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# Olympic Data Feed



**ODF Figure Skating Data Dictionary**  
**PyeongChang – XXIII Olympic Winter Games**  
Technology and Information Department  
© International Olympic Committee

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Figure Skating Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Figure Skating 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/INT400	ODF Foundation Principles	The document explains the environment and general principles for ODF
ODF/INT401	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD404	Common Codes	The document describes the ODF Common codes



<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
		used across all ODF documents.
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	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 Figure Skating.

- 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	<a href="#">X</a>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<a href="#">X</a>
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	<a href="#">X</a>
DT_CURRENT	Current Information	<a href="#">X</a>
DT_CUMULATIVE_RESULT	Cumulative Results	<a href="#">X</a>
DT_RANKING	Event Final Ranking	<a href="#">X</a>
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	<a href="#">X</a>
DT_MEDALLISTS	Event's Medallists	<a href="#">X</a>
DT_MEDALLISTS_DISCIPLIN	Medallists by discipline	



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





## 2.2 Messages

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

#### 2.2.1.1 Description

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

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

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists, 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	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC /	List of participants by discipline message



	DT_PARTIC_UPDATE	
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.

### 2.2.1.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message prior to 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
<a href="#">Competition (0,1)</a>					



Participant (1,N)

- Code
- Parent
- Status
- GivenName
- FamilyName
- PrintName
- PrintInitialName
- TVName
- TVInitialName
- LocalFamilyName
- LocalGivenName
- Gender
- Organisation
- BirthDate
- Height
- Weight
- PlaceofBirth
- CountryofBirth
- PlaceofResidence
- CountryofResidence
- Nationality
- MainFunctionId
- Current
- OlympicSolidarity
- ModificationIndicator

Discipline (1,1)

- Code
- IFId

RegisteredEvent (0,N)

- Event
- Substitute



<a href="#">EventEntry (0,N)</a> Code Type Pos Value	<a href="#">OfficialFunction (0,N)</a> FunctionId
--	--

### 2.2.1.5 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</p>



			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
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
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. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<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>	Full RSC of the Discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).



<b>Element: Participant /Discipline /RegisteredEvent (0,N)</b>			
<b>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.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
Substitute	O	S(1)	Substitute information. Send "Y" if the competitor is a substitute, else do not send

<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	RANK_WLD	N/A	Element Expected: When available in individual events. Only in update message	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(4)	World Rank of the athlete
ENTRY	RANK_PTS	N/A	Element Expected: When available in individual events. Only in update message	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(6)	World Ranking Points of the athlete
ENTRY	SB	S(1)	Pos Description: Phase code (events or segment) in individual events. 2 - for Short Program score 1 - for Free Skating score 0 - for event total score  Element Expected: Always, in case of Ladies and Men events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00  Or "-"	Season Best segment/total score (in the event). Send "-" for the athlete who does not have the season best score at this event/segment.



ENTRY	PB	S(1)	Pos Description: Phase code (events or segment) in individual events. 2 - for Short Program score 1 - for Free Skating score 0 - for event total score  Element Expected: Always, in case of Ladies and Men events. Update is only expected for errors and after team event.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Personal Best segment/total score (in the event).

**Element: Participant /OfficialFunction (0,N)**

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

Attribute	M/O	Value	Description
FunctionId	M	<a href="#">CC @ResultsFunction</a>	Additional officials' function code

**2.2.1.6 Message Sort**

The message is sorted by Participant @Code





## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

The List of teams message 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	Full RSC (discipline level)	RSC at the discipline level
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.

### 2.2.2.3 Trigger and Frequency

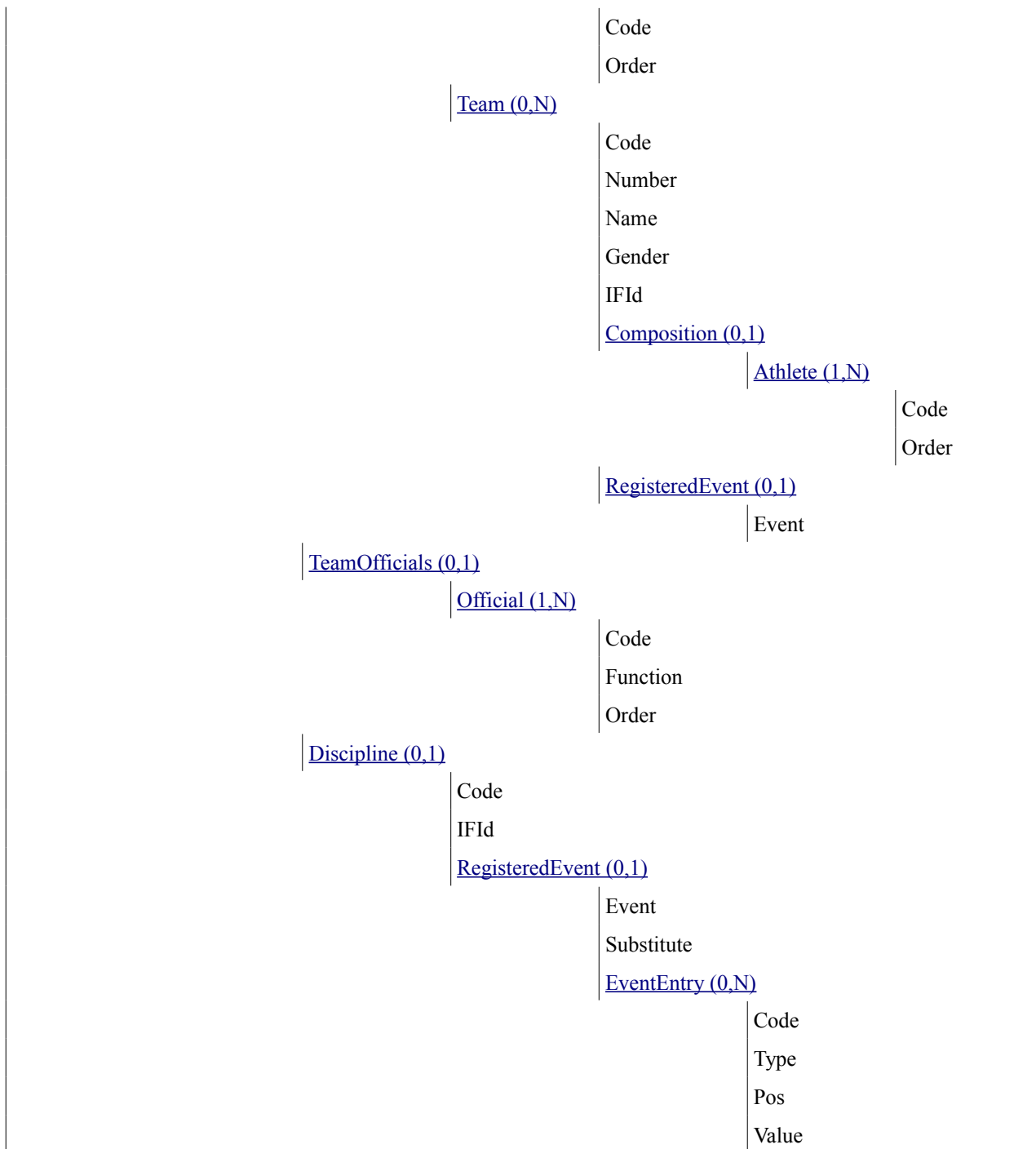
The DT\_PARTIC\_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

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	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	<a href="#">Team (1,N)</a>					
		Code				
		Organisation				
		Number				
		Name				
		TVTeamName				
		Gender				
		Current				
		ModificationIndicator				
		<a href="#">Composition (0,1)</a>				
			<a href="#">Athlete (0,N)</a>			



### 2.2.2.5 Message Values



<b>Element: Team (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Team's ID (example FSKXPAIRS---ESP01)
Organisation	M	<a href="#">CC @Organisation</a>	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. Should be provided for all couples and teams.  For couples, send the couple's name as: FAMILYNAME_1 GivenName_1 / FAMILYNAME_2 GivenName_2 The woman's name appears first. If the couple name exceeds the space of the attribute, it could be truncated.  For teams, send the Description of the code <a href="#">CC @Organisation</a> .  It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
TVTeamName	O	S(21)	Team's TV Name. In couples this should be in the format SMITH/JONES [max char(10) per name] else it is the organisation name unless special rules apply.
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	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



			<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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<b>Element: Team /Composition /Athlete (0,N)</b>			
<b>In the case of current teams the number of athletes is 2 or more.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	<p>Athlete's ID of the listed team's member.</p> <p>Do not include athletes in couples in the team event.</p>
Order	O	Numeric	Team member order

<b>Element: Team /Composition /Team (0,N)</b>			
<b>(ONLY applies in Team Event)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Sub-Team's ID
Number	M	Numeric #0	<p>Team's number.</p> <p>Incremental number for each team within the team.</p>
Name	O	S(73)	Name of the couple
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code of the Team (will be X)
IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

<b>Element: Team /Composition /Team /Composition /Athlete (1,N)</b>			
<b>(ONLY applies in Team Event)</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 of the listed sub-team's member.
Order	O	Numeric	Team member order

<b>Element: Team /Composition /Team /RegisteredEvent (0,1)</b>			
<b>Each current team is assigned to one event.</b>			
<b>(ONLY applies in Team Event)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



Event	M	<a href="#">CC @Unit</a>	Full RSC of the subevent
-------	---	--------------------------	--------------------------

**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	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials.
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function for the team. Send the function code for: -Coach -Choreographer
Order	O	Numeric #0	Official's order in the team.

**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>	Full RSC of the Discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams). Only applies for couples.

**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>	Full RSC of the Event
Substitute	O	S(1)	Substitute information. Send "Y" if the competitor is a substitute, else do not send

**Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)**

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: When available for couples. Only in update message



	Attribute	M/O	Value	Description
	Value	O	S(4)	World Rank of the couple
ENTRY		RANK_PTS	N/A	Element Expected: When available for couples. Only in update message
	Attribute	M/O	Value	Description
	Value	O	S(6)	World Ranking Points of the couple
ENTRY		SB	S(1)	Pos Description: Phase code for couples (e.g.: at Pairs and Ice Dance events: 2 for Short Program/Dance score, 1 for Free Skating/Dance score 0 for event total score.  Element Expected: Always, in case of Pairs/Ice Dance events
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.00  Or "-"	Season Best segment/total score (in the event). Send "-" for the couple who does not have the season best score at this event/segment.
ENTRY		PB	S(1)	Pos Description: Phase code for couples (e.g.: at Pairs event: 2 for Short Program/Dance score, 1 for Free Skating/Dance score 0 for event total score.  Element Expected: Always, in case of Pairs and Ice Dance events. Update is only expected for errors and after team event
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.00	Couple's Personal Best segment/total score (in the event).

### 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.

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	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per unit.
DocumentSubcode	N/A	Not used in FSK
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in FSK
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 or unofficial (or intermediate etc). START_LIST LIVE INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after 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.

### 2.2.3.3 Trigger and Frequency

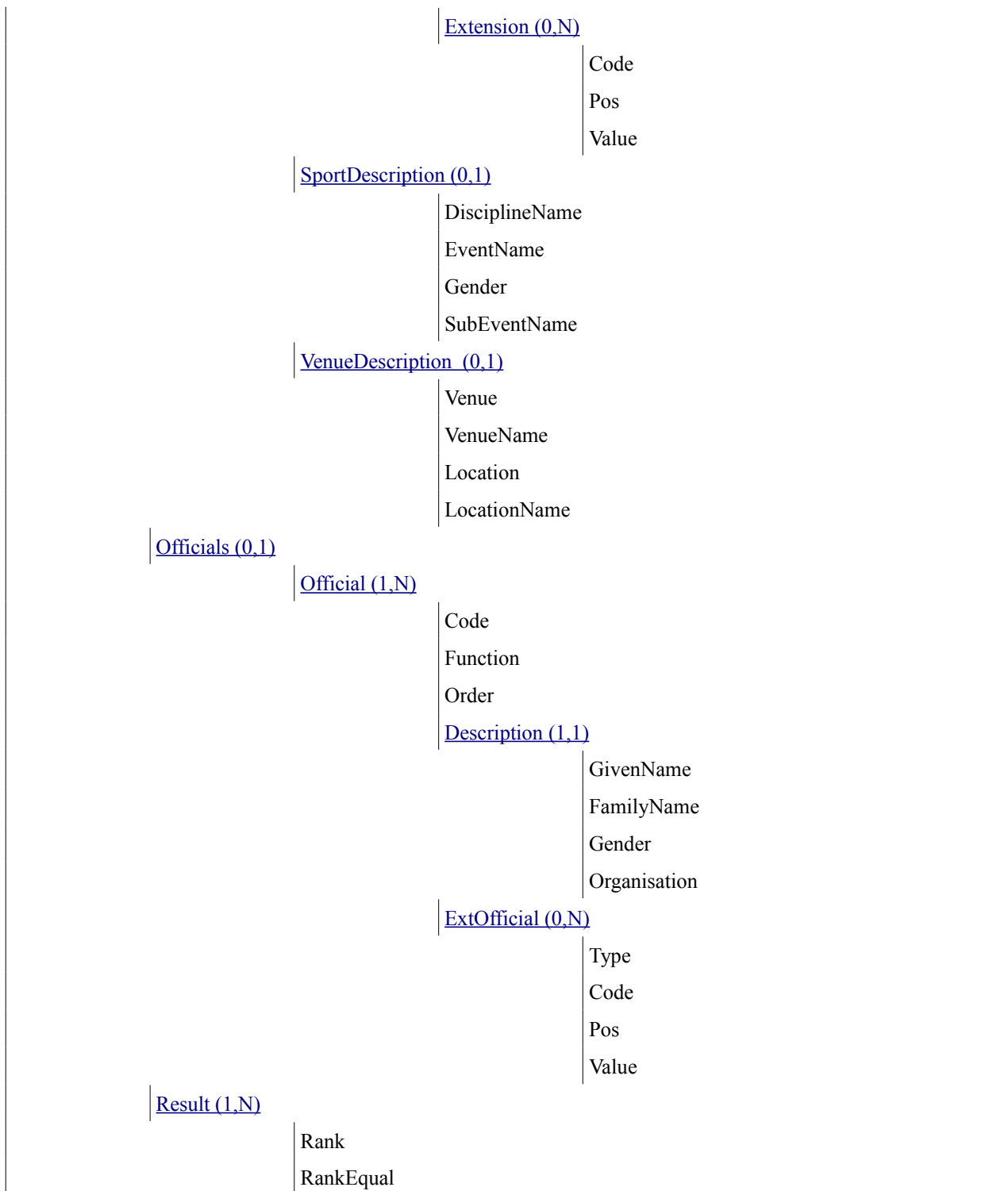
This message is sent:

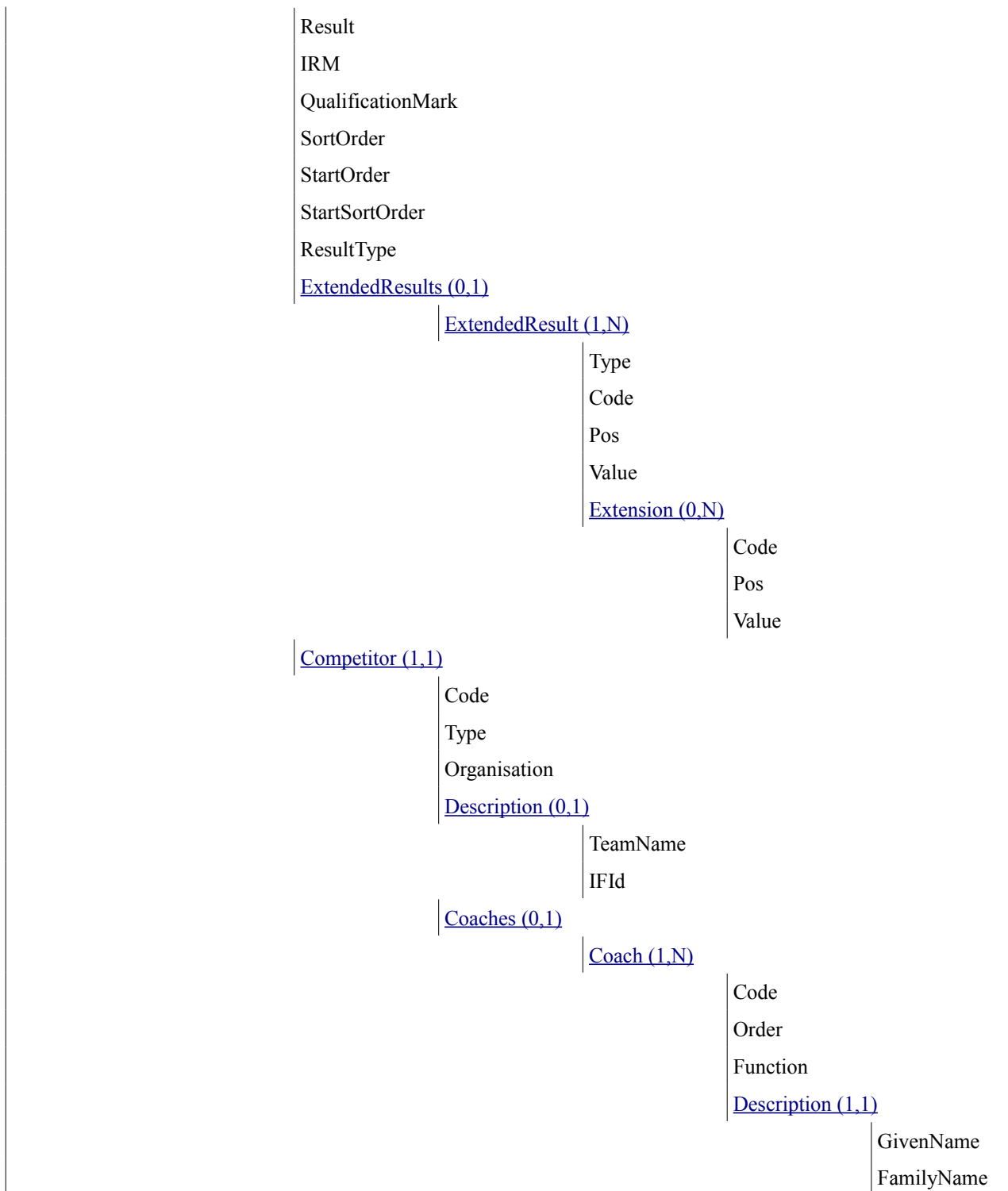
- \* As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)
- \* When the competition starts and after every competitor completes their performance (LIVE)
- \* After each group of competitors (INTERMEDIATE)
- \* After the unit is finished (UNOFFICIAL / OFFICIAL) as applicable.
- \* After any change (except during the current competitor unless it is a correction to a different competitor)

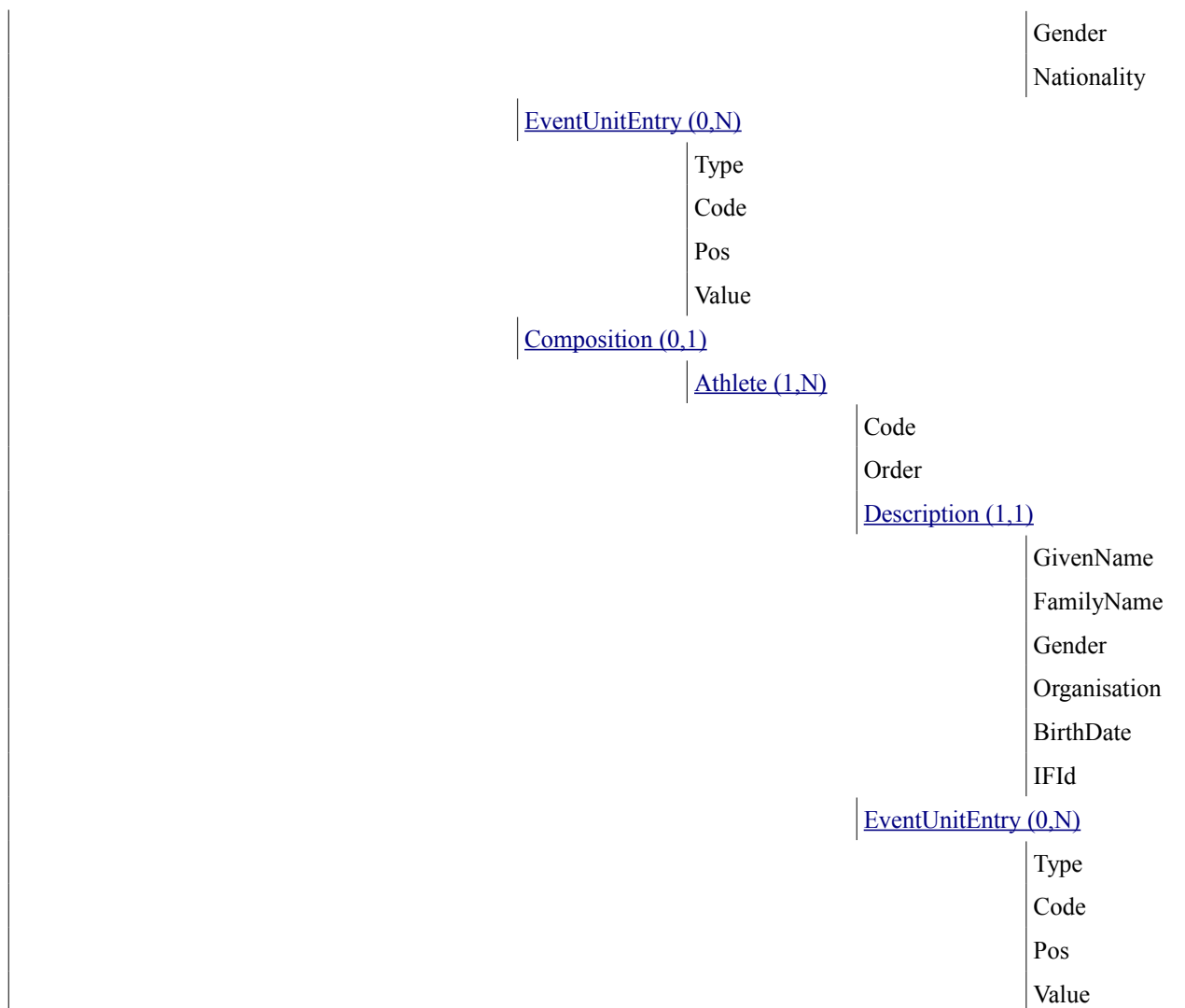
### 2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">UnitDateTime (0,1)</a>				
			StartDate			
		<a href="#">ExtendedInfo (0,N)</a>				
			Type			
			Code			
			Pos			
			Value			







### 2.2.3.5 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Actual start date and time / end date and time. (do not include until unit starts)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day. (Do not include until unit has started)

### Element: ExtendedInfos /ExtendedInfo (0,N)



Type	Code	Pos	Description
UI	STARTERS	N/A	Element Expected: Always after status START_LIST
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric ##0	Sent the number of competitors on the start list
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: Always after status START_LIST			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	COMPLETE		
Pos	N/A		
Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY	LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE or INTERMEDIATE
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(20) without leading zeroes	Send the competitor ID of the last athlete to compete and receive a result.

**Sample (General)**

```

...
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2111355" />
...

```

**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)	Event Unit short name (not code) from Common Codes

**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 code
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	O	Numeric	Official's order (according to the different panels of Judges, Technical and Operators)

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	POSITION	N/A	Element Expected: Always for Judges else do not send
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(2)
	<b>Description</b>		Send the position for the judge (1-n)
EO	GROUP	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @Panel</a>
	<b>Description</b>		Send proposed code

**Sample (General)**



```

...
<Officials>
  ...
  <Official Code="2004405" Function="JU" Order="2">
    <Description GivenName="Tom" FamilyName="Jones" Gender="M" Organisation="USA" />
    <ExtOfficial Type="EO" Code="GROUP" Value="JUDGE" />
    <ExtOfficial Type="EO" Code="POSITION" Value="1" />
  </Official>
  <Official Code="4110000" Function="JU" Order="3">
    <Description GivenName="Barry" FamilyName="Norman" Gender="M" Organisation="BEL" />
    <ExtOfficial Type="EO" Code="GROUP" Value="JUDGE" />
    <ExtOfficial Type="EO" Code="POSITION" Value="2" />
  </Official>
  ...
<Official Code="2004409" Function="TCH_CTR" Order="11">
  <Description GivenName="Jack" FamilyName="Blocker" Gender="M" Organisation="GER" />
  <ExtOfficial Type="EO" Code="GROUP" Value="TECH" />
</Official>
  ...
  <Official Code="2004414" Function="ROP" Order="15">
    <Description GivenName="Mary" FamilyName="Smith" Gender="W" Organisation="IRE" />
    <ExtOfficial Type="EO" Code="GROUP" Value="OPERATOR" />
  </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 event unit (not cumulative).
RankEqual	O	S(1)	Send 'Y' if the rank is equalled, else do not send
Result	O	Numeric ##0.00	Result points for the particular event unit (segment points).
IRM	O	<a href="#">SC @IRM</a>	IRM (invalid result mark) for the event unit, in case it is assigned. Send only in the case @ResultType is IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Send 'Q' in the case the competitor is qualified for the next unit. Qualification code for Short Program and Short Dance only, to indicate if the skater/couple qualified. Don't send for Final. Do not send if not



			applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
StartOrder	O	Numeric	The start order of the competitor.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	<a href="#">SC @ResultType</a>	Result type.

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
TEAM		PTS	N/A	Element Expected: In segments with the team competition
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Team points in the segment in the case of team event
TEAM		IRM	N/A	Element Expected: If applicable in segments with the team competition
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @IRM</a>	IRM in the segment in the case of team event
ER		ELEMENT	Numeric #0 Or "TOT"	Pos Description: Send the Executed element sequential order number, or "TOT" for Totals  Element Expected: When data is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Send the particular Element Score (as specified @Pos), or Total aggregated element score in particular for this event unit (segment) (for "TOT").
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	BASE		





Pos	N/A	
Value	Numeric #0.00	Send the Base Value (example: 0.80, 5.30, 10.10 ...). Not applicable for @Pos=TOT
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	BASE_TOT	
Pos	N/A	
Value	Numeric ##0.00	Total aggregated elements' base value in particular for this event unit (segment). Applicable only for @Pos=TOT
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	ELEMENT_CODE	
Pos	N/A	
Value	S(15)	Send the Executed Element code (e.g.: "S1St1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.) Not applicable for @Pos=TOT
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	ELEMENT_DESC	
Pos	N/A	
Value	S(40)	Send the Executed Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.) Not applicable for @Pos=TOT
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	GOE	
Pos	N/A	
Value	Numeric -0.00 Or 0.00	Send the Grade of Execution (example: 0.20, -0.30). Minus symbol if necessary, but not plus symbol in case of positive. Not applicable for @Pos=TOT
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If is applicable</b>		



Attribute	Value	Description	
Code	INFO		
Pos	N/A		
Value	<a href="#">SC @ElementInfo</a>	Send appropriate element info code Not applicable for @Pos=TOT	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only after the announcement of competitor's score</b>			
Attribute	Value	Description	
Code	JUDGE		
Pos	Numeric #0	Send the Judge position	
Value	Numeric (-)0	Judge @Pos score for the Executed element number specified at ELEMENT @Pos (the parent element). Use "-" only in the case of negative score Not applicable for @Pos=TOT	
ER	COMPONENT	S(3)	<p>Pos Description: Specific Program Component code. Values are: "SS" for Skating Skills "TR" for Transitions "PE" for Performance "CO" for Composition "IN" for Interpretation of Music (in all Events except Ice Dance), or , Interpretation of Music / Timing (in Ice Dance only), or "TOT" for Total Program Components Score</p> <p>Use Pos=TOT only for Total Program Components Score. Do not use for detailed Program Component score and information</p> <p>Element Expected: When available</p>
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Unfactored program component score for specific program component, or Factored total component score in particular for this event unit (segment) (for "TOT").



<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for specific program component @Pos (not TOT)</b>			
Attribute	Value	Description	
Code	COMPONENT_DES C		
Pos	N/A		
Value	S(36)	ISU standard Program Component descriptions Not applicable for @Pos=TOT	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for specific program component @Pos (not TOT)</b>			
Attribute	Value	Description	
Code	FACTOR		
Pos	N/A		
Value	Numeric #0.00	Factor for the Program Component specified at COMPONENT @Pos (the parent element). Not applicable for @Pos=TOT	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only after the announcement of competitor's score.</b>			
<b>Only for specific program component @Pos (not TOT)</b>			
Attribute	Value	Description	
Code	JUDGE		
Pos	Numeric #0	Send the Judge position	
Value	Numeric #0.00	Judge @Pos score for the Program Component specified at COMPONENT @Pos (the parent element). Not applicable for @Pos=TOT	
ER	DEDUCTION	SC @Deduction Or "TOT"	Pos Description: Specific Deduction code, or "TOT" for Total aggregated deductions  Use Pos=TOT only for Total aggregated Deduction Score. For Deduction detailed information use Deduction Code as per ISU standard Deduction code list  Element Expected: Always with the scores. Specific deductions if applicable else do not send (only TOT in this case)



Attribute	M/O	Value	Description
Value	O	Numeric 0.00 Or -#0.00	Deduction score for specific deduction (as specified @Pos), or Total aggregated deductions in particular for this event unit (segment) (for "TOT"). Deduction is 0.0 or negative.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Always with results (if applicable deduction).</b>  <b>Only for specific deduction @Pos (not TOT)</b>			
Attribute	Value	Description	
Code	DEDUCTION_DESC		
Pos	N/A		
Value	S(40)	As per ISU standard Deduction description Not applicable for @Pos=TOT	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only after the announcement of competitor's score. And, only for specific deduction @Pos (not TOT).</b>  <b>Applicable only for majority deductions (for Costume / Prop Violation, Music Requirements Violation and Violation of Choreography Restrictions only)</b>			
Attribute	Value	Description	
Code	JUDGE		
Pos	Numeric #0	Send the Judge position	
Value	Numeric -#0.00	Judge @Pos score for the Deduction specified at DEDUCTION @Pos (the parent element), only if a majority deduction is given. Not applicable for @Pos=TOT	

Sample (Individual event unit-1)



```
...
<Result Rank="1" ResultType="POINTS" Result="178.64" SortOrder="1" StartOrder="7" StartSortOrder="7">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="TOT" Value="89.66" >
      <Extension Code="BASE_TOT" Value="83.47" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="1" Value="7.50" >
      <Extension Code="ELEMENT_CODE" Value="4S" />
      <Extension Code="ELEMENT_DESC" Value="Quad Salchow" />
      <Extension Code="BASE" Value="10.50" />
      <Extension Code="GOE" Value="-3.00" />
      <Extension Code="INFO" Value="<" />
      <Extension Code="JUDGE" Pos="1" Value="0" />
      <Extension Code="JUDGE" Pos="2" Value="-1" />
      ...
      <Extension Code="JUDGE" Pos="9" Value="0" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="2" Value="12.44" >
      <Extension Code="ELEMENT_CODE" Value="4T" />
      <Extension Code="ELEMENT_DESC" Value="Quad Toeloop" />
      <Extension Code="BASE" Value="10.30" />
      <Extension Code="GOE" Value="2.14" />
      <Extension Code="JUDGE" Pos="1" Value="2" />
      <Extension Code="JUDGE" Pos="2" Value="1" />
      ...
      <Extension Code="JUDGE" Pos="9" Value="1" />
    </ExtendedResult>
    ...
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="13" Value="3.64" >
      <Extension Code="ELEMENT_CODE" Value="CCoSp3" />
      <Extension Code="ELEMENT_DESC" Value="Change Foot Combination Spin" />
      <Extension Code="BASE" Value="3.00" />
      <Extension Code="GOE" Value="0.64" />
      <Extension Code="JUDGE" Pos="1" Value="0" />
      ...
      <Extension Code="JUDGE" Pos="9" Value="-1" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="COMPONENT" Pos="TOT" Value="90.98" />
    <ExtendedResult Type="ER" Code="COMPONENT" Pos="SS" Value="9.07" >
      <Extension Code="COMPONENT_DESC" Value="Skating Skills" />
      <Extension Code="FACTOR" Value="1.60" />
      <Extension Code="JUDGE" Pos="1" Value="6.50" />
      <Extension Code="JUDGE" Pos="2" Value="6.00" />
      ...
      <Extension Code="JUDGE" Pos="9" Value="7.25" />
    </ExtendedResult>
  ... (followed by next Sample-2)
```

**Sample (Individual event unit-2)**

```
<ExtendedResult Type="ER" Code="COMPONENT" Pos="TR" Value="8.96" >
  <Extension Code="COMPONENT_DESC" Value="Transitions" />
  <Extension Code="FACTOR" Value="1.60" />
  <Extension Code="JUDGE" Pos="1" Value="6.00" />
  <Extension Code="JUDGE" Pos="2" Value="6.50" />
  ...
  <Extension Code="JUDGE" Pos="9" Value="5.75" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="COMPONENT" Pos="PE" Value="8.89" >
  <Extension Code="COMPONENT_DESC" Value="Performance" />
  <Extension Code="FACTOR" Value="1.60" />
  <Extension Code="JUDGE" Pos="1" Value="6.50" />
  ...
  <Extension Code="JUDGE" Pos="9" Value="6.50" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="COMPONENT" Pos="CO" Value="9.21" >
  <Extension Code="COMPONENT_DESC" Value="Composition" />
  <Extension Code="FACTOR" Value="1.60" />
  <Extension Code="JUDGE" Pos="1" Value="6.50" />
  ...
  <Extension Code="JUDGE" Pos="9" Value="6.00" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="COMPONENT" Pos="IN" Value="9.36" >
  <Extension Code="COMPONENT_DESC" Value="Interpretation of Music" />
  <Extension Code="FACTOR" Value="" />
  <Extension Code="JUDGE" Pos="1" Value="6.25" />
  ...
  <Extension Code="JUDGE" Pos="9" Value="6.75" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="DEDUCTION" Pos="TOT" Value="-3.00" />
<ExtendedResult Type="ER" Code="DEDUCTION" Pos="FALL" Value="-2.00" >
  <Extension Code="DEDUCTION_DESC" Value="Falls" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="DEDUCTION" Pos="COSTUME" Value="-1.00" >
  <Extension Code="DEDUCTION_DESC" Value="Costume & Prop Violation" />
  <Extension Code="JUDGE" Pos="1" Value="-1.00" />
  <Extension Code="JUDGE" Pos="2" Value="-1.00" />
  ...
  <Extension Code="JUDGE" Pos="10" Value="-1.00" />
</ExtendedResult>
</ExtendedResults>
<Competitor Code="2000000" Type="A" Organisation="GER" >
  <Composition>
    <Athlete Code="2000000" Order="1">
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
BirthDate="1994-12-15" IFId="ISUFS0019977" />
    </Athlete>
  </Composition>
</Competitor>
...
```



<b>Element: Result /Competitor (1,1)</b>			
<b>Competitor related to the result of one event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event units, or, Couple's ID for Pairs and Ice Dance event units. Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	T,A	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Competitors extended information (for team and couples events)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the team/couple.
IFId	O	S(16)	International Federation ID. Only applies for couples

<b>Element: Result /Competitor /Coaches /Coach (1,N)</b>			
<b>Competitor's Coach</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	O	S(20) with no leading zeroes	Official code (Coach ID). Should be included if available.
Order	O	Numeric 0	Order of coaches, 1..n Not required if only one coach.
Function	O	<a href="#">CC @ResultsFunction</a>	Official function

<b>Element: Result /Competitor /Coaches /Coach /Description (1,1)</b>			
<b>Coach 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 official
Nationality	M	<a href="#">CC @Country</a>	Coach's nationality

<b>Element: Result /Competitor /EventUnitEntry (0,N)</b>				
<b>For team event information (for couples in all events)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
EUE		GROUP	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the warm-up group number
EUE		SB	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Season best in the segment
EUE		PB	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Personal Best in the segment
EUE		COUPLE	N/A	Element Expected: In case of couples (just in the Team event)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(20) without zeroes	leading Send the Couple ID, for a couple segments in the Team event.
EUE		ELEMENT_CODE	Numeric #0	Pos Description: Send the planned element sequential order number  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(15)	Send the Planned Element code (e.g.: "S1St1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.)





EUE	ELEMENT_DESC	Numeric #0	Pos Description: Send the planned element sequential order number  Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(40)	Send the Planned Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.)
EUE	MUSIC	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(30)	Send in text the title of the music to be played during the performance
EUE	START_TIME	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	hh:mm:ss	Start time for the competitor
EUE	FINISH_TIME	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	hh:mm:ss	Planned finish time for the competitor

**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	If Competitor @Type="T": Order attribute used to sort team members -for Pairs and Ice Dance events (couples) (i.e.: 1-for woman, 2 for man), -for Team event, only those members that participate on this category will be included  If Competitor @Type="A" then order is 1

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

**Athletes extended information.**

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



GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<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
IFId	O	S(16)	International Federation ID

**Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)**

**Individual athletes entry information  
(for singles in all events)**

Type	Code	Pos	Description
EUE	GROUP	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
			Send the warm-up group number
EUE	SB	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0.00
			Season best in the segment
EUE	PB	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0.00
			Personal Best in the segment
EUE	ELEMENT_CODE	Numeric #0	Pos Description: Send the planned element sequential order number  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(15)
			Send the Planned Element code (e.g.: "S1St1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.)
	ELEMENT_DESC	Numeric	Pos Description:



EUE			#0	Send the planned element sequential order number  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(40)	Send the Planned Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.)
EUE		MUSIC	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(30)	Send in text the title of the music to be played during the performance
EUE		START_TIME	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	hh:mm:ss	Start time for the competitor
EUE		FINISH_TIME	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	hh:mm:ss	Planned finish time for the competitor

### 2.2.3.6 Message Sort

Sort by Result @SortOrder



## 2.2.4 Current Information

### 2.2.4.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information and in some sports with a running clock, also the clock information.

### 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	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per unit.
DocumentSubcode	N/A	Not used in FSK
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	Not used in FSK
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.

### 2.2.4.3 Trigger and Frequency

This message is sent:

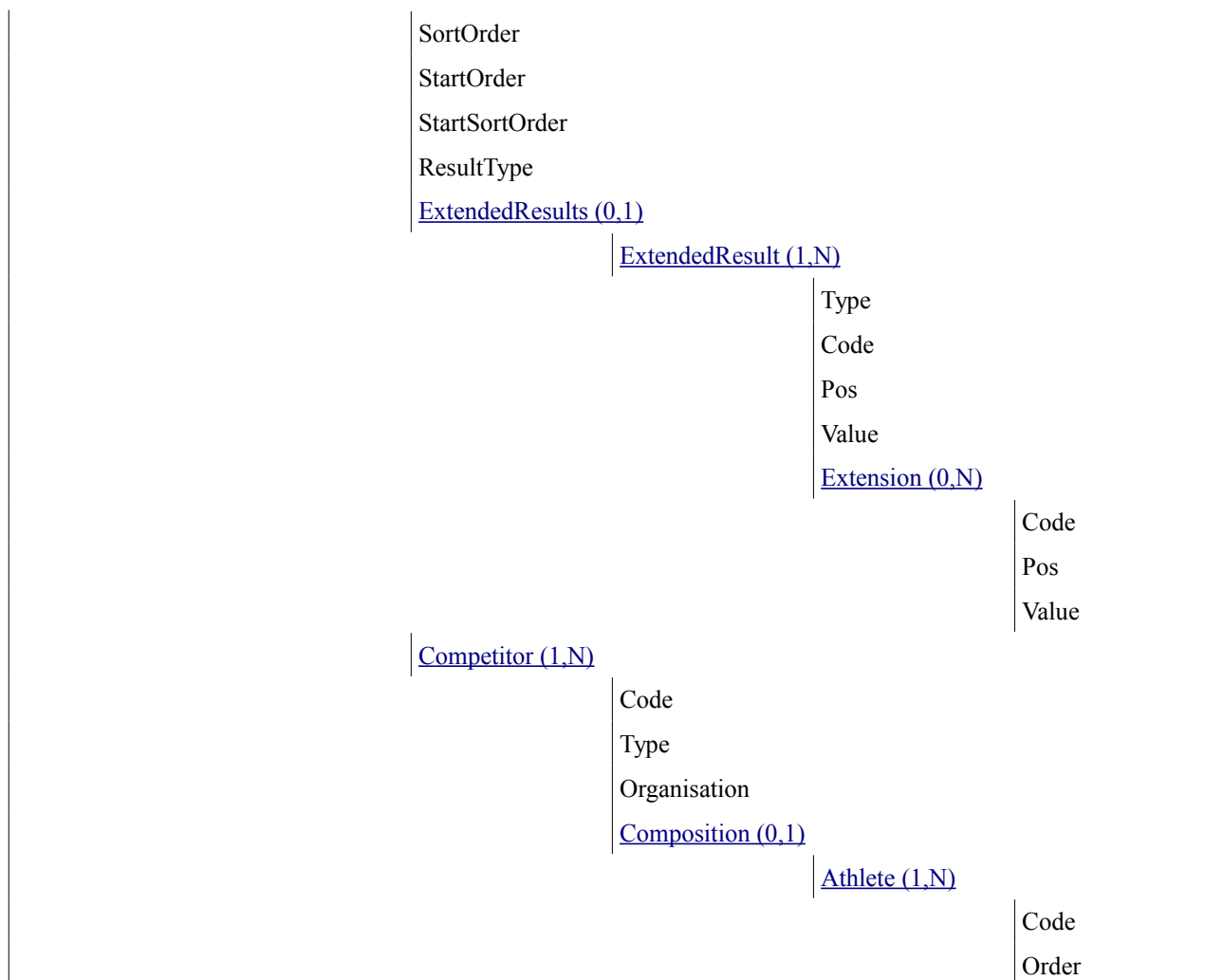
- \* At any time a new competitor starts (or about to start in the case of the first in each group). (This competitor will be considered current)
- \* Every 10 seconds during a performance with any data from the performance.
- \* Immediately after the competitor completes the performance and the data is available.
- \* At the end of a group to remove the current competitor

Each message will only include the competitor currently on the ice or about to start and the one to follow.

### 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
<a href="#">Competition (0,1)</a>					
	<a href="#">ExtendedInfos (0,1)</a>				
		<a href="#">ExtendedInfo (1,N)</a>			
			Type		
			Code		
			Pos		
			Value		
			<a href="#">Extension (0,N)</a>		
				Code	
				Pos	
				Value	
	<a href="#">Result (0,N)</a>				
		Rank			
		RankEqual			
		Result			
		IRM			
		QualificationMark			



### 2.2.4.5 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
DISPLAY	CURRENT	N/A	Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(20) without leading zeroes	Send the competitor ID of the current or about to start competitor.
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: When applicable			



Attribute	Value	Description	
Code	SCORE_DONE		
Pos	N/A		
Value	S(1)	Send "Y" in the case that scoring is complete for the competitor else do not send.	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>			
<b>Expected: In the last unit in the men, ladies, pairs and ice dance events but only until the score is included in the message (do not send when scoring is complete for the competitor)</b>			
Attribute	Value	Description	
Code	TO_BEAT		
Pos	Numeric 0	Send the rank which the competitor is trying to beat (1..3)	
Value	Numeric ##0.00	Send the points needed (to beat) for the corresponding rank (in @Pos) in the last unit of the event (not teams)	
DISPLAY	NEXT	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	O	S(20) without leading zeroes	Send the competitor ID of the next competitor.
DISPLAY	ICE	Numeric #0	Pos Description: Send the warm-up group number, only when warm-up in progress (for WARMUP), otherwise do not send.  Element Expected: When applicable
Attribute	M/O	Value	Description
Value	O	S(10)	WARMUP when warm-up in progress RESURFACE when resurfacing break
CURRENT	STATUS	S(8)	Pos Description: ON_ICE when Competitor becomes current STARTED when Running Time starts FINISHED when Running Time stops  Element Expected: When available
Attribute	M/O	Value	Description
Value	O	DateTime	UNOFFICIAL Timestamp of current competitor's STATUS change. This value shall not be used for scoring



				purposes to indicate if the performance is too short, in time or too long.
CURRENT	TECHNICAL_PANEL_READY	N/A		Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send "Y" when Technical Panel has authorized all elements. Otherwise do not send.
CURRENT	JUDGES_SCORES_SEND	N/A		Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Counter to indicate how many judges have send their scores. Otherwise do not send.

**Sample (General)**

```

...
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2111355" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="2231358" />
  <ExtendedInfo Type="CURRENT" Code="STATUS" Pos="STARTED" Value="2018-02-16T10:00:00+01:00" />
  <ExtendedInfo Type="CURRENT" Code="TECHNICAL_PANEL_READY" Value="Y" >
...

```

Element: Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor in the event unit (not cumulative).
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
Result	O	Numeric ##0.00	Result points for the particular event unit (segment points).
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark (IRM) for the event unit, in case it is assigned.
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Send 'Q' in the case the competitor is qualified for the next unit. Qualification code for Short Program and Short Dance only, to indicate if the skater/couple qualified. Don't send for Final. Do not send if not applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results





			without rank. Prior to the unit the order is the same as StartSortOrder.
StartOrder	O	Numeric	The start order of the competitor.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>			
Type	Code	Pos	Description
ER	ELEMENT	Numeric #0 Or "TOT"	Pos Description: Send the Executed element sequential order number, or "TOT" for Totals  Element Expected: When data is available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric ##0.00	Send the particular Element Score (as specified @Pos), or Total aggregated element score in particular for this event unit (segment) (for "TOT").
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	BASE		
Pos	N/A		
Value	Numeric #0.00	Send the Base Value (example: 0.80, 5.30, 10.10 ...). Not applicable for @Pos=TOT	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	BASE_TOT		
Pos	N/A		
Value	Numeric ##0.00	Total aggregated elements' base value in particular for this event unit (segment). Applicable only for @Pos=TOT	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ELEMENT_CODE		



Pos	N/A	
Value	S(15)	Send the Executed Element code (e.g.: "SISt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.) Not applicable for @Pos=TOT
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	ELEMENT_DESC	
Pos	N/A	
Value	S(40)	Send the Executed Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.) Not applicable for @Pos=TOT
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: As soon as the element in reference has been executed</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	EXECUTION_TIME	
Pos	N/A	
Value	m:ss	Time since the beginning of the performance when the particular element was executed Not applicable for @Pos=TOT
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	GOE	
Pos	N/A	
Value	Numeric -0.00 Or 0.00	Send the Grade of Execution (example: 0.20, -0.30). Minus symbol if necessary, but not plus symbol in case of positive. Not applicable for @Pos=TOT
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When applicable</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	INFO	
Pos	N/A	
Value	<a href="#">SC @ElementInfo</a>	Send appropriate element info code Not applicable for @Pos=TOT
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only if the executed element is under review by the judge panel or the review by judge panel</b>		



<b>has been completed</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	REVIEW_STATUS		
Pos	N/A		
Value	S(16)	REVIEW_REQUESTED if review has been requested UNDER_REVIEW if the element is under review REVIEW_FINISHED when the element has been reviewed Not applicable for @Pos=TOT	
ER	COMPONENT	S(3)	<p>Pos Description: Specific Program Component code. Values are: "SS" for Skating Skills "TR" for Transitions "PE" for Performance "CO" for Composition "IN" for Interpretation of Music (in all Events except Ice Dance), or , Interpretation of Music / Timing (in Ice Dance only), or "TOT" for Total Program Components Score</p> <p>Use Pos=TOT only for Total Program Components Score. Do not use for detailed Program Component score and information</p> <p>Element Expected: When available</p>
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric ##0.00	Unfactored program component score for specific program component, or Factored total component score in particular for this event unit (segment) (for "TOT").
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only for specific program component @Pos (not TOT)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	COMPONENT_DES C		
Pos	N/A		
Value	S(36)	ISU standard Program Component descriptions	



			Not applicable for @Pos=TOT	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: Only for specific program component @Pos (not TOT)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FACTOR		
	Pos	N/A		
	Value	Numeric #0.00	Factor for the Program Component specified at COMPONENT @Pos (the parent element). Not applicable for @Pos=TOT	
ER		DEDUCTION	SC @Deduction Or "TOT"	Pos Description: Specific Deduction code, or "TOT" for Total aggregated deductions  Use Pos=TOT only for Total aggregated Deduction Score. For Deduction detailed information use Deduction Code as per ISU standard Deduction code list  Element Expected: Always with the scores. Specific deductions if applicable else do not send (only TOT in this case)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric 0.00 Or -#0.00	Deduction score for specific deduction (as specified @Pos), or Total aggregated deductions in particular for this event unit (segment) (for "TOT"). Deduction is 0.0 or negative.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: Always with results (if applicable deduction). Only for specific deduction @Pos (not TOT)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DEDUCTION_DESC		
	Pos	N/A		
	Value	S(40)	As per ISU standard Deduction description Not applicable for @Pos=TOT	

**Sample (Individual event unit-1)**



```
...
<Result Rank="1" ResultType="POINTS" Result="178.64" SortOrder="1" StartOrder="7" StartSortOrder="7">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="TOT" Value="89.66" >
      <Extension Code="BASE_TOT" Value="83.47"/>
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="1" Value="7.50" >
      <Extension Code="ELEMENT_CODE" Value="4S" />
      <Extension Code="ELEMENT_DESC" Value="Quad Salchow" />
      <Extension Code="BASE" Value="10.50" />
      <Extension Code="GOE" Value="-3.00" />
      <Extension Code="INFO" Value="<" />
      <Extension Code="EXECUTION_TIME" Value="0:42" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="2" Value="12.44" >
      <Extension Code="ELEMENT_CODE" Value="4T" />
      <Extension Code="ELEMENT_DESC" Value="Quad Toeloop" />
      <Extension Code="BASE" Value="10.30" />
      <Extension Code="GOE" Value="2.14" />
      <Extension Code="EXECUTION_TIME" Value="0:56" />
    </ExtendedResult>
    ...
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="13" Value="3.64" >
      <Extension Code="ELEMENT_CODE" Value="CCoSp3" />
      <Extension Code="ELEMENT_DESC" Value="Change Foot Combination Spin" />
      <Extension Code="BASE" Value="3.00" />
      <Extension Code="GOE" Value="0.64" />
      <Extension Code="EXECUTION_TIME" Value="2:31" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="COMPONENT" Pos="TOT" Value="90.98" />
    <ExtendedResult Type="ER" Code="COMPONENT" Pos="SS" Value="9.07" >
      <Extension Code="COMPONENT_DESC" Value="Skating Skills" />
      <Extension Code="FACTOR" Value="1.60" />
    </ExtendedResult>
  </ExtendedResults>
... (followed by next Sample-2)
```

**Sample (Individual event unit-2)**



```

<ExtendedResult Type="ER" Code="COMPONENT" Pos="TR" Value="8.96" >
  <Extension Code="COMPONENT_DESC" Value="Transitions" />
  <Extension Code="FACTOR" Value="1.60" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="COMPONENT" Pos="PE" Value="8.89" >
  <Extension Code="COMPONENT_DESC" Value="Performance" />
  <Extension Code="FACTOR" Value="1.60" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="COMPONENT" Pos="CO" Value="9.21" >
  <Extension Code="COMPONENT_DESC" Value="Composition" />
  <Extension Code="FACTOR" Value="1.60" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="COMPONENT" Pos="IN" Value="9.36" >
  <Extension Code="COMPONENT_DESC" Value="Interpretation of Music" />
  <Extension Code="FACTOR" Value="" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="DEDUCTION" Pos="TOT" Value="-3.00" />
<ExtendedResult Type="ER" Code="DEDUCTION" Pos="FALL" Value="-2.00" >
  <Extension Code="DEDUCTION_DESC" Value="Falls" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="DEDUCTION" Pos="COSTUME" Value="-1.00" >
  <Extension Code="DEDUCTION_DESC" Value="Costume & Prop Violation" />
</ExtendedResult>
</ExtendedResults>
<Competitor Code="2000000" Type="A" Organisation="GER" >
  <Composition>
    <Athlete Code="2000000" Order="1">
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
      BirthDate="1994-12-15" IFId="ISUFS0019977" />
    </Athlete>
  </Composition>
</Competitor>
...

```

**Element: Result /Competitor (1,N)**

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID  For Competitor @Type=T, it will be: Team's ID for Team event units, or, Couple's ID for Pairs and Ice Dance event units. Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	T,A	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation



Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	If Competitor @Type="T": Order attribute used to sort team members -for Pairs and Ice Dance events (couples) (i.e.: 1-for woman, 2 for man), -for Team event, only those members that participate on this category will be included  If Competitor @Type="A" then order is 1

### 2.2.4.6 Message Sort

Sort by Result @SortOrder.



## 2.2.5 Cumulative Results

### 2.2.5.1 Description

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

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

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

The Cumulative Results message is used to send the cumulative results of the competition.

### 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	Full RSC	Sent according to the ODF Common Codes document (header values). There will be one message for each event.
DocumentSubcode	N/A	Not used in FSK
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	Not used in FSK
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 INTERMEDIATE LIVE UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time





		zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<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.

### 2.2.5.3 Trigger and Frequency

The cumulative results accumulate scores/results over a number of units so are generally sent after each DT\_RESULT message if the cumulative message applies (usually using same ResultStatus at DT\_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

The first version is generally triggered at the same time as the start list of the first unit is is triggered.

This message is sent:

-In the Team Event

- \* When the start list of the first unit is sent (INTERMEDIATE)
- \* After the each unit is complete in the event (INTERMEDIATE)
- \* After the last unit is complete (UNOFFICIAL / OFFICIAL as appropriate)

-In the Men, Ladies, Pairs and Ice Dance events:

- \* When the start list of the first unit is sent (INTERMEDIATE)
- \* During each unit send after each competitor (LIVE)
- \* After the first unit is complete in event (INTERMEDIATE)

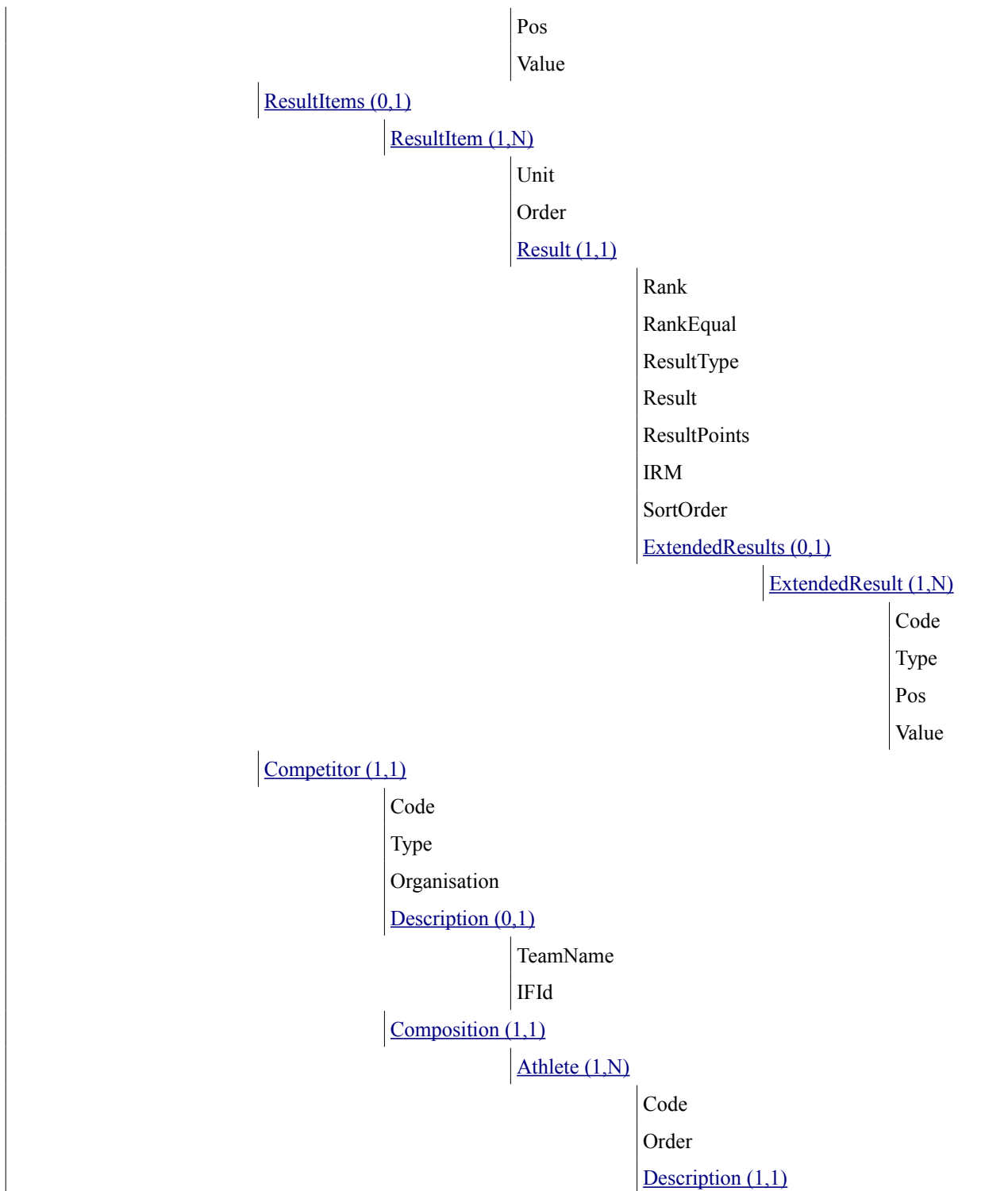


\* After the last unit is complete (UNOFFICIAL / OFFICIAL as appropriate)

### 2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">ExtendedInfo (0,N)</a>					
			Type				
			Code				
			Pos				
			Value				
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Result (1,N)</a>						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		<a href="#">ExtendedResults (0,1)</a>					
			<a href="#">ExtendedResult (1,N)</a>				
				Type			
				Code			





	GivenName FamilyName Gender Organisation BirthDate IFId
--	--

### 2.2.5.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
EI	LAST_UNIT	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	O	S(34)	Full RSC of the first unit (if not started), current (if live) or most recent unit information 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
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event

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: Result (1,N)



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

Attribute	M/O	Value	Description
Rank	O	S(2)	Rank of the competitor in the cumulative result. For singles and couples events, do not include the rank during the second segment until the competitor has completed the unit. Not applicable for the Team event.  This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Send 'Y' in case of the Rank has been equalled else do not send.  For singles and couples events, do not include the rank during the second segment until the competitor has completed the unit. Not applicable for the Team event.
ResultType	O	<a href="#">SC @ResultType</a>	Result type
Result	O	Numeric ##0.00 Or #0 (Team)	Cumulative result of the competitor. For singles and couples events, do not include the result during the second segment until the competitor has completed the unit. Not applicable for the Team event.  Send just in the case @ResultType is POINTS
IRM	O	<a href="#">SC @IRM</a>	IRM (invalid result mark) for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	The code which indicates the competitor is qualified for the final. Only applies after the last unit in the Team Event Qualification.
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. For singles and couples events, during the second segment those without rank will be ordered following their start order in the current unit. Not applicable for the Team event.

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

**Competitor's extended results.**

Type	Code	Pos	Description
------	------	-----	-------------



ER		FNR	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send 'Y' if the competitor did not reach the final / last unit, else do not send
ER		WD	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send 'Y' if the competitor withdrew at the final / last unit, else do not send

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

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full RSC of the unit
Order	O	Numeric #0	Order of the units (chronological)

**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	Text	Rank of the competitor in the result for the event unit identified by /ResultItems /ResultItem.
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>	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem.
Result	O	Numeric ##0.00	The result of the competitor for the event unit identified by /ResultItems /ResultItem. In the case of team event this is the judges' score
ResultPoints	O	Numeric #0	Team points in the team event.
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark (IRM), in case it is assigned for the event unit identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Used to sort all results in an event unit identified by /ResultItems /ResultItem



Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		COMPETITOR	N/A	Element Expected: When available in Team event.
	Attribute	M/O	Value	Description
	Value	O	S(20) without leading zeroes	Send the competitor code, with the athlete or the couple.

**Sample (Individual event)**

```

...
<Result Rank="1" ResultType="POINTS" Result="280.09" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="FSKMSINGLES-----QUAL000100--">
      <Result Rank="1" ResultType="POINTS" Result="101.45" SortOrder="1" />
    </ResultItem>
    <ResultItem Unit="FSKMSINGLES-----FNL-000100--">
      <Result Rank="1" ResultType="POINTS" Result="178.64" SortOrder="1" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="2000000" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2000000" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
        BirthDate="1994-12-15" IFId="ISUFS0019977" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...

```

**Sample (Team event)**



```

...
<Result Rank="1" ResultType="POINTS" Result="19" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="FSKXTEAM-----QUAL0001MN--">
      <Result Rank="2" ResultType="POINTS" Result="89.24" ResultPoints="9" SortOrder="2" />
      <ExtendedResult Type="ER" Code="COMPETITOR" Value="1234567" />
    </ResultItem>
    <ResultItem Unit="FSKXTEAM-----QUAL0002LD--">
      <Result Rank="1" ResultType="POINTS" Result="79.14" ResultPoints="10" SortOrder="1" />
      <ExtendedResult Type="ER" Code="COMPETITOR" Value="1234111" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="FSKXTEAM----RUS01" Type="T" Organisation="RUS" >
    <Description Name="Russian Federation" />
    <Composition>
      <Athlete Code="2001879" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RUS"
        BirthDate="1994-12-15" IFId="ISUFS00019977"/>
      </Athlete>
      <Athlete Code="2001881" Order="2" >
        <Description GivenName="Elena" FamilyName="Petrova" Gender="F" Organisation="RUS"
        BirthDate="1998-02-13" IFId="ISUFS00054981"/>
      </Athlete>
      <Athlete Code="2001857" Order="3" >
        ...
      </Athlete>
      ...
    </Composition>
  </Competitor>
</Result>
...

```

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 for Team event, or, Couple's ID for Pairs and Ice Dance events. Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	T,A	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation





<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Competitors extended information (for team and couples events)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the team/couple.
IFId	O	S(16)	International Federation ID. Only applies for couples

<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 either a team member or a single athlete
Order	M	Numeric	If Competitor @Type=T: Order attribute used to sort team members  If Competitor @Type=A then order is 1

<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
IFId	O	S(16)	International Federation ID

### 2.2.5.6 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.

During a unit (particularly units where athletes participate one-by-one). Then the order should be:

- 1) All athletes finished the current unit ordered by overall rank
- 2) All athletes on course (in the order of their result at the intermediate; in case of several intermediates from the one further down the course to the one nearest to the start)



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- 3) All athlete still to start in the current unit (start order)
- 4) All athletes not qualified, but having a score from previous units
- 5) All athletes with IRM (sorting according to Discipline/ORIS standard order)



## 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, either for individual athletes or for aggregated athletes.

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.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC of the Event	Sent for all the competition events according to the ODF Common Codes document (header values).  One message is sent for each event.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at



		<p>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.

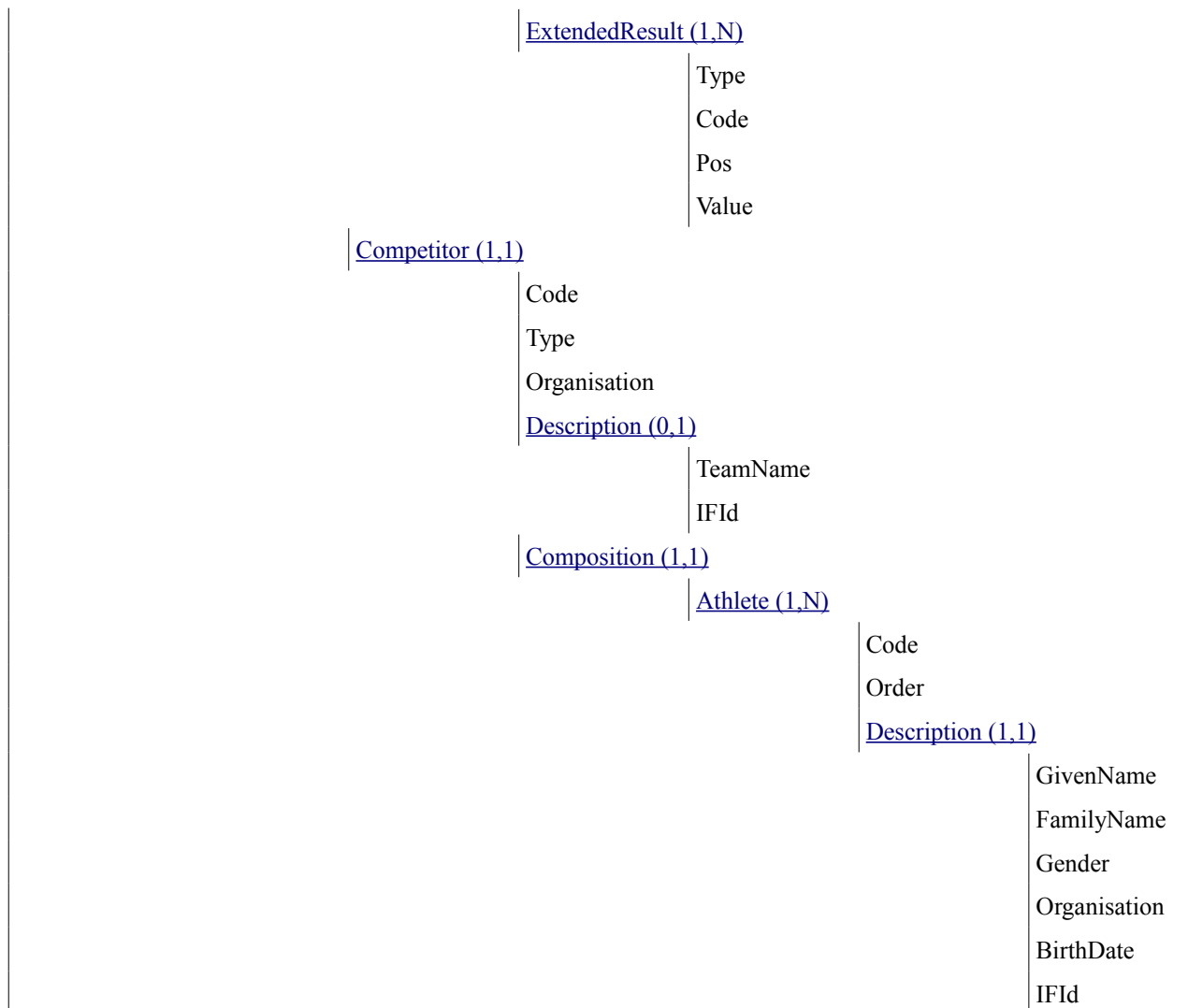
### 2.2.6.3 Trigger and Frequency

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

### 2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Result (1,N)</a>					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		SortOrder				
		<a href="#">ExtendedResults (0,1)</a>				



### 2.2.6.5 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.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event



<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in text</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

<b>Element: Result (1,N)</b>			
<b>For any event final ranking message, there should be at least one competitor being awarded a result for the event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	String	Final rank of the competitor in the event. This attribute is optional as the competitor may have got an invalid result mark.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled, else do not send
ResultType	O	<a href="#">SC @ResultType</a>	Result type, for the corresponding event.
Result	O	Numeric ###.#0 Or #0 (Team event)	Final result for the particular event. Send just in the case @ResultType is points
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark (IRM), in case it is assigned
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors as specified for the discipline

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
ER	FNR	N/A	Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send 'Y' if the competitor did not reach the final (Final Not Reached)
ER	WD	N/A	Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send 'Y' if the competitor withdrew at the final / last unit, else do not send

**Sample (Individual event)**



```

...
<Result Rank="16" ResultType="POINTS" Result="120.54" SortOrder="16" >
  <Competitor Type="A" Code="1067129" Organisation="SUI" >
    <Composition>
      <Athlete Code="1067129" Order="1" />
      <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="SUI"
BirthDate="1994-12-18" IFId="ISUFS0045987" />
    </Composition>
  </Competitor>
</Result>
<Result Rank="17" ResultType="POINTS" Result="57.34" SortOrder="17">
  <ExtendedResult Type="ER" Code="FNR" Value="Y" />
  <Competitor Type="A" Code="1090447" Organisation="NZL" >
    <Composition>
      <Athlete Code="1090447" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="NZL"
BirthDate="1994-12-15" IFId="ISUFS0019977" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...

```

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

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event, or, Couple's ID for Pairs and Ice Dance events. Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	T,A	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

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

(for team and couples events)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team/couple
IFId	O	S(16)	International Federation ID. Only applies for couples



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  Team members should be participating in the event.
Order	M	Numeric	If Competitor @Type=T: Order attribute used to sort team members  If Competitor @Type=A then order is 1

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<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
IFId	O	S(16)	International Federation ID

### 2.2.6.6 Message Sort

Sort by Result @SortOrder





## 2.2.7 Configuration

### 2.2.7.1 Description

The Configuration is a message containing general configuration.

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).  One message is sent for each event unit (unit level) for all events. And, one message is sent per event (event level) in the team event.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	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 major change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list. If a DT\_CONFIG message is sent after a DT\_RESULT in a related unit then the next version of DT\_RESULT must be sent immediately.

### 2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">Configs (1,1)</a>				
		<a href="#">Config (1,N)</a>			
			Unit		
			<a href="#">ExtendedConfig (1,N)</a>		
				Type	
				Code	
				Pos	
				Value	
				<a href="#">ExtendedConfigItem (0,N)</a>	
					Code
					Pos
					Value

### 2.2.7.5 Message Values

Element: <a href="#">Configs /Config (1,N)</a>			
Attribute	M/O	Value	Description



Unit	O	<a href="#">CC @Unit</a>	Full RSC of the Unit. Can be at event unit level (for all events, unit message) or at phase level (for the team event, overall message).
------	---	--------------------------	---

Element: Configs /Config /ExtendedConfig (1,N)				
Type		Code	Pos	Description
QUALIFICATION		QUAL_RANK	Numeric 0	Pos Description: 1 to indicate first rank to qualify 2 to indicate last rank to qualify  Element Expected: Send (except Final) if this rule applies to the competition
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the qualifying rank
EC		JUDGES	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the number of judges in this unit
EC		TEAM_ORDER	Numeric #0	Pos Description: Send the order (1-4) for order on the subunits in the team event  Element Expected: Always in the team overall (for each phase)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">CC @Unit</a>	Send the Full RSC of the subunit
STARTLIST		WARMUP RESURFACING GROUP	Numeric #0	Pos Description: Send the order of this code over all different codes.  Element Expected: For each unit
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the order considering all of this code value (1,2 WARMUP for example)
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: When available</b>				



Attribute	Value	Description
Code	END	
Pos	N/A	
Value	hh:mm	Send the end time for this activity
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>		
<b>Expected: When available</b>		
Attribute	Value	Description
Code	START	
Pos	N/A	
Value	hh:mm	Send the start time for this activity

**Sample (Singles Qualification unit - in all events)**

```

...
<Configs>
  <Config Unit="FSKMSINGLES-----QUAL000100--">
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RANK" Pos="1" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RANK" Pos="2" Value="20" />
    <ExtendedConfig Type="EC" Code="JUDGES" Value="9" />
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="1" Value="1">
      <ExtendedConfigItem Code="START" Value="15:30"/>
      <ExtendedConfigItem Code="END" Value="15:40"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="2" Value="1">
      <ExtendedConfigItem Code="START" Value="15:40"/>
      <ExtendedConfigItem Code="END" Value="16:10"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="3" Value="2">
      <ExtendedConfigItem Code="START" Value="16:10"/>
      <ExtendedConfigItem Code="END" Value="16:20"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="4" Value="2">
      <ExtendedConfigItem Code="START" Value="16:20"/>
      <ExtendedConfigItem Code="END" Value="16:50"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="RESURFACING" Pos="5" Value="1">
      <ExtendedConfigItem Code="START" Value="16:50"/>
      <ExtendedConfigItem Code="END" Value="17:10"/>
    </ExtendedConfig >
  </Config>
</Configs>
...

```

**Sample (Team event Final unit - in all events)**



```
...
<Configs>
  <Config Unit="FSKXTEAM-----FNL-0003PR--">
    <ExtendedConfig Type="EC" Code="JUDGES" Value="9" />
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="1" Value="1">
      <ExtendedConfigItem Code="START" Value="19:00"/>
      <ExtendedConfigItem Code="END" Value="19:06"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="2" Value="1">
      <ExtendedConfigItem Code="START" Value="19:06"/>
      <ExtendedConfigItem Code="END" Value="19:33"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="3" Value="2">
      <ExtendedConfigItem Code="START" Value="19:33"/>
      <ExtendedConfigItem Code="END" Value="19:39"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="4" Value="2">
      <ExtendedConfigItem Code="START" Value="19:40"/>
      <ExtendedConfigItem Code="END" Value="20:07"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="RESURFACING" Pos="5" Value="1">
      <ExtendedConfigItem Code="START" Value="20:07"/>
      <ExtendedConfigItem Code="END" Value="20:17"/>
    </ExtendedConfig >
  </Config>
</Configs>
...
```

**Sample (Team event - in overall event)**



```
...
<Configs>
  <Config Unit="FSKXTEAM-----QUAL-----">    <!--for Team event Qualification--
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="1"
      Value="FSKXTEAM-----QUAL0001MN--" />
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="2"
      Value="FSKXTEAM-----QUAL0003PR--" />
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="3"
      Value="FSKXTEAM-----QUAL0004DC--" />
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="4"
      Value="FSKXTEAM-----QUAL0002LD--" />
  </Config>
  <Config Unit="FSKXTEAM-----FNL-----">    <!--for Team event Final--
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="1"
      Value="FSKXTEAM-----FNL-0003PR--" />
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="2"
      Value="FSKXTEAM-----FNL-0001MN--" />
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="3"
      Value="FSKXTEAM-----FNL-0002LD--" />
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="4"
      Value="FSKXTEAM-----FNL-0004DC--" />
  </Config>
</Configs>
...
```

### 2.2.7.6 Message Sort

There is no general message sorting rule.



## 2.2.8 Event's Medallists

### 2.2.8.1 Description

The Event's Medallists is a message containing the list of medallists awarded in one particular event.

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (event level)	Sent for all the competition events according to the ODF Common Codes document (header values).  One message is sent for each event.
DocumentType	DT_MEDALLISTS	Event's Medallists message
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 or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.



		Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.8.3 Trigger and Frequency

The message is sent with ResultStatus=PARTIAL when the information of the medallist is known but the final event Unit is not yet finished.

The message is sent with ResultStatus=OFFICIAL when the medallists are official known.

For some sports, bronze medals are known before the end of the final event unit. In this case the message is sent the first time with the bronze medallists, and the second time with all the medallists.

Trigger also after any major change.

### 2.2.8.4 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
<a href="#">Competition (0,1)</a>							
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
	<a href="#">Medal (1,N)</a>						
		Code					
		Unit					
		Date					
		<a href="#">Competitor (1,1)</a>					
			Type				
			Code				
			Order				





### 2.2.8.5 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
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

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

Element: Medal (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @MedalType</a>	Medal type. All the Competitors with the same SC @MedalType are not grouped in the same element.
Unit	M	<a href="#">CC @Unit</a>	Full RSC Unit code in which a medal was awarded.
Date	M	Date	The date of the most recent unit in which a medal was determined for this event, in this case the date of the gold medal unit. It is the date of the unit, not the date of the awarding of the medal or the date of a later change in the medallists (that is it will not change [except in the case of a re-run], even if the medallists do)

Element: Medal /Competitor (1,1)			
Attribute	M/O	Value	Description
Type	M	T, A	T for team A for athlete
Code	M	S(20) with no leading zeroes	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event, or, Couple's ID for Pairs and Ice Dance events. Otherwise, Athlete's ID (for Competitor @Type=A).
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Organisation	M	<a href="#">CC @Organisation</a>	Competitors' organisation

Element: Medal /Competitor /Description (0,1) (for team and couples events)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the Team (team and couples)
IFId	O	S(16)	International Federation ID. Only applies for couples

**Element: Medal /Competitor /Composition /Athlete (1,N)**  
**(Include all members that won the medal according to sport rules if Competitor @Type="T")**



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Numeric	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".

Element: Medal /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	<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
IFId	O	S(16)	International Federation ID

Element: Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal (1,N)				
Team member's extended result (in team event)				
Type	Code	Pos	Description	
EAM	DISCIP	N/A	Element Expected: Team Event only	
	Attribute	M/O	Value	Description
	Value	O	<a href="#">SC @TeamDiscipline</a>	Category where the team member participated in the team event (i.e.: Ladies, Men, Pairs, Ice Dance)

### 2.2.8.6 Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.



### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
OVR gets Initial data	DT_SCHEDULE		X			o	o
	DT_PARTIC		X				
	DT_PARTIC_TEAMS		X				
OVR sends	DT_CONFIG						X
	DT_PDF C08 Schedule		X				o
	DT_PDF C35 Competition Officials		X				
	DT_PDF C38A Entry Data Checklist - Athletes		X				
	DT_PDF C38B Entry Data Checklist - Couples		X				
	DT_PDF C39 Entry Data Checklist - Competition Officials		X				
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_TEAMS_UPDATE		X				

#### 3.2 Before and During Competition

Trigger	Message	Status	D	E	P	S	U
Start List is known	DT_RESULT for segment	START_LIST					X
	DT_CUMULATIVE_RESULT	INTERMEDIATE		X			
	DT_PDF C32E Entry List by Event			X			
	DT_PDF C45 Draw List						X
	DT_PDF C51A2 Start List with Times						X
After Training finished	DT_PDF C51H Planned Program Content						X



Trigger	Message	Status	D	E	P	S	U
Judges are drawn ('-45min')	<a href="#">DT_PDF C57 ISU Panel of Judges and Technical Panel</a>						X
At scheduled start time (0') / OVR Getting Ready	DT_SCHEDULE_UPDATE	GETTING_READY	X				o
First Skater of Warm-Up group start	DT_SCHEDULE_UPDATE	RUNNING	X				o
Skater Starts (*)	DT_RESULT	LIVE					X
	DT_CURRENT						X
Score/time received (*)	DT_CURRENT						X
Scoring done for First Skater (*)	DT_RESULT	LIVE					X
	DT_CURRENT						X
	DT_CUMULATIVE_RESULT	LIVE		X			
(*) repeated for each athlete							
Last Skater of Warm-Up Group Scored	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	X				o
After each of competitors for resurfacing	DT_RESULT	INTERMEDIATE					X

### 3.3 After competition

Trigger	Message	Status	D	E	P	S	U
Segment - Last score/result	DT_RESULT	UNOFFICIAL					X
	DT_SCHEDULE_UPDATE	FINISHED	X				o
Segment Score confirmed	DT_RESULT	OFFICIAL					X
	DT_CUMULATIVE_RESULT	INTERMEDIATE		X			
	<a href="#">DT_PDF C63X Protocol Head Page</a>			X			
	<a href="#">DT_PDF C73A1 Segment Results</a>						X
	<a href="#">DT_PDF C77A Results Details</a>						X
	<a href="#">DT_PDF C77B Judges Details per Skater</a>						X



### 3.4 At the end of the event

Trigger	Message	Status	D	E	P	S	U
Final Segment - Scores/Results confirmed	DT_RESULT	OFFICIAL					X
	DT_CUMULATIVE_RESULT	OFFICIAL		X			
	DT_RANKING	OFFICIAL		X			
After Medal is approved ('+5min')	DT_MEDALLISTS	OFFICIAL		X			
	DT_MEDALLISTS_DISCIPLINE		X				
	DT_PDF C92A Medallists			X			
After All Discipline Finished ('+15 min' after competition)	DT_PDF C93 Medallists by Event		X				

**Legend:**

**D** Discipline    **E** Event    **P** Phase    **S** Session    **U** Unit    **X** Sent on that level    **o** Includes info from that level



## 4 Document Control

Version history		
Version	Date	Comments
v1.0	23 Apr 2015	First Version
v1.1	16 Jul 2015	Updated after Omega review
v1.2	09 Sep 2015	Updated with CR7456
v1.3	04 Jan 2016	Status Change
v1.4	24 Mar 2016	Updated
v1.5	19 May 2016	Updated
v1.6	24 Jun 2016	Updated
v1.7	22 Dec 2016	Updated
v2.0	23 Feb 2017	Updated. First version as a full document, CR14578 and CR14579 applied
v2.1	20 Apr 2017	Updated. CR14729, CR14934 and CR14943 applied
v2.2	25 May 2017	Updated
v2.3	20 Jul 2017	Updated. CR15209 applied

### File Reference: ODF/INT416 R-WOG-2018-FSK-v2.3 APP

Change Log		
Version	Status	Changes on version
v1.0	Draft	First version
v1.1	SFR	Updated codes, add time trigger in DT_CURRENT
v1.2	SFR	Updated with CR7456, teams of teams in DT_PARTIC_TEAMS
v1.3	SFA	Status Change
v1.4	SFA	CR8928, DT_PARTIC/DT_PARTIC_TEAMS add 'Substitute' at Discipline/RegisteredEvent and remove extension CR8930 - Change header in Cumulative messages CR8933, triggering of cumulative results.
v1.5	SFA	Add STARTED in ExtendedInfo in DT_CURRENT message
v1.6	SFA	Updated DT_CONFIG Header values
v1.7	APP	-Minor corrections -DT_PARTIC: Added PB. -DT_PARTIC_TEAMS: Added PB. Included a clarification for the team name of couples. -DT_RESULT: Added FINISH_TIME, PB, INFO, COUPLE -DT_CURRENT: Added STATUS, ICE, INFO, deleted STARTED -DT_CUMULATIVE_RESULT: Added COMPETITOR.



		<p>Included a clarification (for singles and couples events) on the results attributes (Rank, Result, etc.) at "Result" element to indicate that the Overall results should be filled only for those competitors who have completed both segments. Not applicable for the team event.</p> <p>-DT_CONFIG: Added JUDGES, TEAM_ORDER, STARTLIST</p>
v2.0	APP	<p>-DT_PARTIC_TEAMS: Included the explanation of the element "Team /TeamOfficials /Official", to send the team officials (if any, with Coach and Choreographer functions).</p> <p>-DT_RESULT: Added the entry code FINISH_TIME at Result /Competitor /Composition /Athlete /EventUnitEntry (as added in the Result /Competitor /EventUnitEntry element).</p> <p>-DT_CONFIG: Updated the Header Values section, the message will be sent at event unit level (for all events), and also another message at event level for the Team event. Updated samples.</p> <p>-First version as a full document.</p> <p>-(def.#144624): Updated the "Message Timeline" section to include the DT_CUMULATIVE_RESULT and DT_RANKING messages, as appropriate.</p> <p>-DT_RESULT: In ExtendedInfos changed StartDate and EndDate to be actual only, do not include until unit starts/ends [CR14578]</p> <p>-DT_RESULT: Removed StartListMod in the ODF Header [CR14579]</p>
v2.1	APP	<p>-Minor corrections/typos.</p> <p>-(DT_CUMULATIVE_RESULT): Included a clarification (for singles and couples events) in the SortOrder attribute (at the Result element), to indicate that during the second segment for those without rank will be ordered according to their start order in the current unit.</p> <p>-(DT_RESULT) - Trigger and Frequency: Updated the INTERMEDIATE trigger to be expected after each group of competitors.</p> <p>[CR14729]:</p> <p>-(DT_RESULT): Updated to include a clarification on the Officials order (according to their panels, the judges will be before the technical panel). Updated sample.</p> <p>-The new deductions codes (RESUME, LATE_START, CHOREOGRAPHY) have been added to the new entity of codes SC@Deduction (due to the CR14934), used in the DEDUCTION @Pos (DT_RESULT and DT_CURRENT messages).</p> <p>-Updated the "Message Timeline" section to change the report C57A to C57-"ISU Panel of Judges and Technical panel".</p> <p>[CR14934]:</p> <p>-(DT_RESULT / DT_CUMULATIVE_RESULT) - Header Values / Trigger and Frequency: Removed UNCONFIRMED status (not applicable).</p> <p>(DT_RESULT / DT_CURRENT, at Result /ExtendedResults /ExtendedResult element):</p> <p>-Added the @Pos attribute to the ELEMENT code to identify each executed element or the total, and updated its @Value accordingly.</p> <p>-Updated the extension codes (BASE, ELEMENT_CODE, ELEMENT_DESC, GOE, INFO) of the ELEMENT code to remove the @Pos attribute that has been moved to the parent code.</p> <p>-Removed the extension code (SCORE) of the ELEMENT code to be sent in the @Value of the parent code.</p> <p>-Added the @Pos attribute to the COMPONENT code to identify each program component or the total, and updated its @Value accordingly.</p> <p>-Updated the COMPONENT code to add the extension codes (COMPONENT_DESC, FACTOR) for each Program component description and Factor respectively.</p> <p>-Removed the extension codes (CHOREOG, EXECUTION, INTERPRET, SKATING, TRANSITION) of the COMPONENT code, since the Program Component identifier moved to</p>





		<p>the @Pos at parent code.</p> <ul style="list-style-type: none"> <li>-Added the @Pos attribute to the DEDUCTION code to identify each deduction (from entity SC@Deduction) or the total, and updated its @Value accordingly.</li> <li>-Updated the DEDUCTION code to add the extension code (DEDUCTION_DESC) for each deduction description.</li> <li>-Removed the extension codes (COSTUME, COSTUME_FAIL, EXTRA, FALL, ILLEGAL, INTERRUPT, LIFT, MUSIC, TEMPO, TIME) of the DEDUCTION code, since the deduction code moved to the @Pos at parent code.</li> <li>-Updated samples.</li> </ul> <p>(DT_RESULT, at Result /ExtendedResults /ExtendedResult element):</p> <ul style="list-style-type: none"> <li>-Updated the ELEMENT code to add the extension code (JUDGE) for each judge executed element score respectively.</li> <li>-Updated the COMPONENT code to add the extension code (JUDGE) for each Program component Judge's score respectively.</li> <li>-Updated the DEDUCTION code to add the extension code (JUDGE) for each deduction Judge's score on a specific deduction as applicable by sport rules respectively.</li> </ul> <p>-(DT_CURRENT) - Trigger and Frequency: New trigger added at the end of a group to remove CURRENT from the last competitor in the group.</p> <p>(DT_CURRENT, at ExtendedInfos /ExtendedInfo element):</p> <ul style="list-style-type: none"> <li>-Removed the extension code (STATUS) of the DISPLAY/CURRENT code, moved to a new code.</li> <li>-Added new CURRENT/STATUS code to indicate when status changes of the current competitor.</li> <li>-Added new codes CURRENT/TECHNICAL_PANEL_READY and CURRENT/JUDGES_SCORES_SEND to indicate that Technical Panel and Judges Panel has finished their review.</li> <li>-Updated sample.</li> </ul> <p>(DT_CURRENT, at Result /ExtendedResults /ExtendedResult element):</p> <ul style="list-style-type: none"> <li>-Updated the ELEMENT code to add the extension codes (REVIEW_STATUS, EXECUTION_TIME) only if applicable for each element.</li> </ul> <p>[CR14943]:</p> <ul style="list-style-type: none"> <li>-DT_CONFIG: Triggering update to reflect sending of a new version of DT_RESULT as soon as DT_CONFIG changes.</li> </ul>
v2.2	APP	<p>(def.#145119) DT_CURRENT: Updated when is expected the extension code TO_BEAT of the code DISPLAY/CURRENT (at ExtendedInfos /ExtendedInfo element), in order not to send when the scoring is complete for the competitor.</p>
v2.3	APP	<p>[CR15209]:</p> <ul style="list-style-type: none"> <li>-(DT_CUMULATIVE_RESULT / DT_RANKING): Added new WD code (at Result /ExtendedResults /ExtendedResult element) to provide additional information in cases where a competitor reached the final but withdrew before the start.</li> <li>-(DT_CURRENT): Added the @Pos attribute to the DISPLAY/ICE code (at ExtendedInfos /ExtendedInfo element), when warm-up in progress (WARMUP value), to send the number of the current warm-up group.</li> </ul>