



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT174-R-SOG-2016-v1.7 APP (SY)

# Olympic Data Feed



**ODF Synchronised Swimming Data Dictionary**  
**Rio 2016 – Games of the XXXI Olympiad**  
Technology and Information Department  
© International Olympic Committee

ODF/INT174-R-SOG-2016-v1.7 APP (SY)  
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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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



<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
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 Synchronised Swimming .

- 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	<u>X</u>
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_CUMULATIVE_RESULT	Cumulative Results	<u>X</u>
DT_RANKING	Event Final Ranking	
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	<u>X</u>
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	



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DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	





## 2.2 Messages

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

#### 2.2.1.1 Description

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

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

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

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

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

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

#### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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	<a href="#">SC @Source</a>	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	Level 6
---------	---------	---------	---------	---------	---------



<u>Competition (1,1)</u>	Code
	<u>Participant (1,N)</u>
	Code
	Parent
	Status
	GivenName
	FamilyName
	PrintName
	PrintInitialName
	TVName
	TVInitialName
	Gender
	Organisation
	BirthDate
	Height
	Weight
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	Current
	OlympicSolidarity
	ModificationIndicator
	<u>Discipline (1,1)</u>
	Code
	<u>RegisteredEvent (0,N)</u>
	Gender
	Event
	<u>EventEntry (0,N)</u>



	Code
	Type
	Pos
	Value

### 2.2.1.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	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 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".
Status	O	<a href="#">CC @ParticStatus</a>	Participant's accreditation status this attribute 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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. It will be included if available
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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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	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	<a href="#">CC @Discipline</a>	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	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code



Event	M	<a href="#">CC @Event</a>	Event ID
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<b>Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)</b>			
<b>Send if there are specific athlete's event entries.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ENTRY	SUBSTITUTE	N/A	Element Expected: As soon as this information is available (this information can be sent in both messages).  Send only for the Teams event - not Duets.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(1)	Send "Y" if the competitor is a reserve, else do not send

### 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 be 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	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.





		<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	<a href="#">SC @Source</a>	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>

### 2.2.2.3 Trigger and Frequency

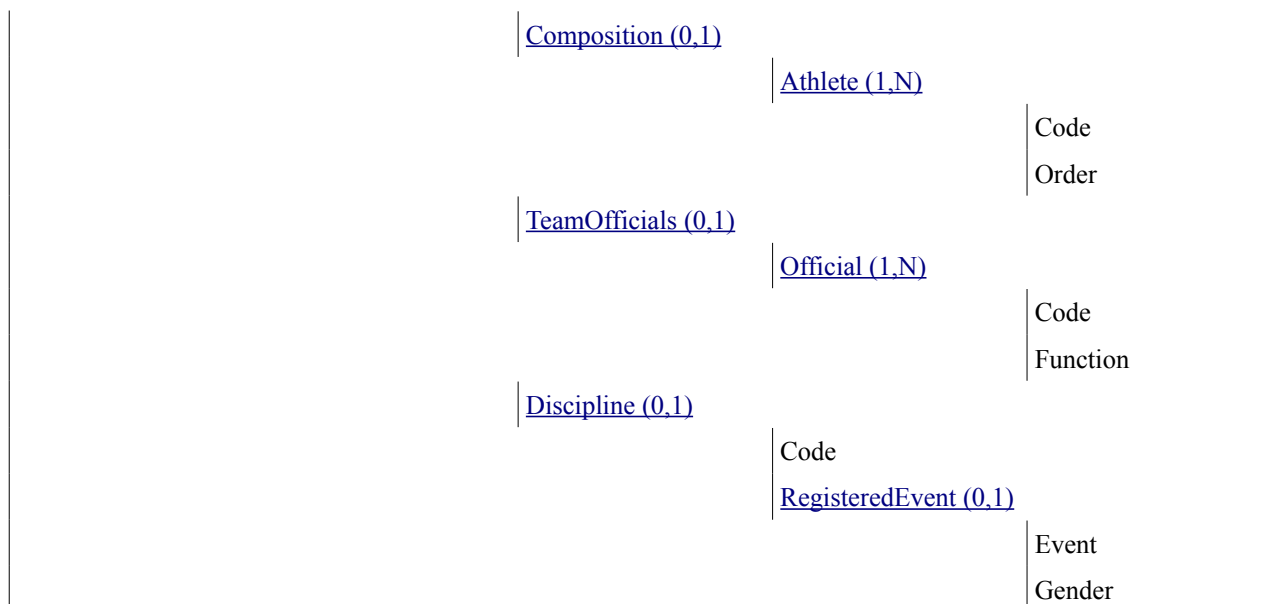
The DT\_PARTIC\_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

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
<a href="#">Competition (1,1)</a>	Code <a href="#">Team (1,N)</a>	Code Organisation Number Name Gender Current ModificationIndicator		



### 2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	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 (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number.
Name	O	S(73)	Team's name.
Gender	M	<a href="#">CC @DisciplineGender</a>	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	<p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team</p> <p>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p>
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**Element: Team /Composition /Athlete (1,N)**

**In the case of current teams the number of athletes is 2 or more.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member.
Order	O	Numeric	Team member order

**Element: Team /TeamOfficials /Official (1,N)**

**Send if there are specific officials for the team. Does not apply to historical teams.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Official's ID of the listed team's official.</p> <p>Therefore, he/she makes part of the team's officials.</p>
Function	M	<a href="#">CC @ResultsFunction</a>	<p>Official's function for the team</p> <p>Send the function code for: -Coach -Choreographer</p>

**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	<a href="#">CC @Discipline</a>	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	<a href="#">CC @Event</a>	Event ID
Gender	M	<a href="#">CC @DisciplineGender</a>	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	<a href="#">CC @Competition</a>	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 SY	Not used in SY
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official , unofficial, etc. START_LIST UNOFFICIAL OFFICIAL LIVE (used during the competition when nothing else applies).
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



		<p>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	<a href="#">SC @Source</a>	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"> <li>* Competitors or athletes are added, changed or removed including in &lt;ExtendedInfos /Competitor&gt;</li> <li>* Any change in &lt;Officials&gt;</li> <li>* Any change in StartOrder or StartSortOrder</li> <li>* Any changes in &lt;Coaches&gt;</li> <li>* Any changes in &lt;EventUnitEntry&gt;</li> </ul> <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>

### 2.2.3.3 Trigger and Frequency

- As soon as the start list is available and any updates [inc. IRMs] (START\_LIST)
- (First LIVE) First competitor preparation, ready for competition; including the first current synchronised swimmer (refer to ODF Principles).
- When the first competitor starts and during the unit with all updates (LIVE)
- After the unit has finished (UNOFFICIAL)
- After the Result is approved (OFFICIAL)



### 2.2.3.4 Message Structure

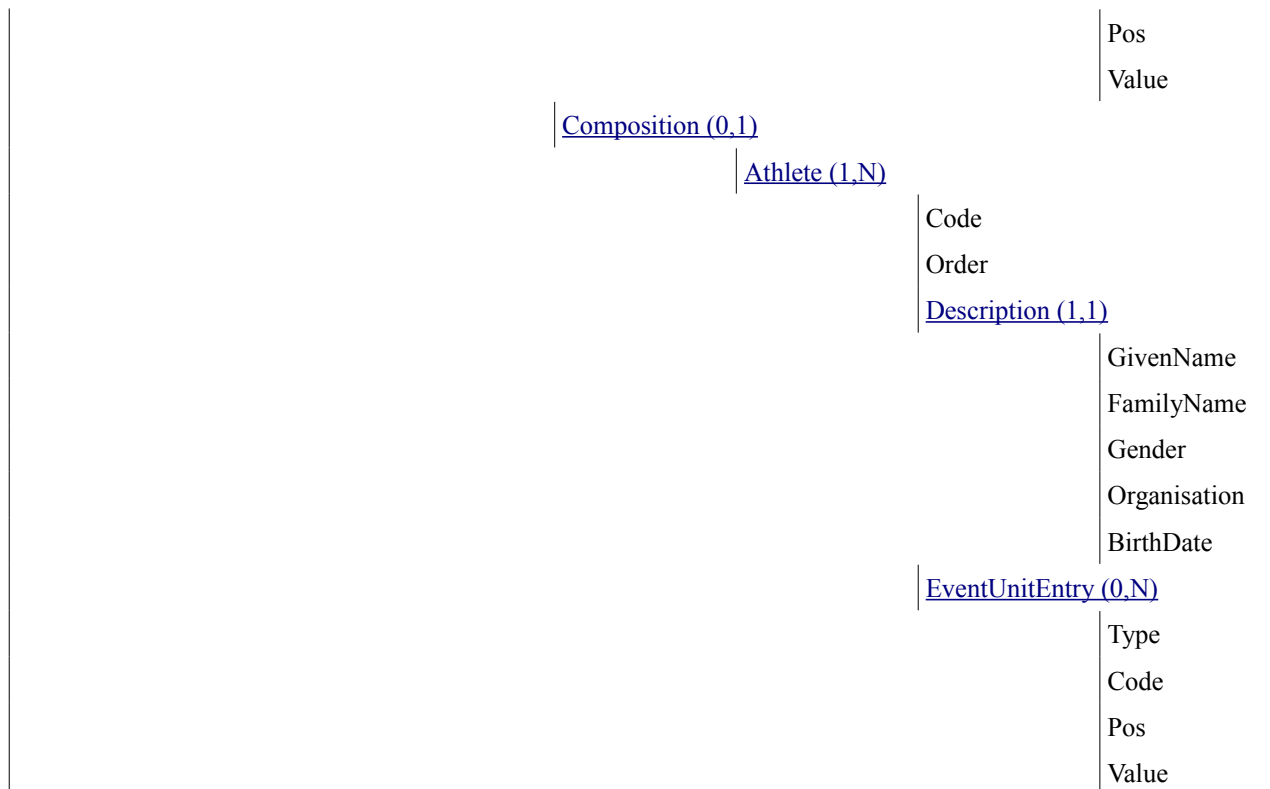
The following table defines the structure of the message.

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



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





### 2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	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
UI	PANEL	Numeric 0	Pos Description: Panel order  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @PanelType</a>
	<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	PERCENT	
	Pos	N/A	N/A
	Value	Numeric #0	Weighted for this panel. (e.g.: 30 as 30% for the score in Execution panel)
DISPLAY	CURRENT	N/A	Element Expected: Send the current/next competitor with every LIVE update
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(20) with no leading zeroes
DISPLAY	LAST_COMP	N/A	Element Expected: Send the last competitor to receive a score with every LIVE update
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(20) with no leading zeroes
			Send the competitor ID of the last competitor to finish

**Sample (In a Free Routine unit)**



```

<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-17T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="PANEL" Pos="1" Value="EX" >
    <Extension Code="PERCENT" Value="30" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="PANEL" Pos="2" Value="AI" >
    <Extension Code="PERCENT" Value="40" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="PANEL" Pos="3" Value="DF" >
    <Extension Code="PERCENT" Value="30" />
  </ExtendedInfo>
  ...
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="1245678" />
  ...
</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	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit
SubEventName	M	S(40)	Text short description or the Event Unit, not code

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

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	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 ID
Function	M	<a href="#">CC</a>	Official's function for the event unit.



		<a href="#">@ResultsFunction</a>	<p>Send the function code for: -Referee -Assistant Referee</p> <p>And for judges, there are three different panels (depending on the event unit routine), i.e.: -for Technical routines (Execution, Impression, Elements) -for Free routines (Execution, Artistic Impression, Difficulty)</p> <p>with five judges in each panel of judges i.e.: for each of the corresponding panel of judges: -Judge 1 -Judge 2 -Judge 3 -Judge 4 -Judge 5</p>
Order	M	Numeric	Order of the Officials (described above). Send by order for each official

**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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Officials' organisation

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

Type	Code	Pos	Description
EO	TECH_MEMBER	N/A	Element Expected: As soon as it is known
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(1)
			Send "Y" if the official is member of the FINA Technical Synchronised Swimming Committee, else does not send.
EO	PANEL	Numeric 0	Pos Description: Order of the Judge within the panel



				<p>Element Expected: As soon as it is known.</p> <p>This should be sent according with the Official/@Function (except for Referee and Assistant Referee).</p>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @PanelType</a>	<p>Panel Type. Indicates in which panel is the judge.</p> <p>Only send for the Judges</p>

**Sample (In a Free Routine unit)**



```

<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="1176564" Function="J1" 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="J2" Order="4">
    <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="2" Value="EX" />
  </Official>
  ...
  <Official Code="1176571" Function="J1" Order="8">
    <Description GivenName="Given" FamilyName="Family" Gender="W" Organisation="ITA" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="AI" />
  </Official>
  <Official Code="1176578" Function="J2" Order="9">
    <Description GivenName="Given" FamilyName="Family" Gender="W" Organisation="GER" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="2" Value="AI" />
  </Official>
  ...
  <Official Code="1176451" Function="J1" Order="13">
    <Description GivenName="Given" FamilyName="Family" Gender="W" Organisation="CHN" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="DF" />
  </Official>
  <Official Code="1178978" Function="J2" Order="14">
    <Description GivenName="Given" FamilyName="Family" Gender="W" Organisation="CAN" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="2" Value="DF" />
  </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	String	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 the case of equalled rank else do not send



Result	O	Numeric ##0.0000	Result (Points) for the particular event unit.
IRM	O	<a href="#">SC @IRM</a>	Invalid result mark for the particular event unit Send just in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors 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. Prior to the start it is the same as StartSortOrder.
StartOrder	O	Numeric	Start order of the competitor in the start list.
StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either POINTS or IRM for the corresponding event unit.
Diff	O	Numeric ##0.0000  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
Type	M	T	T for team
Organisation	M	<a href="#">CC @Organisation</a>	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.
----------	---	-------	-------------------

<b>Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)</b>			
Type	Code	Pos	Description
ER	SC @PanelType	Numeric 0	Pos Description: Do not send except in the case of @Code=TE (Elements panel in Technical Routines).  Send 0 for overall panel score, and 1..5 for each element.  Element Expected: Always
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric ##0.0000	Weighted score. Total Points for that panel.  In the case of @Code=TE (Elements): total points for overall @Pos=0, and for each element (1..5), points for the element.
<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Elements panel -each element</b>			
<b>(do not send for overall, @Code=TE and @Pos=0)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DIFFICULTY		
Pos	N/A	N/A	
Value	Numeric 0.0	Send the degree of difficulty for the technical element @Pos (1..5)	
<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If applicable</b>			
<b>(do not send in Elements panel for overall, @Code=TE and @Pos=0)</b>			





Attribute	Value	Description	
Code	DISCARDED		
Pos	Numeric 0	Judge's sequential number in the panel	
Value	S(1)	Send "Y" if the judge score does not contribute to total score. Otherwise, do not send.	
<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When available</b>  <b>(do not send in Elements panel for overall, @Code=TE and @Pos=0)</b>			
Attribute	Value	Description	
Code	SCORE_J		
Pos	Numeric 0	Judge's sequential number in the panel.	
Value	Numeric #0.0	Score awarded by that judge. Send 10 -without decimal-, for perfect score	
ER	PTY	N/A	Element Expected: If applicable
Attribute	M/O	Value	Description
Value	O	-Numeric -#.0	Send the penalty points (only if not zero) for the competitor.
ER	REQ_PTY	N/A	Element Expected: If applicable in Technical Routines only
Attribute	M/O	Value	Description
Value	O	-Numeric -#.0	Send the penalty points (only if not zero) for required elements.  Send only for technical routines.
ER	PTS_NEEDED	Numeric #0	Pos Description: Send 1, 2, 3 or 12.  Send 1 for pts for gold Send 2 for pts for silver Send 3 for pts for bronze



			<p>Send 12 for pts to qualify for final in Duet.</p> <p>Element Expected: In Preliminary - Technical Routine (duets) and, in Final - Free Routines (duets and teams)</p> <p>Only when this competitor is the current competitor (with LIVE).</p>
Attribute	M/O	Value	Description
Value	O	Numeric ##0.0000 Or "-"	<p>The points the current competitor has to achieve a medal, or, qualify for the final.</p> <p>Use "-", if not team currently in the 1, 2, 3, 12 positions as applicable.</p> <p>Positions 1, 2, 3 only apply for Free Routine Finals (duets and teams), and, the 12 only applies in Duets Technical Routine Preliminary.</p>

**Sample (In a Free Routine unit)**



```
<Result Rank="2" ResultType="POINTS" Result="96.7100" SortOrder="2" StartOrder="4" StartSortOrder="4"
Diff="1.5000" >
  <Competitor Code="SYW201CHN01" Type="T" Organisation="CHN" >
    <Description TeamName="China"/>
    ....
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="EX" Value="29.3800">
        <Extension Code="SCORE_J" Pos="1" Value="9.6" />
        <Extension Code="SCORE_J" Pos="2" Value="9.5" />
        <Extension Code="DISCARDED" Pos="2" Value="Y" />
        <Extension Code="SCORE_J" Pos="3" Value="9.7" />
        <Extension Code="SCORE_J" Pos="4" Value="9.6" />
      ....
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="AI" Value="38.3300">
        <Extension Code="SCORE_J" Pos="1" Value="9.6" />
        <Extension Code="SCORE_J" Pos="2" Value="9.5" />
        <Extension Code="DISCARDED" Pos="2" Value="Y" />
      ....
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="DF" Value="28.3300">
      ....
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="PTY" Value="-1.0" />
    </ExtendedResults>
    <Composition>
      <Athlete Code="1072598" Order="1" >
        <Description FamilyName="Smith" GivenName="Jane" Gender="W"
Organisation="CHN" BirthDate="1994-11-04" />
      </Athlete>
      <Athlete Code="1072596" Order="2" >
        <Description FamilyName="Jones" GivenName="Sue" Gender="W"
Organisation="CHN" BirthDate="1994-11-04" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

**Sample (In a Technical Routine unit)**



```
<Result Rank="2" ResultType="POINTS" Result="96.3003" SortOrder="2" StartOrder="4" StartSortOrder="4"
Diff="2.0477" >
  <Competitor Code="SYW201CHN01" Type="T" Organisation="CHN" >
    <Description TeamName="China"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="EX" Value="28.9000">
        <Extension Code="SCORE_J" Pos="1" Value="9.6" />
        <Extension Code="SCORE_J" Pos="2" Value="9.5" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="TI" Value="28.7000">
        <Extension Code="SCORE_J" Pos="1" Value="9.6" />
        <Extension Code="SCORE_J" Pos="2" Value="9.5" />
        <Extension Code="DISCARDED" Pos="2" Value="Y" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="TE" Pos="0" Value="38.7003" />
      <ExtendedResult Type="ER" Code="TE" Pos="1" Value="29.9667" >
        <Extension Code="DIFFICULTY" Value="3.1" />
        <Extension Code="SCORE_J" Pos="1" Value="9.5" />
        <Extension Code="DISCARDED" Pos="1" Value="Y" />
        <Extension Code="SCORE_J" Pos="2" Value="9.6" />
        <Extension Code="SCORE_J" Pos="3" Value="9.7" />
        <Extension Code="SCORE_J" Pos="4" Value="9.7" />
        <Extension Code="SCORE_J" Pos="5" Value="9.7" />
        <Extension Code="DISCARDED" Pos="5" Value="Y" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="TE" Pos="2" Value="18.3667" >
        <Extension Code="DIFFICULTY" Value="1.9" />
        <Extension Code="SCORE_J" Pos="1" Value="9.7" />
        <Extension Code="SCORE_J" Pos="2" Value="9.6" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="TE" Pos="5" Value="23.2800" >
        <Extension Code="DIFFICULTY" Value="2.4" />
        <Extension Code="SCORE_J" Pos="1" Value="9.6" />
        <Extension Code="DISCARDED" Pos="1" Value="Y" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="PTY" Value="-1.0" />
    </ExtendedResults>
    <Composition>
      <Athlete Code="1072598" Order="1" >
        </Athlete>
    </Composition>
  </Competitor>
</Result>
```



**Sample (In a Duet Free Routine - Preliminary (current))**

```
<Result SortOrder="5" StartOrder="5" StartSortOrder="5" >
  <Competitor Code="SYW201GRE01" Type="T" Organisation="GRE" >
    <Description TeamName="Greece"/>
  <ExtendedResults>
  <ExtendedResult Type="ER" Code="PTS_NEEDED" Pos="12" Value="-" />
</ExtendedResults>
```

**Sample (In a Free Routine - Final (current))**

```
First:
<Result SortOrder="1" StartOrder="1" StartSortOrder="1" >
  <Competitor Code="SYW201FRA01" Type="T" Organisation="FRA" >
    <Description TeamName="France"/>
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="PTS_NEEDED" Pos="1" Value="-" />
    <ExtendedResult Type="ER" Code="PTS_NEEDED" Pos="2" Value="-" />
    <ExtendedResult Type="ER" Code="PTS_NEEDED" Pos="3" Value="-" />
  </ExtendedResults>

Next:
<Result SortOrder="2" StartOrder="2" StartSortOrder="2" >
  <Competitor Code="SYW201USA01" Type="T" Organisation="USA" >
    <Description TeamName="United States of America"/>
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="PTS_NEEDED" Pos="1" Value="88.3600" />
    <ExtendedResult Type="ER" Code="PTS_NEEDED" Pos="2" Value="-" />
    <ExtendedResult Type="ER" Code="PTS_NEEDED" Pos="3" Value="-" />
  </ExtendedResults>
```

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 a duets/teams member.
Order	M	Numeric	Order attribute used to sort team members in a team. Send the order of the athletes within the duets/teams.

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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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.**

Type	Code	Pos	Description
EUE	SUBSTITUTE	N/A	Element Expected: As soon as available. Send only for the Teams event, not Duets.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(1)	Send "Y" if the competitor is the reserve, else do not send

**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 phase or event unit that contributed results to the message.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEEP00	The DocumentCode should be [DD][G][EEE][P]00  In the case of Duets the message will be sent with phase 9 (preliminary) and 1 (final) while in the Teams event only phase 1 (final) is used.
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	DDGEEEPUU	The DocumentSubtype should be [DD][G][EEE][P][UU] to indicate the current only most recently complete unit (if not current).  In the case of Duets the message will be sent with phase 9 (preliminary) and 1 (final) while in the Teams event only phase 1 (final) is used.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates the status of the results LIVE INTERMEDIATE UNCONFIRMED



		OFFICIAL UNOFFICIAL PROTESTED
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	<a href="#">SC @Source</a>	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

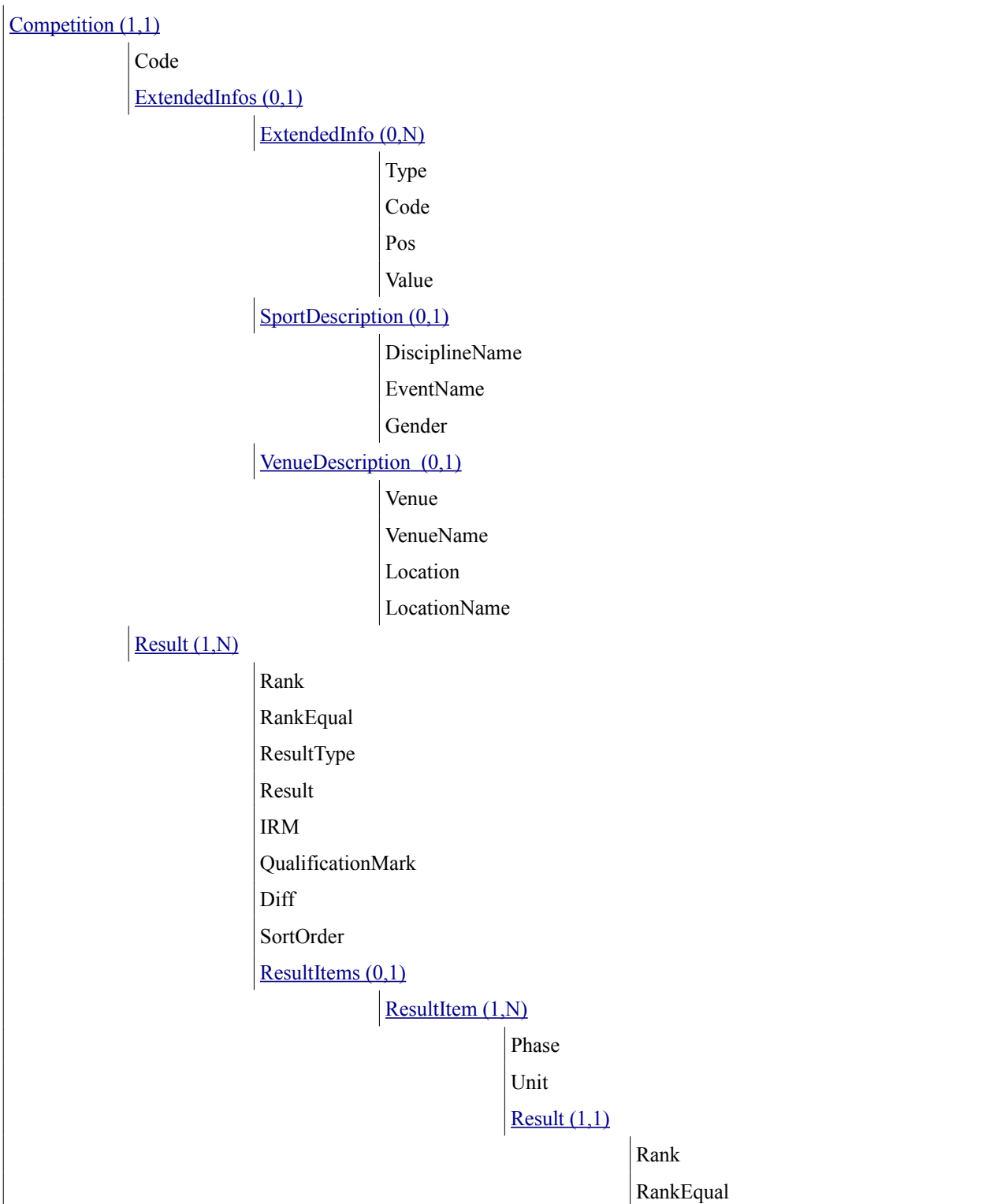
- After each competitor completes the routine -during a phase- (LIVE)
- After every phase routine is over (INTERMEDIATE)
- Update after last routine -up to the end of the phase- (UNCONFIRMED / UNOFFICIAL / OFFICIAL)

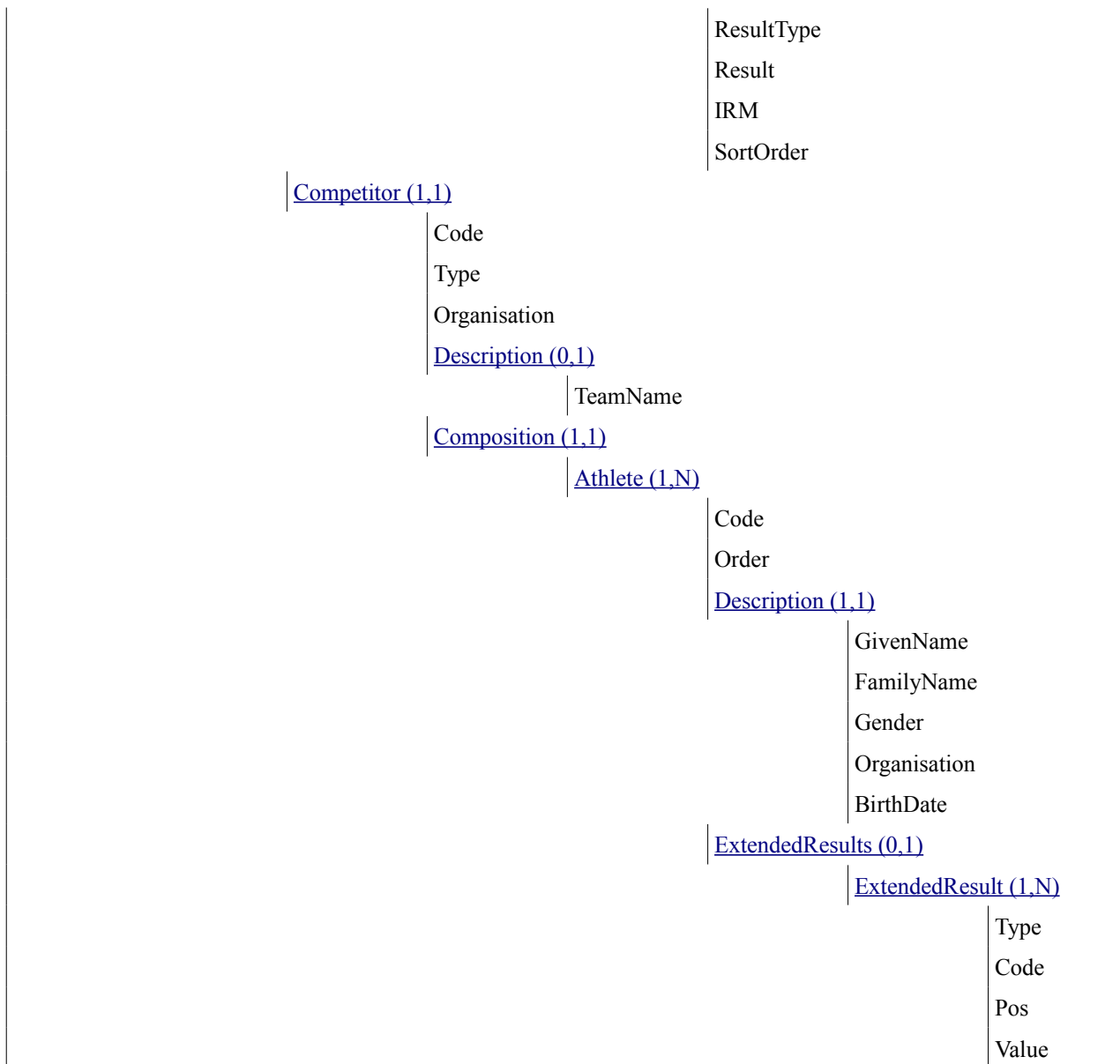
### 2.2.4.4 Message Structure

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
---------	---------	---------	---------	---------	---------	---------	---------







### 2.2.4.5 Message Values

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



Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	LAST_QUAL	Numeric #0	Pos Description: Show the rank of the competitor.  Element Expected: When known during Duets Technical routine	
	Attribute	M/O	Value	Description
	Value	O	S(20) with no leading zeroes	Send the last qualifying place ID (during Duets Technical routine in Preliminary only)  In the situation where insufficient competitors have participated to show the last qualifying position then show the current last 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
Gender	M	<a href="#">CC @DisciplineGender</a>	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	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	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	String	Overall Rank of the competitor in the phase.  This attribute is optional because the competitor could get an invalid result mark (in this case, it will be blank).
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either POINTS or IRM in any routine for the corresponding phase.
Result	O	Numeric ##0.0000	Result (Total points) for the phase  Duets Preliminary: is the Free Routine Preliminary Points plus the Technical Routine Points.  Duets Final: is the Technical Routine Points (in Preliminary) plus Free Routine Final Points.  Teams Final: is the Technical Routine Points plus Free Routine Final Points.
IRM	O	<a href="#">SC @IRM</a>	Invalid result mark in the phase. Send just in the case @ResultType is IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Indicates whether the team is qualified for next round is confirmed. Don't send for the final. (only applies in Preliminary phase)
Diff	O	Numeric ##0.0000 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).
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

**Element: Result /ResultItems /ResultItem (1,N)**

Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase -identified by @Phase- or unit (if @Unit is also informed or just phase otherwise).

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Phase	M	<a href="#">CC @Phase</a>	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative result is updated to. Possible values are: (9) Qualification -only for Duets- (1) Final -for Duets and Teams-
Unit	M	<a href="#">CC @Unit</a>	Unit code of the latest RSC schedule item to which the cumulative results is updated to.

**Element: Result /ResultItems /ResultItem /Result (1,1)**

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor in the result for the event unit identified by /ResultItems /ResultItem.
RankEqual	O	S(1)	Send "Y" in the case of equalled rank else do not send
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem, either IRM or POINTS.
Result	O	Numeric ##0.0000	Result (Points) of the competitor for the particular event unit identified by /ResultItems /ResultItem  Send just in the case @ResultType is POINTS
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem  Only send in the case @ResultType is IRM
SortOrder	M	Numeric	Used to sort all results in an event unit identified by /ResultItems /ResultItem

**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 For Competitor @Type=T, it will be: Team's ID
Type	M	T	T for team
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

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



<b>Competitors extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	O	S(73)	Name of the team.

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to a duets/teams member.
Order	M	Numeric	Order attribute used to sort team members in a team. Send the order of the athletes within the duets/teams.

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

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Team member's extended result.</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
ER	PARTIC	N/A	Element Expected: In Teams only as soon as it is known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Participation</a>	Send the appropriate code if applicable (for the reserve participation in teams).  Do not send if swam in both (Technical and Free).

Sample (General)



```
<Result Rank="2" ResultType="POINTS" Result="192.8100" Diff="2.4560" QualificationMark="Q"
SortOrder="2">
  <ResultItems>
    <ResultItem Phase="9" Unit="01">
      <Result Rank="2" ResultType="POINTS" Result="96.7100" SortOrder="2" />
    </ResultItem>
    <ResultItem Phase="9" Unit="02">
      <Result Rank="2" ResultType="POINTS" Result="96.1000" SortOrder="2" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="SYW201CHN01" Type="T" Organisation="CHN" >
    <Description TeamName="China"/>
    <Composition>
      <Athlete Code="1072598" Order="1" >
        <Description FamilyName="Smith" GivenName="Jane" Gender="W"
Organisation="CHN" BirthDate="1994-11-04" />
      </Athlete>
      <Athlete Code="1072596" Order="2" >
        <Description FamilyName="Jones" GivenName="Sue" Gender="W"
Organisation="CHN" BirthDate="1994-11-04" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

#### 2.2.4.6 Message Sort

The ResultItems should be ordered in the same order in which they took place, earliest to latest.

Result @SortOrder will be the attribute used to sort the results, as the attribute @SortOrder is defined in each of the ODF Sport Data Dictionaries. Other @Order attributes will usually be used to order the rest of elements, as these elements are being requested in each of the ODF Sport Data Dictionary Documents.



## 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	This message is only sent for the Duets Technical Routine (in Preliminary) so the header will contain the RSC of that unit (DDWEEE902).
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	<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>





		Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	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
<a href="#">Competition (1,1)</a>	Code <a href="#">Configs (1,1)</a>	<a href="#">Config (1,N)</a>	Gender Event Phase Unit <a href="#">ExtendedConfig (1,N)</a>	Type Code Pos Value

### 2.2.5.5 Message Values

Element: <a href="#">Competition (1,1)</a>			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition



Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code of the RSC.
Event	M	<a href="#">CC @Event</a>	Event code of the RSC
Phase	M	<a href="#">CC @Phase</a>	Phase code of the RSC
Unit	M	<a href="#">CC @Unit</a>	Unit code of the RSC

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	QUAL_RULE	N/A	Element Expected: When was available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	String
	<b>Description</b>		Qualification rule text
EC	QUAL_RANK	Numeric 0	Pos Description: Send 1 to indicate first rank included in the @Code rule. Send 2 to indicate last rank included in the @Code rule.  Element Expected: Always if the rule applies to the competition
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
	<b>Description</b>		Send the rank according to @Pos

**Sample (General)**

```

<Configs>
  <Config Gender="W" Event="201" Phase="9" Unit="02">
    <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="Top 12 Qualify for Final" />
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="1" Value="1" />
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="2" Value="12" />
  </Config>
</Configs>

```

**2.2.5.6 Message Sort**

There is no general message sorting rule.



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT174-R-SOG-2016-v1.7 APP (SY)



### 3 Document Control

Version history		
Version	Date	Comments
v0	27 Nov 2014	First version in ODF2 (DRAFT)
v1.0	19 Dec 2014	First version - (SFR version)
v1.1	30 Jan 2015	Comments included after IDM and some corrections - (SFA version)
v1.2	20 Apr 2015	Comments included and some corrections
v1.3	13 May 2015	Minor corrections and Pre-integration comments (P0) included
v1.4	28 May 2015	Minor corrections
v1.5	06 Aug 2015	First version as a full document - (APP version)
v1.6	18 Dec 2015	Minor corrections - (external delivery)
v1.7	05 Feb 2016	Minor corrections - (external delivery)

**File Reference:** ODF/INT174-R-SOG-2016-v1.7 APP (SY)

Change Log		
Version	Status	Changes on version
v0	Draft	First version in ODF2
v1.0	SFR	Submitted for Review version
v1.1	SFA	<ul style="list-style-type: none"> <li>-Submitted for Approval version</li> <li>-Minor corrections/typos</li> <li>-Applicable Messages: Added the extended redefinition of the message DT_PARTIC_TEAMS_UPDATE, included the message used DT_KA and removed the DT_SERIAL</li> <li>-(DT_PARTIC / DT_PARTIC_UPDATE): Included the optional element "Participant /Discipline /RegisteredEvent", and in the element "Participant /Discipline /RegisteredEvent /EventEntry" has been included the comment (only for Teams event). And some attributes (as GivenName, Weight and MainFunctionId) in the Participant element have not been included because is not needed a specific definition, the general definition is valid.</li> <li>-(DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE): Updated the name to include the message "List of teams update", and has been corrected the reference to the optional element "Team /TeamOfficials / Official" in the Message Structure.</li> <li>-(DT_RESULT): Included some optional elements (related to the /Extension and /Description), and in the element ".../Athlete /EventUnitEntry" has been included the comment (only for Teams event).</li> <li>-(DT_RESULT): Updated the @Function attribute (at the Officials /Official element) to include the explanation for the different Officials expected, and has been updated the value of the @Diff attribute (at Result element) for the leader. Also included some clarification in other</li> </ul>



		<p>attributes.</p> <p>-(DT_RESULT): Added the extension code PERCENT of the code PANEL in the ExtendedInfos /ExtendedInfo element for the weighted of each of the panels. Updated the sample of message element as well.</p> <p>-(DT_RESULT): Included some clarifications in the codes (at the Officials /Official /ExtOfficial element), and has been corrected the sample of the message element.</p> <p>-(DT_RESULT): Added the REQ_PTY code in the Result /Competitor /ExtendedResults /ExtendedResult element for the penalty for required elements (only in Technical Routines). And have been corrected some codes in the sample of the message element.</p> <p>-(DT_CUMULATIVE_RESULT): Updated the Trigger and Frequency to include the different triggers at each result status.</p> <p>-(DT_CUMULATIVE_RESULT): Included the optional element (related to the Competitor /Description), and in the element ".../Athlete /ExtendedResults /ExtendedResult" has been included the comment (only for Teams event).</p> <p>-(DT_CUMULATIVE_RESULT): Updated the @Result attribute (at the Result element) to change the explanation of results for Duets (according to the Rio competition format), and has been updated the value of the @Diff attribute for the leader. Also included some clarification in other attributes and elements.</p> <p>-(DT_CUMULATIVE_RESULT): Changed the @Type attribute from "DISPLAY" to "UI" (in all sports) (at ExtendedInfos /ExtendedInfo element).</p> <p>-(DT_CONFIG): Updated the DocumentCode attribute in the Header Values, the message should be sent for the unit of the Duets Technical Routine (in the Preliminary) instead of Free Routine (according to the Rio Competition format). Updated the sample as well.</p> <p>-(DT_CONFIG): Removed the optional elements defined in the Message Structure.</p> <p>(After IDM):</p> <p>-(DT_RESULT): Updated the Trigger and Frequency to include the reference for the first LIVE message.</p> <p>-(DT_RESULT): Removed the MUSIC codes (from the element Result /Competitor /EventUnitEntry), and the element as well. Updated samples accordingly.</p> <p>-(DT_RESULT): Added some more samples.</p>
v1.2	SFA	<p>-(DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE): Included the optional elements "Team /Composition /Athlete" and "Team /Discipline /RegisteredEvent" in the Message Structure. Updated the Function attribute to include the "Choreographer" as team official (at the Team /TeamOfficials / Official element).</p> <p>-(DT_RESULT): Updated the Trigger and Frequency to remove message as UNCONFIRMED.</p> <p>-(DT_RESULT): Updated the SC @PanelType code (at Result /Competitor /ExtendedResults /ExtendedResult element), in the Technical Routines, for the Elements panel (@Code=TE) to include the definition of the attribute @Pos in order to have the overall panel score, and the score of each element per judge, the extension code DIFFICULTY has been added for each element, and updated also the extension codes SCORE_J and DISCARDED for the elements panel to be send only for each element (not in overall). Added a sample.</p>
v1.3	SFA	<p>-(DT_CUMULATIVE_RESULT): Included the optional element "Result /ResultItems" in the Message Structure.</p> <p>(Pre-integration comments-P0 applied):</p> <p>-(DT_RESULT): Updated the PTS_NEEDED code (at the Result /Competitor /ExtendedResults /ExtendedResult element) to include that is also expected in Duets Preliminary - Technical</p>



		Routine.
v1.4	SFA	-(DT_CUMULATIVE_RESULT): Included the IRM attribute at the "Result" element.
v1.5	APP	-Approved version -First version as a full document
v1.6	APP	-(DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE): Included the optional element "Team /Discipline /RegisteredEvent" in the Message Structure (missing by mistake in previous version, full document).
v1.7	APP	-(DT_RESULT): Updated the extension code SCORE_J of the SC @PanelType code (at the Result /Competitor /ExtendedResults /ExtendedResult element) to include a clarification about the 10 score (send without decimal).