



INTERNATIONAL OLYMPIC COMMITTEE

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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 |



| Document Reference | Document Title | Document Description |
|---------------------------|-----------------------|---|
| | | 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 | X |
| DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE | / List of teams / List of teams update | X |
| DT_MEDALS | Medal standings | |
| DT_MEDALLISTS_DAY | Medallists of the day | |
| DT_GLOBAL_GM | Global good morning | |
| DT_GLOBAL_GN | Global good night | |
| DT_RESULT | Event Unit Start List and Results | X |
| DT_CURRENT | Current Information | X |
| DT_CUMULATIVE_RESULT | Cumulative Results | X |
| DT_RANKING | Event Final Ranking | X |
| DT_COMMUNICATION | Communication | |
| DT_CONFIG | Configuration | X |
| DT_MEDALLISTS | Event's Medallists | X |
| DT_MEDALLISTS_DISCIPLIN | Medallists by discipline | |



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| | | |
|--------------|-------------------------------------|--|
| 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 | CC @Competition | 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 | SC @Source | Code indicating the system which generated the message. |

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message 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 |
|-----------------------------------|---------|---------|---------|---------|---------|
| Competition (0,1) | | | | | |



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



| | |
|--|--|
| EventEntry (0,N) Code Type Pos Value | OfficialFunction (0,N) 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 | CC @ParticStatus | 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 | CC @PersonGender | Participant's gender |
| Organisation | M | CC @Organisation | Organisation ID |
| BirthDate | O | YYYY-MM-DD | Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates |
| Height | O | S(3) | Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available. |
| Weight | O | S(3) | Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available. |
| PlaceofBirth | O | S(75) | Place of Birth |
| CountryofBirth | O | CC @Country | Country ID of Birth |
| PlaceofResidence | O | S(75) | Place of Residence |



| | | | |
|-----------------------|---|-------------------------------------|---|
| CountryofResidence | O | CC @Country | Country ID of Residence |
| Nationality | O | CC @Country | Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent. |
| MainFunctionId | O | CC @ResultsFunction | Main function In the Case of Current="true" this attribute is Mandatory. |
| Current | M | boolean | It defines if a participant is participating in the games (true) or is a Historical participant (false). |
| OlympicSolidarity | O | S(1) | 'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program. |
| ModificationIndicator | M | S(1) | 'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used. |

Element: Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------------|---|
| Code | M | CC @Discipline | 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). |



| Element: Participant /Discipline /RegisteredEvent (0,N) | | | |
|---|-----|---------------------------|---|
| All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. | | | |
| Attribute | M/O | Value | Description |
| Event | M | CC @Event | Full RSC of the Event |
| Substitute | O | S(1) | Substitute information. Send "Y" if the competitor is a substitute, else do not send |

| Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) | | | |
|--|--------------------|------------|---|
| Send if there are specific athlete's event entries. | | | |
| Type | Code | Pos | Description |
| ENTRY | RANK_WLD | N/A | Element Expected: When available in individual events. Only in update message |
| | Attribute | M/O | Value |
| | Value | O | S(4) |
| | Description | | World Rank of the athlete |
| ENTRY | RANK_PTS | N/A | Element Expected: When available in individual events. Only in update message |
| | Attribute | M/O | Value |
| | Value | O | S(6) |
| | Description | | 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 |
| | Attribute | M/O | Value |
| | Value | O | Numeric ##0.00 Or "-" |
| | Description | | 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. | |
|-------|-----------|------|--|---|
| | Attribute | M/O | Value | Description |
| | 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 | CC @ResultsFunction | Additional officials' function code |

2.2.1.6 Message Sort

The message is sorted by Participant @Code



2.2.2 List of teams / List of teams update

2.2.2.1 Description

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

2.2.2.3 Trigger and Frequency

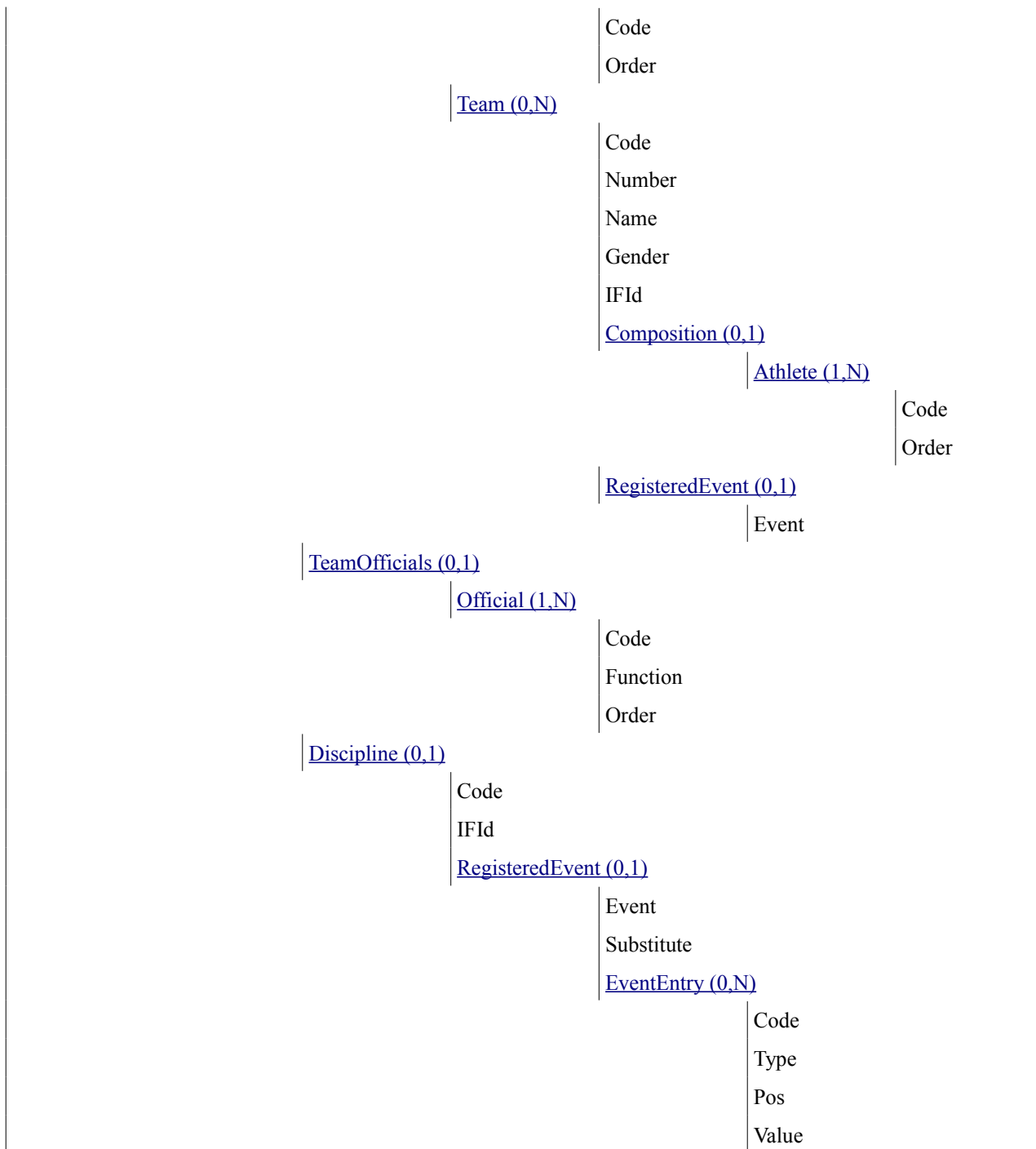
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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 |
|-----------------------------------|----------------------------|-----------------------------------|-------------------------------|---------|---------|---------|
| Competition (0,1) | | | | | | |
| | Team (1,N) | | | | | |
| | | Code | | | | |
| | | Organisation | | | | |
| | | Number | | | | |
| | | Name | | | | |
| | | TVTeamName | | | | |
| | | Gender | | | | |
| | | Current | | | | |
| | | ModificationIndicator | | | | |
| | | Composition (0,1) | | | | |
| | | | Athlete (0,N) | | | |



2.2.2.5 Message Values



| Element: Team (1,N) | | | |
|-----------------------|-----|--------------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Team's ID (example FSKXPAIRS---ESP01) |
| Organisation | M | CC @Organisation | Team organisation's ID |
| Number | O | Numeric #0 | Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams. |
| Name | O | S(73) | Team's name. 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 CC @Organisation . 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 | CC @DisciplineGender | Discipline Gender Code of the Team |
| Current | M | boolean | It defines if a team is participating in the games (true) or it is a Historical team (false) |
| ModificationIndicator | M | N, U, D | Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams |



| | | | |
|--|--|--|---|
| | | | <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> |
|--|--|--|---|

Element: Team /Composition /Athlete (0,N)

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

| Attribute | M/O | Value | Description |
|-----------|-----|------------------------------|---|
| Code | M | S(20) with no leading zeroes | <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 |

Element: Team /Composition /Team (0,N)

(ONLY applies in Team Event)

| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------------------|--|
| 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 | CC @DisciplineGender | 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) |

Element: Team /Composition /Team /Composition /Athlete (1,N)

(ONLY applies in Team Event)

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

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

Each current team is assigned to one event.

(ONLY applies in Team Event)

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



| | | | |
|-------|---|--------------------------|--------------------------|
| Event | M | CC @Unit | 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 | CC @ResultsFunction | 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 | CC @Discipline | 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 | CC @Event | 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 | CC @Competition | 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 | SC @ResultStatus | 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 | SC @Source | Code indicating the system which generated the message. |

2.2.3.3 Trigger and Frequency

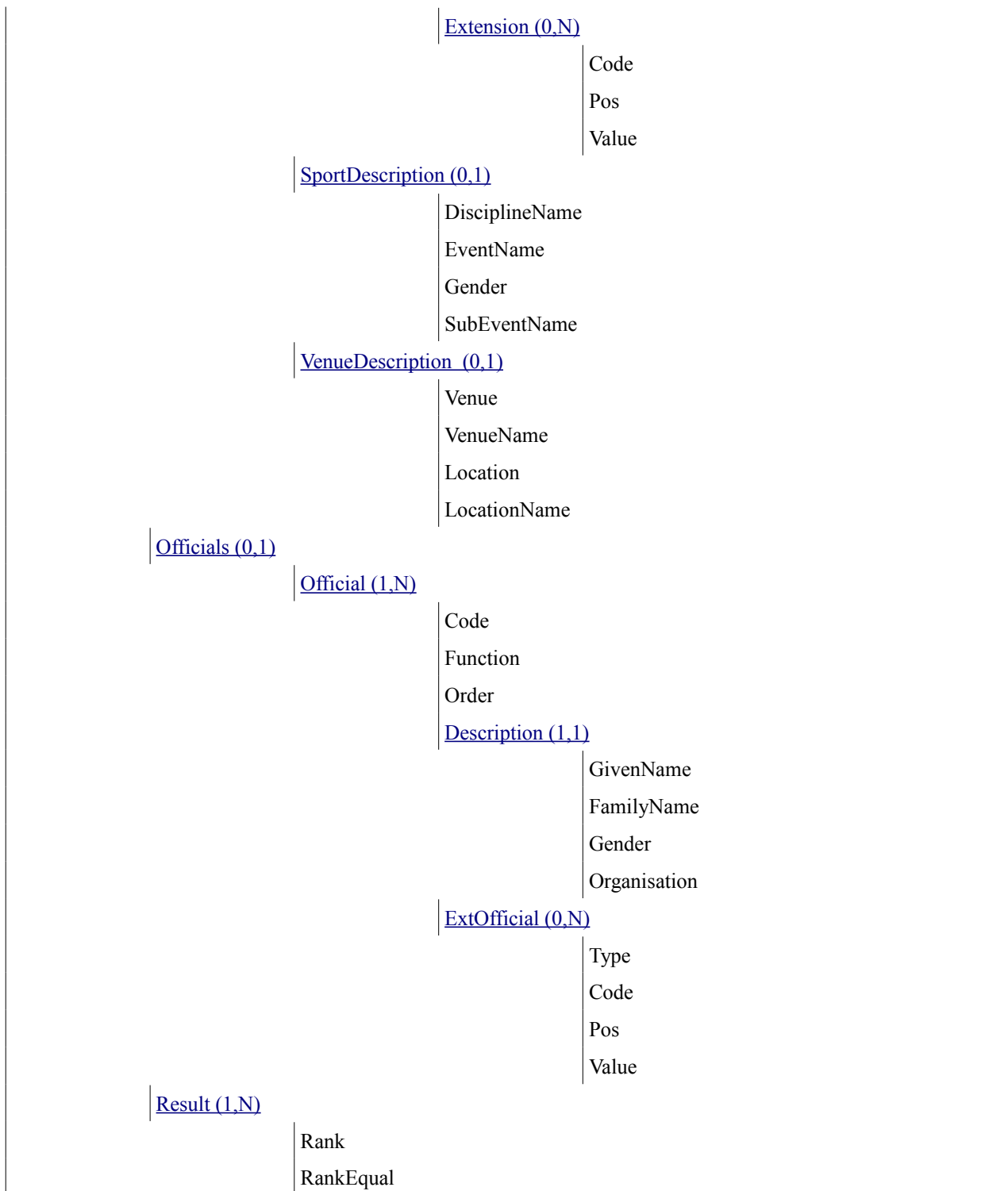
This message is sent:

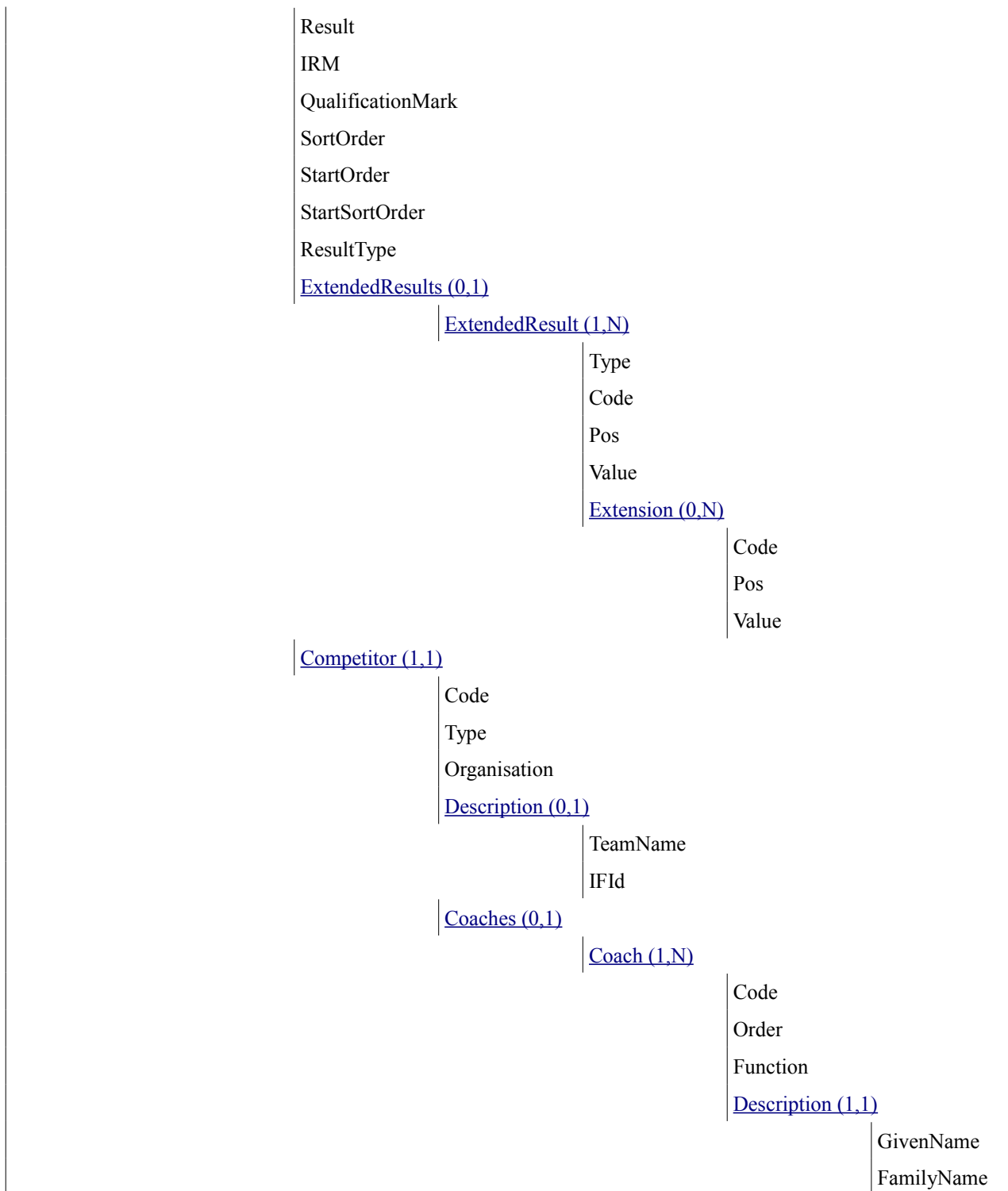
- * As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- * When the competition starts and after every competitor completes their performance (LIVE)
- * After each group of competitors (INTERMEDIATE)
- * After the unit is finished (UNOFFICIAL / OFFICIAL) as applicable.
-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

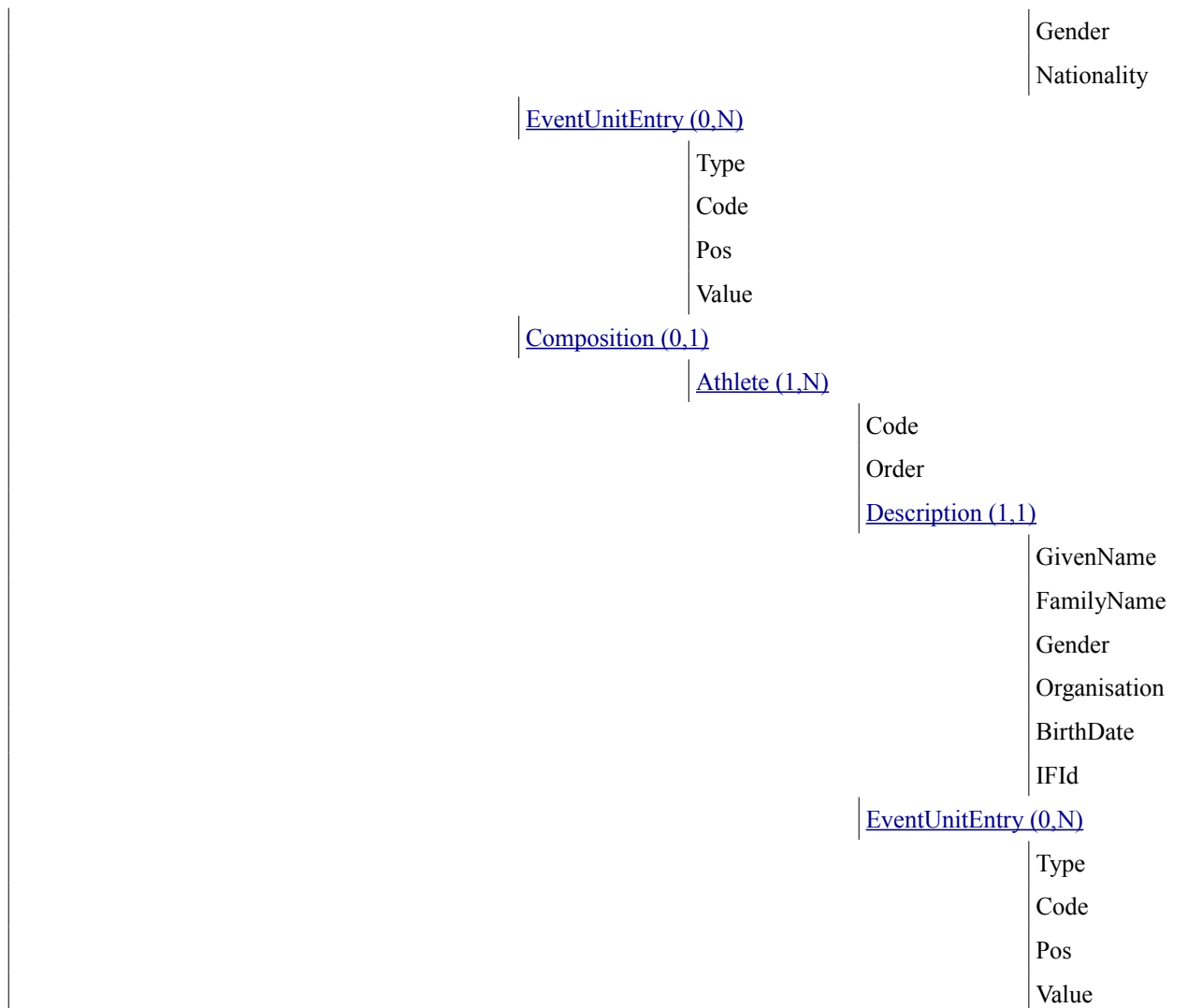
2.2.3.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 |
|-----------------------------------|-------------------------------------|------------------------------------|-----------|---------|---------|---------|
| Competition (0,1) | | | | | | |
| | ExtendedInfos (0,1) | | | | | |
| | | UnitDateTime (0,1) | | | | |
| | | | StartDate | | | |
| | | ExtendedInfo (0,N) | | | | |
| | | | 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 |
| Attribute | M/O | Value | Description |
| Value | O | Numeric ##0 | Sent the number of competitors on the start list |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always after status START_LIST | | | |
| Attribute | Value | Description | |
| 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 |
| Attribute | M/O | Value | Description |
| 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 | CC @DisciplineGender | 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 | CC @VenueCode | Venue Code |
| VenueName | M | S(25) | Venue short name (not code) from Common Codes |
| Location | M | CC @Location | Location code |
| LocationName | M | S(30) | Location short name (not code) from Common Codes |

| Element: Officials /Official (1,N) | | | |
|------------------------------------|-----|-------------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Official's code |
| Function | M | CC @ResultsFunction | Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message. |
| Order | 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 | CC @PersonGender | Gender of the official |
| Organisation | M | CC @Organisation | 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 |
| | Attribute | M/O | Value |
| | Value | O | S(2) |
| | Description | | Send the position for the judge (1-n) |
| EO | GROUP | N/A | Element Expected: Always |
| | Attribute | M/O | Value |
| | Value | O | SC @Panel |
| | Description | | 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 | SC @IRM | IRM (invalid result mark) for the event unit, in case it is assigned. Send only in the case @ResultType is IRM |
| QualificationMark | O | SC @QualificationMark | 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 | SC @ResultType | Result type. |

| Element: Result /ExtendedResults /ExtendedResult (1,N) | | | | |
|---|------------------|--------------|------------------------------|---|
| Type | | Code | Pos | Description |
| TEAM | | PTS | N/A | Element Expected: In segments with the team competition |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | SC @IRM | 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 |
| | Attribute | M/O | Value | Description |
| | 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"). |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available | | | | |
| | Attribute | Value | Description | |



| | | |
|---|--------------------------------|--|
| 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 |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available | | |
| Attribute | Value | Description |
| 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 |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available | | |
| Attribute | Value | Description |
| 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 |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available | | |
| Attribute | Value | Description |
| 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 |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available | | |
| Attribute | Value | Description |
| 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 |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension | | |



| Expected: If is applicable | | | |
|--|---------------------------------|--|---|
| Attribute | Value | Description | |
| Code | INFO | | |
| Pos | N/A | | |
| Value | SC @ElementInfo | Send appropriate element info code Not applicable for @Pos=TOT | |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only after the announcement of competitor's score | | | |
| 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"). |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension | | | |
| Expected: Only for specific program component @Pos (not TOT) | | | |
| Attribute | Value | Description | |
| Code | COMPONENT_DES C | | |
| Pos | N/A | | |
| Value | S(36) | ISU standard Program Component descriptions Not applicable for @Pos=TOT | |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension | | | |
| Expected: Only for specific program component @Pos (not TOT) | | | |
| 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 | |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension | | | |
| Expected: Only after the announcement of competitor's score. | | | |
| Only for specific program component @Pos (not TOT) | | | |
| 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. |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Always with results (if applicable deduction). Only for specific deduction @Pos (not TOT) | | | |
| Attribute | Value | Description | |
| Code | DEDUCTION_DESC | | |
| Pos | N/A | | |
| Value | S(40) | As per ISU standard Deduction description Not applicable for @Pos=TOT | |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only after the announcement of competitor's score. And, only for specific deduction @Pos (not TOT). Applicable only for majority deductions (for Costume / Prop Violation, Music Requirements Violation and Violation of Choreography Restrictions only) | | | |
| 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>
```



| Element: Result /Competitor (1,1) | | | |
|--|------------|----------------------------------|--|
| Competitor related to the result of one event unit. | | | |
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event units, 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 | CC @Organisation | Competitor's organisation |

| Element: Result /Competitor /Description (0,1) | | | |
|---|------------|--------------|--|
| Competitors extended information (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 /Coaches /Coach (1,N) | | | |
|--|------------|-------------------------------------|---|
| Competitor's Coach | | | |
| Attribute | M/O | Value | Description |
| 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 | CC @ResultsFunction | Official function |

| Element: Result /Competitor /Coaches /Coach /Description (1,1) | | | |
|---|------------|----------------------------------|---|
| Coach extended information. | | | |
| Attribute | M/O | Value | Description |
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| Gender | M | CC @PersonGender | Gender of the official |



| | | | |
|-------------|---|-----------------------------|---------------------|
| Nationality | M | CC @Country | Coach's nationality |
|-------------|---|-----------------------------|---------------------|

| Element: Result /Competitor /EventUnitEntry (0,N) | | | | |
|---|------------------|--------------|----------------------------|--|
| For team event information (for couples in all events) | | | | |
| Type | | Code | Pos | Description |
| EUE | | GROUP | N/A | Element Expected: Always |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric #0 | Send the warm-up group number |
| EUE | | SB | N/A | Element Expected: When available |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric ##0.00 | Season best in the segment |
| EUE | | PB | N/A | Element Expected: When available |
| | Attribute | M/O | Value | Description |
| | 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) |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | hh:mm:ss | Start time for the competitor |
| EUE | | FINISH_TIME | N/A | Element Expected: When available |
| | Attribute | M/O | Value | Description |
| | 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 | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |
| IFId | O | S(16) | International Federation ID |

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

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

| Type | Code | Pos | Description |
|------|--------------------|---------------|---|
| EUE | GROUP | N/A | Element Expected: Always |
| | Attribute | M/O | Value |
| | Value | O | Numeric #0 |
| | Description | | Send the warm-up group number |
| EUE | SB | N/A | Element Expected: When available |
| | Attribute | M/O | Value |
| | Value | O | Numeric ##0.00 |
| | Description | | Season best in the segment |
| EUE | PB | N/A | Element Expected: When available |
| | Attribute | M/O | Value |
| | Value | O | Numeric ##0.00 |
| | Description | | Personal Best in the segment |
| EUE | ELEMENT_CODE | Numeric #0 | Pos Description: Send the planned element sequential order number Element Expected: When available |
| | Attribute | M/O | Value |
| | Value | O | S(15) |
| | Description | | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | hh:mm:ss | Start time for the competitor |
| EUE | | FINISH_TIME | N/A | Element Expected: When available |
| | Attribute | M/O | Value | Description |
| | 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 | CC @Competition | 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 |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |



| | | |
|--------|----------------------------|---|
| Source | SC @Source | Code indicating the system which generated the message. |
|--------|----------------------------|---|

2.2.4.3 Trigger and Frequency

This message is sent:

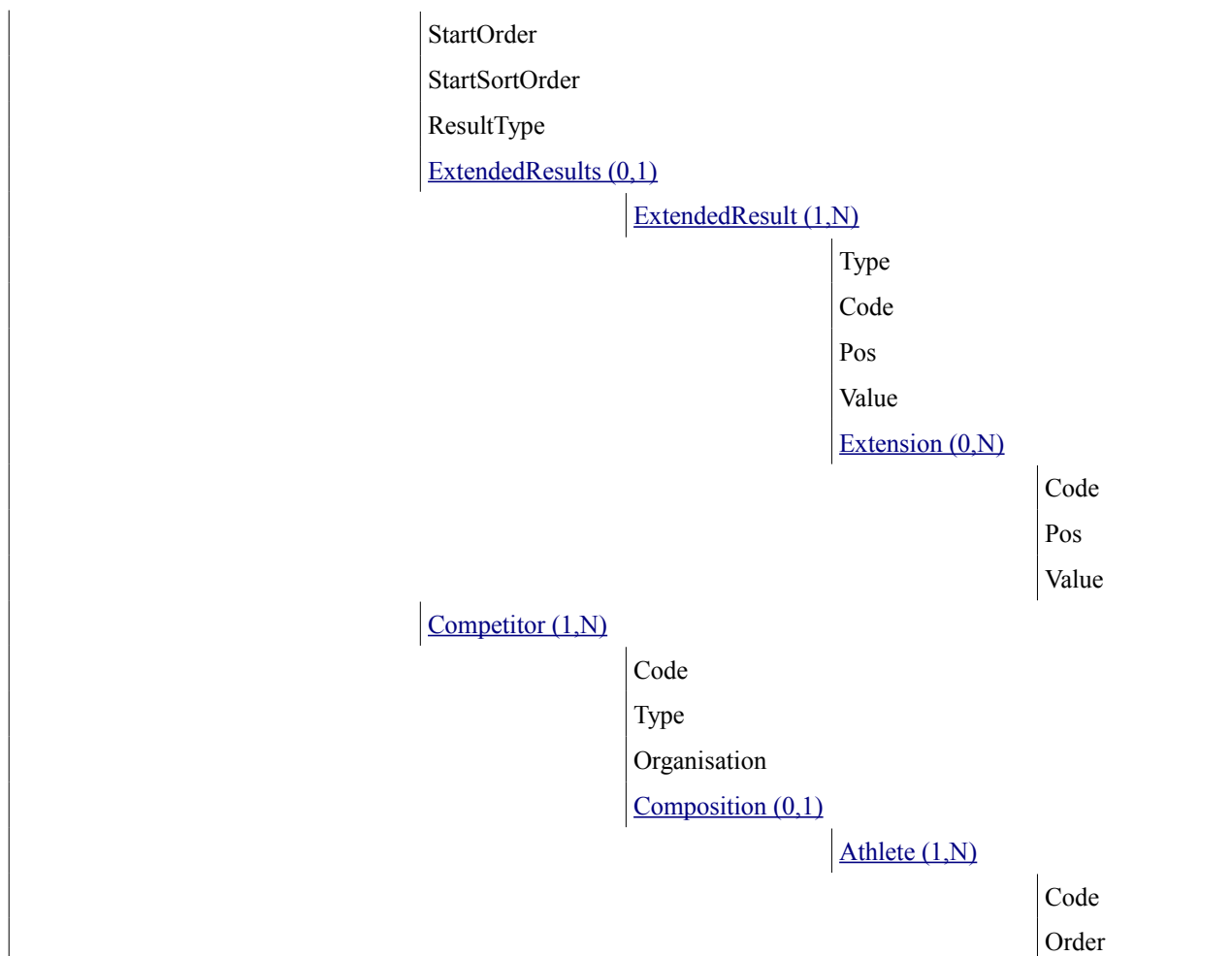
- * At any time a new competitor starts (or about to start in the case of the first in each group). (This competitor will be considered current)
- * Every 10 seconds during a performance with any data from the performance.
- * Immediately after the competitor completes the performance and the data is 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 |
|-----------------------------------|-------------------------------------|------------------------------------|---------------------------------|---------|---------|
| Competition (0,1) | | | | | |
| | ExtendedInfos (0,1) | | | | |
| | | ExtendedInfo (1,N) | | | |
| | | | Type | | |
| | | | Code | | |
| | | | Pos | | |
| | | | Value | | |
| | | | Extension (0,N) | | |
| | | | | Code | |
| | | | | Pos | |
| | | | | Value | |
| | Result (0,N) | | | | |
| | | Rank | | | |
| | | RankEqual | | | |
| | | Result | | | |
| | | IRM | | | |
| | | QualificationMark | | | |
| | | SortOrder | | | |



2.2.4.5 Message Values

| Element: <u>ExtendedInfos /ExtendedInfo (1,N)</u> | | | |
|---|--------------|------------------------------|---|
| Type | Code | Pos | Description |
| DISPLAY | CURRENT | N/A | Element Expected: When available |
| Attribute | M/O | Value | Description |
| Value | O | S(20) without leading zeroes | Send the competitor ID of the current or about to start competitor. |
| Sub Element: <u>ExtendedInfos /ExtendedInfo /Extension</u> 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. | |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension | | | | |
| Expected: In the last unit in the men, ladies, pairs and ice dance events | | | | |
| | 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 | N/A | 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_PANE L_READY | N/A | Element Expected: When available |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 | SC @IRM | The invalid result mark (IRM) for the event unit, in case it is assigned. | |
| QualificationMark | O | SC @QualificationMark | 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 | SC @ResultType | Type of the @Result attribute. | |



| Element: Result /ExtendedResults /ExtendedResult (1,N) | | | |
|---|-------------------|--|---|
| 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 |
| Attribute | M/O | Value | Description |
| 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"). |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available | | | |
| Attribute | Value | Description | |
| 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 | |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available | | | |
| Attribute | Value | Description | |
| 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 | |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available | | | |
| Attribute | Value | Description | |
| Code | ELEMENT_CODE | | |
| Pos | N/A | | |
| Value | S(15) | Send the Executed Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.) Not applicable for @Pos=TOT | |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension | | | |



| Expected: When available | | |
|--|---------------------------------|---|
| Attribute | Value | Description |
| 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 |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available | | |
| Attribute | Value | Description |
| 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 |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When applicable | | |
| Attribute | Value | Description |
| Code | INFO | |
| Pos | N/A | |
| Value | SC @ElementInfo | Send appropriate element info code Not applicable for @Pos=TOT |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only if the executed element is under review by the judge panel or the review by judge panel has been completed | | |
| Attribute | Value | Description |
| 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 |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: As soon as the element in reference has been executed | | |
| Attribute | Value | Description |
| 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 | |
| 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"). |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only for specific program component @Pos (not TOT) | | | | |
| | Attribute | Value | Description | |
| | Code | COMPONENT_DES C | | |
| | Pos | N/A | | |
| | Value | S(36) | ISU standard Program Component descriptions Not applicable for @Pos=TOT | |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only for specific program component @Pos (not TOT) | | | | |
| | 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 | |
| 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. |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension | | | | |
| Expected: Always with results (if applicable deduction). Only for specific deduction @Pos (not TOT) | | | | |
| | Attribute | Value | Description | |
| | 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>
  ...

```

| 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 | CC @Organisation | Competitor's organisation |

| Element: Result /Competitor /Composition /Athlete (1,N) | | | |
|--|------------|------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | 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 | CC @Competition | 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 | SC @ResultStatus | 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 | SC @Source | 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)

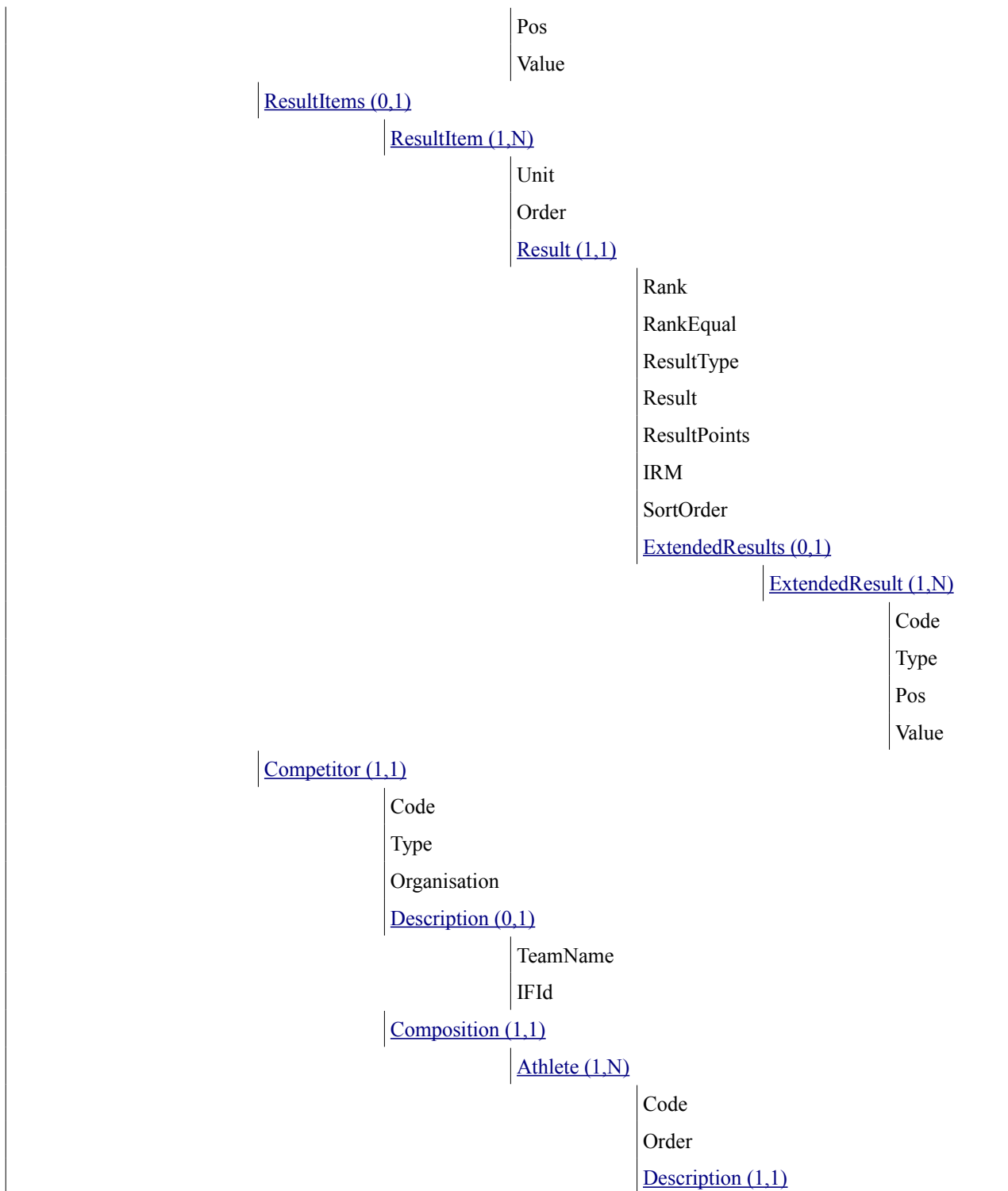


* After the last unit is complete (UNOFFICIAL / OFFICIAL as appropriate)

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 |
|--------------------------|----------------------------|-------------------------------|-----------------------------|---------|---------|---------|---------|
| <u>Competition (0,1)</u> | | | | | | | |
| | <u>ExtendedInfos (0,1)</u> | | | | | | |
| | | <u>ExtendedInfo (0,N)</u> | | | | | |
| | | | Type | | | | |
| | | | Code | | | | |
| | | | Pos | | | | |
| | | | Value | | | | |
| | | <u>SportDescription (0,1)</u> | | | | | |
| | | | DisciplineName | | | | |
| | | | EventName | | | | |
| | | | Gender | | | | |
| | | <u>VenueDescription (0,1)</u> | | | | | |
| | | | Venue | | | | |
| | | | VenueName | | | | |
| | | | Location | | | | |
| | | | LocationName | | | | |
| | <u>Result (1,N)</u> | | | | | | |
| | | Rank | | | | | |
| | | RankEqual | | | | | |
| | | ResultType | | | | | |
| | | Result | | | | | |
| | | IRM | | | | | |
| | | QualificationMark | | | | | |
| | | SortOrder | | | | | |
| | | <u>ExtendedResults (0,1)</u> | | | | | |
| | | | <u>ExtendedResult (1,N)</u> | | | | |
| | | | | 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 | CC @DisciplineGender | Gender code for the event |

| Element: ExtendedInfos /VenueDescription (0,1) | | | |
|--|-----|-------------------------------|--|
| Venue Names in Text. | | | |
| Attribute | M/O | Value | Description |
| Venue | M | CC @VenueCode | Venue Code |
| VenueName | M | S(25) | Venue short name (not code) from Common Codes |
| Location | M | CC @Location | Location code |
| LocationName | M | S(30) | Location short name (not code) from Common Codes |

Element: 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 | SC @ResultType | 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 | SC @IRM | IRM (invalid result mark) for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM |
| QualificationMark | O | SC @QualificationMark | 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)

Team competitor's extended results.

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



| | | | | |
|----|------------------|------------|--------------|--|
| ER | | FNR | N/A | Element Expected: When applicable |
| | Attribute | M/O | Value | Description |
| | Value | O | S(1) | Send 'Y' if the competitor did not reach 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 | CC @Unit | 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 | SC @ResultType | 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 | SC @IRM | 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 | CC @Organisation | Competitor's organisation |



| Element: Result /Competitor /Description (0,1) | | | |
|---|------------|--------------|--|
| Competitors extended information (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 |
| 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) | | | |
|---|------------|----------------------------------|---|
| Athletes extended information. | | | |
| Attribute | M/O | Value | Description |
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| Gender | M | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |
| IFId | O | S(16) | International Federation ID |

2.2.5.6 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 | CC @Competition | 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 | SC @ResultStatus | Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at |



| | | |
|--------|----------------------------|--|
| | | <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 | SC @Source | Code indicating the system which generated the message. |

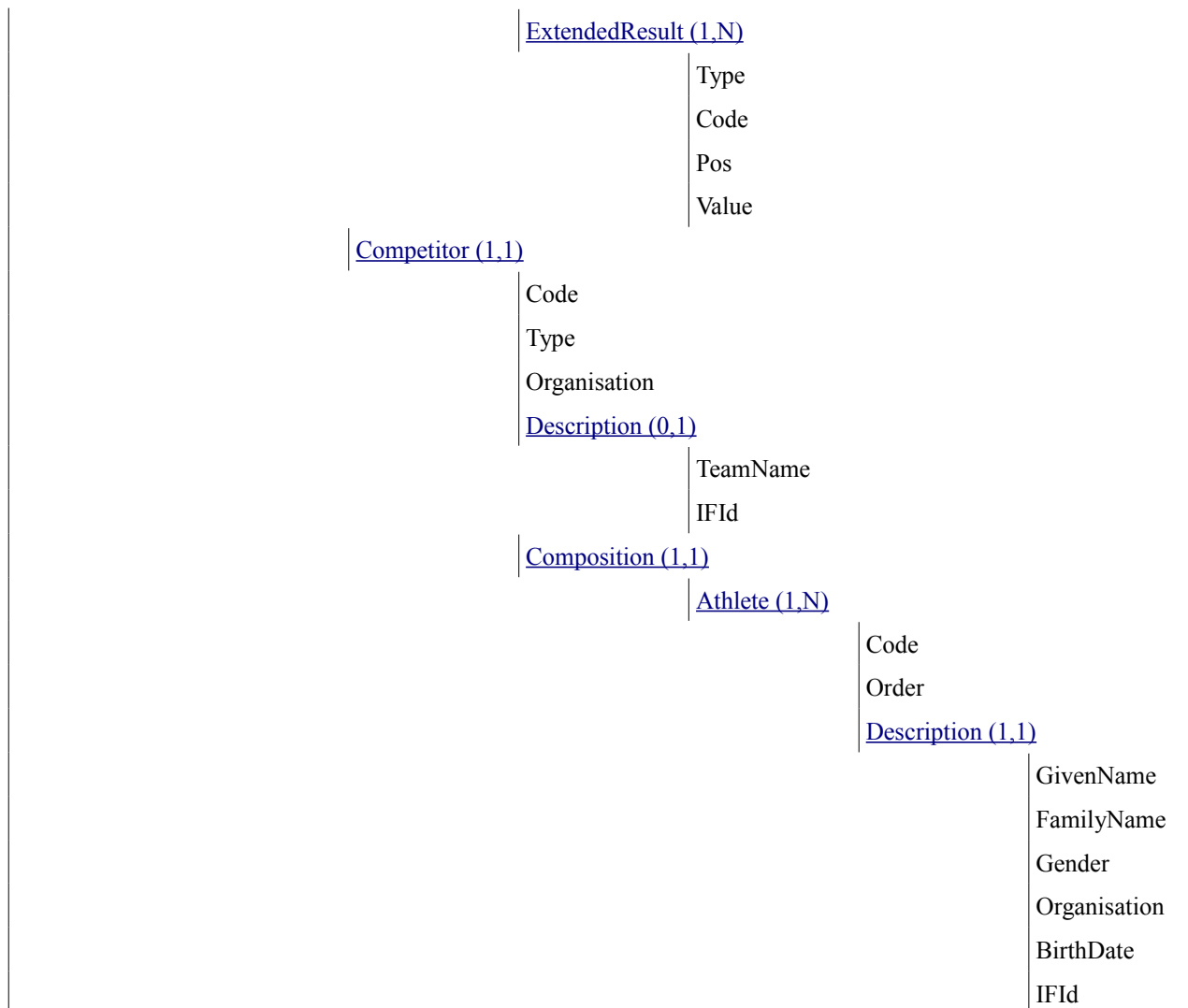
2.2.6.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.
 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 |
|-----------------------------------|-------------------------------------|--|----------------|---------|---------|---------|
| Competition (0,1) | | | | | | |
| | ExtendedInfos (0,1) | | | | | |
| | | SportDescription (0,1) | | | | |
| | | | DisciplineName | | | |
| | | | EventName | | | |
| | | | Gender | | | |
| | | VenueDescription (0,1) | | | | |
| | | | Venue | | | |
| | | | VenueName | | | |
| | Result (1,N) | | | | | |
| | | Rank | | | | |
| | | RankEqual | | | | |
| | | ResultType | | | | |
| | | Result | | | | |
| | | IRM | | | | |
| | | SortOrder | | | | |
| | | ExtendedResults (0,1) | | | | |



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 | CC @DisciplineGender | Gender code for the event |



| Element: ExtendedInfos /VenueDescription (0,1) | | | |
|---|------------|-------------------------------|---|
| Venue Names in text | | | |
| Attribute | M/O | Value | Description |
| Venue | M | CC @VenueCode | Venue code |
| VenueName | M | S(25) | Venue short name (not code) from Common Codes |

| Element: Result (1,N) | | | |
|---|------------|--|---|
| For any event final ranking message, there should be at least one competitor being awarded a result for the event. | | | |
| Attribute | M/O | Value | Description |
| Rank | O | 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 | SC @ResultType | 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 | SC @IRM | 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 |

| Element: Result /ExtendedResults /ExtendedResult (1,N) | | | | |
|---|------------------|------------|--------------------------------------|--|
| Type | Code | Pos | Description | |
| ER | FNR | N/A | Element Expected: When applicable | |
| | Attribute | M/O | Value | Description |
| | Value | O | S(1) | Send 'Y' if the competitor did not reach the final (Final Not Reached) |

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 | CC @Organisation | 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 | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |
| IFId | O | S(16) | International Federation ID |

2.2.6.6 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 | CC @Competition | 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 | SC @Source | Code indicating the system which generated the message. |

2.2.7.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any 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 |
|-----------------------------------|-------------------------------|------------------------------|--------------------------------------|--|---------|
| Competition (0,1) | | | | | |
| | Configs (1,1) | | | | |
| | | Config (1,N) | | | |
| | | | Unit | | |
| | | | ExtendedConfig (1,N) | | |
| | | | | Type | |
| | | | | Code | |
| | | | | Pos | |
| | | | | Value | |
| | | | | ExtendedConfigItem (0,N) | |
| | | | | | Code |
| | | | | | Pos |
| | | | | | Value |

2.2.7.5 Message Values

| Element: Configs /Config (1,N) | | | |
|--------------------------------|-----|-------|-------------|
| Attribute | M/O | Value | Description |



| | | | |
|------|---|--------------------------|---|
| Unit | O | CC @Unit | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric #0 | Send the qualifying rank |
| EC | | JUDGES | N/A | Element Expected: Always |
| | Attribute | M/O | Value | Description |
| | 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) |
| | Attribute | M/O | Value | Description |
| | Value | O | CC @Unit | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric #0 | Send the order considering all of this code value (1,2 WARMUP for example) |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: When available | | | | |



| Attribute | Value | Description |
|---|-------|---------------------------------------|
| Code | END | |
| Pos | N/A | |
| Value | hh:mm | Send the end time for this activity |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem | | |
| Expected: When available | | |
| 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 | CC @Competition | 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 | SC @ResultStatus | 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 | SC @Source | 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 |
|-----------------------------------|-------------------------------------|--|----------------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | SportDescription (0,1) | | | | | |
| | | | DisciplineName | | | | |
| | | | EventName | | | | |
| | | | Gender | | | | |
| | | VenueDescription (0,1) | | | | | |
| | | | Venue | | | | |
| | | | VenueName | | | | |
| | Medal (1,N) | | | | | | |
| | | Code | | | | | |
| | | Unit | | | | | |
| | | Date | | | | | |
| | | Competitor (1,1) | | | | | |
| | | | 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 | CC @DisciplineGender | Gender code for the event |

| Element: ExtendedInfos /VenueDescription (0,1) | | | |
|--|-----|-------------------------------|-------------|
| Attribute | M/O | Value | Description |
| Venue | M | CC @VenueCode | Venue Code |



| | | | |
|-----------|---|-------|---|
| VenueName | M | S(25) | Venue short name (not code) from Common Codes |
|-----------|---|-------|---|

| Element: Medal (1,N) | | | |
|----------------------|-----|-------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | SC @MedalType | Medal type. All the Competitors with the same SC @MedalType are not grouped in the same element. |
| Unit | M | CC @Unit | 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 | CC @Organisation | 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 | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |
| IFId | O | S(16) | International Federation ID |

| Element: 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 | SC @TeamDiscipline | 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 |
| Judges are drawn ('-45min') | DT_PDF C57 ISU Panel of Judges | | | | | | X |



| Trigger | Message | Status | D | E | P | S | U |
|--|-------------------------------------|-----------------|---|---|---|---|---|
| | and Technical Panel | | | | | | |
| 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 | | | |
| | DT_PDF C63X Protocol Head Page | | | X | | | |
| | DT_PDF C73A1 Segment Results | | | | | | X |
| | DT_PDF C77A Results Details | | | | | | X |
| | DT_PDF C77B Judges Details per Skater | | | | | | 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 |

File Reference: ODF/INT416 R-WOG-2018-FSK-v2.1 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. 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. |



| | | |
|------|-----|---|
| | | -DT_CONFIG: Added JUDGES, TEAM_ORDER, STARTLIST |
| 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 the @Pos at parent code.</p> <p>-Added the @Pos attribute to the DEDUCTION code to identify each deduction (from entity SC@Deduction) or the total, and updated its @Value accordingly.</p> |



| | |
|--|--|
| | <p>-Updated the DEDUCTION code to add the extension code (DEDUCTION_DESC) for each deduction description.</p> <p>-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.</p> <p>-Updated samples.</p> <p>(DT_RESULT, at Result /ExtendedResults /ExtendedResult element):</p> <p>-Updated the ELEMENT code to add the extension code (JUDGE) for each judge executed element score respectively.</p> <p>-Updated the COMPONENT code to add the extension code (JUDGE) for each Program component Judge's score respectively.</p> <p>-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.</p> <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> <p>-Removed the extension code (STATUS) of the DISPLAY/CURRENT code, moved to a new code.</p> <p>-Added new CURRENT/STATUS code to indicate when status changes of the current competitor.</p> <p>-Added new codes CURRENT/TECHNICAL_PANEL_READY and CURRENT/JUDGES_SCORES_SEND to indicate that Technical Panel and Judges Panel has finished their review.</p> <p>-Updated sample.</p> <p>(DT_CURRENT, at Result /ExtendedResults /ExtendedResult element):</p> <p>-Updated the ELEMENT code to add the extension codes (REVIEW_STATUS, EXECUTION_TIME) only if applicable for each element.</p> <p>[CR14943]:</p> <p>-DT_CONFIG: Triggering update to reflect sending of a new version of DT_RESULT as soon as DT_CONFIG changes.</p> |
|--|--|