

OLYMPIC DATA FEED

YOG ODF Acrobatic Gymnastics Data Dictionary

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Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Acrobatic Gymnastics Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the acrobatic 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 Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show 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 acrobatic gymnastics.

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

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

2.2 Messages

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

2.2.1.1 Description

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

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

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

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

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	Full RSC (discipline level)	RSC at the discipline level
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.

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message 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 Values

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

Element: Participant (1,N)			
Attribute	M/O	Value	Description
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
ModificationIndicator	M	S(1)	<p>'N' or 'U'</p> <p>Attribute is mandatory in the DT_PARTIC_UPDATE message only</p> <p>N-New participant (in the case that this information comes as a late entry)</p> <p>U-Update participant</p> <p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
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. 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
Event	M	CC @Event	Full RSC of the Event

2.2.1.5 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.

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
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.

2.2.2.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message 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 Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name.
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /Discipline (0,1)

Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline

Element: Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

2.2.2.5 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.

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values). In principle there will be one message for each apparatus in each subdivision hence each message includes only one apparatus however in Teams competition DocumentSubcode is used to provide individual apparatus results as well.

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

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	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentSubcode	N/A	
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition). 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.

Attribute	Value	Comment
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.

2.2.3.3 Trigger and Frequency

- "START_LIST": As soon as the competition order is known and any updates (inc. IRMs before start)
- "LIVE": When the first competitor starts and during the unit updated after each competitor.
- "UNOFFICIAL": After the unit has finished
- "OFFICIAL": After the Result is approved

Trigger also after any change.

2.2.3.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		STARTERS	N/A	Element Expected: When available if there is a single rotation.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Sent the number of competitors on the start list
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When it is available			
	Attribute	Value	Description	
	Code	COMPLETE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	

Sample

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="12" />
    <Extension Code="COMPLETE" Value="5" />
  </ExtendedInfo>
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	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	O	CC @Location	Location code if single location used
LocationName	O	S(30)	Location short name (not code) from Common Codes (if single location used)

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	Order of the Officials 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 official is assigned to an apparatus or a reserve	
	Attribute	M/O	Value	Description
	Value	M	CC @Apparatus or S(7)	Send the proposed code or "RESERVE" if the judge is a reserve.
EO	JURY_TYPE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @JuryType	Send proposed code

Sample

```
<Officials>
  <Official Code="1165657" Function="PR" Order="1">
    <Description GivenName="Yanick" FamilyName="Baldinotti" Organisation="FIG" Gender="M" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="SUPERIOR" />
  </Official>
  <Official Code="1155520" Function="SUP_V" Order="2">
    <Description GivenName="Joan" FamilyName="Smith" Organisation="FIG" Gender="F" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="SUPERIOR" />
  </Official>
  ...
  <Official Code="1174616" Function="D1" Order="1">
    <Description GivenName="Joan" FamilyName="Brown" Organisation="CZE" Gender="F" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  ...
</Officials>
```

Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit/exercise. Rank is only sent in units which include all athletes in the event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric ##0.000	Score
IRM	O	SC @IRM	IRM for the particular event unit. Send in the case @ResultType is IRM.
SortOrder	M	Numeric	Send the order of the competitor in the unit. This is the same as StartSortOrder before the unit starts. For 1 to n for all competitors in the unit.
StartOrder	M	Numeric	Send the start order for the unit usually, 1 to n. or R1 etc. for reserves.
StartSortOrder	M	Numeric	Send the order of competitor within the subdivision, 1 to n.
ResultType	O	SC @ResultType	Type of the @Result attribute.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	DIFFICULTY	N/A	Pos Description: N/A Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the difficulty score for the competitor.
ER	DIFFICULTY_VAL	N/A	Pos Description: N/A Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the difficulty value for the competitor.
ER	EXECUTION	N/A	Pos Description: N/A Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the execution score for the competitor.
ER	ARTISTIC	N/A	Pos Description: N/A Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the artistic score for the competitor.
ER	PENALTY	N/A	Pos Description: N/A Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	Numeric -#0.0	Send the penalty for the athlete.

Sample

```
<Result ResultType="POINTS" Result="19.025" SortOrder="10" StartOrder="4" StartSortOrder="4" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIFFICULTY" Value="4.640" />
    <ExtendedResult Type="ER" Code="DIFFICULTY_VAL" Value="60" />
    <ExtendedResult Type="ER" Code="EXECUTION" Value="5.325" />
    ...
  </ExtendedResults>
```


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	S(1)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitor's organisation
Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
Element: Result /Competitor /EventUnitEntry (0,N)			
Type	Code	Pos	Description
EUE	RESERVE	N/A	Element Expected: If applies
Attribute	M/O	Value	Description
Value	M	Y	Send Y if athlete is a reserve otherwise do not send
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 be an individual athlete.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
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

2.2.3.5 Message Sort

By SortOrder

2.2.4 Current Information

2.2.4.1 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.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentSubcode	N/A	
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	<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.

2.2.4.3 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.

2.2.4.4 Message Values

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 phase RSC (34)

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	S(1)	Identifies if a rank has been equalled. Only send Y if applicable
Result	O	Numeric #0.000	Score
IRM	O	SC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the start order of the competitors in the unit.
ResultType	O	SC @ResultType	Result type, only sent is there is a result

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	STAGE	N/A	Pos Description: N/A Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @Stage	Send applicable code
ER	ARTISTIC	N/A	Pos Description: N/A Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Artistic score
ER	DIFFICULTY	N/A	Pos Description: N/A Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the difficulty score.
ER	DIFFICULTY_VAL	N/A	Pos Description: N/A Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the difficulty value for the competitor.
ER	EXECUTION	N/A	Pos Description: N/A Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the execution score for the athlete.
ER	PENALTY	N/A	Pos Description: N/A Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric -#0.000	Send the penalty for the athlete.

Sample

```
<Result SortOrder="1" ResultType="POINTS" Result="29.310">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ARTISTIC" Value="9.450" />
    <ExtendedResult Type="ER" Code="EXECUTION" Value="18.100" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Value="2.260" />
    <ExtendedResult Type="ER" Code="DIFFICULTY_VAL" Value="xxx" />
    <ExtendedResult Type="ER" Code="PENALTY" Value="-0.500" />
    <ExtendedResult Type="ER" Code="STAGE" Value="LAST" />
  </ExtendedResults>
</Result>
```

Element: Result /Competitor (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Bib	O	S(4)	Bib number
Organisation	M	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

2.2.4.5 Message Sort

Sort by Result @SortOrder.

2.2.5 Cumulative Results

2.2.5.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In acrobatic gymnastics the Cumulative Results message is used only in qualification phase only.

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	Full RSC	Full RSC of the event phase.t
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	Not used	Not used
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 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.

Attribute	Value	Comment
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.

2.2.5.3 Trigger and Frequency

Send:

- when the start list is sent for the first unit to be included in the message as INTERMEDIATE;
- when each unit starts as LIVE;
- after every competitor completes an exercise as LIVE;
- after every unit except the last as INTERMEDIATE;
- when all units are complete as UNOFFICIAL / OFFICIAL when applicable.
- Other changes as appropriate.

2.2.5.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.	
Attribute	M/O	Value	Description	
Value	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.	

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.

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)

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	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric ##0.000	Cumulative result Only send in the case @ResultType is POINTS
IRM	O	SC @IRM	IRM for the cumulative result Only send in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	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 /ResultItems /ResultItem (1,N)

Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full phase level RSC of the unit included.
Order	M	Numeric #0	Logical order of the sub-units, usually schedule order.

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the unit identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable.
ResultType	O	SC @ResultType	Type of the @Result attribute for the unit identified by /ResultItems /ResultItem.
Result	O	##0.000	The result of the competitor for the unit identified by @Unit at /ResultItems /ResultItem. Only send in the case @ResultType is not IRM.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the unit identified by /ResultItems /ResultItem. Only send in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	DIFFICULTY	N/A	Pos Description: N/A Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the difficulty score for the competitor.
ER	DIFFICULTY_VAL	N/A	Pos Description: N/A Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the difficulty value for the competitor.
ER	EXECUTION	N/A	Pos Description: N/A Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the execution score for the competitor.
ER	ARTISTIC	N/A	Pos Description: N/A Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the artistic score for the competitor.
ER	PENALTY	N/A	Pos Description: N/A Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	Numeric -#0.0	Send the penalty for the athlete.

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete or T for Team
Organisation	M	CC @Organisation	Competitor's organisation

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

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".

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

2.2.5.5 Message Sort

Sort by Result @SortOrder.

2.2.6 Event Final Ranking

2.2.6.1 Description

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the 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.

Attribute	Value	Comment
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.

2.2.6.3 Trigger and Frequency

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

2.2.6.4 Message Values

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

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
Result	O	Numeric ##0.000	Score. Only include the result if the competitor was in the final.
ResultType	M	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes.	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete or T for Team
Organisation	O	CC @Organisation	Competitors' 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)	International Federation ID

Sample

```
<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>
```

2.2.6.5 Message Sort

Sort by Result @SortOrder

2.2.7 Configuration

2.2.7.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each phase
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> <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.

2.2.7.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any change, but considering that, if possible, the configuration for one particular unit must be provided before the start list. All messages at phase level.

2.2.7.4 Message Values

Element: Configs /Config (1,N)				
Attribute		M/O	Value	Description
Unit		M	CC @Phase	Full RSC of the Phase.
Element: Configs /Config /ExtendedConfig (1,N)				
Type		Code	Pos	Description
EC	FROM_RANK (by phase)		N/A	N/A
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Indicates qualification for the next round, based on rank. Send the qualifying rank to indicate first rank to qualify
EC	TO_RANK (by phase)		N/A	N/A
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Indicates qualification for the next round, based on rank. Send the qualifying rank to indicate last rank to qualify
EC	QUAL_RESERVES (by phase)		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 (by phase)		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

Element: Configs /Config /ExtendedConfig (1,N)				
Type		Code	Pos	Description
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.

2.2.7.5 Message Sort

There is no message sorting rule.

3 Document Control

Version history		
Version	Date	Comments
v1.0	26 March 2018	First version
V1.1	23 August 2018	Updated to match software

File Reference: ODF R-YOG-2018-GAC V1.1 SFA

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFA	DT_CURRENT: Add message to align with implementation DT_RANKING: Add Result & ResultType