



International  
Olympic  
Committee

SOG-2024-GTR-3.0 SFA

# Olympic Data Feed



## Trampoline Gymnastics ODF Data Dictionary

Technology and Information Department  
© International Olympic Committee

SOG-2024-GTR-3.0 SFA  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Trampoline 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 Trampoline 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 Trampoline Gymnastics Overview

#### MESSAGES IN EACH EVENT

\* All events have a single DT\_RESULT for each unit as well as a DT\_CURRENT while the unit is in progress.

#### SCHEDULE

\* The DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include each unit (schedule=Y) which is aligned with the same RSC for DT\_RESULT.

### 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 extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	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	



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DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0..1)</a>	Gen Sport Codes			
	<a href="#">Participant (1..N)</a>	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName LocalGivenName Gender Organisation BirthDate PlaceofBirth CountryofBirth		



PlaceofResidence	
CountryofResidence	
Nationality	
MainFunctionId	
Current	
OlympicSolidarity	
ModificationIndicator	
<a href="#">Discipline (1,1)</a>	
	Code
	IFId
	<a href="#">RegisteredEvent (0,N)</a>
	Event

### 2.3.1.5 Message Values

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

#### Sample (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-GTR-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 could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>



Parent	M	S(20) with no leading zeroes	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	<a href="#">CC @ParticStatus</a>	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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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	<a href="#">CC @Discipline</a>	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. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event

### 2.3.1.6 Message Sort

The message is sorted by Participant @Code



## 2.3.2 Event Unit Start List and Results

### 2.3.2.1 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.

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	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	<a href="#">CC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.2.3 Trigger and Frequency

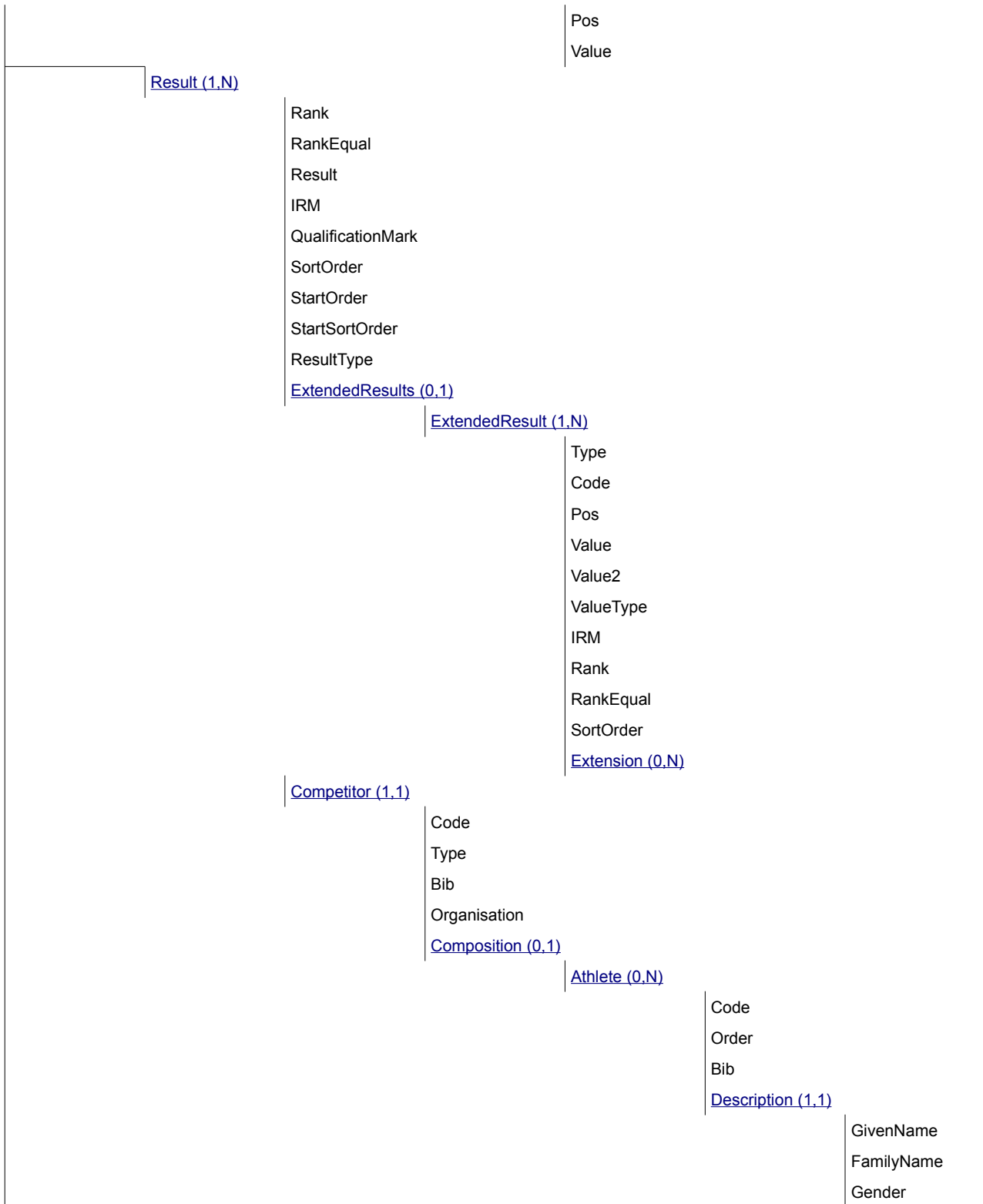
- \* "START\_LIST": As soon as the competition order is known and any updates (inc. IRMs before start)
  - \* "LIVE": When the first competitor starts and during the unit with all updates
  - \* "UNOFFICIAL": After the unit has finished
  - \* "OFFICIAL": After the Result is approved
- Trigger also after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



### 2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0.1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0.1)</a>					
		<a href="#">UnitDateTime (0.1)</a>				
			StartDate			
		<a href="#">ExtendedInfo (0.N)</a>				
			Type			
			Code			
			Pos			
			Value			
			<a href="#">Extension (0.N)</a>			
		<a href="#">SportDescription (0.1)</a>				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		<a href="#">VenueDescription (0.1)</a>				
			Venue			
			VenueName			
			Location			
			LocationName			
	<a href="#">Officials (0.1)</a>					
		<a href="#">Official (1.N)</a>				
			Code			
			Function			
			Order			
			<a href="#">Description (1.1)</a>			
				GivenName		
				FamilyName		
				Gender		
				Organisation		
			<a href="#">ExtOfficial (0.N)</a>			
				Type		
				Code		





	Organisation
	BirthDate
	IFld
	<a href="#">EventUnitEntry (0,N)</a>
	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 /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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0
	<b>Description</b>	Send the subdivision	
UI	ROUTINE	N/A	Element Expected: Always after unit started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0
	<b>Description</b>	Send the current exercise number	
UI	STARTERS	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0
	<b>Description</b>	Send the number of competitors on the start list	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>





	Code	COMPLETE		
	Pos	N/A		N/A
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
UI		LAST_QUAL	Numeric #0	Pos Description: Send the rank of the competitor Element Expected: If applicable in qualifying phases
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeros	Send the ID of the competitor currently in the last qualifying place

### Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="ROUTINE" Value="1" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="16">
    <Extension Code="COMPLETE" Value="10" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="LAST_QUAL" Pos ="8"= Value="3160015" />
</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	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	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	<a href="#">CC @ResultsFunction</a>	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
-------	---	---------------	------------------------

**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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Official's organisation

**Element: Competition /Officials /Official /ExtOfficial (0,N)**

Type	Code	Pos	Description
EO	JURY_TYPE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @JuryType</a>
			Indicates if the official is part of the Superior Jury or Judging Panel. Send appropriate code.

**Sample (General)**

```

<Officials>
  <Official Code="1165657" Function="PR" Order="1">
    <Description GivenName="Yanick" FamilyName="Baldinotti" Organisation="FIG" Gender="M" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="SUPERIOR" />
  </Official>
  <Official Code="1155520" Function="ME" Order="2">
    <Description GivenName="Joan" FamilyName="Smith" Organisation="FIG" Gender="F" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="SUPERIOR" />
  </Official>
  ...
  <Official Code="1174961" Function="CJP" Order="8">
    <Description GivenName="Bob" FamilyName="White" Organisation="USA" Gender="M" />
    <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
  </Official>
  ...
</Officials>

```

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the event unit. This attribute is optional because the competitor could get an IRM. Rank is not included if multiple groups are present in the phase (non-Olympic events).
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric ##0.000	<b>Score of the unit</b>



IRM	O	<a href="#">SC @IRM</a>	IRM for the particular event unit. Send in the case @ResultType is IRM.
QualificationMark	O	<a href="#">SC @QualificationMark</a>	The code which gives an indication of the qualification of the competitor for the next round of the competition. Send if applicable.
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.  During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	M	S(2)	Start order of the competitor in the start list, may be Rn for reserves.
StartSortOrder	M	Numeric	Sort order of the competitors on the start list.
ResultType	O	<a href="#">SC @ResultType</a>	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		ROUTINE	Numeric 0	Pos Description: Send the exercise number. Always send even if only one exercise Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.000 or "-"	Total points for the exercise defined @Pos. Send "-" if competitor does not attempt second exercise.
	Value2	O	S(4)	Send "BEST" if this is the best exercise in qualification.
	ValueType	M	<a href="#">SC @ResultType</a>	ValueType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result and "NO_ATTEMPT" if competitor does not attempt second exercise.
	IRM	O	<a href="#">SC @IRM</a>	Send appropriate IRM code if IRM at this ExtendedResult
	Rank	O	Numeric	Send the rank of the competitor in the exercise when @ValueType=POINTS.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	O	Numeric	Send the sort order equating to the rank but also considering IRMs.
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DIFFICULTY		



Pos	N/A	N/A
Value	Numeric #0.000	Difficulty points
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	PENALTY	
Pos	N/A	N/A
Value	Numeric -#0.000	Penalty Points
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Always</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	EXECUTION	
Pos	N/A	N/A
Value	Numeric #0.000	Execution Points
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only in the case of inquiry for the difficulty score</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	INQUIRY	
Pos	N/A	N/A
Value	SC @Inquiry	Send inquiry code
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	HOR_DISPLACE	
Pos	N/A	N/A
Value	Numeric #0.000	Horizontal Displacement
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Always</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	TIME	
Pos	N/A	N/A
Value	Numeric #0.000	Time Points

**Sample (General)**



```
<Result Rank="1" ResultType="POINTS" Result="112.895" QualificationMark="Q" SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ROUTINE" Pos="1" Value="51.160" ValueType="SCORE" Rank="1" SortOrder="1" >
      <Extension Code="DIFFICULTY" Value="3.400" />
      <Extension Code="EXECUTION" Value="29.200" />
      <Extension Code="HOR_DISPLACE" Value="1.200" />
      <Extension Code="TIME" Value="18.560" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ROUTINE" Pos="2" Value="61.735" ValueType="SCORE" Rank="2" SortOrder="2" >
      <Extension Code="DIFFICULTY" Value="17.100" />
      <Extension Code="EXECUTION" Value="26.700" />
      <Extension Code="HOR_DISPLACE" Value="2.200" />
      <Extension Code="TIME" Value="17.935" />
    </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
Bib	O	S(4)	Bib number
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

**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	1 as the competitor is type="A".
Bib	O	S(4)	Athlete's competitor number.

**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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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	RESERVE	N/A	Element Expected: When applicable
Attribute	M/O	Value	Description
Value	M	S(1)	Send Y if the athlete is reserve else do not send.

### Sample (General)

```
<EventUnitEntry Type="EUE" Code="RESERVE" Value="Y" />
```

### 2.3.2.6 Message Sort

Sort by Result @SortOrder



### 2.3.3 Current Information

#### 2.3.3.1 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.

#### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

#### 2.3.3.3 Trigger and Frequency

\* After every competitor completes an exercise and the score is available or a new competitor starts an exercise.

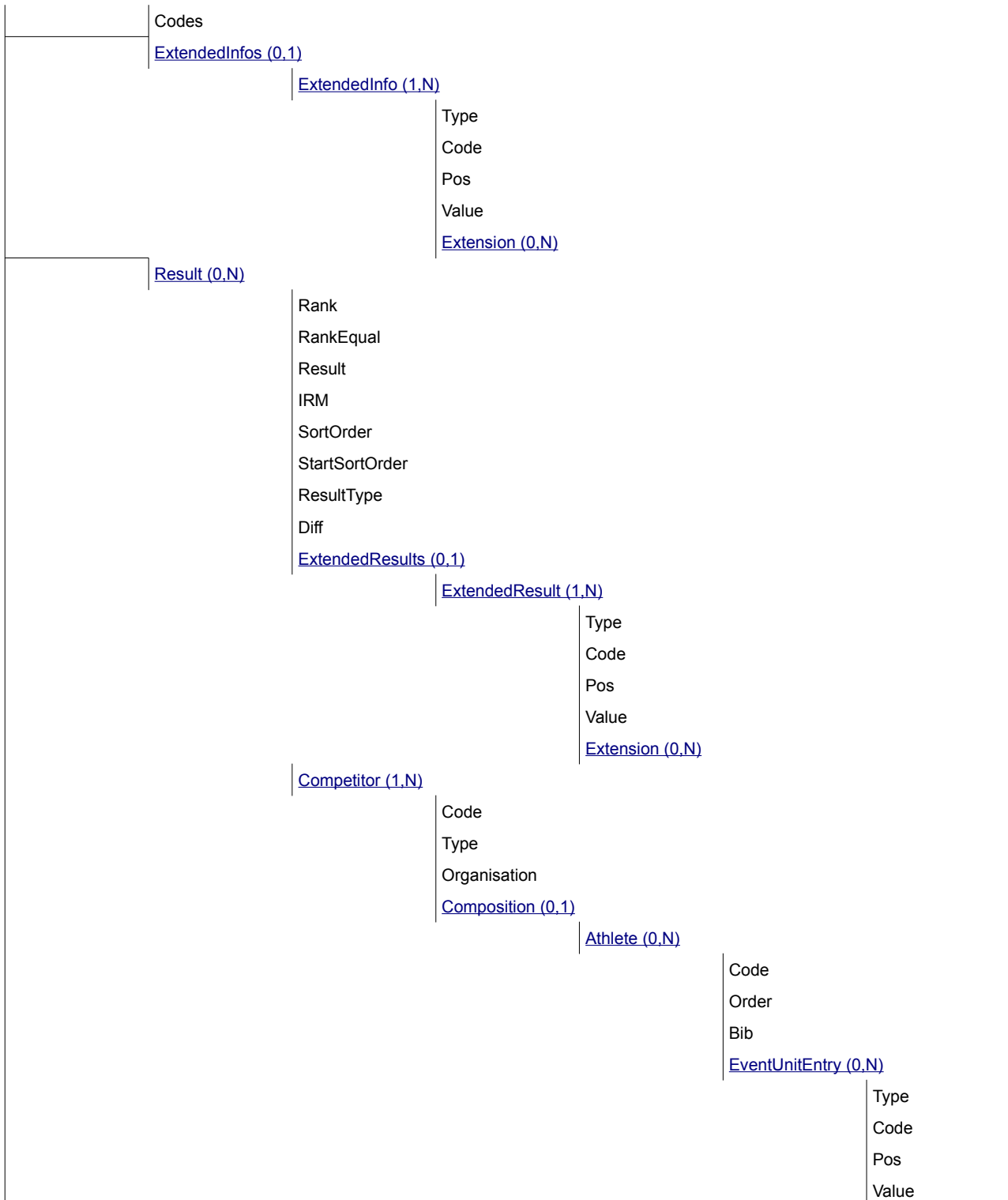
\* If there is no previous competitor in the session then send (with one competitor as next) when the unit ScheduleStatus becomes GETTING\_READY.

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).

#### 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
<a href="#">Competition (0..1)</a>						
	Gen					
	Sport					







### 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 /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	PHASE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
	<b>Description</b>		Send phase RSC (34)
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ROUTINE	
	Pos	N/A	N/A
	Value	Numeric #0	Send the current exercise number

#### Sample (Qualification)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PHASE" Value=" GTRM1TRA-----QUAL-----" >
    <Extension Code="ROUTINE" Value="1"/>
  </ExtendedInfo>
</ExtendedInfos>
```

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Numeric	Rank of the competitor in the exercise. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only "Y" send if applicable else do not send
Result	O	Numeric #0.000	Score in the exercise
IRM	O	<a href="#">SC @IRM</a>	IRM for the exercise 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	Sort order of the competitors on the start list.



ResultType	O	<a href="#">SC @ResultType</a>	ResultType is used to describe the type of data @Value or in case of IRM, use "NO_SCORE" before the participant has a result.
Diff	O	Numeric #0.000	Points behind leader. Send 0.000 for the leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		STAGE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Stage</a>	Send applicable code
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected <span style="background-color: #90EE90;">During both exercises</span> of qualification and in finals for all STAGE options except LAST.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	NEED		
	Pos	Numeric 0	Number for ranks 1, 2, 3, 8 8 is only sent in 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 and cannot drop lower.	
ER		PENALTY	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric -#0.000	Penalty Points
ER		DIFFICULTY	N/A	Element Expected: IF applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Difficulty Points
ER		EXECUTION	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Execution Points
ER		HOR_DISPLACE	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Horizontal Displacement
ER		TIME	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Time Points



			#0.000	
ER		INQUIRY	N/A	Element Expected: Only in the case of inquiry for the difficulty score
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Inquiry</a>	Send inquiry code if applicable

### Sample (General)

```
<Result ResultType="POINTS" Result="18.537" Rank="5" SortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="STAGE" Value="LAST" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
    <ExtendedResult Type="ER" Code="HOR_DISPLACE" Value="1.200" />
  </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)	A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	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
Order	M	Numeric	1 as competitor type="A".
Bib	O	S(4)	Bib number

#### 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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(16)
			IF ID of the athlete

### 2.3.3.6 Message Sort

Sort by Result @SortOrder.



## 2.3.4 Event Final Ranking

### 2.3.4.1 Description

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	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	<a href="#">CC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

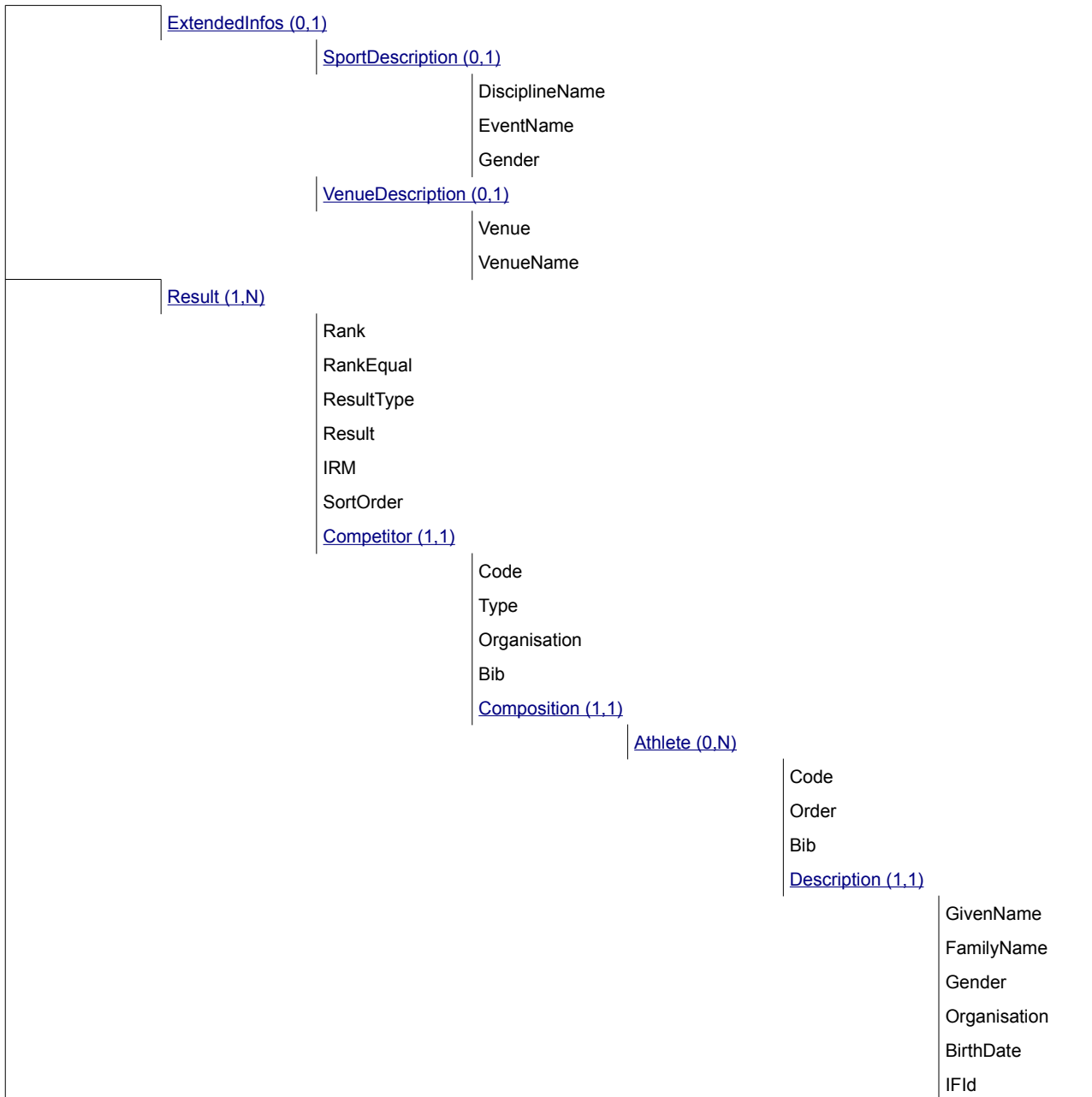
### 2.3.4.3 Trigger and Frequency

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

### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0.1)</a>						
	Gen					
	Sport					
	Codes					



### 2.3.4.5 Message Values

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



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

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

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else do not send
ResultType	M	SC @ResultType	Type of the @Result attribute or in the case of IRM.
Result	O	Numeric ##0.000	Score.
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
Organisation	O	CC @Organisation	Competitor's organisation if known
Bib	O	S(4)	Bib number

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	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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="62.900" 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>
```

### 2.3.4.6 Message Sort

Sort by Result @SortOrder



## 2.3.5 Configuration

### 2.3.5.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Phase</a>	Sent this message with the full RSC of 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any change, but considering that, if possible, the configuration for one phase must be provided before the start list. If the message is sent then send again the DT\_RESULT immediately afterward.

### 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
<a href="#">Competition (0,1)</a>	Gen			
	Sport			
	Codes			
	<a href="#">Configs (1,1)</a>	<a href="#">Config (1,N)</a>		
			Unit	





<a href="#">ExtendedConfig (1,N)</a>	Type
	Code
	Pos
	Value

### 2.3.5.5 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full RSC. Always send at Phase level in Trampoline.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	SUBDIV_NUM	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Full RSC. Always send at Phase level in Trampoline.
QUALIFICATION	FROM_RANK	N/A	Element Expected: Only for events where qualifying is applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	

### Sample (General)

```
<Configs>
  <Config Unit="GTRM1TRA-----QUAL-----" >
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="8" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RESERVES" Value="2" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="ABC" />
  </Config>
</Configs>
```

### 2.3.5.6 Message Sort

There is no general message sorting rule.



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### 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	26 March 2018	First version
V2.0	4 January 2019	Updated
V2.1	25 February 2019	Updated
V2.2	18 April 2019	Updated
V2.3	14 August 2019	Updated
V2.4	28 Feb 2020	Updated after HT
V3.0	3 Jun 2022	First version for Paris 2024

### File Reference: SOG-2024-GTR-3.0 SFA

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR 16928: Add Pty @ Result/ExtendedResults/ExtendedResult to replace PTY extension. DT_CONFIG: Update to use Type QUALIFICATION for consistency Typographical corrections
V2.1	SFA	Reversed CR16928 for consistency in all gymnastics DT_CURRENT: Add NEED in ExtendedResults DT_CURRENT: Clarified that Rank & score are for the routine
V2.2	APP	DT_CURRENT: Clarified the triggering and StartSortOrder. DT_RANKING: Add Bib @ Result/Competitor & Result/Competitor/Composition/Athlete DT_RESULT: Change Value in ER/ROUTINE to optional (to manage IRMs) Minor editorial changes without changing the intent
V2.3	APP	CR16640: Add ODF Version @Competition 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_CURRENT: Add element Result /Competitor /Composition /Athlete /EventUnitEntry [187412]
V3.0	SFA	DT_PARTIC: Participant/Height and Participant/Weight removed. DT_RESULT: Update ER/ROUTINE and add ER/ROUTINE/Value2 at Result /ExtendedResults /ExtendedResult DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule