

Modifications from London ODF versions are highlighted in **green**

Olympic Data Feed

Baku 2015

ODF Gymnastics Artistic Data Dictionary

ODF/INT424 R-SEG-2015 V1.4 APP - 27 May 2015

Technology and Information Department

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Baku 2015
1ST EUROPEAN GAMES

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1 Introduction

1.1 This document

This document includes the ODF Gymnastics Artistic Data Dictionary. This Data Dictionary refines the messages described in the ODF2 General Messages Interface Document specifically for Gymnastics Artistic.

1.2 Summary of Messages in this Discipline

1.2.1 Qualification

DT_RESULT is sent for every apparatus in every subdivision which is the start list & result for that apparatus and subdivision only. (All rotations together). This message will not include rank as the rank has no meaning. Every subdivision has its own DT_RESULT per apparatus.

- GAM024901 for Men's All-Around in subdivision 1 (02 for subdivision 2 etc.) with the apparatus code in DocumentSubtype.
- GAM400901 for Men's Team in subdivision 1 (02 for subdivision 2 etc.) with the apparatus code in DocumentSubtype.
- GAM003901 for Men's Parallel Bars in subdivision 1 (02 for subdivision 2 etc.)
- Etc.

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

For all around competition

- One DT_CUMULATIVE_RESULT (GAM024900 or similar) is sent including all apparatus in all subdivisions. This is the all-around cumulative ranking. Updated after every routine. Include all athletes and all scores details (difficulty, execution and penalties). This is the only message needed to see all of the all-around details. Essentially the same data as in C73G and C73H.

For teams competition

- One DT_CUMULATIVE_RESULT (GAM400900 or similar) is sent including all apparatus in all subdivisions. This is the all-around cumulative ranking. Updated after every routine of a team member. Only include complete teams with all scores details (difficulty, execution and penalties). This is the only message needed to render teams results. Essentially the same data as in EGRIS C73C and C73D.

For individual apparatus

- One DT_PHASE_RESULT (GAM003900 or similar) is sent including all subdivisions. This is the ranking for the individual apparatus. Updated after every routine. Only include eligible athletes (two vaults etc.) with all scores details (difficulty, execution and penalties), this is the only message needed to see all details of apparatus results. Essentially the same data as in EGRIS C73I and C73J.

1.2.2 All-Around Final

- One DT_RESULT is sent for every apparatus which is the start list & result for that apparatus. (All rotations together). This message will not include rank as the rank has no meaning.
- As for qualification, one DT_CUMULATIVE_RESULT (GAM024100 or similar) is sent including all apparatus. This is the all-around cumulative ranking. Updated after every routine with all scores details. This is all that is needed to render the results. (exactly the same concept/message as in qualification)
- DT_CURRENT sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

1.2.3 For Team Final

- One DT_RESULT is sent for every apparatus which is the start list & result for that apparatus. (All rotations together). This message will not include rank as the rank has no meaning.

- As for qualification, one DT_CUMULATIVE_RESULT (GAM400100 or similar) is sent including all apparatus. This is the all-around cumulative ranking. Updated after every routine with all scores details. This is all that is needed to render the results. (exactly the same concept/message as in qualification)
- DT_CURRENT is sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

1.2.4 For Apparatus Finals

- Only DT_RESULT, one for each apparatus, includes all scores details and rank.
- DT_CURRENT is sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

1.3 Objective

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

1.4 Main Audience

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

1.5 Glossary

The following abbreviations are used in this document

- **EF** – European Federation
- **EOC** – European Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **GA** – Gymnastics Artistic

1.6 Related Documents

Document Reference	Document Title	Document Description
ODF/INT401	ODF Principles for the Baku 2015 European Games	This document describes the general technical standards to be used at the European Games in Baku 2105
ODF/COD404	ODF Common Codes	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT407	ODF2 General Messages Interface Document	This document describes the ODF central and sport messages in the ODF2 format
ODF/COD405	ODF Header Values	This document details the header values, showing which RSCs are used in which messages

2 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to the Sport Codes paragraph of the ODF2 General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @Apparatus	Code	Description
	BB	Beam
	FX	Floor
	HB	Horizontal Bar
	PB	Parallel Bars
	PH	Pommel Horse
	SR	Rings
	UB	Uneven Bar
	VT	Vault
CC @DisciplineGender	Code	Description
	0	Global
	M	Men
	W	Women
CC @Event	<i>Defined in ODF Common Codes Document See entity Event Unit The entity's attribute to be used is Event</i>	
CC @Gender	Code	Description
	0	Global
	M	Men
	W	Women
CC @Inquiry	Code	Description
	SUBMITTED	Submitted
	ACCEPTED	Accepted
	REJECTED	Rejected
CC @IRM	Code	Description
	DNF	Did not Finish
	DNS	Did not Start
	DSQ	Disqualified
CC @JuryType	Code	Description
	JUDGE	Judge
	SUPERIOR	Superior Jury Member
CC @Location	Code	Description
	NGA	National Gymnastics Arena
CC @Phase	<i>Defined in ODF Common Codes Document See entity Event Unit</i>	

Code Entity	Code Entity Set of Values	
	The entity's attribute to be used is Phase	
CC @QualificationMark	Code	Description
	Q	Qualified
	R1	Reserve 1
	R2	Reserve 2
	R3	Reserve 3
	R4	Reserve 4
CC @ResultsFunction	Defined in ODF Common Codes Document See entity Participant Function The entity's attribute to be used is Code	
CC @ResultType	Code	Description
	IRM	Invalid result mark
	NO_SCORE	No Valid Score
	NOT_COMPETING	Athlete did not compete at the apparatus
	POINTS	Points (Valid Score)
CC @Stage	Code	Description
	CURRENT	Current Athlete
	LAST	Last Scored
	NEXT	Next Athlete
	WAITING	Waiting for Result
CC @VenueCode	Code	Description
	NGA	National Gymnastics Arena

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 Gymnastics Artistic.

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- 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. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. 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	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of teams	X	
DT_PARTIC_TEAMS_UPDATE	List of teams update	X	
DT_MEDALS	Medal standings	Global (ODF2 format)	
DT_MEDALLISTS_DAY	Medallists of the day	Global (ODF2 format)	
DT_HISTORIC_RECORD	Historical records		
DT_GLOBAL_GM	Global good morning	Global (ODF2 format)	
DT_GLOBAL_GN	Global good night	Global (ODF2 format)	
DT_RESULT	Event Unit Start List and Results	X	X
DT_PLAY_BY_PLAY	Play by Play		
DT_CURRENT	RT Current Information	X	X
DT_RESULT_ANALYSIS	Extended Event Unit Results		
DT_PHASE_RESULT	Phase Results	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	X	X
DT_POOL_STANDING	Pool Standings		
DT_RANKING	Event Final ranking	X	X
DT_STATS	Statistics table		
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_RECORD	Records		
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets		
DT_LOCAL_ON	Discipline/venue start transmission	X	
DT_LOCAL_OFF	Discipline/venue stop transmission	X	
DT_CONFIG	Configuration	X	X
DT_WEATHER	Event Unit Weather conditions		
DT_KA	Keep Alive	X	

3.1.1 List of participants by discipline / List of participants by discipline update

3.1.1.1 Description

This message is the List of participants by discipline message as described in the ODF2 General Messages Interface Document.

3.1.1.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

3.1.1.3 Trigger and Frequency

Please, follow the general definition.

3.1.1.4 Message Structure

Please, follow the general definition.

3.1.1.5 Message Values

The following table lists the List of athletes by discipline optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Artistic Gymnastics, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	MainFunctionId	M	CC @ResultsFunction	Main function
Participant /Discipline	IFId	O	S(16)	FIG Licence Number. It will be included if this information is available just for the athletes
Participant /Discipline /RegisteredEvent	Bib	O	S(4)	Athlete's bib number, to be sent mandatory in all the event units once it is known

3.1.1.6 Message sort

Please, follow the general definition.

3.1.2 Event Unit Start List and Results

3.1.2.1 Description

This message is the Event Unit Start List and Results message as described in the ODF2 General Messages Interface Document.

3.1.2.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Header Values document. In principle there will be one message for each apparatus in each subdivision hence each message includes only one apparatus.

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

3.1.2.3 Trigger and Frequency

Please, follow the general definition, taking into account the following:

- As soon as the competition order is known and any updates (ResultStatus = "START_LIST")
- ~~When the first competitor starts the exercise and during the unit with all updates (ResultStatus = "LIVE")~~
- When unit becomes "GETTING_READY" and during the unit after each score (ResultStatus = "LIVE")
- After the unit enters a "SCHEDULED_BREAK" (ResultStatus = "INTERMEDIATE")
- After the unit has finished (ResultStatus = "UNOFFICIAL")
- After the Result is Approved (ResultStatus = "OFFICIAL")

3.1.2.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Artistic Gymnastics are:

- ExtendedInfos /UnitDateTime
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials/Official
- Result /Competitor /EventUnitEntry
- Result /Competitor /Composition /Athlete /EventUnitEntry
- Result /Competitor /Composition /ExtendedResults /ExtendedResult

3.1.2.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description or the Event Unit, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
Officials /Official	LocationName	M	S(30)	Text short description, not code
	Code	M	S(20) with no leading zeroes	Official ID
	Function	M	CC @ResultsFunction	
	Order	M	Numeric #0	Send order according to EGRIS

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional because the competitor could get an invalid rank mark. Rank is only sent in units which include all athletes in the event. This is usually only individual apparatus finals.
	RankEqual	O	S(1)	Send Y is the rank is equalled else do not send.
	ResultType	M	CC @ResultType	Result type
	IRM	O	CC @IRM	IRM for the particular event unit
	Result	O	Numeric #0.000	Send just in the case @ResultType is IRM Score
	SortOrder	M	Numeric	Send the order of the competitor by rotation then competition order. In the case of apparatus finals this will change to rank order when rank is known for each competitor. For 1 to n for all competitors in the unit.
	StartOrder	O	Numeric	Send the order of competitor within the rotation, 1 to n.
	StartSortOrder	M	Numeric	Send the order of competitor within the subdivision, 1 to n.

The following table describes in more detail the ExtendedInfo element element in the case of Artistic Gymnastics.

Element: ExtendedInfo					
Type	Code	Pos	Value	Description	Expected
UI	SUBDIVISION		Numeric 0	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Do not send anything For @Value: Send the current or the last finished subdivision (if there is no current subdivision)	Always.
	ROTATION		Numeric 0	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Do not send anything For @Value: Send the current or the last finished rotation (if there is no current rotation)	Always.

The following table describes in more detail the /Officials/Official/ExtOfficial element in the case of Artistic Gymnastics.

Element: /Officials/Official/ExtOfficial					
Type	Code	Pos	Value	Description	Expected
EO	APPARATUS		CC @Apparatus or S(7)	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send the proposed code or 'RESERVE' if the judge is a reserve.	When the official is assigned to an apparatus or a reserve.
	JURY_TYPE		CC @JuryType	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send proposed code	Always

Sample

```

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

```

The following table describes in more detail the Result /Competitor /EventUnitEntry and Result /Competitor /Composition /Athlete /EventUnitEntry element.

Element: Result /Competitor //EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	NOC		S(3)	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos : Do not send anything	
				For @Value: Send the NOC code or MGx for mixed group	
	ROTATION	Numeric #0	CC @Apparatus	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos : Send the rotation number	
				For @Value: Send the apparatus	
	SECOND_VAULT		S(1)	For @Type: Send proposed type	Only for Qualification and in the vault message.
				For @Code: Send proposed code	
				For @Pos : Do not send anything	
				For @Value: Indicator for athletes doing 2 vault. Send Y in case the athlete is doing 2 vaults (For qualification only) else do not send.	
	RESERVE		S(1)	For @Type: Send proposed type	If applies
				For @Code: Send proposed code	
				For @Pos : Send the rotation number	
				For @Value: Send "Y" if athlete is a reserve otherwise do not send	

Sample

```

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

```

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	SCORE		Numeric 0	Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: In vault, send the score for each vault.	Only in the case of Vault and Team results
	DIFFICULTY		Numeric 0	Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: Send the difficulty score for the athlete.	Always
	EXECUTION		Numeric 0	Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: Send the execution score for the athlete.	Always
	PENALTY		Numeric 0	Numeric -0.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: Send the penalty for the athlete.	Only if a penalty is given (not 0)
	IRM		Numeric 0	CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: Send IRM if applicable	Only in the case of IRM in an vault (one or both)
	INQUIRY		Numeric 0	CC @Inquiry	For @Type: Send proposed type For @Code: Send proposed code	Only in the case of inquiry for the difficulty score

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
					For @ Pos: Do not send except in vault when vault number is sent (1 or 2)
					For @Value: Send inquiry code

3.1.2.6 Sample for vault

```

.....
<Result ResultType="POINTS" Result="18.537" SortOrder="10" StartOrder="4"
StartSortOrder="4" >
  <Competitor Code="7712920" Type="A" Bib="166" Organisation="JPN" >
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M"
Organisation="JPN" IFId="12920" BirthDate="1989-06-06" />
        <EventUnitEntry Type="EUE" Code="NOC" Value="JPN"/>
        <EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="VT"/>
        <EventUnitEntry Type="EUE" Code="SECOND_VAULT" Value="Y"/>
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
          <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
          <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.10" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

3.1.2.7 Sample for non-vault

```

.....
<Result ResultType="POINTS" Result="19.025" SortOrder="10" StartOrder="4"
StartSortOrder="4" >
  <Competitor Code="7712920" Type="A" Bib="166" Organisation="JPN" >
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M"
Organisation="JPN" IFId="12920" BirthDate="1989-06-06" />
        <EventUnitEntry Type="EUE" Code="NOC" Value="JPN"/>
        <EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="FX"/>
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
          <ExtendedResult Type="ER" Code="PENALTY" Value="-0.30" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

3.1.2.8 Sample for team results

```

.....
<Result ResultType="POINTS" Result="45.025" SortOrder="4" StartOrder="4"
StartSortOrder="4" >
  <Competitor Code="GAM400FRA01" Type="T" Organisation="JPN" >

```

```
<Description TeamName="Japan"/>
<EventUnitEntry Type="EUE" Code="NOC" Value="JPN"/>
<EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="FX"/>
<Composition>
  <Athlete Code="7712920" Order="1" StartSortOrder="1" Bib="166">
    <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M"
Organisation="JPN" IFId="12920" BirthDate="1989-06-06" />
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="SCORE" Value="14.475" />
      <ExtendedResult Type="ER" Code="DIFFICULTY" Value="7.275" />
      <ExtendedResult Type="ER" Code="EXECUTION" Value="7.300" />
      <ExtendedResult Type="ER" Code="PENALTY" Value="-0.10" />
    </ExtendedResults>
  </Athlete>
  <Athlete Code="7712444" Order="2" StartSortOrder="2" Bib="167">
    .....
  </Athlete>
</Composition>
</Competitor>
</Result>
.....
```

3.1.2.9 Message sort

By rotation followed by StartSortOrder

3.1.3 Current

3.1.3.1 Description

This message is the current message as described in the ODF2 General Messages Interface Document.

3.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document which will be one message for each apparatus in each subdivision.

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

3.1.3.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- After every competitor completes a routine and the score is available (@Stage = "LAST") or a new competitor starts a routine (@Stage = "CURRENT") or finishes a routine (@Stage = "WAITING").
- If there is no previous competitor on the apparatus in the session then send (with one competitor as next) when the first unit ScheduleStatus becomes GETTING_READY.

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

Each competitor only includes the apparatus in the current rotation.

3.1.3.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included are:

- Competition /ExtendedInfos
- Competition /Result
- Competition /Result /Competitor
- Competition /Result /Competitor /Composition /Athlete

3.1.3.5 Message Values

The following table lists the optional and/or extended attributes (defined in the ODF2 General Messages Interface Document).

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the apparatus. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	S(1)	Send Y is the rank is equalled else do not send.
	ResultType	O	CC @ResultType	Result type, only sent is there is a result.
	IRM	O	CC @IRM	IRM for the particular event unit
				Send just in the case @ResultType is IRM
	Result	O	Numeric #0.000	Score
	SortOrder	M	Numeric	This attribute is a sequential number with the start order of the competitors in the unit.
	Diff	O	Numeric #0.000	Points behind leader. Send 0.000 for the leader.

The following table describes in more detail the Competition /ExtendedInfos/ExtendedInfo element.

Element: Competition /ExtendedInfos /ExtendedInfo						
Type	Code	Extension	Pos	Value	Description	Expected
UI	PHASE			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything	Always

Element: Competition /ExtendedInfos /ExtendedInfo						
					For @Value: Send RSC Gag000900 in Qualification, send GAgee100 in Finals	
		APPARATUS		CC @Apparatus	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send apparatus code	Always
		SUBDIVISION		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send sub division number	When applicable
		ROTATION		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send rotation number	Always
		LOCATION		CC @Location	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send location code	Always
ASSOCIATED	CC @Unit (full RSC for each unit event impacted by this unit		Numeric 0	CC @Unit (Send Description)	For @Type: Send proposed type For @Code: Send proposed code, the full 9 character RSC. For @Pos: Send incrementing number for each associated event For @Value: Description for the Unit @Code	When applicable

Sample (during Qualification)

```

.....
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PHASE" Value="GAM000900" >
    <Extension Code="APPARATUS" Value="VT" />
    <Extension Code="SUBDIVISION" Value="1"/>
    <Extension Code="ROTATION" Value="3"/>
    <Extension Code="LOCATION" Value="GA2"/>
  </ExtendedInfo>
  <ExtendedInfo Type="ASSOCIATED" Code="GAM002901" Pos="1" Value="Men's Vault
Qualification" />
  <ExtendedInfo Type="ASSOCIATED" Code="GAM024901" Pos="2" Value="Men's Individual
All-Around Qualification" />
  <ExtendedInfo Type="ASSOCIATED" Code="GAM400901" Pos="3" Value="Men's Team
Qualification" />
</ExtendedInfos>
.....

```

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	STAGE			CC @Stage	For @Type: Send proposed type For @Code: Send proposed code	Always

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
					For @Pos: Do not send anything For @Value: Send applicable code	
SCORE		Numeric 0	Numeric #0.000		For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: In vault, send the score for each vault.	Only in the case of Vault
DIFFICULTY		Numeric 0	Numeric #0.000		For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: Send the difficulty score for the athlete.	Always
EXECUTION		Numeric 0	Numeric #0.000		For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: Send the execution score for the athlete.	Always
PENALTY		Numeric 0	Numeric #0.000		For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: Send the penalty for the athlete.	Only if a penalty is given (not 0)
IRM		Numeric 0	CC @IRM		For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: Send IRM if applicable	Only in the case of IRM in an vault (one or both)
INQUIRY		Numeric 0	CC @Inquiry		For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send except in vault when vault number is sent (1 or 2) For @Value: Send inquiry code if applicable	Only in the case of inquiry for the difficulty score
REPORTED			Numeric ##0.000 Numeric #0		For @Type: Send proposed type For @Code: Send proposed code	When applicable for teams and All- Around

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
					For @ Pos: Do not send anything For @Value: Send the reported score, comparing all teams after the same number of apparatus.
	REPORTED_RANK				For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the reported rank, comparing all teams after the same number of apparatus.
					When applicable for teams and All- Around

Sample (Vault in Qualification)

```

.....
<Result ResultType="POINTS" Result="18.537" Rank="5" SortOrder="5" >
  <Competitor Code="7712920" Type="A" Bib="101" Organisation="NOR">
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="101">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="STAGE" Value="LAST" />
          < ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
          < ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
          < ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
          < ExtendedResult Type="ER" Code="PENALTY" Pos="1" Value="-0.40" />
          < ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
          < ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
          < ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
          < ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.10" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

Sample (non-Vault in Qualification)

```

.....
<Result ResultType="POINTS" Result="18.537" Rank="5" SortOrder="5" >
  <Competitor Code="7712920" Type="A" Bib="101" Organisation="NOR">
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="101">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="STAGE" Value="LAST" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

3.1.3.6 Message sort

Order by SortOrder.

3.1.4 Phase Results

3.1.4.1 Description

This message is the Phase Results message as described in the ODF2 General Messages Interface Document.

3.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

DocumentSubtype is the RSC code indicating the last unit which contributed data, e.g.: DDGEEPUU would be phase results during and to the end of the referenced event unit

3.1.4.3 Trigger and Frequency

Send after every athlete completes a routine which affects the phase result as LIVE (during the subdivision) / INTERMEDIATE (between subdivisions **or when subdivision enters a SCHEDULED_BREAK**) / UNOFFICIAL / OFFICIAL when all units are complete.

3.1.4.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

3.1.4.5 Message Values

The following table lists the Phase Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Note: Competitors are only included in the message if they have made an attempt in the apparatus or in the case of vault, two attempts.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the EventPhase, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	S(2)	Overall rank of the competitor in the phase. Competitors who are unable to be ranked due to not meeting rules will not have rank.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	CC @ResultType	Result type
	IRM	O	CC @IRM	IRM for the result.
	Result	O	Numeric ##0.000	Total points for the competitor in the phase. Only send in the case @ResultType is POINTS
	QualificationMark	O	CC @QualificationMark	Send applicable code.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult elements.

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

3.1.4.6 Sample for vault

```

.....
<Result ResultType="POINTS" Result="18.537" SortOrder="1" Rank="1" >
  <Competitor Code="7712920" Type="A" Bib="166" Organisation="JPN" >
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M"
Organisation="JPN" IFId="12920" BirthDate="1989-06-06" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
          <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
          <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
          <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.10" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

3.1.4.7 Sample for non-vault

```

.....
<Result ResultType="POINTS" Result="19.025" SortOrder="1" Rank="1" >
  <Competitor Code="7712920" Type="A" Bib="166" Organisation="JPN" >
    <Composition>
      <Athlete Code="7712920" Order="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M"
Organisation="JPN" IFId="12920" BirthDate="1989-06-06" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
          <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
          <ExtendedResult Type="ER" Code="PENALTY" Value="-0.30" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

3.1.4.8 Message sort

Please, follow the general definition.

3.1.5 Cumulative Results

3.1.5.1 Description

This message is the Cumulative Results message as described in the ODF2 General Messages Interface Document.

3.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document but generally applies to all-around and team events. Phase 9 is used in Qualification and 1 in the finals.

The DocumentSubtype attribute in the ODF header can contain the following information:

- DDGEEPUU: that would represent the cumulative results up to the referenced subdivision.

3.1.5.3 Trigger and Frequency

Send:

- after every athlete completes a routine as LIVE;
- after every **rotation subdivision** except the last as INTERMEDIATE;
- **when a subdivision enters a SCHEDULED_BREAK as INTERMEDIATE;**
- when all units are complete as UNOFFICIAL / OFFICIAL when applicable.

3.1.5.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtendedInfos and its child element ExtendedInfo
- Competitor /ExtendedResults /ExtendedResult
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

3.1.5.5 Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	CC @ResultType	Result type
	IRM	O	CC @IRM	IRM for the cumulative result
	Result	O	Numeric ##0.000	Only send in the case @ResultType is IRM Cumulative result Only send in the case @ResultType is POINTS
	QualificationMark	O	CC @QualificationMark	Send qualification mark if applicable
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

The following table describes in more detail the ExtendedInfo element in the case of Artistic Gymnastics.

Element: ExtendedInfo						
Type	Code	Pos	Value	Description	Expected	
UI	SUBDIVISION		Numeric #0	For @Type: Send proposed type	Always	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Send the current (if LIVE) or the last finished subdivision (if not LIVE)		
	ROTATION		Numeric 0	For @Type: Send proposed type	Always.	
				For @Code: Send the proposed code		
				For @Pos: Do not send anything		
				For @Value: Send the current (if LIVE) or the last finished rotation (if not LIVE)		
	TEAM_APP_AFTER		Numeric 0	For @Type: Send proposed type	For all units where teams are competing	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Send the current number of apparatus that all teams have completed (for comparable reported rank) in the current rotation.		

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults for the teams competition only.

Element: Competition /Result /Competitor /ExtendedResults						
Type	Code	Extension	Pos	Value	Description	Expected
ER	START_APPARATUS			CC @Apparatus	For @Type: Send proposed type	Always in teams competition
					For @Code: Send proposed code	
					For @ Pos: Do not send anything	
					For @Value: Send the code for the first apparatus used.	
	REPORTED			Numeric ##0.000	For @Type: Send proposed type	When available and the competition is not complete for teams and All-Around
					For @Code: Send proposed code	
					For @ Pos: Do not send anything	
				For @Value: Send the score for the reported rank, comparing all competitors after the same number of apparatus		
				CC @ResultType	For @ValueType: Send CC @ResultType	
				Numeric #0	For @Rank: Send the reported rank, comparing all competitors after the same number of apparatus.	
S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.					
Numeric #0	For SortOrder: Send the order for the reported rank, considering all competitors including those without rank.					

Element: Competition /Result /Competitor /ExtendedResults						
	CC @Apparatus		Numeric 0	Numeric ##0.000	For @Type: Send proposed type	When available in teams competition
					For @Code: Send proposed code	
					For @ Pos: Send apparatus number (as ordered when reporting)	
					For @Value: Send the team's score on the apparatus	
			CC @ResultType		For @ValueType: Send CC @ResultType	
			Numeric #0		For @Rank: Send the rank of the competitor on the apparatus.	
			S(1)		For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	

Sample

```

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

```

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults						
Type	Code	Extension	Pos	Value	Description	Expected
ER	START_APPARATUS			CC @Apparatus	For @Type: Send proposed type	Always for individual all-around
					For @Code: Send proposed code	
For @ Pos: Do not send anything						
For @Value: Send the code for the first apparatus used.						
	CC @Apparatus			Numeric #0.000	For @Type: Send proposed type	When available
					For @Code: Send proposed code	

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults						
					For @ Pos: Send apparatus number (as ordered when reporting)	
					For @Value: Send the score of the athlete on the apparatus	
			CC @ResultType		For @ValueType: Send CC @ResultType	
			Numeric #0		For @Rank: Send the rank of the competitor on the apparatus.	
			S(1)		For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
		DIFFICUTLY		Numeric #0.000	For @Code: Send proposed code	When available
					For @ Pos: Do not send anything	
					For @Value: Send the difficulty score for the athlete on the apparatus	
		EXECUTION		Numeric #0.000	For @Code: Send proposed code	When available
					For @ Pos: Do not send anything	
					For @Value: Send the execution score for the athlete on the apparatus	
		PENALTY		Numeric #0.000	For @Code: Send proposed code	If applicable
					For @ Pos: Do not send anything	
					For @Value: Send any penalty the athlete received.	
		IRM		CC @IRM	For @Code: Send proposed code	If applicable
					For @ Pos: Do not send anything	
					For @Value: Send any IRM the athlete received on the apparatus	
		INQUIRY		CC @Inquiry	For @Code: Send proposed code	Only in the case of inquiry for the difficulty score
					For @ Pos: Do not send anything	
					For @Value: Send inquiry code	
		DISCARDED		S(1)	For @Code: Send proposed code	When applicable and @ResultType = POINTS
					For @Pos: Do not send anything	
					For @Value: Send Y if the score is discarded.	

Sample

```

.....
<Result Rank="1" ResultType="POINTS" Result="89.800" SortOrder="1"
QualificationMark="Q" >
  <Competitor Code="2114821" Type="A" Bib="160" Organisation="NZL">
    <Composition>
      <Athlete Code="2114821" Order="1" Bib="160">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" IFId="1345018" BirthDate="1994-11-04" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="START_APPARATUS" Value="VT" />
          <ExtendedResult Type="ER" Code="FX" Pos="1" Value="14.975"
ValueType="POINTS" Rank="3" >
            <Extension Code="DIFFICULTY" Value="7.900" />
            <Extension Code="EXECUTION" Value="7.075" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="PH" Pos="2" Value="13.600"
ValueType="POINTS" Rank="4" >
            <Extension Code="DIFFICULTY" Value="6.800" />
            <Extension Code="EXECUTION" Value="6.800" />
          </ExtendedResult>
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

3.1.5.6 Message sort

Please, follow the general definition.

3.1.6 Event Final Ranking

3.1.6.1 Description

This message is the Event Final Ranking message as described in the ODF2 General Messages Interface Document.

3.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

3.1.6.3 Trigger and Frequency

Please, follow the general definition.

3.1.6.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Artistic Gymnastics are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription

3.1.6.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an IRM.
	RankEqual	O	S(1)	Send Y if the rank is equalled else do not send.
	ResultType	M	CC @ResultType	Result type,
	IRM	O	CC @IRM	IRM for the particular event
				Send just in the case @ResultType is IRM
	Result	O	Numeric ##0.000	Score. Only include the result if the competitor was in the final.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

3.1.6.5.1 Sample for individual event

```

.....
<Result Rank="1" ResultType="POINTS" Result="62.232" SortOrder="1">
  <Competitor Code="1132742" Type="A" Bib="411" Organisation="USA" >
    <Composition>
      <Athlete Code="1132742" Order="1" Bib="411">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W"
          Organisation="USA" IFId="1345018" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

3.1.6.5.2 Sample for team event

```
.....  
<Result Rank="1" RankEqual="N" ResultType="POINTS" Result="183.596" SortOrder="1">  
  <Competitor Code="GAW400USA01" Type="T" Organisation="USA" >  
    <Description TeamName="United States"/>  
    <Composition>  
      <Athlete Code="1132742" Order="1" Bib="411">  
        <Description FamilyName="Smith" GivenName="Joan" Gender="W"  
Organisation="USA" IFId="1345018" BirthDate="1994-11-15" />  
      </Athlete>  
      <Athlete Code="1134462" Order="2" Bib="412">  
        <Description FamilyName="Black" GivenName="Tiffany" Gender="W"  
Organisation="USA" IFId="1345016" BirthDate="1994-11-16" />  
      </Athlete>  
      <Athlete Code="1134192" Order="3" Bib="413">  
        <Description FamilyName="Green" GivenName="Mary" Gender="W"  
Organisation="USA" IFId="1345011" BirthDate="1993-11-15" />  
      </Athlete>  
      <Athlete Code="1133582" Order="4" Bib="414">  
        <Description FamilyName="Fry" GivenName="Jan" Gender="W" Organisation="USA"  
IFId="1345019" BirthDate="1992-11-15" />  
      </Athlete>  
      <Athlete Code="1131093" Order="5" Bib="415">  
        <Description FamilyName="Thomas" GivenName="Jenny" Gender="W"  
Organisation="USA" IFId="1345022" BirthDate="1991-11-15" />  
      </Athlete>  
    </Composition>  
  </Competitor>  
</Result>  
.....
```

3.1.6.6 Message sort

Please, follow the general definition.

3.1.7 Configuration

3.1.7.1 Description

This message is the configuration message as described in the ODF2 General Messages Interface Document.

3.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document. Send one message for each event which forms part of the overall competition. One message for each event (GAgeee000).

3.1.7.3 Trigger and Frequency

Please, follow the general definition.

3.1.7.4 Message Structure

Please, follow the general definition.

3.1.7.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the "Configuration" optional attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Configs /Config	Gender	M	CC @Gender	
	Event	M	CC @Event	
	Phase	O	CC @Phase	

The following table describes in more detail the Configs /Config /ExtendedConfig element.

Element: Competition /Configs /Config /ExtendedConfig					
Type	Code	Pos	Value	Description	Expected
EC	SUBDIV_NUM (by phase)		Numeric #0	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Do not send anything. For @Value: Total number subdivisions in the phase.	
	ROTATION_NUM (by phase)	Numeric #0	Numeric #0	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Send the subdivision number, one for each subdivision. For @Value: Number of rotations in the @Pos subdivision in this phase	
	ROTATION_MODE (by phase)		S(10)	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Do not send anything For @Value: Send "Half" or "Normal" depending on type of rotation mode.	
	QUAL_RANK (by phase)	Numeric 0	Numeric #0	For @Type: Send proposed type	Only in phases where qualification applies.
				For @Code: Send proposed code	
				For @Pos: 1 to indicate first rank 2 to indicate last rank	

Element: Competition /Configs /Config /ExtendedConfig				
				For @Value: Indicates qualification for the next round, based on rank. Send the qualifying rank according to Qualification rule and @Pos (e.g.: In qualification if the rule is "Top 24 qualify for the Final", send 1 - for first rank (Pos=1) 24 - for last rank (Pos=2)
	INTEGRATED		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if this phase is integrated with other events at the same time. If this phase is stand-alone send "N"
				Always

3.1.7.5.1 Sample (all around)

```
.....  
<Configs>  
  <Config Gender="M" Event="024" Phase="9">  
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="3" />  
    <ExtendedConfig Type="EC" Code="ROTATION_NUM" Pos="1" Value="6" />  
    <ExtendedConfig Type="EC" Code="ROTATION_NUM" Pos="2" Value="6" />  
    <ExtendedConfig Type="EC" Code="ROTATION_NUM" Pos="3" Value="6" />  
    <ExtendedConfig Type="EC" Code="ROTATION_MODE" Value="Normal" />  
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="1" Value="1" />  
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="2" Value="24" />  
    <ExtendedConfig Type="EC" Code="INTEGRATED" Value="Y" />  
  </Config>  
  <Config Gender="M" Event="024" Phase="1">  
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="1" />  
    <ExtendedConfig Type="EC" Code="ROTATION_NUM" Pos="1" Value="6" />  
    <ExtendedConfig Type="EC" Code="ROTATION_MODE" Value="Normal" />  
    <ExtendedConfig Type="EC" Code="INTEGRATED" Value="N" />  
  </Config>  
</Configs>  
.....
```

3.1.7.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 V1.0	14 January 2015	Submitted for review version
R-SEG-2015 V1.1	29 January 2015	Submitted for approval version and some changes
R-SEG-2015 V1.2	06 February 2015	Approved version
R-SEG-2015 V1.3	19 March 2015	Approved version
R-SEG-2015 V1.4	27 May 2015	Approved version and some minor modifications

File reference: ODF/INT424 R-SEG-2015 V1.4 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	<ul style="list-style-type: none"> • First version
R-SEG-2015 V1.1	SFA	<ul style="list-style-type: none"> • Submitted for approval • The references to 'ORIS' are replaced by 'EGRIS' • The sentence in §1.4 Main Audience is adapted to the European Games • The reference to WNPA is removed • The Codes under the CC @Apparatus and the related samples are modified • NGA's description is modified according to the Common Codes
R-SEG-2015 V1.2	APP	<ul style="list-style-type: none"> • Approved version
R-SEG-2015 V1.3	APP	<ul style="list-style-type: none"> • Approved version • DT_PARTIC: The IFId is sent just for the athletes; officials is removed
R-SEG-2015 V1.4	APP	<ul style="list-style-type: none"> • Approved version • Adapted triggers to Baku-specific Qualifications format for DT_RESULT, DT_PHASE_RESULT, DT_CUMULATIVE_RESULT and DT_CURRENT messages • Changed trigger for DT_CUMULATIVE_RESULT to correct erroneous old trigger value that predated SFR (Intermediate after each Rotation)

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