Olympic Data Feed

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Table of Contents

1 Introduction

1.1 This document

This document includes the ODF Figure Skating Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Figure Skating.

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **FS –** Figure Skating
- **IF –** International Federation
- **IOC –** International Olympic Committee
- **NOC –** National Olympic Committee
- **ODF –** Olympic Data Feed
- **RSC –** Results System Codes
- **WNPA –** World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF General Messages Interface Document	This document describes the ODF Genera messages

Sport Codes

Discipline	Code_Entity	Code	Order	Description
FS	@IRM	DQB		Disqualified (Behaviour)
FS	@IRM	DSQ		Disqualified
FS	@IRM	WD		Withdrawn
FS	@Panel	TECH		Technical Panel
FS	@Panel	JUDGE		Panel of Judges
FS	@Panel	OPERATOR		Data/Replay Operators
FS	@QualificationMark	Q		Qualified for Final
FS	@ResultType	IRM		Invalid Result Mark
FS	@ResultType	POINTS		Points
FS	@TeamDiscipline	ID		Ice Dance
FS	@TeamDiscipline	L		Ladies
FS	@TeamDiscipline	M		Men
FS	@TeamDiscipline	P		Pairs

Results Functions (proposed, to be confirmed)

Discipline	Function Code	Description	Category
FS	AST_TSP	Assistant Technical Specialist	J
FS	DOP	Data Operator	S
FS	JU	Judge	J
FS	RE	Referee	J
FS	ROP	Replay Operator	S
FS	TCH_CTR	Technical Controller	J
FS	TCH_SPC	Technical Specialist	J
FS	COACH	Coach	C

2   Messages

2.1 Applicable Messages

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

- The column "Message type" indicates the DocumentType that identifies a message
- The column "Message name" is the message name identified by the message type
- The column "Message 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	X
DT_PARTIC_TEAMS_UPDATE	List of Teams Update	X	X
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_RESULT	Event Unit Start List and Results	X	X
DT_CURRENT	Current Information	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	X	X
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Event's Medallists	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_COMMUNICATION	Official Communication	X	
DT_LOCAL_ON	Discipline/venue start transmission	X	
DT_LOCAL_OFF	Discipline/venue stop transmission	X	
DT_CONFIG	Configuration	X	X
DT_KA	Keep Alive	X	

2.1.1 List of participants by discipline/ Update

2.1.1.1 Description

This message is the List of participants by discipline (and the update), for that discipline it is the list of athletes and historical athletes, as described in the ODF General Messages Interface Document.

2.1.1.2 Header Values

As defined in the header values document.

2.1.1.3 Trigger and Frequency

Follow the general definition.

2.1.1.4 Message Structure

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

- Competition /Participant/Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.

2.1.1.5 Message Values

The following table lists the "List of participants by discipline/ update" optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant /Discipline	IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).
Participant /Discipline /RegisteredEvent	Event	M	CC @Event	

The following table describes in more detail the EventEntry element.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	RANK_WLD		Numeric ###0	For @Type: Send proposed type	When available in individual events
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: World Rank of the athlete	
	RANK_PTS		Numeric ###0	For @Type: Send proposed type	When available in individual events
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: World Ranking Points of the athlete	
	SB	CC @Phase	Numeric ##0.00 or "-"	For @Type: Send proposed type	Always, in case of Ladies and Men events
				For @Code: Send proposed code	
				For @Pos Phase code (events or segment) in individual events. 2 - for Short Program score 1 - for Free Skating score 0 - for event total score	

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry

			For @Value: Season Best segment/total score (in the event). Send "-" for the athlete who does not have the season best score at this event/segment.	
	SUBSTITUTE		S(1)	For @Type: Send proposed type	If applicable
			For @Code: Send proposed code	
			For @Pos Do not send anything	
			For @Value: Send Y if the competitor is a substitute else do not send.	

2.1.1.6   Message sort

Please, follow the general definition.

2.1.2 List of Teams / Update

2.1.2.1 Description

This message is the List of Teams (and the update) as described in the ODF General Messages Interface Document.

2.1.2.2 Header Values

As defined in the header values document.

2.1.2.3 Trigger and Frequency

Follow the general definition.

2.1.2.4 Message Structure

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

- Competition /Team /Discipline
- Competition /Team /Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.

2.1.2.5 Message Values

The following table lists the "List of Teams / Update" optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Team	Code	M	S(20) with no leading zeroes	Team's ID
	Organisation	M	CC @Organisation	Team organisation's ID
	Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
	Name	O	S(73)	Team name. Should be provided for all couples
	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		S(1)	Mandatory in _UPDATE message. N-New team U-Update team D-Delete team
Team /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. . Do not include athletes in couples in the team event
	Order	O	Numeric	Team member order
Team /Composition /Team (ONLY applies in Team Event)	Code	M	S(20) with no leading zeroes	Sub-Team's ID
	Number	M	Numeric #0	Team's number. Incremental number for each team within the team.
	Name	O	S(73)	Name of the couple
	Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team (will be X)
	IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)
Team /Composition /Team /Composition /Athlete (ONLY applies in Team Event)	Code	M	S(20) with no leading zeroes	Athlete's ID of the listed sub-team's member.
	Order	O	Numeric	Team member order

Element	Attribute	M/O	Value	Comments
Team /Composition /Team / RegisteredEvent (ONLY applies in Team Event)	Event	M	CC @EventUnit	Full RSC of the subevent
Team /Discipline	Code	M	CC @Discipline	Discipline Code
	IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams).
Team /Discipline /RegisteredEvent	Event	M	CC @Event	Full RSC of the Event

The following table describes in more detail the EventEntry element.

Element: Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	RANK_WLD		Numeric ###0	For @Type: Send proposed type	When available for couples. Only in update
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: World Rank of the couple	
	RANK_PTS		Numeric ###0	For @Type: Send proposed type	When available for couples. Only in update
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: World Ranking Points of the couple	
	SB	CC @Phase	Numeric ##0.00 or "-"	For @Type: Send proposed type	Always, in case of Pairs/Dance events
				For @Code: Send proposed code	
				For @Pos Phase code for couples (e.g.: at Pairs event: 2 for Short Pgm/Dance score, 1 for Free Skating/Dance score 0 for event total score.	
				For @Value: Season Best segment/total score (in the event). Send "-" for the couple who does not have the season best score at this event/segment.	
	SUBSTITUTE		S(1)	For @Type: Send proposed type	If applicable
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: Send Y if a substitution else do not send.	

2.1.2.6 Message sort

Please, follow the general definition.

2.1.3 Event Unit Start List and Results

2.1.3.1 Description

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

2.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values) with one message per unit.

2.1.3.3 Trigger and Frequency

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

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

2.1.3.4 Message Structure

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

- ExtendedInfos /UnitDateTime (StartDate)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official /ExtOfficial
- Result /Competitor /EventUnitEntry
- Result /ExtendedResults /ExtendedResult
- Result /Competitor /Coaches /Coach
- Result /Competitor /Composition /Athlete /EventUnitEntry

2.1.3.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF 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 of 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
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Code	M	S(20) with no leading zeroes	Officials code
	Function	M	CC @ResultsFunction	Officials Function
	Order	O	Numeric	Order of officials.
Result	Rank	O	String	Rank of the competitor in the event unit (not cumulative).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	ResultType	O	SC @ResultType	Result type.
	IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
	Result	O	Numeric ##0.00	Result points for the particular event unit (segment points).
	QualificationMark	O	SC @QualificationMark	Send Q in the case the competitor is qualified for the next unit. Qualification code for Short Program and Short Dance only, to indicate if the skater/couple qualified. Don't send for Final. Do not send if not applicable.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
	StartOrder	O	Numeric	The start order of the competitor.
	StartSortOrder	M	Numeric	
Result/Competitor /Coaches /Coach	Code	O	S(20) with no leading zeroes	Coach ID. Should be included if available.
	Order	O	Numeric 0	Order of coaches, 1..n. Not required if only one coach.
	Function	O	CC @ResultsFunction	Function
Result/Competitor /Coaches /Coach /Description	GivenName	O	S(25)	Given Name
	FamilyName	M	S(25)	Family Name
	Gender	M	CC @PersonGender	Gender
	Nationality	M	CC @Country	Nationality
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	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), If Competitor @Type="A" then order is 1

The following table describes in more detail the ExtendedInfo element.

Element: ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
UI	STARTERS			Numeric ##0	For @Type: Send proposed type	Always after status START_LIST
					For @Code: Send proposed code	
					For @ Pos: Do not send anything	

Element: ExtendedInfo

					For @Value: Sent the number of competitors on the start list	
		COMPLETE		Numeric ##0	For @Code: Send proposed code	Always after status START_LIST
					For @ Pos: Do not send anything	
					For @Value: Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY	LAST_COMP			S(20) without leading zeroes	For @Type: Send proposed type	When available and only when the unit is LIVE or INTERMEDIATE
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send the competitor ID of the last athlete to compete and receive a result.	

Sample

```
……
<ExtendedInfos>
 <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
 <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2111355" />
……
```

The following table describes in more detail the Official /ExtOfficial element.

Element: Officials /Official /ExtOfficial

Type	Code	Extension code	Pos	Value	Description	Expected
EO	POSITION			S(2)	For @Type: Send proposed type	Always for Judges else do not send.
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the position for the judge (1-n)	
	GROUP			SC @Panel	For @Type: Send proposed type	Always
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send proposed code	

Sample

```
......
<Officials>
 <Official Code="2004409" Function="TCH_CTR" Order="1">
   <Description GivenName="Jack" FamilyName="Blocker" Gender="M" Organisation="GER" />
   <ExtOfficial Type="EO" Code="GROUP" Value="TECH" />
 </Official>
......
 <Official Code="2004405" Function="JU" Order="4">
   <Description GivenName="Tom" FamilyName="Jones" Gender="M" Organisation="USA" />
   <ExtOfficial Type="EO" Code="GROUP" Value="JUDGE" />
   <ExtOfficial Type="EO" Code="POSITION" Value="1" />
 </Official>
 <Official Code="4110000" Function="JU" Order="5">
   <Description GivenName="Barry" FamilyName="Norman" Gender="M" Organisation="BEL" />
   <ExtOfficial Type="EO" Code="GROUP" Value="JUDGE" />
   <ExtOfficial Type="EO" Code="POSITION" Value="2" />
 </Official>
......
 <Official Code="2004414" Function="ROP" Order="12">
   <Description GivenName="Mary" FamilyName="Smith" Gender="W" Organisation="IRE" />
   <ExtOfficial Type="EO" Code="GROUP" Value="OPERATOR" />
 </Official>
......
</Officials>
......
```

The following table describes in more detail the Competition /Result /Competitor /EventUnitEntry element in the case of couples.

Element: Competition /Result /**Competitor /EventUnitEntry**					
Type	Code	Pos	Value	Description	Expected
EUE	GROUP		Numeric #0	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the warm-up group number	
	SB		Numeric ##0.00	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Season best in the segment	
	ELEMENT_CODE	Numeric #0	S(15)	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Send the planned sequential order number	
				For @Value: Send the Planned Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.)	
	ELEMENT_DESC	Numeric #0	S(40)	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Send the planned sequential order number	
				For @Value: Send the Planned Element code Send the Planned Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.)	

Element: Competition /Result /Competitor /EventUnitEntry

	MUSIC		S(30)	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Send the planned sequential order number	
				For @Value: Send in text the title of the music to be played during the performance	
	START_TIME		hh:mm:ss	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Send the planned sequential order number	
				For @Value: Start time for the competitor	

The following table describes in more detail the Result /ExtendedResults /ExtendedResult element.

Element: Result /ExtendedResults /ExtendedResult

Type	Code	Extension Code	Pos	Value	Description	Expected
TEAM	PTS			Numeric ##0	For @Type: Send proposed type	In segments with the team competition
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Team points in the segment in the case of team event	
	IRM			SC @IRM	For @Type: Send proposed type	If applicable in segments with the team competition
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: IRM in the segment in the case of team event	
ER	ELEMENT			Numeric ##0.00	For @Type: Send proposed type	When data is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total aggregated element score in particular for this event unit (segment).	
		BASE_TOT		Numeric ##0.00	For @Code: Send proposed code	When available
					For @Pos: Do not send anything	
					For @Value: Total aggregated elements' base value in particular for this event unit (segment).	
		ELEMENT_CODE	Numeric #0	S(15)	For @Code: Send proposed code	When available
					For @Pos: Send the executed sequential order number	

Element: Result /ExtendedResults /ExtendedResult

					For @Value: Send the Executed Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" - for "Triple Loop"-, etc.)	
		ELEMENT_DESC	Numeric #0	S(40)	For @Code: Send proposed code	When available
					For @Pos: Send the executed sequential order number	
					For @Value: Send the Executed Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.)	
		BASE	Numeric #0	Numeric #0.00	For @Code: Send proposed code	When available
					For @Pos: Send the executed sequential order number	
					For @Value: Send the Base Value (example: 0.80, 5.30, 10.10 ...)..	
		GOE	Numeric #0	Numeric -0.00 or 0.00	For @Code: Send proposed code	When available
					For @Pos: Send the executed sequential order number	
					For @Value: Send the Grade of Execution (example: 0.20, -0.30). Minus symbol if necessary, but not plus symbol in case of positive.	
		SCORE	Numeric #0	Numeric #0.00	For @Code: Send proposed code	When available
					For @Pos: Send the executed sequential order number	
					For @Value: Send the particular Element Score	
	COMPONENT			Numeric ##0.00	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Factored total component score in particular for this event unit (segment).	
		SKATING		Numeric ##0.00	For @Code: Send proposed code	Always with results
					For @Pos: Do not send anything	
					For @Value: Unfactored program component score for Skating Skills	
		TRANSITION		Numeric ##0.00	For @Code: Send proposed code	Always with results
					For @Pos: Do not send anything	
					For @Value: Unfactored program component score for Transitions / Linking Footwork / Movement	

Element: Result /ExtendedResults /ExtendedResult

		EXECUTION		Numeric ##0.00	For @Code: Send proposed code	Always with results
					For @Pos: Do not send anything	
					For @Value: Unfactored program component score for Performance / Execution	
		CHOREOG		Numeric ##0.00	For @Code: Send proposed code	Always with results
					For @Pos: Do not send anything	
					For @Value: Unfactored program component score for Choreography / Composition	
		INTERPRET		Numeric ##0.00	For @Code: Send proposed code	Always with results
					For @Pos: Do not send anything	
					For @Value: Unfactored program component score for Interpretation / Timing	
	DEDUCTION			Numeric 0.00 or -##0.00	For @Type: Send proposed type	Always with the scores.
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total aggregated deductions in particular for this event unit (segment). Deduction is 0.0 or negative.	
		TIME		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for time violation	
		MUSIC		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for music violation	
		ILLEGAL		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for illegal element	
		COSTUME		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for costume & prop violation	
		FALL		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for fall	
		INTERRUPT		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not

Element: Result /ExtendedResults /ExtendedResult

				For @Pos: Do not send anything	send
				For @Value: Deduction for interruption in excess	
	EXTRA		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
				For @Pos: Do not send anything	
				For @Value: Deduction for extra element	
	LIFT		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
				For @Pos: Do not send anything	
				For @Value: Deduction for extended lift	
	TEMPO		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
				For @Pos: Do not send anything	
				For @Value: Deduction for music tempo	
	COSTUME_FAIL		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
				For @Pos: Do not send anything	
				For @Value: Deduction for costume failure	

Sample

……
```xml
   <Result Rank="1" ResultType="POINTS" Result="178.64" SortOrder="1"
StartSortOrder="7">
     <ExtendedResults>
      <ExtendedResult Type="ER" Code="ELEMENT" Value="89.66" >
        <Extension Code="BASE_TOT" Value="83.47"/>
        <Extension Code="ELEMENT_CODE" Pos="1" Value="4S" />
        <Extension Code="ELEMENT_DESC" Pos="1" Value="Quad Salchow" />
        <Extension Code="BASE" Pos="1" Value="10.50" />
        <Extension Code="GOE" Pos="1" Value="-3.00" />
        <Extension Code="SCORE" Pos="1" Value="7.50" />
        <Extension Code="ELEMENT_CODE" Pos="2" Value="4T" />
        <Extension Code="ELEMENT_DESC" Pos="2" Value="Quad Toeloop" />
        <Extension Code="BASE" Pos="2" Value="10.30" />
        <Extension Code="GOE" Pos="2" Value="2.14" />
        <Extension Code="SCORE" Pos="2" Value="12.44" />
……
        <Extension Code="ELEMENT_CODE" Pos="13" Value="CCoSp3" />
        <Extension Code="ELEMENT_DESC" Pos="13" Value="Change Foot Combination Spin" />
        <Extension Code="BASE" Pos="13" Value="3.00" />
        <Extension Code="GOE" Pos="13" Value="0.64" />
        <Extension Code="SCORE" Pos="13" Value="3.64" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="COMPONENT" Value="90.98" >
        <Extension Code="SKATING" Value="9.07" />
        <Extension Code="TRANSITION" Value="8.96" />
        <Extension Code="EXECUTION" Value="8.89" />
        <Extension Code="CHOREOG" Value="9.21" />
        <Extension Code="INTERPRET" Value="9.36" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="DEDUCTION" Value="-2.00" >
        <Extension Code="FALL" Value="-2.00" />
      </ExtendedResult>
     </ExtendedResults>
     <Competitor Code="2000000" Type="A" Organisation="GER" >
      <Composition>
        <Athlete Code="2000000" Order="1">
         <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
BirthDate="1994-12-15" />
……
```

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /EventUnitEntry element in the case of individual events.

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	GROUP		Numeric #0	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the warm-up group number	
	SB		Numeric ##0.00	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Season best in the segment	
	ELEMENT_CODE	Numeric #0	S(15)	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Send the planned sequential order number	

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry					
				For @Value: Send the Planned Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.)	
	ELEMENT_DESC	Numeric #0	S(40)	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Send the planned sequential order number	
				For @Value: Send the Planned Element code Send the Planned Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.)	
	MUSIC		S(30)	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Send the planned sequential order number	
				For @Value: Send in text the title of the music to be played during the performance	
	START_TIME		hh:mm:ss	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Send the planned sequential order number	
				For @Value: Start time for the competitor	

2.1.3.6　Message sort

Please, follow the general definition.

2.1.4 Current Information

2.1.4.1 Description

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

2.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values) with one message per run.

2.1.4.3 Trigger and Frequency

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

- At any time a new competitor starts (or about to start in the case of the first in each group). (This competitor will be considered current)
- Immediately after every addition/change in data during the performance
- Immediately after the competitor completes the performance and the data is available.

Each message will only include the competitor currently on the ice or about to start and the one to follow.

2.1.4.4 Message Structure

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

- ExtendedInfos /ExtendedInfo
- Result /ExtendedResults /ExtendedResult

2.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the event unit (not cumulative).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	ResultType	O	SC @ResultType	Result type.
	IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
	Result	O	Numeric ##0.00	Result points for the particular event unit (segment points).
	QualificationMark	O	SC @QualificationMark	Send Q in the case the competitor is qualified for the next unit. Qualification code for Short Program and Short Dance only, to indicate if the skater/couple qualified. Don't send for Final. Do not send if not applicable.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
	StartOrder	O	Numeric	The start order of the competitor.
	StartSortOrder	M	Numeric	
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	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), If Competitor @Type="A" then order is 1

The following table describes in more detail the ExtendedInfo element.

Element: ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
DISPLAY	CURRENT			S(20) without leading zeroes	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send the competitor ID of the current or about to start competitor.	
	TO_BEAT	Numeric 0		Numeric ##0.00	For @Code: Send proposed code	In the last unit in the mens, ladies, pairs and dance events.
					For @Pos: Send the rank which the competitor is trying to beat (1..3)	
					For @Value: Send the points needed (to beat) for the corresponding rank (in @Pos) in the last unit of the event (not teams)	
	SCORE_DONE			S(1)	For @Code: Send proposed code	When applicable
					For @Pos: Do not send anything.	
					For @Value: Send Y in the case that scoring is complete for the competitor else do not send.	
	NEXT			S(20) without leading zeroes	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send the competitor ID of the next competitor.	

Sample

```
……
<ExtendedInfos>
 <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2111355" />
 <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="2231355" />
……
```

The following table describes in more detail the Result /ExtendedResults /ExtendedResult element.

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	ELEMENT			Numeric ##0.00	For @Type: Send proposed type	When data is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total aggregated element score in particular for this event unit (segment).	
	BASE_TOT			Numeric ##0.00	For @Code: Send proposed code	When available
					For @Pos: Do not send anything	

Element: Result /ExtendedResults /ExtendedResult

					For @Value: Total aggregated elements' base value in particular for this event unit (segment).	
		ELEMENT_CODE	Numeric #0	S(15)	For @Code: Send proposed code	When available
					For @Pos: Send the executed sequential order number	
					For @Value: Send the Executed Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" - for "Triple Loop"-, etc.)	
		ELEMENT_DESC	Numeric #0	S(40)	For @Code: Send proposed code	When available
					For @Pos: Send the executed sequential order number	
					For @Value: Send the Executed Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.)	
		BASE	Numeric #0	Numeric #0.00	For @Code: Send proposed code	When available
					For @Pos: Send the executed sequential order number	
					For @Value: Send the Base Value (example: 0.80, 5.30, 10.10 ...)..	
		GOE	Numeric #0	Numeric -0.00 or 0.00	For @Code: Send proposed code	When available
					For @Pos: Send the executed sequential order number	
					For @Value: Send the Grade of Execution (example: 0.20, -0.30). Minus symbol if necessary, but not plus symbol in case of positive.	
		SCORE	Numeric #0	Numeric #0.00	For @Code: Send proposed code	When available
					For @Pos: Send the executed sequential order number	
					For @Value: Send the particular Element Score	
	COMPONENT			Numeric ##0.00	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Factored total component score in particular for this event unit (segment).	
		SKATING		Numeric ##0.00	For @Code: Send proposed code	Always with results
					For @Pos: Do not send anything	
					For @Value: Unfactored program component score for Skating Skills	

Element: Result /ExtendedResults /ExtendedResult

		TRANSITION		Numeric ##0.00	For @Code: Send proposed code	Always with results
					For @Pos: Do not send anything	
					For @Value: Unfactored program component score for Transitions / Linking Footwork / Movement	
		EXECUTION		Numeric ##0.00	For @Code: Send proposed code	Always with results
					For @Pos: Do not send anything	
					For @Value: Unfactored program component score for Performance / Execution	
		CHOREOG		Numeric ##0.00	For @Code: Send proposed code	Always with results
					For @Pos: Do not send anything	
					For @Value: Unfactored program component score for Choreography / Composition	
		INTERPRET		Numeric ##0.00	For @Code: Send proposed code	Always with results
					For @Pos: Do not send anything	
					For @Value: Unfactored program component score for Interpretation / Timing	
	DEDUCTION			Numeric 0.00 or -##0.00	For @Type: Send proposed type	Always with the scores.
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total aggregated deductions in particular for this event unit (segment). Deduction is 0.0 or negative.	
		TIME		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for time violation	
		MUSIC		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for music violation	
		ILLEGAL		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for illegal element	
		COSTUME		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for costume & prop violation	

Element: Result /ExtendedResults /ExtendedResult

		FALL		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for fall	
		INTERRUPT		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for interruption in excess	
		EXTRA		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for extra element	
		LIFT		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for extended lift	
		TEMPO		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for music tempo	
		COSTUME_FAIL		Numeric -#0.00	For @Code: Send proposed code	If applicable else do not send
					For @Pos: Do not send anything	
					For @Value: Deduction for costume failure	

Sample

```
......
   <Result Rank="1" ResultType="POINTS" Result="178.64" SortOrder="1"
StartSortOrder="7">
     <ExtendedResults>
      <ExtendedResult Type="ER" Code="ELEMENT" Value="89.66" >
       <Extension Code="BASE_TOT" Value="83.47"/>
       <Extension Code="ELEMENT_CODE" Pos="1" Value="4S" />
       <Extension Code="ELEMENT_DESC" Pos="1" Value="Quad Salchow" />
       <Extension Code="BASE" Pos="1" Value="10.50" />
       <Extension Code="GOE" Pos="1" Value="-3.00" />
       <Extension Code="SCORE" Pos="1" Value="7.50" />
       <Extension Code="ELEMENT_CODE" Pos="2" Value="4T" />
       <Extension Code="ELEMENT_DESC" Pos="2" Value="Quad Toeloop" />
       <Extension Code="BASE" Pos="2" Value="10.30" />
       <Extension Code="GOE" Pos="2" Value="2.14" />
       <Extension Code="SCORE" Pos="2" Value="12.44" />
......
       <Extension Code="ELEMENT_CODE" Pos="13" Value="CCoSp3" />
       <Extension Code="ELEMENT_DESC" Pos="13" Value="Change Foot Combination Spin" />
       <Extension Code="BASE" Pos="13" Value="3.00" />
       <Extension Code="GOE" Pos="13" Value="0.64" />
       <Extension Code="SCORE" Pos="13" Value="3.64" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="COMPONENT" Value="90.98" >
       <Extension Code="SKATING" Value="9.07" />
       <Extension Code="TRANSITION" Value="8.96" />
       <Extension Code="EXECUTION" Value="8.89" />
       <Extension Code="CHOREOG" Value="9.21" />
       <Extension Code="INTERPRET" Value="9.36" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="DEDUCTION" Value="-2.00" >
       <Extension Code="FALL" Value="-2.00" />
      </ExtendedResult>
     </ExtendedResults>
     <Competitor Code="2000000" Type="A" Organisation="GER" >
      <Composition>
       <Athlete Code="2000000" Order="1">
......
```

2.1.4.6   Message sort

Please, follow the general definition.

2.1.5 Cumulative Results

2.1.5.1 Description

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

The Cumulative Results message is used to send the cumulative results of the competition.

2.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values). There will be one for each event.

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

- FSgeeepuu: that would represent the cumulative results up to the referenced unit (either during or after).

2.1.5.3 Trigger and Frequency

- In the Team Event
  - Send after the each unit is complete in the event (INTERMEDIATE)
  - Send after the last unit is complete (UNCONFIRMED / UNOFFICIAL / OFFICIAL as appropriate)
- In the Men, Ladies, Pairs and Dance
  - Send after the first unit is complete in event (INTERMEDIATE)
  - During the second unit send after each competitor (LIVE)
  - Send after the last unit is complete (UNCONFIRMED / UNOFFICIAL / OFFICIAL as appropriate)

2.1.5.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtendedInfos /ExtendedInfo
- Result /ExtendedResults /ExtendedResult
- Result /ResultItems /ResultItem
- Result /ResultItems /ResultItem /Result /Extension

2.1.5.5 Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF 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
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	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 Send just in the case @ResultType is IRM

Element	Attribute	M/O	Value	Comments
	Result	O	Numeric ##0.00 or #0 (Team)	Cumulative result Send just in the case @ResultType is TIME
	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.
Result /ResultItems /ResultItem /Result	Rank	O	Text	Rank of the competitor in the result for the unit identified by /ResultItems /ResultItem.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	CC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
	Result	O	Numeric ##0.00	The result of the competitor for the event unit or phase identified by /ResultItems /ResultItem. In the case of team event this is the judges' score.
	ResultPoints	O	Numeric #0	Team points in the team event.
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM
	SortOrder	M	Numeric	Used to sort all results in an event unit identified by /ResultItems /ResultItem

The following table describes in more detail the Result /ExtendedResults /ExtendedResult element.

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension code	Pos	Value	Description	Expected
ER	FNR			S(1)	For @Type: Send proposed type	When applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send Y if the competitor did not reach the final / last unit else do not send.	

Sample (Individual Event)

```
……
<Result Rank="1" ResultType="POINTS" Result="280.09" SortOrder="1">
 <ResultItems>
   <ResultItem Unit="FSM010201">
     <Result Rank="1" ResultType="POINTS" Result="101.45" SortOrder="1" />
   </ResultItem>
   <ResultItem Unit="FSM010101">
     <Result Rank="1" ResultType="POINTS" Result="178.64" SortOrder="1" />
   </ResultItem>
 </ResultItems>
 <Competitor Code="2000000" Type="A" Organisation="GER" >
   <Composition>
     <Athlete Code="2000000" Order="1" >
       <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
BirthDate="1994-12-15" />
     </Athlete>
   </Composition>
 </Competitor>
</Result>
……
```

Sample (Team Event)

```
......
<Result Rank="1" ResultType="POINTS" Result="19" SortOrder="1">
 <ResultItems>
   <ResultItem Unit="FSX400901">
     <Result Rank="2" ResultType="POINTS" Result="89.24" ResultPoints="9" SortOrder="2"
/>
   </ResultItem>
   <ResultItem Unit=" FSX400903">
     <Result Rank="1" ResultType="POINTS" Result="79.14" ResultPoints="10"
SortOrder="1" />
   </ResultItem>
 </ResultItems>
 <Competitor Code="FSX400RUS01" Type="T" Organisation="RUS" >
   <Composition>
    <Athlete Code="2001879" Order="1" >
     <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RUS"
BirthDate="1994-12-15" />
   </Athlete>
......
```

2.1.5.6   Message sort

Please, follow the general definition.

2.1.6 Event Final Ranking

2.1.6.1 Description

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

2.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values).

One message is sent for each event.

2.1.6.3 Trigger and Frequency

Please, follow the general definition.

2.1.6.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Result /ExtendedResults

2.1.6.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF General Messages Interface Document) that are used, 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	String	Final rank of the competitor in the event. This attribute is optional as the competitor may have got an invalid rank mark.
	RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send
	Result	O	Numeric ###.#0 or #0 (team event)	Final result for the particular event. Send just in the case @ResultType is points
	ResultType	O	SC @ResultType	Result type, for the corresponding event.
	IRM	O	SC @IRM	IRM if applicable.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors as specified for the discipline

The following table describes in more detail the Result /ExtendedResults /ExtendedResult element.

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	FNR			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send Y if the competitor did not reach the final (Final Not Reached)	When applicable

2.1.6.6   Sample

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

2.1.6.7   Message sort

Please, follow the general definition

2.1.7 Event's Medallists

2.1.7.1 Description

This message is the Event's Medallists message as described in the ODF General Messages Interface Document.

2.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values).

One message is sent for each event.

2.1.7.3 Trigger and Frequency

Please, follow the general definition.

2.1.7.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal

2.1.7.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF General Messages Interface Document) that are used, 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
Medal	Code	M	SC @MedalType	Medal Type
	Unit	M	Full RSC	Unit code in which a medal was awarded.
Medal /Competitor	Type	M	S(1)	Team or Athlete
	Code	M	S(20) with no leading zeroes	Competitor ID
	Order	M	Numeric	Order of the competitors
	Organisation	M	CC @Organisation	Competitor's organisation
Medal /Competitor /Description	TeamName	M	S(73)	Name of the Team (Team and couples)
	IFId	O	S(16)	Team IF number id available
Medal /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	M	Numeric	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".
Medal /Competitor /Composition /Athlete /Description	GivenName	O	S(25)	Given name in WNPA format (mixed case)
	FamilyName	M	S(25)	Family name in WNPA format (mixed case)
	Gender	M	CC @PersonGender	Gender of the athlete
	Organisation	M	CC @Organisation	Athletes' organisation
	BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
	IFId	O	S(16)	International Federation ID

The following table describes in more detail the Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal element.

Element: Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal					
Type	Code	Pos	Value	Description	Expected
EAM	DISCIP		SC @TeamDiscipline	For @Type: Send proposed type	Team Event only

Element: Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal					
				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)	

2.1.7.6   Message sort

Please, follow the general definition

2.1.8 Configuration

2.1.8.1 Description

This message is the Event unit configuration message as described in the ODF General Messages Interface Document.

2.1.8.2 Header Values

Send one message per event unit with the header FSKgeeeeeeeepuu (where qualification applies).

2.1.8.3 Trigger and Frequency

Please, follow the general definition.

2.1.8.4 Message Structure

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

- ExtendedConfigItem

2.1.8.5 Message Values

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

The following table lists the Discipline configuration optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

The following table describes in more detail the Competition ExtendedConfig element.

Element: ExtendedConfig						
Type	Code	Extended ConfigItem Code	Pos	Value	Description	Expected
QUALIFICATION	QUAL_RANK		Numeric 0	Numeric #0	For @Type: Send proposed type	Send (except Final) if this rule applies to the competition
					For @Code: Send proposed code	
					For @Pos: 1 to indicate first rank to qualify 2 to indicate last rank to qualify	
					For @Value: Send the qualifying rank	

2.1.8.6 Sample

```
……
<Configs>
 <Config Unit="FSM001103">
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RANK" Pos="1" Value="1" />
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RANK" Pos="2" Value="20" />
 </Config>
</Configs>
……
```

2.1.8.7 Message sort

Please, follow the general definition.

2.2 Message Timeline

2.2.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
OVR gets Initial data							
	DT_SCHEDULE		X				
	DT_PARTIC		X				
	DT_PARTIC_TEAM		X				
OVR sends	DT_CONFIG		X				
	DT_PDF C08 Schedule		X				
	DT_PDF C35 Competition Officials		X				
	DT_PDF C38 Entry Data Checklist - Athletes		X				
	DT_PDF C38B Entry Data Checklist - Couples		X				
	DT_PDF C39 Entry Data Checklist – ISU Officials		X				
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_TEAM_UPDATE		X				

2.2.2 Before and During Competition

Trigger	Message	Status	D	E	P	S	U
Start List is known	DT_RESULT for each game	START_LIST					x
	DT_PDF C32E Entry List by Event			x			
	DT_PDF C54 Draw List						X
	DT_PDF C51A2 StartList with Times						X
After Training finished	DT_PDF C51H Planned Program Content						x
Judges are drawn ('-45min')	DT_PDF C57A Technical Panel and Judges						x
At scheduled start time (0') / OVR Getting Ready	DT_SCHEDULE_UPDATE	*GETTING_READY*					x
First Skater of Warmupgroup start	DT_SCHEDULE_UPDATE	*RUNNING*					x
Skater Starts	DT_RESULT	LIVE					x
	DT_CURRENT						x
Score/time received	DT_CURRENT						x
Stats are entered	DT_RESULT	LIVE					x
* repeated for each athlete							
Last Skater of Warmup Group Scored	DT_ SCHEDULE_UPDATE	*SCHEDULED_BREAK*					x

2.2.3 After competition finishes

Trigger	Message	Status	D	E	P	S	U
Last score/result	DT_RESULT	UNOFFICIAL					x

Trigger	Message	Status	D	E	P	S	U
	DT_SCHEDULE_UPDATE	*FINISHED*					x
Game Score confirmed	DT_RESULT	OFFICIAL					x
	DT_CUMULATIVE_RESULT			X			
	DT_PDF C63X Protocol Head Page			X			
	DT_PDF C73A Segment-Results						x
	DT_PDF C77A Result Details						x
	DT_PDF C77B Judges Details per Skater						x
After Medal is approved ('+5min')	DT_MEDALLIST			x			
	DT_MEDALLIST_DISCIPLINE		X				
	DT_PDF C92A Medallists			x			

2.2.4   At the end of the event

Trigger	Message	Status	D	E	P	S	U
After All Discipline Finished ('+15 min' after competition)	DT_PDF C93 Medallist by Event			x			

Legend:						
D Discipline	**E** Event	**P** Phase	**S** Session	**U** Unit	**X** Sent on that level	**o** Includes info from that level

3   Document Control

Version history		
Version	Date	Comments
WYOG-2016-FSK-V1.0	16 July 2015	First Version
WYOG-2016-FSK-V1.1	9 Sep 2015	Updated with CR 7456 from Pyeongchang 2018
WYOG-2016-FSK-V1.1	2 Dec 2015	Approved with no changes
WYOG-2016-FSK-V1.2	8 Feb 2016	Approved with message time line

File reference: ODF/INT014-WYOG-2016-FSK-v1.2 APP

Change Log		
Version	Status	Changes on version
WYOG-2016-FSK-V1.0	Draft	First version
WYOG-2016-FSK-V1.1	SFR	Updated with CR7456, teams of teams in DT_PARTIC_TEAMS
WYOG-2016-FSK-V1.1	APP	Approved with no changes
WYOG-2016-FSK-V1.2	APP	Message timeline was added.

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