

# OLYMPIC DATA FEED

## **ODF Rhythmic Gymnastics Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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# 1 Introduction

## 1.1 This document

This document includes the ODF Rhythmic Gymnastics Rhythmic GymnasticsData Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for rhythmic gymnasticsRhythmic Gymnastics.

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Rhythmic Gymnastics Rhythmic GymnasticsData Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the rhythmic gymnastics 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 rhythmic gymnastics.

- 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_CURRENT	Current Information	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.

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-GRY-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
LocalFamilyName	O	S(25)	Family name in the local language
LocalGivenName	O	S(25)	Given name in the local language
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. "-" 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.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
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)	<p>'N' or 'U'</p> <p>Attribute is mandatory in the DT_PARTIC_UPDATE message only</p> <p>N-New participant (in the case that this information comes as a late entry)</p> <p>U-Update participant</p> <p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
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.
IFld	O	S(16)	FIG Licence Number. Included if this information is available. For the athletes and the officials.
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

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	MUSIC_APP	Numeric 0	Pos Description: Common number to link the data, for example 1 refers to all data related to the same apparatus. 1 = Hoop 2 = Ball 3 = Clubs 4 = Ribbon Element Expected: Always. This information can be sent in both messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Apparatus	Apparatus (related to this @Pos)
ENTRY	MUSIC_LENGTH	Numeric 0	Pos Description: Common number to link the data, for example 1 refers to all data related to the same apparatus.  Element Expected: Always. This information can be sent in both messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Music length
ENTRY	MUSIC_TITLE	Numeric 0	Pos Description: Common number to link the data, for example 1 refers to all data related to the same apparatus.  Element Expected: Always. This information can be sent in both messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Music Title
ENTRY	MUSIC_COMPOSER	Numeric 0	Pos Description: Common number to link the data, for example 1 refers to all data related to the same apparatus.  Element Expected: Always. This information can be sent in both messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Composer

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	MUSIC_PER	Numeric 0	Pos Description: Common number to link the data, for example 1 refers to all data related to the same apparatus.  Element Expected: Always. This information can be sent in both messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Music Performer

### 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. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

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

**Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)**

Type	Code	Pos	Description
ENTRY	MUSIC_APP	Numeric 0	Pos Description: Common number to link the data, for example 1 refers to all data related to the same apparatus. 1 = Balls 2 = Hoops & Clubs  Element Expected: Always. This information can be sent in both messages.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Apparatus
ENTRY	MUSIC_LENGTH	Numeric 0	Pos Description: Common number to link the data, for example 1 refers to all data related to the same apparatus.  Element Expected: Always. This information can be sent in both messages.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss
ENTRY	MUSIC_TITLE	Numeric 0	Pos Description: Common number to link the data, for example 1 refers to all data related to the same apparatus.  Element Expected: Always. This information can be sent in both messages.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(50)

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	MUSIC_COMPOSER	Numeric 0	Pos Description: Common number to link the data, for example 1 refers to all data related to the same apparatus.  Element Expected: Always. This information can be sent in both messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Composer
ENTRY	MUSIC_PER	Numeric 0	Pos Description: Common number to link the data, for example 1 refers to all data related to the same apparatus.  Element Expected: Always. This information can be sent in both messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Music Performer

### 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...).

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)
DocumentSubcode	N/A	N/A
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). 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

- "START\_LIST": As soon as the competition order is known and any updates (inc. IRMs before start)
- "LIVE": When the first competitor starts and during the unit with all updates
- "UNOFFICIAL": After the unit has finished
- "OFFICIAL": After the Result is approved

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	SUBDIVISION	N/A	Element Expected: Always if there are subdivisions

Element: ExtendedInfos /ExtendedInfo (0,N)				
	Type	Code	Pos	Description
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the subdivision
UI		ROTATION	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the current rotation
UI		STARTERS	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the number of competitors on the start list
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When it is available				
	Attribute	Value	Description	
	Code	COMPLETE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	

#### Sample

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="ROTATION" Value="1" />
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="12" />
    <Extension Code="COMPLETE" Value="5" />
  </ExtendedInfo>
</ExtendedInfos>
```

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
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in Text.			
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 (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric #0	Order of the Officials Send order inside each apparatus according to ORIS.
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	APPARATUS	N/A	Element Expected: When the judge is assigned to an apparatus
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Apparatus
EO	JURY_TYPE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @JuryType

### Sample

```
<Officials>
  <Official Code="1174616" Function="ET1" Order="1">
    <Description GivenName="Joan" FamilyName="Brown" Organisation="CZE" Gender="F" />
    <ExtOfficial Type="EO" Code="APPARATUS" Value="HOOP" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  <Official Code="1174961" Function="ET2" Order="2">
    <Description GivenName="Bob" FamilyName="Brown" Organisation="ESP" Gender="M" />
    <ExtOfficial Type="EO" Code="APPARATUS" Value="HOOP" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  ...
</Officials>
```

Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Send if all rotations are included inside the single unit else do not send.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric ##0.000	Score (total for all rotations included in the unit)
IRM	O	SC @IRM	IRM for the particular event unit. Send in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all the results of an event unit Before the start of the competition it is the same as StartSortOrder. After the competition has started it will consider also the rank in the case the unit includes all rotations and the Rank is included in the message.
StartOrder	M	Numeric	Send the start order for the rotation, 1 to n.
StartSortOrder	M	Numeric	Send the order of competitor in the rotation, 1 to n.
ResultType	O	SC @ResultType	ResultType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	3_HOOPS_2_CLUBS 5_BALLS BALL CLUBS HOOP RIBBON	N/A	Code Description: Apparatus code  Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.000	Send the competitor score on the apparatus
	ValueType	O	SC @ResultType	ValueType is used to describe the type of data @Value, use “NO_SCORE” before the participant has a result.
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available				
Attribute	Value	Description		
Code	DIFFICULTY			
Pos	N/A	N/A		
Value	Numeric #0.000	Send the difficulty score for the competitor on this apparatus		
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available				
Attribute	Value	Description		
Code	DIFFICULTY_BODY			
Pos	N/A	N/A		
Value	Numeric #0.0	Send the difficulty body score for the competitor on this apparatus		
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available				
Attribute	Value	Description		
Code	DIFFICULTY_APPARATUS			
Pos	N/A	N/A		
Value	Numeric #0.0	Send the difficulty apparatus score for the competitor on this apparatus		
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available				



Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Attribute	Value	Description	
Code	EXECUTION		
Pos	N/A	N/A	
Value	Numeric #0.000	Send the execution score for the competitor on this apparatus	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only in the case of inquiry for the difficulty score			
Attribute	Value	Description	
Code	INQUIRY		
Pos	N/A	N/A	
Value	SC @Inquiry	Send inquiry code	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable			
Attribute	Value	Description	
Code	PENALTY		
Pos	N/A	N/A	
Value	Numeric -0.00	Send the total Penalty for this apparatus	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable			
Attribute	Value	Description	
Code	DEDUCTION_EA		
Pos	N/A	N/A	
Value	Numeric -0.0	Send the artistic deduction for this apparatus	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable			
Attribute	Value	Description	
Code	DEDUCTION_ET		
Pos	N/A	N/A	
Value	Numeric -0.000	Send the technique deduction for this apparatus	

### Sample (Group)

```
<Result ResultType="POINTS" Result="17.783" SortOrder="2" StartOrder="2" StartSortOrder="2" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="5_RIBBONS" Value="17.783" ValueType="POINTS" >
      <Extension Code="DIFFICULTY" Value="8.950" />
      <Extension Code="DIFFICULTY_BODY" Value="4.9" />
      <Extension Code="DIFFICULTY_APPARATUS" Value="5.0" />
      <Extension Code="EXECUTION" Value="8.833" />
      <Extension Code="DEDUCTION_EA" Value="-0.5" />
      <Extension Code="DEDUCTION_ET" Value="-0.250" />
    </ExtendedResult>
  </ExtendedResults>
</Result>
```

#### 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
Bib	O	S(4)	Bib Number
Organisation	O	CC @Organisation	Competitor's organisation

#### Element: Result /Competitor /Description (0,1)

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

#### Element: Result /Competitor /EventUnitEntry (0,N)

For groups only

Type	Code	Pos	Description
EUE	APPARATUS	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Apparatus
EUE	MUSIC_LENGTH	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss
EUE	MUSIC_TITLE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
EUE	MUSIC_COMPOSER	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String

				competitor
EUE		MUSIC_PER	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Music Performer

**Sample**

```
<EventUnitEntry Type="EUE" Code="APPARATUS" Value="5_RIBBONS" />
<EventUnitEntry Type="EUE" Code="MUSIC_LENGTH" Value="2:30" />
<EventUnitEntry Type="EUE" Code="MUSIC_TITLE" Value="Ballet Gizelle" />
<EventUnitEntry Type="EUE" Code="MUSIC_COMPOSER" Value="Adam Adolphe" />
```

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 or be an individual athlete.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete's competitor number. Only for Individual events, not for Group members.

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.			
Type	Code	Pos	Description
EUE	APPARATUS	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Apparatus
EUE	MUSIC_LENGTH	N/A	Element Expected: Always

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.				
Type	Code	Pos	Description	
	Attribute	M/O	Value	Description
	Value	M	m:ss	Send the music length(time) for this apparatus for this competitor
EUE		MUSIC_TITLE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	String	Send the music title for this apparatus for this competitor
EUE		MUSIC_COMPOSER	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	String	Send the music composer for this apparatus for this competitor
EUE		MUSIC_PER	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	String	Music Performer
EUE		RESERVE	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y if the athlete is reserve else do not send. Reserves are included in all rotations.

#### Sample

```
<EventUnitEntry Type="EUE" Code="APPARATUS" Value="HOOP" />
<EventUnitEntry Type="EUE" Code="MUSIC_LENGTH" Value="2:30" />
<EventUnitEntry Type="EUE" Code="MUSIC_TITLE" Value="Ballet Gizelle" />
<EventUnitEntry Type="EUE" Code="MUSIC_COMPOSER" Value="Adam Adolphe" />
<EventUnitEntry Type="EUE" Code="MUSIC_PER" Value="Adam Smith" />
```

### 2.2.3.5 Message Sort

Sort by Result @SortOrder

## 2.2.4 Current Information

### 2.2.4.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information.

### 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	
DocumentSubcode	Not used	Not used
DocumentType	DT_CURRENT	Current 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.

### 2.2.4.3 Trigger and Frequency

- After every competitor completes a routine and the score is available or a new competitor starts a routine.
- If there is no previous competitor on the apparatus in the session then send (with one competitor as next) when the first unit ScheduleStatus becomes GETTING\_READY.

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

Each competitor only includes the apparatus in the current rotation.

### 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 (1,N)			
Type	Code	Pos	Description
UI	PHASE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
	<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Always</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ROTATION	
	Pos	N/A	N/A
	Value	Numeric #0	Send the current rotation number
	<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: When applicable</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SUBDIVISION	
	Pos	N/A	N/A

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
Value	Numeric #0		Send the current subdivision number

**Sample(Individual All-Around Qualification)**

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PHASE" Value="GRYW1AA-----QUAL-----" >
    <Extension Code="SUBDIVISION" Value="1"/>
    <Extension Code="ROTATION" Value="3"/>
  </ExtendedInfo>
</ExtendedInfos>
```

Element: Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Numeric	Rank of the competitor in the phase. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric #0.000	Score for the competitor in the phase
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 start order of the competitors in the unit.
StartSortOrder	M	Numeric	Same as SortOrder
ResultType	O	SC @ResultType	ResultType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.
Diff	O	Numeric #0.000	Points behind leader. Send 0.000 for the leader. This is not the Difficulty score.

Element: Result / ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	STAGE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Stage	Send applicable code
ER	APPARATUS	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Apparatus	Send the apparatus for the competitor

Element: Result / ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		ROTATION	N/A	Element Expected: Always if not zero
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the number of rotations which makes up the overall score in the phase. Do not send if 0.
ER		DIFF	Numeric #0	<p>Pos Description: Send the rank number for the applicable points behind.</p> <p>Points behind the second &amp; third ranked competitors and last qualifying place. Pos=2 is points behind second Pos=3 is points behind third Pos=x is points behind last qualified where x=last qualifying rank. (do not send in finals)</p> <p>Element Expected: Only send behind last qualifying for the qualification phase. Expected in all stages except when STAGE=LAST.</p>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000 or -	Send the points behind or "-" if higher than the rank. Send 0.000 if in @Pos rank. This is not the Difficulty score.
ER		PREV_SCORE	N/A	Element Expected: For rotations higher than 1, only for Current and Next competitors
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the competitor total score after the previous rotation
ER		PREV_RANK	N/A	Element Expected: For rotations higher than 1, only for Current and Next competitors
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the competitor total rank after the previous rotation
ER		PREV_ERANK	N/A	Element Expected: For rotations higher than 1, only for Current and Next competitors
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Send Y if PREV_RANK is equalled, otherwise do not send.



Element: Result / ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	3_HOOPS_2_CLUBS 5_BALLS BALL CLUBS HOOP RIBBON	N/A	Code Description: Apparatus code  Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.000	Send the competitor score on the apparatus
	ValueType	M	SC @ResultType	ValueType is used to describe the type of data @Value, use “NO_SCORE” before the participant has a result.
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult
	Rank	O	Numeric #0	Send the rank of the competitor on the apparatus.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available				
Attribute	Value	Description		
Code	DIFFICULTY			
Pos	N/A	N/A		
Value	Numeric #0.000	Send the difficulty score for the competitor on this apparatus		
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available				
Attribute	Value	Description		
Code	DIFFICULTY_BODY			
Pos	N/A	N/A		
Value	Numeric #0.0	Send the difficulty body score for the competitor on this apparatus		
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available				
Attribute	Value	Description		
Code	DIFFICULTY_APPARATUS			
Pos	N/A	N/A		

Element: Result / ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Value	Numeric #0.0		Send the difficulty apparatus score for the competitor on this apparatus
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available			
Attribute	Value	Description	
Code	EXECUTION		
Pos	N/A	N/A	
Value	Numeric #0.000		Send the execution score for the competitor on this apparatus
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only in the case of inquiry for the difficulty score			
Attribute	Value	Description	
Code	INQUIRY		
Pos	N/A	N/A	
Value	SC @Inquiry		Send inquiry code
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable			
Attribute	Value	Description	
Code	PENALTY		
Pos	N/A	N/A	
Value	Numeric -0.00		Send the total Penalty for this apparatus
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable			
Attribute	Value	Description	
Code	DEDUCTION_EA		
Pos	N/A	N/A	
Value	Numeric -0.0		Send the artistic deduction for this apparatus
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable			
Attribute	Value	Description	
Code	DEDUCTION_ET		
Pos	N/A	N/A	

Element: Result / ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Value	Numeric -0.000		Send the technique deduction for this apparatus

### Sample (Group)

```

<Result SortOrder="5" StartSortOrder="5" ResultType="POINTS" Diff="0.760" Result="35.730" Rank="2">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ROTATION" Value="2"/>
    <ExtendedResult Type="ER" Code="STAGE" Value="LAST"/>
    <ExtendedResult Type="ER" Code="APPARATUS" Value="3_HOOPS_2_CLUBS"/>
    <ExtendedResult Type="ER" Code="3_HOOPS_2_CLUBS" Value="18.000" ValueType="POINTS" Rank="3">
      <Extension Code="DIFFICULTY" Value="9.200"/>
      <Extension Code="DIFFICULTY_APPARATUS" Value="5.0"/>
      <Extension Code="DIFFICULTY_BODY" Value="4.2"/>
      <Extension Code="EXECUTION" Value="9.200"/>
      <Extension Code="DEDUCTION_EA" Value="-0.4"/>
      <Extension Code="DEDUCTION_ET" Value="-0.400"/>
      <Extension Code="PENALTY" Value="-0.40"/>
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="GRYW5AA-----ESP01" Type="T" Organisation="ESP">
    <Composition>
      <Athlete Code="9210249" Order="1"/>
      <Athlete Code="9210254" Order="2"/>
    ...
  </Composition>
</Competitor>
</Result>
<Result SortOrder="6" StartSortOrder="6" ResultType="NO_SCORE" Diff="18.450">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ROTATION" Value="1"/>
    <ExtendedResult Type="ER" Code="PREV_SCORE" Value="18.040"/>
    <ExtendedResult Type="ER" Code="PREV_RANK" Value="2"/>
    <ExtendedResult Type="ER" Code="DIFF" Value="17.690" Pos="2"/>
    <ExtendedResult Type="ER" Code="DIFF" Value="17.400" Pos="3"/>
    <ExtendedResult Type="ER" Code="STAGE" Value="CURRENT"/>
    <ExtendedResult Type="ER" Code="APPARATUS" Value="3_HOOPS_2_CLUBS"/>
    <ExtendedResult Type="ER" Code="3_HOOPS_2_CLUBS" Value="" ValueType="NO_SCORE"/>
  </ExtendedResults>

```

Element: Result /Competitor (1,N)			
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
Bib	O	S(4)	Bib number
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athlete entry information.			
Type	Code	Pos	Description
EUE	IFID	N/A	Description of @Pos: N/A Element's Expected: When available
Attribute	M/O	Value	Description
Value	M	S(16)	IF ID of the athlete

## 2.2.4.5 Message Sort

Sort by Result @SortOrder.

## 2.2.5 Cumulative Results

### 2.2.5.1 Description

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

Following behavior is for competitions with subdivisions (non-Olympic events):

As soon as a competitor is included in the message, all apparatuses the competitor may compete on should be listed. Apparatuses where the competitor has not competed yet should be exported with ValueType SC@ResultType:NO\_SCORE. Once a result is obtained on the apparatus, the ValueType, Value, Rank, etc. should be updated accordingly. It is essential to understand that competitors who have not performed on any apparatus yet will NOT be listed in the message. Thus, all competitors in the message will always have at least one ExtendedResult Code=SC @Apparatus with ValueType different from SC@ResultType:NO\_SCORE.

Competitors are included in Cumulative Result messages only as soon as they have obtained a result in the current subdivision.

Upon rotation change, two different cases are highlighted:

- Competitors who, by choice or otherwise, have not obtained a result - valid or invalid - in the previous rotation (before rotation change), and therefore cannot be ranked in the All-Around at all in the future, will be entirely removed from the message.
- Competitors who have completed all apparatuses so far, except for the result to be obtained in the new rotation, are included - without rank - at the end of the message. As the new rotation progresses, the competitors obtaining results are progressively reinstated in the ranked results.

Competitors who, on the other hand, do not obtain a result in the new rotation will, at the end of the rotation, fall into the first case and be removed from the message.

At the end of the subdivision, because competitors will not be given any new chance of obtaining sufficient results to be included in the All-Around ranking, competitors falling into either of these cases are entirely removed from the message, not to return. This change should arise as soon as possible, but at the very least as soon as the subdivision result status is UNOFFICIAL.

### 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	Full RSC of the phase
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	Not used	Not used

Attribute	Value	Comment
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.
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

Send:

- after every athlete completes a routine as LIVE;
- after every rotation except the last as INTERMEDIATE;
- when the new rotation is GETTING\_READY (ResultStatus is LIVE)
- when the new rotation is RUNNING (ResultStatus is LIVE)
- when all units are complete as UNOFFICIAL / OFFICIAL when applicable.
- When any data changes

### 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 /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	SUBDIVISION	N/A	Element Expected: Always if there are subdivisions	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the current (if LIVE) or the last finished subdivision (if not LIVE)
UI	ROTATION	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the current (if LIVE) or the last finished rotation (if not LIVE)
UI	LAST_QUAL	Numeric #0	Pos Description: Send the rank of the competitor Element Expected: If applicable in qualifying phases	
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros	Send the ID of the competitor currently in the last qualifying 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 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

**Element: Result (1,N)**

**For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.**

Attribute	M/O	Value	Description
Rank	O	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	SC @ResultType	ResultType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.
Result	O	Numeric #0.000	Cumulative result  Send just in the case @ResultType is POINTS
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned.
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
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 /ExtendedResults /ExtendedResult (1,N)**

Type	Code	Pos	Description
------	------	-----	-------------



Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	3_HOOPS_2_CLUBS 5_BALLS BALL CLUBS HOOP RIBBON	Numeric 0	Pos Description: Send apparatus number (as ordered)  Code Description: Apparatus code  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0.000
	ValueType	M	SC @ResultType
	IRM	O	SC @IRM
	Rank	O	S(2)
	RankEqual	O	Y
	SortOrder	O	Numeric #0
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DIFFICULTY	
	Pos	N/A	N/A
	Value	Numeric #0.000	Send the difficulty score for the competitor on the apparatus
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DIFFICULTY_BODY	
	Pos	N/A	N/A
	Value	Numeric #0.0	Send the difficulty body score for the competitor on this apparatus
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DIFFICULTY_APPARATUS	

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Pos	N/A	N/A	
Value	Numeric #0.0	Send the difficulty apparatus score for the competitor on this apparatus	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available			
Attribute	Value	Description	
Code	EXECUTION		
Pos	N/A	N/A	
Value	Numeric #0.000	Send the execution score for the competitor on the apparatus	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only in the case of inquiry for the difficulty score			
Attribute	Value	Description	
Code	INQUIRY		
Pos	N/A	N/A	
Value	SC @Inquiry	Send inquiry code	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable			
Attribute	Value	Description	
Code	PENALTY		
Pos	N/A	N/A	
Value	Numeric -0.00	Send any penalty the competitor received	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable			
Attribute	Value	Description	
Code	DEDUCTION_EA		
Pos	N/A	N/A	
Value	Numeric -0.0	Send the artistic deduction for this apparatus	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable			
Attribute	Value	Description	
Code	DEDUCTION_ET		
Pos	N/A	N/A	

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Value	Numeric -0.000		Send the technique deduction for this apparatus

### Sample

```
<Result Rank="1" ResultType="POINTS" Result="35.708" SortOrder="1" QualificationMark="Q" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="5_RIBBONS" Pos="1" Value="17.783" ValueType="POINTS" Rank="1" >
      <Extension Code="DIFFICULTY" Value="8.950" />
      <Extension Code="DIFFICULTY_BODY" Value="4.9" />
      <Extension Code="DIFFICULTY_APPARATUS" Value="5.0" />
      <Extension Code="EXECUTION" Value="8.833" />
      <Extension Code="DEDUCTION_EA" Value="-0.5" />
      <Extension Code="DEDUCTION_ET" Value="-0.250" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="3_CLUBS_2_HOOPS" Pos="2" Value="17.925" ValueType="POINTS"
Rank="1" >
      <Extension Code="DIFFICULTY" Value="9.125" />
      <Extension Code="DIFFICULTY_BODY" Value="4.9" />
      <Extension Code="DIFFICULTY_APPARATUS" Value="5.0" />
      <Extension Code="EXECUTION" Value="8.800" />
      <Extension Code="DEDUCTION_EA" Value="-0.5" />
      <Extension Code="DEDUCTION_ET" Value="-0.250" />
    </ExtendedResult>
  </ExtendedResults>
```

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)	A for athlete or T for Team
Bib	O	S(4)	Bib number
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. 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 used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

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

Ranked competitors at the top followed by unranked (IRM) competitors.

## 2.2.6 Event Final Ranking

### 2.2.6.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event.

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.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC 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.

### 2.2.6.3 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.

### 2.2.6.4 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: 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.

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
Result	O	Numeric ##0.000	Score. Only include the result if the competitor was in the final.
ResultType	M	SC @ResultType	Type of the @Result attribute.
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
Bib	O	S(4)	Bib number

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.

			Used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

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

### Sample

```
<Result Rank="1" ResultType="POINTS" Result="116.900" SortOrder="1">
  <Competitor Code="1132742" Type="A" Organisation="USA" >
    <Composition>
      <Athlete Code="1132742" Order="1">
        <Description FamilyName="Smith" GivenName="Joan" Gender="W" Organisation="USA" IFId="1345018"
        BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

## 2.2.6.5 Message Sort

Sort by Result @SortOrder



## 2.2.7 Configuration

### 2.2.7.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

### 2.2.7.2 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 phase
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.

### 2.2.7.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

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

### 2.2.7.4 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 @Phase	Full RSC of the Phase
Element: Configs /Config /ExtendedConfig (1,N)				
Type		Code	Pos	Description
EC		SUBDIV_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total number of subdivisions in the phase
EC		COMPETITOR_SET_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of different subdivision compositions in the phase
EC		APP_NUM	Numeric #0	Pos Description: Send the subdivision number, one for each subdivision  Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of apparatuses in the @Pos subdivision in this phase

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
QUALIFICATION	FROM_RANK	N/A	N/A
			Element Expected: Only for events where qualifying is applicable
Attribute	M/O	Value	Description
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	N/A
			Element Expected: Only for events where qualifying is applicable
Attribute	M/O	Value	Description
Value	M	Numeric #0	Indicates qualification for the next round, based on rank. Send the qualifying rank to indicate last rank to qualify
QUALIFICATION	QUAL_RESERVES	N/A	Element Expected: Only in phases where qualification applies
Attribute	M/O	Value	Description
Value	M	Numeric #0	Number of qualification reserves
QUALIFICATION	QUAL_RULE	N/A	Element Expected: Only in phases where qualification applies
Attribute	M/O	Value	Description
Value	M	S(n)	Information about qualification Send the text with the qualification rule
EC	INTEGRATED	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	M	S(1)	Send Y if this phase is integrated with other events at the same time. If this phase is stand-alone send N.

### Sample

```
<Configs>
  <Config Unit="GRYW1AA-----QUAL-----">
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="1" />
    <ExtendedConfig Type="EC" Code="COMPETITOR_SET_NUM" Value="1" />
    <ExtendedConfig Type="EC" Code="APP_NUM" Pos="1" Value="4" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="10" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RESERVES" Value="2" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="Top 10 ranked gymnasts qualify for
the final" />
    <ExtendedConfig Type="EC" Code="INTEGRATED" Value="N" />
  </Config>
</Configs>
```

### 2.2.7.5 Message Sort

There is no message sorting rule.

### 3 Document Control

Version history		
Version	Date	Comments
v1.0	2 March 2017	First version
V1.1	17 May 2017	Updated
V1.2	1 August 2017	Approved
V1.3	25 August 2017	Updated
V1.4	27 January 2018	Updated with rule change
V1.5	26 March 2018	Updated
V2.0	4 January 2019	Updated
V2.1	25 February 2019	Updated
V2.2	18 April 2019	Updated
V2.3	14 August 2019	Updated
V2.4	28 Feb 2020	Updated
V2.5	13 Mar 2020	Updated

#### File Reference: ODF SOG-2020-GRY-2.5 APP

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFA	Updated with SwissTiming feedback (new deductions)
V1.2	APP	Change to APP
V1.3	APP	Updated DT_CONFIG to send at phase level Added DT_PHASE_RESULT (only for Commonwealth Games)
V1.4	APP	DT_RESULT: Add apparatus and body difficulty DT_CURRENT: Add apparatus and body difficulty DT_PHASE_RESULT: Add apparatus and body difficulty DT_CUMULATIVE_RESULT: Add apparatus and body difficulty
V1.5	APP	DT_PARTIC: Updated to add Passport names (CR15219) DT_RESULT/DT_CURRENT/ DT_CUMULATIVE_RESULT: Remove Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Removed reference to 2018 Commonwealth Games DT_PHASE_RESULT: Removed

Change Log		
Version	Status	Changes on version
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 DT_PARTIC: Add music information DT_PARTIC_TEAMS: Add music information DT_CONFIG: Update to use Type QUALIFICATION for consistency Typographical corrections
V2.1	SFA	DT_CUMULATIVE_RESULT: Update to be sent at phase level (correcting an error) Make the music information consistent across DT_PARTIC, DT_PARTIC_TEAMS & DT_RESULT.
V2.2	APP	DT_CURRENT: Correct ExtendedResults ER/DIFF to send in all STAGEs except LAST. DT_CURRENT: Clarified the triggering. DT_RANKING: Add Bib @ Result/Competitor & Result/Competitor/Composition/Athlete Typographical corrections and clarifications without changing the intent
V2.3	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 improvements without changing the intent.
V2.4	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565] DT_CUMULATIVE_RESULT: Update triggering [182406] DT_CURRENT: Add element Result /Competitor /Composition /Athlete /EventUnitEntry [187412]
2.5	APP	DT_CUMULATIVE_RESULT: Correct typographical error in triggering