Olympic Data Feed

Figure Skating
ODF Data Dictionary
Technology and Information Department
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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 this discipline.

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 competition is run.

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

2 Messages

2.1 Figure Skating Overview

MESSAGES IN EACH EVENT
Individual / Couples Events
* There will be a DT_RESULT and DT_CURRENT for each segment in each event. The finals event results are contained in a DT_CUMULATIVE_RESULT message. DT_CURRENT is sent during the competition.

Team Event
* There are two phases, qualification and final. In the qualification there are four DT_RESULT messages, one for each of 3 short programs and rhythm dance. In the final there is again four DT_RESULT messages, one for each free program. As in singles / couples there will also be DT_CURRENT.
A DT_CUMULATIVE_RESULT message will provide the overall standings in the team event.

SCHEDULE
* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each segment separately using the same RSC of the DT_RESULT message for the segment (Y).

2.2 Applicable Messages

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

- 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 follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
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_MEDALLISTS	Event's Medallists	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X

DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

The Competition schedule is a bulk message provided for one discipline. As a general rule, it contains the complete schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.

This message contains the competition timetable for a complete discipline as well as status for each competition unit and is updated from OVR via the schedule update message.

All event units in codes which have the 'schedule' flag set to 'Y' and 'S' are included in schedule messages regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y' or 'S').

The arrival of the competition schedule message resets all the previous schedule information for one discipline.

The StartList component of the message is only included in the case that the Unit Type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

HATH Individual Head to Head units (e.g. ARC, BDM, TEN, SBD etc)
HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)
HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.

In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.

In these disciplines only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used (and must be sent from the venue).

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this). For example:

Start Time in message	Display	Unit	HideStartDate	Location	Order
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2 Court 2	Unit 2	Y	Court 2	2

12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

If the discipline requires some text describing the order then StartText is used. Typical uses include "Not before 17:00" or "SUN 29 - 2nd match on CC" or "Follows".

Advice for end users - how to sort event units and use DT_SCHEDULE:
- When displaying the schedule users must use the following sort order to display as intended:
1. By day (or filter by day)
2. By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
3. By Time (regardless if HideStartDate="Y")
4. By Order
- The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day
- End users should display StartText if HideStartDate="Y"

If a StartText value of "Not before hh:mm" is used then it is expected that the StartDate sent is the same hh:mm.

Competition schedule update:

Competition schedule update is an update message. It is not a complete schedule information message, but only the schedule data being modified.

The arrival of this message updates the previous schedule information for one particular event unit(s) or sessions(s), but does not notify any other change for the rest of the event units/sessions except for those contained in the message.

The key of the information updated is Unit @Code. Therefore, any new unit, deleted unit or updated unit will be identified by all this attribute.

It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:
- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascending

		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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR. There is no automatic triggering and this (DT_SCHEDULE) message must not be sent after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

Generally start list details for H2H units should be sent immediately when officially known which should be as soon as possible after the preceding unit changes to official.

The triggers for status changes are described in each sport data dictionary where differences are needed.

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Session (0,N)		
		SessionCode	
		StartDate	
		EndDate	
		Leadin	
		Venue	
		VenueName	

		ModificationIndicator	
		SessionStatus	
		SessionType	
		Medal	
		SessionName (1,N)	
			Language
			Value
	Unit (0,N)		
		Code	
		PhaseType	
		ScheduleStatus	
		StartDate	
		HideStartDate	
		EndDate	
		HideEndDate	
		ActualStartDate	
		ActualEndDate	
		Order	
		Medal	
		Venue	
		Location	
		MediaAccess	
		SessionCode	
		ModificationIndicator	
		StartText (0,N)	
			Language
			Value
		ItemName (1,N)	
			Language
			Value
		VenueDescription (0,1)	
			VenueName
			LocationName

2.3.1.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**

Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Session (0,N)			
Attribute	**M/O**	**Value**	**Description**
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.
Medal	O	S(1)	Send Y if this session includes at least one unit where a medal (any type of medal) is to be decided. Do not send if no such unit.

Element: Competition /Session /SessionName (1,N)			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Language of the Session Description
Value	M	S(40)	Name of the sports competition session

Sample (General)

```
<Session Code="ATH01" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-
12T14:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
  <SessionName Language="ENG" Value="Athletics Session 1" />
</Session>
<Session Code="ATH02" StartDate="2016-08-12T18:00:00+01:00" EndDate="2016-08-
12T21:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
  <SessionName Language="ENG" Value="Athletics Session 2" />
</Session>
```

Element: Competition /Unit (0,N)

Attribute	M/O	Value	Description
Code	M	CC @Unit	Full RSC for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
ScheduleStatus	M	CC @ScheduleStatus	Unit Status. Note that SCHEDULED_BREAK applies.
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is

			ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Medal indicator. Do not send if not a medal event unit
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

Element: Competition /Unit /StartText (0,N) **This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.**			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20) or a code if available	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

Element: Competition /Unit /ItemName (1,N)			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description. Only the ENG description is expected.

Element: Competition /Unit /VenueDescription (0,1) Mandatory when Unit/Venue is included			
Attribute	**M/O**	**Value**	**Description**
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

2.3.1.6 Message Sort

Sort by Session @SessionCode.

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.
In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end in Unit@Code order.

2.3.2 List of participants by discipline / List of participants by discipline update

2.3.2.1 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 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.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.

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

2.3.2.3 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.

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		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)
      - Type
      - Code
      - Pos
      - Value

2.3.2.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Sample (General)

```
Competition Gen="SOG-2020-1.10" Sport="SOG-2020-FSK-1.10" Codes="SOG-2020-1.20" >
```

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information

			could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute 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)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family 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. Do not send attribute if data 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)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
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: Competition /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. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline if it is assigned).

Element: Competition /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
Substitute	O	S(1)	Send Y if the athlete is a substitute else do not send.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type		**Code**	**Pos**	**Description**
ENTRY		RANK_WLD	Numeric #0	Pos Description: World Rank sorting order Element Expected: When available in individual events. Only in update message
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	World Rank of the athlete May be sent empty if no rank (but @Pos needed)
ENTRY		RANK_PTS	N/A	Element Expected: When available in individual events. Only in update message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(6)	World Ranking Points of the athlete
ENTRY		SB	S(1)	Pos Description: Phase code (events or segment) in individual events. 2 - for Short Program score 1 - for Free Skating score 0 - for event total score Element Expected: Always, in case of mens and womens events. Only in update message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00 or "-"	Season Best segment/total score (in the event). Send "-" for the athlete who does not have the season best score at this event/segment.
ENTRY		SB_RANK	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: If Season Best exists for the competitor. Only for mens and womens events. Only in the UPDATE message
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Season Best Rank of the competitor at segment or total score (in the event). Season Best Rank is calculated among the competitors who participate in the Olympic Event and who have achieved a Season Best.
ENTRY		SB_ORDER	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: If Season Best exist for the competitor. Only for mens and womens events Only in the UPDATE message
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Order of the competitors according to their SB (Segment or Total)
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 womens and mens events. Only in update message Update is only expected for errors and after team event.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00 or "-"	Personal Best segment/total score (in the event). Can send "-" for no PB

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will 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.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 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.

2.3.3.4 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)						
	Gen					
	Sport					
	Codes					
	Team (1,N)					
		Code				
		Organisation				
		Number				
		Name				
		ShortName				
		TVTeamName				
		Gender				
		Current				
		TeamType				
		ModificationIndicator				
		Composition (0,1)				
			Athlete (0,N)			
				Code		
				Order		
			Team (0,N)			
				Code		
				Number		
				Name		
				Gender		
				IFId		
				Composition (0,1)		
					Athlete (1,N)	
						Code
						Order
				RegisteredEvent (0,1)		
					Event	
		TeamOfficials (0,1)				
			Official (1,N)			
				Code		

Function
Order
Discipline (0,1)
Code
IFId
RegisteredEvent (0,1)
Event
Substitute
EventEntry (0,N)
Type
Code
Pos
Value

2.3.3.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID
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	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	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)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages.

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: Competition /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	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	M	Numeric	Team member order

Element: Competition /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	Team's number. Incremental number for each team within the team.
Name	O	S(73)	Name of the couple
Gender	M	CC @SportGender	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: Competition /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	M	Numeric 0	Team member order

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

(ONLY applies in Team Event)

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

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

Send if there are specific officials for the team.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official.
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: Competition /Team /Discipline (0,1)

Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline
IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams) Only applies to pairs/couples

Element: Competition /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)	Send Y if a substitute else not sent.

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

Send if there are specific couples event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	Numeric #0	Pos Description: World Rank sorting order Element Expected: Only in update message
Attribute	**M/O**	**Value**	**Description**
Value	M	S(4)	World Rank of the couple May be sent empty if no rank (but @Pos needed)
ENTRY	RANK_PTS	N/A	Element Expected: When available for couples. Only in update message
Attribute	**M/O**	**Value**	**Description**
Value	M	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 when available, in case of Pairs/Ice Dance events.

				Only in the UPDATE message
	Attribute	**M/O**	**Value**	**Description**
	Value	M	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		SB_RANK	S(1)	Pos Description: Phase code (events or segment) in pairs/couples' events. 2 - for short program / rhythm dance score 1 - for free skating / free dance score 0 - for event total score Element Expected: If Season Best exist for the competitor. Only for Pairs/Ice Dance events. Not for Team event. Only in the UPDATE message
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Season Best Rank of the competitor at segment or total score (in the event). Season Best Rank is calculated among the competitors who participate in the Olympic Event and who have achieved a Season Best.
ENTRY		SB_ORDER	S(1)	Pos Description: Phase code (events or segment) in pairs/couples' events. 2 - for short program / rhythm dance score 1 - for free skating / free dance score 0 - for event total score Element Expected: If Season Best exist for the competitor. Only for Pairs/Ice Dance events. Not for Team event. Only in the UPDATE message
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Order of the competitors according to their SB (Segment or Total)
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	M	Numeric ##0.00 or "-"	Couple's Personal Best segment/total score (in the event). Can send "-" for no PB

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 Event Unit Start List and Results

2.3.4.1 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.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit, one message per unit.
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used when the competition starts) INTERMEDIATE 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 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)

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Officials (0,1)					
		Official (1,N)				
			Code			
			Function			
			Order			
			Description (1,1)			
				GivenName		
				FamilyName		
				Gender		
				Organisation		
			ExtOfficial (0,N)			
				Type		
				Code		
				Pos		

- Value
- Result (1,N)
  - Rank
  - RankEqual
  - Result
  - IRM
  - QualificationMark
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
      - Value2
      - IRM
  - RecordIndicators (0,1)
    - RecordIndicator (1,N)
      - Order
      - Code
      - RecordType
      - Equalled
  - Competitor (1,1)
    - Code
    - Type
    - Organisation
    - Description (0,1)
      - TeamName
      - IFId
    - EventUnitEntry (0,N)
      - Type
      - Code
      - Pos
      - Value
    - Composition (0,1)
      - Athlete (0,N)

		Code
		Order
		Description (1,1)
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFId
		EventUnitEntry (0,N)
			Type
			Code
			Pos
			Value

2.3.4.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /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	M	DateTime	Actual start date-time. Do not include until unit starts. (When the first performance starts)

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		STARTERS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the number of competitors on the start list
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always after status START_LIST and at least one competitor has completed the unit without IRM**			
	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 if the unit is LIVE, INTERMEDIATE or UNOFFICIAL.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	(20) without leading zeroes	Send the competitor ID of the last competitor to compete and receive a result.

Sample (Individual)

```
ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2111355" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="24" >
    <Extension Code="COMPLETE" Value="20" />
  </ExtendedInfo>
```

Element: Competition /ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes

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

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /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
Order	M	Numeric #0	Order of officials. (according to the different panels of Judges, Technical etc.)

Element: Competition /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	Official's organisation

Element: Competition /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**	**Description**
	Value	M	S(2)	Send the position for the judge (1-n)
EO		GROUP	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Panel	Send proposed code

Sample (Officials)

```
<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>
```

Element: Competition /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)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Result	O	Numeric	Result points for the unit (segment points).

		##0.00	
IRM	O	SC @IRM	IRM for the event unit 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 Rhythm Dance only, to indicate if the skater/couple qualified. Do not send for Final. Do not send if not applicable.
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the 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 #0	The start order for the competitor in the unit.
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		TEAM	N/A	Element Expected: Always in segments within the team competition.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Team points in the segment in the case of team event
	Value2	M	S(20) with no leading zeroes	ID of the overall team in the team event to identify to which team the athlete/couple belongs.
	IRM	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	M	Numeric ##0.00	Send the element score (as specified @Pos), or Total aggregated element score in particular for this event unit (segment) (for "TOT").
	Sub Element: Competition /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: Competition /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 for this event unit (segment). Applicable only for @Pos=TOT
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable in the second half of a program (maximum 3 in the period)		
	Attribute	**Value**	**Description**
	Code	FACTOR_FLAG	
	Pos	N/A	
	Value	S(1)	Send “Y” if factor is applicable for this element else do not send.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available		
	Attribute	**Value**	**Description**
	Code	ELEMENT_CODE	
	Pos	N/A	
	Value	SC @Element	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: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available		
	Attribute	**Value**	**Description**
	Code	ELEMENT_DESC	
	Pos	N/A	
	Value	S(100)	Send the Executed Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.) Not applicable for @Pos=TOT
	Sub Element: Competition /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: Competition /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: Competition /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 or "-" (dash)	Judge @Pos score for the Executed element number specified at ELEMENT @Pos (the parent element). Use the sign "-" only in the case of negative score. Dash "-" may apply when an expected score is missing like in the case when a Judge cannot do judging. Not applicable for @Pos=TOT	
ER		COMPONENT	SC @Component	Pos Description: Specific Program Component code. Use Pos=TOT only for Total Program Components Score. Do not use for detailed Program Component score and information Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Factored program component score for specific program component, or Factored total component score for this event unit (segment) (for "TOT").
	Value2	O	Numeric ##0.00	Unfactored program component score for specific program component Always expected except for TOT
	Sub Element: Competition /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: Competition /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 Or "-" (dash)	Judge @Pos score for the Program Component specified at COMPONENT @Pos (the parent element). Dash "-" may apply when an expected score is missing like in the case when a Judge cannot do judging. 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	M	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").
	Sub Element: Competition /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: Competition /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). Do not send if this Judge did not give a deduction			
	Attribute	**Value**	**Description**	
	Code	JUDGE		
	Pos	Numeric #0	Send the Judge position	
	Value	S(1)	Judge @Pos score for the Deduction specified at DEDUCTION @Pos (the parent element), only if a majority deduction is given. Send D if applicable. Not applicable for @Pos=TOT	

Sample (Individual)

```
<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" Value2="9.35" >
      <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>
```

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

"Result" refers only to the result of the segment e.g. Short Program/Dance or Free Skating/Dance. Only when there is a Season Best broken for the segment after the end of a performance. Please note that "The season best scores from the Short Program/Dance, Free Skating/Dance and Total Score are not related as they may have occurred in different events".

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Sample (Individual)

```
<RecordIndicators>
  <RecordIndicator Order="1" Code="FSKWSINGLES----------" RecordType="SB"/>
</RecordIndicators>
```

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID For Competitor @Type=T, it will be: Team ID for Pairs / Ice Dance event units. (inc. within team event) Otherwise, Athlete's ID (for Competitor @Type=A)
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1) Used in couples only			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team/couple.
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /EventUnitEntry (0,N) For couples				
Type		**Code**	**Pos**	**Description**
EUE		GROUP	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the warm-up group number
EUE		SB	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Season best in the segment
EUE		PB	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Personal Best in the segment
EUE		ELEMENT_CODE	Numeric #0	Pos Description: Send the planned element sequential order number Element Expected:

				When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Element	Send the Planned Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.)
EUE		ELEMENT_DESC	Numeric #0	Pos Description: Send the planned element sequential order number Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(100)	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	M	S(80)	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	M	hh:mm:ss	Start time for the competitor
EUE		FINISH_TIME	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	hh:mm:ss	Planned finish time for the competitor
EUE		COACH	N/A	Element Expected: For couple competitors (inc Team Event)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(73)	Send in free text the names of the coach(es)

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	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 If Competitor @Type="A" then order is 1

Element: Competition /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: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **For singles in all events**				
Type		**Code**	**Pos**	**Description**
EUE		GROUP	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the warm-up group number
EUE		SB	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Season best in the segment
EUE		PB	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Personal Best in the segment
EUE		ELEMENT_CODE	Numeric #0	Pos Description: Send the planned element sequential order number Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Element	Send the Planned Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.)
EUE		ELEMENT_DESC	Numeric #0	Pos Description: Send the planned element sequential order number Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(100)	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	M	S(80)	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	M	hh:mm:ss	Start time for the competitor
EUE		FINISH_TIME	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	hh:mm:ss	Planned finish time for the competitor
EUE		COACH	N/A	Element Expected: For singles competitors (only in Individuals or Team events).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(73)	Send in free text the names of the coaches

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 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.

In figure skating this message is used to provide information about the current and next skater. The message is updated during a performance with the scores available at that time.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit.
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

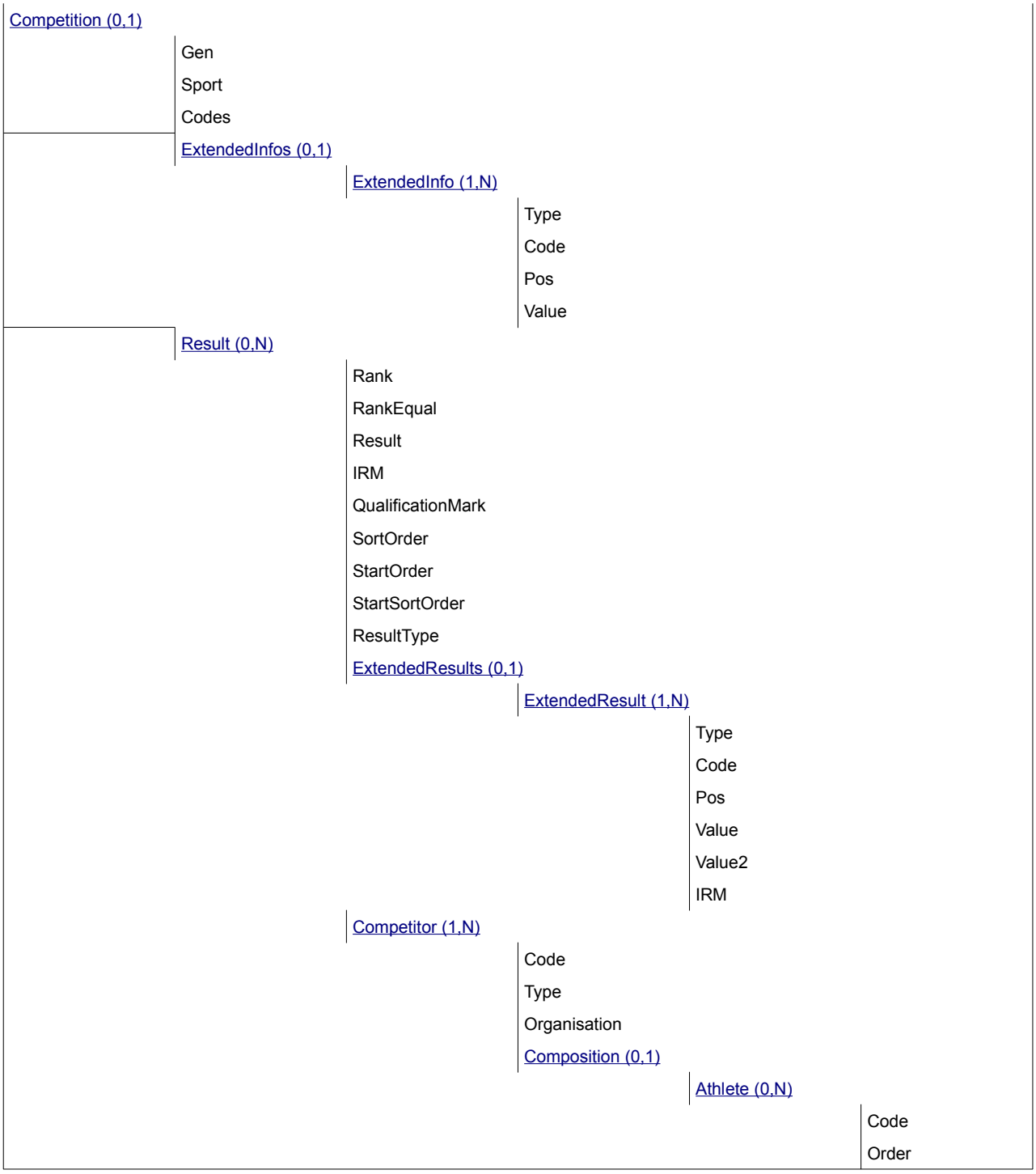
This message is sent:
* When a new competitor starts (or about to start in the case of the first in each group). (This competitor will be considered current)
* When a when a Warmup group is in Progress or an Ice Resurfacing is in progress
* Every 5 seconds during a performance with any data from the 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.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6



2.3.5.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		CURRENT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the current or about to start competitor.
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension 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: Competition /ExtendedInfos /ExtendedInfo /Extension Expected In all segments in all events when there is a competitor in the position @Pos but only until the score is included in the message (do not send when scoring is complete for the competitor)			
	Attribute	**Value**	**Description**	
	Code	TO_BEAT		
	Pos	Numeric #0	Send the rank which the competitor is trying to beat (1..3) in all segments and 1..3 plus <last qualification rank> in short programs/rhythm dance (not in team event). Only included if a competitor is in this rank.	
	Value	Numeric ##0.00	Send the points needed (to beat) for the corresponding rank (in @Pos): To clarify in each situation: - in short programs/rhythm dance (in team and not team) this is the score to beat for the individual/couple within the segment - in free program (not within teams) this is the score the individual/couple needs to beat in the segment to make the rank in the overall ranking - in free program (within teams) this is the score the individual/couple needs to beat in the segment to make the rank within the segment.	
DISPLAY		NEXT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the next competitor.
DISPLAY		ICE	Numeric #0	Pos Description: Send the warm-up group number, only when warm-up in progress (for WARMUP), otherwise do not send. Element Expected:

				When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	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	M	DateTime	UNOFFICIAL Timestamp of current competitor's STATUS change. This value shall not be used for scoring purposes to indicate if the performance is too short, in time or too long.
CURRENT		TECHNICAL_PANEL_READY	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	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	M	Numeric #0	Counter to indicate how many judges and referee have sent 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: Competition /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)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Result	O	Numeric ##0.00	Result points for the 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 Rhythm Dance only, to indicate if the skater/couple qualified. Don't send for

			Final. Do not send if not applicable.
SortOrder	M	Numeric #0	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 #0	The start order of the competitor.
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		TEAM	N/A	Element Expected: In segments within the team competition
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Team points in the segment in the case of team event
	Value2	M	S(20) with no leading zeroes	ID of the overall team in the team event to identify to which team the athlete/couple belongs
	IRM	O	SC @IRM	IRM in the segment in the case of team event
ER		ELEMENT	Numeric #0 or "TOT"	Element Expected: Send the Executed element sequential order number, or "TOT" for Totals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Send the element Score (as specified @Pos), or Total aggregated element score in particular for this event unit (segment) (for "TOT").
	Sub Element: Competition /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: Competition /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: Competition /Result /ExtendedResults /ExtendedResult /Extension			

	Expected When applicable in the second half of a program (maximum 3 in the period)		
	Attribute	**Value**	**Description**
	Code	FACTOR_FLAG	
	Pos	N/A	
	Value	S(1)	Send “Y” if factor is applicable for this element else do not send.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected When available**		
	Attribute	**Value**	**Description**
	Code	ELEMENT_CODE	
	Pos	N/A	
	Value	SC @Element	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: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected When available**		
	Attribute	**Value**	**Description**
	Code	ELEMENT_DESC	
	Pos	N/A	
	Value	S(100)	Send the Executed Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.) Not applicable for @Pos=TOT
	Sub Element: Competition /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
	Sub Element: Competition /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: Competition /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: Competition /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	
ER		COMPONENT	SC @Component	Pos Description: Specific Program Component code. Use Pos=TOT only for Total Program Components Score. Do not use for detailed Program Component score and information Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Factored program component score for specific program component, or Factored total component score for this event unit (segment) (for "TOT").
	Value2	O	Numeric ##0.00	Unfactored program component score for specific program component. Always expected except for TOT
	Sub Element: Competition /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	M	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").
	Sub Element: Competition /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 (General)

```
<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" Value2="9.57" >
      <Extension Code="FACTOR" Value="1.60" />
    </ExtendedResult>
```

Element: Competition /Result /Competitor (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes.	Competitor's ID For Competitor @Type=T, it will be: Couple's ID for Pairs and Ice Dance event units including within team event. Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	S(1)	A for athlete, T for team
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,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), If Competitor @Type="A" then order is 1

2.3.5.6 Message Sort

Sort by Result @SortOrder.

2.3.6 Cumulative Results

2.3.6.1 Description

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the event. One message per event. Note that this message is not applicable for training.
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results. The expected values are START_LIST LIVE INTERMEDIATE 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 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 triggered at the same time as the start list of the first unit is triggered.

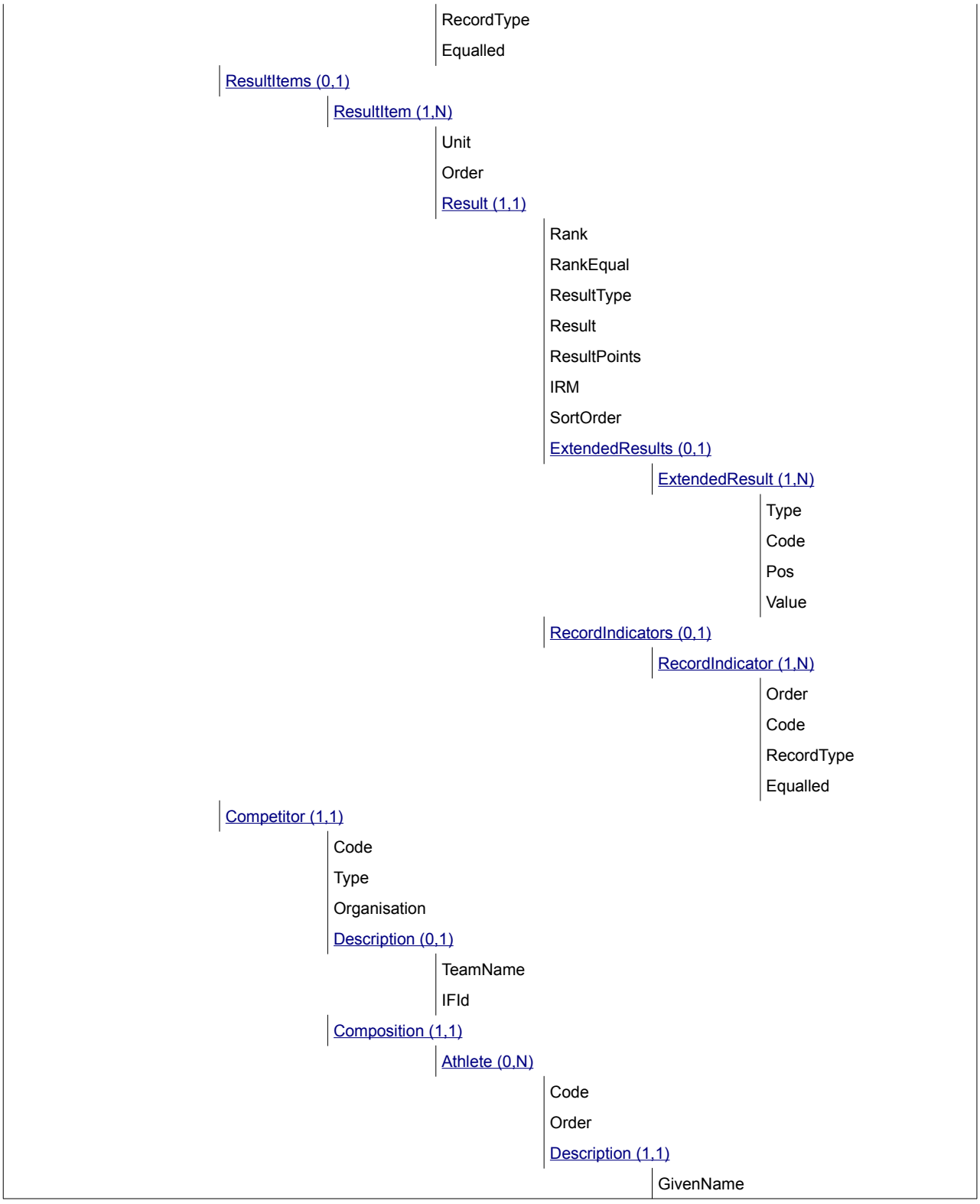
This message is sent (all events, individuals, couples, teams):
* When the start list of the first unit is sent (START_LIST)
* When the second unit is changed to "GETTING_READY" for individuals and couples) (INTERMEDIATE)
* During each unit send after each competitor (LIVE)
* After each unit is complete in the event (INTERMEDIATE)

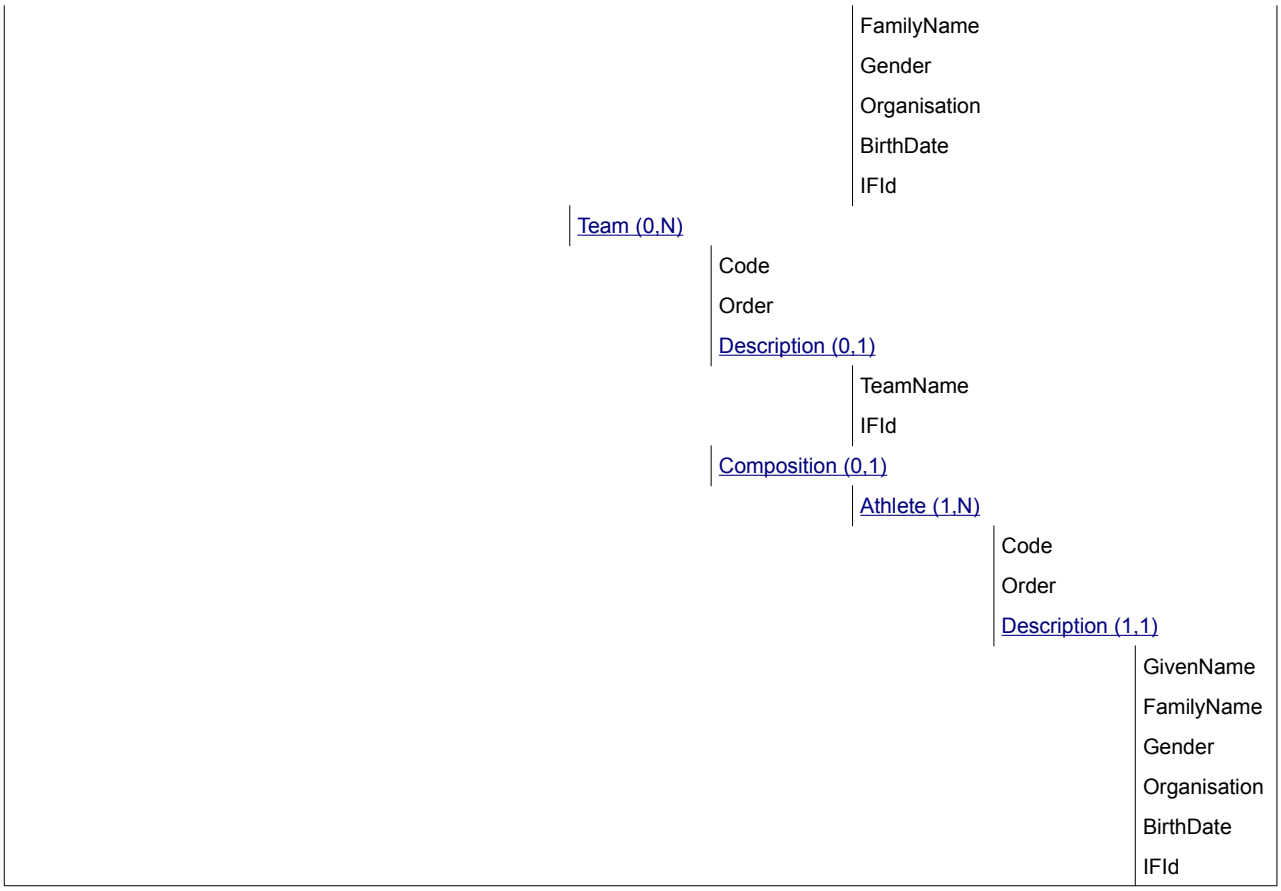
* After the last unit is complete (UNOFFICIAL / OFFICIAL as appropriate)
Update with and changes.

2.3.6.4 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	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		Progress (0,1)						
			LastUnit					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
	Result (1,N)							
		Rank						
		RankEqual						
		ResultType						
		Result						
		IRM						
		QualificationMark						
		SortOrder						
		ExtendedResults (0,1)						
			ExtendedResult (1,N)					
				Type				
				Code				
				Pos				
				Value				
		RecordIndicators (0,1)						
			RecordIndicator (1,N)					
				Order				
				Code				


RecordType
Equalled
ResultItems (0,1)
ResultItem (1,N)
Unit
Order
Result (1,1)
Rank
RankEqual
ResultType
Result
ResultPoints
IRM
SortOrder
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
RecordIndicators (0,1)
RecordIndicator (1,N)
Order
Code
RecordType
Equalled
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
IFId
Composition (1,1)
Athlete (0,N)
Code
Order
Description (1,1)
GivenName



2.3.6.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	M	CC @Unit	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**

DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit

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

Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /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. 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.

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

Type		Code	Pos	Description
ER		FNR	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if the competitor did not reach the final / last unit, else do not send
ER		WD	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if the competitor withdrew at the final / last unit, else do not send
ER		QUAL_POINTS	N/A	Element Expected: Only at Team event. Only after qualification phase has finished
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team Total Qualification score

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

Cumulative result's record indicator. "Result" refers only to the total score.

Only when there is a Season Best broken for the total score after the end of a performance. Please pay attention that "The season best scores from the Short Program/Dance, Free Skating/Dance and Total Score are not related as they may have occurred in different events".

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n.
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

Element: Competition /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	M	Numeric #0	Order of the units (chronological)

Element: Competition /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 or phase identified by /ResultItems /ResultItem.
RankEqual	O	S(1)	Send 'Y' in case of the Rank has been equalled else do not send.

ResultType	M	SC @ResultType	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem.
Result	O	Numeric ##0.00 Or "-" (dash)	The result of the competitor for the event unit identified by /ResultItems /ResultItem. In the case of team event this is the judges' score. Dash "-" may apply when an expected score is missing like in the case where a team member failed to compete in his/her round (e.g.: a Male athlete in Men round of Team event, Qualification phase)
ResultPoints	O	Numeric #0 Or "-" (dash)	Team points in the team event. Dash "-" may apply when an expected score is missing like in the case where a team member failed to compete in his/her round (e.g: a Male athlete in Men round of Team event, Qualification phase) In the case of a team getting an overall IRM then do not send this attribute.
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: Competition /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	M	S(20) without leading zeroes	Send the competitor code, with the athlete or the couple.

Element: Competition /Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,N)

Result's record indicator. "Result" refers only to the result of the segment e.g. Short Program/Dance or Free Skating/Dance. Only when there is a Season Best broken for the segment after the end of a performance. Please pay attention that "The season best scores from the Short Program/Dance, Free Skating/Dance and Total Score are not related as they may have occurred in different events".

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n.
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

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

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	S(1)	T for team, A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team same as in DT_PARTIC_TEAM. Only applies for teams / groups.
IFId	O	S(16)	International Federation ID of the couple

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

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

Element: Competition /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: Competition /Result /Competitor /Composition /Team (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID Couple's ID for Pairs and Ice Dance events within the team event.
Order	M	Numeric	Order of the pairs

Element: Competition /Result /Competitor /Composition /Team /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the couple
IFId	O	S(16)	International Federation ID of the couple

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

Attribute	M/O	Value	Description

Code	M	S(20) with no leading zeros	Athlete ID of the team's member.
Order	M	Numeric	Couple member order, woman is 1, man is 2

Element: Competition /Result /Competitor /Composition /Team /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	O	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 (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" />
    </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"/>
      </Athlete>
      <Athlete Code="2001881" Order="2" >
        <Description GivenName="Elena" FamilyName="Petrova" Gender="F" Organisation="RUS" BirthDate="1998-02-13" />
      </Athlete>
      <Team Code="FSKXPAIRS---RUS01" Order="1" >
        <Description Name="Jan Brown / Jack Smith" />
        <Athlete Code="1001879" Order="1" >
          <Description GivenName="Jan" FamilyName="Brown" Gender="F" Organisation="RUS" BirthDate="1994-12-15"/>
        </Athlete>
        <Athlete Code="3001881" Order="2" >
          <Description GivenName="Jack" FamilyName="Smith" Gender="M" Organisation="RUS" BirthDate="1987-02-13" />
        </Athlete>
...
  </Composition>
```

2.3.6.6 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)
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)

2.3.7 Event Final Ranking

2.3.7.1 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.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the event, 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. Ascending number
ResultStatus	CC @ResultStatus	Result status, indicates whether the data is official. 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

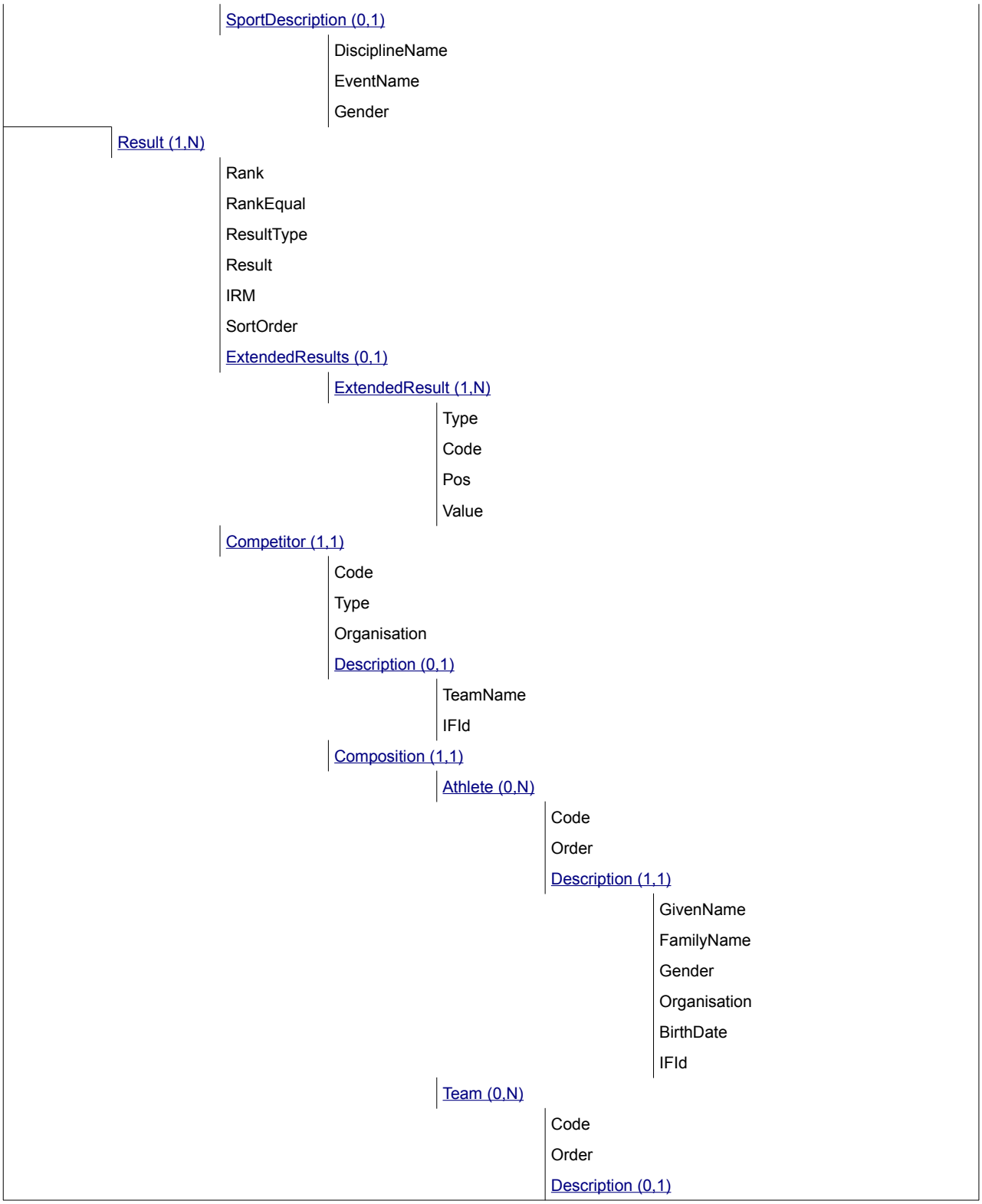
2.3.7.3 Trigger and Frequency

This message is only triggered after the event is complete and official.
Trigger also after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							


SportDescription (0,1)
DisciplineName
EventName
Gender
Result (1,N)
Rank
RankEqual
ResultType
Result
IRM
SortOrder
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
IFId
Composition (1,1)
Athlete (0,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Team (0,N)
Code
Order
Description (0,1)

TeamName
IFId
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId

2.3.7.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Element: Competition /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	Type of the @Result attribute
Result	O	Numeric ##0.00 or	Final result for the event. Send just in the case @ResultType is points

		"-" (dash) or #0 (Team event)	
IRM	O	SC @IRM	The invalid result mark, 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: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		FNR	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if the competitor did not reach the final (Final Not Reached)
ER		WD	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if the competitor withdrew from the final / last unit, else do not send.

Sample (Individual event)

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

Element: Competition /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	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for team/couple
IFId	O	S(16)	International Federation ID. Only applies for couples

Element: Competition /Result /Competitor /Composition /Athlete (0,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 #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /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: Competition /Result /Competitor /Composition /Team (0,N) Only applicable for Team Event			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Couple's ID for Pairs and Ice Dance events.
Order	M	Numeric	Value is 1, 2 ..for each team in the team.

Element: Competition /Result /Competitor /Composition /Team /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the couple
IFId	O	S(16)	International Federation ID. Only applies for couples

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete ID
Order	M	Numeric #0	Order attribute used to sort team members

Element: Competition /Result /Competitor /Composition /Team /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

2.3.7.6 Message Sort

Sort by Result @SortOrder

2.3.8 Event's Medallists

2.3.8.1 Description

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC at event level
DocumentType	DT_MEDALLISTS	Event's Medallists message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is unofficial, official or partial. UNOFFICIAL 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.8.3 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.
Sent immediately after the unit is finished and the results are unofficial or in the case of longer duration events send before the unit is finished but as soon as the medallists are confirmed. In case of any delay in publishing unofficial results it must be sent at the latest 5 minutes before any ceremony starts with Status=UNOFFICIAL. To be clear, this message must be sent before any ceremony.
The message is sent with ResultStatus=OFFICIAL when the medallists are officially known in the sport.
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.

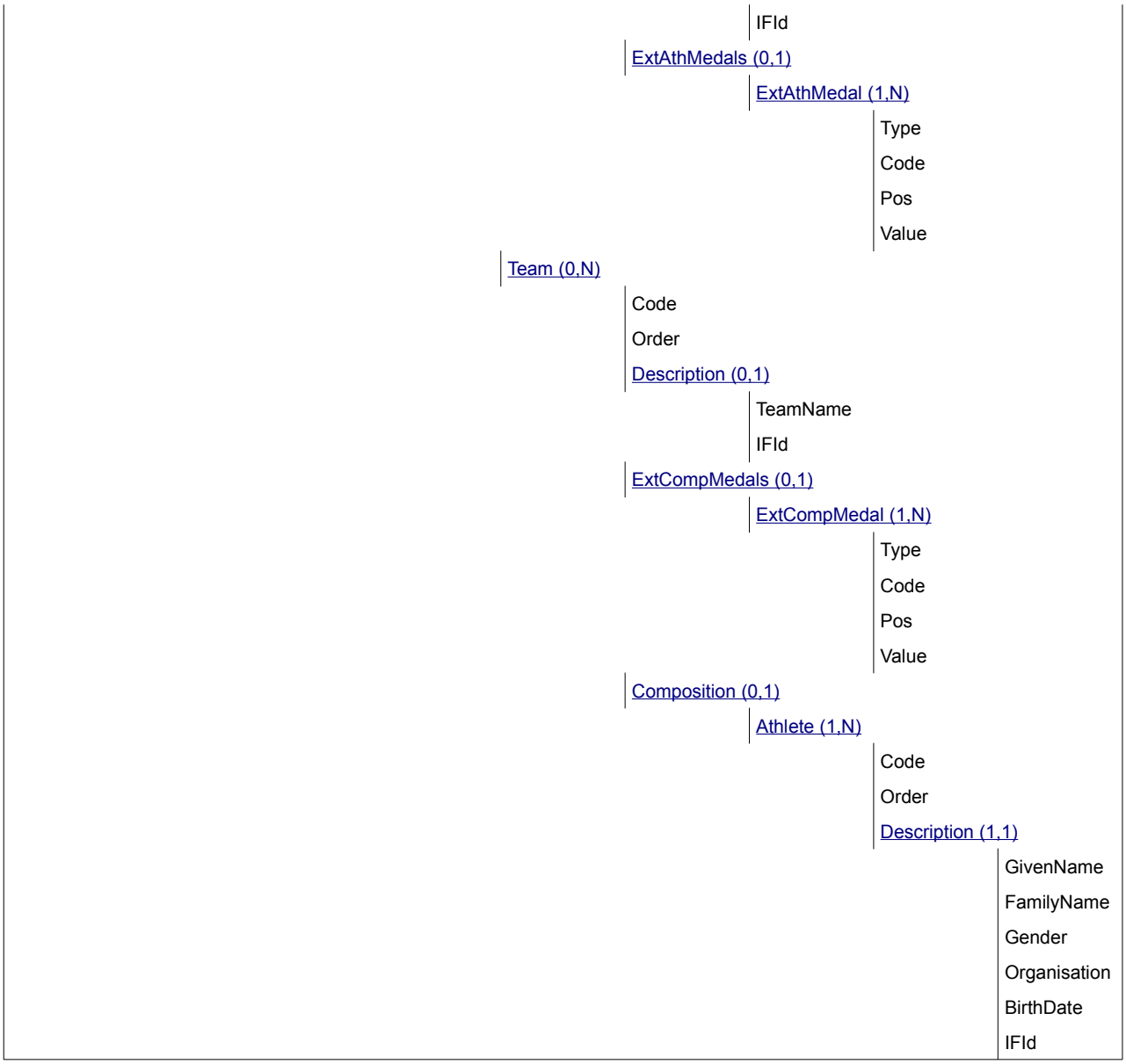
In summary:
- Normal case (where the results quickly become official): DT_MEDALLISTS is sent with ResultStatus=OFFICIAL when the event is OFFICIAL
- Separate units to determine all medals: DT_MEDALLISTS is sent with ResultStatus=PARTIAL after the first unit with medals is complete and then OFFICIAL after event is completed and all units are OFFICIAL.
- Mass start sports when the TD allows to release of medallists: DT_MEDALLISTS is sent with ResultStatus=UNOFFICIAL before the result is official (or even not all competitors are finished) and

OFFICIAL after event is completed and the results OFFICIAL.

2.3.8.4 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	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
		VenueDescription (0,1)						
			Venue					
			VenueName					
	Medal (1,N)							
		Code						
		Unit						
		Date						
		Competitor (1,1)						
			Code					
			Type					
			Order					
			Organisation					
			Description (0,1)					
				TeamName				
				IFId				
			Composition (1,1)					
				Athlete (0,N)				
					Code			
					Order			
					Description (1,1)			
						GivenName		
						FamilyName		
						Gender		
						Organisation		
						BirthDate		



2.3.8.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit.

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

Element: Competition /Medal (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @MedalType	Medal type. All the Competitors with the same CC@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: Competition /Medal /Competitor (1,1)			
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	S(1)	A for athlete, T for team
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: Competition /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: Competition /Medal /Competitor /Composition /Athlete (0,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: Competition /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: Competition /Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal (1,N)				
Type		**Code**	**Pos**	**Description**
EAM		DISCIP	N/A	Element Expected: Team Event only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @TeamDiscipline	Category where the team member participated in the team event (i.e.: Women, Men)

Element: Competition /Medal /Competitor /Composition /Team (0,N) Only applicable for Team Event			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Couple's ID for Pairs and Ice Dance events.
Order	M	Numeric 0	Value is 1, 2 ..for each team in the team.

Element: Competition /Medal /Competitor /Composition /Team /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the couple
IFId	O	S(16)	International Federation ID of the couple

Element: Competition /Medal /Competitor /Composition /Team /ExtCompMedals /ExtCompMedal (1,N)			
Type	**Code**	**Pos**	**Description**
ECM	DISCIP	N/A	Element Expected: Team Event only

	Attribute	M/O	Value	Description
	Value	M	SC @TeamDiscipline	Category where the team participated in the team event (i.e.: Pairs, Ice Dance)

Element: Competition /Medal /Competitor /Composition /Team /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric #0	Order attribute used to sort team members

Element: Competition /Medal /Competitor /Composition /Team /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

2.3.8.6 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.

2.3.9 Medallists by discipline

2.3.9.1 Description

The Medallists by discipline is a message containing the list of medallists for one discipline, up to the moment the message is generated.

The Medallists by discipline message is a complete message that increments its content as more medals are being awarded during the competition. The arrival of this message resets the entire previous Medallists by discipline information.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC of the Discipline
DocumentType	DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

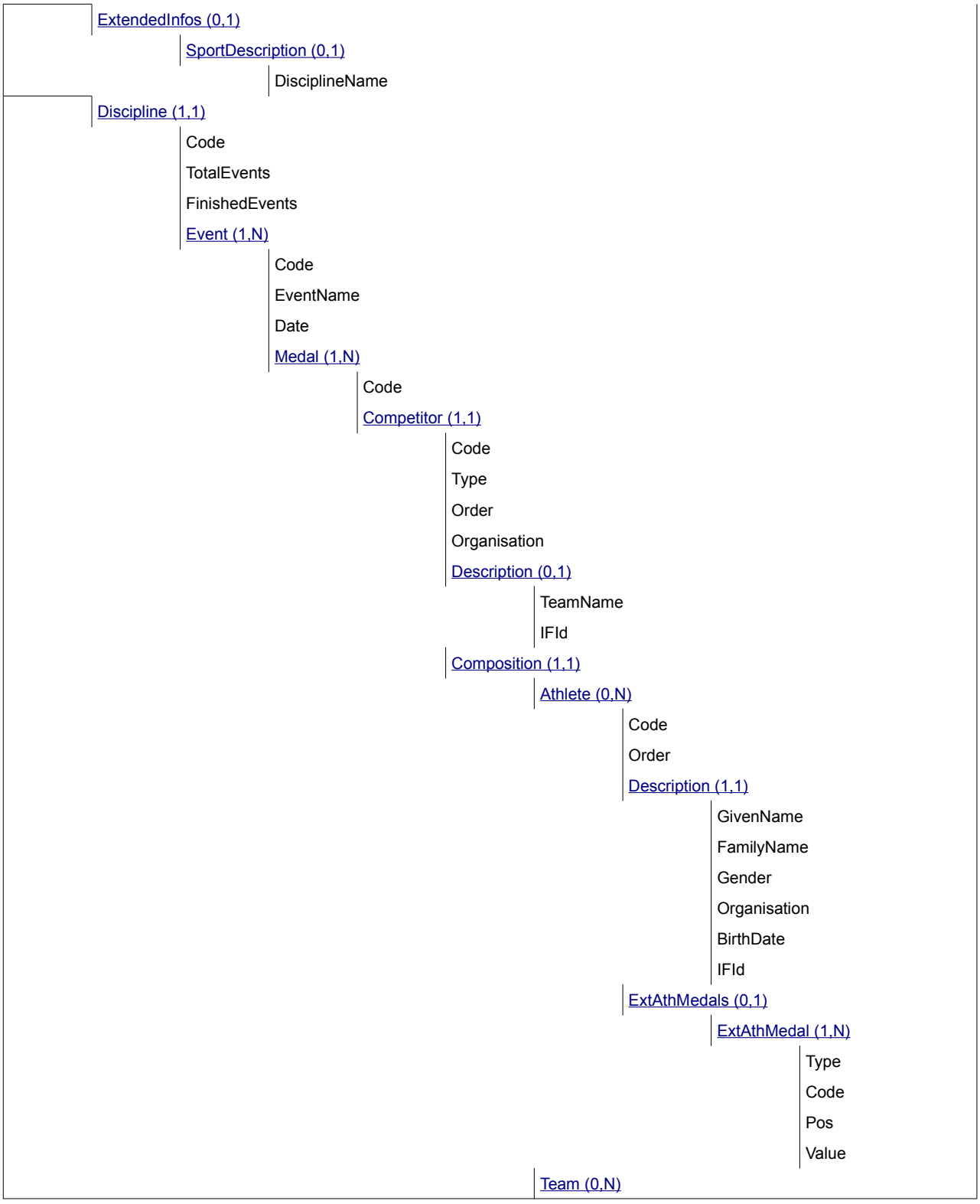
2.3.9.3 Trigger and Frequency

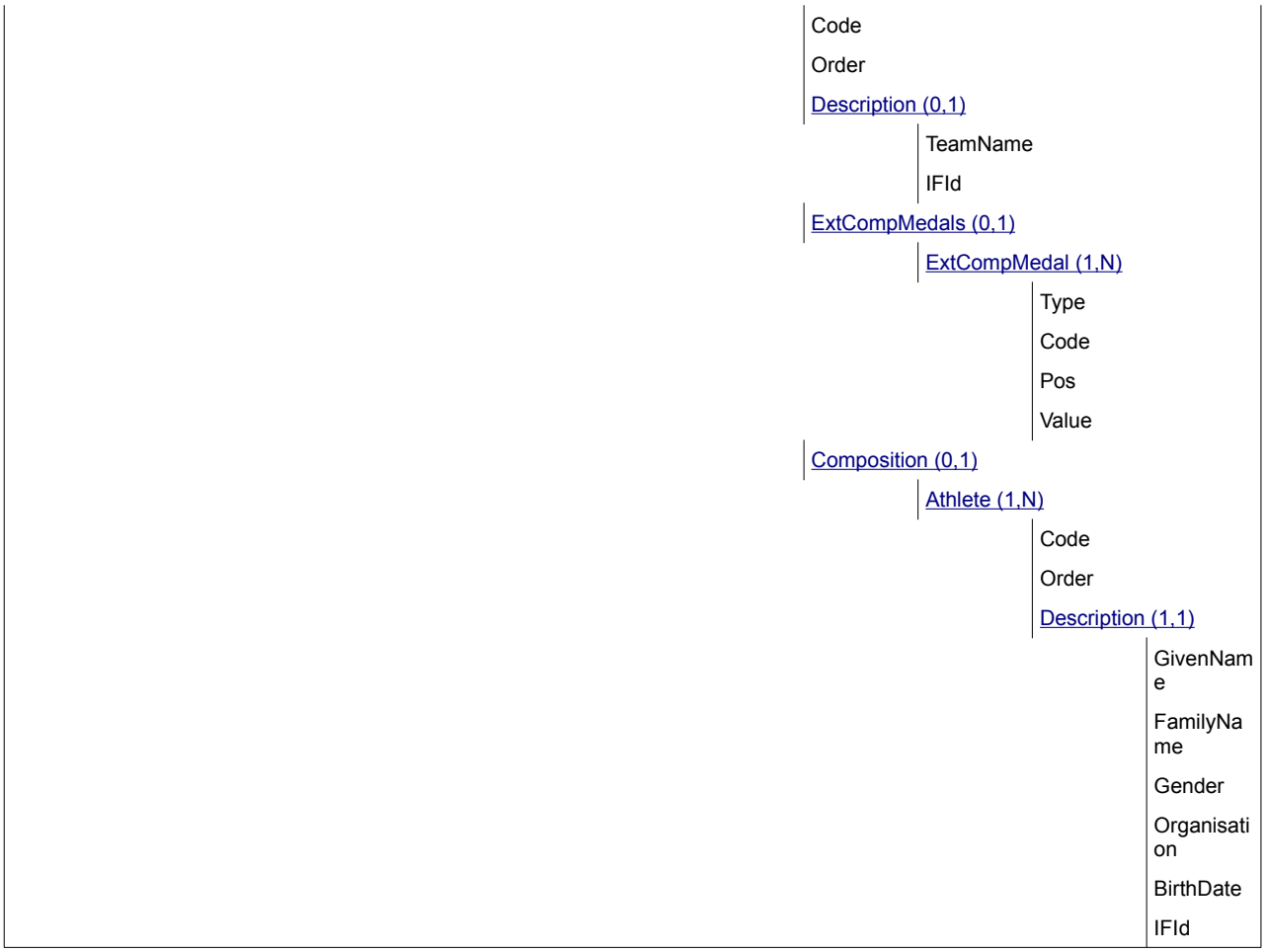
Medallists by Discipline message is sent as soon as one new medal is officially known (but not necessarily awarded) for any of the events that are part of the competition schedule. As the competition progresses, successive changes in the medallists by discipline information are made.
Trigger also after any change.

2.3.9.4 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	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									


ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
Discipline (1,1)
Code
TotalEvents
FinishedEvents
Event (1,N)
Code
EventName
Date
Medal (1,N)
Code
Competitor (1,1)
Code
Type
Order
Organisation
Description (0,1)
TeamName
IFId
Composition (1,1)
Athlete (0,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
ExtAthMedals (0,1)
ExtAthMedal (1,N)
Type
Code
Pos
Value
Team (0,N)



2.3.9.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /SportDescription (0,1) Sport Description in Text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes

Element: Competition /Discipline (1,1)

Discipline information			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC Discipline Code
TotalEvents	M	Numeric	Total number of competition events (events that award medals)
FinishedEvents	M	Numeric	Number of competition events that have awarded any type of medal, out of the total. In case of sports with 2 matches have medals (Bronze and Gold), this attribute only counts when the Gold medal has been awarded (not counted for Bronze because the event has not finished yet).

Element: Competition /Discipline /Event (1,N) Event information			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Event	Full RSC of the Event
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Date	M	YYYY-MM-DD	Date of the Gold medal match.

Element: Competition /Discipline /Event /Medal (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @MedalType	Medal type gold, silver or bronze. All the Competitors with the same CC@MedalType must not be grouped in the same element (it applies in the equalled medals)

Element: Competition /Discipline /Event /Medal /Competitor (1,1) Competitor related to the medals.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for Athlete, T forTeam
Order	M	Numeric	Competitor order (Send 1 by default) and in the case of tie the order will be defined by the IOC rules.
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Discipline /Event /Medal /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for couples / teams.
IFId	O	S(16)	Team IF number, send if available (usually only for couples)

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Individual athlete's ID (if Competitor @Type="A" or team member's ID (if Competitor @Type="T").

Order	M	Numeric #0	Team member order for medal. Send 1 if individual medal

Element: Competition /Discipline /Event /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: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal (1,N)				
Type		**Code**	**Pos**	**Description**
EAM		DISCIP	N/A	Element Expected: Team Event only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @TeamDiscipline	Category where the team member participated in the team event (i.e.: Women, Men)

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team (0,N) Only applicable in the case of team of teams			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's (couples) ID
Order	M	Numeric 0	Order of the teams if multiple teams else 1

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams
IFId	O	S(16)	Team IF number, send if available (only pair/ice dance)

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /ExtCompMedals /ExtCompMedal (1,N)				
Type		**Code**	**Pos**	**Description**
ECM		DISCIP	N/A	Element Expected: Team Event only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @TeamDiscipline	Category where the team participated in the team event (i.e.: Pairs, Ice Dance)

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /Composition /Athlete (1,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 is part of the team.
Order	M	Numeric	Team member order

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /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

2.3.9.6 Message Sort

Events in the message will be sorted by the chronological order in which the events took place, (the time is considered to be the time of the gold medal) unit followed by medal order (gold, silver, bronze) and then by the official result order.

2.3.10 Configuration

2.3.10.1 Description

The Configuration is a message containing general configuration.

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit CC @Phase	Full RSC of the unit, one message is sent for each event unit for all events, additionally one message is sent per phase (phase level) in the team event.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger after any major change, but considering that, if possible, the configuration must be provided before the start list or an impacted unit. 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.

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Configs (1,1)			
		Config (1,N)		

	Unit	
	ExtendedConfig (1,N)	
		Type
		Code
		Pos
		Value

2.3.10.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit CC @Phase	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: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
QUALIFICATION		FROM_RANK	N/A	Element Expected: Send (except Final) if this rule applies to the competition including phase message in teams.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		TO_RANK	N/A	Element Expected: Send (except Final) if this rule applies to the competition including phase message in teams.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable including phase message in teams.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualRule	Send the code for the qualification rule.
EC		JUDGES	N/A	Element Expected: Always

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of judges and referee 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	M	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 This extension provides information about the timing of the warm-up, each group and ice resurfacing.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the order considering all references of this code value (1,2, … WARMUP for example)
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available			
	Attribute	**Value**	**Description**	
	Code	START		
	Pos	N/A		
	Value	hh:mm:ss	Send the start time for this activity	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available			
	Attribute	**Value**	**Description**	
	Code	END		
	Pos	N/A		
	Value	hh:mm:ss	Send the end time for this activity	

Sample (Singles Qualification unit)

```
<Configs>
  <Config Unit="FSKMSINGLES----------QUAL000100--">
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="20" />
    <ExtendedConfig Type="EC" Code="JUDGES" Value="9" />
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="1" Value="1">
      <ExtendedConfigItem Code="START" Value="15:30:00"/>
      <ExtendedConfigItem Code="END" Value="15:40:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="2" Value="1">
      <ExtendedConfigItem Code="START" Value="15:40:00"/>
      <ExtendedConfigItem Code="END" Value="16:10:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="3" Value="2">
      <ExtendedConfigItem Code="START" Value="16:10:00"/>
      <ExtendedConfigItem Code="END" Value="16:20:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="4" Value="2">
      <ExtendedConfigItem Code="START" Value="16:20:00"/>
      <ExtendedConfigItem Code="END" Value="16:50:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="RESURFACING" Pos="5" Value="1">
      <ExtendedConfigItem Code="START" Value="16:50:00"/>
      <ExtendedConfigItem Code="END" Value="17:10:00"/>
  </ExtendedConfig >
```

Sample (Team event Final unit)

```
<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="19:00:00"/>
      <ExtendedConfigItem Code="END" Value="19:06:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="2" Value="1">
      <ExtendedConfigItem Code="START" Value="19:06:00"/>
      <ExtendedConfigItem Code="END" Value="19:33:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="3" Value="2">
      <ExtendedConfigItem Code="START" Value="19:33:00"/>
      <ExtendedConfigItem Code="END" Value="19:39:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="4" Value="2">
      <ExtendedConfigItem Code="START" Value="19:40:00"/>
      <ExtendedConfigItem Code="END" Value="20:07:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="RESURFACING" Pos="5" Value="1">
      <ExtendedConfigItem Code="START" Value="20:07:00"/>
      <ExtendedConfigItem Code="END" Value="20:17:00"/>
    </ExtendedConfig >
```

Sample (Team event - qualification)

```
<Configs>
  <Config Unit="FSKXTEAM----------QUAL--------">
    <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>
```

2.3.10.6 Message Sort

There is no general message sorting rule.

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES		x	o	o		o
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_PARTIC_NAME		x				
	DT_SCHEDULE		x				o

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download - any changes of athlete data	DT_PARTIC_UPDATE		x				
After Initial Download - any changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
After any competition schedule change	DT_SCHEDULE_UPDATE		x				o
	DT_PDF C24 Season Best			x			
After Team Confirmation - any changes of athlete data	DT_PARTIC_UPDATE		x				
After Team Confirmation - any changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
	DT_PDF C30 Number of entries by NOC		x				
	DT_PDF C32E Entry List by Event (Team)			x			
	DT_PDF C32E Entry List by Event			x			
	DT_CONFIG (for Team Event)				x		x
	DT_CONFIG (for Individuals and Couples)						x
Start List is known	DT_RESULT	START_LIST					x
	DT_CUMULATIVE_RESULT	START_LIST		x			
	DT_PDF C51A (Short Program)						x
	DT_PDF C51D (Rhythm Dance)						x
After Judges Draw	DT_RESULT	START_LIST					x
	DT_CUMULATIVE_RESULT	START_LIST		x			
	DT_PDF C57 ISU Panel of Judges and Technical Panel						x
	DT_PDF C51H Planned Program Content						x

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
First Warmup Group On Ice	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
	DT_CURRENT						x
(for final segment in individual events)	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			
First Skater of a warmup group starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
During performance after every 5 seconds	DT_CURRENT						x
Scores are ready	DT_CURRENT						x
(if not last skater of a warmup group)	DT_RESULT	LIVE					x
(last skater of a warmup group)	DT_RESULT	INTERMEDIATE					x
	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			o
Start of Ice Resurfacing	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
	DT_CURRENT						x
Start of Warmup Group (when there was no ice Resurfacing before)	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
	DT_CURRENT						x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
Segment - Last score/result	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_CURRENT						x
(for the first unit in individual events)	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			
(for the last unit in individual events)	DT_CUMULATIVE_RESULT	UNOFFICIAL		x			
At the end of Segment - Score Confirmed	DT_RESULT	OFFICIAL					x
	DT_PDF C73A1 Segment Results						x
	DT_PDF C77A Results Details						x
	DT_PDF C77B Judges Details per Skater						x
If new season best	DT_PDF C81 New Season Best			x			
Final Segment - Scores/Results confirmed	DT_RESULT	OFFICIAL					x
	DT_CUMULATIVE_RESULT	OFFICIAL		x			
	DT_RANKING	OFFICIAL		x			
	DT_MEDALS		x				
	DT_MEDALLISTS	OFFICIAL		x			

	DT_MEDALLISTS_DISCIPLINE		x				
	DT_PDF C73B Results			x			
	DT_PDF C92A Medallist			x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
	DT_PDF C97 Figure Skating Medal Standings		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**
V0.1	10 Dec 2019	First version
V0.2	13 Mar 2020	Updated after review
V1.0	9 Apr 2020	DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497]
V1.1	1 Jul 2020	Updated
V1.2	4 Aug 2020	Updated
V1.3	14 Aug 2020	Updated to APP
V1.4	9 Oct 2020	Updated
V1.5	11 Dec 2020	Updated with CR021113
V1.6	9 Aug 2021	Updated after Homologation
V1.7	4 Nov 2021	Updated with CRs

File Reference: WOG-2022-FSK-1.7 APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	Applicable Messages: Remove DT_PRESSPHOTOFINISH_LK Applicable Messages: Add DT_PIC Applicable Messages: Add note about message responsibilities DT_CONFIG: Update Value for START and END at STARTLIST/xx @Configs /Config /ExtendedConfig to include seconds DT_CUMULATIVE_RESULT: Duplicate of Result /ResultItems /ResultItem removed DT_RESULT: Add ER/ELEMENT/FACTOR_FLAG @Result /ExtendedResults /ExtendedResult DT_CURRENT: Add ER/ELEMENT/FACTOR_FLAG @Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value/Value2 at ER/COMPONENT @Result /ExtendedResults /ExtendedResult so Factored is Value DT_CURRENT: Update Value/Value2 at ER/COMPONENT @Result /ExtendedResults /ExtendedResult so Factored is Value DT_RESULT: Update Value size to S(100) at ER/ELEMENT/ELEMENT_DESC @Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value size to S(100) at EUE/ELEMENT_DESC @Result /Competitor /EventUnitEntry DT_RESULT: Update Value size to S(100) at EUE/ELEMENT_DESC @Result /Competitor /Composition /Athlete /EventUnitEntry DT_CURRENT: Update Value size to S(100) at ER/ELEMENT/ELEMENT_DESC @Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value size to S(30) at ER/ELEMENT/ELEMENT_CODE @Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value size to S(30) at EUE/ELEMENT_CODE @Result /Competitor /EventUnitEntry DT_RESULT: Update Value size to S(30) at EUE/ELEMENT_CODE @Result /Competitor /Composition /Athlete /EventUnitEntry DT_CURRENT: Update Value size to S(30) at ER/ELEMENT/ELEMENT_CODE @Result /ExtendedResults /ExtendedResult DT_CURRENT: Update expected for DISPLAY/CURRENT/TO_BEAT @ExtendedInfos /ExtendedInfo DT_CURRENT: Add ER/TEAM @Result /ExtendedResults /ExtendedResult DT_RESULT: Update EUE/MUSIC to S(80) @Result /Competitor /EventUnitEntry and Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add Value2 in ER/TEAM @Result /ExtendedResults /ExtendedResult DT_CURRENT: Update description at CURRENT/JUDGES_SCORES_SEND @ExtendedInfos /ExtendedInfo

		DT_CONFIG: Update description at EC/JUDGES @Configs /Config /ExtendedConfig DT_CUMULATIVE_RESULT: Update trigger for second unit in individuals and couples Other minor typographical corrections Message List: Clarification about non-OVR messages DT_SCHEDULE: Message added DT_PARTIC: Add @Pos for ENTRY/WLD_RANK @ Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Add @Pos for ENTRY/WLD_RANK @ Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Clarify expected @Team /Discipline /RegisteredEvent /EventEntry DT_RESULT: Remove all references to UNCONFIRMED Remove references to historic athletes/team throughout. DT_RESULT: Change ER/COMPONENT @Pos to SC @Component @Result /ExtendedResults /ExtendedResult DT_CURRENT: Change ER/COMPONENT @Pos to SC @Component @Result /ExtendedResults /ExtendedResult DT_RESULT: Change Officials/Official/Order to Mandatory DT_RESULT: Remove ER/COMPONENT/COMPONENT_DESC @Result /ExtendedResults /ExtendedResult DT_CURRENT: Remove ER/COMPONENT/COMPONENT_DESC @Result /ExtendedResults /ExtendedResult DT_CURRENT: Update message description DT_CUMULATIVE_RESULT: Add ResultStatus START_LIST and include in triggering. DT_CUMULATIVE_RESULT: Change Result /ResultItems /ResultItem /Result /ResultType to Mandatory DT_CUMULATIVE_RESULT: Add note re when to include at Result /ResultItems /ResultItem DT_RANKING: Remove ResultStatus PARTIAL and update triggering. DT_CONFIG: Update Description at STARTLIST @ Configs /Config /ExtendedConfig DT_MEDALLISTS_DISCIPLINE: Update to same structure as DT_MEDALLISTS for uniformity Other typographical corrections as needed
V1.0	SFA	DT_RESULT: Clarify ExtendedInfos /UnitDateTime /StartDate DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497]
V1.1	SFA	DT_CUMULATIVE_RESULT: Update triggering Update Value of ELEMENT_CODE to SC @Event throughout to use list of codes. Value sent is unchanged but allows translation. Editorial improvements
V1.2	SFA	DT_CURRENT: Update DISPLAY/CURRENT/TO_BEAT at ExtendedInfos /ExtendedInfo Add Overview at 2.1
V1.3	APP	DT_CURRENT: Update DISPLAY/CURRENT/TO_BEAT at ExtendedInfos /ExtendedInfo
V1.4	APP	DT_CURRENT: Update triggering to match ODF requirements as already documented and current OVR implementation Timeline: Added
V1.5	APP	DT_PARTIC: Update ENTRY/PB at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC: Update ENTRY/RANK_WLD at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Update ENTRY/RANK_WLD at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Update ENTRY/PB at Participant /Discipline /RegisteredEvent /EventEntry DT_RESULT: Clarify Description for ER/DEDUCTION Value at Result /ExtendedResults /ExtendedResult DT_RESULT: Correct typographical error in the sample at Result /ExtendedResults /ExtendedResult DT_RESULT: Change Value2 to O at ER/COMPONENT at Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Update Description of ResultPoints at Result /ResultItems /ResultItem /Result in case of overall IRM DT_CURRENT: Update expected for DISPLAY/CURRENT/TO_BEAT @ExtendedInfos /ExtendedInfo DT_CURRENT: Change Value2 to O at ER/COMPONENT at Result /ExtendedResults /ExtendedResult DT_CURRENT: Correct typographical error in the sample at Result /ExtendedResults /ExtendedResult DT_CURRENT: Clarify Description for ER/DEDUCTION Value at Result /ExtendedResults /ExtendedResult DT_RANKING: Corrected typo at Result/Result Value. Does not change the data sent.
V1.6	APP	DT_CONFIG: Update all QUALIFICATION extensions at Configs /Config /ExtendedConfig [HPQC194969]
V1.7	APP	DT_RESULT: Update JUDGE at Result /ExtendedResults /ExtendedResult /Extension [CR024217]