

# OLYMPIC DATA FEED

**ODF Artistic Gymnastics Data Dictionary**  
Tokyo 2020 - Games of the XXXII Olympiad  
Technology and Information Department  
© International Olympic Committee

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# 1 Introduction

## 1.1 This document

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

## 1.2 Summary of Messages in this Discipline

### 1.2.1 Qualification

DT\_RESULT is sent for every apparatus in every subdivision which is the start list & result for that apparatus and subdivision only. (All rotations together). This message will not include rank as the rank has no meaning. Every subdivision has its own DT\_RESULT per apparatus. For all-around and team the DocumentSubcode is used to distinguish the individual apparatus.

DT\_CURRENT is sent for every apparatus and includes last scored, current and next with individual ranks. This provides details for the previous/current/next gymnasts by apparatus.

#### 1.2.1.1 For all around competition

One DT\_CUMULATIVE\_RESULT is sent including all apparatus in all subdivisions. This is the all-around cumulative ranking. Updated after every routine. Include all athletes and all scores details (difficulty, execution and penalties). This is the only message needed to see all of the all-around details. Essentially the same data as in C73G and C73H.

#### 1.2.1.2 For teams competition

One DT\_CUMULATIVE\_RESULT is sent including all apparatus in all subdivisions. This is the all-around cumulative ranking. Updated after every routine of a team member. Only include complete teams with all scores details (difficulty, execution and penalties). This is the only message needed to render teams results. Essentially the same data as in ORIS C73C and C73D.

#### 1.2.1.3 For individual apparatus

One DT\_PHASE\_RESULT is sent including all subdivisions. This is the ranking for the individual apparatus. Updated after every routine. Only include eligible athletes (two vaults etc.) with all scores details (difficulty, execution and penalties), this is the only message needed to see all details of apparatus results. Essentially the same data as in ORIS C73I and C73J.

### 1.2.2 All-Around Final

- One DT\_RESULT is sent for every apparatus which is the start list & result for that apparatus. (All rotations together). This message will not include rank as the rank has no meaning.
- As for qualification, one DT\_CUMULATIVE\_RESULT is sent including all apparatus. This is the all-around cumulative ranking. Updated after every routine with all scores details. This is all that is needed to render the results. (exactly the same concept/message as in qualification)
- DT\_CURRENT sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

### 1.2.3 Team Final

- One DT\_RESULT is sent for every apparatus which is the start list & result for that apparatus. (All rotations together). This message will not include rank as the rank has no meaning.
- As for qualification, one DT\_CUMULATIVE\_RESULT is sent including all apparatus. This is the all-around cumulative ranking. Updated after every routine with all scores details. This is all that is needed to render the results. (exactly the same concept/message as in qualification)
- DT\_CURRENT is sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

### 1.2.4 Apparatus Finals

- Only DT\_RESULT, one for each apparatus, includes all scores details and rank.

DT\_CURRENT is sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

## 1.3 Objective

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

## 1.4 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.

## 1.5 2018 Commonwealth Games

This document is to be applied for the 2018 Commonwealth Games. All included concepts are applied. Note the difference compared to the Olympic Games is that the Qualification is also the team final, there is no separate team final.

## 1.6 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

## 1.7 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

## 2 Messages

### 2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in artistic gymnastics.

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

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

## 2.2 Messages

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

#### 2.2.1.1 Description

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

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

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

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

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

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

### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.1.3 Trigger and Frequency

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

The DT\_PARTIC\_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.



### 2.2.1.4 Message Values

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)

Element: Participant (1,N)			
Attribute	M/O	Value	Description
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" 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	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.

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

Element: Participant /Discipline (1,1) All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFld	O	S(16)	FIG Licence Number. Included if this information is available. For the athletes and the officials.

Element: Participant /Discipline /RegisteredEvent (0,N) All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(4)	Bib number. Athlete's competitor number, to be sent as mandatory once it is known.

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

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code



## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

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

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.2.3 Trigger and Frequency

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

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

## 2.2.2.4 Message Values

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

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

<b>Element: Team /Discipline (0,1)</b>			
<b>Discipline is expected unless ModificationIndicator="D"</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	CC @Discipline	Full RSC of the discipline

<b>Element: Team /Discipline /RegisteredEvent (0,1)</b>			
<b>Each current team is assigned to one event. Historical teams will not be registered to any event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Event	M	CC @Event	Full RSC of the event

### 2.2.2.5 Message Sort

The message is sorted by Team @Code.



## 2.2.3 Event Unit Start List and Results

### 2.2.3.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

This is always a full message and all applicable elements and attributes are always sent.

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentSubcode	SC @Apparatus	DocumentSubcode is used only in units where additional DT_RESULT messages are sent to provide other rankings. (usually in qualification)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition). UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.

Attribute	Value	Comment
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.

### 2.2.3.3 Trigger and Frequency

- "START\_LIST": As soon as the competition order is known and any updates (inc. IRMs before start)
- "LIVE": When the first competitor starts and during the unit with all updates
- "UNOFFICIAL": After the unit has finished
- "OFFICIAL": After the Result is approved

Trigger also after any change.

### 2.2.3.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.
Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	SUBDIVISION	N/A	Element Expected: Always if there are subdivisions
Attribute	M/O	Value	Description
Value	M	Numeric 0	Send the current or the last finished subdivision (if there is no current subdivision)

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		ROTATION	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the current or the last finished rotation (if there is no current rotation)
UI		STARTERS	N/A	Element Expected: When available if there is a single rotation.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Sent the number of competitors on the start list
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When it is available</b>				
<b>Attribute</b>		<b>Value</b>	<b>Description</b>	
Code		COMPLETE		
Pos		N/A	N/A	
Value		Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	

**Sample**

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="ROTATION" Value="1" />
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="12" />
    <Extension Code="COMPLETE" Value="5" />
  </ExtendedInfo>
</ExtendedInfos>
```

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

Element: ExtendedInfos /VenueDescription (0,1)  
Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code if single location used
LocationName	O	S(30)	Location short name (not code) from Common Codes (if single location used)

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric #0	Order of the Officials Send order inside each apparatus according to ORIS.

Element: Officials /Official /Description (1,1)

Officials extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation

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

Type	Code	Pos	Description
EO	APPARATUS	N/A	Element Expected: When the official is assigned to an apparatus or a reserve
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	CC @Apparatus or S(7)
			Send the proposed code or "RESERVE" if the judge is a reserve.
EO	JURY_TYPE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @JuryType
			Send proposed code

**Sample**

```
<Officials>
  <Official Code="1165657" Function="PR" Order="1">
    <Description GivenName="Yanick" FamilyName="Baldinotti" Organisation="FIG" Gender="M" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="SUPERIOR" />
  </Official>
  <Official Code="1155520" Function="SUP_V" Order="2">
    <Description GivenName="Joan" FamilyName="Smith" Organisation="FIG" Gender="F" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="SUPERIOR" />
  </Official>
  ...
  <Official Code="1174616" Function="D1" Order="1">
    <Description GivenName="Joan" FamilyName="Brown" Organisation="CZE" Gender="F" />
    <ExtOfficial Type="EO" Code="APPARATUS" Value="VT" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  <Official Code="1174961" Function="D2" Order="2">
    <Description GivenName="Bob" FamilyName="Brown" Organisation="ESP" Gender="M" />
    <ExtOfficial Type="EO" Code="APPARATUS" Value="VT" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  ...
</Officials>
```

Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit. Rank is only sent in units which include all athletes in the event. This is usually only individual apparatus finals.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric #0.000	Score
IRM	O	SC @IRM	IRM for the particular event unit. Send in the case @ResultType is IRM.
SortOrder	M	Numeric	Send the order of the competitor by rotation then competition order. In the case of apparatus finals this will change to rank order when rank is known for each competitor. For 1 to n for all competitors in the unit.
StartOrder	M	Numeric	Send the start order for the rotation, 1 to n.
StartSortOrder	M	Numeric	Send the order of competitor within the subdivision, 1 to n.
ResultType	O	SC @ResultType	Type of the @Result attribute.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	SCORE	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only in the case of Vault and Team results	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	In vault, send the score for each vault.
ER	DIFFICULTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the difficulty score for the athlete.
ER	EXECUTION	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the execution score for the athlete.
ER	PENALTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only if a penalty is given (not 0)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Send the penalty for the athlete.
ER	IRM	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only in the case of IRM in a team or vault competition (one or both in vault)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @IRM	Send IRM if applicable

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	INQUIRY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only in the case of inquiry for the difficulty score
Attribute	M/O	Value	Description
Value	M	SC @Inquiry	Send inquiry code

**Sample (Vault)**

```
<Result ResultType="POINTS" Result="18.537" SortOrder="10" StartOrder="4" StartSortOrder="4" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
    <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
    <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.1" />
  </ExtendedResults>
  ...
</Result>
```

**Sample (non-Vault)**

```
<Result ResultType="POINTS" Result="19.025" SortOrder="10" StartOrder="4" StartSortOrder="4" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
    <ExtendedResult Type="ER" Code="PENALTY" Value="-0.3" />
  </ExtendedResults>
  ...
</Result>
```

Element: Result /Competitor (1,1) Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for Team
Bib	O	S(4)	Bib Number
Organisation	O	CC @Organisation	Competitor's organisation
Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
Element: Result /Competitor /EventUnitEntry (0,N) For groups only			

Type	Code	Pos	Description
EUE	ORG	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(3)
			Send the Organisation code (NOC) or MGx for mixed group
EUE	ROTATION	Numeric #0	Pos Description: Send the rotation number Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Apparatus
			Send the apparatus

**Sample**

```
<EventUnitEntry Type="EUE" Code="ORG" Value="JPN"/>
<EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="VT"/>
```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or be an individual athlete.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
StartOrder	O	Numeric	Order of team members in a team (if Competitor @Type="T") on the start list.
StartSortOrder	O	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") on the start list.
Bib	O	S(4)	Bib number
Element: Result /Competitor /Composition /Athlete /Description (1,1) Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

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



Type	Code	Pos	Description
EUE	ROTATION	Numeric #0	Pos Description: Send the rotation number Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Apparatus Send the apparatus
EUE	SECOND_VAULT	N/A	Element Expected: Only for Qualification and in the vault message
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y Indicator for athletes doing 2 vault. Send Y in case the athlete is doing 2 vaults (For qualification only) else do not send.
EUE	RESERVE	N/A	Element Expected: If applies
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y Send Y if athlete is a reserve otherwise do not send

**Sample**

```
<EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="VT"/>
<EventUnitEntry Type="EUE" Code="SECOND_VAULT" Value="Y"/>
```

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Team members extended results (only used for team, not individual)</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
ER	SCORE	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only in the case of Vault and Team results	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	In vault, send the score for each vault.
ER	DIFFICULTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the difficulty score for the athlete.
ER	EXECUTION	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the execution score for the athlete.
ER	PENALTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only if a penalty is given (not 0)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Send the penalty for the athlete.
ER	IRM	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only in the case of IRM in a team or vault competition (one or both in vault)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @IRM	Send IRM if applicable

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team members extended results (only used for team, not individual)				
Type	Code	Pos	Description	
ER	INQUIRY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only in the case of inquiry for the difficulty score	
	Attribute	M/O	Value	Description
	Value	M	SC @Inquiry	Send inquiry code

### Sample (Team)

```

...
<Result ResultType="POINTS" Result="45.025" SortOrder="4" StartOrder="4" StartSortOrder="4" >
  <Competitor Code="GARMTEAM----JPN01" Type="T" Organisation="JPN" >
    <Description TeamName="Japan"/>
    <EventUnitEntry Type="EUE" Code="ORG" Value="JPN"/>
    <EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="FX"/>
    <Composition>
      <Athlete Code="7712920" Order="1" StartOrder="1" StartSortOrder="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M" Organisation="JPN" IFId="12920"
        BirthDate="1989-06-06" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="SCORE" Value="14.475" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Value="7.275" />
          <ExtendedResult Type="ER" Code="EXECUTION" Value="7.300" />
          <ExtendedResult Type="ER" Code="PENALTY" Value="-0.1" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="7712444" Order="2" StartOrder="2" StartSortOrder="2" Bib="167">

```

### 2.2.3.5 Message Sort

By rotation followed by StartSortOrder

## 2.2.4 Current Information

### 2.2.4.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information.

In Qualification, All-Around Final and Team Final, DocumentSubcode attribute contains CC @Apparatus. For Apparatus Finals DocumentSubcode is not required.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentSubcode	SC @Apparatus	Only for Team and All-Around.
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.4.3 Trigger and Frequency

- After every competitor completes a routine and the score is available or a new competitor starts a routine.
- If there is no previous competitor on the apparatus in the session then send (with one competitor as next) when the first unit ScheduleStatus becomes GETTING\_READY.

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

Each competitor only includes the apparatus in the current rotation.

### 2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	PHASE	N/A	Element Expected: Always
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	String	Send phase RSC (34)
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: Always			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ROTATION		
Pos	N/A	N/A	
Value	Numeric #0	Send the current rotation number	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: When applicable			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SUBDIVISION		
Pos	N/A	N/A	
Value	Numeric #0	Send the current subdivision number	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: When applicable			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	APPARATUS		
Pos	N/A	N/A	
Value	SC @Apparatus	Send apparatus code	

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>				
<b>Expected: When applicable</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	LOCATION			
Pos	N/A	N/A		
Value	CC @Location	Send location code		
ASSOCIATED	CC @Unit full RSC for each unit event impacted	Numeric 0	Pos Description: Send incrementing number for each associated event Element Expected: When applicable	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(40)	Description for the Unit @Code	

**Sample(during qualification)**

```

<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PHASE" Value="GARM-----QUAL-----" >
    <Extension Code="APPARATUS" Value="VT" />
    <Extension Code="SUBDIVISION" Value="1"/>
    <Extension Code="ROTATION" Value="3"/>
    <Extension Code="LOCATION" Value="GA2"/>
  </ExtendedInfo>
  <ExtendedInfo Type="ASSOCIATED" Code="GARM1APVT-----QUAL000001--" Pos="1" Value="Men's Vault
Qualification" />
...

```

Element: Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Numeric	Rank of the competitor in the phase. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send Y if applicable
Result	O	Numeric #0.000	Score
IRM	O	SC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the start order of the competitors in the unit.
StartSortOrder	M	Numeric	Not used
ResultType	O	SC @ResultType	Result type, only sent is there is a result
Diff	O	Numeric #0.000	Points behind leader. Send 0.000 for the leader

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	STAGE	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Stage	Send applicable code Gymnasts that perform two vaults remain as current until they finish the second vault.
ER	SCORE	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only in the case of Vault	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	In vault, send the score for each vault.
ER	DIFFICULTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the difficulty score for the athlete.

ER		EXECUTION	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the execution score for the athlete.
ER		PENALTY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only if a penalty is given (not 0)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Send the penalty for the athlete.
ER		IRM	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only in the case of IRM in vault (one or both)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @IRM	Send IRM if applicable
ER		INQUIRY	Numeric 0	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Only in the case of inquiry for the difficulty score
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Inquiry	Send inquiry code if applicable

### Sample (vault qualification)

```
<Result ResultType="POINTS" Result="18.537" Rank="5" SortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="STAGE" Pos="1" Value="LAST" />
    <ExtendedResult Type="ER" Code="STAGE" Pos="2" Value="LAST" />
    <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
    <ExtendedResult Type="ER" Code="PENALTY" Pos="1" Value="-0.4" />
    <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
    <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.1" />
  </ExtendedResults>
  ...
```



**Sample (non-vault qualification)**

```
<Result ResultType="POINTS" Result="18.537" Rank="5" SortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="STAGE" Value="LAST" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
  </ExtendedResults>
...

```

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

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

**2.2.4.5 Message Sort**

Sort by Result @SortOrder.



## 2.2.5 Cumulative Results

### 2.2.5.1 Description

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

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.

As soon as a competitor is included in the message, all apparatuses the competitor may compete on should be listed. Apparatuses where the competitor has not competed yet should be exported with ValueType SC@ResultType:NO\_SCORE. Once a result is obtained on the apparatus, the ValueType, Value, Rank, etc. should be updated accordingly. It is essential to understand that competitors who have not performed on any apparatus yet will NOT be listed in the message. Thus, all competitors in the message will always have at least one ExtendedResult Code=CC@Apparatus with ValueType different from SC@ResultType:NO\_SCORE.

Competitors are included in Cumulative Result messages only as soon as they have obtained a result in the current subdivision.

Upon rotation change, two different cases are highlighted:

- Competitors who, by choice or otherwise, have not obtained a result - valid or invalid - in the previous rotation (before rotation change), and therefore cannot be ranked in the All-Around at all in the future, will be entirely removed from the message.
- Competitors who have completed all apparatuses so far, except for the result to be obtained in the new rotation, are included - without rank - at the end of the message. As the new rotation progresses, the competitors obtaining results are progressively reinstated in the ranked results.

Competitors who, on the other hand, do not obtain a result in the new rotation will, at the end of the rotation, fall into the first case and be removed from the message.

At the end of the subdivision, because competitors will not be given any new chance of obtaining sufficient results to be included in the All-Around ranking, competitors falling in either cases are entirely removed from the message, not to return. This change should arise as soon as possible, but at the very least as soon as the subdivision result status is UNOFFICIAL.

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE OFFICIAL UNOFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
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.

### 2.2.5.3 Trigger and Frequency

Send:

- when every subdivision is GETTING READY as LIVE;
- after every athlete completes a routine as LIVE;
- after every subdivision except the last as INTERMEDIATE;
- when all units are complete as UNOFFICIAL / OFFICIAL when applicable.
- Any other changes in data

### 2.2.5.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.
UI	SUBDIVISION	N/A	Element Expected: Always if there are subdivisions	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the current (if LIVE) or the last finished subdivision (if not LIVE)
UI	ROTATION	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the current (if LIVE) or the last finished rotation (if not LIVE)
UI	TEAM_APP_AFTER	N/A	Element Expected: For all units where teams are competing	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the current number of apparatus that at least one team has completed (for comparable reported rank) in the current rotation.

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

<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in Text. DO NOT INCLUDE unless all at single venue.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

<b>Element: Result (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric ##0.000	Cumulative result Only send in the case @ResultType is POINTS
IRM	O	SC @IRM	IRM for the cumulative result Only send in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	START_APPARATUS	N/A	Element Expected: Always in teams competition and individual all-around	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Apparatus	Send the code for the first apparatus used.
ER	REPORTED	N/A	Element Expected: When available and the competition is not complete for teams or all-around	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.000	Send the score for the reported rank, comparing all competitors after the same number of apparatus
	ValueType	M	SC @ResultType	ValueType should be used to describe the type of data @Value
	IRM	O	SC @IRM	For @IRM: IRM for the reported rank Only send in the case @ResultType is IRM
	Rank	O	Numeric #0	Send the reported rank, comparing all competitors after the same number of apparatus
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	O	Numeric #0	Send the order for the reported rank, considering all competitors including those without rank.
ER	CC @Apparatus	Numeric 0	Pos Description: Send apparatus number (as ordered when reporting) Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.000	Send the team's score on the apparatus
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	IRM	O	SC @IRM	IRM for the athlete on the apparatus. Only send in the case @ResultType is IRM.
	Rank	O	Numeric #0	Send the rank of the competitor on the apparatus
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available for individual all-around				

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Attribute	Value	Description	
Code	DIFFICULTY		
Pos	N/A	N/A	
Value	Numeric #0.000		Send the difficulty score for the athlete on the apparatus.
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available for individual all-around and @ResultType = POINTS			
Attribute	Value	Description	
Code	DISCARDED		
Pos	N/A	N/A	
Value	S(1)		Send Y if the score is discarded else not sent.
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available for individual all-around			
Attribute	Value	Description	
Code	EXECUTION		
Pos	N/A	N/A	
Value	Numeric #0.000		Send the execution score for the athlete on the apparatus.
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available for individual events			
Attribute	Value	Description	
Code	INQUIRY		
Pos	N/A	N/A	
Value	SC @Inquiry		Send inquiry code.
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable in individual all-around			
Attribute	Value	Description	
Code	PENALTY		
Pos	N/A	N/A	
Value	Numeric #0.0		Send any penalty the athlete received.



**Sample (individual all-around)**

```
<Result Rank="1" ResultType="POINTS" Result="89.800" SortOrder="1" QualificationMark="Q" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="START_APPARATUS" Value="VT" />
    <ExtendedResult Type="ER" Code="FX" Pos="1" Value="14.975" ValueType="POINTS" Rank="3" >
      <Extension Code="DIFFICULTY" Value="7.900" />
      <Extension Code="EXECUTION" Value="7.075" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="PH" Pos="2" Value="13.600" ValueType="POINTS" Rank="4" >
      <Extension Code="DIFFICULTY" Value="6.800" />
      <Extension Code="EXECUTION" Value="6.800" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="SR" Pos="3" ValueType="NO_SCORE" />
    <ExtendedResult Type="ER" Code="VT" Pos="4" ValueType="NO_SCORE" />
    <ExtendedResult Type="ER" Code="PB" Pos="5" ValueType="NO_SCORE" />
    <ExtendedResult Type="ER" Code="HB" Pos="6" ValueType="NO_SCORE" />
  ...
</Result>
```

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete or T for Team
Bib	O	S(4)	Bib number
Organisation	M	CC @Organisation	Competitor's organisation

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

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Only applies in team competition			
Type	Code	Pos	Description
ER	CC @Apparatus	Numeric 0	Pos Description: Send apparatus number (as ordered when reporting) Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0.000
	ValueType	O	SC @ResultType
	IRM	O	SC @IRM
	Rank	O	Numeric #0
	RankEqual	O	S(1)
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available for individual all-around		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DIFFICULTY	
	Pos	N/A	N/A
	Value	Numeric #0.000	Send the difficulty score for the athlete on the apparatus.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available for individual all-around and @ResultType = POINTS		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DISCARDED	

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Only applies in team competition</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
Pos	N/A	N/A	
Value	S(1)		Send Y if the score is discarded else not sent.
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available for individual all-around			
Attribute	Value	Description	
Code	EXECUTION		
Pos	N/A	N/A	
Value	Numeric #0.000	Send the execution score for the athlete on the apparatus.	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available for individual events			
Attribute	Value	Description	
Code	INQUIRY		
Pos	N/A	N/A	
Value	SC @Inquiry	Send inquiry code.	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable in individual all-around			
Attribute	Value	Description	
Code	PENALTY		
Pos	N/A	N/A	
Value	Numeric #0.0	Send any penalty the athlete received.	

### Sample (Teams only)

```

<Result Rank="1" ResultType="POINTS" Result="269.800" SortOrder="1" QualificationMark="Q" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="START_APPARATUS" Value="SR" />
    <ExtendedResult Type="ER" Code="REPORTED" Value="220.550" ValueType="POINTS" Rank="2"
SortOrder="2" />
    <ExtendedResult Type="ER" Code="FX" Pos="1" Value="45.300" ValueType="POINTS" Rank="1" />
    <ExtendedResult Type="ER" Code="PH" Pos="2" Value="41.950" ValueType="POINTS" Rank="6" />
    ...
  </ExtendedResults>
  <Competitor Code="GRM400NZL01" Type="T" Organisation="NZL">
    <Description TeamName="New Zealand"/>
    <Composition>
      <Athlete Code="2114821" Order="1" Bib="160">
        <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL"
IFId="1345018" BirthDate="1994-11-04" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="FX" Pos="1" Value="14.975" ValueType="POINTS" Rank="3" >
            <Extension Code="DIFFICULTY" Value="7.900" />
            <Extension Code="EXECUTION" Value="7.075" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="PH" Pos="2" Value="13.600" ValueType="POINTS" Rank="4" >
            <Extension Code="DIFFICULTY" Value="6.800" />
            <Extension Code="EXECUTION" Value="6.800" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="SR" Pos="3" ValueType="NO_SCORE" />
          <ExtendedResult Type="ER" Code="VT" Pos="4" ValueType="NO_SCORE" />
          <ExtendedResult Type="ER" Code="PB" Pos="5" ValueType="NO_SCORE" />
          <ExtendedResult Type="ER" Code="HB" Pos="6" ValueType="NO_SCORE" />
          ...
        </Composition>
      </Competitor>
    </Result>

```

#### 2.2.5.5 Message Sort

Sort by Result @SortOrder.

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

## 2.2.6 Phase Results

### 2.2.6.1 Description

The Phase Results is a message containing the results for the competitors in a particular phase.

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

In the case of artistic gymnastics it is used for individual apparatus qualification only.

### 2.2.6.2 Header Values

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results INTERMEDIATE (after each heat/semifinal except the last) UNOFFICIAL (if applicable after the last) OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.6.3 Trigger and Frequency

- Send after every athlete completes a routine which affects the phase result as LIVE (during the subdivision)
- Send after every athlete completes a routine which affects the phase result as INTERMEDIATE (between subdivisions)
- UNOFFICIAL / OFFICIAL when all units are complete.
- Trigger also after any change.

### 2.2.6.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.	
	Attribute	M/O	Value	Description
	Value	O	CC @Unit	Full RSC of the most recent unit information included in the message

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
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit (M/W)

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
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Overall rank of the competitor in the phase. Competitors who are unable to be ranked due to not meeting rules will not have rank.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else do not send
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric ##0.000	Total points for the competitor in the phase. Only send in the case @ResultType is POINTS
IRM	O	SC @IRM	IRM for the result. Only send in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric ##0	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.  This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	SCORE	Numeric 0	<b>Pos Description:</b> Do not send except in vault when vault number is sent (1 or 2) <b>Element Expected:</b> Only in the case of Vault	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	In vault, send the score for each vault.
ER	DIFFICULTY	Numeric 0	<b>Pos Description:</b> Do not send except in vault when vault number is sent (1 or 2) <b>Element Expected:</b> Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the difficulty score for the athlete.
ER	EXECUTION	Numeric 0	<b>Pos Description:</b> Do not send except in vault when vault number is sent (1 or 2) <b>Element Expected:</b> Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the execution score for the athlete.
ER	PENALTY	Numeric 0	<b>Pos Description:</b> Do not send except in vault when vault number is sent (1 or 2) <b>Element Expected:</b> Only if a penalty is given (not 0)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Send the penalty for the athlete.
ER	IRM	Numeric 0	<b>Pos Description:</b> Do not send except in vault when vault number is sent (1 or 2) <b>Element Expected:</b> Only in the case of IRM in an vault (one or both)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @IRM	Send IRM if applicable
ER	INQUIRY	Numeric 0	<b>Pos Description:</b> Do not send except in vault when vault number is sent (1 or 2) <b>Element Expected:</b> Only in the case of inquiry for the difficulty score	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Inquiry	Send inquiry code if applicable



### Sample (vault)

```
<Result ResultType="POINTS" Result="18.537" SortOrder="1" Rank="1" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
    <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
    <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.1" />
  </ExtendedResults>
```

### Sample (non-vault)

```
<Result ResultType="POINTS" Result="19.025" SortOrder="1" Rank="1" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
    <ExtendedResult Type="ER" Code="PENALTY" Value="-0.3" />
  </ExtendedResults>
```

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
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	1 for Competitor @Type="A".
Bib	O	S(4)	Bib number

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

### 2.2.6.5 Message Sort

Sort by Result @SortOrder.

## 2.2.7 Event Final Ranking

### 2.2.7.1 Description

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

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.7.3 Trigger and Frequency

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

### 2.2.7.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

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

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

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

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

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute. Used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

### Sample

```
<Result Rank="1" ResultType="POINTS" Result="116.900" SortOrder="1">
  <Competitor Code="1132742" Type="A" Organisation="USA" >
    <Composition>
      <Athlete Code="1132742" Order="1">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W" Organisation="USA" IFId="1345018"
        BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### 2.2.7.5 Message Sort

Sort by Result @SortOrder

## 2.2.8 Configuration

### 2.2.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

### 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	Sent this message for each phase
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	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 prior to any ODF Sports message.

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

### 2.2.8.4 Message Values

Element: Configs /Config (1,N)				
Attribute	M/O	Value	Description	
Unit	M	CC @Phase	Full RSC of the Phase.	
Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	SUBDIV_NUM (by phase)	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total number of subdivisions in the phase
EC	ROTATION_NUM (by phase)	Numeric #0	Pos Description: Send the subdivision number, one for each subdivision.  Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of rotations in the @Pos subdivision in this phase.
	ROTATION_MODE (by phase)	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	S(10)	Send "Half" or "Normal" depending on type of rotation mode.
EC	FROM_RANK (by phase)	N/A	N/A  Element Expected: Only for events where qualifying is applicable	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Indicates qualification for the next round, based on rank. Send the qualifying rank to indicate first rank to qualify



Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	TO_RANK (by phase)	N/A	N/A  Element Expected: Only for events where qualifying is applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Indicates qualification for the next round, based on rank. Send the qualifying rank to indicate last rank to qualify
EC	QUAL_RESERVES (by phase)	N/A	Element Expected: Only in phases where qualification applies	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of qualification reserves
EC	QUAL_RULE (by phase)	N/A	Element Expected: Only in phases where qualification applies	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(n)	Information about qualification Send the text with the qualification rule
EC	INTEGRATED	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if this phase is integrated with other events at the same time. If this phase is stand-alone send N.

### 2.2.8.5 Message Sort

There is no message sorting rule.

### 3 Document Control

Version history		
Version	Date	Comments
v1.0	2 March 2017	First version
V1.1	17 May 2017	Updated
V1.2	1 August 2017	Change to APP
V1.3	25 August 2017	Updated

**File Reference: ODF R-SOG-2020-GAR V1.3 APP**

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFA	DT_RESULT: Correct typo at 2.2.3.1 (replace DocumentSubtype with DocumentSubcode)
V1.2	APP	Status Change
V1.3	APP	Updated DT_CONFIG to send at phase level