



# Olympic Data Feed



## Artistic Gymnastics ODF Data Dictionary

Technology and Information Department  
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## 1 Introduction

### 1.1 This document

This document includes the ODF Artistic 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 Artistic 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 Artistic Gymnastics Overview

Summary of Messages in this Discipline

#### QUALIFICATION

\* DT\_RESULT is sent for every apparatus in every subdivision which is the start list & result for that apparatus & subdivision only. (All rotations together). This message will not include rank as the rank has no meaning. Every subdivision has its own DT\_RESULT per apparatus. For all-around & team the DocumentSubcode is used to distinguish the individual apparatus.

\* DT\_CURRENT is sent for every apparatus and includes last scored, current & next with individual ranks. This provides details for the previous/current/next gymnasts by apparatus.

For all-around

\* One DT\_CUMULATIVE\_RESULT is sent including all apparatus in all subdivisions. This is the all-around cumulative ranking. Updated after every routine. Include all athletes & all scores details (difficulty, execution and penalties). This is the only message needed to see all of the all-around details. Essentially the same data as in C73G and C73H.

For teams

\* One DT\_CUMULATIVE\_RESULT is sent including all apparatus in all subdivisions. This is the all-around cumulative ranking. Updated after every routine of a team member. Only include complete teams with all scores details (difficulty, execution and penalties). This is the only message needed to render teams results. Essentially the same data as in ORIS C73C and C73D.

For apparatus

\* One DT\_PHASE\_RESULT is sent including all subdivisions. This is the ranking for the individual apparatus. Updated after every routine. Only include eligible athletes (two vaults etc.) with all scores details (difficulty, execution and penalties), this is the only message needed to see all details of apparatus results. Essentially the same data as in ORIS C73I and C73J.

#### ALL-AROUND FINAL

\* One DT\_RESULT is sent for every apparatus which is the start list & result for that apparatus. (All rotations together). This message will not include rank as the rank has no meaning.

\* As for qualification, one DT\_CUMULATIVE\_RESULT is sent including all apparatus. This is the all-around cumulative ranking. Updated after every routine with all scores details. This is all that is needed to render the results. (exactly the same concept/message as in qualification)

\* DT\_CURRENT sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

#### TEAM FINAL

\* One DT\_RESULT is sent for every apparatus which is the start list & result for that apparatus. (All rotations together). This message will not include rank as the rank has no meaning.

\* As for qualification, one DT\_CUMULATIVE\_RESULT is sent including all apparatus. This is the all-around cumulative ranking. Updated after every routine with all scores details. This is all that is needed to render the results. (exactly the same concept/message as in qualification)

\* DT\_CURRENT is sent for every apparatus and includes last scored, current and next with overall ranks etc. This provides details for the previous/current/next gymnasts by apparatus.

#### APPARATUS FINALS

\* Only DT\_RESULT, one for each apparatus, includes all scores details and rank.

\* DT\_CURRENT is sent for every apparatus and includes last scored, current and next with overall ranks etc.



This provides details for the previous/current/next gymnasts by apparatus.

#### SCHEDULE

- \* The schedule in the qualification phase is at subdivision level and is not related to the results units.
- \* In the apparatus finals each event (unit) is scheduled and sent with schedule=Y
- \* In the team final the schedule is for the overall final (schedule=Y) which is equivalent to the cumulative result for the final.
- \* In the all-around final the schedule is for the overall final (schedule=Y) which is equivalent to the cumulative result for the final.

#### ENTRIES

- \* The initial entries in this discipline are all a gender level (men or women). In updates after the initial download the detail of the events (all-around etc.) is added.

## 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_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PHASE_RESULT	Phase 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_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_TV_TRACKING	TV Tracking	
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 discipline, this message just contains the information for the discipline of the message.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message.

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

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

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

#### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC_DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients.  DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition



Source	SCGEN@Source Code	Code indicating the system which generated the message.
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### 2.3.1.3 Trigger and Frequency

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

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

### 2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		Organisation			
		BirthDate			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			



	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId

### 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

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@PARTICIPANT_STATUS Id	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)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	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 Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY ID	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@DISCIPLINE_FUNCTION Id	Main function  In the Case of Current="true" this attribute is Mandatory.
OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

**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 Id	Full RSC of the Discipline.
IFId	O	S(16)	FIG Licence Number. Included if this information is available.



### **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_CODE Id	Competition ID
DocumentCode	CC_DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participants teams message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients.  DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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			
		Status			
		Organisation			
		Name			
		ShortName			
		TVTeamName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		TeamType			
		ModificationIndicator			
		Discipline (0,1)			
			Code		

### 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
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team's name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.



PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG.

**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 Id	Full RSC of the Discipline

### 2.3.2.6 Message Sort

The message is sorted by Team @Code.



## 2.3.3 List of Entries by Event

### 2.3.3.1 Description

The participant may participate in one or more than one event of a discipline. This message just contains the entry information for the specific event of the message, listing the specific event entry information of the participant.

List of entries by event (DT\_ENTRIES) is provided for each event within a discipline. It is a complete event entry information message for one event. The arrival of this message resets all the previous participants' entry information for one event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_ENTRIES	List of entries by event message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.3.3 Trigger and Frequency

The DT\_ENTRIES 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 the entries information is updated in the venue and the bulk message is triggered by the OVR.

### 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	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							



Codes	
Entry (1,N)	
	Code
	Type
	Organisation
	SortOrder
	EntryStatus
	Description (0,1)
	TeamName
	IFld
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld

### 2.3.3.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Entry (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor ID.
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation



SortOrder	M	Positive Integer	Order used to sort the competitors within an event (by NOC, Gender, Name etc).
EntryStatus	O	SC@AthleteStatus Code	Team's Event participation status

Element: Competition /Entry /Description (0,1)			
Used in Team event only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFld	O	S(16)	International Federation ID

Element: Competition /Entry /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	1 in individual events (if Competitor @Type="A"), or athlete starting order (1..n) within the team (if Competitor @Type="T").
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status, if applicable
Bib	O	S(5)	Helmet number. Send if available

Element: Competition /Entry /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFld	O	S(16)	International Federation ID

### 2.3.3.6 Message Sort

Sort by Entry @SortOrder



## 2.3.4 Event Unit Start List and Results

### 2.3.4.1 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.

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values). In principle there will be one message for each apparatus in each subdivision hence each message includes only one apparatus however in some competitions (teams & all-around) competition DocumentSubcode is used to provide individual apparatus results as well.

In Qualification there will be also one message for each apparatus in each rotation for Team and All-Around, with DocumentSubcode attribute with SC@Apparatus in the ODF header.

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	SC@Apparatus Code	DocumentSubcode is used only in units where additional DT_RESULT messages are sent to provide other rankings. (usually in qualification)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition). UNOFFICIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.4.3 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.

### 2.3.4.4 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)						
	UnitDateTime (0,1)						
	StartDate						
	ExtendedInfo (0,N)						
	Type						
	Code						
	Pos						
	Value						
	Extension (0,N)						
	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
		ExtendedResults (0,1)
	ExtendedResult (1,N)	
		Type
		Code
		Pos
		Value
	Competitor (1,1)	
		Code
		Type
		Organisation
		Description (0,1)
		TeamName
	EventUnitEntry (0,N)	
		Type
		Code
		Pos
		Value
	Composition (0,1)	
	Athlete (0,N)	
		Code
		Order
		StartOrder
		StartSortOrder
		Bib
		Description (1,1)



	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value

### 2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /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	Positive Integer
	<b>Description</b>		Send the current or the last finished subdivision (if there is no current subdivision)
UI	ROTATION	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
			<b>Description</b>



	Value	M	Positive Integer	Send the current or the last finished rotation (if there is no current rotation)
UI		STARTERS	N/A	Element Expected: When available if there is a single rotation.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Positive Integer	Sent the number of competitors on the start list
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COMPLETE		
	Pos	N/A	N/A	
	Value	Positive Integer		Send the number of competitors whose event unit is completed (includes IRMs)

### Sample (General)

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

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

##### Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	O	CC@EVENT_UNIT ENG ShortDescription	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@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	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@DISCIPLINE_FUNCTION Id	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Positive Integer	Order of the Officials Send order inside each apparatus according to ORIS.

**Element: Competition /Officials /Official /Description (1,1)**

**Officials extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation

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

Type	Code	Pos	Description
EO	APPARATUS	N/A	Element Expected: When the official is assigned to an apparatus or a reserve
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Apparatus Code or S(7)
EO	JURY_TYPE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@JuryType 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="SUP_V" Order="2">
  <Description GivenName="Joan" FamilyName="Smith" Organisation="FIG" Gender="F" />
  <ExtOfficial Type="EO" Code="JURY_TYPE" Value="SUPERIOR" />
</Official>
...
<Official Code="1174616" Function="D1" Order="1">
  <Description GivenName="Joan" FamilyName="Brown" Organisation="CZE" Gender="F" />
  <ExtOfficial Type="EO" Code="APPARATUS" Value="VT" />
  <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
</Official>
<Official Code="1174961" Function="D2" Order="2">
  <Description GivenName="Bob" FamilyName="Brown" Organisation="ESP" Gender="M" />
  <ExtOfficial Type="EO" Code="APPARATUS" Value="VT" />
  <ExtOfficial Type="EO" Code="JURY_TYPE" Value="JUDGE" />
</Official>
...
</Officials>
```

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

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the corresponding event unit. Rank is only sent in units which include all athletes in the event. This is usually only apparatus finals.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	#0.000	Score
IRM	O	SC@IRM Code	IRM for the particular event unit. Send in the case @ResultType is IRM.
SortOrder	M	Positive Integer	Send the order of the competitor by rotation then competition order. In the case of apparatus finals this will change to rank order when rank is known for each competitor. For 1 to n for all competitors in the unit.
StartOrder	M	Positive Integer	Send the start order for the rotation, 1 to n.
StartSortOrder	M	Positive Integer	Send the order of competitor within the subdivision, 1 to n.
ResultType	O	SC@ResultType Code	ResultType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.
Diff	O	#0.000	Points behind leader. Only included when Rank is included. Do not include for the leader.

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

Type	Code	Pos	Description
ER	SCORE	1, 2	Pos Description: Send 1 or 2 in case of vault where two vaults count.  Element Expected: Only in the case of Vault in Individual Apparatus Qualifications and Finals.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0.000	In vault, send the score for each vault.



ER		DIFFICULTY	1, 2	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Always
ER	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.000	Send the difficulty score for the athlete.
ER		EXECUTION	1, 2	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Always
ER	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.000	Send the execution score for the athlete.
ER		PENALTY	1, 2	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only if a penalty is given (not 0)
ER	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	-#0.0	Send the penalty for the athlete.
ER		IRM	1, 2	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only in the case of IRM in a team or vault competition (one or both in vault)
ER	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@IRM Code	Send IRM if applicable
ER		INQUIRY	1, 2	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only in the case of inquiry for the difficulty score
ER	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Inquiry Code	Send inquiry code

**Sample (Vault Individual Apparatus Qualifications or Final)**



```
<Result ResultType="POINTS" Result="18.537" SortOrder="10" StartOrder="4" StartSortOrder="4" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
    <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
    <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.1" />
  </ExtendedResults>
</Result>
```

### Sample (non-Vault)

```
<Result ResultType="POINTS" Result="19.025" SortOrder="10" StartOrder="4" StartSortOrder="4" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
    <ExtendedResult Type="ER" Code="PENALTY" Value="-0.3" />
  </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	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Competitors extended information.

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

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

For teams only

Type	Code	Pos	Description
EUE	ORG	N/A	Element Expected: Always in teams
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20)
			Send the Organisation code (NOC) or MGx as appropriate
EUE	ROTATION	Positive Integer	Pos Description: Send the rotation number
			Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Apparatus Code
			Send the apparatus

### Sample (General)



```
<EventUnitEntry Type="EUE" Code="ORG" Value="JPN"/>
<EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="VT"/>
```

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	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
StartOrder	O	Positive Integer	Order of team members in a team (if Competitor @Type="T") on the start list.
StartSortOrder	O	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") on the start list.
Bib	O	S(4)	Bib 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	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	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	ROTATION	Positive Integer	Pos Description: Send the rotation number  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Apparatus Code Send the apparatus
EUE	SECOND_VAULT	N/A	Element Expected: Only for Apparatus Qualification and only in the vault message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y Send Y in case the athlete is doing 2 vaults (For Apparatus qualification only) else do not send.
EUE	TEAM_MEMBER	N/A	Element Expected:



			Only for athletes who are part of a team, to be sent in individual units which are counting as team qualification at the same time. (Applies in 1AP QUAL but not to 1AA QUAL)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Indicator if the athlete is part of the team. Send Y if applicable.
EUE		RESERVE	N/A	Element Expected: If applies Reserves only appear in the START_LIST of individual finals and are not included in other statuses. Reserves always appear in team finals and qualification.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Send Y if athlete is a reserve otherwise do not send

### Sample (General)

```
<EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="VT"/>
<EventUnitEntry Type="EUE" Code="SECOND_VAULT" Value="Y"/>
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member extended result.				
Type	Code	Pos	Description	
ER	SCORE	N/A	Pos Description: N/A Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.000	Athlete's apparatus score
ER	DIFFICULTY	N/A	Pos Description: N/A Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.000	Send the difficulty score for the athlete.
ER	EXECUTION	N/A	Pos Description: N/A Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.000	Send the execution score for the athlete.
ER	PENALTY	N/A	Pos Description: N/A Element Expected: Only if a penalty is given (not 0)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	-#0.0	Send the penalty for the athlete.
ER	IRM	N/A	Pos Description:	



			N/A	Element Expected: Only in the case of IRM
Attribute	M/O	Value	Description	
Value	M	SC@IRM Code	Send IRM if applicable	
ER	INQUIRY	N/A	Pos Description: N/A Element Expected: Only in the case of inquiry for the difficulty score	
Attribute	M/O	Value	Description	
Value	M	SC@Inquiry Code	Send inquiry code	

### Sample (Team)

```

...
<Result ResultType="POINTS" Result="45.025" SortOrder="4" StartOrder="4" StartSortOrder="4" >
  <Competitor Code="GARMTEAM----JPN01" Type="T" Organisation="JPN" >
    <Description TeamName="Japan"/>
    <EventUnitEntry Type="EUE" Code="ORG" Value="JPN"/>
    <EventUnitEntry Type="EUE" Code="ROTATION" Pos="2" Value="FX"/>
    <Composition>
      <Athlete Code="7712920" Order="1" StartOrder="1" StartSortOrder="1" Bib="166">
        <Description FamilyName="Tanaka" GivenName="Gallus" Gender="M" Organisation="JPN" IFId="12920" BirthDate="1989-06-
06" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="SCORE" Value="14.475" />
          <ExtendedResult Type="ER" Code="DIFFICULTY" Value="7.275" />
          <ExtendedResult Type="ER" Code="EXECUTION" Value="7.300" />
          <ExtendedResult Type="ER" Code="PENALTY" Value="-0.1" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="7712444" Order="2" StartOrder="2" StartSortOrder="2" Bib="167">

```

### 2.3.4.6 Message Sort

By rotation followed by StartSortOrder



## 2.3.5 Current Information

### 2.3.5.1 Description

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

In Qualification, All-Around Final and Team Final, DocumentSubcode attribute contains SC@Apparatus. For Apparatus Finals DocumentSubcode is not required.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@PHASE Code	Full RSC of the unit
DocumentSubcode	SC@Apparatus Code	Only for Team and All-Around.
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

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

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

Each competitor only includes the apparatus in the current rotation.

### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					



ExtendedInfos (0,1)	
ExtendedInfo (1,N)	
Type	
Code	
Pos	
Value	
Extension (0,N)	
Result (0,N)	
Rank	
RankEqual	
Result	
IRM	
SortOrder	
StartSortOrder	
ResultType	
Diff	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Competitor (1,N)	
Code	
Type	
Organisation	
Composition (0,1)	
Athlete (0,N)	
Code	
Order	
Bib	
EventUnitEntry (0,N)	
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 /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	CC@Phase Id
	<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ROTATION	
	Pos	N/A	N/A
	Value	Positive Integer	Send the current rotation number
	<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SUBDIVISION	
	Pos	N/A	N/A
	Value	Positive Integer	Send the current subdivision number
	<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	APPARATUS	
	Pos	N/A	N/A
	Value	SC@Apparatus Code	Send apparatus code
	<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	LOCATION	
	Pos	N/A	N/A
	Value	CC@LOCATION Id	Send location code
ASSOCIATED	CC@EVENT_UNIT Id	Positive Integer	Code Description: Full RSC for each unit event impacted Pos Description: Send incrementing number for each associated event  Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
			<b>Description</b>



Value	M	S(40)	Description for the Unit @Code
-------	---	-------	--------------------------------

**Sample (during qualification)**

```
<ExtendedInfos>
<ExtendedInfo Type="UI" Code="PHASE" Value="GARM-----QUAL-----" >
<Extension Code="APPARATUS" Value="VT" />
<Extension Code="SUBDIVISION" Value="1"/>
<Extension Code="ROTATION" Value="3"/>
<Extension Code="LOCATION" Value="GA2"/>
</ExtendedInfo>
<ExtendedInfo Type="ASSOCIATED" Code="GARM1APVT-----QUAL000001--" Pos="1" Value="Men's Vault Qualification" />
```

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the phase. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send Y if applicable
Result	O	#0.000	Score
IRM	O	SC@IRM Code	IRM for the particular event unit Send just in the case @ResultType is IRM
SortOrder	M	Positive Integer	This attribute is a sequential number with the start order of the competitors in the unit.
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	ResultType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.
Diff	O	#0.000	Points behind leader. Do not include for the leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	STAGE	Positive Integer	Pos Description: Do not send except in vault when vault number is sent (1 or 2) Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Stage Code
			Description
			Send applicable code Gymnasts that perform two vaults remain as current until they finish the second vault.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected During All-Around Final and Apparatus Final when STAGE = CURRENT or WAITING			
Attribute	Value	Description	
Code	NEED		
Pos	Positive Integer	Number for ranks 1, 2, 3	
Value	String	Score (with format #0.000) needed to become the rank related to @Pos Send "-" if the competitor is already ranked at this rank or higher and cannot drop lower. In the case of vault, the first vault should be average score for the rank positions, and then value in the second vault should be the value needed to complete the average (from first vault) and reach the position.	
ER	SCORE	1, 2	Pos Description:



				Send 1 or 2 in case of vault where two vaults count.  Element Expected: Only in the case of Vault in Individual Apparatus Qualifications and Finals.
ER	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.000	In vault, send the score for each vault.
ER		DIFFICULTY	1, 2	Pos Description: Do not send except in vault when vault  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
ER	Value	M	#0.000	Send the difficulty score for the athlete.
		EXECUTION	1, 2	Pos Description: Do not send except in vault when vault  Element Expected: Always
ER	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.000	Send the execution score for the athlete.
ER		PENALTY	1, 2	Pos Description: Do not send except in vault when vault  Element Expected: Only if a penalty is given (not 0)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
ER	Value	M	-#0.0	Send the penalty for the athlete.
		IRM	1, 2	Pos Description: Do not send except in vault when vault  Element Expected: Only in the case of IRM in vault (one or both)
ER	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@IRM Code	Send IRM if applicable
ER		INQUIRY	1, 2	Pos Description: Do not send except in vault when vault  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>
ER	Value	M	SC@Inquiry Code	Send inquiry code if applicable

**Sample (vault qualification)**



```
<Result ResultType="POINTS" Result="18.537" Rank="5" SortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="STAGE" Pos="1" Value="LAST" />
    <ExtendedResult Type="ER" Code="STAGE" Pos="2" Value="LAST" />
    <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
    <ExtendedResult Type="ER" Code="PENALTY" Pos="1" Value="-0.4" />
    <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
    <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.1" />
  </ExtendedResults>
...

```

### Sample (non-vault qualification)

```
<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" />
  </ExtendedResults>
...

```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC@Organisation Id	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	1	1 if 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)
			<b>Description</b>
			IF ID of the athlete

### 2.3.5.6 Message Sort

Sort by Result @SortOrder.



## 2.3.6 Phase Results

### 2.3.6.1 Description

The Phase Results is a message containing the results for the competitors in a particular phase.

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

In the case of artistic gymnastics it is used for individual apparatus qualification only.

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Code	Phase RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates the status of the results LIVE (when competition is ongoing) INTERMEDIATE (after each sub-division except the last) UNOFFICIAL (if applicable after the last) OFFICIAL PROTESTED PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

- \* Send after every athlete completes a routine which affects the phase result as LIVE (during the subdivision)
- \* Send after every athlete completes a routine which affects the phase result as INTERMEDIATE (between subdivisions)
- \* UNOFFICIAL / OFFICIAL when all units are complete.
- \* Trigger also after any change.

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					



	Sport
	Codes
	ExtendedInfos (0,1)
	Progress (0,1)
	LastUnit
	SportDescription (0,1)
	DisciplineName
	EventName
	SubEventName
	Gender
	VenueDescription (0,1)
	Venue
	VenueName
	Location
	LocationName
	Result (1,N)
	Rank
	RankEqual
	Result
	IRM
	QualificationMark
	SortOrder
	ResultType
	Diff
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Competitor (1,1)
	Code
	Type
	Organisation
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	Bib
	Description (1,1)
	GivenName



	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

### 2.3.6.5 Message Values

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

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
SubEventName	M	CC@PHASE ENG ShortDescription	Phase ENG Description (not code) from Common Codes
Gender	M	CC@SPORT_GENDER Id	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

**Element: Competition /Result (1,N)**  
**For any Phase Results message, there should be at least one competitor being awarded a result for the phase.**



Attribute	M/O	Value	Description
Rank	O	Positive Integer	Overall rank of the competitor in the phase. Competitors who are unable to be ranked due to not meeting rules will not have rank.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else do not send
Result	O	##0.000	Total points for the competitor in the phase. Only send in the case @ResultType is POINTS
IRM	O	SC@IRM Code	IRM for the result. Only send in the case @ResultType is IRM.
QualificationMark	O	SC@QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Positive Integer	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.  This attribute is a sequential number with the order of the results for the particular phase, 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.
ResultType	O	SC@ResultType Code	ResultType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.
Diff	O	#0.000	Points behind leader. Do not include for the leader. Only included when Rank is included.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	SCORE	1, 2	Pos Description: Send 1 or 2 in case of vault where two vaults count.  Element Expected: Only in the case of Vault in Individual Apparatus Qualifications.	
ER	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.000	In vault, send the score for each vault.
ER	DIFFICULTY	1, 2	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0.000	Send the difficulty score for the athlete.	
ER	EXECUTION	1, 2	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0.000	Send the execution score for the athlete.	
ER	PENALTY	1, 2	Pos Description:	



Attribute	M/O	Value	Description
Value	M	-#0.0	Send the penalty for the athlete.
ER	IRM	1, 2	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only in the case of IRM in a vault (one or both)
Attribute	M/O	Value	Description
Value	M	SC@IRM Code	Send IRM if applicable
ER	INQUIRY	1, 2	Pos Description: Do not send except in vault when vault number is sent (1 or 2)  Element Expected: Only in the case of inquiry for the difficulty score
Attribute	M/O	Value	Description
Value	M	SC@Inquiry Code	Send inquiry code

### Sample (vault)

```
<Result ResultType="POINTS" Result="18.537" SortOrder="1" Rank="1" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SCORE" Pos="1" Value="18.925" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="1" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="1" Value="9.325" />
    <ExtendedResult Type="ER" Code="SCORE" Pos="2" Value="18.150" />
    <ExtendedResult Type="ER" Code="DIFFICULTY" Pos="2" Value="9.400" />
    <ExtendedResult Type="ER" Code="EXECUTION" Pos="2" Value="8.850" />
    <ExtendedResult Type="ER" Code="PENALTY" Pos="2" Value="-0.1" />
  </ExtendedResults>
</Result>
```

### Sample (non-vault)

```
<Result ResultType="POINTS" Result="19.025" SortOrder="1" Rank="1" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIFFICULTY" Value="10.000" />
    <ExtendedResult Type="ER" Code="EXECUTION" Value="9.325" />
    <ExtendedResult Type="ER" Code="PENALTY" Value="-0.3" />
  </ExtendedResults>
</Result>
```

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

Competitor related to one phase result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC@ORGANISATION	Competitor's organisation



		Id	
--	--	----	--

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	1	1 for Competitor @Type="A".
Bib	O	S(4)	Bib 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	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

### 2.3.6.6 Message Sort

Sort by Result @SortOrder.



## 2.3.7 Cumulative Results

### 2.3.7.1 Description

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

The difference between the Phase Results message (DT\_PHASE\_RESULTS) and the Cumulative Results (DT\_CUMULATIVE\_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results is for competitions where scores of the competitors are accumulated over a number of units and/or phases.

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

As soon as a competitor is included in the message (has at least one result), all other apparatuses in future rotations the competitor may compete on will be listed. Apparatuses where the competitor has not attempted are included with ValueType SC@ResultType: NO\_SCORE. When a result is recorded on the apparatus, the ValueType, Value, Rank, etc. should be updated accordingly. To be clear, all competitors in the message will always have at least one ExtendedResult Code=CC@Apparatus with ValueType different from SC@ResultType:NO\_SCORE.

Upon rotation change, two different cases are highlighted:

\* Competitors who, by choice or otherwise, have not obtained a result - valid or invalid - in the previous rotation (before rotation change), and therefore cannot be ranked in the All-Around at all in the future, will be entirely removed from the message.

\* Competitors who have completed all apparatuses so far, except for the result to be obtained in the new rotation, are included - without rank - at the end of the message. As the new rotation progresses, the competitors obtaining results are progressively reinstated in the ranked results.

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

At the end of the qualification subdivision, the only competitors in the messages are those which are able to be classified in the all-around competition by virtue of attempting each apparatus. This should be applied as soon as possible, but at the very latest when the subdivision resultstatus is UNOFFICIAL.

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@PHASE Code	Full RSC of the event
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates the status of the results LIVE INTERMEDIATE OFFICIAL



		UNOFFICIAL PROTESTED PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

Send:

- \* when every subdivision is GETTING READY as LIVE;
- \* after every athlete completes a routine as LIVE;
- \* after every subdivision except the last as INTERMEDIATE;
- \* when all units are complete as UNOFFICIAL / OFFICIAL when applicable.
- \* Any other changes in data

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
	ExtendedInfo (0,N)							
		Type						
		Code						
		Pos						
		Value						
	Progress (0,1)							
		LastUnit						
	SportDescription (0,1)							
		DisciplineName						
		EventName						
		SubEventName						
		Gender						
	VenueDescription (0,1)							
		Venue						
		VenueName						
	Result (1,N)							
		Rank						



	RankEqual
	Result
	ResultType
	IRM
	QualificationMark
	SortOrder
	Diff
	Pty
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	ValueType
	Rank
	RankEqual
	IRM
	SortOrder
	Extension (0,N)
	Competitor (1,1)
	Code
	Type
	Organisation
	Description (0,1)
	TeamName
	Composition (1,1)
	Athlete (0,N)
	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type



	Code
	Pos
	Value
	ValueType
	IRM
	Rank
	RankEqual
	Extension (0,N)

### 2.3.7.5 Message Values

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

Element: Competition /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	Positive Integer
	<b>Description</b>		Send the current (if LIVE) or the last finished subdivision (if not LIVE)
UI	ROTATION	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Positive Integer
	<b>Description</b>		Send the current (if LIVE) or the last finished rotation (if not LIVE)
UI	TEAM_APP_AFTER	N/A	Element Expected: For all units where teams are competing
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Positive Integer
	<b>Description</b>		Send the current number of apparatus that at least one team has completed (for comparable reported rank) in the current rotation.

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

**Element: Competition /ExtendedInfos /SportDescription (0,1)**  
**Sport Descriptions in Text.**



Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
SubEventName	M	CC@PHASE ENG ShortDescription	Phase ENG Description (not code) from Common Codes. Only include if in single phase.
Gender	M	CC@SPORT_GENDER Id	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@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes

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

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

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark. Only include for competitors who have the same number of apparatus as the leader.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
Result	O	##0.000	Cumulative result Only send in the case @ResultType is POINTS
ResultType	O	SC@ResultType Code	ResultType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.
IRM	O	SC@IRM Code	IRM for the cumulative result Only send in the case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Positive Integer	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	##0.000	Points behind the leader. Only include for competitors who have the same number of apparatus as the leader. Do not include for the leader.
Pty	O	-#0.0	For any overall penalties

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

Type	Code	Pos	Description
ER	START_APPARATUS	N/A	Element Expected:



				Always in teams competition and individual all-around
	Attribute	M/O	Value	Description
	Value	M	SC@Apparatus Code	Send the code for the first apparatus used.
ER		SCORED_APPARATUS	N/A	Element Expected: Always for the athlete in individual all-around and teams (qualification and final) after competition started
	Attribute	M/O	Value	Description
	Value	M	0	Send the number of apparatus where the competitor has a result (score or IRM) Possible values are 0-6.
ER		REPORTED	N/A	Element Expected: When available and the competition is not complete for teams or all-around
	Attribute	M/O	Value	Description
	Value	O	##0.000	Send the score for the reported rank, comparing all competitors after the same number of apparatus
	ValueType	M	SC@ResultType Code	ValueType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.
	Rank	O	Positive Integer	Send the reported rank, comparing all competitors after the same number of apparatus
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	IRM	O	SC@IRM Code	For @IRM: IRM for the reported rank Only send in the case @ResultType is IRM
	SortOrder	M	Positive Integer	Send the order for the reported rank, considering all competitors including those without rank.
ER		BB FX HB PB PH SR UB VT	Positive Integer	Code Description: Apparatus code  Pos Description: Send apparatus number (as ordered when reporting)  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	##0.000	Send the score on the apparatus
	ValueType	O	SC@ResultType Code	ValueType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.
	Rank	O	Positive Integer	Send the rank of the competitor on the apparatus
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	IRM	O	SC@IRM Code	IRM for the athlete on the apparatus. Only send in the case @ValueType is IRM.



Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available for individual events			
Attribute	Value	Description	
Code	DIFFICULTY		
Pos	N/A	N/A	
Value	#0.000	Send the difficulty score for the athlete on the apparatus.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available for team events and @ResultType = POINTS			
Attribute	Value	Description	
Code	DISCARDED		
Pos	N/A	N/A	
Value	Y	Send Y if the score is discarded else not sent.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available for individual events			
Attribute	Value	Description	
Code	EXECUTION		
Pos	N/A	N/A	
Value	#0.000	Send the execution score for the athlete on the apparatus.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available for individual events			
Attribute	Value	Description	
Code	INQUIRY		
Pos	N/A	N/A	
Value	SC@Inquiry Code	Send inquiry code.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable in individual events			
Attribute	Value	Description	
Code	PENALTY		
Pos	N/A	N/A	
Value	-#0.0	Send any penalty the athlete received.	

### Sample (individual all-around)

```
<Result Rank="1" ResultType="POINTS" Result="89.800" SortOrder="1" QualificationMark="Q" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="START_APPARATUS" Value="VT" />
    <ExtendedResult Type="ER" Code="FX" Pos="1" Value="14.975" ValueType="POINTS" Rank="3" >
      <Extension Code="DIFFICULTY" Value="7.900" />
      <Extension Code="EXECUTION" Value="7.075" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="PH" Pos="2" Value="13.600" ValueType="POINTS" Rank="4" >
      <Extension Code="DIFFICULTY" Value="6.800" />
      <Extension Code="EXECUTION" Value="6.800" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="SR" Pos="3" ValueType="NO_SCORE" />
    <ExtendedResult Type="ER" Code="VT" Pos="4" ValueType="NO_SCORE" />
    <ExtendedResult Type="ER" Code="PB" Pos="5" ValueType="NO_SCORE" />
    <ExtendedResult Type="ER" Code="HB" Pos="6" ValueType="NO_SCORE" />
  </ExtendedResults>
</Result>
```



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

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

Element: 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@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	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)			
Only applies in team competition			
Type	Code	Pos	Description
ER	BB FX HB PB PH SR UB VT	Positive Integer	Code Description: Apparatus code  Pos Description: Send apparatus number (as ordered when reporting)  Element Expected: When available
Attribute	M/O	Value	Description



Value	O	##0.000	Send the team member's score on the apparatus
ValueType	O	SC@ResultType Code	ValueType is used to describe the type of data @Value, use "NO_SCORE" before the participant has a result.
IRM	O	SC@IRM Code	IRM for the athlete on the apparatus. Only send in the case @ValueType is IRM.
Rank	O	Positive Integer	Send the rank of the competitor on the apparatus
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When available for team competition</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DIFFICULTY		
Pos	N/A	N/A	
Value	#0.000	Send the difficulty score for the athlete on the apparatus.	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When available for team competition and @ResultType = POINTS</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DISCARDED		
Pos	N/A	N/A	
Value	Y	Send Y if the score is discarded else not sent.	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When available for team competition</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	EXECUTION		
Pos	N/A	N/A	
Value	#0.000	Send the execution score for the athlete on the apparatus.	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When available for team competition</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	INQUIRY		
Pos	N/A	N/A	
Value	SC@Inquiry Code	Send inquiry code.	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When available for team competition</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PENALTY		
Pos	N/A	N/A	
Value	-#0.0	Send any penalty the athlete received.	

**Sample (Teams only)**



```
<Result Rank="1" ResultType="POINTS" Result="269.800" SortOrder="1" QualificationMark="Q" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="START_APPARATUS" Value="SR" />
    <ExtendedResult Type="ER" Code="REPORTED" Value="220.550" ValueType="POINTS" Rank="2" SortOrder="2" />
    <ExtendedResult Type="ER" Code="FX" Pos="1" Value="45.300" ValueType="POINTS" Rank="1" />
    <ExtendedResult Type="ER" Code="PH" Pos="2" Value="41.950" ValueType="POINTS" Rank="6" />
  ...
</ExtendedResults>
<Competitor Code="GRM400NZL01" Type="T" Organisation="NZL">
  <Description TeamName="New Zealand"/>
  <Composition>
    <Athlete Code="2114821" Order="1" Bib="160">
      <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" IFId="1345018" BirthDate="1994-11-
04" />
      <ExtendedResults>
        <ExtendedResult Type="ER" Code="FX" Pos="1" Value="14.975" ValueType="POINTS" Rank="3" >
          <Extension Code="DIFFICULTY" Value="7.900" />
          <Extension Code="EXECUTION" Value="7.075" />
        </ExtendedResult>
        <ExtendedResult Type="ER" Code="PH" Pos="2" Value="13.600" ValueType="POINTS" Rank="4" >
          <Extension Code="DIFFICULTY" Value="6.800" />
          <Extension Code="EXECUTION" Value="6.800" />
        </ExtendedResult>
        <ExtendedResult Type="ER" Code="SR" Pos="3" ValueType="NO_SCORE" />
        <ExtendedResult Type="ER" Code="VT" Pos="4" ValueType="NO_SCORE" />
        <ExtendedResult Type="ER" Code="PB" Pos="5" ValueType="NO_SCORE" />
        <ExtendedResult Type="ER" Code="HB" Pos="6" ValueType="NO_SCORE" />
      ...
    </Athlete>
  </Composition>
</Competitor>
</Result>
```

### 2.3.7.6 Message Sort

Sort by Result @SortOrder.

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



## 2.3.8 Event Final Ranking

### 2.3.8.1 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.

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.8.3 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 event are not subject to change.

Trigger also after any change.

### 2.3.8.4 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)					



		SportDescription (0,1)	
		DisciplineName	
		EventName	
		Gender	
		VenueDescription (0,1)	
		Venue	
		VenueName	
Result (1,N)			
		Rank	
		RankEqual	
		ResultType	
		Result	
		IRM	
		SortOrder	
		Competitor (1,1)	
		Code	
		Type	
		Organisation	
		Description (0,1)	
		TeamName	
		Composition (1,1)	
		Athlete (0,N)	
		Code	
		Order	
		Bib	
		Description (1,1)	
		GivenName	
		FamilyName	
		Gender	
		Organisation	
		BirthDate	
		IFId	

### 2.3.8.5 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	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	O	CC@SPORT_GENDER Id	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@VENUE Id	Venue code
VenueName	M	CC@VENUE ENG Description	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	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable
ResultType	M	SC@ResultType Code	Type of the @Result attribute.
Result	O	##0.000	Score. Only include the result if the competitor was in the final.
IRM	O	SC@IRM Code	The invalid rank mark, send if applicable.
SortOrder	M	Positive Integer	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 Code	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	A, T	A for athlete or T for Team
Organisation	O	CC@ORGANISATION Id	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, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Positive Integer	Order attribute. Used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

Element: 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@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

### Sample (General)

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

### 2.3.8.6 Message Sort

Sort by Result @SortOrder



## 2.3.9 Configuration

### 2.3.9.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

### 2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Code	Full RSC of the phase, send this message for each phase
DocumentSubcode	N/A	N/A
DocumentType	DT_CONFIG	Configuration message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.9.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

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

### 2.3.9.4 Message Structure

The following table defines the structure of the message.

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



	Code
	Pos
	Value

### 2.3.9.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
GYMNASTICS	SUBDIVISIONS	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Positive Integer	Total number of subdivisions in the phase
GYMNASTICS	ROTATIONS	Positive Integer	Pos Description: Send the subdivision number, one for each subdivision.  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Positive Integer	Number of rotations in the @Pos subdivision in this phase.
GYMNASTICS	MODE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(10)	Send "Half" or "Normal" depending on type of rotation mode.
GYMNASTICS	INTEGRATED	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Send Y if this phase is integrated with other events at the same time. If this phase is stand-alone send N.
JUDGMENT	JUDGES	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	M	Positive Integer	Number of judges providing a score.
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	Positive Integer	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	Positive Integer	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	Positive Integer	Number of qualification reserves
QUALIFICATION		QUAL_RULE	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	SC@QualRule Code	Qualification Rule code

### Sample (Config)

```
<Configs>
  <Config Unit="GARW1AA-----QUAL-----">
    <ExtendedConfig Type="EC" Code="SUBDIV_NUM" Value="4" />
    <ExtendedConfig Type="EC" Code="ROTATION_NUM" Value="6" />
    <ExtendedConfig Type="EC" Code="ROTATION_MODE" Value="Normal" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="24" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RESERVES" Value="2" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="ABC" />
    <ExtendedConfig Type="EC" Code="INTEGRATED" Value="N" />
  </Config>
</Configs>
```

### 2.3.9.6 Message Sort

There is no general message sorting rule.



### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_SCHEDULE		x				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When INFO goes Live	DT_PDF C08 - Competition Schedule		x				
	DT_PDF C50x - Competition Draw/Start Order				x		
When information is known. Gender level	DT_PDF C35 - Competition Official		x				
When information is known	DT_PDF C07A - Training Schedules		x				
When information is known. Gender level	DT_PDF C07B/C - Training Schedules		x				
Before the Orientation Meeting (Bib Numbers assignment)	DT_PARTIC_UPDATE		x				
Before the Orientation Meeting (List of Teams)	DT_PARTIC_TEAMS_UPDATE		x				
After the Orientation Meeting	DT_PDF C30 Number of Entries by NOC		x				
Gender level	DT_PDF C32A Entry List by NOC		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
	DT_PDF C08 - Competition Schedule		x				
For all phases	DT_CONFIG				x		
When Start List is known (No later than 16hours before the qualification)	DT_RESULT	START_LIST					x
Qualification	DT_PDF C51A/B - Start List				x		
	DT_PDF C57A/B - Judges Assignment				x		

#### 3.3 During Qualification

Trigger	Message	Status	D	E	P	S	U
When athletes are lining up for presentation and warm-up	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
	DT_CURRENT						x
	DT_CUMMULATIVE_RESULT	LIVE			x		
When first athlete start performing	DT_SCHEDULE_UPDATE	RUNNING	x				o



	DT_RESULT	LIVE							x
	DT_CURRENT								x
When Apparatus Score status is Waiting for approval	DT_CURRENT								x
After Apparatus Score is approved	DT_CURRENT								x
	DT_RESULT								x
	DT_CUMMULATIVE_RESULT					x			
	DT_PHASE_RESULT					x			

### 3.4 After every Subdivision except the last (Qualification)

Trigger	Message	Status	D	E	P	S	U
After every subdivision as FINISHED	DT_SCHEDULE_UPDATE	FINISHED	x				o
When results are UNOFFICIAL	DT_RESULT	UNOFFICIAL					x
	DT_CUMMULATIVE_RESULT	INTERMEDIATE					x
	DT_PHASE_RESULT	INTERMEDIATE			x		
	DT_PDF C73x - Results				x		

### 3.5 After Last Subdivision (Qualification)

Trigger	Message	Status	D	E	P	S	U
After every subdivision as FINISHED	DT_SCHEDULE_UPDATE	FINISHED	x				o
When results are UNOFFICIAL	DT_RESULT	UNOFFICIAL					x
	DT_CUMMULATIVE_RESULT	UNOFFICIAL			x		
	DT_PHASE_RESULT	UNOFFICIAL			x		
When results are OFFICIAL	DT_RESULT	OFFICIAL					x
	DT_CUMMULATIVE_RESULT	OFFICIAL			x		
	DT_PHASE_RESULT	OFFICIAL			x		
	DT_PDF C73x - Results				x		
If applicable	DT_PDF C77x - Tie Break				x		
	DT_PDF C53x - List of Qualifiers				x		

### 3.6 Before Team Finals

Trigger	Message	Status	D	E	P	S	U
When Start List is known (No later than 16hours before the final)	DT_RESULT	START_LIST					x
	DT_PDF C51C/D - Start List				x		
	DT_PDF C57A/B - Judges Assignment				x		



### 3.7 Before All-Around Finals

Trigger	Message	Status	D	E	P	S	U
When Start List is known (No later than 16 hours before the final)	DT_RESULT	START_LIST					x
All-Around Finals	DT_PDF C51E/F - Start List				x		
	DT_PDF C57A/B - Judges Assignment				x		

### 3.8 Before Apparatus Finals

Trigger	Message	Status	D	E	P	S	U
When Start List is known (No later than 16hours before the final)	DT_RESULT	START_LIST					x
Apparatus Finals - Day 1 of 3	DT_PDF C51G- Start List						x
Apparatus Finals - Day 2 of 3	DT_PDF C51G- Start List						x
Apparatus Finals - Day 3 of 3	DT_PDF C51G- Start List						x
	DT_PDF C57D - Judges Assignment						x

### 3.9 During Finals

Trigger	Message	Status	D	E	P	S	U
When athletes are lining up for presentation and warm-up	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
	DT_CURRENT						x
For All-Around and Team Finals only	DT_CUMMULATIVE_RESULT	LIVE			x		
When first athlete start performing	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT						x
	DT_CURRENT						x
When Apparatus Score status is Waiting for approval	DT_CURRENT						x
After Apparatus Score is approved	DT_CURRENT						x
	DT_RESULT	LIVE					x
For All-Around and Team Finals only	DT_CUMMULATIVE_RESULT	LIVE			x		

### 3.10 After Finals

Trigger	Message	Status	D	E	P	S	U
After each final phase as FINISHED	DT_SCHEDULE_UPDATE	FINISHED	x				o
When results are UNOFFICIAL	DT_RESULT	UNOFFICIAL					x
For All-Around and Team Finals only	DT_CUMMULATIVE_RESULT	UNOFFICIAL			x		
In case of delay of results becoming OFFICIAL	DT_MEDALLISTS	UNOFFICIAL		x			
When results are OFFICIAL	DT_RESULT	OFFICIAL					x
For All-Around Final and Team Final events	DT_CUMMULATIVE_RESULT	OFFICIAL			x		
	DT_RANKING	OFFICIAL		x			



	DT_MEDALLISTS	OFFICIAL		x				
	DT_MEDALLISTS_DISCIPLINE		x					
For Artistic Gymnastics code	DT_MEDALS		x					
For Gymnastics code	DT_MEDALS		x					
	DT_PDF C73x - Results	OFFICIAL			x			
If applicable	DT_PDF C77x - Tie Break	OFFICIAL			x			
	DT_PDF C92x - Medallists	OFFICIAL		x				
	DT_PDF C93 - Medallists by Event		x					
	DT_PDF C95 - Medal Standings		x					
	DT_PDF C97 - Gymnastics Medal Standings		x					
If applicable	DT_PDF C99 - Multi-Medallists at These Games		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	28 Aug 2025	First Version, adaption to MiCo schema

### File Reference: SCOG/SYOG-2026-GAR-1.0 SFR

Change Log		
Version	Status	Changes on version
V1.0	SFR	First Version