Olympic Data Feed

Diving
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Diving Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for this discipline.

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Diving Overview

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	

DT_PDF	PDF Message	

2.3 Messages

2.3.1 List of participants by discipline / List of participants by discipline update

2.3.1.1 Description

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

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.

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

2.3.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Participant (1,N)			
		Code		
		Parent		
		Status		
		GivenName		
		FamilyName		
		PassportGivenName		
		PassportFamilyName		
		PrintName		
		PrintInitialName		
		TVName		
		TVInitialName		
		TVFamilyName		
		LocalFamilyName		
		LocalGivenName		
		Gender		
		Organisation		
		BirthDate		
		Height		
		Weight		
		PlaceofBirth		
		CountryofBirth		
		PlaceofResidence		

	CountryofResidence		
	Nationality		
	MainFunctionId		
	Current		
	OlympicSolidarity		
	ModificationIndicator		
	Discipline (1,1)		
		Code	
		IFId	
		RegisteredEvent (0,N)	
			Event

2.3.1.5 Message Values

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

Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be

			linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence

Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Competition /Participant /Discipline (1,1) **All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Competitor's federation number for the corresponding discipline.

Element: Competition /Participant /Discipline /RegisteredEvent (0,N) **All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.**			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

The List of teams message contains the list of teams related to the current competition.

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Team (1,N)			
		Code		
		Organisation		
		Number		
		Name		
		TVTeamName		
		Gender		
		Current		
		ModificationIndicator		
		Composition (0,1)		
			Athlete (0,N)	
				Code
				Order
		Discipline (0,1)		
			Code	
			RegisteredEvent (0,1)	
				Event

2.3.2.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID. When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric	Team's number.

		#0	If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name.
TVTeamName	M	S(21)	Team's TV Name.
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

Element: Competition /Team /Discipline (0,1) **Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC of the Discipline

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

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

When an athlete receives an IRM, the Rank should be removed and SortOrder updated in the same message in which the IRM is sent.

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

* This message is sent with ResultStatus START_LIST as soon as the start list is available and again with any changes to the information [inc. IRMs].

* When the first athlete is on top of the springboard/tower, ready to dive; including the first current diver send the message again as LIVE.
* During the competition, after each dive and all changes/additions in data (LIVE)
* After each round is complete (INTERMEDIATE)
* After the unit is over, UNOFFICIAL / OFFICIAL as appropriate and all changed in the results

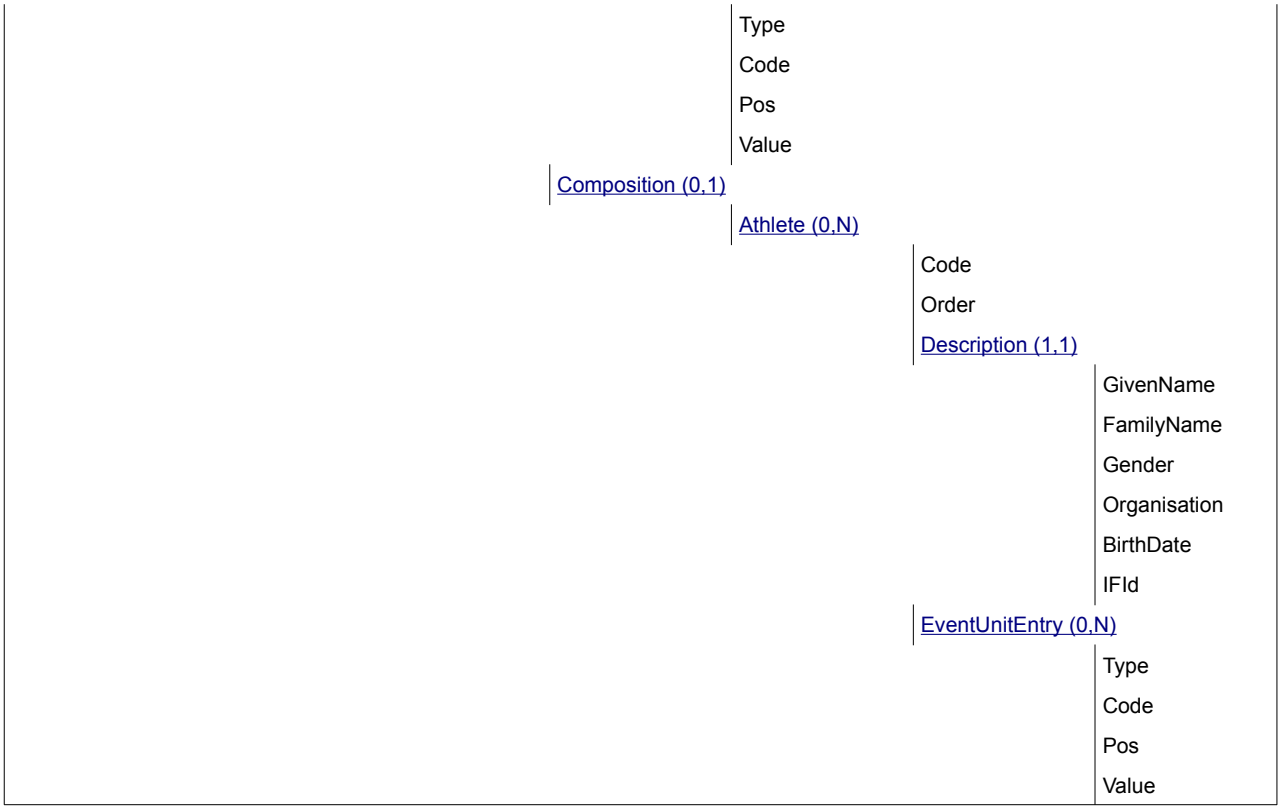
Trigger also after any change.

2.3.3.4 Message Structure

The following table defines the structure of the message.

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

- FamilyName
- Gender
- Organisation
- ExtOfficial (0,N)
  - Type
  - Code
  - Pos
  - Value
- Result (1,N)
  - Rank
  - RankEqual
  - Result
  - IRM
  - QualificationMark
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Diff
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
      - IRM
      - Rank
      - RankEqual
      - SortOrder
      - Diff
      - Pty
      - Extension (0,N)
  - Competitor (1,1)
    - Code
    - Type
    - Organisation
    - Description (0,1)
      - TeamName
    - EventUnitEntry (0,N)



2.3.3.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date and time. Do not include until unit has started.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	CURRENT	Numeric	Pos Description: Send dive number Element Expected:

				Send the current/next competitor to dive with every LIVE update (except for the last dive in a round; i.e. do not send until the first dive of the next round)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the current/next competitor
DISPLAY		LAST_COMP	Numeric	Pos Description: Send dive number Element Expected: Send the last competitor with a dive/round result (with a score) with every LIVE (if exists), INTERMEDIATE and UNOFFICIAL message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to dive
UI		LAST_QUAL	N/A	Element Expected: As soon as it is known (Only for Individual events)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the last qualifying place ID (in pre-finals). In the situation where insufficient divers have participated to show the last qualifying position then show the current last place.
UI		ROUND_CURRENT	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send the current round.
UI		STARTERS	N/A	Element Expected: When was available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Sent the number of competitors on the start list
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	

Sample (General)

```
<ExtendedInfos>
   <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
   <ExtendedInfo Type="UI" Code="STARTERS" Value="12" />
  <Extension Code="COMPLETE" Value="5" />
   </ExtendedInfo>
   <ExtendedInfo Type="UI" Code="ROUND_CURRENT" Value="5" >
   <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="5" Value="1234567" >
   <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="5" Value="1231117" >
   ...
</ExtendedInfos>
```

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

Sport Descriptions in Text.

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

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

Venue Names in Text.

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

Element: Competition /Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function for the event unit. Send the function code for: -Referee -Assistant Referee And for judges, in individual events: There are two panels (A and B, see PanelType) for the preliminary and semi-final with seven judges and one alternate judge in each panel of judges. And for the final there is only one panel of judges with seven judges and one alternate judge in this panel i.e.: for each of the corresponding panel of judges: -Judge 1 -Judge 2 -Judge 3 -... -Alternate Judge

			In synchronised events: There is a panel for final with eleven judges and one alternate judge, i.e.: -Execution judges -Synchronisation judges -Alternate Judge
Order	M	Numeric	Order of the Officials. Send by order for each official in each function, example: judge 1, judge 2, judge 3 ...

Element: Competition /Officials /Official /Description (1,1) **Officials extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Official's organisation

Element: Competition /Officials /Official /ExtOfficial (0,N)				
Type		**Code**	**Pos**	**Description**
EO		PANEL	Numeric 0	Pos Description: Send the order within the @PanelType (i.e.:1...n for Panel A, etc.) In synchronised (team events), use 1 to 6 for Execution judges and 7 to 11 for Synchronisation. Element Expected: As soon as it is known. This should be sent according with the Official/@Function (except for Referee and Assistant Referee).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @PanelType	Send CC @PanelType. Indicates in which panel is the judge. Only send for the Judges, and for alternate judges in Individual events. Do not send for the alternate judge in synchronised (team events).
EO		RESERVE	N/A	Element Expected: Only if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the official it's an alternate judge (reserve), else do not send.
EO		TECH_MEMBER	N/A	Element Expected: Only if applicable
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(1)	Send "Y" if the official is member of the FINA Technical Diving Committee, else do not send.

Sample (Women's 3m Springboard Preliminary)

```
<Officials>
   <Official Code="1176528" Function="RE" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
  <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
   </Official>
   <Official Code="1176523" Function="AR" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
  <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
   </Official>
   <Official Code="1176564" Function="J1" Order="3">
  <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="USA" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="A" />
   </Official>
   ...
   <Official Code="1176583" Function="J7" Order="9">
  <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="7" Value="A" />
   </Official>
   <Official Code="1176577" Function="ALT_JDG" Order="10">
  <Description GivenName="Jack" FamilyName="Fame" Gender="M" Organisation="NZL" />
  <ExtOfficial Type="EO" Code="RESERVE" Value="Y" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="8" Value="A" />
   </Official>
   <Official Code="1176564" Function="J1" Order="11">
  <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="USA" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="B" />
   </Official>
   ...
   <Official Code="1176583" Function="J7" Order="17">
  <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="7" Value="B" />
   </Official>
   <Official Code="1176577" Function="ALT_JDG" Order="18">
  <Description GivenName="Jack" FamilyName="Fame" Gender="M" Organisation="NZL" />
  <ExtOfficial Type="EO" Code="RESERVE" Value="Y" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="8" Value="B" />
   </Official>
</Officials>
```

Sample (Women's 3m Springboard Final)

```
<Officials>
   <Official Code="1176528" Function="RE" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
  <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
   </Official>
   <Official Code="1176523" Function="AR" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
  <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
   </Official>
   <Official Code="1176564" Function="J1" Order="3">
  <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="USA" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="A" />
   </Official>
   <Official Code="1176583" Function="J2" Order="4">
  <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="2" Value="A" />
   </Official>
   ...
   <Official Code="1176577" Function="ALT_JDG" Order="10">
  <Description GivenName="Jack" FamilyName="Fame" Gender="M" Organisation="NZL" />
  <ExtOfficial Type="EO" Code="RESERVE" Value="Y" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="8" Value="A" />
   </Official>
</Officials>
```

Sample (Women's Sync 3m Springboard Final)

```
<Officials>
   <Official Code="1176528" Function="RE" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
  <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
   </Official>
   <Official Code="1176523" Function="AR" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
  <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
   </Official>
   <Official Code="1176564" Function="E1" Order="3">
  <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="USA" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="EX" />
   </Official>
   ...
   <Official Code="9150112" Function="E6" Order="8">
  <Description GivenName="Dominique" FamilyName="Philippopoulos" Gender="F" Organisation="FINA" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="6" Value="EX" />
   </Official>
   <Official Code="1176583" Function="S1" Order="9">
  <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="7" Value="SYN" />
   </Official>
   ...
   <Official Code="1176583" Function="S5" Order="13">
  <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
  <ExtOfficial Type="EO" Code="PANEL" Pos="11" Value="SYN" />
   </Official>
   <Official Code="1176577" Function="ALT_JDG" Order="14">
  <Description GivenName="Jack" FamilyName="Fame" Gender="M" Organisation="NZL" />
  <ExtOfficial Type="EO" Code="RESERVE" Value="Y" />
   </Official>
</Officials>
```

Element: Competition /Result (1,N) **For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled (Y). Only send if applicable.
Result	O	Numeric ##0.00	Result (total Points based on all dives) of the competitor for the particular event unit.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the particular event unit. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Indicates whether qualification for next phase is confirmed. Do not send during the final. Only for Individual events, after the last dive for the competitor, and if the competitor cannot finish lower than the last qualification place. Note: the maximum number of Qs displayed at any time will be the number of places in the next phase minus the number of competitors still to come in the last round of the current phase. However, the actual number of Qs displayed may be less than the maximum if there are competitors occupying a qualifying

			position who have not yet completed their last dive.
SortOrder	M	Numeric	Used to sort all the results of an event unit 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. Before the unit is it the same as StartSortOrder.
StartOrder	O	S(4)	Start order of the competitor in the start list.
StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	SC @ResultType	Result type, either POINTS or IRM
Diff	O	Numeric ##0.00	Points behind the leader (send just in the case @ResultType is POINTS). Do not send for the leader (for Result @Rank=1).

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		COMPLETE	N/A	Element Expected: Always after the first dive by the competitor. Not included for DNS competitor.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of dives completed and scored for this competitor.
ER		DIVE	Numeric 0	Pos Description: Send the number that identifies the dive (round). Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Dive points (this includes any deductions)
	Rank	O	S(3)	Send the rank of the competitor for the dive/round.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, else do not send.
	Pty	O	-Numeric -#.0	Send the points for penalty, only if not zero
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	AVG_J		
	Pos	N/A		
	Value	Numeric #0.0	Average score. Based on the scores have not been eliminated.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			

	Attribute	Value	Description	
	Code	DISCARDED		
	Pos	Numeric 0	Judge's sequential number	
	Value	S(1)	Send "Y" if the judge score does not contribute to total score. Otherwise, do not send.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available (Only for Judges)			
	Attribute	**Value**	**Description**	
	Code	JUDGE		
	Pos	Numeric 0	Judge's sequential number	
	Value		Official's function. Only send for the Judges. This means should be sent according with the Official/@Function (except for Referee and Assistant Referee).	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable CC @ResultsFunction			
	Attribute	**Value**	**Description**	
	Code	PTY_IND		
	Pos	N/A		
	Value	S(1)	Penalty indicator. Send "Y" if the points have a penalty, else do not send.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available			
	Attribute	**Value**	**Description**	
	Code	SCORE_J		
	Pos	Numeric 0	Judge's sequential number	
	Value	Numeric #0.0	Score awarded given by that judge for that dive/round (this includes any deductions). Send 10 -without decimal-, for perfect score.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable if a judge notes the dive as unsafe or overall unsafe			
	Attribute	**Value**	**Description**	
	Code	UNSAFE		
	Pos	Numeric 0	Judge's sequential number if the judge determines the dive is unsafe or in the case the dive overall is considered unsafe then do not send @Pos.	
	Value	S(1)	Send "Y" when the dive/round is judged by that judge or overall as unsafe dive. Otherwise do not send.	
ER		SCORE	Numeric 0	Pos Description: Send the number that identifies the round number, from 1 to n (where n is the total numbers of rounds).

				Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Total points after the dive in that round. Do not send for the current competitor (or in the START_LIST message), as well as the other attributes (@Rank, @RankEqual, @SortOrder and @Diff)
	IRM	O	SC @IRM	Invalid result mark (if applies)
	Rank	O	String	Send the overall rank of the competitor after the dive in that round.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, else do not send.
	SortOrder	O	Numeric	Send sequential number with the order of the competitor (Rank Order) considering all competitors.
	Diff	O	Numeric ##0.00	Send the points behind the leader at the corresponding point, after that round. Do not send if the competitor after the dive/round is the leader (for SCORE /@Rank=1).
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When competitor becomes current. Do not send unless current.			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	Numeric 0	Sequential number for each average. For Individual events: from 1 to 4. For Synchronized events: from 1 to 3.	
	Value	String	Average score (with format #0.0) needed to reach the rank put in AVR_H Send "-" if the competitor has a score above the target rank or target is not applicable. Send "x" if not possible to attain this rank	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When competitor becomes current. Do not send unless current.			
	Attribute	**Value**	**Description**	
	Code	AVG_H		
	Pos	Numeric 0	Sequential number for each average. For Individual events: from 1 to 4. For Synchronized events: from 1 to 3.	
	Value	Numeric #0	For @Pos=1: Send 1 For @Pos=2: Send 2 For @Pos=3: Send 3 For @Pos=4: "n", n is the last qualifying place (in sent in pre-finals)	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable including on start list after preliminary round			
	Attribute	**Value**	**Description**	

	Code	PREV_ERANK	
	Pos	N/A	
	Value	S(1)	Send "Y" in the case of equalled previous rank, else do not send.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Always (including in the start list message in semi-finals and finals for Individual events)		
	Attribute	**Value**	**Description**
	Code	PREV_IDX	
	Pos	N/A	
	Value	Numeric	Overall Sort Order of the competitor before the current dive/round. In preliminary (& finals in synchro), during dive/round 1, the value will be blank. In semi-finals and finals, during dive/round 1, the value will be previous phase @SortOrder.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Always (including in the start list message in semi-finals and finals for Individual events)		
	Attribute	**Value**	**Description**
	Code	PREV_RANK	
	Pos	N/A	
	Value	String	Overall Rank of the competitor before the current dive/round. In preliminary (& synchro finals), during dive/round 1, the value will be blank. In semi-finals and finals, during dive/round 1, the value will be previous phase rank.

Sample (General)

```
<ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="142.50" Rank="1" RankEqual="Y" SortOrder="1">
   <Extension Code="PREV_RANK" Value="2" />
   <Extension Code="PREV_ERANK" Value="N" />
   <Extension Code="PREV_IDX" Value="2" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="DIVE" Pos="2" Value="76.50" Rank="1" RankEqual="Y">
   <Extension Code="JUDGE" Pos="1" Value="J1" />
   <Extension Code="SCORE_J" Pos="1" Value="8.5" />
   <Extension Code="DISCARDED" Pos="1" Value="Y" />
   <Extension Code="JUDGE" Pos="2" Value="J2" />
   <Extension Code="SCORE_J" Pos="2" Value="9.0" />
   <Extension Code="DISCARDED" Pos="2" Value="Y" />
   <Extension Code="JUDGE" Pos="3" Value="J3" />
   <Extension Code="SCORE_J" Pos="3" Value="9.0" />
   <Extension Code="DISCARDED" Pos="3" Value="Y" />
   <Extension Code="JUDGE" Pos="4" Value="J4" />
   <Extension Code="SCORE_J" Pos="4" Value="8.5" />
   <Extension Code="DISCARDED" Pos="4" Value="Y" />
   <Extension Code="JUDGE" Pos="5" Value="J5" />
   <Extension Code="SCORE_J" Pos="5" Value="8.5" />
   <Extension Code="JUDGE" Pos="6" Value="J6" />
   <Extension Code="SCORE_J" Pos="6" Value="8.5" />
   <Extension Code="JUDGE" Pos="7" Value="J7" />
   <Extension Code="SCORE_J" Pos="7" Value="8.5" />
   <Extension Code="AVG_J" Value="8.5" />
</ExtendedResult>
```

Element: Competition /Result /Competitor (1,1) Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1) Competitors extended information (for Team events).			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team.

Element: Competition /Result /Competitor /EventUnitEntry (0,N) For synchronised event information (for Team events).				
Type		**Code**	**Pos**	**Description**
EUE_DIVE		DD	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.0	Degree of difficulty.
EUE_DIVE		DESC	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Dive's description.
EUE_DIVE		NUM	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(5)	Dive number (e.g.: "6241B")
EUE_DIVE		TYPE	Numeric 0	Pos Description: Round number Element Expected:

				As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @DivePositions	Dive positions

Sample (Synchronised)

```
<EventUnitEntry Type="EUE_DIVE" Code="NUM" Pos="1" Value="405B" />
<EventUnitEntry Type="EUE_DIVE" Code="DD" Pos="1" Value="3.0" />
<EventUnitEntry Type="EUE_DIVE" Code="DESC" Pos="1" Value="Inward 2 1/2 Somersault" />
<EventUnitEntry Type="EUE_DIVE" Code="TYPE" Pos="1" Value="B" />
<EventUnitEntry Type="EUE_DIVE" Code="NUM" Pos="2" Value="5335D" />
<EventUnitEntry Type="EUE_DIVE" Code="DD" Pos="2" Value="2.9" />
<EventUnitEntry Type="EUE_DIVE" Code="DESC" Pos="2" Value="Reverse 1 1/2 Somersault 2 1/2 Twists" />
<EventUnitEntry Type="EUE_DIVE" Code="TYPE" Pos="2" Value="D" />
...
```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	(if Competitor @Type="T"): Order attribute used to sort the team members by Family Name. (if Competitor @Type="A"): 1

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

Athletes extended information.

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

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

Individual athletes entry information (for Individual events).

Type	Code	Pos	Description
EUE_DIVE	DD	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.

	Attribute	M/O	Value	Description
	Value	M	Numeric 0.0	Degree of difficulty.

EUE_DIVE		DESC	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Dive's description.
EUE_DIVE		NUM	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(5)	Dive number (e.g.: "6241B")
EUE_DIVE		TYPE	Numeric 0	Pos Description: Round number Element Expected: As soon as it is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @DivePositions	Dive positions
EUE		PREVIOUS	N/A	Element Expected: All phases except first.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Points scored in the previous phase.

Sample (Individual)

```
<EventUnitEntry Type="EUE_DIVE" Code="NUM" Pos="1" Value="405B" />
<EventUnitEntry Type="EUE_DIVE" Code="DD" Pos="1" Value="3.0" />
<EventUnitEntry Type="EUE_DIVE" Code="DESC" Pos="1" Value="Inward 2 1/2 Somersault" />
<EventUnitEntry Type="EUE_DIVE" Code="TYPE" Pos="1" Value="B" />
<EventUnitEntry Type="EUE_DIVE" Code="NUM" Pos="2" Value="5335D" />
<EventUnitEntry Type="EUE_DIVE" Code="DD" Pos="2" Value="2.9" />
<EventUnitEntry Type="EUE_DIVE" Code="DESC" Pos="2" Value="Reverse 1 1/2 Somersault 2 1/2 Twists" />
<EventUnitEntry Type="EUE_DIVE" Code="TYPE" Pos="2" Value="D" />
...
```

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Event Final Ranking

2.3.4.1 Description

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

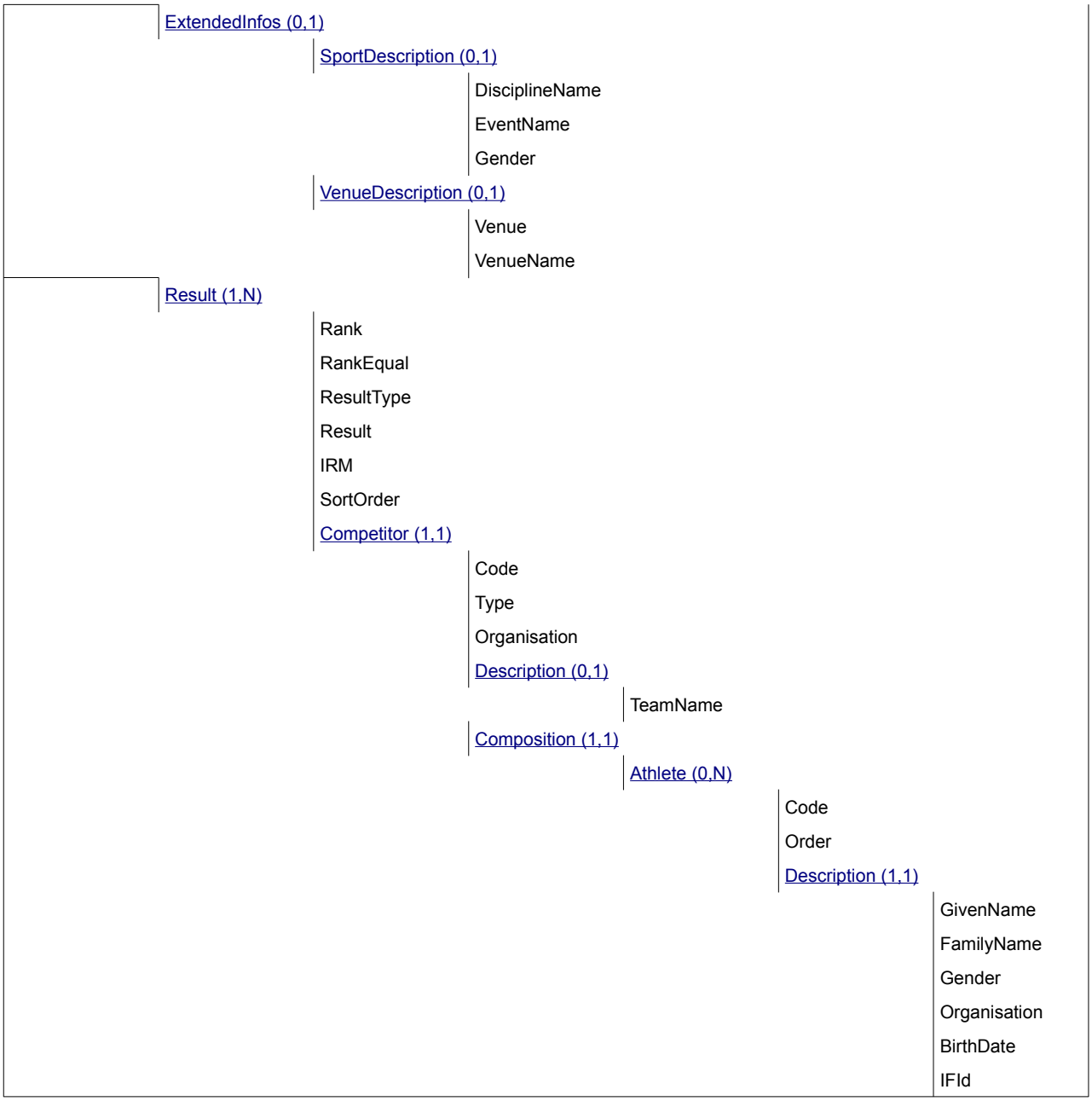
2.3.4.3 Trigger and Frequency

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

2.3.4.4 Message Structure

The following table defines the structure of the message.

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



2.3.4.5 Message Values

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

Codes	O	S(20)	Version of the Codes applicable to the message

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

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

Element: Competition /Result (1,N) **For any event final ranking message, there should be at least one competitor being awarded a result for the event.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" only if applicable.
ResultType	M	SC @ResultType	Type of the @Result attribute. Result type, either POINTS or IRM for the corresponding event.
Result	O	Numeric ##0.00	The result of the competitor in the event (final only)
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. 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.

Element: Competition /Result /Competitor (1,1) **Competitor related to one final event result.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation if known

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Configuration

2.3.5.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each unit.

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

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

		ExtendedConfig (1,N)	
			Type
			Code
			Pos
			Value

2.3.5.5 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit	Full RSC of the Unit.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		DIVE_TOT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Total number of dives/rounds in the unit.
EC		PANEL	Numeric 0	Pos Description: Send the Round Number, needed one for each round. (Only send for individual events) Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @PanelType	Judges' Panels and theirs rounds.
QUALIFICATION		FROM_RANK	N/A	Element Expected: Only for Individual events preliminary and semi-final
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Indicates qualification for the next round (semi-final / final), based on rank. Send the qualifying rank to indicate first rank to qualify.
QUALIFICATION		TO_RANK	N/A	Element Expected:

				Only for Individual events preliminary and semi-final
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send the qualifying rank to indicate last rank to qualify.
QUALIFICATION		QUAL_RULE	N/A	Element Expected: Only for Individual events preliminary and semi-final
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Qualification rule text (long version).

Sample (Individual)

```
<Configs>
   <Config Unit="DIVM10M----------SFNL0001----">
  <ExtendedConfig Type="EC" Code="DIVE_TOT" Value="6" />
  <ExtendedConfig Type="EC" Code="PANEL" Pos="1" Value="A" />
  <ExtendedConfig Type="EC" Code="PANEL" Pos="2" Value="A" />
  <ExtendedConfig Type="EC" Code="PANEL" Pos="3" Value="A" />
  <ExtendedConfig Type="EC" Code="PANEL" Pos="4" Value="B" />
  <ExtendedConfig Type="EC" Code="PANEL" Pos="5" Value="B" />
  <ExtendedConfig Type="EC" Code="PANEL" Pos="6" Value="B" />
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="Top 12 qualify for the Final"/>
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="12" />
   </Config>
...
```

2.3.5.6 Message Sort

There is no message sorting rule.

3 Message Timeline

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V1.0	15 Oct 2016	First version
V1.1	09 Jan 2017	Updated with Swiss Timing comments
V1.2	02 Mar 2017	Updated
V1.3	04 Dec 2017	Updated
V1.4	20 Feb 2018	Updated, CR
V2.0	08 Aug 2018	Updated, CRs
V2.1	24 Jan 2019	Updated, CR
V2.2	14 Aug 2019	Updated. First version as a full document
V2.3	20 Mar 2020	Updated after Homologation.

File Reference: SOG-2020-DIV-2.3 APP

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First version
V1.1	SFA	DT_RESULT: Corrected triggering of the message to be the same a previously (was not intended to be changed).
V1.2	APP	DT_RESULT: Remove StartListMod from header.
V1.3	APP	DT_RESULT: Add points carried from previous phase (if applicable) and points in previous phase. DT_RESULT: Add information for team event in YOG.
V1.4	APP	DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games Typographical corrections
V2.0	SFA	CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message.
V2.1	APP	CR16928: DT_RESULT changes applied (add Pty) References to YOG removed and YOG related data. DT_CONFIG: Update to use Type QUALIFICATION for consistency DT_RESULT: Add ER/COMPLETE at Result /ExtendedResults /ExtendedResult DT_RESULT: Clarify UNSAFE use at Result /ExtendedResults /ExtendedResult Improvements in descriptions without changing meaning. Remove ValueType throughout the document.
V2.2	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N Editorial clarifications without changing the intent. First version as a full document.
V2.3	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565] DT_RESULT: Clarify Function at Officials/Official and update sample. A & B are not used [188766] DT_RESULT: Delete EUE/RESERVE at Result /Competitor /Composition /Athlete /EventUnitEntry (reserve athletes not included) [188779] DT_RESULT: Update Value Description of AVG and AVG_H at ER/SCORE @ Result /ExtendedResults /ExtendedResult [188758] DT_RESULT: Clarify expected at ER/COMPLETE at Result /ExtendedResults /ExtendedResult. [188725] DT_RESULT: Clarify Value description (to include deductions) for ER/DIVE at Result /ExtendedResults

		/ExtendedResult [188767] DT_RESULT: Update Description at Result/QualificationMark. [188776] DT_RESULT: Update description at ER/DIVE/SCORE_J @Result /ExtendedResults /ExtendedResult [188767] DT_RESULT: Update Description of ER/SCORE/IRM at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Description at Result/ResultType DT_RESULT: Update expected at DISPLAY/LAST_COMP @ExtendedInfos /ExtendedInfo