INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed
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ODF Figure Skating Data Dictionary

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Table of content

1 Introduction

1.1 This document

This document includes the ODF Figure Skating Data Dictionary. This document refines the messages described in the ODF General Messages Interface Document specifically for Figure Skating, as well as defines the codes used in these messages.

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

Acronym	Description
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
NOC	National Olympic Committee recognized as such by the IOC
NPC	National Paralympic Committee as recognized by the IPC
ODF	Olympic Data Feed
ODF Light	It is a type of ODF message that includes extensions to standard ODF messages in order to resolve references between messages and common codes. These extensions facilitate the message processing for ODF customers
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
ODF-RT	Olympic Data Feed Real Time, messages that are generated when available
OPNS	Olympic and Paralympic News Service
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	is administered by an international federation and can be composed of one or more disciplines

WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT004	ODF General Messages Interface Document	This document describes the ODF general messages

2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Figure Skating Data Dictionary.

2.2 End to End data flow

In the following chapters, for each ODF message the general description, header values, triggers and frequency, structure, values and sort of the message will be defined.

3 Messages

3.1 Applicable Messages

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

•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 "Feed" identifies the message feed (PiT for Point in Time messages, RT for Real Time messages and PDF for PDF messages)

•The column "Message extended in this document" indicates whether a particular message has extended definition in regards to those that are general for all sports. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Feed	Message extended
DT_SCHEDULE	Competition schedule	PiT	
DT_SCHEDULE_UPDATE	Competition schedule update	PiT	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline Update	PiT	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	PiT	X
DT_MEDALS	Medal standings	PiT	
DT_MEDALLISTS_DAY	Medallists of the day	PiT	
DT_GLOBAL_GM	Global good morning	PiT	
DT_GLOBAL_GN	Global good night	PiT	
DT_START_LIST	Start List	PiT	X
DT_RESULT	Event Unit Results	PiT/RT	X
DT_CUMULATIVE_RESULT	Cumulative Results	PiT/RT	X
DT_RANKING	Event Final Ranking	PiT	X
DT_MEDALLISTS	Event's Medallists	PiT	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	PiT	
DT_COMMUNICATION	Official Communication	PiT	
DT_GM	Discipline/venue good morning	PiT	
DT_GN	Discipline/venue good night	PiT	
DT_CONFIG	Discipline Configuration	PiT	X
DT_SERIAL	List of Current PiT Serial	PiT	
DT_RT_KA	RT Discipline/Venue keep alive	RT	
DT_PDF	PDF Message	PDF	
DT_PDF_GM	PDF Discipline/Venue good morning	PDF	
DT_PDF_GN	PDF Discipline/Venue good night	PDF	

Message Type	Message Name	Feed	Message extended
DT_PDF_SERIAL	List of Current PDF Serial	PDF	
DT_RT_GM	RT Discipline/venue good morning	RT	
DT_RT_GN	RT Discipline/venue good night	RT	

3.2 Messages

3.2.1 List of participants by discipline / List of participants by discipline Update

3.2.1.1 Description

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

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

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to point out 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 as it is being sent in the List of athletes by discipline message. The historical athletes will be used to match historical athlete information as it is in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

This message also includes the historical team members of the historical teams' messages. It could happen these historical athletes would appear in this message just for this reason (being part of historical teams).

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

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

3.2.1.2 Header Values

3.2.1.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message

Attribute	Value	Comment
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	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 that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information
Venue	CC @VenueCode	Venue where the message is generated.

3.2.1.3 Trigger and Frequency

3.2.1.3.1 PiT Triggers

The DT_PARTIC message is sent as a bulk message one month before the Games.

It is sent several times up to the date from what only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in a DT_PARTIC bulk message sent before.

3.2.1.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline			
			Code		
			InternationalFederationId		
			RegisteredEvent (0,N)		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
				Gender	
				Event	
				EventEntry (0,N)	
					Code
					Type
					Pos
					Value
		OfficialFunction (0,N)			
			FunctionId		

3.2.1.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Participant

Attribute	M/O	Value	Comments
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.
Status	O	CC @AccreditationStatus	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)
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

Attribute	M/O	Value	Comments
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYYMMDD	Date of birth. This information could be not known at the very beginning, but it will be completed for all participants after successive updates
Height	O	N(3) 999	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.
Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @Function	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (True) or is a Historical participant (False).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Movement program.
ModificationIndicator	M	N, U	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.

Participant /Discipline

Although any participating athlete will be assigned at least one discipline, it could be more. Any 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	Comments
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody/ @DocumentCode attribute
InternationalFederationId	O	S(16)	Competitor's federation number for the corresponding discipline.

Participant /Discipline /RegisteredEvent
Any accredited athlete 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 register to any event.

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID

Participant /Discipline /RegisteredEvent /EventEntry
Send if there are specific athlete's event entries.

Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		N(3) 999	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: ISU World Standings Rank
	E_POINTS		N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: ISU World Standings points
	E_SB	CC @Phase	N(3).N(2) 990.00 Or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Phase code (events or segment) at events of Ladies and Men (e.g.: 2 - for Short Program segment score, 1 - for Free Skating segment score) 0 - for event total score). For @Value: Season Best segment/total score (at this event). Send "-" for the athlete who does not have the season best score at this event/segment.
	E_SUBSTITUTE		S(1) (Y)	For @Type: Send proposed type For @Code:

Type	Code	Pos	Value	Description
				Send proposed code For @Pos: Do not send anything For @Value: Send Y if the participant is a substitute. Otherwise, don't send it.
	E_COUPLE_ID		S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Couple ID (only for Team event, if skater being part of a couple, i.e.: Pairs or Ice Dance couple ID) (e.g.: FSX030ESP01 for a member of Team Ice Dance)
	E_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "NP" if the athlete does not participate in the event. Otherwise, don't send it.

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
E_ENTRY/ E_RANK	ISU World Standings rank	Always, as soon as this information is known and this athlete has ISU rank
E_ENTRY/ E_POINTS	ISU World Standings points	Always, as soon as this information is known and this athlete has ISU points
E_ENTRY/ E_SB	Season Best (each segment score and total score)	Always, in case of Ladies and Men events
E_ENTRY/ E_SUBSTITUTE	Flag that indicates that an athlete is a substitute	Always, if applies
E_ENTRY/ E_COUPLE_ID	Couple ID for a member in the Team event	Always, just for couples in the Team event
E_ENTRY/ E_IRM	Indicates that an athlete does not participate in the corresponding event.	If applies (in case of only participate in the Team event, and not in individual or couple event) -(this information can be sent in both messages) -

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

Attribute	M/O	Value	Comments

Attribute	M/O	Value	Comments
FunctionId	M	CC @Function	Additional officials' function code

3.2.1.6 Message Sort

The message is sorted by Participant @Code

3.2.2 List of teams / List of teams update

3.2.2.1 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.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

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 team data being modified.

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

3.2.2.2 Header Values

3.2.2.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where

Attribute	Value	Comment
		the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).
		The end of the logical day is defined by default at 03:00 a.m.
		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.
		Logical Date is expressed in the local time zone where the message was produced
Serial	Numeric	Sequence number for ODF-PiT messages.
		Serial starts with 1 each day session at every different venue.
		In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information
Venue	CC @VenueCode	Venue where the message is generated.

3.2.2.3 Trigger and Frequency

3.2.2.3.1 PiT Triggers

The DT_PARTIC_TEAMS message is sent as a bulk message one month before the Games.

It is sent several times up to the date from what only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in a DT_PARTIC_TEAMS bulk message sent before.

3.2.2.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		Gender			
		Current			
		ModificationIndicator			
		Composition (0,1)			
			Athlete (1,N)		
				Code	
				Order	
		TeamOfficials (0,1)			
			Official (1,N)		
				Code	
				Function	
		Discipline (0,1)			
			Code		
			InternationalFederationId		
			RegisteredEvent (0,1)		
				Event	
				Gender	
				EventEntry (0,N)	
					Code
					Type
					Pos
					Value

3.2.2.5 Message Values
Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Team

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Team's ID in Team event or couple's ID in Pairs and Ice Dance events (example FSX400ESP01 for Team event, FSX030ESP01 for couple in Ice Dance event) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	N(2)	Team's number. In the case there is not more than one team for one organisation participating in one event, it will be 1. In the case there is more than one organisation participating in one event, it will be incremental, 1 for the first organisation's team participating in the event, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name for Team event. Send the Description of the code CC@Organisation. Couple's name for Pairs and Ice Dance events, as follow: FAMILY_NAME_1 Given_Name_1 / FAMILY_NAME_2 Given_Name_2 The woman's name appears first. If the couple name exceeds the space of the attribute, it could be truncated. It will be Optional in the case of List of Team Update when the @ ModificationIndicator=D
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (True) or it is a Historical team (False)
ModificationIndicator	M	N, U, D	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

Attribute	M/O	Value	Comments
			If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Team /Composition /Athlete
In the case of current teams the number of athletes is 2 or more.

Attribute	M/O	Value	Comments
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. You should be able to find further information about the team member in the list of athletes' message according to its @Code.
Order	M	Numeric	Team member order. For Team event, the initial composition order will be: 1 - for Lady 2 - for Man 3 and 4 - for couple (woman and man) of Pair 5 and 6 - for couple (woman and man) of Ice Dance. And for exchanges / substitutions, will be: 7 - for Lady 8 - for Man 9 and 10 - for couple (woman and man) of Pair 11 and 12 - for couple (woman and man) of Ice Dance For couples in Pairs and Ice Dance events: 1 - for Lady 2 - for Man

Team /TeamOfficials /Official
Send if there are specific team's officials.

Not apply to historical teams.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials. You should be able to find further information about the official in the list of officials' message according to its @Code.
Function	M	CC @Function	Official's function for the team.

Team /Discipline
Each team is assigned just to one discipline.

Attribute	M/O	Value	Comments
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute
InternationalFederationId	O	S(16)	Federation number for the corresponding discipline.

Team /Discipline /RegisteredEvent

Each team is assigned at least to one event, except for a historical team, which will not be registered to any event.

Attribute	M/O	Value	Comments
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code

Team /Discipline /RegisteredEvent /EventEntry

Send if there are specific team's event entries.

Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		N(3) 999	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: ISU World Standings Rank
	E_POINTS		N(4 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: ISU World Standings points
	E_SB	CC @Phase	N(3).N(2) 990.00 Or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Phase code (events or segment) at events of Pairs and Ice Dance, (e.g.: at Pairs event: 2 - for Short Program segment score, 1 - for Free Skating segment score) 0 - for event total score. At Ice Dance event: 2 - for Short Dance segment score, 1 - for Free Dance segment score) 0 - for event total score) For @Value: Season Best segment/total score (at this event). Send "-" for the couple who does not have the season best score at this event/segment.
	E_SUBSTITUTE		S(1) (Y)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if the couple is an exchange/substitution in Team event. Otherwise, don't send it.

Type	Code	Pos	Value	Description
	E_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "NP" if the couple does not participate in the event. Otherwise, don't send it.

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
E_ENTRY/ E_RANK	ISU World Standings rank	Always for the couple, as soon as this information is known and this couple has ISU rank
E_ENTRY/ E_POINTS	ISU World Standings points	Always for the couple, as soon as this information is known and this couple has ISU points
E_ENTRY/ E_SB	Season Best (each segment score and total score)	Always, in case of Pairs event and Ice Dance event
E_ENTRY/ E_SUBSTITUTE	Flag that indicates that a couple is an exchange/substitution	If applies, in case of Team event
E_ENTRY/ E_IRM	Indicates that a couple does not participate in the corresponding event.	If applies, for the couple (in case of only participate in the Team event, and not in couple event) -(this information can be sent in both messages) -

3.2.2.6 Message Sort

The message is sorted by Team @Code.

3.2.3 Start List

3.2.3.1 Description

The Start List is a message containing the list of competitors for one particular event unit (individual or team event unit).

The Start List is a mandatory message for all disciplines.

Each ODF Sport Data Dictionary will include the mandatory attributes /elements of this message and redefine the optional ones.

3.2.3.2 Header Values

3.2.3.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_START_LIST	Start List message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	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 that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT

Attribute	Value	Comment
		message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.3.3 Trigger and Frequency

3.2.3.3.1 PiT Triggers

As general rule, the message is sent as soon as the expected information is available:
- event unit related information (PhaseInfos, UnitInfos, and Officials)
- event unit related competitors.

Trigger also after any major change.

3.2.3.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition						
	Code					
	UnitInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
	Officials (0,1)					
		Official (1,N)				
			Code			
			Function			
			Order			
			ExtOfficial (0,N)			
				Type		
				Code		
				Pos		
				Value		
	Start (0,N)					
		StartOrder				
		SortOrder				
		Competitor				
			Code			
			Type			
			Coaches (0,1)			
				Coach (1,N)		
					Code	
					Function	
					Order	
			EventUnitEntry (0,N)			
				Type		
				Code		
				Pos		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
				Value		
			Composition (0,1)			
				Athlete (1,N)		
					Code	
					Order	
					EventUnitEntry (0,N)	
						Type
						Code
						Pos
						Value

3.2.3.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

UnitInfos /UnitDateTime

Scheduled start date and time.

Attribute	M/O	Value	Comments
StartDate	M	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

Officials /Official

Official associated to the event unit.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official's code (key of the official, to uniquely identify this element)
Function	M	CC @Function	Official's function (example: referee, etc.) for the event unit. It includes technical panel officials, panel of judges, and, data and replay operators. Send the function code: TCH_CTR - Technical Controller TCH_SPC - Technical Specialist AST_TSP - Assistant Technical Specialist RFR - Referee JDG - Judge DOP - Data Operator ROP - Replay Operator
Order	M	Numeric	Order of the Officials (described above) following the Sports Rule: 1 for Technical Controller, 2 for Technical Specialist, etc.

Officials /Official /ExtOfficial

Official's extended information.

Type	Code	Pos	Value	Description
EO_FS	FS_TECHNICAL		S(1) (Y)	For Type: Send proposed type For Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y for officials in the technical panel. Do not send otherwise
	FS_JUDGE_NO		N(2) 99	For Type: Send proposed type For Code: Send proposed code For @Pos: Do not send anything For @Value:

Type	Code	Pos	Value	Description
				Judge number (i.e.: 1, 2 ...). Send only for officials judges (@Function = JDG). Do not send otherwise.

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
EO_FS/ FS_TECHNICAL	Flag to indicate the officials in technical panel	Only if applies
EO_FS/ FS_JUDGE_NO	Judge number for judges.	Only if applies

Start

This element is optional (due to the information availability, the information related to the event unit can be sent before the competitors information).

Attribute	M/O	Value	Comments
StartOrder	M	Numeric	Start order of the competitor in a start list (either single athlete or team). In the case of team competitor, start order of the team. The team members will have the order within the team in their respective Competitor /Composition /Athlete elements (@Order attribute).
SortOrder	M	Numeric	Same as @StartOrder Used to sort all start list competitors in an event unit. It is mainly used for display purposes.

Start /Competitor

Competitor participating in the event unit

Start /Competitor /Composition is optional for a similar reason: knowing the teams participating in one event unit, it is not known yet the team members participating.

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

Start /Competitor /Coaches /Coach

Competitor's coach.

Attribute	M/O	Value	Comments
Code	M	S(35)	Name of the Coach (as follows FAMILY_NAME Given_Name).
Function	M	CC @Function	Optionally, send official function
Order	O	Numeric	Send coach order (sequential number if more than one coach is needed).

Start /Competitor /EventUnitEntry

(In the case of couples in all events)

Type	Code	Pos	Value	Description
EU_ENTRY	FS_WARM_UP		N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Warm-Up Group No. for the competitor
	FS_PLANNED_ELEM	N(2) 99	S(40)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number, sequential number, for the planned element (i.e.: 1, 2…) For @Value: Send the Planned Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.)
	FS_PLANNED_ELEM_CODE	N(2) 99	S(15)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number, sequential number, for the planned element (i.e.: 1, 2…) For @Value: Send the Planned Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.)
	FS_MUSIC		S(30)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send in text the title of the music to be played during the performance
	FS_START_TIME		HH:MM:SS 00:00:00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Start time for the competitor Use Time format: HH is hours MM is minutes SS is seconds
	E_COUPLE_ID		S(20) with no leading zeroes	For @Type: Send proposed type For @Code:

Type	Code	Pos	Value	Description
				Send proposed code For @Pos: Do not send anything For @Value: Couple ID (only for Team event - couple segments, i.e.: Pairs or Ice Dance couple ID) (e.g.: FSX030ESP01 for a member of Team Ice Dance)

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
EU_ENTRY/ FS_WARM_UP	Warm-up group no.	Always, if there are warm-up groups (in case of couples)
EU_ENTRY/ FS_PLANNED_ELEM	Planned Element description (in text)	Always, in case of couples
EU_ENTRY/ FS_PLANNED_ELEM_CODE	Planned Element code	Always, in case of couples
EU_ENTRY/ FS_MUSIC	Title of the music to be played during the performance	Always, in case of couples
EU_ENTRY/ FS_START_TIME	Start time	Always, in case of couples
EU_ENTRY/ E_COUPLE_ID	Couple ID for a couple segment in the Team event	In case of couples (just in the Team event)

Start /Competitor /Composition /Athlete
Athlete or Team member's extended information.

Attribute	M/O	Value	Comments
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 (couple) (i.e.: 1-for woman, 2 for man), -for Team event, according to sport rules and discipline participation for the event unit. Only those members that participate on this discipline will be included (if Competitor @Type="A"): 1

Start /Competitor /Composition /Athlete /EventUnitEntry
Team member or individual athlete's event unit entry
(in the case of singles in all events)

Type	Code	Pos	Value	Description
EU_ENTRY	FS_WARM_UP		N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type	Code	Pos	Value	Description
				Send the Warm-Up Group No. for the competitor.
	FS_PLANNED_ELEM	N(2) 99	S(40)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number, sequential number, for the planned element (i.e.: 1, 2…) For @Value: Send the Planned Element description, in text (e.g.: "Quad. Toeloop + Triple Toeloop", "Triple Flip", etc.)
	FS_PLANNED_ELEM_CODE	N(2) 99	S(15)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number, sequential number, for the planned element (i.e.: 1, 2…) For @Value: Send the Planned Element code (e.g.: "4T+3T" -for element "Quad. Toeloop + Triple Toeloop"-, "3F" -for "Triple Flip"-, etc.)
	FS_MUSIC		S(30)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send in text the title of the music to be played during the performance
	FS_START_TIME		HH:MM:SS 00:00:00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Start time for the competitor Use Time format: HH is hours MM is minutes SS is seconds

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
EU_ENTRY/ FS_WARM_UP	Warm-up group no.	Always, if there are warm-up groups (in case of singles)
EU_ENTRY/ FS_PLANNED_ELEM	Planned Element description (in text)	Always, in case of singles
EU_ENTRY/	Planned Element code	Always, in case of singles

Type/Code	Description	Expected
FS_PLANNED_ELEM_CODE		
EU_ENTRY/ FS_MUSIC	Title of the music to be played during the performance	Always, in case of singles
EU_ENTRY/ FS_START_TIME	Start time	Always, in case of singles

3.2.3.6 Message Sort

The message is sorted by the Start@SortOrder attribute.

3.2.4 Event Unit Results

3.2.4.1 Description

The Event Unit Results is a message containing the results of the competitors in one (individual or team) event unit.

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

3.2.4.2 Header Values

3.2.4.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_RESULT	Event Unit Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate, interim, partial). "OFFICIAL" / "UNOFFICIAL" / "INTERMEDIATE" / "INTERIM"/ "PARTIAL"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	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 that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.

Attribute	Value	Comment
DocumentSubtype	N/A	Not used in FS.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.4.2.2 RT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RT_RESULT	Event Unit Real Time Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). "LIVE_UPDATE" / "LIVE_FULL" / "LIVE_MANDATORY" / "LIVE_LAST
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	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 that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

Attribute	Value	Comment
		In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.4.3 Trigger and Frequency

3.2.4.3.1 PiT Triggers

The general rule is that this message is sent as when the event unit finishes and the message becomes unofficial, and also afterwards when the message becomes official (when the event unit becomes official). The official/unofficial status can be seen in ODF headers (ResultStatus attribute).

Trigger also after any major change.

3.2.4.3.2 RT Triggers

ResultStatus="LIVE_UPDATE"
o T1: Trigger at the beginning of the event

o T2: Trigger when competitor starts

o T3: Trigger when competitor finishes

o T4: Trigger when competitor is disqualified

o T5: Trigger when judges and technical panel marks are ready

For the other ResultStatus we should follow the general definition

3.2.4.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	UnitInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
			EndDate				
		UnitInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
	Result (1,N)						
		Rank					
		RankEqual					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		ResultType					
		Competitor (1,N)					
			Code				
			Type				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1,N)			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
					Code		
					Order		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value

3.2.4.5 Message Values

Competition

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	CC @Competition	Unique ID for competition	N	When available

UnitInfos /UnitDateTime

Actual start –and/or end- dates and times.

This element is just for PiT.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
StartDate	O	DateTime	Actual start date-time. For multi-day units, the start date-time is that on the first day. Not needed for Real Time	N	N/A
EndDate	O	DateTime	Actual end date-time (The attribute should be informed, when available, for ResultStatus UNOFFICIAL and OFFICIAL) Not needed for Real Time	N	N/A

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
UI_FS	FS_SCORE_BEAT	N(1) 9	N(3).N(2) 999.90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Number of the position to beat. It's a sequential number from 1 to 3. For @Value: Minimum score needed to move the athlete / couple to the @Pos position, not to equal

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected	RT Only	RT Trigger
UI_FS/ FS_SCORE_BEAT	Score needed (to beat) for the corresponding position (in @Pos) for a competitor.	Just for Final of singles or couples in all events (except if competitor is the first one)	Y	T2, T3

Result

For each Event Unit Results message, there must be at least one competitor being awarded with a result in the event unit.

Attribute	M/O	Value	Comments	RT Only	RT Trigger

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Numeric	Rank of the competitor in the corresponding event unit (segment rank). This attribute is optional because the skater/couple could get an invalid rank mark.	N	T3
RankEqual	O	S(1) (Y,N)	It identifies if a rank has been equalled. For PiT message just include this attribute in case of equalled ranks with value "Y".	N	T3
Result	O	N(3).N(2) 990.00	Result points for the particular event unit (segment points). Points include two decimal digits. Send just in the case @ResultType is points (see codes section)	N	T3
IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM (see codes section)	N	T3, T4
QualificationMark	O	CC @QualificationMark Or blank	Qualification code just for Short Program and Short Dance only, to indicate if the skater/couple qualified. Don't send for Final. Blank for non-qualified.	N	T3
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Also for RT message, any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not (this includes ranked, none-ranked and IRM athletes/team).	N	T3
ResultType	O	CC @ResultType	Result type, either points or IRM for the corresponding event unit (see codes section). In PiT message this attribute is mandatory.	N	T3, T4

Result /Competitor
Competitor related to the result of one event unit.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event units, or,	N	T3, T4

Attribute	M/O	Value	Comments	RT Only	RT Trigger
			Couple's ID for Pairs and Ice Dance event units. Otherwise, Athlete's ID (for Competitor @Type=A).		
Type	M	T,A	T for team A for athlete	N	T3, T4

Result /Competitor /ExtendedResults /ExtendedResult

(In the case of couples in all events)

Type	Code	Pos	Value	Description
ER_FS	FS_TOT_ELEMENT_SCORE		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total aggregated element score in particular for this event unit (segment).
	FS_TOT_BASE_VALUE		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total aggregated elements' base value in particular for this event unit (segment).
	FS_COMPONENT_SCORE		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Factored total component score in particular for this event unit (segment).
	FS_CURRENT		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" for the current competitor, and "N" otherwise (if not and it has changed, in case of RT message).
	FS_NEXT		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything

Type	Code	Pos	Value	Description
				For @Value: Send "Y" for the next competitor, "N" in other case (in case of RT message).
	FS_LAST_FINISHED		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" when the last result corresponds to this competitor, "N" in other case (in case of RT message).
	FS_TOT_DEDUCTIONS		-N(3).N(2) -990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total aggregated deductions in particular for this event unit (segment).
	FS_SKATING_SKILLS		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Unfactored program component score in particular for this event unit (segment): Skating Skills
	FS_TRANSITION		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Unfactored program component score in particular for this event unit (segment): Transitions / Linking Footwork / Movement
	FS_EXECUTION		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Unfactored program component score in particular for this event unit (segment): Performance / Execution
	FS_CHOREOGRAPHY		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code

Type	Code	Pos	Value	Description
				For @Pos: Do not send anything For @Value: Unfactored program component score in particular for this event unit (segment): Choreography / Composition
	FS_INTERPRETATION_TIMING		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Unfactored program component score in particular for this event unit (segment): Interpretation / Timing
	FS_IDX		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on rank for event unit (segment).
	FS_TEAM_POINTS		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team points in the segment in the case of couples (ice dance / pairs discipline) for team event
	FS_TEAM_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team IRM in the segment in the case of couples (ice dance / pairs discipline) for team event
	FS_EXEC_ELEMENT	N(2) 99	S(40)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number for the Executed Element (1, 2, …) For @Value: Send the Executed Element description, in text (e.g.: "2 Lutz / Combo", "Triple Flip", etc.)

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Type	Code	Pos	Value	Description
	FS_EXEC_ELEM_CODE	N(2) 99	S(15)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number for the Executed Element (i.e.: 1, 2…) For @Value: Send the Executed Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.)
	FS_GOE	N(2) 99	- N(1).N(2) -0.00 Or N(1).N(2) 0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number, coinciding with the Executed Element code (FS_EXEC_ELEMENT): 1, 2 … For @Value: Send the Grade of Execution (example: 0.20, -0.30). Minus symbol if necessary, but not plus symbol in case of positive.
	FS_BASE_VALUE	N(2) 99	N(2).N(2) 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number, coinciding with the Executed Element code (FS_EXEC_ELEMENT): 1, 2 … For @Value: Send the Base Value (example: 0.80, 5.30, 10.10 ...).
	FS_ELEMENT_SCORE	N(2) 99	N(2).N(2) 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number, coinciding with the Executed Element code (FS_EXEC_ELEMENT): 1, 2 … For @Value: Send the particular Element Score
	FS_TIME_DEDUCTION		- N(1).N(2) -0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for time violation
	FS_MUSIC_DEDUCTION		- N(1).N(2) -0.00	For @Type: Send proposed type For @Code:

Type	Code	Pos	Value	Description
				Send proposed code For @Pos: Do not send anything For @Value: Deduction for music violation
	FS_ILLEGAL_DEDUCTION		-N(1).N(2)-0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for illegal element
	FS_COSTUME_DEDUCTION		-N(1).N(2)-0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for costume & prop violation
	FS_FALL_DEDUCTION		-N(1).N(2)-0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for fall
	FS_INTERRUPTION_DEDUCTION		-N(1).N(2)-0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for interruption in excess
	FS_EXTRA_DEDUCTION		-N(1).N(2)-0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for extra element
	FS_LIFT_DEDUCTION		-N(1).N(2)-0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for extended lift
	FS_MUSIC_T_DEDUCTION		-N(1).N(2)-0.00	For @Type: Send proposed type For @Code:

Type	Code	Pos	Value	Description
				Send proposed code For @Pos: Do not send anything For @Value: Deduction for music tempo
	FS_COSTUME_FAILURE_DEDUCTION		-N(1).N(2) -0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for costume failure
	FS_SCORING_DONE		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" for the scoring done for the last finished competitor, "N" in other case (in case of RT message).

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected	RT Only	RT Trigger
ER_FS/ FS_TOT_ELEMENT_SCORE	Total aggregated element score in the segment	Always in case of couples	N	T3
ER_FS/ FS_TOT_BASE_VALUE	Total aggregated elements' base value in the segment	Always in case of couples	N	T3
ER_FS/ FS_COMPONENT_SCORE	Factored total component score in the segment	Always in case of couples	N	T3
ER_FS/ FS_CURRENT	Indicates the current competitor. To the scores presentation, the last finished competitor will still be the current one. So, in a period, during the presentation time we will have both indicators to Y).	Always in case of couples	Y	T1, T3
ER_FS/ FS_NEXT	Indicates that this competitor is the next.	Always in case of couples	Y	T1, T3
ER_FS/ FS_LAST_FINISHED	Indicates that this competitor has just finished.	Always in case of couples	Y	T3
ER_FS/ FS_TOT_DEDUCTIONS	Total aggregated deductions in the segment	Always in case of couples	N	T3
ER_FS/ FS_SKATING_SKILLS	Unfactored program component (Skating Skills) in the segment	Always in case of couples	N	T3
ER_FS/ FS_TRANSITION	Unfactored program component (Transitions / Linking Footwork / Movement) in the segment	Always in case of couples	N	T3

Type/Code	Description	Expected	RT Only	RT Trigger
ER_FS/ FS_EXECUTION	Unfactored program component (Performance / Execution) in the segment	Always in case of couples	N	T3
ER_FS/ FS_CHOREOGRAPHY	Unfactored program component (Choreography / Composition) in the segment	Always in case of couples	N	T3
ER_FS/ FS_INTERPRETATION_TIMING	Unfactored program component: (Interpretation) in the pairs segment (Short Program / Free Skating), or, (Interpretation / Timing) in the ice dance segment (Short Dance / Free Dance)	Always in case of couples	N	T3
ER_FS/ FS_IDX	Index based on rank for event unit (segment).	Only if applies	N	T3
ER_FS/ FS_TEAM_POINTS	Team points in the segment in the case of couples (ice dance / pairs discipline) for team event	Always, just in the case of couples (ice dance / pairs discipline) for team event units	N	T3
ER_FS/ FS_TEAM_IRM	Team IRM in the segment in the case of couples (ice dance / pairs discipline) for team event	Always, just in the case of couples (ice dance / pairs discipline) for team event units	N	T3
ER_FS/ FS_EXEC_ELEMENT	Send each of the Executed Elements description (in text)	Always in case of couples	N	T3
ER_FS/ FS_EXEC_ELEM_CODE	Send each of the Executed Elements code	Always in case of couples	N	T3
ER_FS/ FS_GOE	Send the particular element Grade of Execution for each executed element	Always in case of couples	N	T3
ER_FS/ FS_BASE_VALUE	Send the particular element Base Value for each executed element	Always in case of couples	N	T3
ER_FS/ FS_ELEMENT_SCORE	Send the particular Element Score of each executed element	Always in case of couples	N	T3
ER_FS/ FS_TIME_DEDUCTION	Deduction for time violation	Only if violation deduction occurs	N	T3
ER_FS/ FS_MUSIC_DEDUCTION	Deduction for music violation	Only if violation deduction occurs	N	T3
ER_FS/ FS_ILLEGAL_DEDUCTION	Deduction for illegal element	Only if violation deduction occurs	N	T3
ER_FS/ FS_COSTUME_DEDUCTION	Deduction for costume & prop violation	Only if violation deduction occurs	N	T3
ER_FS/ FS_FALL_DEDUCTION	Deduction for fall	Only if violation deduction occurs	N	T3
ER_FS/ FS_INTERRUPTION_DEDUCTION	Deduction for interruption in excess	Only if violation deduction occurs	N	T3

Type/Code	Description	Expected	RT Only	RT Trigger
ER_FS/ FS_EXTRA_DEDUCTION	Deduction for extra element	Only if violation deduction occurs (just in Short Dance / Free Dance segments)	N	T3
ER_FS/ FS_LIFT_DEDUCTION	Deduction for extended lift	Only if violation deduction occurs (just in Short Dance / Free Dance segments)	N	T3
ER_FS/ FS_MUSIC_T_DEDUCTION	Deduction for music tempo	Only if violation deduction occurs (just in Short Dance / Free Dance segments)	N	T3
ER_FS/ FS_COSTUME_FAILURE_DEDUCTION	Deduction for costume failure	Only if violation deduction occurs	N	T3
ER_FS/ FS_SCORING_DONE	Indicates the scoring done (calculation of the scores and ranks) for the last finished competitor	Always in case of couples	Y	T5

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete	N	T3, T4
Order	M	Numeric	(if Competitor @Type="T"): Order attribute used to sort team members -for Pairs and Ice Dance events (couple) (i.e.: 1-for woman, 2 for man), -for Team event, according to sport rules and discipline participation for the event unit. Only those members that participate on this discipline will be included (if Competitor @Type="A"): 1	N	T3, T4

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
Team member or individual athlete's extended result
(in the case of singles in all events)

Type	Code	Pos	Value	Description
ER_FS	FS_TOT_ELEMENT_SCORE		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type	Code	Pos	Value	Description
				Total aggregated element score in particular for this event unit (segment).
	FS_TOT_BASE_VALUE		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total aggregated elements' base value in particular for this event unit (segment).
	FS_COMPONENT_SCORE		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Factored total component score in particular for this event unit (segment).
	FS_CURRENT		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" for the current competitor, and "N" otherwise (if not and it has changed, in case of RT message).
	FS_NEXT		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" for the next competitor, "N" in other case (in case of RT message).
	FS_LAST_FINISHED		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" when the last result corresponds to this competitor, "N" in other case (in case of RT message).
	FS_TOT_DEDUCTIONS		- N(3).N(2) -990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type	Code	Pos	Value	Description
				Total aggregated deductions in particular for this event unit (segment).
	FS_SKATING_SKILLS		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Unfactored program component score in particular for this event unit (segment): Skating Skills
	FS_TRANSITION		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Unfactored program component score in particular for this event unit (segment): Transitions / Linking Footwork / Movement
	FS_EXECUTION		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Unfactored program component score in particular for this event unit (segment): Performance / Execution
	FS_CHOREOGRAPHY		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Unfactored program component score in particular for this event unit (segment): Choreography / Composition
	FS_INTERPRETATION_TIMING		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Unfactored program component score in particular for this event unit (segment): Interpretation / Timing
	FS_IDX		N(3) 990	For @Type: Send proposed type For @Code:

Type	Code	Pos	Value	Description
				Send proposed code For @Pos: Do not send anything For @Value: Index based on rank for event unit (segment).
	FS_TEAM_POINTS		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team points in the segment in the case of singles (ladies / men discipline) for team event
	FS_TEAM_IRM		<u>CC</u> <u>@IRM</u>	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team IRM in the segment in the case of singles (ladies / men discipline) for team event
	FS_EXEC_ELEMENT	N(2) 99	S(40)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number for the Executed Element (1, 2, …) For @Value: Send the Executed Element description, in text (e.g.: "2 Lutz / Combo", "Triple Flip", etc.)
	FS_EXEC_ELEM_CODE	N(2) 99	S(15)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number for the Executed Element (i.e.: 1, 2…) For @Value: Send the Executed Element code (e.g.: "4T+3T" -for element "Quad. Toeloop + Triple Toeloop"-, "3F" -for "Triple Flip"-, etc.)
	FS_GOE	N(2) 99	- N(1).N(2) -0.00 Or N(1).N(2) 0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number, coinciding with the Executed Element code (FS_EXEC_ELEMENT): 1, 2 …

Type	Code	Pos	Value	Description
				For @Value: Send the Grade of Execution (example: 0.20, -0.30). Minus symbol if necessary, but not plus symbol in case of positive.
	FS_BASE_VALUE	N(2) 99	N(2).N(2) 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number, coinciding with the Executed Element code (FS_EXEC_ELEMENT): 1, 2 … For @Value: Send the Base Value (example: 0.80, 5.30, 10.10 ...).
	FS_ELEMENT_SCORE	N(2) 99	N(2).N(2) 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the order number, coinciding with the Executed Element code (FS_EXEC_ELEMENT): 1, 2 … For @Value: Send the particular Element Score
	FS_TIME_DEDUCTION		-N(1).N(2) -0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for time violation
	FS_MUSIC_DEDUCTION		-N(1).N(2) -0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for music violation
	FS_ILLEGAL_DEDUCTION		-N(1).N(2) -0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for illegal element
	FS_COSTUME_DEDUCTION		-N(1).N(2) -0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type	Code	Pos	Value	Description
				Deduction for costume & prop violation
	FS_FALL_DEDUCTION		-N(1).N(2) -0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for fall
	FS_INTERRUPTION_DEDUCTION		-N(1).N(2) -0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for interruption in excess
	FS_COSTUME_FAILURE_DEDUCTION		-N(1).N(2) -0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deduction for costume failure
	FS_SCORING_DONE		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" for the scoring done for the last finished competitor, "N" in other case (in case of RT message).

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected	RT Only	RT Trigger
ER_FS/ FS_TOT_ELEMENT_SCORE	Total aggregated element score in the segment	Always in case of singles	N	T3
ER_FS/ FS_TOT_BASE_VALUE	Total aggregated elements' base value in particular for this event unit (segment).	Always in case of singles	N	T3
ER_FS/ FS_COMPONENT_SCORE	Factored total component score in the segment	Always in case of singles	N	T3
ER_FS/ FS_CURRENT	Indicates the current competitor. To the scores presentation, the last finished competitor will still be the current one. So, in a period, during the presentation time we will have both indicators to Y).	Always in case of singles	Y	T1, T3
ER_FS/ FS_NEXT	Indicates the next competitor.	Always in case	Y	T1, T3

Type/Code	Description	Expected	RT Only	RT Trigger
		of singles		
ER_FS/ FS_LAST_FINISHED	Indicates that this competitor has just finished.	Always in case of singles	Y	T3
ER_FS/ FS_TOT_DEDUCTIONS	Total aggregated deductions in particular for this event unit (segment).	Always in case of singles	N	T3
ER_FS/ FS_SKATING_SKILLS	Unfactored program component (Skating Skills) in the segment	Always in case of singles	N	T3
ER_FS/ FS_TRANSITION	Unfactored program component (Transitions / Linking Footwork / Movement) in the segment	Always in case of singles	N	T3
ER_FS/ FS_EXECUTION	Unfactored program component (Performance / Execution) in the segment	Always in case of singles	N	T3
ER_FS/ FS_CHOREOGRAPHY	Unfactored program component (Choreography / Composition) in the segment	Always in case of singles	N	T3
ER_FS/ FS_INTERPRETATION_TIMING	Unfactored program component (Interpretation) in the segment	Always in case of singles	N	T3
ER_FS/ FS_IDX	Index based on rank for event unit (segment).	Only if applies	N	T3
ER_FS/ FS_TEAM_POINTS	Team points in the segment in the case of singles (ladies / men discipline) for team event	Always, just in the case of singles (ladies / men discipline) for team event units	N	T3
ER_FS/ FS_TEAM_IRM	Team IRM in the segment in the case of singles (ladies / men discipline) for team event	Always, just in the case of singles (ladies / men discipline) for team event units	N	T3
ER_FS/ FS_EXEC_ELEMENT	Send each of the Executed Element description (in text)	Always in case of singles	N	T3
ER_FS/ FS_EXEC_ELEM_CODE	Send each of the Executed Elements code	Always in case of singles	N	T3
ER_FS/ FS_GOE	Send the particular element Grade of Execution	Always in case of singles	N	T3
ER_FS/ FS_BASE_VALUE	Send the particular element Base Value	Always in case of singles	N	T3
ER_FS/ FS_ELEMENT_SCORE	Send the particular Element Score	Always in case of singles	N	T3
ER_FS/ FS_TIME_DEDUCTION	Deduction for time violation	Only if violation deduction occurs	N	T3
ER_FS/ FS_MUSIC_DEDUCTION	Deduction for music violation	Only if violation deduction occurs	N	T3
ER_FS/ FS_ILLEGAL_DEDUCTION	Deduction for illegal element	Only if violation deduction occurs	N	T3

Type/Code	Description	Expected	RT Only	RT Trigger
ER_FS/ FS_COSTUME_DEDUCTION	Deduction for costume & prop violation	Only if violation deduction occurs	N	T3
ER_FS/ FS_FALL_DEDUCTION	Deduction for fall	Only if violation deduction occurs	N	T3
ER_FS/ FS_INTERRUPTION_DEDUCTION	Deduction for interruption in excess	Only if violation deduction occurs	N	T3
ER_FS/ FS_COSTUME_FAILURE_DEDUCTION	Deduction for costume failure	Only if violation deduction occurs	N	T3
ER_FS/ FS_SCORING_DONE	Indicates the scoring done (calculation of the scores and ranks) for the last finished competitor	Always in case of singles	Y	T5

3.2.4.6 Message Sort

Sort by Result @SortOrder

3.2.5 Cumulative Results

3.2.5.1 Description

The Cumulative Results is a message containing the cumulative results for the list of competitors in one phase, up to the end of this phase (including information regarding to previous phases), or up to the end of an event unit within a phase (including also the units prior the current one) either competing as single athletes or as aggregated athletes according to the team definition.

The difference between the Phase Results message (DT_PHASE_RESULTS) and the Cumulative Results (DT_CUMULATIVE_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results takes into account the results of previous phases, and therefore it gives an idea about how a competition is progressing up to the end of an intermediate phase.

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

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

3.2.5.2 Header Values

3.2.5.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is interim, official or unofficial For Team event, send as: INTERIM: up to end of an event unit (segment of discipline), UNOFFICCIAL: up to end of qualification phase Otherwise, UNOFFICIAL / OFFICIAL
DocumentSubtype	DDGEEEPUU for all events For Team event, also DDGEEEP00, to send after Qualifications (to include Q mark), and after Final	For all events: DDGEEEPUU - cumulative results up to the end of the referenced event unit and should be sent after each segment / discipline (in Team event). For Team event: DDGEEEP00 - cumulative results up to the end of the referenced phase
Version	1..V	Version number associated to the message's content. Ascendant number

Attribute	Value	Comment
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	MillisTime	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 that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.5.2.2 RT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RT_CUMULATIVE_RESULT	Cumulative Real Time Results message
DocumentSubtype	CC @Phase or CC @Unit	It is the RSC code up to the moment the cumulative message contains information: E.g.: DDGEEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). "LIVE_UPDATE" / "LIVE_FULL" / "LIVE_MANDATORY" /

Attribute	Value	Comment
		"LIVE_LAST" For Real Time, live update (for the normal operative), or live full for the resynchronization messages, as explained in chapter 6.1 and ResultStatus codes as seen in chapter 3, live Mandatory when there is a correction of previous messages and Live Last for the last message of this key of messages.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	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 that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.5.3 Trigger and Frequency

3.2.5.3.1 PiT Triggers

The general rule is that this message is sent as soon as:

- If results are accumulating across phases (i.e. the message is sent at event level and the Document Subtype of the message is DDGEEEP00):

It is sent after the last event unit for the first phase, in addition to subsequent phases. The message becomes unofficial just at the end of the event unit, and afterwards when the message becomes official (when the last event unit becomes official).

- If results are accumulated across event units (i.e. the message is sent at phase level and the Document Subtype of the message is DDGEEEPUU):

It is sent after the first event unit, in addition to subsequent event units; (in this case, the first DT_CUMULATIVE_RESULT message and the DT_RESULT message may contain the same information).The message becomes unofficial just at the end of the event unit, and afterwards when the message becomes official (when the last event unit becomes official).

The sequence is clarified below. The version number, n, is the version of the last DT_RESULT message sent for the same RSC code (n=0 if no DT_RESULT messages have been sent). The version number, m, is the version of the last DT_CUMULATIVE_RESULT message sent for the same RSC code (m=0 if no DT_CUMULATIVE_RESULT messages have been sent).

The clarification of this sequence can be:
Case 1:
a) Event has been complete and the results are unofficial:
1. Sent DT_RESULT with ODF Version n+1 and ResultStatus = "UNOFFICIAL".

2. Sent DT_CUMULATIVE_RESULT with ODF Version m+1 and ResultStatus = "UNOFFICIAL".

b) Results are checked and signed off by referee:
1. Sent DT_RESULT with ODF Version n+2 and ResultStatus = "OFFICIAL".

2. Sent DT_CUMULATIVE_RESULT with ODF Version m+2 and ResultStatus = "OFFICIAL".

Case 2:
a) Event has been complete and the results are directly officials:
1. Sent DT_RESULT with ODF Version n+1 and ResultStatus = "OFFICIAL".

2. Sent DT_CUMULATIVE_RESULT with ODF Version m+1 and ResultStatus = "OFFICIAL".

Trigger also after any major change.

However, if there is any kind of sport specific rule, it may be overridden in each of the ODF Sport Data Dictionaries: example to send interim results, partial results, etc.

3.2.5.3.2 RT Triggers

• For ResultStatus=LIVE_UPDATE:

Each data dictionary will define a set of triggers, which will be linked to a set of information to be included in the message. It should not be included data if not changed in regards to the previous data sent.
O T1: Trigger at the beginning of the event

o T3: Trigger when competitor finishes

o T4: Trigger when competitor is disqualified

• For ResultStatus=LIVE_FULL:

Send as it will be defined for each RT transmission in the parameters of the DT_RT_GM message.

• For ResultStatus=LIVE_MANDATORY
It is sending when a correction in the previous messages has been done.

• For ResultStatus=LIVE_LAST
Send as the last message (that indicates that no new messages are expected for the given ODF unique key, unless something unexpected, that needs correction of previous messages data, happens while the transmission is still open (Good night message has not been sent).

3.2.5.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		ResultItems					
			ResultItem (1,N)				
				Phase			
				Unit			
				Result			
					Rank		
					RankEqual		
					ResultType		
					Result		
					IRM		
					QualificationMark		
					SortOrder		
		Competitor					
			Code				
			Type				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
					Value		
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value

3.2.5.5 Message Values

Competition

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	CC @Competition	Unique ID for competition	N	When available

Result

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	Comments	RT Only	RT Trigger
Rank	O	Numeric	Cumulative rank of the competitor after the finalisation of the current event unit, so it takes into account the previous event units. This rank indicates a progress of the competition. This attribute is optional because the skater could get an invalid rank mark. In the case of Team event: -If message sent at unit level (DDGEEEPUU), it computes all event units, regardless we are currently in qualification segments or final segments -If message sent at phase level (DDGEEEP00), it aggregates the rank for the phase, either Qualification, or Final	N	T3
RankEqual	O	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.	N	T3
ResultType	O	CC @ResultType	Result type, either points or IRM for the corresponding cumulative results. In PiT message this attribute is mandatory.	N	T3, T4
Result	O	N(3).N(2) 990.00 Or N(2) 90 (for Team event)	Result points after the finalisation of the current event unit (considering also the previous event units). In the case of Team event: -If message sent at event unit level (DDGEEEPUU), it computes all event units, regardless we are currently in qualification segments or final segments -If the message is sent at phase level (DGEEEP00), it aggregates phase result, either Qualification, or Final Send just in the case @ResultType is points (see codes section)	N	T3
IRM	O	CC @IRM	IRM after the finalisation of the current event unit.	N	T3, T4

Attribute	M/O	Value	Comments	RT Only	RT Trigger
			Send just in the case @ResultType is IRM (see codes section)		
QualificationMark	O	CC @QualificationMark	In the case of team event, send Q for those competitor teams that qualified for the finals (when message is sent at Qualification phase level DDGEEEP00)	N	T3
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results after the finalisation of the current 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. As well as the IRM, the SortOrder should take care of the FS_FNR code arriving in the Competitor /ExtendedResults /ExtendedResult for those competitors that have this code.	N	T3

Result /ResultItems /ResultItem

Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase -identified by @Phase- or unit (if @Unit is also informed or just phase otherwise.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Phase	M	CC @Phase	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.	N	T3, T4
Unit	O	CC @Unit	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It should be informed just in the case the latest schedule item is an event unit. Otherwise, do not include (so for team cumulative sent at phase level DDGEEEP00)	N	T3, T4

Result /ResultItems /ResultItem /Result

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	Comments	RT Only	RT Trigger
Rank	O	Numeric	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem	N	T3, T4
RankEqual	O	S(1) Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.	N	T3, T4
ResultType	O	CC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem	N	T3, T4
Result	O	N(3).N(2) 990.00	The result of the competitor in the event unit for the event unit or phase identified by /ResultItems /ResultItem	N	T3, T4

Attribute	M/O	Value	Comments	RT Only	RT Trigger
		Or (for Team event): N(2) 90			
IRM	O	CC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem	N	T3, T4
QualificationMark	O	CC @QualificationMark Or blank	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultItems /ResultItem Don't send for Final. Blank for non-qualified.	N	T3, T4
SortOrder	M	Numeric	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem	N	T3, T4

Result /Competitor
Competitor related to one cumulative result.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event units, or, Couple's ID for Pairs and Ice Dance event units. Otherwise, Athlete's ID (for Competitor @Type=A).	N	T3
Type	M	T,A	T for team A for athlete	N	T3

Result /Competitor /ExtendedResults /ExtendedResult
Team competitor's extended results
(in the case of Team event)

Type	Code	Pos	Value	Description
ER_FS	FS_FNR		N/A	For @Type: Send proposed type For @Code: Send proposed code only for those competitors (team only) if they should be indicated as Final Not Reached For @Pos: Do not send anything For @Value: Do not send anything

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected	RT Only	RT Trigger
ER_FS/ FS_FNR	Final not reached	(just for Team event) Send only for those competitors who should be indicated with Final not reached	N	T3

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete	N	T3
Order	M	Numeric	(if Competitor @Type="T"): Order attribute used to sort team members -for Pairs and Ice Dance events (couple) (i.e.: 1-for woman, 2 for man), -for Team event, according to sport rules and discipline participation for the event unit. Only those members that participate on this discipline will be included (if Competitor @Type="A"): 1	N	T3

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
Team member or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A"
(in the case of singles)

Type	Code	Pos	Value	Description
ER_FS	FS_FNR		N/A	For @Type: Send proposed type For @Code: Send proposed code only for those competitors (individual) if they should be indicated as Final Not Reached For @Pos: Do not send anything For @Value: Do not send anything

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected	RT Only	RT Trigger
ER_FS/ FS_FNR	Final not reached	(just for Ladies and Men events) Send only for those competitors who should be indicated with Final not reached	N	T3

3.2.5.6 Message Sort

The message sorting order is the same as that explained in the Event Unit / Phase Results messages.

3.2.6 Event Final Ranking

3.2.6.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

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

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

3.2.6.2 Header Values

3.2.6.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or partial). "OFFICIAL" / "UNOFFICIAL" / "PARTIAL" (except for Team event)
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	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 that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message

Attribute	Value	Comment
		was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

3.2.6.3 Trigger and Frequency

3.2.6.3.1 PiT Triggers

The general rule is that this message is sent just at the end of the last event unit of one particular event.

In the case of this discipline, the message is also expected at the end of each phase for Individual, Pairs and Ice Dance events.
The message is sent with ResultStatus="PARTIAL" after non-final phases. This message only includes the athletes / teams which are eliminated, so they have a fix final rank. All athletes / teams which participate in the final segment should not be included, at this moment.

Trigger also after any major change.

3.2.6.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		SortOrder					
		Competitor					
			Code				
			Type				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value

3.2.6.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Result

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Comments
Rank	O	Numeric	Final rank of the competitor in the corresponding event. This attribute is optional because the skater may have got an invalid rank mark.
RankEqual	O	Y	It identifies if a rank has been equalled.
ResultType	M	CC @ResultType	Result type, either points or IRM for the corresponding event.
Result	O	N3.N(2) 999.90 Or N(2) 90 (for Team event)	Final result for the particular event. Send just in the case @ResultType is points (see codes section)
IRM	O	CC @IRM	IRM for the particular event. Send just in the case @ResultType is IRM (see codes section)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank. As well as the IRM, the SortOrder should take care of the FS_FNR code arriving in the Competitor /ExtendedResults /ExtendedResult and Competitor/Composition/Athlete /ExtendedResults /ExtendedResult for those competitors that have this code

Result /Competitor

Competitor related to one final event result.

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

Result /Competitor /ExtendedResults /ExtendedResult

Team competitor's extended results, according to competitors' rules.

Type	Code	Pos	Value	Description
ER_FS	FS_FNR		N/A	For @Type: Send proposed type For @Code: Send proposed code only for those competitors (team only) if they should be indicated as Final Not Reached For @Pos: Do not send anything For @Value: Do not send anything

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
ER_FS/ FS_FNR	Final not reached	(just for Team event, and couples -Pairs and Ice Dance events-) Send only for those competitors who should be indicated with Final not reached

Result /Competitor /Composition /Athlete

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

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Team member or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Value	Description
ER_FS	FS_FNR		N/A	For @Type: Send proposed type For @Code: Send proposed code only for those competitors (individual) if they should be indicated as Final Not Reached For @Pos: Do not send anything For @Value: Do not send anything

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
ER_FS/ FS_FNR	Final not reached	(just for Ladies and Men events) Send only for those competitors who should be indicated with Final not reached

3.2.6.6 Message Sort

Sort by Result @SortOrder

3.2.7 Event's Medallists

3.2.7.1 Description

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

3.2.7.2 Header Values

3.2.7.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_MEDALLISTS	Event's Medallists message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or partial. "OFFICIAL" / "PARTIAL"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	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 that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.7.3 Trigger and Frequency

3.2.7.3.1 PiT Triggers

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

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

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

Trigger also after any major change.

3.2.7.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	Medal (1,N)						
		Code					
		Phase					
		Unit					
		Competitor					
			Type				
			Code				
			Order				
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					ExtAthMedals (0,1)		
						ExtAthMedal (1,N)	
							Type
							Code
							Pos
							Value

3.2.7.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Medal

Attribute	M/O	Value	Comments
Code	M	CC @MedalType	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Phase	M	CC @Phase	Phase code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Unit	M	CC @Unit	Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.

Medal /Competitor

Attribute	M/O	Value	Comments
Type	M	T, A	T for team A for athlete
Code	M	S(20) with no leading zeroes	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event, or, Couple's ID for Pairs and Ice Dance events. Otherwise, Athlete's ID (for Competitor @Type=A).
Order	M	Numeric	Competitor order (Send 1 by default) and in the case of tie the order will be defined for the sport rules.

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

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or a single athlete. For Team event: all competitors who participated (including exchanges / substitutions) will be awarded.
Order	M	Numeric	(if Competitor @Type="T"): Order attribute used to sort team members -for Pairs and Ice Dance events (couple) (i.e.: 1-for

Attribute	M/O	Value	Comments
			woman, 2-for man), -for Team event, according to the team competition ordered by discipline (code defined in the element ExtAthMedals /ExtAthMedal for each member), i.e.: Ladies, Men, Pairs and Ice Dance. And members of each discipline will be grouped (e.g.: a team has a couple exchange in Pairs discipline, so the order will be: 1-for lady, 2-for man, 3 and 4-for pair 1 (woman/man), 5 and 6-for pair 2 (woman/man), 7 and 8-for ice dance (woman/man)). (if Competitor @Type="A"): 1

Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal
Team member or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules
(in the case of team event members)

Type	Code	Pos	Value	Description
EAE_FS	FS_T_DISCIPLINE		CC @TeamDiscipline	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Discipline where the team member participated in the team event (i.e.: (Ladies, Men, Pairs, Ice Dance) (see codes section)

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
EAE_FS/ FS_T_DISCIPLINE	Discipline where the team member participated in the team event	Just for Team event

3.2.7.6 Message Sort

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

3.2.8 Discipline Configuration

3.2.8.1 Description

The Discipline Configuration is a message containing discipline general configuration.

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

3.2.8.2 Header Values

3.2.8.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD according to CC @Discipline
DocumentType	DT_CONFIG	Discipline Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	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 that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.8.3 Trigger and Frequency

3.2.8.3.1 PiT Triggers

The message is sent:
• When this information is available.

3.2.8.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	Code			
	Configs			
		Config (1,N)		
			Gender	
			Event	
			Phase	
			ExtendedConfig (1,N)	
				Type
				Code
				Pos
				Value

3.2.8.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Configs /Config

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Gender code of the RSC.
Event	M	CC @Event	Event code of the RSC.
Phase	M	CC @Phase	Phase code of the RSC.

Configs /Config /ExtendedConfig

Type	Code	Pos	Value	Description
EC_QUALIFICATION_RULE (Send by phase)	FS_RANK_QUALIFY_NEXT_ROUND	Numeric	Numeric	For @Type: Send proposed type For @Code: Send the proposed code for the qualification rule. FS_RANK_QUALIFY_NEXT_ROUND is the code that indicates the qualification for next round based on rank. For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: Send the rank according to @Code rule and @Pos

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
EC_QUALIFICATION_RULE (Send by phase)/ FS_RANK_QUALIFY_NEXT_ROUND	Qualification for next round based on rank	Send by phase (except Final), always if this rule applies to the competition.

3.2.8.6 Message Sort

There is no general message sorting rule.

4 Messages Sequence

1. Ladies, Men, Pairs and Ice Dance Events. Qualification Segment

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_UPDAT	Real Time Cumulative Results
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_LAST	End of Real Time Cum. Results
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	OFFICIAL	Official Cumulative Results

2. Ladies, Men, Pairs and Ice Dance Events. Final Segment

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_UPDAT	Real Time Cumulative Results
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_LAST	End of Real Time Cum. Results
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	OFFICIAL	Official Cumulative Results
DT_RANKING	DDGEEE000	N/A	OFFICIAL	Event Final Ranking

3.Team Event. Qualification Segment (except last Qualification Segment)

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_UPDAT	Real Time Cumulative Results
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_LAST	End of Real Time Cum. Results
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	INTERIM	Interim Cumulative Results

4.Team Event. Last Qualification Segment

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_UPDAT	Real Time Cumulative Results
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_LAST	End of Real Time Cum. Results
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	INTERIM	Interim Cumulative Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEP00	UNOFFICIAL	Unofficial Cumulative Results

5.Team Event. Final Segment (except last Final Segment)

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_UPDAT	Real Time Cumulative Results
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_LAST	End of Real Time Cum. Results
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	INTERIM	Interim Cumulative Results

6.Team Event. Last Final Segment

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_UPDAT	Real Time Cumulative Results
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_LAST	End of Real Time Cum. Results
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	INTERIM	Interim Cumulative Results
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEP00	OFFICIAL	Official Cumulative Results
DT_RANKING	DDGEEE000	N/A	OFFICIAL	Event Final Ranking

5 Codes

5.1 Global Codes

Code Entity	Format	Entity Description	Link
CC @AccreditationStatus	S(6)	Defined in ODF Common Codes Document See entity Accreditation Status • The entity's attribute to be used is Id	Link
CC @Competition	S(7)	Defined in ODF Common Codes Document See entity Competition • The entity's attribute to be used is Id	Link
CC @Country	S(3)	Defined in ODF Common Codes Document See entity Country • The entity's attribute to be used is Id	Link
CC @Discipline	S(2)	Defined in ODF Common Codes Document See entity Discipline • The entity's attribute to be used is Id Valid disciplines contains Non-Sport attribute='N'	Link
CC @DisciplineGender	S(1)	Defined in ODF Common Codes Document See entity Discipline Gender • The entity's attribute is to access to the Discipline Gender entity is the combination of Discipline + Gender	Link
CC @Event	S(3)	Defined in ODF Common Codes Document See entity Event • The entity's attribute to be used is Event • It will be related to Discipline and Gender	Link
CC @Function	S(30)	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Id	Link
CC @MedalType	S(9)	ME_BRONZE : Bronze ME_GOLD : Gold ME_SILVER : Silver	
CC @Organisation	S(3)	Defined in ODF Common Codes Document See entity Organization • The entity's attribute to be used is Id	Link
CC @PersonGender	S(1)	Defined in ODF Common Codes Document See entity Person Gender • The entity's attribute to be used is Id	Link
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase	Link

Code Entity	Format	Entity Description	Link
		• The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event	
CC @ResultStatus	S(15)	INTERIM : Results of the top x competitors at the logical, predefined points released during or at the end of a event unit. Every next competitor may change the standing of those who already have results at a predefined point. INTERMEDIATE : Results of the top x competitors at the logical, predefined points during race or match. The results at those points cannot change. The number of competitors may vary. In the case of Bracket message its progression will be consider INTERMEDIATE until the last Event Unit is sent as OFFICIAL. LIVE_FULL : This status is used only in real time messages. LIVE_LAST : This status is used only in real time messages. LIVE_MANDATORY : This status is used only in real time messages. LIVE_UPDATE : This status is used only in real time messages. PARTIAL : Results of the top x competitors are released at the end of a race and before all competitors finished their competition. The results including the ranking, from the competitors that finished the race do not change with the results from new competitors. OFFICIAL : Results of the competition released as soon as the event is officially confirmed taking into account the resolution of the protests, etc. UNOFFICIAL : Results of the competition released as soon as the event is over, not waiting any official decision of the International Federation. The correctness of data must be assured.	
CC @Unit	S(2)	Defined in ODF Common Codes Document See entity Event Unit • The entity's attribute to be used is Eventunit • It will be related to Discipline, Gender, Event and Phase	Link
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Id	Link

5.2 Figure Skating Codes

Code Entity	Format	Entity Description
CC @IRM	S(5)	DSQ : Disqualified FNR : Final Not Reached WD : Withdrawn (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by NOC code then family name, etc. in ascending order). NP : Not Participating (only for messages List of participants and List of teams)
CC @QualificationMark	S(7)	Q : Qualified for Final (Free Skating / Free Dance)

Code Entity	Format	Entity Description
CC @ResultType	S(13)	IRM : Invalid Result Mark POINTS : Points
CC @TeamDiscipline	S(2)	ID : Ice Dance L : Ladies M : Men P : Pairs

6 General definitions

6.1 ODF Message Structure

ODF interface defines ODF messages. ODF messages are data structures based on standard XML.

```
<?xml version="1.0" encoding="UTF-8"?>    ←Declaration
<OdfBody                                  ←ODF Header
DocumentType=…
DocumentCode=… >
[body]                    ←ODF Body
</OdfBody>
```

6.1.1 ODF Declaration

The first line in an ODF message is the XML declaration. It defines the XML version and the encoding used, UTF-8.

6.1.2 ODF Header

The next line after the declaration is the ODF header.

ODF header is the root element and it is always introduced by the element Odfbody.

Header attributes identifies ODF messages uniquely.
The message unique identifier is the aggregation of the following attributes:

- DocumentCode,
- DocumentSubcode (Optional)
- DocumentType and
- DocumentSubtype (Optional)

The following table describes the ODF header attributes. "M" designates mandatory attributes that must appear in all ODF messages. "O" designates optional attributes. Optional attributes can be required depending on other attributes in the header.

Attribute	M/O	Value	Comment

DocumentCode	M	S(9)	RSC for Results messages DDGEEEPUU, where DD=discipline, G=discipline's gender, EEE=event, P=phase, UU=unit DocumentCode can have many different values depending on the nature of the message. Each message defines the value for this header attribute.
DocumentSubcode	O	S(10)	Extension for the DocumentCode It is used when the RSC is not enough and it is required several different messages with the same RSC.
DocumentType	M	S(30)	Message Type (e.g. DT_RESULTS)
DocumentSubtype	O	S(20)	Attribute used to extend DocumentType for some messages.
Version	M	1..V	Version of the message
ResultStatus	O	CC @ResultStatus	Status of the messages for results message
Language	O	CC @Language	Language of the content of the message. If the message accepts multi-language and the attribute is not included, then by default the language is English If the message does not accept multi-language, then the attribute must not be included
FeedFlag	M	"P"-Production "T"-Test	Test message or production message.
Date	M	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	M	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

LogicalDate	M	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced.
Venue	O	CC @VenueCode	Venue where the message is generated.
RTSerial	O	Numeric	Sequence number for ODF-RT messages. RTSerial starts with 1 each Real Time session at every different venue.
Serial	M	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information.

6.1.3 ODF Body

The next line after the ODF header is the body of the ODF Message.

Declaration	<?xml version="1.0" encoding="UTF-8"?>
Header	<OdfBody DocumentType=… >
Body	<Competition Code= …> …. ← <Competition> element </Competition> <Message> Athlete nnnn disqualified… ← <Message> element

```
                                        </Message>
                             </OdfBody>
```

Some important considerations for the ODF messages:

Mandatory elements are sent always.

- Empty optional elements are not sent neither in ODF-PiT nor ODF-RT
- Mandatory attributes are sent always. If they do not have any value then they are sent empty (Attribute ="")
- Empty optional attributes are sent either empty (Attribute = "") or not sent.
- Order of the elements inside an ODF message must be followed as defined in the ODF documentation. Elements must be sorted according what it is stated in the corresponding ODF message definition
- All elements in an ODF message are identified by one of the attributes (e.g. Code for an Competitor element) or a set of the attributes (e.g. Type + Code for an Extension element)
- ODF is being designed in such way that elements and attributes are organized to minimize redundancy and dependency. The objective is to isolate data so that additions, deletions, and modifications of an attribute can be made with just one message and then propagated through the rest of the messages via the defined references. However, in some very special circumstances, some important information (such as team members) will be repeated in order to make some message processing a little bit easier. Also, the ODF Light definition repeats some data across messages to simplify message processing to ODF Light Customers.
- ODF Light is a set of self-contained messages with the aim of simplifying the message processing to the clients as they do not have to resolve references

<Competition> Element
An ODF message contains a mandatory element <Competition>.

Element	Attribute	M/O	Value	Comment
Competition	Code	M	CC @Competition	Unique ID for the competition

<Message> Element
All ODF messages can have an optional element <Message> to include free non-formatted text in case more information is needed.

<Message> element follows the <Competition> element.

<Competitor> Element
ODF messages contain an optional element <Competitor> to include information for Athletes, Teams or Groups. Group is used when competitors of same or different organizations participate in an event together but they are not considered a team and their results are individuals.

Element	Attribute	M/O	Value	Comment
Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A, G	T = Team A = Athlete G = Group

If Competitor is an Athlete:

- <Competitor> element contains the attribute **Type** = "A"
- <Competitor> element contains the attribute **Code** = AthleteID. This attribute links to an athlete appearing in the DT_PARTIC message.
- <Competitor> element contains the element <Composition>. This element is provided always.
- <Composition> element contains the mandatory element <Athlete>. Both codes in the <Athlete> and in the <Competitor> elements are the same, the AthleteID
- <Athlete> element contains the mandatory attribute **Order** with value 1.
- Athlete's **Bib** (if applicable) will be only sent in Competitor /Composition /Athlete element.
- Sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code= "A1" Type="A">
  <Composition>

    <Athlete Code="A1"  Order="1"/>

  </Composition>
</Competition>
```

If Competitor is a Team:

- <Competitor> element contains the attribute **Type** ="T"
- <Competitor> element contains the attribute **Code** = TeamCode. This attribute links to a team appearing in the DT_PARTIC_TEAMS message.
- <Competitor> element contains the element <Composition>. This element is optional because there are situations where the team members are not known when message is provided.
- <Composition> element contains the mandatory element <Athlete> with the list of athletes that are the team members. The **Code** attribute links to an athlete appearing in the DT_PARTIC (athletes) message.
- Although team members for the whole event will be able to be found in the DT_PARTIC_TEAMS message, the specific ODF Sport messages will also include always the team's members particularized for the message.

- <Athlete> element contains the mandatory attribute **Order** with the team members sort order.
- Team's **Bib** (if applicable) will be sent in Competitor element.
- Team members' **Bib** (if applicable) will be sent in Competitor /Composition /Athlete element.
- Team sport specific extensions are in the <Competitor> element and defined in the ODF Discipline Data Dictionary.
- Team members sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code= "T1" Type="T">
    <Composition>

      <Athlete Code="A1"  Order=…/>

      <Athlete Code="A2"  Order=…/>

      …

    </Composition>
</Competition>
```

If Competitor is a Group:

- <Competitor> element contains the attribute **Code** = NOC/NPC when the athletes belong to the same organization, otherwise MIXn.
- There will be several Competitor /Composition /Athlete elements, containing the group competitor members.

6.2 ODF Data Types and Formats

This chapter describes data types and formats for the attributes in the ODF messages.

Format	Format Description
CC @CodeEntity	Set of values included in the CodeEntity. CodeEntity is the name of the entity that identifies a particular set of codes.
String	Text strings without a predetermined length
S(n)	Text strings with a length of up to n characters
Date	YYYYMMDD
MillisTime	HHMMSSmmm - HH: hour - MM: minutes - SS: seconds

Format	Format Description
	• mmm: milliseconds All formatted with leading zeroes (example: 090303020).
DateTime	YYYY-MM-DDThh:mm:ssTZD (e.g.: 2006-02-06T13:00:00+01:00) • YYYY: year • MM: Month • DD: day • hh: hour • Mm: minutes • Ss: seconds • TZD in the Time Zone Designator (Z or +hh:mm or -hh:mm) where the message was produced and when the message was produced. "Z" is the zone designator for the zero UTC offset
Boolean	'true' or 'false'
Numeric	Number with no predetermined length • If the number starts with 9 (e.g. 99), then leading zeroes are removed. Example: 10 in format 99 is 10, and 3 in format 99 is 3. • If the number starts with 0 (e.g. 00), then leading zeroes are kept. Example: 10 in format 00 is 10, and 3 in format 00 is 03. • If nothing is stated, it is assumed that the leading zeroes are removed
N(n)	Number with a length up to n digits
N(n).N(m)	Number with decimal • N(n) integer part up to n digits • N(m) decimal part up to m digits
Specific pattern	Attributes with an specific pattern not specified in this table
Free text	Free text is never used in a message attribute, but it can be used inside the element content Example <element>Free text goes in here</element>

6.2.1 Rules for rounding numbers

This chapter describes the rules for rounding numbers to use in all messages, unless other rules are specified in the sport documentation. (sport rules are applied before the transmission of the data)

- Last digit in the number decimal part < 5 (0, 1, 2, 3, 4) → no rounding (i.e. 1,54**4** = 1, 5**4**)
- Last digit in the number decimal part >= 5 (5, 6, 7, 8, 9) → rounding up (i.e. 1,54**5** = 1, 5**5**)

6.2.2 Measures format

This chapter describes the measure formats and the conversion rules to use in all messages, unless other formats or rules are specified in the sport documentation.

Measure	Value	Format	Example
Height/Distance	N(1).N(2)m N(3)cm N(1)'N(2)''	9.00m 900cm 9'09''	1.83m 183cm 6'0''
Weight	N(3)kg N(3)lbs	900kg 900lbs	100kg 220lbs
Temperature	N(2)ºC N(3)ºF	90ºC 990ºF	35ºC 95ºF
Distance	N(3).N(3)km N(3).N(3)mi	90.000km 90.000m	1.789km 6.123mi
Speed	N(2).N(3)m/s N(3).N(3)mph N(3).N(3)km/h	90.000m/s 90.000mph 90.000km/h	1.789m/s 6.123mph 3.890km/h
Precipitation	N(2)cm N(2)in	90cm 90in	2cm 1in

6.2.3 Rules for measures conversion

This chapter describes measure the conversion rules to use in all messages, unless other rules are specified in the sport documentation. When using these conversions for athlete heights and weights and fore mentioned rounding rules must be applied.

Measure	Conversion Rules
Distance	1 in = 0,0254 m 1 ft = 12 in = 0,3048 m 1 yd = 3 ft = 36 in = 0,9144 m 1 mi = 1.760 yd = 5.280 ft = 63360 in = 1609,344 m 1 nmi (nautical mile) **=** 1,852 m
Speed	1 km/h = 3,6 m/s 1 kts= 1 nmi/h
Weight	1 lbs = 0,453 592 37 kg

Measure	Conversion Rules
Temperature	$T[°F] = 1,8 \times T[°C] + 32$
	$T[°C] = (T[°F] - 32) / 1.8$

6.3 ODF Message Update

An update occurs when it is received a message whose identification is coinciding with the identification of an already received message.

Message identification is the combination of the header attributes: *DocumentCode* + *DocumentSubcode* + *DocumentType* + *DocumentSubtype.*

ODF PiT:

The latest message substitutes completely the previous received message.

There are specific messages, (with an UPDATE suffix) for updating some elements and keep the rest of the message, e.g. DT_SCHEDULE_UPDATE, DT_PARTIC_UPDATE, DT_PARTIC_TEAMS_ UPDATE or DT_PARTIC_HORSES_UPDATE.

ODF RT:

When the message header contains the attribute **ResultStatus** = LIVE_FULL or LIVE_LAST or LIVE_MANDATORY, the latest message substitutes completely the previous received message.

When the message header contains the attribute **ResultStatus** = LIVE_UPDATE, only the elements and attributes in the new message must be updated by message receiver.   Elements and attributes provided before must be kept by message receiver.

- New message only includes the changed attributes, with the exception of the mandatory attributes that are always sent even if there is no modification.

When an attribute sent in the past has no value anymore, send the same message with ResultStatus=LIVE_MANDATORY and

- If the attribute is mandatory send it empty (Attribute="")
- If the attribute is optional either do not send it or send it empty

7 DOCUMENT CONTROL

7.1 File Reference

ODF/INT010-R3-v5.3 APP (FS)

7.2 Version history

Version	Date	Comments
R3 v1.0	16 Nov 2011	Submitted for review version.
R3 v1.1	27 Jan 2012	Reviewer comments included.
R3 v2.0	17 Feb 2012	Comments included after IDM and Submitted for Approval version.
R3 v3.0	08 May 2012	Pre-integration comments included (after first cycle) and some minor changes.
R3 v3.1	16 Jul 2012	Approved version and some minor issues.
R3 v4.0	23 Jul 2012	After WNPA meeting changes: ODF light information deletion and new messages proposal (DRAFT).
R3 v4.1	28 Set 2012	ODF Light and more changes applied (CR306, IR202, IR196) - (SFR version).
R3 v4.2	11 Oct 2012	Reviewer Comments included - (SFA version).
R3 v4.3	14 Dec 2012	Some minor issues - (APP version).
R3 v4.4	31 Jan 2013	Some minor corrections
R3 v4.5	15 Mar 2013	New generation of the document
R3 v5.0	10 May 2013	CR778 applied
R3 v5.1	09 Aug 2013	Changes applied (CR666, CR906, CR920, CR936 and CR1070), and some minor corrections.
R3 v5.2	27 Sep 2013	Changes applied (CR583, CR1115, CR1231, CR1289, CR1301, CR1343 and CR1407), and some minor issues.
R3 v5.3	12 Dec 2013	CR2096 applied

7.3 Change Log

Version	Status	Changes on version
R3 v1.0	SFR	• First version.
R3 v1.1	SFR	• Reviewer comments included. • Document structure changed.
R3 v2.0	SFA	• Reviewer comments included (after IDM). • Submitted for Approval version.
R3 v3.0	SFA	• New IOC logos.

Version	Status	Changes on version
		• DT_PARTIC / DT_PARTIC_TEAM: Included the prefix for Historical Participants and Teams (according to the General document). • Names of elements have been reviewed (including a complete path when possible). • DT_START_LIST: Added the code FS_JUDGE_NO (Judge Number) only for judges, at the Officials/Official/ExtOfficial element. (After pre-integration cycle-1) - defects 71779,71812: • DT_START_LIST: Added the code FS_PLANNED_ELEM_CODE at the /EventUnitEntry of Competitor (for couples) and Athlete (for singles), and the value of the description code (FS_PLANNED_ELEMENT) has been updated (from S(30) to S(40)). • DT_RESULT / DT_RT_RESULT: Added the code FS_EXEC_ELEM_CODE at the /ExtendedResults/ExtendedResult of Competitor (for couples) and Athlete (for singles), and the value of the description code (FS_EXEC_ELEMENT) has been updated (from S(30) to S(40)). • DT_RT_RESULT: Included a clarification when current flag (FS_CURRENT) does not change once last finished (during the presentation scores period).
R3 v3.1	APP	• Approved version • (Defect 77433 applied) DT_RESULT / DT_RT_RESULT: Updated the value of the code FS_SCORE_BEAT to N(3).N(2) (instead of N(2).N(2)).
R3 v4.0	DRAFT	(After WNPA meeting): • Deletion extensions proposal: ODF Light extensions from the DT_START_LIST message (marked in pink colour). These extensions should be deleted at the moment that these changes are approved until then they should be still used. • Deletion messages proposal: DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY (marked in pink colour). These messages should be deleted at the moment that these changes are approved until then the deprecated messages should be still used. • New messages proposal: Added DT_PHASE_RESULT, DT_RT_PHASE_RESULT, DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages in order to be used instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY (marked in blue colour). In this case, added the definition of DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages. These messages should be used at the moment that these changes are approved until then the deprecated messages should be still used.
R3 v4.1	SFR	• Light extensions (renamed to Embedded): ODF Light extensions from the DT_START_LIST and DT_CUMULATIVE_RESULT Messages marked in pink colour. These extensions will be deleted at the moment that these changes are implemented by Omega for Non-Olympics projects from those messages and included in new messages. • Non-light extension: The PreviousResults elements on the DT_START_LIST message are defined as part of the message. • Removed messages: DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY. • New messages: Added the definition of DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages. These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY). • Unified structure of messages DT_RESULT/DT_CUMULATIVE_RESULT:

Version	Status	Changes on version
		- CumulativeResults element of DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT renamed to Results. - Bib attribute added to Competitor and Athlete element of the DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages (not used in Figure Skating). • DT_EXTRA_DATA and DT_RT_EXTRA_DATA messages renamed to DT_PLAY_BY_PLAY and DT_RT_PLAY_BY_PLAY. • SortOrder attribute clarified so that any result sort order change from the initial start list order will be provided in the SortOrder attribute (or any extension used to sort competitors) of the DT_RT_RESULT message (this includes ranked, none-ranked and IRM athletes/team).
R3 v4.2	SFA	• DT_RESULT / DT_RT_RESULT: Updated the attributes StartDate and EndDate from the UnitDateTime element, to Optional. This UnitDateTime element not needed in Real Time. • DT_RESULT / DT_RT_RESULT: The section "Message Sort" has been updated to remove sorting by UnitActions, is not necessary in this discipline.
R3 v4.3	APP	• (Defect 86474 applied) DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE and DT_PARTIC / DT_PARTIC_UPDATE: Updated the value of the entry code E_RANK to N(3) (instead of N(2)).
R3 v4.4	APP	• Typos corrected in some codes (as E_ POINTS, etc.) on messages (DT_PARTIC / DT_PARTIC_UPDATE, DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE, DT_RESULT / DT_RT_RESULT) • DT_RESULT / DT_RT_RESULT: Included on the additional/summary information table from the element /ExtendedResults/ExtendedResult (of the /Competitor and the /Composition /Athlete), the codes from the table related with program components in order to unify them.
R3 v4.5	APP	• New document format done (also in HTML).
R3 v5.0	APP	(CR778) - new deduction "Music Tempo" for Ice Dance segments: • DT_RESULT / DT_RT_RESULT: Added the code (just for couples in Ice Dance segments) FS_MUSIC_T_DEDUCTION at the element Result /Competitor /ExtendedResults /ExtendedResult.
R3 v5.1	APP	• (CR666): Added Venue attribute as mandatory for DT_PARTIC / DT_PARTIC_UPDATE and DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE messages. • (CR906): Removed ODF Light elements from DT_START_LIST and DT_CUMULATIVE_RESULT messages. • (CR920-related to def.#93732): DT_RESULT / DT_RT_RESULT: Updated the value of the FS_TOT_DEDUCTIONS code (to include the minus symbol). • (CR936) - new deduction "Costume Failure" for all segments: DT_RESULT / DT_RT_RESULT: Added the code FS_COSTUME_FAILURE_DEDUCTION at the element /ExtendedResults/ExtendedResult (of the /Competitor and the /Composition /Athlete). • (CR1070-related to def.#94910): DT_RESULT / DT_RT_RESULT: Updated the code FS_MUSIC_DEDUCTION at the element Result /Competitor /ExtendedResults /ExtendedResult, expected also in Ice Dance segments.
R3 v5.2	APP	• (CR583) DT_RT_RESULT: Added the FS_SCORING_DONE code for the scoring done indication (for all segments), at the element /ExtendedResults /ExtendedResult (of the /Competitor and the /Composition /Athlete). And the corresponding trigger has been included.

Version	Status	Changes on version
		• (CR1115-related to def.#92855): DT_RT_RESULT: Updated the FS_SCORE_BEAT code (in the element UnitInfos/UnitInfo), to add the trigger T2 (besides the T3). • (CR1231) DT_START_LIST: Added the Officials functions (DOP–Data Operator, and, ROP–Replay Operator) at the Officials/Official element. • (CR1289) DT_START_LIST: Added the code E_COUPLE_ID at the element /Competitor/EventUnitEntry (just for couples in the Team event). • (CR1301) DT_PARTIC / DT_PARTIC_UPDATE and DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE: Added the attribute InternationalFederationId at the Participant /Discipline and Team/Discipline elements respectively. • (CR1343) DT_START_LIST: Changed the value of the attribute "Code" in the element /Competitor/Coaches/Coach, to S(35) -the name of the coach- (instead of ID). • (CR1407-related to def.#93601): DT_RANKING: Updated the triggers for events Individual/Pairs/Ice Dance, in order to be expected at the end of each phase (segment) (instead just at the end of the event).
R3 v5.3	APP	• (CR2096-related to def.#99789): - DT_PARTIC / DT_PARTIC_UPDATE and DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE: Added the entry code E_IRM (send to NP, if applies, to indicate that this participant or couple is not going to participate in this event) at the /RegisteredEvent /EventEntry elements respectively (from Participant and Team). - Figure Skating Codes: Updated the entity codes CC @IRM, has been added the code for "Not Participating" in the event (NP).

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