Olympic Data Feed

Artistic Swimming
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Artistic Swimming 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 Artistic Swimming 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 Artistic Swimming Overview

MESSAGES
* All events have a single DT_RESULT for each unit.
* DT_CUMULATIVE_RESULT is sent to calculate the points in each event.

SCHEDULE
* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will be sent for all units (with schedule=Y) which aligns with DT_RESULT for each unit.

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_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	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_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 (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message.

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.

Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.1.5 Message Values

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

Sample (Competition)

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

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

Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this 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
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	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline if it is assigned).

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

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

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)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
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	
		TeamOfficials (0,1)			
			Official (1,N)		
				Code	
				Function	
				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 (example ATHM4X400M--ESP01, 393553) 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 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 ID of the listed team member.
Order	O	Numeric	Team member order

Element: Competition /Team /TeamOfficials /Official (1,N)
Send if there are specific officials for the team. Does not apply to historical teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team official. For all team officials where applicable.
Function	M	CC @ResultsFunction	Official's function for the team Send the function code for: -Coach -Choreographer
Order	O	Numeric #0	Official's order in the team.

Element: Competition /Team /Discipline (0,1)

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

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

Element: Competition /Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event. Historical teams will not be registered to any event.

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

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

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: If available

	Attribute	M/O	Value	Description
	Value	M	S(4)	World Ranking

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies). UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL
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

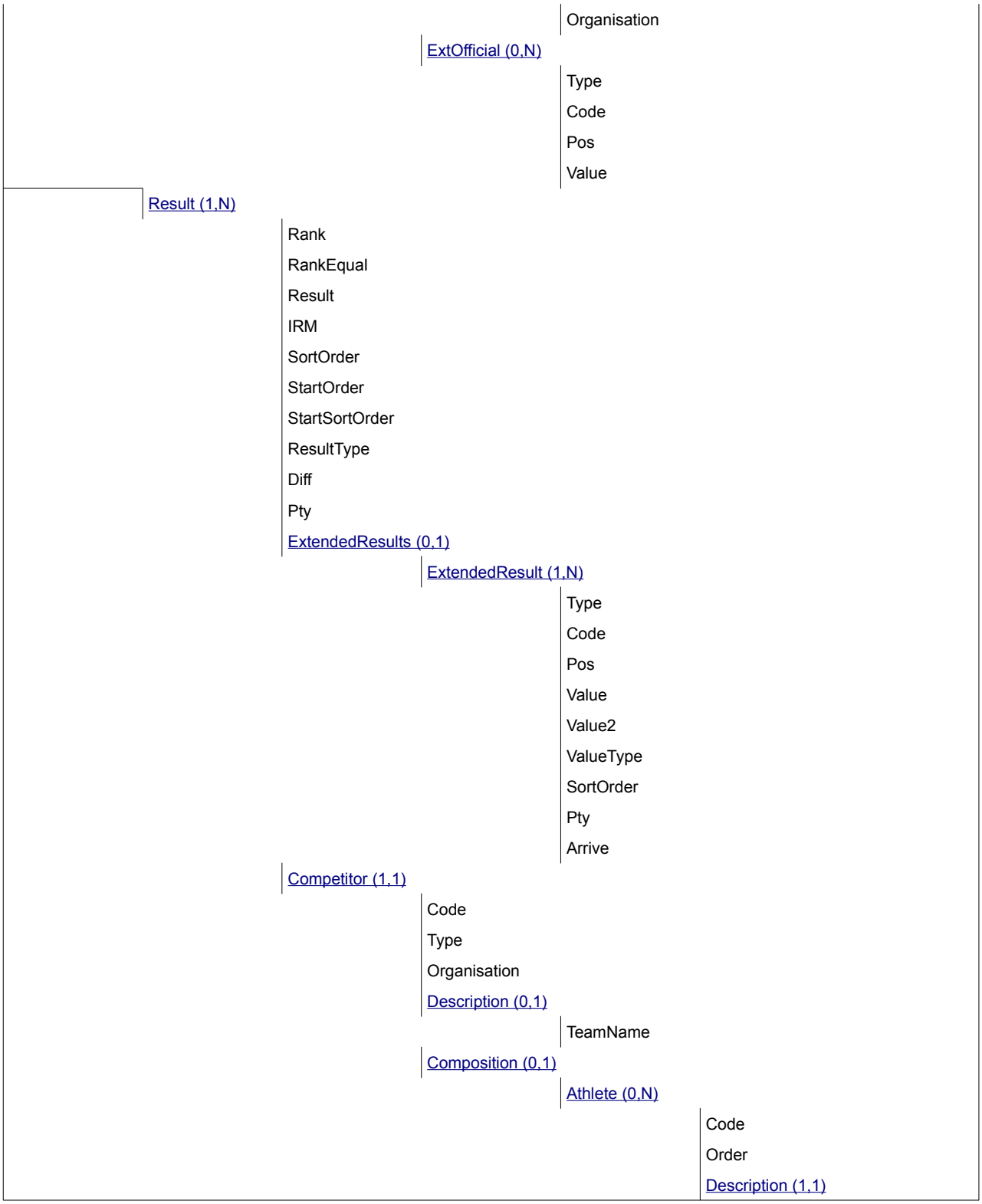
* As soon as the start list is available and any updates [inc. IRMs] (START_LIST)
* When the difficulty and routine information is added for each competitor (START_LIST)

* When the first competitor starts and during the unit with all updates (LIVE)
* After the unit has finished (UNOFFICIAL)
* After the Result is approved (OFFICIAL)
* Send as PROTESTED if applicable
* Trigger also after any change.

2.3.3.4 Message Structure

The following table defines the structure of the message.

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


Organisation
ExtOfficial (0,N)
Type
Code
Pos
Value
Result (1,N)
Rank
RankEqual
Result
IRM
SortOrder
StartOrder
StartSortOrder
ResultType
Diff
Pty
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Value2
ValueType
SortOrder
Pty
Arrive
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
Composition (0,1)
Athlete (0,N)
Code
Order
Description (1,1)

	GivenName FamilyName Gender Organisation BirthDate IFId

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**
DISPLAY		CURRENT	N/A	Element Expected: Send the current/next competitor (one only) with every LIVE update
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the current/next competitor as defined by the sport.
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When there is already a competitor with the rank @Pos (for example @Pos = 3 is not sent until there is a competitor in rank 3)**			
	Attribute	**Value**	**Description**	
	Code	NEED		
	Pos	Numeric 0	Sequential number for ranks 1, 2, 3	
	Value	Numeric ##0.0000 or "-" or x	The points the current competitor needs to achieve the overall rank @Pos. Send "-" if the competitor is already ranked at this rank or higher. Send "x" if the competitor cannot reach this rank regardless of score.	
DISPLAY		LAST_COMP	N/A	Element Expected: Send the last competitor to receive a score with every LIVE & UNOFFICIAL update
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to finish

Sample (Free Routine)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-17T12:30:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="1245678" />
...
</ExtendedInfos>
```

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

Sport Descriptions in Text.

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

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

Venue Names in Text.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function for the event unit.
Order	M	Numeric	Order of the officials. Send by order for each official

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		TECH_MEMBER	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the official is member of the Technical Artistic Swimming Committee, else do not send.
EO		PANEL	Numeric 0	Pos Description: Order of the Judge within the panel Element Expected: As soon as it is known. This should be sent according with the Official/@Function (except for Referee and Assistant Referee).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @PanelType	Panel Type. Indicates in which panel is the judge. Only send for the judges and controllers

Sample (Free Routine)

```
<Officials>
  <Official Code="1176528" Function="RE" Order="1">
    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" />
    <ExtOfficial Type="EO" Code="TECH_MEMBER" Value="Y" />
  </Official>
...
  <Official Code="1176564" Function="J1" Order="3">
    <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="USA" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="1" Value="EX" />
  </Official>
  <Official Code="1176583" Function="J2" Order="4">
    <Description GivenName="Judy" FamilyName="Smith" Gender="W" Organisation="GBR" />
    <ExtOfficial Type="EO" Code="PANEL" Pos="2" Value="EX" />
  </Official>
```

Element: Competition /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Send "Y" in the case of equalled rank else do not send
Result	O	Numeric ##0.0000	Result (Points) for the particular event unit.
IRM	O	SC @IRM	IRM for the particular event unit. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Before the unit is it the same as StartSortOrder.

StartOrder	O	S(4)	Start order of the competitor in the start list.
StartSortOrder	M	Numeric #0	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	SC @ResultType	Result type, either POINTS or IRM for the corresponding event unit.
Diff	O	Numeric ##0.0000	Points behind the leader (send just in the case @ResultType is POINTS). Do not send for leader.
Pty	O	-Numeric -0.00	Send the penalty points (only if not zero) for the competitor.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
TOTAL		ELEMENT IMPRESSION	N/A	Element Expected: When scores are available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0000	Points for that code
	Pty	O	Numeric -#0.00	Applicable penalties
ER		ELEMENT	Numeric #0	Pos Description: Element order, 1.. Element Expected: When element type & DD available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0000	Score for the element
	Value2	M	Numeric #0.000	Degree of difficulty for the element
	ValueType	M	SC @ElementType	Element type
	SortOrder	O	Numeric #0	Element number within the ElementType Use this value to differentiate for same ElementTypes (for example Hydrid 1, Hydrid 2..)
	Pty	O	S(1)	Send Y if the DD is adjusted
	Arrive	M	Numeric 0.0	Factor
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available			
	Attribute	**Value**	**Description**	
	Code	JUDGE		
	Pos	Numeric 0	Judge's sequential number in the panel.	
	Value	Numeric #0.00	Score awarded by that judge.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
	Attribute	**Value**	**Description**	

	Code	JUDGE_DISCARD		
	Pos	Numeric 0	Judge's sequential number in the panel	
	Value	S(1)	Send "Y" if the judge score does not contribute to total score. Otherwise, do not send.	
ER		IMPRESSION	Numeric #0	Pos Description: Impression scores order 1.. Element Expected: When scores available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0000	Score for the element
	Value2	M	SC @Impression	Impression type
	Arrive	M	Numeric 0.0	Factor
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available			
	Attribute	**Value**	**Description**	
	Code	JUDGE		
	Pos	Numeric 0	Judge's sequential number in the panel.	
	Value	Numeric #0.00	Score awarded by that judge.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	JUDGE_DISCARD		
	Pos	Numeric 0	Judge's sequential number in the panel	
	Value	S(1)	Send "Y" if the judge score does not contribute to total score. Otherwise, do not send.	
ER		DIFFICULTY	N/A	Element Expected: As soon as known and with any update Will be included when START_LIST.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.000	Total degree of difficulty
	Pty	O	S(1)	Send Y if the DD is adjusted

Sample (SWA)

```
<Result Rank="2" ResultType="POINTS" Result="96.7100" SortOrder="2" StartOrder="4" StartSortOrder="4" Diff="1.5000" Pty="-1.00" >
  <ExtendedResults>
    <ExtendedResult Type="TOTAL" Code="ELEMENT" Value="55.3800">
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="1" Value="29.3800" Value2="12.55" ValueType="HYBRID" SortOrder="1" >
      <Extension Code="JUDGE" Pos="1" Value="9.6" />
      <Extension Code="JUDGE" Pos="2" Value="9.5" />
      <Extension Code="JUDGE_DISCARD" Pos="2" Value="Y" />
      <Extension Code="JUDGE" Pos="3" Value="9.7" />
      <Extension Code="JUDGE" Pos="4`" Value="9.6" />
...
```

Element: Competition /Result /Competitor (1,1) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
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 /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	Order attribute used to sort team members in a team. Send the order of the athletes within the duet/team.

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

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Cumulative Results

2.3.4.1 Description

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

In artistic swimming, the cumulative results message is used to combine the results of the component routines.

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 @Phase	Full RSC of the phase, for example: SWAWTEAM2---------- (Duet)
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 UNOFFICIAL OFFICIAL PROVISIONAL
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.

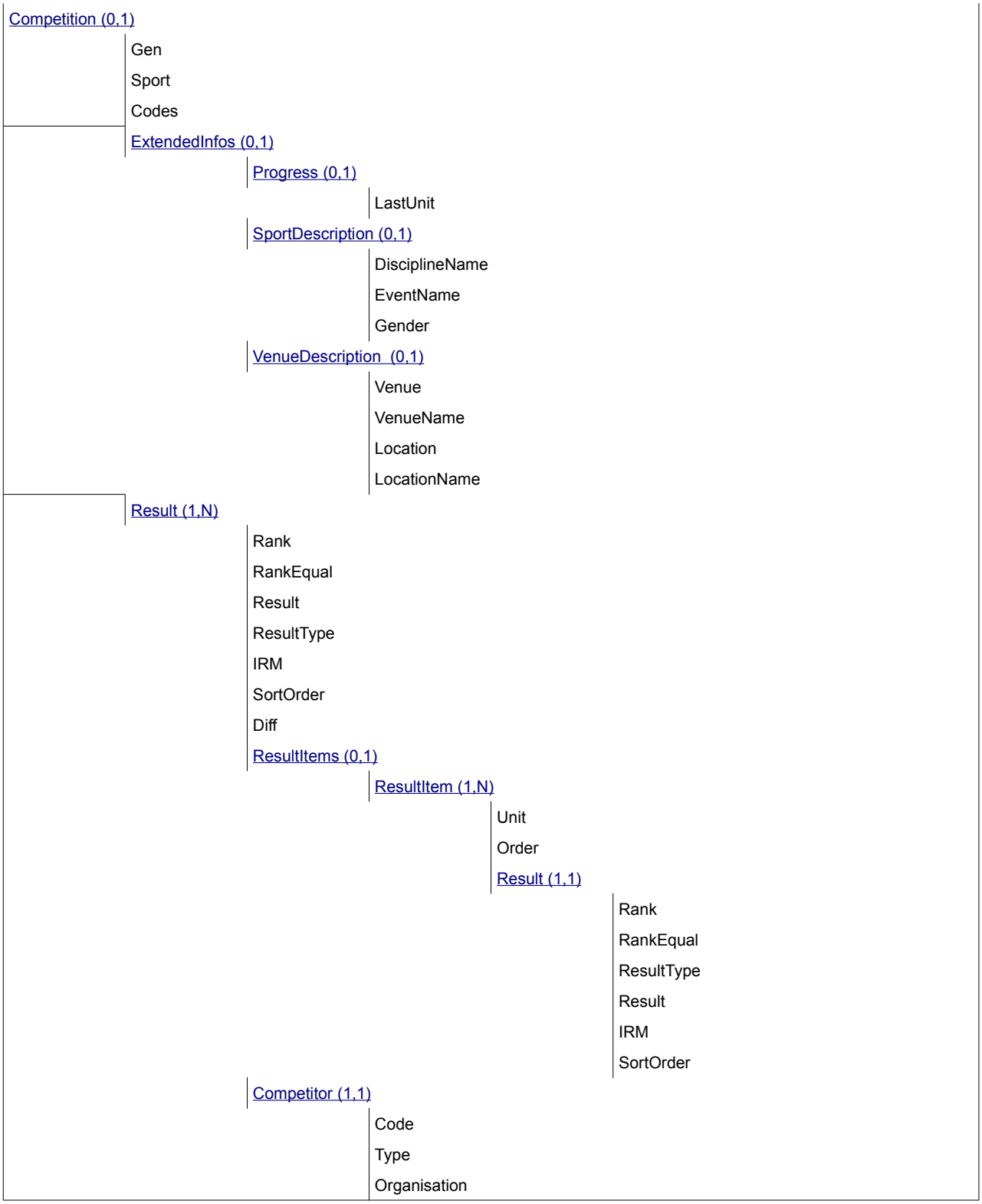
2.3.4.3 Trigger and Frequency

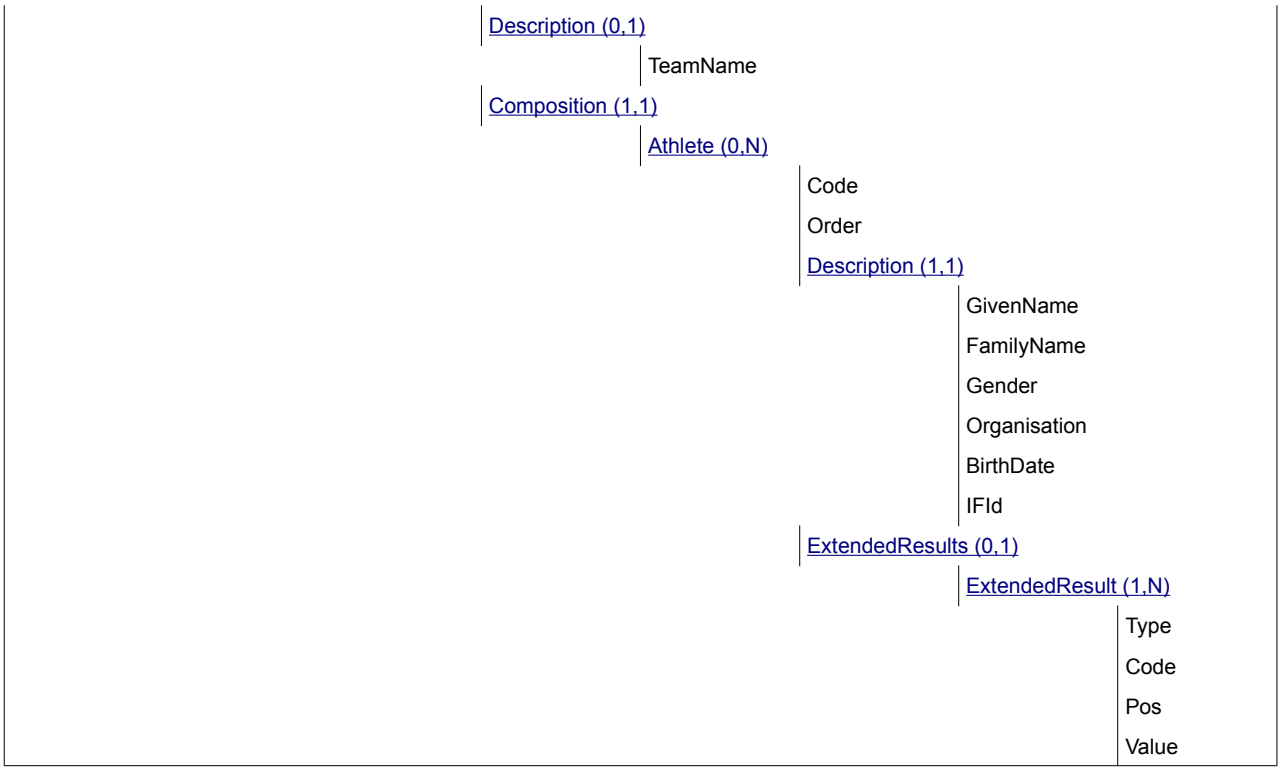
* After each competitor completes the routine during each unit- (LIVE)
* After each included unit except the last is over (INTERMEDIATE)
* Update after last routine -up to the end of the phase- (UNOFFICIAL / OFFICIAL)

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	Level 8


Competition (0,1)
Gen
Sport
Codes
ExtendedInfos (0,1)
Progress (0,1)
LastUnit
SportDescription (0,1)
DisciplineName
EventName
Gender
VenueDescription (0,1)
Venue
VenueName
Location
LocationName
Result (1,N)
Rank
RankEqual
Result
ResultType
IRM
SortOrder
Diff
ResultItems (0,1)
ResultItem (1,N)
Unit
Order
Result (1,1)
Rank
RankEqual
ResultType
Result
IRM
SortOrder
Competitor (1,1)
Code
Type
Organisation



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 /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Full RSC of the last unit completed (or in progress if applicable) related to the message's content

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) 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
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location 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	Text	Rank of the competitor in the cumulative result.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
Result	O	Numeric ##0.0000	Result (Total points) Duet: is the Technical Routine plus Free Routine. Team: is the Technical Routine plus Free Routine plus Acrobatic Routine
ResultType	O	SC @ResultType	Result type, either POINTS or IRM in any routine for the corresponding phase.
IRM	O	SC @IRM	Invalid result mark in the phase. Only send in the case @ResultType is IRM
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.
Diff	O	Numeric ##0.0000	Points behind the leader (send just in the case @ResultType is POINTS). Do not send for the leader (Rank=1).

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

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the result for the unit
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute for the phase identified by

			/ResultItems /ResultItem, either IRM or POINTS.
Result	O	Numeric ##0.0000	Result (Points) of the competitor for the particular event unit identified by /ResultItems /ResultItem Send in the case @ResultType is POINTS.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem. Only send in the case @ResultType is IRM
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

Element: 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)	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

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	Order attribute used to sort team members in a team. Send the order of the athletes within the duet/team.

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 /ExtendedResults /ExtendedResult (1,N)

Team member's extended result.

Type		Code	Pos	Description
ER		PARTIC	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Participation	Send the appropriate code if applicable (for the reserve participation in team). Do not send if swam in all.

Sample (Cumulative)

```
<Result Rank="2" ResultType="POINTS" Result="192.8100" Diff="2.4560" SortOrder="2">
  <ResultItems>
    <ResultItem Unit="SWAWTEAM2----------FNL-000100--">
      <Result Rank="2" ResultType="POINTS" Result="96.7100" SortOrder="2" />
    </ResultItem>
    <ResultItem Unit="SWAWTEAM2----------FNL-000200--">
      <Result Rank="2" ResultType="POINTS" Result="96.1000" SortOrder="2" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="SWAWTEAM2---CHN01" Type="T" Organisation="CHN" >
    <Description TeamName="China"/>
    <Composition>
      <Athlete Code="1072598" Order="1" >
        <Description FamilyName="Smith" GivenName="Jane" Gender="W" Organisation="CHN" BirthDate="1994-11-04" />
      </Athlete>
      <Athlete Code="1072596" Order="2" >
        <Description FamilyName="Jones" GivenName="Sue" Gender="W" Organisation="CHN" BirthDate="1994-11-04" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.4.6 Message Sort

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

2.3.5 Event Final Ranking

2.3.5.1 Description

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

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @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 etc. OFFICIAL PROVISIONAL
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.

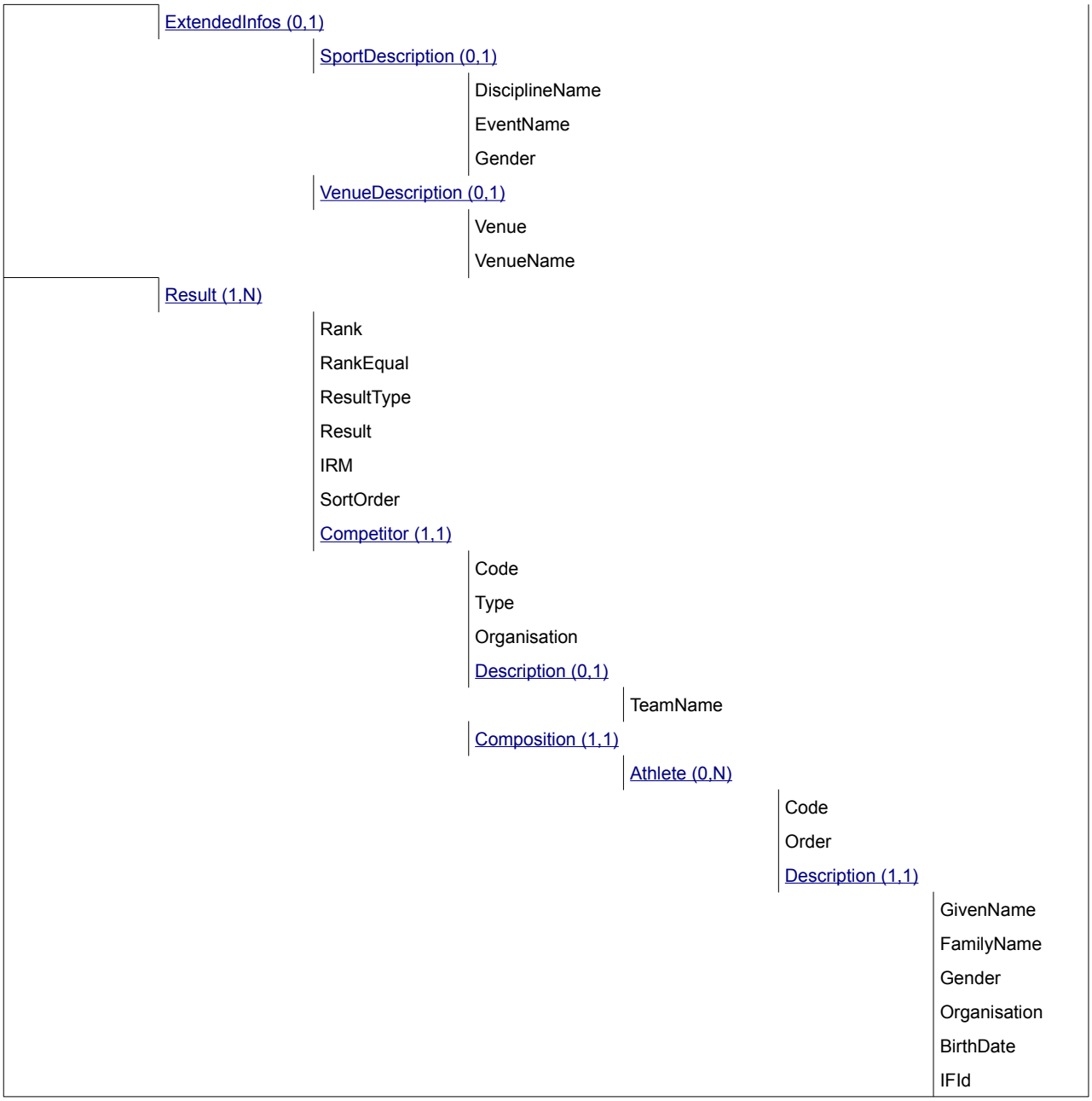
2.3.5.3 Trigger and Frequency

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.

2.3.5.4 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					



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 /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. Must be included if it is a single gender

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

Element: Competition /Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Only applicable if IRM
Result	O	Numeric ##0.0000	Result (Total points)
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, 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. Send 1 when Competitor @Type="A".

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

2.3.5.6 Message Sort

Sort by Result @SortOrder

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Day that INFO goes LIVE	DT_PARTIC		x				
	DT_PARTIC_TEAM		x				
	DT_SCHEDULE		x				
	DT_PDF C08 Competition Schedule		x				
	DT_PDF C35A Technical Artistic Swimming Committee		x				
	DT_PDF C35B Competition Officials		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After changes of athlete data	DT_PARTIC_UPDATE		x				
After changes of team data	DT_PARTIC_TEAM_UPDATE		x				
If changes in schedule	DT_SCHEDULE_UPDATE		x				o
	DT_PDF C08 Competition Schedule		x				
After Technical Meeting and Draw	-						
For the Duet /Team Technical Routines	DT_RESULT	START_LIST					x
	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C32Cx Entry List by Event			x			
	DT_PDF C51 A/B/C/D/E						x
After Duet/Team Technical Routines (for Free Routines)	DT_RESULT	START_LIST					x
	DT_PDF C51 A/B/C/D/E						x
After Team Free Routines (for Acrobatic Routine)	DT_RESULT	START_LIST					x
For Team	DT_PDF C51E Start List (Team - Acrobatic Routine)						x
With Judges	DT_RESULT	START_LIST					x
	DT_PDF C51 A/B/C/D/E						x
For All Routines	DT_PDF C51F Coach Card Listing						x

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Some minutes before competition	DT_SCHEDULE_UPDATE	GETTING_READY	x				o

starts							
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
Repetitive	DT_RESULT	LIVE					x
	DT_CUMULATIVE_RESULT	LIVE					x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When last Performance of the Routine is finished	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
If not the last performance of the last Routine (Free for Duet, Acrobatic for Teams)	DT_CUMULATIVE_RESULT	INTERMEDIATE					x
If it is the last performance of the last Routine (Free for Duet, Acrobatic for Teams)	DT_CUMULATIVE_RESULT	UNOFFICIAL					x
Results confirmed	DT_RESULT	OFFICIAL					x
If it is the last performance of the last Routine (Free for Duet, Acrobatic for Teams)	DT_CUMULATIVE_RESULT	OFFICIAL					x
After the Last Routine of the Event	DT_RANKING	OFFICIAL		x			
After the Last Routine of the Event (Duet/Team)	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
After each routine results are approved	DT_PDF C73 A/B/C/D/E	OFFICIAL					x
	DT_PDF C77 A/B/C/D/E	OFFICIAL					x
After Duet Free Routine	DT_PDF C76A Event Summary (Duet)	OFFICIAL		x			
After Free / Acrobatic Team Routines	DT_PDF C76B Event Summary (Team)	PARTIAL/OFFICIAL		x			
	DT_PDF C92B Medallists	OFFICIAL		x			
	DT_PDF C93 - Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
	DT_PDF C99 Multi-Medallists		x				

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	23 Jun 2017	First Version
V1.1	3 Jan 2018	Updated
V2.0	18 Apr 2019	Updated
V2.1	30 May 2019	Updated
V2.2	14 Aug 2019	Updated
V2.3	20 Mar 2020	Updated after Homologation
V3.0	2 Dec 2022	First version for Paris 2024
V3.01	3 Feb 2023	Updated
V3.1	25 Aug 2023	Approved
V3.2	12 Jan 2024	CR026912
V3.3	9 Feb 2024	CR027093
V3.4	3 May 2024	CR027884

File Reference: SOG-2024-SWA-3.4 APP

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First Version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results CR 16928: DT_RESULT: Use Pty in Result and remove the Extension DT_RESULT: Move points needed to ExtendedInfos
V2.1	SFA	CR16640: Add ODF Version @Competition DT_RESULT: Update DISPLAY/LAST @ExtendedInfos to send at UNOFFICIAL also. DT_RESULT: Clarify when NEED is expected DT_RESULT: Add attributes Pty to ER/EX & TE @ Result/ExtendedResults and remove extension REQ_PTY DT_CONFIG: Clarify that the message is only required in preliminary units Editorial improvements without changing the intent
V2.2	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N
V2.3	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565] DT_PARTIC: Remove Participant /Discipline /RegisteredEvent /Substitute DT_RESULT: Clarify use of "-" in DISPLAY/CURRENT/NEED @ ExtendedInfos /ExtendedInfo [188522, 188527] DT_RESULT: Delete Result /Competitor /Composition /Athlete /EventUnitEntry to remove the reserve in the start list. [188469] DT_RESULT: Clarify Result/SortOrder before the start. [188516]
V3.0	SFA	DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_PARTIC: Remove Participant/Weight DT_PARTIC: Remove Participant/Height DT_RESULT: Update DISPLAY/CURRENT/NEED at ExtendedInfos /ExtendedInfo

		DT_RESULT: Add TOTAL/ELEMENT.. at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/ELEMENT at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/IMPRESSION at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/AI.. at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/DIFFICULTY at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Trigger DT_RESULT: Add Result /RecordIndicators /RecordIndicator DT_RESULT: Update EO/PANEL at Officials /Official /ExtOfficial DT_RESULT: Remove UI/PANEL at ExtendedInfos /ExtendedInfo DT_CUMULATIVE_RESULT: Remove Result/QualificationMark DT_CUMULATIVE_RESULT: Add Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator DT_CUMULATIVE_RESULT: Move ER/PARTIC from ResultItems to Athlete (typographical error) DT_CUMULATIVE_RESULT: Update DocumentCode in the header DT_CUMULATIVE_RESULT: Update Description DT_CUMULATIVE_RESULT: Remove ExtendedInfos /ExtendedInfo DT_CUMULATIVE_RESULT: Update Result/Result DT_RANKING: Add Result/Result DT_RECORD: Add message DT_CONFIG: Remove Message
V3.01	SFA	DT_RESULT: Update DISPLAY/CURRENT at ExtendedInfos /ExtendedInfo related to NEED DT_RECORD: Update Description
V3.1	APP	Approved
V3.2	APP	DT_RESULT: Update Degree of difficulty to three decimals [CR026912] DT_RESULT: Add ER/ELEMENT/Arrive for Factor [CR026912] Remove all references to records [CR026912]
V3.3	APP	DT_RESULT: Update format for numeric Pty throughout [CR027093]
V3.4	APP	DT_PARTIC_TEAM: Add Team /Discipline /RegisteredEvent /EventEntry [CR027884] DT_RESULT: Update TOTAL/ELEMENT/IMPRESSION at Result /ExtendedResults /ExtendedResult [CR027884 DT_RESULT: Update ResultStatus[CR027884 DT_RESULT: Update triggers[CR027884 DT_RESULT: Add ER/IMPRESSION/Arrive at Result /ExtendedResults /ExtendedResult [CR027884 DT_RESULT: Update Result/SortOrder[CR027884 DT_RANKING: Update ResultStatus[CR027884 DT_CUMULATIVE_RESULT: Update Result/Rank [CR027884]