



Olympic Data Feed



Rhythmic Gymnastics ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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



2 Messages

2.1 Rhythmic Gymnastics Overview

MESSAGES IN EACH EVENT

- * All events (individual and team) have a single DT_RESULT for each unit where unit = rotation.
- * There is a DT_CURRENT message for each equivalent DT_RESULT.
- * The results of each phase are in the DT_CUMULATIVE_RESULT.

SCHEDULE

- * The schedule is sent at session level in the qualification and finals (schedule=Y). In individual qualification one session is two rotations (units) so the rotations are also sent with schedule = S. In team qualification the sessions each have one rotation only so the schedule and DT_RESULT match. All finals are in a single session so each rotation in each event are also sent with schedule=S.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	



DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	



2.3 Messages

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

2.3.1.1 Description

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

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

It is important to note that all the sport messages that make references to athletes (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.

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

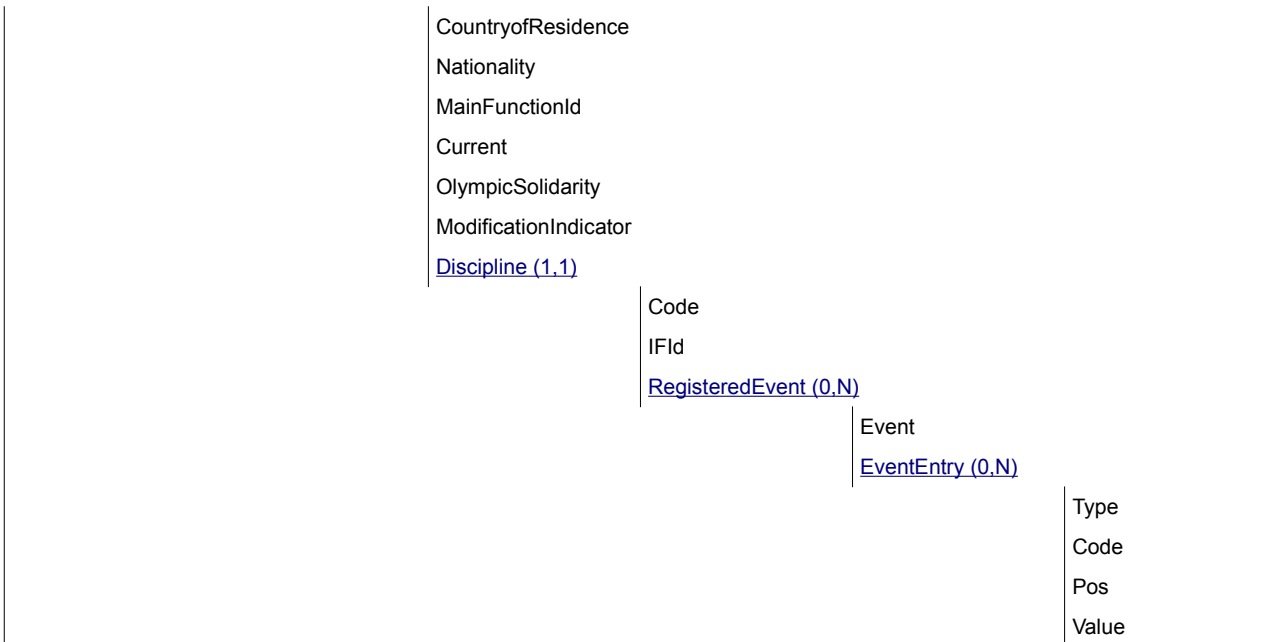
The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0.1)	Gen				
	Sport				
	Codes				
	Participant (1.N)	Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
	Organisation				
	BirthDate				
	PlaceofBirth				
	CountryofBirth				
	PlaceofResidence				



2.3.1.5 Message Values

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

Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<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</p>



			could be the one being valid in the particular moment of a start list, event unit results, etc.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.



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

Element: Competition /Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	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: Competition /Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event

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

Send if there are specific athlete's event entries.

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.
Attribute	M/O	Value	Description	
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.	
Attribute	M/O	Value	Description	
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.	
Attribute	M/O	Value	Description	
Value	M	S(100)	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.	
Attribute	M/O	Value	Description	
Value	M	S(100)	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.	
Attribute	M/O	Value	Description	
Value	M	S(100)	Music Performer	

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of teams / List of teams update

2.3.2.1 Description

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.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

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



2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)	Gen Sport Codes				
	Team (1,N)	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator			
		Composition (0,1)	Athlete (0,N)	Code Order	
		Discipline (0,1)	Code RegisteredEvent (0,1)	Event EventEntry (0,N)	Type Code Pos Value

2.3.2.5 Message Values

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



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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number, always 1
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete'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: Competition /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: Competition /Team /Discipline /RegisteredEvent (0,1)			
Each current team is assigned to one event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event



Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific team's event entries.				
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 = Hoops 2 = Ribbons & Balls Element Expected: Always. This information can be sent in both messages.	
	Attribute	M/O	Value	Description
	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.	
	Attribute	M/O	Value	Description
	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.	
	Attribute	M/O	Value	Description
	Value	M	S(100)	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.	
	Attribute	M/O	Value	Description
	Value	M	S(100)	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.	



	Attribute	M/O	Value	Description
	Value	M	S(100)	Music Performer

2.3.2.6 Message Sort

The message is sorted by Team @Code.



2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of each unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition). UNOFFICIAL OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

- * "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.

Note that some units may remain UNOFFICIAL for some time as the delegates focus on the following units in

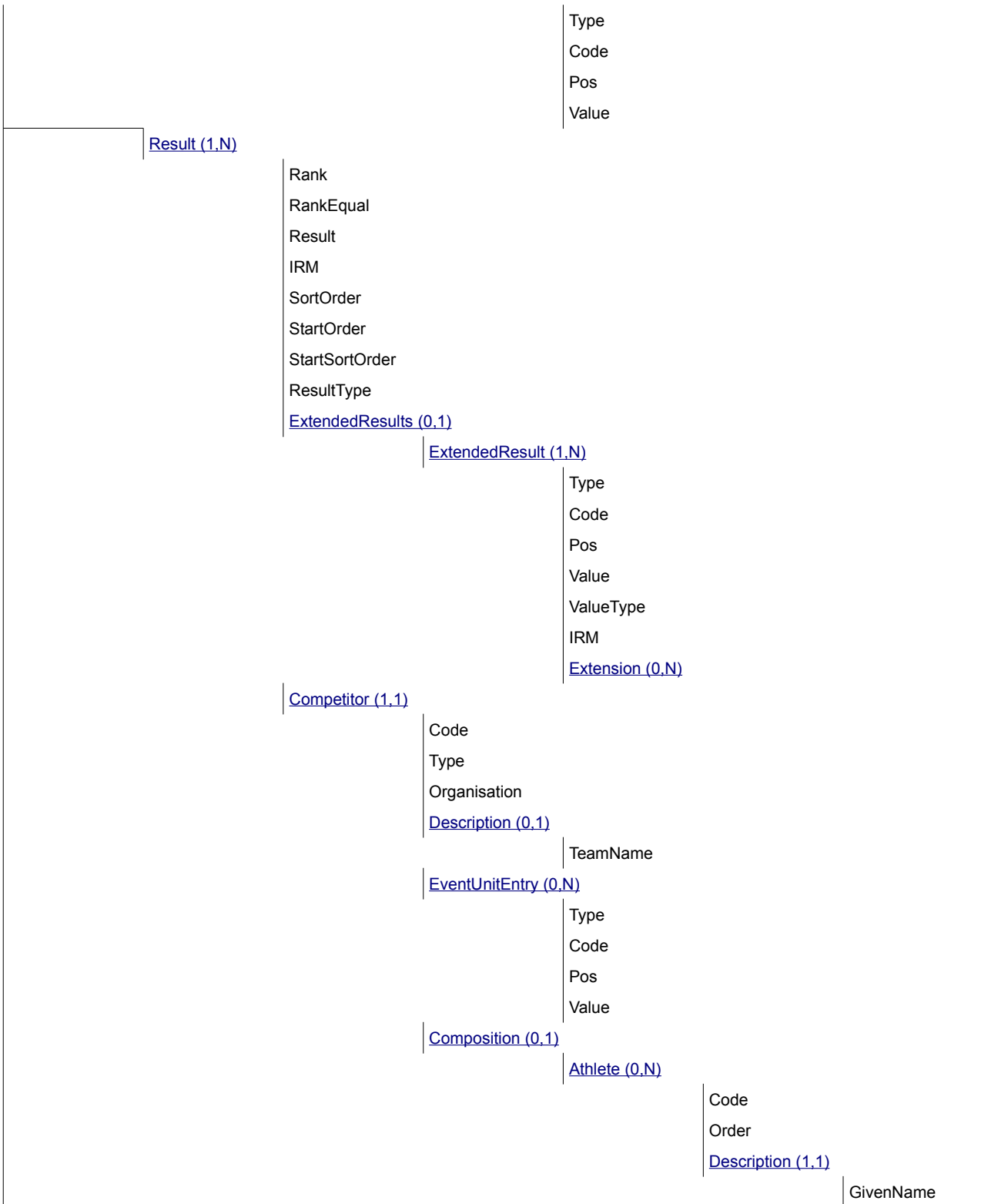


the session before officializing.

2.3.3.4 Message Structure

The following table defines the structure of the message.

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





	FamilyName Gender Organisation BirthDate IFld EventUnitEntry (0..N) Type Code Pos Value
--	--

2.3.3.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

Element: Competition /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 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	Sent the number of competitors on the start list
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension				



Expected When it is available			
Attribute	Value	Description	
Code	COMPLETE		
Pos	N/A		
Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	

Sample (General)

```
<ExtendedInfos>
<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: Competition /ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

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

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

Venue Names in Text.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (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: Competition /Officials /Official /Description (1,1)



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

Element: Competition /Officials /Official /ExtOfficial (0,N)			
Type	Code	Pos	Description
EO	APPARATUS	N/A	Element Expected: When the official is assigned to an apparatus or a reserve
	Attribute	M/O	Value
	Value	M	SC @Apparatus Send proposed code
EO	JURY_TYPE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC @JuryType Send proposed code

Sample (General)

```
<Officials>
  <Official Code="1174616" Function="E1" 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="E2" 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: Competition /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: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	3_RIBBONS_2_BALLS 5_HOOPS BALL CLUBS HOOP RIBBON	Numeric 0	Code Description: Apparatus code Pos Description: Send apparatus number (as ordered) 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: Competition /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: Competition /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: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available			
Attribute	Value	Description	
Code	DIFFICULTY_APPARAT US		
Pos	N/A	N/A	
Value	Numeric #0.0	Send the difficulty apparatus score for the competitor on this apparatus	



Sub Element: Competition /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: Competition /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: Competition /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: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available		
Attribute	Value	Description
Code	ARTISTIC	
Pos	N/A	
Value	Numeric #0.000	Send the artistic score for the competitor on this apparatus

Sample (Group)

```
<Result ResultType="POINTS" Result="17.783" SortOrder="2" StartOrder="2" StartSortOrder="2" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="5_HOOPS" 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="ARTISTIC" Value="9.999" />
      <Extension Code="EXECUTION" Value="8.833" />
    </ExtendedResult>
  </ExtendedResults>
</Result>
```

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



Organisation	O	CC @Organisation	Competitor's organisation
--------------	---	----------------------------------	---------------------------

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)				
For groups only				
Type	Code	Pos	Description	
EUE	APPARATUS	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @Apparatus	Send the apparatus for the competitor
EUE	MUSIC_LENGTH	N/A	Element Expected: Always	
	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	S(100)	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	S(100)	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	S(100)	Performer of the music

Sample (General)

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Athlete's ID. Can belong to a team member or an individual



		zeroes	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".

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

Athletes extended information.

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

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

Individual athletes entry information.

Type	Code	Pos	Description
EUE	APPARATUS	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC @Apparatus Send the apparatus for the competitor
EUE	MUSIC_LENGTH	N/A	Element Expected: Always
	Attribute	M/O	Value
	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
	Value	M	S(100) Send the music title for this apparatus for this competitor
EUE	MUSIC_COMPOSER	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	S(100) Send the music composer for this apparatus for this competitor
EUE	MUSIC_PER	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	S(100) Performer of the music
EUE	RESERVE	N/A	Element Expected: When applicable
	Attribute	M/O	Value



	Value	M	Y	Send Y if the athlete is reserve else do not send. Reserves are included in all rotations.
--	-------	---	---	---

Sample (General)

```
<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" />
```

2.3.3.6 Message Sort

Sort by Result @SortOrder



2.3.4 Current Information

2.3.4.1 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.

2.3.4.2 Header Values

The following table describes the message header attributes.

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

2.3.4.3 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.

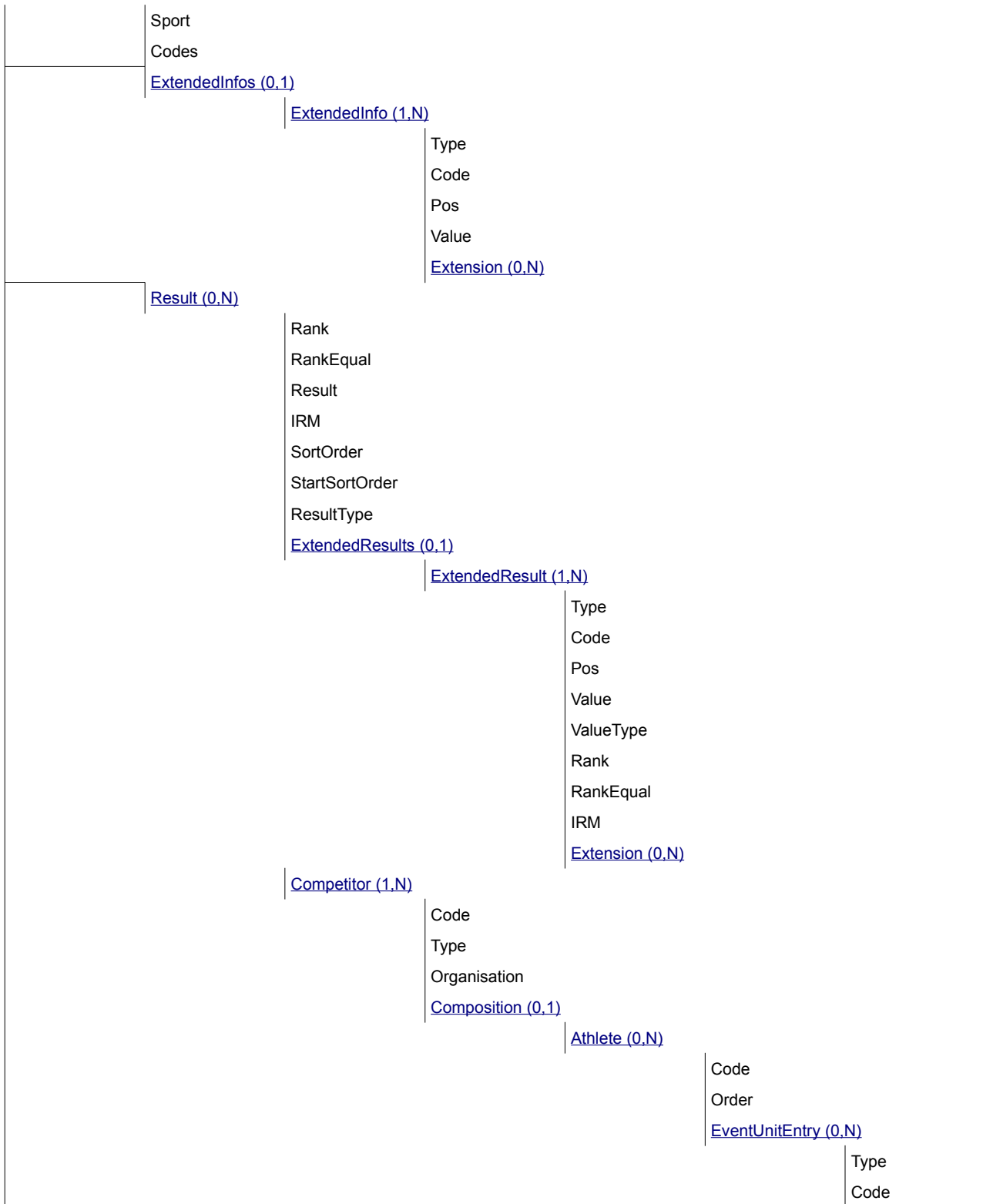
Up to a maximum of three competitors are sent in any message. These competitors are the one most recently completed an apparatus in the rotation (@Stage = LAST) the current or waiting score competitor (@Stage = CURRENT or WAITING) and the competitor next to start (@Stage = NEXT).

Each competitor only includes the apparatus in the current rotation.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0.1)						
	Gen					





	Pos
	Value

2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	PHASE	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	M	String	Send phase RSC (34)
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always			
Attribute	Value	Description	
Code	ROTATION		
Pos	N/A	N/A	
Value	Numeric #0	Send the current rotation number	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable			
Attribute	Value	Description	
Code	SUBDIVISION		
Pos	N/A	N/A	
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: Competition /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.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	STAGE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @Stage	Send applicable code
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Qualification and in finals for all STAGE options except LAST.				
	Attribute	Value	Description	
	Code	NEED		
	Pos	Numeric 0	Number for ranks 1, 2, 3, 8, 10 8 is only sent in group qualification 10 is only sent in individual qualification.	
	Value	String	Score (with format #0.000) needed to reach or maintain the rank related to @Pos Send "-" if the competitor is already ranked at this rank or higher.	
ER	APPARATUS	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @Apparatus	Send the apparatus for the competitor
ER	ROTATION	N/A	Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the number of rotations which makes up the overall score in the phase. Do not send if 0.
ER	PREV_SCORE	N/A	Element Expected: For rotations higher than 1, only for Current and Next competitors	
	Attribute	M/O	Value	Description
	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
	Attribute	M/O	Value	Description
	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
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if PREV_RANK is equalled, otherwise do not send.
ER		3_RIBBONS_2_BALLS 5_HOOPS 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.
	Rank	O	Numeric #0	Send the rank of the competitor on the apparatus.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult
Sub Element: Competition /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: Competition /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: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available				
	Attribute	Value	Description	
	Code	DIFFICULTY_APPARAT US		



Pos	N/A	N/A
Value	Numeric #0.0	Send the difficulty apparatus score for the competitor on this apparatus
Sub Element: Competition /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: Competition /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: Competition /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: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available		
Attribute	Value	Description
Code	ARTISTIC	
Pos	N/A	
Value	Numeric #0.000	Send the artistic score for the competitor on this apparatus

Sample (Group)



```
<Result SortOrder="5" StartSortOrder="5" ResultType="POINTS" 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_RIBBONS_2_BALLS"/>
    <ExtendedResult Type="ER" Code="3_RIBBONS_2_BALLS " 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="ARTISTIC" Value="9.999" />
      <Extension Code="EXECUTION" Value="9.200"/>
      <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_RIBBONS_2_BALLS "/>
    <ExtendedResult Type="ER" Code="3_RIBBONS_2_BALLS " Value="" ValueType="NO_SCORE"/>
  </ExtendedResults>
```

Element: Competition /Result /Competitor (1,N)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team, A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,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".

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

Individual athlete's entry information.

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



EUE		IFID	N/A	Element Expected: When available
Attribute	M/O	Value	Description	
Value	M	S(16)	IF ID of the athlete	

2.3.4.6 Message Sort

Sort by Result @SortOrder.



2.3.5 Cumulative Results

2.3.5.1 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.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC of the phase
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results



		LIVE INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL 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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

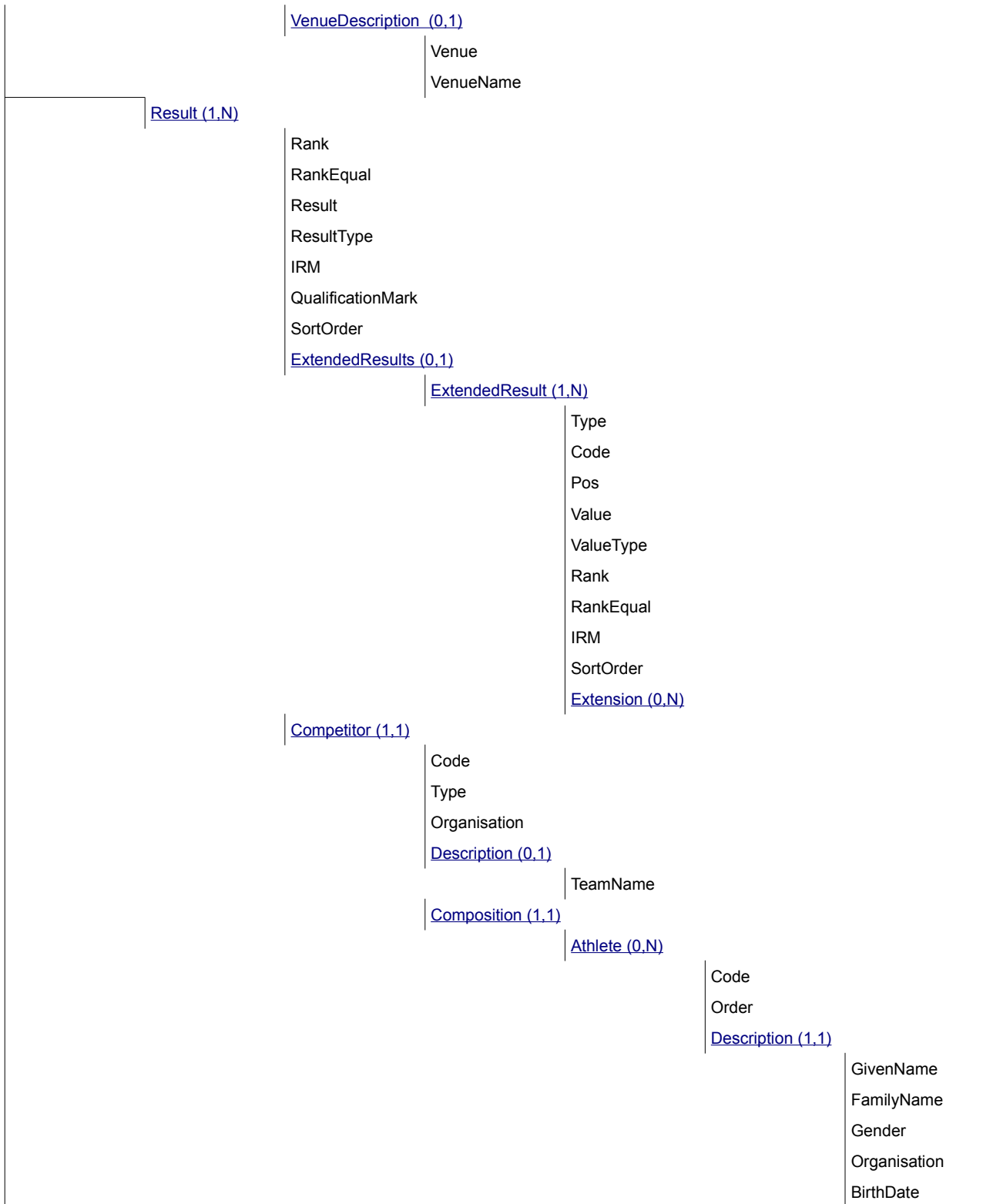
Send:

- * 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

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0.1)	Gen Sport Codes					
	ExtendedInfos (0.1)					
		ExtendedInfo (0.N)	Type Code Pos Value			
		Progress (0.1)	LastUnit			
		SportDescription (0.1)	DisciplineName EventName Gender			





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2.3.5.5 Message Values

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

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

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)			
For any 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".
Result	O	Numeric #0.000	Cumulative result Send just in the case @ResultType is POINTS
ResultType	O	SC @ResultType	ResultType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.
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: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Team competitor's extended results.				
Type	Code	Pos	Description	
ER	3_RIBBONS_2_BALLS 5_HOOPS BALL CLUBS HOOP RIBBON	Numeric 0	Code Description: Apparatus code Pos Description: Send apparatus number (as ordered) 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.
	Rank	O	S(2)	Send the rank of the competitor on the apparatus



RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult
SortOrder	O	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Sub Element: Competition /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 the apparatus	
Sub Element: Competition /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: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available			
Attribute	Value	Description	
Code	DIFFICULTY_APPARAT US		
Pos	N/A	N/A	
Value	Numeric #0.0	Send the difficulty apparatus score for the competitor on this apparatus	
Sub Element: Competition /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: Competition /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: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available		
Attribute	Value	Description
Code	ARTISTIC	
Pos	N/A	
Value	Numeric #0.000	Send the artistic score for the competitor on the apparatus

Sample (General)

```
<Result Rank="1" ResultType="POINTS" Result="35.708" SortOrder="1" QualificationMark="Q" >
<ExtendedResults>
<ExtendedResult Type="ER" Code="5_HOOPS " 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="ARTISTIC" Value="9.999" />
<Extension Code="EXECUTION" Value="8.833" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="3_RIBBONS_2_BALLS" 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="ARTISTIC" Value="9.999" />
<Extension Code="EXECUTION" Value="8.800" />
</ExtendedResult>
</ExtendedResults>
```

Element: Competition /Result /Competitor (1,1)

Competitor related to one cumulative result.

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
Organisation	M	CC @Organisation	Competitor's organisation

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

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

Attribute	M/O	Value	Description
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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".

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

Athletes extended information.

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

2.3.5.6 Message Sort

Sort by Result @SortOrder

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



2.3.6 Event Final Ranking

2.3.6.1 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.

2.3.6.2 Header Values

The following table describes the message header attributes.

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

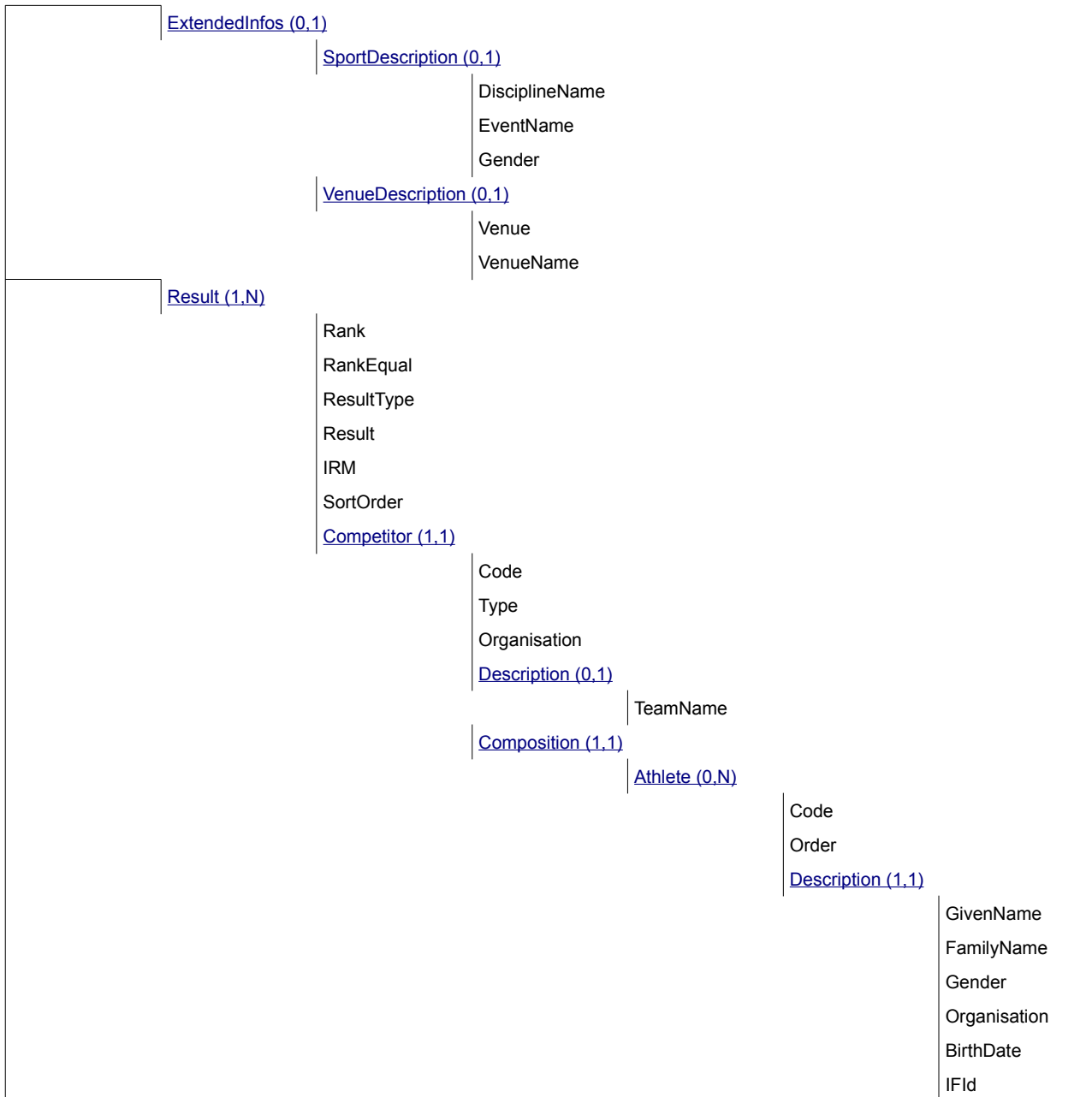
2.3.6.3 Trigger and Frequency

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.

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0.1)						
	Gen					
	Sport					
	Codes					



2.3.6.5 Message Values

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



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

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

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	M	SC @ResultType	Type of the @Result attribute
Result	O	Numeric ##0.000	Score. Only include the result if the competitor was in the final.
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: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	S(1)	A for athlete or T for team
Organisation	O	CC @Organisation	Competitor's organisation if known

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



Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	Order attribute. Used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

Sample (General)

```
<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>
```

2.3.6.6 Message Sort

Sort by Result @SortOrder



2.3.7 Configuration

2.3.7.1 Description

The Configuration is a message containing general configuration.
Send before the competition for each phase in separate messages.

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 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.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



ExtendedConfig (1,N)	Type
	Code
	Pos
	Value

2.3.7.5 Message Values

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

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

Element: Competition /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	N/A	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
QUALIFICATION	FROM_RANK	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	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	SC @QualRule	Qualification rule code
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 (General)

```
<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="ABC" />
    <ExtendedConfig Type="EC" Code="INTEGRATED" Value="N" />
  </Config>
</Configs>
```

2.3.7.6 Message Sort

There is no general message sorting rule.



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SOG-2024-GRY-3.0 SFA



3 Message Timeline

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
V1.0	2 Mar 2017	First version
V1.1	17 May 2017	Updated
V1.2	1 Aug 2017	Approved
V1.3	25 Aug 2017	Updated
V1.4	27 Jan 2018	Updated with rule change
V1.5	26 Mar 2018	Updated
V2.0	4 Jan 2019	Updated
V2.1	25 Feb 2019	Updated
V2.2	18 Apr 2019	Updated
V2.3	14 Aug 2019	Updated
V2.4	28 Feb 2020	Updated
V2.5	13 Mar 2020	Updated
V3.0	1 Jul 2022	First version for Paris 2024

File Reference: SOG-2024-GRY-3.0 SFA

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
V2.0	APP	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	APP	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]
V2.5	APP	DT_CUMULATIVE_RESULT: Correct typographical error in triggering
V3.0	SFA	DT_PARTIC: Update music @Value lengths at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC: Remove Participant/Height DT_PARTIC: Remove Participant/Weight DT_PARTIC_TEAM: Update music @Value lengths at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Add ARTISTIC score to in addition to DIFFICULTY and EXECUTION DT_RESULT: Remove DEDUCTION_EA and DEDUCTION_ET values DT_RESULT: Update music @Value lengths at Result /Competitor /EventUnitEntry DT_RESULT: Update music @Value lengths at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update ER/apparatus at ExtendedResults /ExtendedResult DT_RESULT: Update triggering. DT_CURRENT: Add ARTISTIC score to in addition to DIFFICULTY and EXECUTION DT_CURRENT: Remove DEDUCTION_EA and DEDUCTION_ET values DT_CURRENT: Add ER/STAGE/NEED at Result /ExtendedResults /ExtendedResult DT_CURRENT: Remove Result/Diff DT_CURRENT: Remove ER/DIFF at Result /ExtendedResults /ExtendedResult (consistency with GTR) DT_CUMULATIVE_RESULT: Add ARTISTIC score to in addition to DIFFICULTY and EXECUTION DT_CUMULATIVE_RESULT: Remove DEDUCTION_EA and DEDUCTION_ET values DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule Updated apparatus throughout Remove Bib throughout