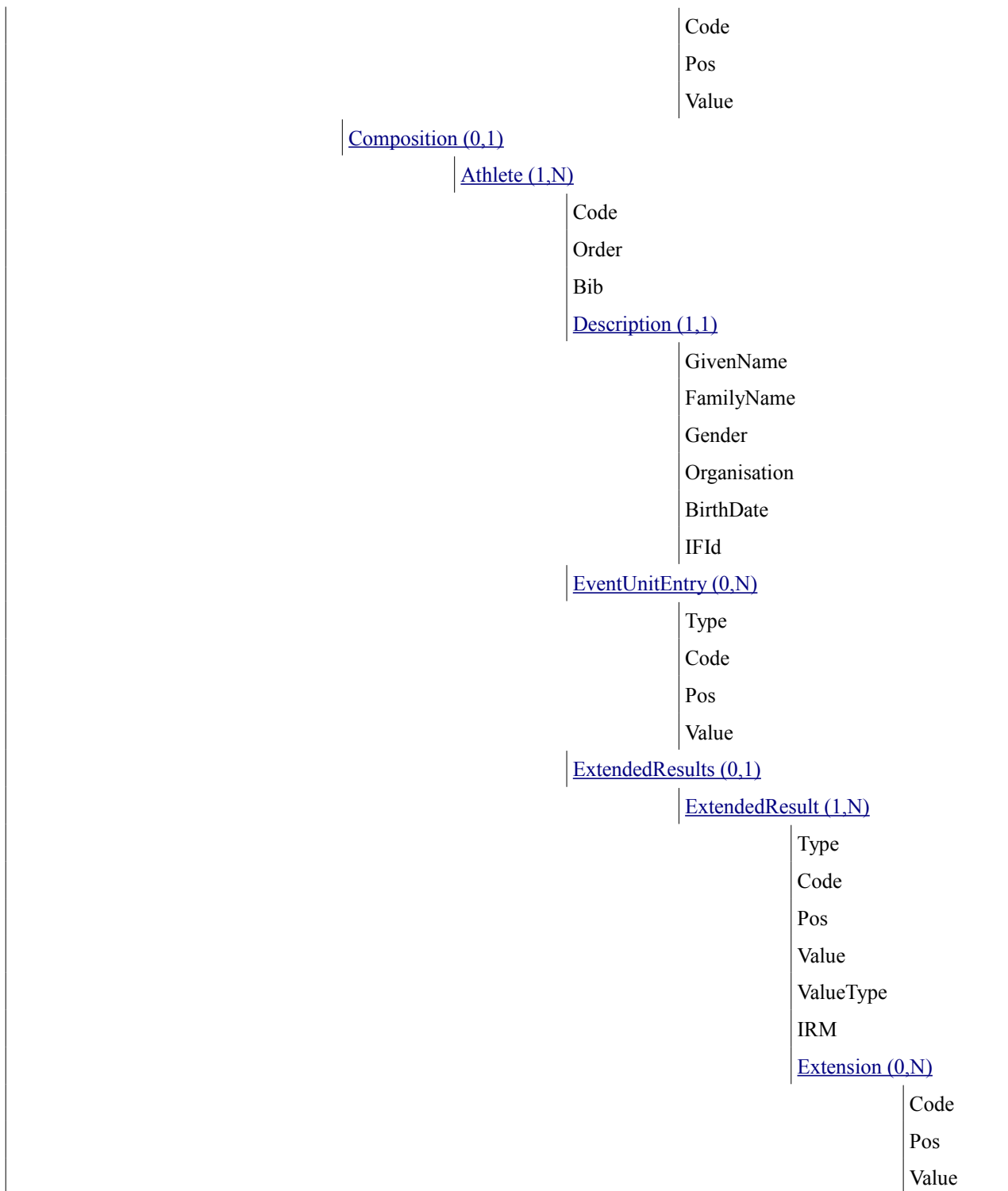
2.2.2.4 Message Structure

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	Level 9
<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	
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>ExtendedResults (0,1)</u>	
<u>ExtendedResult (1,N)</u>	
Type	
Code	
Pos	
Value	
ValueType	
IRM	
<u>Extension (0,N)</u>	





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 if there are subdivisions	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the subdivision
UI	ROTATION	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send 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
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 (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric #0	Send order inside each apparatus 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 judge is assigned to an apparatus
	Attribute	M/O	Value
	Value	M	SC @Apparatus Send proposed code
EO	JURY_TYPE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC @JuryType Send proposed code



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

    <ExtOfficial Type="EO" Code="APPARATUS" Value="HOOP" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  ...
</Officials>
...

```

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	Send if all rotations are included inside the single unit else do not send.
Result	O	Numeric ##0.000	Score (total for all rotations included in the unit)
IRM	O	SC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Used to sort all the results of an event unit Before the start of the competition it is the same as StartSortOrder. After the competition has started it will consider also the rank in the case the unit includes all rotations and the Rank is included in the message.



StartOrder	M	Numeric	Send the start order for the rotation, 1 to n.
StartSortOrder	M	Numeric	Send the order of competitor in the rotation, 1 to n.
ResultType	O	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 / groups.

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

For team event information

Type	Code	Pos	Description
EUE	APPARATUS	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC @Apparatus Send the apparatus for the competitor
EUE	MUSIC_LENGTH	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	m:ss Send the music length(time) for this apparatus for this competitor
EUE	MUSIC_TITLE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	String Send the music title for this apparatus for this competitor



EUE		MUSIC_COMPOSER	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	String	Send the music composer for this apparatus for this competitor

Sample (EventUnitEntry)

```

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

```

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)				
	Type	Code	Pos	Description
ER		CC@Apparatus	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.000	Send the competitor score on the apparatus
	ValueType	M	SC @ResultType	ValueType should be used to describe the type of data @Value
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult
Sub Element: Result /Competitor /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 competitor on this apparatus
Sub Element: Result /Competitor /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 competitor on this apparatus
Sub Element: Result /Competitor /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 /ExtendedResults /ExtendedResult /Extension Expected: If applicable		
Attribute	Value	Description
Code	PENALTY	
Pos	N/A	N/A
Value	Numeric -0.000	Send the total Penalty for this apparatus



Sample (Group)

```

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

```

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".
Bib	O	S(4)	Athlete's competitor number. Only for Individual events, not for Group members.

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)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type		Code	Pos	Description
EUE		APPARATUS	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	SC @Apparatus	Send the apparatus for the competitor
EUE		MUSIC_LENGTH	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	m:ss	Send the music length(time) for this apparatus for this competitor
EUE		MUSIC_TITLE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	String	Send the music title for this apparatus for this competitor
EUE		MUSIC_COMPOSE R	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	String	Send the music composer for this apparatus for this competitor
EUE		RESERVE	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y if the athlete is reserve else do not send. Reserves are included in all rotations.



Sample (Individual)

```

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

```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member or individual athlete's extended result.				
	Type	Code	Pos	Description
ER		CC@Apparatus	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.000	Send the competitor score on the apparatus
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult
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 competitor on this apparatus	
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 competitor on this 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 -0.000	Send the total Penalty for this apparatus

Sample (Individual)

```

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

```



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT163- R-SOG-2016-v1.7 APP (GR)

2.2.2.6 Message Sort

Sort by Result @SortOrder



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.

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	Not used in GR	Not used in GR
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 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.

2.2.3.3 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.

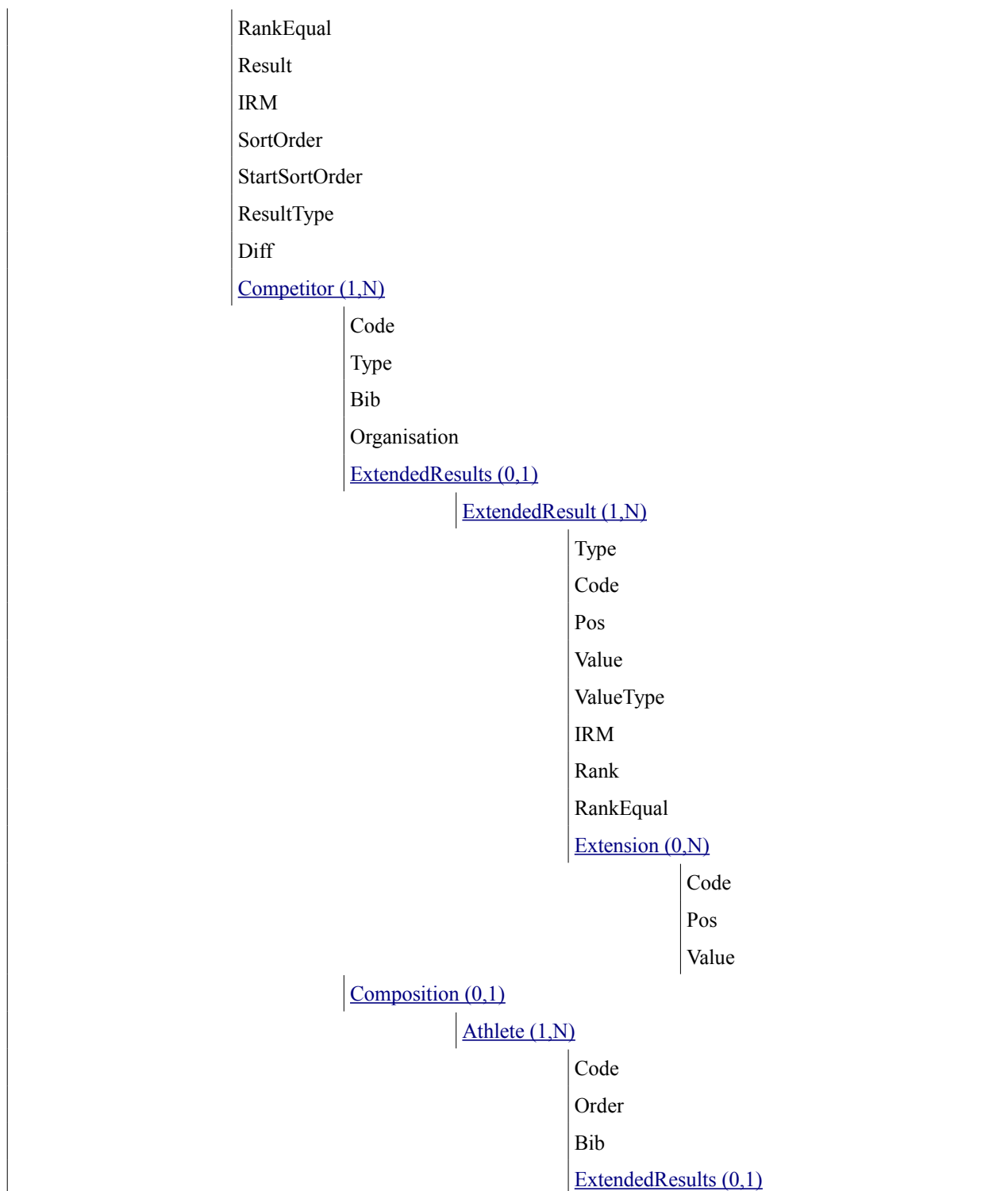
Up to a maximum of three competitors are sent in any message. These competitors are the one most recently completed an apparatus in the rotation (@Stage = LAST or WAITING) the current competitor and the competitor next to start.

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	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		ExtendedInfo (1,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
	Result (0,N)							
		Rank						





		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		ValueType
		IRM
		Rank
		RankEqual
		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 /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	PHASE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	String	Send event and phase RSC (eg. GRW024900, GRW024100, GRW340900, GRW340100)
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always				
	Attribute	Value	Description	
	Code	ROTATION		
	Pos	N/A	N/A	



Value	Numeric #0	Send the current rotation number
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When applicable		
Attribute	Value	Description
Code	SUBDIVISION	
Pos	N/A	N/A
Value	Numeric #0	Send the current subdivision number

Sample (Individual All-Around Qualification)

```

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

```

Element: Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Numeric	Rank of the competitor in the phase. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric #0.000	Score for the competitor in the phase
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 GR
ResultType	O	SC @ResultType	Type of the @Result attribute.



Diff	O	Numeric #0.000	Points behind leader. Send 0.000 for the leader. This is not the Difficulty score.
------	---	-------------------	---

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	T, A	T for team A for athlete
Bib	O	S(4)	Bib number
Organisation	M	CC @Organisation	Competitor's organisation

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

Type	Code	Pos	Description
ER	STAGE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC @Stage Send applicable code
ER	APPARATUS	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC @Apparatus Send the apparatus for the competitor
ER	ROTATION	N/A	Element Expected: Always if not zero
	Attribute	M/O	Value
	Value	M	Numeric 0 Send the number of rotations which makes up the overall score in the phase. Do not send if 0.
ER	DIFF	Numeric #0	Pos Description: Send the rank number for the applicable points behind. Points behind the second & third ranked competitors and last qualifying place. Pos=2 is points behind second



				<p>Pos=3 is points behind third Pos=x is points behind last qualified where x=last qualifying rank. (do not send in finals)</p> <p>Element Expected: Always after the competitor has a score. Only send behind last qualifying for the qualification phase and when STAGE=LAST.</p>
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the points behind or "-" if higher than the rank. Send 0.000 if in @Pos rank. This is not the Difficulty score.
ER		PREV_SCORE	N/A	Element Expected: For rotations higher than 1, only for Current and Next gymnasts
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the competitor total score after the previous rotation
ER		PREV_RANK	N/A	Element Expected: For rotations higher than 1, only for Current and Next gymnasts
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the competitor total rank after the previous rotation
ER		PREV_ERANK	N/A	Element Expected: For rotations higher than 1, only for Current and Next gymnasts
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y if PREV_RANK is equalled, otherwise do not send.
ER		CC@Apparatus	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.000	Send the competitor score on the apparatus
	ValueType	M	SC @ResultType	ValueType should be used to describe the type of data @Value
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at



			this ExtendedResult
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 /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 competitor on this apparatus	
Sub Element: Result /Competitor /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 competitor on this apparatus	
Sub Element: Result /Competitor /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 /ExtendedResults /ExtendedResult /Extension Expected: If applicable			
Attribute	Value	Description	
Code	PENALTY		



Pos	N/A	N/A
Value	Numeric -0.000	Send the total Penalty for this apparatus

Sample (Group)

```

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

```

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(4)	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	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	SC @Stage	Send applicable code
ER		APPARATUS	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	SC @Apparatus	Send the apparatus for the competitor
ER		ROTATION	N/A	Element Expected: Always if not zero
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the number of rotations which makes up the overall score in the phase. Do not send if 0.
ER		DIFF	Numeric #0	Pos Description: Send the rank number for the applicable points behind. Points behind the second & third ranked competitors and last qualifying place. Pos=2 is points behind second Pos=3 is points behind third Pos=x is points behind last qualified where x=last qualifying rank. (do not send in finals) Element Expected: Always after the competitor has a score. Only send behind last qualifying for the qualification phase and when STAGE=LAST
	Attribute	M/O	Value	Description
	Value	M	S(1) or	Send the points behind or "-" if higher than the rank. Send 0.000 if in @Pos rank



			Numeric #0.000	This is not the Difficulty score.
ER		PREV_SCORE	N/A	Element Expected: For rotations higher than 1, only for Current and Next gymnasts
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the competitor total score after the previous rotation
ER		PREV_RANK	N/A	Element Expected: For rotations higher than 1, only for Current and Next gymnasts
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the competitor total rank after the previous rotation
ER		PREV_ERANK	N/A	Element Expected: For rotations higher than 1, only for Current and Next gymnasts
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y if PREV_RANK is equalled, otherwise do not send.
ER		CC@Apparatus	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.000	Send the competitor score on the apparatus
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult
	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 competitor on this apparatus
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 competitor on this 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 -0.000	Send the total Penalty for this apparatus

**Sample (Individual)**

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

2.2.3.6 Message Sort

Sort by Result @SortOrder.



2.2.4 Cumulative Results

2.2.4.1 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.

Following behavior is for competitions with subdivisions (non-Olympic events):

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.

2.2.4.2 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_CUMULATIVE_RES ULT	Cumulative Results message
DocumentSubtype	CC @Unit	It is the DocumentCode code up to the moment the cumulative message contains information: DDGEEEP00: that would represent the cumulative results up to (and including) the referenced rotation
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 rotation 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



		<p>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

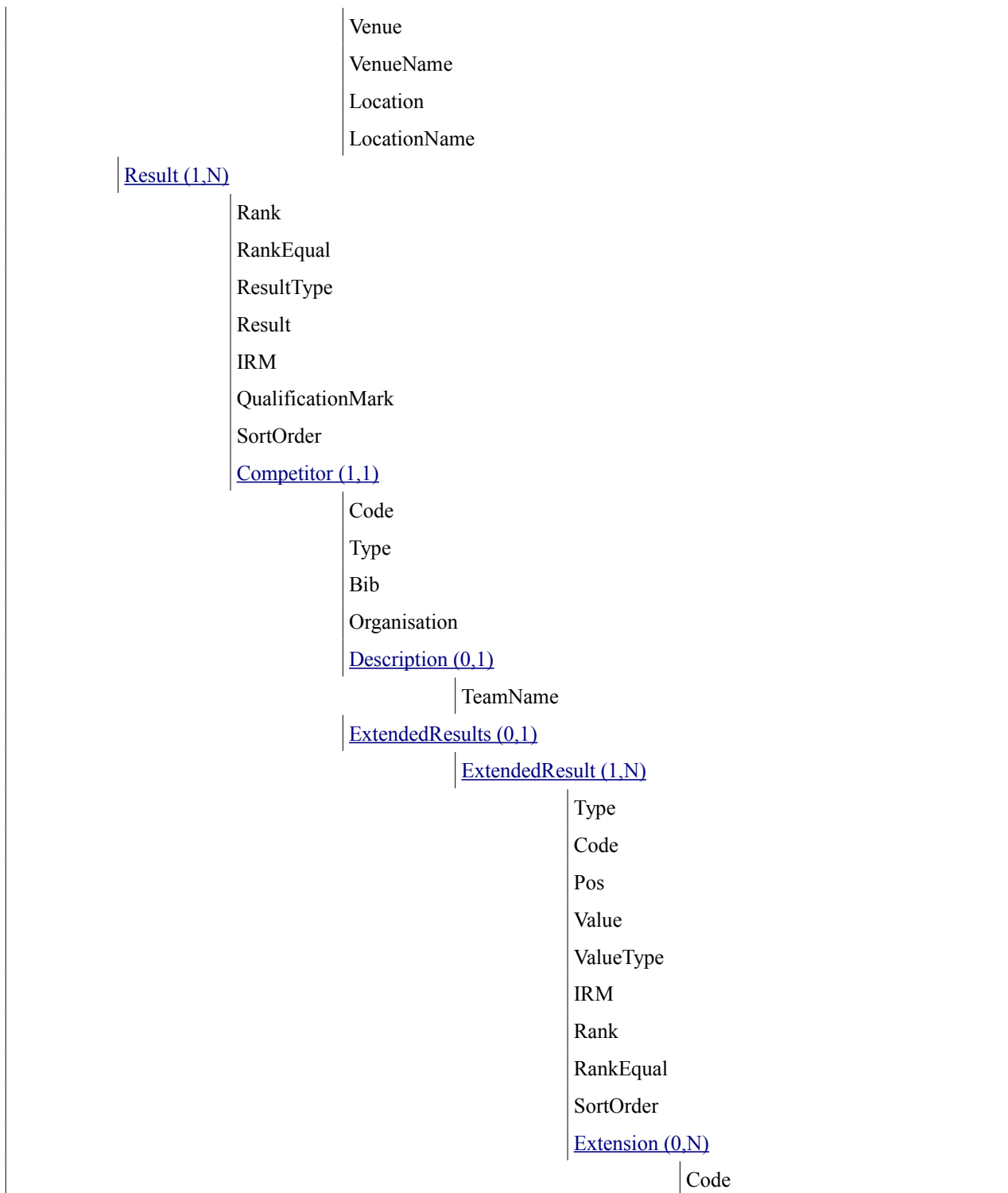
Send:

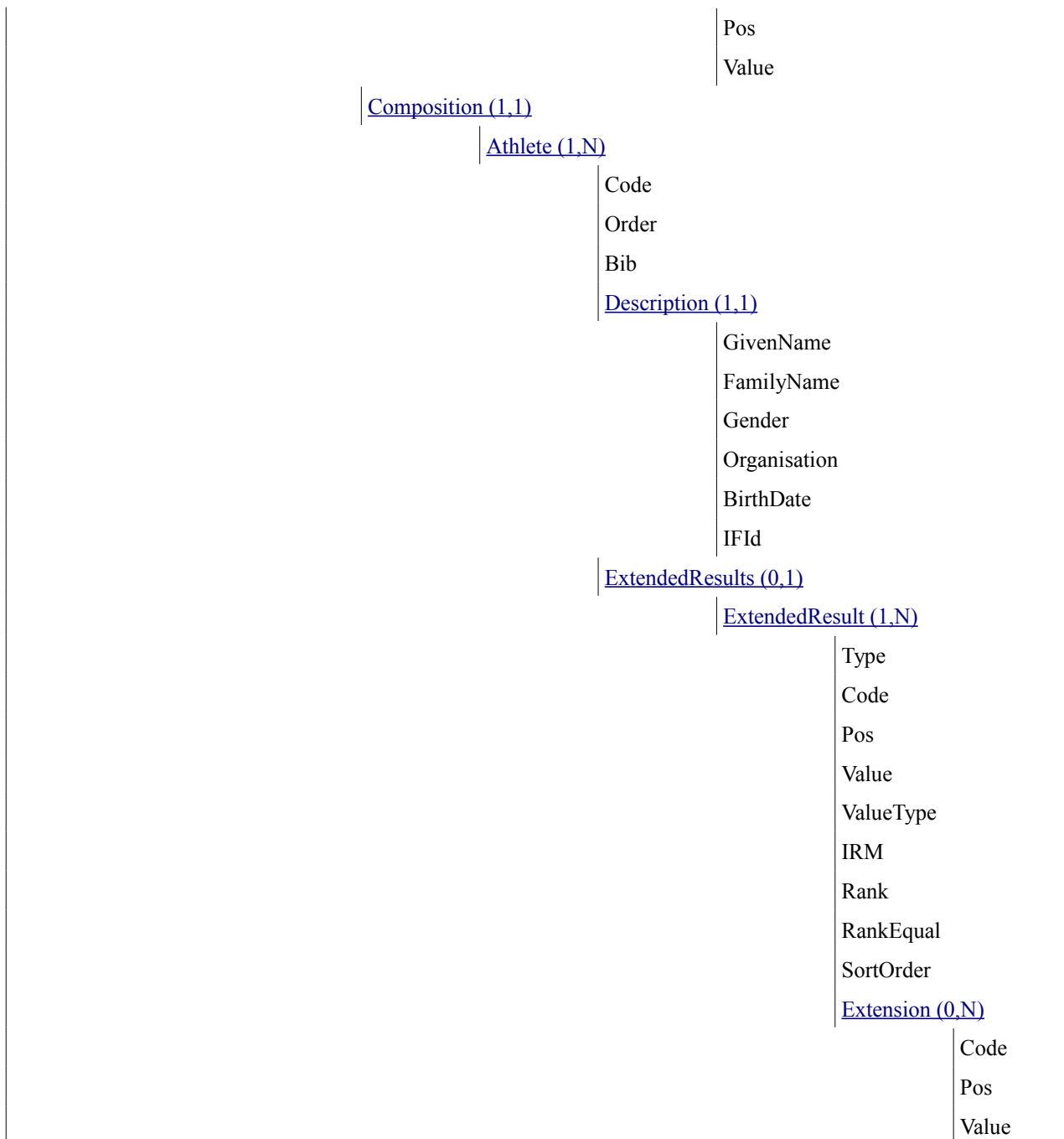
- * after every athlete completes a routine as LIVE;
- * after every rotation except the last as INTERMEDIATE;
- * at the end of each rotation (except last rotation) send for next rotations as INTERMEDIATE;
- * when all units are complete as UNOFFICIAL / OFFICIAL when applicable.

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	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)						





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 /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	SUBDIVISION	N/A	Element Expected: Always if there are subdivisions
	Attribute	M/O	Value
	Value	M	Numeric 0
	Description	Send the current (if LIVE) or the last finished subdivision (if not LIVE)	
UI	ROTATION	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric 0
	Description	Send the current (if LIVE) or the last finished rotation (if not LIVE)	
UI	LAST_QUAL	Numeric #0	Pos Description: Send the rank of the competitor Element Expected: If applicable in qualifying phases
	Attribute	M/O	Value
	Value	M	S(20) without leading zeros
	Description	Send the ID of the competitor currently in the last qualifying place	

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
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location 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 Send just in the case @ResultType is POINTS
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
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	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)

Competitor related to one cumulative 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
Bib	O	S(4)	Bib number
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 / groups.

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)				
Team competitor's extended results.				
Type	Code	Pos	Description	
ER	CC @Apparatus	Numeric 0	Pos Description: Send apparatus number (as ordered) Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.000	Send the competitor score on the apparatus
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult
	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.
	SortOrder	O	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Sub Element: Result /Competitor /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 competitor on the apparatus		
Sub Element: Result /Competitor /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 competitor on the apparatus
Sub Element: Result /Competitor /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 /ExtendedResults /ExtendedResult /Extension Expected: If applicable		
Attribute	Value	Description
Code	PENALTY	
Pos	N/A	N/A
Value	Numeric -0.000	Send any penalty the competitor received



Sample (Group)

```

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

```

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		CC @Apparatus	Numeric 0	Pos Description: Send apparatus number (as ordered) Element Expected: When available
Attribute	M/O	Value	Description	
Value	O	Numeric #0.000	Send the competitor score on the apparatus	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value	
IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult	
Rank	O	Numeric #0	Send the rank of the athlete on the apparatus	
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.	
SortOrder	O	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)	
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 competitor on the apparatus		



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 competitor 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 -0.000	Send any penalty the competitor received

**Sample (Individual)**

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

2.2.4.6 Message Sort

Sort by Result @SortOrder.

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



2.2.5 Event Final Ranking

2.2.5.1 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.

2.2.5.2 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.

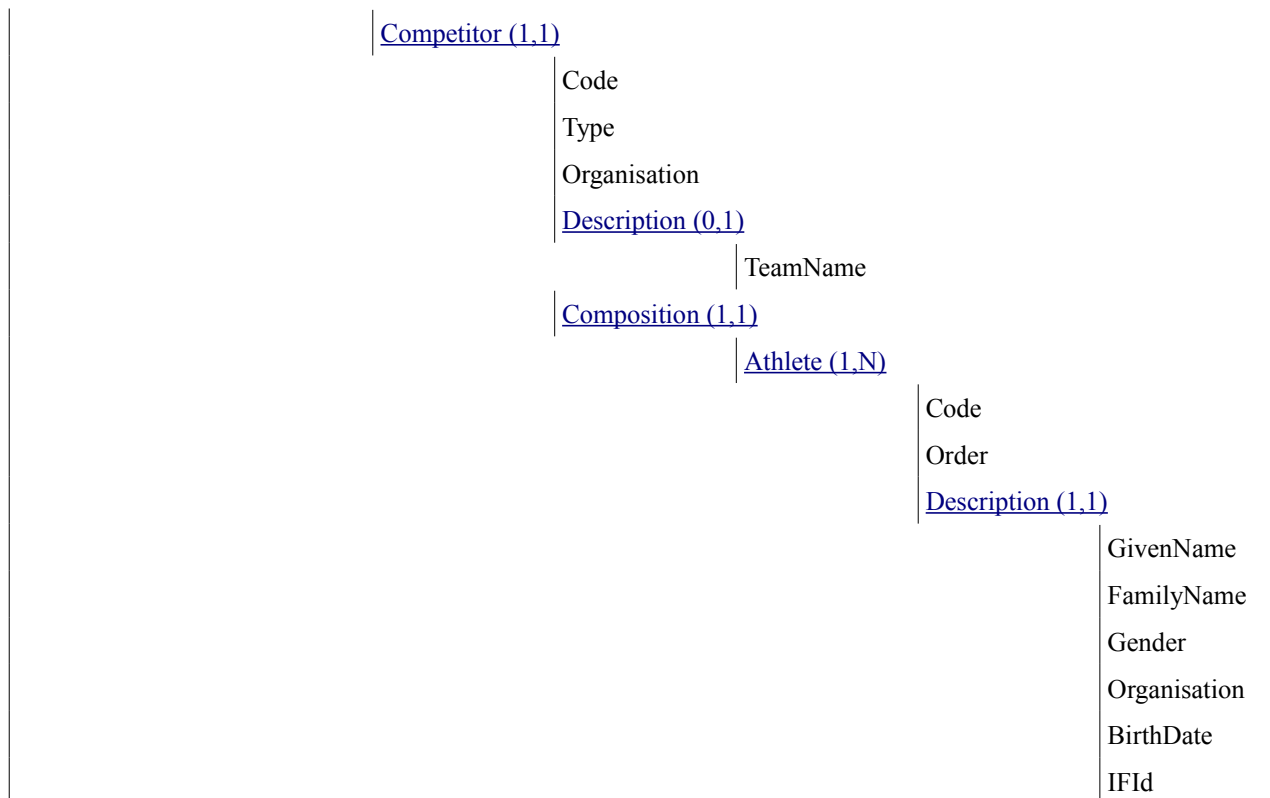
2.2.5.3 Trigger and Frequency

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.

2.2.5.4 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
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				



2.2.5.5 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)	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 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	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	Unique sort order for all results based on rank to break rank ties.

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	Competitors's organisation if known

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)	FIG License Number

Sample (Individual)

```

...
<Result Rank="1" ResultType="POINTS" Result="116.900" SortOrder="1">
  <Competitor Code="1132742" Type="A" 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>
...

```

2.2.5.6 Message Sort

Sort by Result @SortOrder



2.2.6 Configuration

2.2.6.1 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="").

2.2.6.2 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.

2.2.6.3 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.

2.2.6.4 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

2.2.6.5 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.

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	SUBDIV_NUM (by phase)	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric #0
	Description		
	Total number of subdivisions in the phase		
EC	COMPETITOR_SET_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric #0
	Description		
	Number of different subdivision compositions in the phase		
EC	APP_NUM (by phase)	Numeric #0	Pos Description: Send the subdivision number, one for each subdivision Element Expected: Always
	Attribute	M/O	Value
	Value	O	Numeric #0
	Description		
	Number of apparatuses in the @Pos subdivision in this phase		
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
	Value	M	Numeric #0
	Description		
	Indicates qualification for the next round, based on rank. Send the qualifying rank according to Qualification rule and @Pos (e.g.: In qualification if the rule is "Top 24 qualify for the Final", send		



				1 - for first rank (Pos=1) 10 - for last rank (Pos=2)
EC		QUAL_RESERVES	N/A	Element Expected: Only in phases where qualification applies
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of qualification reserves
EC		QUAL_RULE	N/A	Element Expected: Only in phases where qualification applies
	Attribute	M/O	Value	Description
	Value	M	S(n)	Information about qualification Send the 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 (Individual)

```

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

```



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT163- R-SOG-2016-v1.7 APP (GR)

2.2.6.6 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	14 May 2015	Approved version
v1.3	5 November 2015	Minor correction
v1.4	18 December 2015	CR008490 & CR008770
v1.5	5 February 2016	Defect 120067
v1.6	24 March 2016	CR009782 & minor correction
v1.7	30 June 2016	Defect 138208

File Reference: ODF/INT163- R-SOG-2016-v1.7 APP (GR)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFA	<ul style="list-style-type: none"> * 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 to both athletes and officials * DT_PARTIC / DT_PARTIC_UPDATE, DT_RESULT: updated Bib attribute definition and specified that only applies for Individual events * DT_RESULT, DT_CURRENT, DT_CUMULATIVE_RESULT: added INQUIRY Extension for inquiries on difficulty scores * DT_RESULT: removed Bibs in Group sample * DT_RESULT: removed INTERMEDIATE in Trigger and Frequency section * DT_RESULT: added mention to Team event units for non-Olympic events * DT_RESULT: removed QUAL_RULE ExtendedInfo, now is in DT_CONFIG message * DT_RESULT: removed wrong STARTORDER, STARTSORTORDER EventUnitEntries in samples * DT_RESULT: updated RESERVE EventUnitEntry must be included in all rotations * DT_RESULT: removed Pos attribute in CC @Aparatus ExtendedResult * DT_CURRENT: added note in Diff attribute and DIFF ExtendedResult to clarify that this is not the Difficulty score * DT_CURREMT: moved SUBDIVISION and ROTATION to be Extensions of PHASE ExtendedInfo * DT_CURRENT: updated description for PHASE ExtendedInfo



		<ul style="list-style-type: none"> * DT_CURRENT: added PREV_SCORE, PREV_RANK and PREV_ERANK ExtendedResults * DT_CUMULATIVE_RESULT: updated DocumentSubtype in the ODF Header to include the unit not the phase
v1.2	APP	<ul style="list-style-type: none"> * DT_CURRENT: added APPARATUS ExtendedResult * DT_CONFIG: added COMPETITOR_SET_NUM ExtendedConfig
v1.3	APP	<ul style="list-style-type: none"> * DT_CONFIG: fixed format for Pos attribute in COMPETITOR_SET_NUM ExtendedConfig * DT_RANKING: removed Bib in sample
v1.4	APP	<ul style="list-style-type: none"> * CR008490: DT_CUMULATIVE: added behaviour explanation in message description * CR008770: DT_CUMULATIVE_RESULT: added @SortOrder in these elements: <ul style="list-style-type: none"> - Competitor /ExtendedResults /ExtendedResult[Code=@Apparatus] - Competitor /Composition /Athlete /ExtendedResults /ExtendedResult[Code=@Apparatus]
v1.5	APP	<ul style="list-style-type: none"> * Defect 120067: DT_CUMULATIVE_RESULT: added trigger at the beginning of each rotation
v1.6	APP	<ul style="list-style-type: none"> * CR009782 ODF: Format of GR Penalties: <ul style="list-style-type: none"> - DT_RESULT, DT_CURRENT, DT_CUMULATIVE_RESULT: changed PENALTY format to 3 decimal place * DT_CUMULATIVE_RESULT: change in trigger between rotations
v1.7	APP	<ul style="list-style-type: none"> * Defect 138208: <ul style="list-style-type: none"> - DT_CUMULATIVE_RESULT: added SubEventName attribute to ExtendedInfos/SportDescription element