

OLYMPIC DATA FEED

ODF Artistic Swimming Data Dictionary
Tokyo 2020 - Games of the XXXII Olympiad
Technology and Information Department
© International Olympic Committee

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1 Introduction

1.1 This document

This document includes the ODF Artistic Swimming Artistic SwimmingData Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for artistic swimming Artistic Swimming.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Artistic Swimming Artistic SwimmingData Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the artistic swimming 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 General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

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 artistic swimming.

- 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 should follow the general definition rules.

Message Type	Message Name	Message extended
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 / update	X
DT_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 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 (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	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. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

The DT_PARTIC 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_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.

2.2.1.4 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

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

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>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.</p> <p>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.</p>
Parent	M	S(20) with no leading zeroes	<p>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.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>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".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
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)

Element: Participant (1,N)			
Attribute	M/O	Value	Description
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
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. "-" may be used where the data is 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.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
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: 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	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF code (competitor's federation number for the discipline).

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Substitute	O	S(1)	Send "Y" if substitute else do not send

2.2.1.5 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 Description

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

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.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	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. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.2.3 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.

2.2.2.4 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: 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 #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
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: Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member.
Order	O	Numeric	Team member order

Element: Team /TeamOfficials /Official (1,N)			
Send if there are specific officials for the team. Does not apply to historical teams.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes up part of the team's officials.
Function	M	CC @ResultsFunction	Official's function for the team Send the function code for: -Coach -Choreographer
Order	O	Numeric #0	Official's order in the team.

Element: Team /Discipline (0,1)			
Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline

Element: 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

2.2.2.5 Message Sort

The message is sorted by Team @Code.

2.2.3 Event Unit Start List and Results

2.2.3.1 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.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies). 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.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3 Trigger and Frequency

- As soon as the start list is available and any updates [inc. IRMs] (START_LIST)
- When the first competitor starts and during the unit with all updates (LIVE)
- After the unit has finished (UNOFFICIAL)
- After the Result is approved (OFFICIAL)
- Trigger also after any change.

2.2.3.4 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: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	PANEL	Numeric 0	Pos Description: Panel order Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @PanelType Judges' Panels, which panel apply in this unit
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available			
	Attribute	Value	Description
	Code	PERCENT	
	Pos	N/A	N/A
	Value	Numeric #0	Weighted for this panel. (e.g.: 30 as 30% for the score in Execution panel)
DISPLAY	CURRENT	N/A	Element Expected: Send the current/next competitor (one only) with every LIVE update
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes Send the competitor ID of the current/next competitor as defined by the sport.
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always			
	Attribute	Value	Description
	Code	NEED	
	Pos	Numeric 0	Sequential number for ranks 1, 2, 3, 12
	Value	Numeric ##0.0000 or "- " or x	The points the current competitor needs to achieve the rank @Pos. Positions 1, 2, 3 only apply for all Finals, the 12 only applies in Preliminaries Send "-" if the competitor is already ranked at this rank or higher. Send "x" if not possible to attain this rank
DISPLAY	LAST_COMP	N/A	Element Expected: Send the last competitor to receive a score with every LIVE & UNOFFICIAL update
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes Send the competitor ID of the last competitor to finish

Sample (Free Routine)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-17T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="PANEL" Pos="1" Value="EX" >
    <Extension Code="PERCENT" Value="30" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="PANEL" Pos="2" Value="AI" >
    <Extension Code="PERCENT" Value="40" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="PANEL" Pos="3" Value="DF" >
    <Extension Code="PERCENT" Value="30" />
  </ExtendedInfo>
  ...
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="1245678" />
  ...
</ExtendedInfos>

```

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: 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, there are three different panels (depending on the event unit routine), i.e.: -for Technical routines (Execution, Impression, Elements) -for Free routines (Execution, Artistic Impression, Difficulty) with judges in each panel of judges i.e.: for each of the corresponding panel of judges: -Judge 1 -Judge 2 ...
Order	M	Numeric	Order of the Officials (described above). Send by order for each official

Element: 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	Officials' organisation

Element: Officials /Official /ExtOfficial (0,N)			
Type	Code	Pos	Description
EO	TECH_MEMBER	N/A	Element Expected: As soon as it is known
	Attribute	M/O	Value
	Value	M	S(1)
			Description
			Send "Y" if the official is member of the FINA Technical Artistic Swimming Committee, else do not send.

Element: Officials /Official /ExtOfficial (0,N)			
Type	Code	Pos	Description
EO	PANEL	Numeric 0	Pos Description: Order of the Judge within the panel 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
	Value	M	SC @PanelType
			Description
			Panel Type. Indicates in which panel is the judge. Only send for the Judges

Sample (Free Routine)

```

<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="1176564" Function="J1" Order="3">
    <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="USA" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="EX" />
  </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="EX" />
  </Official>
  ...
  <Official Code="1176571" Function="J1" Order="8">
    <Description GivenName="Given" FamilyName="Family" Gender="W" Organisation="ITA" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="AI" />
  </Official>
  <Official Code="1176578" Function="J2" Order="9">
    <Description GivenName="Given" FamilyName="Family" Gender="W" Organisation="GER" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="2" Value="AI" />
  </Official>
  ...
  <Official Code="1176451" Function="J1" Order="13">
    <Description GivenName="Given" FamilyName="Family" Gender="W" Organisation="CHN" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="DF" />
  </Official>
  ...

```

Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Send "Y" in the case of equalled rank else do not send
Result	O	Numeric ##0.0000	Result (Points) for the particular event unit.
IRM	O	SC @IRM	IRM for the particular event unit. Send just in the case @ResultType is IRM.
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. 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 for the corresponding event unit.
Diff	O	Numeric ##0.0000	Points behind the leader (send just in the case @ResultType is POINTS). Do not send for leader.
Pty	O	-Numeric -0.0	Send the penalty points (only if not zero) for the competitor.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	AI DF EX TE TI	Numeric 0	Code Description: Panel types as defined SC @PanelType Pos Description: Do not send except in the case of @Code=TE (Elements panel in Technical Routines). Send 0 for overall panel score, and 1..5 for each element. Element Expected: Always	
	Attribute	M/O	Value	
	Value	M	Numeric ##0.0000	Weighted score. Total Points for that panel. In the case of @Code=TE (Elements): total points for overall @Pos=0, and for each element (1..5), points for the element.
	Pty	O	-Numeric -0.0	Send the required penalty points (only if not zero) for required elements in the case of EX (Execution) or TE (Elements). Send only for technical routines (Pos=0).

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only for Elements panel (TE) - each element (do not send for overall, Pos=0)			
Attribute	Value	Description	
Code	DIFFICULTY		
Pos	N/A	N/A	
Value	Numeric 0.0	Send the degree of difficulty for the technical element @Pos (1..5)	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable (do not send in Elements (TE) panel for overall, Pos=0)			
Attribute	Value	Description	
Code	DISCARDED		
Pos	Numeric 0	Judge's sequential number in the panel	
Value	S(1)	Send "Y" if the judge score does not contribute to total score. Otherwise, do not send.	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available (do not send in Elements (TE) panel for overall, Pos=0)			
Attribute	Value	Description	
Code	SCORE_J		
Pos	Numeric 0	Judge's sequential number in the panel.	
Value	Numeric #0.#	Score awarded by that judge. Send 10 -without decimal-, for perfect score else decimal expected	

Sample

```
<Result Rank="2" ResultType="POINTS" Result="96.7100" SortOrder="2" StartOrder="4" StartSortOrder="4"
Diff="1.5000" Pty="-1.0" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="EX" Value="29.3800">
      <Extension Code="SCORE_J" Pos="1" Value="9.6" />
      <Extension Code="SCORE_J" Pos="2" Value="9.5" />
      <Extension Code="DISCARDED" Pos="2" Value="Y" />
      <Extension Code="SCORE_J" Pos="3" Value="9.7" />
      <Extension Code="SCORE_J" Pos="4" Value="9.6" />
    ....
  </ExtendedResult>
  <ExtendedResult Type="ER" Code="AI" Value="38.3300">
    <Extension Code="SCORE_J" Pos="1" Value="9.6" />
    <Extension Code="SCORE_J" Pos="2" Value="9.5" />
    <Extension Code="DISCARDED" Pos="2" Value="Y" />
  ....
  </ExtendedResult>
  <ExtendedResult Type="ER" Code="DF" Value="28.3300">
  ....
  </ExtendedResult>
</ExtendedResults>
```

Element: 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)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)
Used in Team event

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element: Result /Competitor /Composition /Athlete (1,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	Order attribute used to sort team members in a team. Send the order of the athletes within the duet/team.

Element: 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: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)
Individual athletes entry information (for Individual events).

Type	Code	Pos	Description
EUE	SUBSTITUTE	N/A	Element Expected: If applicable. Send only for the Team event, not Duet.
	Attribute	M/O	Value
	Value	M	S(1)
			Description
			Send "Y" if the competitor is the reserve, else do not send

2.2.3.5 Message Sort

Sort by Result @SortOrder

2.2.4 Cumulative Results

2.2.4.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In artistic swimming, the cumulative results message is used to combine the technical and free routine results.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the phase, for example: SWAWTEAM2-----PREL----- (Duet Prelims) ...
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED
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.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

- After each competitor completes the routine during each unit- (LIVE)
- After the first of the two included units is over (INTERMEDIATE)
- Update after last routine -up to the end of the phase- (UNCONFIRMED / UNOFFICIAL / OFFICIAL)

2.2.4.4 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: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	LAST_QUAL	Numeric #0	Pos Description: Rank of the competitor. Element Expected: When known during units with qualification.
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes
			Description
			Send the Id of the Competitor in the last qualifying place. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place

Element: ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. DO NOT INCLUDE unless all units are at single venue.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	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	SC @ResultType	Result type, either POINTS or IRM in any routine for the corresponding phase.
Result	O	Numeric ##0.0000	Result (Total points) for the phase Duet Preliminary: is the Free Routine Preliminary Points plus the Technical Routine Points. Duet Final: is the Technical Routine Points (in Preliminary) plus Free Routine Final Points. Team Final: is the Technical Routine Points plus Free Routine Final Points.
IRM	O	SC @IRM	Invalid result mark in the phase. Only send in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Indicates if the team is qualified for next round. Do not send for the final.
Diff	O	Numeric ##0.0000	Points behind the leader (send just in the case @ResultType is POINTS). Do not send for the leader (Rank=1).
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.

Element: Result /ResultItems /ResultItem (1,N)			
Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full unit RSC of each unit included in the cumulative result..
Order	M	Numeric #0	Logical order of the units, usually schedule order.

Element: Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable.
ResultType	O	SC @ResultType	Type of the @Result attribute for the phase identified by /ResultItems /ResultItem, either IRM or POINTS.
Result	O	Numeric ##0.0000	Result (Points) of the competitor for the particular event unit identified by /ResultItems /ResultItem Send in the case @ResultType is POINTS
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem. Only send in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	PARTIC	N/A	Element Expected: In Team only as soon as it is known
	Attribute	M/O	Value
	Value	M	SC @Participation Send the appropriate code if applicable (for the reserve participation in team). Do not send if swam in both (Technical and Free).

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for Team and A for Athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team.

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute used to sort team members in a team. Send the order of the athletes within the duet/team.

Element: 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

Sample

```
<Result Rank="2" ResultType="POINTS" Result="192.8100" Diff="2.4560" QualificationMark="Q" SortOrder="2">
  <ResultItems>
    <ResultItem Unit="SWAWTEAM2-----PREL000100--">
      <Result Rank="2" ResultType="POINTS" Result="96.7100" SortOrder="2" />
    </ResultItem>
    <ResultItem Unit="SWAWTEAM2-----PREL000200--">
      <Result Rank="2" ResultType="POINTS" Result="96.1000" SortOrder="2" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="SWAWTEAM2---CHN01" Type="T" Organisation="CHN" >
    <Description TeamName="China"/>
    <Composition>
      <Athlete Code="1072598" Order="1" >
        <Description FamilyName="Smith" GivenName="Jane" Gender="W" Organisation="CHN" BirthDate="1994-11-04" />
      </Athlete>
      <Athlete Code="1072596" Order="2" >
        <Description FamilyName="Jones" GivenName="Sue" Gender="W" Organisation="CHN" BirthDate="1994-11-04" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.2.4.5 Message Sort

Sort by Result @SortOrder then Result /ResultItems /ResultItem /Result @SortOrder

2.2.5 Event Final Ranking

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 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.

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

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

Element: 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 if applicable
ResultType	O	SC @ResultType	Only applicable if IRM
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)			
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)	A for athlete or T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known

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

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A".

Element: 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

2.2.5.5 Message Sort

Sort by Result @SortOrder

2.2.6 Configuration

2.2.6.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each preliminary unit in separate messages.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each preliminary unit.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.6.3 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. If this message is re-sent then the DT_RESULT must also be resent.

2.2.6.4 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: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC of the Unit.
Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
QUALIFICATION	FROM_RANK	N/A	Element Expected: If applicable (Duet Technical Routine in OG)
	Attribute	M/O	Value
	Value	M	Numeric 0
	Indicates qualification for the next round, based on rank. Send the qualifying rank to indicate first rank to qualify		
QUALIFICATION	TO_RANK	N/A	Element Expected: If applicable (Duet Technical Routine in OG)
	Attribute	M/O	Value
	Value	M	Numeric 0
	Send the qualifying rank to indicate last rank to qualify		
QUALIFICATION	QUAL_RULE	N/A	Element Expected: If applicable (Duet Technical Routine in OG)
	Attribute	M/O	Value
	Value	M	String
	Qualification rule text		

Sample

```
<Configs>
  <Config Unit="SWAWTEAM2-----PREL000200--">
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="Top 12 Qualify for Final" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="12" />
  </Config>
</Configs>
```



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2.2.6.5 Message Sort

There is no message sorting rule.

3 Document Control

Version history		
Version	Date	Comments
v1.0	23 June 2017	First version
V1.1	3 January 2018	Updated
V2.0	18 April 2019	Updated
V2.1	30 May 2019	Updated
V2.2	14 August 2019	Updated

File Reference: ODF SOG-2020-SWA-2.2 APP

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results CR 16928: DT_RESULT: Use Pty in Result and remove the Extension DT_RESULT: Move points needed to ExtendedInfos
V2.1	SFA	CR16640: Add ODF Version @Competition DT_RESULT: Update DISPLAY/LAST @ExtendedInfos to send at UNOFFICIAL also. DT_RESULT: Clarify when NEED is expected DT_RESULT: Add attributes Pty to ER/EX & TE @ Result/ExtendedResults and remove extension REQ_PTY DT_CONFIG: Clarify that the message is only required in preliminary units Editorial improvements without changing the intent
V2.2	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N