International Olympic Committee

Olympic Data Feed

Figure Skating
ODF Data Dictionary
Technology and Information Department
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1 Introduction

1.1 *This document*

This document includes the ODF Figure Skating 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 Figure Skating 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
Language Guidelines and Participant Names	The document describes the different Name formats
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 *Figure Skating Overview*

MESSAGES IN EACH EVENT

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- **Individual / Couples Events**

There will be a DT_RESULT and DT_CURRENT for each segment in each event. The finals event results are contained in a DT_CUMULATIVE_RESULT message. DT_CURRENT is sent during the competition.

- **Team Event**

There are two phases, qualification and final. In the qualification there are four DT_RESULT messages, one for each of 3 short programs and rhythm dance. In the final there is again four DT_RESULT messages, one for each free program. As in singles / couples there will also be DT_CURRENT. DT_CUMULATIVE_RESULT message will provide the overall standings in the team event.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each segment separately using the same RSC of the DT_RESULT message for the segment (Y).

2.2   Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
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_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	

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DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	
DT_AUDIO	Audio Message	
DT_ACHIEVEMENT	Achievements	

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

The Competition Schedule is a bulk message provided for one discipline.

The arrival of the competition schedule message resets all the previous schedule information for one discipline. Competition schedule update is an update message. It is not a complete schedule information message, but includes only the schedule data being modified.

The arrival of this message updates the previous schedule information for one event unit(s)/phase(s) or sessions(s) but does not notify any other change for the rest of the event units/phases/sessions except for those contained in the message.

It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded. The status for each competition unit is updated by OVR using schedule update message.

When message is sent from Schedule Management application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information (not expected to be sent to OVR or from OVR):

> Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
> Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

Early stages of Competition Schedule:
The Competition Schedule starts being defined in a high level (Schedule by Day/Session) years before the Games and it continues being refined until the sessions and the details of competition units are fully defined. In these initial stages of the competition schedule (Schedule by Day), the information included may be in the level of sessions, events or phases giving a high-level view of the schedule in each venue by day.

For these initial stages of the competition schedule (Schedule by Day) the message will use the DocumentSubtype "PRE" in the header and phase units from the PHASE set of common codes as well as the events from the EVENT set of common codes may be included in the DT_SCHEDULE message, despite any schedule flag defined in the common codes.

During this period, the same RSC may be included multiple times within the same DT_SCHEDULE message. To guarantee the uniqueness of the data, the recommendation is to use the concatenation of the value Competition/Unit@Code plus the value Competition/Unit @StartDate plus the value Competition/Unit@Venue.

Detailed Competition Schedule:
Once the detailed competition schedule is defined and available for sharing, the message contains the complete and detailed schedule information for all event units/phases RSCs related to a competition.

At this stage, all units in EVENT_UNIT/PHASE codes which have the 'schedule' flag set to 'Y' or 'S' (refer for details to Common Codes Definition) are included in schedule messages regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y' or 'S').

The detailed competition schedule will be triggered as a full message, using the DocumentSubtype "SYNC" for re-synchronisation for ODF customers, after the control of the competition schedule is transferred to OVR.

Start List:
The StartList component of the message is only included in the case that the Unit Type is HATH, HCOUP or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:
HATH Individual Head to Head units (e.g. ARC, BDM, TEN, SBD etc)
HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)
HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known:
In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.
In these disciplines only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used (and must be sent from the venue).
To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this). For example:

Start Time	Display	Unit	HideStartDate	Location	Order in message
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2 Court 2	Unit 2	Y	Court 2	2
12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

If the discipline requires some text describing the order then StartText is used. Typical uses include "Not before 17:00" or "SUN 29 - 2nd match on CC" or "Follows".

Advice for end users - how to sort event units and use DT_SCHEDULE:
    When displaying the schedule users must use the following sort order to display as intended:
        By day (or filter by day)
        By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
        By Time (regardless if HideStartDate="Y")
        By Order
    The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day
    End users should display StartText if HideStartDate="Y"
If a StartText value of "Not before hh:mm" is used then it is expected that the StartDate sent is the same hh:mm.

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_SCHEDULE DT_SCHEDULE_UPDATE	Competition schedule bulk / update
DocumentSubtype	SYNC N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. 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.

2.3.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR.
DT_SCHEDULE with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message.

The triggers for status changes are described in each sport data dictionary where differences are needed.

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Session (0,N)		
		SessionCode	
		StartDate	
		HideStartDate	
		EndDate	
		HideEndDate	
		Leadin	
		Venue	
		VenueName	
		SessionStatus	

		SessionType	
		Medal	
		FOP	
		SessionName (1,N)	
			Language
			Value
	Unit (0,N)		
		Code	
		PhaseType	
		ScheduleStatus	
		StartDate	
		HideStartDate	
		EndDate	
		HideEndDate	
		ActualStartDate	
		ActualEndDate	
		Order	
		Medal	
		Venue	
		Location	
		MediaAccess	
		SessionCode	
		ItemName (1,N)	
			Language
			Value
		ItemDescription (0,N)	
			Language
			-
		VenueDescription (0,1)	
			VenueName
			LocationName

2.3.1.5 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 /Session (0,N)			
Attribute	**M/O**	**Value**	**Description**
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime Or Date	Start date. Example: 2026-02-26T10:00:00+01:00 DateTime value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2026-02-26
HideStartDate	O	Y	Y only if StartDate (scheduled start time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	M	DateTime Or Date	End date. Example: 2026-02-26T10:00:00+01:00 DateTime value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2026-02-26
HideEndDate	O	Y	Y only if EndDate (scheduled end time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed
Leadin	O	M:SS	Amount of time from session start to first scheduled unit.
Venue	M	CC@VENUE Id	Venue where the session takes place
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
SessionStatus	O	CC@SHEDULESTATUS Id	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC@SESSION_TYPE Id	Session type of the Session.
Medal	O	Positive Integer	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	Positive Integer	The number of fields of play planned to be used in this session. This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.

Element: Competition /Session /SessionName (1,N)

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Language of the Session Description
Value	M	S(40)	Name of the sports competition session

Sample (General)

```
<Session Code="ATH01" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-12T14:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
  <SessionName Language="ENG" Value="Athletics Session 1" />
</Session>
<Session Code="ATH02" StartDate="2016-08-12T18:00:00+01:00" EndDate="2016-08-12T21:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
  <SessionName Language="ENG" Value="Athletics Session 2" />
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC@EVENT_UNIT Code CC@PHASE Code CC@EVENT Code	Full RSC for the event unit or the phase, as applicable. Event RSC to be used only in the early stages of the competition schedule definition and should not be included once phase/event unit schedule information is available.
PhaseType	O	CC@PHASE_TYPE Id	Phase type for the unit Mandatory when unit is phase or event unit, otherwise do not send.
ScheduleStatus	M	CC@SCHEDULESTATUS Id	Unit Status. **Note that** SCHEDULE_BREAK applies
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2026-02-26T10:00:00+01:00 Not included in the early stages of the Schedule by Day, when the unit is scheduled by session type.
HideStartDate	O	Y	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate). This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2026-02-26T10:00:00+01:00

			Not included in the early stages of the Schedule by Day, when the unit is scheduled by session type.
HideEndDate	O	Y	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2026-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2026-02-26T12:43:51+01:00
Order	O	Positive Integer	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SCGEN@UnitMedalType Code	Medal indicator. Do not send if not a medal event unit
Venue	O	CC@VENUE Id	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC@LOCATION Id	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	OPE, CLO	Only applicable for non-competition. If the unit is open to media fill with "OPE", if the unit is closed then fill with "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.

Element: Competition /Unit /ItemName (1,N)			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC@LANGUAGE Id	Code Language of the @Value
Value	M	CC@EVENT_UNIT | CC@PHASE | CC@EVENT	Item Name / Unit Description. For competition units show the unit description from common codes which matches the RSC. Only the ENG description is expected.

Element: Competition /Unit /ItemDescription (0,N)
Applicable in Schedule by Day stages, to include details.

Attribute	M/O	Val	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
-	M	Free Text	Item Description for early stages of the competition schedule.

Element: Competition /Unit /VenueDescription (0,1)			
Attribute	M/O	Value	Description
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

2.3.1.6 Message Sort

Sort by Session @SessionCode.

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.
In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end in Unit@Code order.

2.3.2 List of participants by discipline / List of participants by discipline update

2.3.2.1 Description

A participant is any individual athlete (participating or not in the current games) or any official or a competitor being part of a team (team member).

Although the athlete or official may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the personal information of the participant and along with discipline related information.

This message includes, when applicable, historical athletes that do not participate in the current competition. These participants are distinguished by the status value. The historical athletes will be used to match historical information as in the records message.

It is important to note that all the sport messages that make references to athletes (entries, start list, event unit results, etc.) has always to match the Participant @Code in this message.

This message includes the different name types/formats of the participant. The definition of all these types is available in the Global Document "Language Guidelines & Participant Names".

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one discipline. The arrival of this message resets all the previous participants' information for one discipline.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list but only the data 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 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.

2.3.2.3 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 for any modification in the data.
DT_PARTIC with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems 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				
	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

2.3.2.5 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

Sample (Versions)

Competition Gen="OWG2026-1.10" Sport="OWG2026-FSK-1.10" Codes="OWG2026-1.20" >

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Participant's ID/Registration Number 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.
Parent	M	S(20) with no leading zeros	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 participant is historical.
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
PassportGivenName	O	S(25)	Passport Given Name
PassportFamilyName	O	S(25)	Passport Family Name
PrintName	M	S(35)	Print name
PrintInitialName	M	S(18)	Print Initial name
TVName	M	S(35)	TV Name
TVInitialName	M	S(18)	TV Initial Name

TVFamilyName	M	S(18)	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
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 or officials will be assigned at least one discipline, it could be more. If an athlete or official are assigned to more than one discipline, it will be included in the participant message of each disciplines.			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC@DISCIPLINE Id	Discipline RSC, expected to be the same as the one used in OdfBody @DocumentCode.
IFId	O	S(16)	International Federation Id

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also, when the same organisation participates in the same event twice, there will different teams.

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 and their participation is defined by the status attribute.

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.

2.3.3.2 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 participant 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.

2.3.3.3 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.
The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the name(s) or discipline entry data for any team after the transfer of control to OVR.
DT_PARTIC_TEAMS with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to 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
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Status			
		Organisation			
		Name			
		ShortName			
		TVTeamName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		TeamType			
		Discipline (0,1)			
			Code		
			IFId		

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 /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	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 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. Element expected: ORG for Team Event, CPLW for Dance and Pairs This is how the name is constructed to allow clients to build in other languages.

Element: Competition /Team /Discipline (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC@DISCIPLINE Code	Full RSC of the Discipline
IFId	O	S(16)	IF Id for the discipline if it is assigned.

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 List of Entries by Event

2.3.4.1 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, reserves, teams including the team composition (if known) that have been entered to an event

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 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.

2.3.4.3 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.

For the Team event the entries are managed in OVR therefore the DT_ENTRIES for this event will be distributed once OVR becomes the owner of the data and based on the corresponding Teams' Captain Meeting outcomes.

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	Level 9
Competition (0,1)								
	Gen							
	Sport							

	Codes		
	Entry (1,N)		
		Code	
		Type	
		Organisation	
		SortOrder	
		EntryStatus	
		Description (0,1)	
			TeamName
			IFId
		ExtendedEntry(0,N)	
			Type
			Code
			Pos
			Value
		Composition(0,1)	
			Athlete(0,N)
				Code
				Order
				EntryStatus
				Substitute
				Description(1,1)
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId
				ExtendedEntry(0,N)
					Type
					Code
					Pos
					Value
			Team(0,N)
				Code
				Order
				EntryStatus
				Substitute
				Description(0,1)
					TeamName

			IFId
		ExtendedEntry(0,N)	
			Type
			Code
			Pos
			Value
	Composition(0,1)		
		Athlete(1,N)	
			Code
			Order
			EntryStatus
			Substitute
			Description(1,1)
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
				IFId

2.3.4.5 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/Couple events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name

IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Element: Competition /Entry /ExtendedEntry (0,N)

Send if there are specific couples event entries.

Type	Code	Pos	Description
IFPOINTS	SC@IFPoints	N/A Or CC@EVENT Code Or CC@EVENT_UNIT Code	Do not send (Pos=N/A) when the SC@IFPoints corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event (for Event total sore) or event unit (for Segment score) that SC@IFPoints corresponds. Element Expected: When available.

	Attribute	M/O	Value	Description
	Value	M	##0.00	Points of the couple for the specific event

Type	Code	Pos	Description
IFRANK	SC@IFRank	N/A Or CC@EVENT Code Or CC@EVENT_UNIT Code	Do not send (Pos=N/A) when the SC@IFRank corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event (for Event total sore) or event unit (for Segment score) that SC@IFRank corresponds. Element Expected: When available.

	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Rank of the couple for the specific event

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) for teams (if Competitor @Type="T").
Substitute	O	Y	"Y" if the entered participant is a substitute
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status, if applicable

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
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /Composition /Athlete /ExtendedEntry (0,N)

Type	Code	Pos	Description
IFPOINTS	SC@IFPoints	N/A Or	Pos description:

			CC@EVENT Code Or CC@EVENT_UNIT Code	Do not send (Pos=N/A) when the SC@IFPoints corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event (for Event total sore) or event unit (for Segment score) that SC@IFPoints corresponds. Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00	Points of the athlete for the specific event
IFRANK	SC@IFRank		N/A Or CC@EVENT Code Or CC@EVENT_UNIT Code	Do not send (Pos=N/A) when the SC@IFRank corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event (for Event total sore) or event unit (for Segment score)that SC@IFRank corresponds. Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Rank of the athlete for the specific event

Element: Competition /Entry /Composition /Team (0,N)			
(ONLY applies in Team Event)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Sub-Team's ID
Order	M	Positive Integer	Order within the competitor.
EntryStatus	O	SC@AthleteStatus Code	Team's Event participation status-If applicable
Substitute	O	Y	"Y" if the entered participant is a substitute

Element: Competition /Entry /Composition /Team /Description (0,1)			
(ONLY applies in Team Event)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(20) with no leading zeros	Name of the team
IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Element: Element: Competition /Entry /Composition /Team / /ExtendedEntry (0,N) Send if there are specific couples event entries.			
Type	**Code**	**Pos**	**Description**
CATEGORY	EVENT	N/A	Element Expected: when available.
Attribute	**M/O**	**Value**	**Description**
Value	M	CC@EVENT Code	Event (segment) in which the pair is participating within the team event
IFPOINTS	SC@IFPoints	N/A Or CC@EVENT Code Or CC@EVENT_UNIT Code	Do not send (Pos=N/A) when the SC@IFPoints corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event (for Event total sore) or event unit (for Segment score) that SC@IFPoints corresponds. Element Expected: when available.

Attribute	M/O	Value	Description
Value	M	##0.00	Points of the couple for the specific event
IFRANK	SC@IFRank	N/A Or CC@EVENT Code Or CC@EVENT_UNIT Code	Do not send (Pos=N/A) when the SC@IFRank corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event (for Event total sore) or event unit (for Segment score) that SC@IFRank corresponds. Element Expected: when available.
Attribute	**M/O**	**Value**	**Description**
Value	M	Positive Integer	Rank of the couple for the specific event

Element: Competition /Entry /Composition /Team /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	S(25)	Order within the pair
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status
Substitute	O	Y	"Y" if the entered participant is a substitute

Element: Competition /Entry /Composition /Team /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
IFId	O	S(16)	International Federation ID

Sample (Singles)

```
<Entry Code="8560074" Type="A" Organisation="FIN" SortOrder="1">
  <Composition>
    <Athlete Code="8560074" Order="1">
      <Description GivenName="Makar" FamilyName="Suntsev" Gender="M" Organisation="FIN" IFId="107358"/>
      <ExtendedEntry Type="IFPOINTS" Code="SB" Pos="FSKMSINGLES-----------FNL-000100--" Value="129.83"/>
      <ExtendedEntry Type="IFPOINTS" Code="SB" Pos="FSKMSINGLES-----------QUAL000100--" Value="64.79"/>
      <ExtendedEntry Type="IFPOINTS" Code="PB" Pos="FSKMSINGLES-----------FNL-000100--" Value="132.59"/>
      <ExtendedEntry Type="IFPOINTS" Code="PB" Pos="FSKMSINGLES-----------QUAL000100--" Value="70.40"/>
      <ExtendedEntry Type="IFPOINTS" Code="RANK_PTS" Value="701"/>
      <ExtendedEntry Type="IFRANK" Code="RANK_WLD" Value="87"/>
      <ExtendedEntry Type="IFRANK" Code="RANK_ORDER" Value="10"/>
      <ExtendedEntry Type="IFRANK" Code="SB" Value="11"/>
      <ExtendedEntry Type="IFRANK" Code="SB" Pos="FSKMSINGLES-----------FNL-000100--" Value="11"/>
      <ExtendedEntry Type="IFRANK" Code="SB" Pos="FSKMSINGLES-----------QUAL000100--" Value="10"/>
      <ExtendedEntry Type="IFRANK" Code="SB_ORDER" Value="11"/>
      <ExtendedEntry Type="IFRANK" Code="SB_ORDER" Pos="FSKMSINGLES-----------FNL-000100--" Value="11"/>
      <ExtendedEntry Type="IFRANK" Code="SB_ORDER" Pos="FSKMSINGLES-----------QUAL000100--" Value="10"/>
    </Athlete>
  </Composition>
</Entry>
```

Sample (Pairs)

```
<Entry Code="8560156" Type="T" Organisation="FRA" SortOrder="1">
  <Description TeamName="KOVALEV Camille / KOVALEV Pavel" IFId="34726"/>
  <ExtendedEntry Type="IFPOINTS" Code="SB" Pos="FSKXPAIRS-------------FNL-000100--" Value="110.50"/>
  <ExtendedEntry Type="IFPOINTS" Code="SB" Pos="FSKXPAIRS-------------QUAL000100--" Value="57.13"/>
  <ExtendedEntry Type="IFPOINTS" Code="PB" Pos="FSKXPAIRS-------------FNL-000100--" Value="115.87"/>
  <ExtendedEntry Type="IFPOINTS" Code="PB" Pos="FSKXPAIRS-------------QUAL000100--" Value="63.98"/>
  <ExtendedEntry Type="IFPOINTS" Code="RANK_PTS" Value="2236"/>
  <ExtendedEntry Type="IFRANK" Code="RANK_WLD" Value="18"/>
  <ExtendedEntry Type="IFRANK" Code="RANK_ORDER" Value="1"/>
  <ExtendedEntry Type="IFRANK" Code="SB" Value="4"/>
  <ExtendedEntry Type="IFRANK" Code="SB" Pos="FSKXPAIRS-------------FNL-000100--" Value="4"/>
  <ExtendedEntry Type="IFRANK" Code="SB" Pos="FSKXPAIRS-------------QUAL000100--" Value="3"/>
  <ExtendedEntry Type="IFRANK" Code="SB_ORDER" Value="4"/>
  <ExtendedEntry Type="IFRANK" Code="SB_ORDER" Pos="FSKXPAIRS-------------FNL-000100--" Value="4"/>
  <ExtendedEntry Type="IFRANK" Code="SB_ORDER" Pos="FSKXPAIRS-------------QUAL000100--" Value="3"/>
  <Composition>
    <Athlete Code="8560057" Order="1">
      <Description GivenName="Camille" FamilyName="Kovalev" Gender="F" Organisation="FRA"/>
    </Athlete>
    <Athlete Code="8560056" Order="2">
      <Description GivenName="Pavel" FamilyName="Kovalev" Gender="M" Organisation="FRA"/>
    </Athlete>
  </Composition>
</Entry>
```

2.3.4.6 Message Sort

The message is sorted by Entry @ SortOrder

2.3.5 Event Unit Start List and Results

2.3.5.1 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.

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

2.3.5.2 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	N/A	N/A
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	Expected statuses are: START_LIST LIVE INTERMEDIATE 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.

2.3.5.3 Trigger and Frequency

This message is sent:
- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- When the competition starts and after every competitor performance has been ranked/scored. (LIVE)
- After each group of competitors, after Schedule_Break – Ice Resurfacing (INTERMEDIATE)
- After the unit is finished (UNOFFICIAL / OFFICIAL) as applicable.
- After any change (except during the current competitor unless it is a correction to a different competitor)
- PROVISIONAL: if applicable (IOC/CAS-IF Decision Pending)

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)					
		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
			IFId
		ExtOfficial (0,N)	
			Type
			Code
			Pos
			Value
	Result (1,N)		
		Rank	
		RankEqual	
		Result	
		IRM	
		QualificationMark	
		SortOrder	
		StartOrder	
		StartSortOrder	
		ResultType	
		ExtendedResults (0,1)	

ExtendedResult (1,N)				
	Type			
	Code			
	Pos			
	Value			
	Value2			
	IRM			
	Extension (0,N)			
		Code		
		Pos		
		Value		
RecordIndicators (0,1)				
	RecordIndicator (1,N)			
		Order		
		Code		
		RecordType		
		Equalled		
Competitor (1,1)				
	Code			
	Type			
	Organisation			
	Description (0,1)			
		TeamName		
		IFId		
	EventUnitEntry (0,N)			
		Type		
		Code		
		Pos		
		Value		
	Composition (0,1)			
		Athlete (0,N)		
			Code	
			Order	
			Description (1,1)	
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
				IFId
			EventUnitEntry (0,N)	
				Type

	Code
	Pos
	Value

2.3.5.5 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 /ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts. (When the first performance starts)

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	STARTERS	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	M	Positive Integer	Send the number of competitors on the start list
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always after status START_LIST and at least one competitor has completed the unit without IRM			
Attribute	Value	Description	
Code	COMPLETE		
Pos	N/A		
Value	Positive Integer	Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY	LAST_COMP	N/A	Element Expected: When available and if the unit is LIVE, INTERMEDIATE or UNOFFICIAL.
Attribute	M/O	Value	Description
Value	M	(20) without leading zeros	Send the competitor ID of the last competitor to compete and receive a result who is not current competitor in the DT_CURRENT message.

Sample (Individual)

```
ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2111355" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="24" >
    <Extension Code="COMPLETE" Value="20" />
  </ExtendedInfo>
```

Element: Competition /ExtendedInfos /SportDescription (0,1)			
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	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG ShortDescription (not code) from Common Codes

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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 zeros	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function
Order	M	Positive Integer	Order of officials. (according to the different panels of Judges, Technical etc.)

Element: Competition /Officials /Official /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 official
Organisation	M	CC@ORGANISATION Id	Official's organisation
IFId	O	S(16)	International Federation ID

Element: Competition /Officials /Official /ExtOfficial (0,N)			
Type	**Code**	**Pos**	**Description**
EO	POSITION	N/A	Element Expected only for Judges
Attribute	**M/O**	**Value**	**Description**
Value	M	Positive Integer	Send the position for the judge (1-n)
EO	GROUP	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@Panel Code	Send proposed code

Sample (Officials)

```
<Officials>
  ...
  <Official Code="2004405" Function="JU" Order="2">
    <Description GivenName="Tom" FamilyName="Jones" Gender="M" Organisation="USA" />
    <ExtOfficial Type="EO" Code="GROUP" Value="JUDGE" />
    <ExtOfficial Type="EO" Code="POSITION" Value="1" />
  </Official>
  <Official Code="4110000" Function="JU" Order="3">
    <Description GivenName="Barry" FamilyName="Norman" Gender="M" Organisation="BEL" />
    <ExtOfficial Type="EO" Code="GROUP" Value="JUDGE" />
    <ExtOfficial Type="EO" Code="POSITION" Value="2" />
  </Official>
  ...
<Official Code="2004409" Function="TCH_CTR" Order="11">
    <Description GivenName="Jack" FamilyName="Blocker" Gender="M" Organisation="GER" />
    <ExtOfficial Type="EO" Code="GROUP" Value="TECH" />
  </Official>
  ...
  <Official Code="2004414" Function="ROP" Order="15">
    <Description GivenName="Mary" FamilyName="Smith" Gender="W" Organisation="IRE" />
    <ExtOfficial Type="EO" Code="GROUP" Value="OPERATOR" />
  </Official>
```

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 event unit (not cumulative).
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Result	O	##0.00	Result points for the unit (segment points).
IRM	O	SC@IRM Code	IRM for the event unit. Send only in the case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	Send 'Q' in the case the competitor is qualified for the next unit. Qualification code for Short Program and Rhythm Dance only, to indicate if the skater/couple qualified. Do not send for Final. Do not send if not applicable.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
StartOrder	O	Positive Integer	The start order for the competitor in the unit.
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.

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

Type		Code	Pos	Description
ER		TEAM	N/A	Element Expected: Always in segments within the team competition.
	Attribute	M/O	Value	Description
	Value	O	##0	Team points in the segment in the case of team event
	Value2	M	S(20) with no leading zeros	ID of the overall team in the team event to identify to which team the athlete/couple belongs.
	IRM	O	SC@IRM Code	IRM in the segment in the case of team event

ER		ELEMENT	Positive Integer or TOT	Pos Description: Send the Executed element sequential order number, or "TOT" for Totals Element Expected: When data is available
	Attribute	M/O	Value	Description
	Value	M	##0.00	Send the element score (as specified @Pos), or Total aggregated element score in particular for this event unit (segment) (for "TOT").

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When available

	Attribute	Value	Description
	Code	BASE	
	Pos	N/A	
	Value	##0.00	Send the Base Value (example: 0.80, 5.30, 10.10 ...). Not applicable for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When available

	Attribute	Value	Description
	Code	BASE_TOT	
	Pos	N/A	
	Value	##0.00	Total aggregated elements' base value for this event unit (segment). Applicable only for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When applicable in the second half of a program (maximum 3 in the period)

	Attribute	Value	Description
	Code	FACTOR_FLAG	
	Pos	N/A	
	Value	Y	Send "Y" if factor is applicable for this element else do not send.

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When available

	Attribute	Value	Description
	Code	ELEMENT_CODE	
	Pos	N/A	
	Value	SC@Element Code	Send the Executed Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.) Not applicable for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When available

	Attribute	Value	Description
	Code	ELEMENT_DESC	
	Pos	N/A	
	Value	SC@Element Description or S(100)	Send the Executed Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.) Not applicable for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When available

	Attribute	Value	Description
	Code	GOE	

	Pos	N/A	
	Value	[-]0.00	Send the Grade of Execution (example: 0.20, -0.30). Not applicable for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected If is applicable

	Attribute	Value	Description
	Code	INFO	
	Pos	N/A	
	Value	SC@ElementInfo Code	Send appropriate element info code
Not applicable for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected Only after the announcement of competitor's score

	Attribute	Value	Description
	Code	JUDGE	
	Pos	Positive Integer	Send the Judge position
	Value	[-]0 or -	Judge @Pos score for the Executed element number specified at ELEMENT @Pos (the parent element). Use the sign "-" only in the case of negative score.
Dash "-" may apply when an expected score is missing like in the case when a Judge cannot do judging.
Not applicable for @Pos=TOT

| ER | | COMPONENT | SC@Component Code | Pos Description:
Specific Program Component code.
Use Pos=TOT only for Total Program Components Score. Do not use for detailed Program Component score and information
Element Expected:
When available |
|---|---|---|---|---|

	Attribute	M/O	Value	Description
	Value	M	##0.00	Factored program component score for specific program component, or
Factored total component score for this event unit (segment) (for "TOT").
	Value2	O	##0.00	Unfactored program component score for specific program component
Always expected except for TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected Only for specific program component @Pos (not TOT)

	Attribute	Value	Description
	Code	FACTOR	
	Pos	N/A	
	Value	#0.00	Factor for the Program Component specified at COMPONENT @Pos (the parent element).
Not applicable for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected Only after the announcement of competitor's score.
Only for specific program component @Pos (not TOT)

	Attribute	Value	Description
	Code	JUDGE	
	Pos	Positive Integer	Send the Judge position
	Value	#0.00 Or -	Judge @Pos score for the Program Component specified at COMPONENT @Pos (the parent element).
Dash "-" may apply when an expected score is missing like in the case when a Judge cannot do judging.
Not applicable for @Pos=TOT

ER		DEDUCTION	SC@Deduction Code or "TOT"	Pos Description: Specific Deduction code, or "TOT" for Total aggregated deductions Use Pos=TOT only for Total aggregated Deduction Score. For Deduction detailed information use Deduction Code as per ISU standard Deduction code list Element Expected: Always with the scores. Specific deductions if applicable else do not send (only TOT in this case)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	[-]#0.00	Deduction score for specific deduction (as specified @Pos), or Total aggregated deductions in particular for this event unit (segment) (for "TOT").
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected Always with results (if applicable deduction).** **Only for specific deduction @Pos (not TOT)**			
	Attribute	**Value**	**Description**	
	Code	DEDUCTION_DESC		
	Pos	N/A		
	Value	SC@DEDUCTION ENG Description	As per ISU standard Deduction description Not applicable for @Pos=TOT	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected Only after the announcement of competitor's score. And, only for specific deduction @Pos (not TOT).** **Applicable only for majority deductions (for Costume / Prop Violation, Music Requirements Violation and Violation of Choreography Restrictions only). Do not send if this Judge did not give a deduction**			
	Attribute	**Value**	**Description**	
	Code	JUDGE		
	Pos	Positive Integer	Send the Judge position	
	Value	S(1)	Judge @Pos score for the Deduction specified at DEDUCTION @Pos (the parent element), only if a majority deduction is given. Send D if applicable. Not applicable for @Pos=TOT	

Sample (Individual)

```
<Result Rank="1" ResultType="POINTS" Result="178.64" SortOrder="1" StartOrder="7" StartSortOrder="7">
<ExtendedResults>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="TOT" Value="89.66" >
      <Extension Code="BASE_TOT" Value="83.47"/>
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="1" Value="7.50" >
      <Extension Code="ELEMENT_CODE" Value="4S" />
      <Extension Code="ELEMENT_DESC" Value="Quad Salchow" />
      <Extension Code="BASE" Value="10.50" />
      <Extension Code="GOE" Value="-3.00" />
      <Extension Code="INFO" Value="<" />
      <Extension Code="JUDGE" Pos="1" Value="0" />
      <Extension Code="JUDGE" Pos="2" Value="-1" />
...
      <Extension Code="JUDGE" Pos="9" Value="0" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="2" Value="12.44" >
      <Extension Code="ELEMENT_CODE" Value="4T" />
      <Extension Code="ELEMENT_DESC" Value="Quad Toeloop" />
      <Extension Code="BASE" Value="10.30" />
      <Extension Code="GOE" Value="2.14" />
      <Extension Code="JUDGE" Pos="1" Value="2" />
      <Extension Code="JUDGE" Pos="2" Value="1" />
...
      <Extension Code="JUDGE" Pos="9" Value="1" />
    </ExtendedResult>
...
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="13" Value="3.64" >
      <Extension Code="ELEMENT_CODE" Value="CCoSp3" />
      <Extension Code="ELEMENT_DESC" Value="Change Foot Combination Spin" />
      <Extension Code="BASE" Value="3.00" />
      <Extension Code="GOE" Value="0.64" />
      <Extension Code="JUDGE" Pos="1" Value="0" />
...
      <Extension Code="JUDGE" Pos="9" Value="-1" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="COMPONENT" Pos="TOT" Value="90.98" />
    <ExtendedResult Type="ER" Code="COMPONENT" Pos="SS" Value="9.07" Value2="9.35" >
      <Extension Code="FACTOR" Value="1.60" />
      <Extension Code="JUDGE" Pos="1" Value="6.50" />
      <Extension Code="JUDGE" Pos="2" Value="6.00" />
...
      <Extension Code="JUDGE" Pos="9" Value="7.25" />
    </ExtendedResult>
```

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

"Result" refers only to the result of the segment e.g. Short Program/Dance or Free Skating/Dance. Only when there is a Season Best broken for the segment after the end of a performance. Please note that "The season best scores from the Short Program/Dance, Free Skating/Dance and Total Score are not related as they may have occurred in different events".

Attribute	M/O	Value	Description
Order	M	Positive Integer	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference).
Code	M	CC@RECORD Id	Code which describes the record broken by the result value.
RecordType	M	CC@RECORD_TYPE recordtype	Code which specifies the level at which the record is broken.
Equalled	O	Y	Send "Y" in the case that the record has been equaled else do not send.

Sample (Individual)

```
<RecordIndicators>
  <RecordIndicator Order="1" Code="FSKWSINGLES----------------------" RecordType="SB"/>
</RecordIndicators>
```

International
Olympic
Committee

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID For Competitor @Type=T, it will be: Team ID for Pairs / Ice Dance event units. (inc. within team event) Otherwise, Athlete's ID (for Competitor @Type=A)
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)

Used in couples only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team/couple.
IFId	O	S(16)	International Federation ID

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

For couples

Type	Code	Pos	Description
EUE	GROUP	N/A	Element Expected: Always

Attribute	M/O	Value	Description
Value	M	Positive Integer	Send the warm-up group number

Type	Code	Pos	Description
EUE	SB	N/A	Element Expected: When available

Attribute	M/O	Value	Description
Value	M	##0.00	Season best in the segment

Type	Code	Pos	Description
EUE	PB	N/A	Element Expected: When available

Attribute	M/O	Value	Description
Value	M	##0.00	Personal Best in the segment

Type	Code	Pos	Description
EUE	ELEMENT_CODE	Positive Integer	Pos Description: Send the planned element sequential order number Element Expected: When available

Attribute	M/O	Value	Description
Value	M	SC@Element Code	Send the Planned Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.)

Type	Code	Pos	Description
EUE	ELEMENT_DESC	Positive Integer	Pos Description: Send the planned element sequential order number Element Expected: when available

Attribute	M/O	Value	Description
Value	M	SC@Element ENG Description or S(100)	Send the Planned Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.)

Type	Code	Pos	Description
EUE	MUSIC	N/A	Element Expected: when available

Attribute	M/O	Value	Description
Value	M	S(80)	Send in text the title of the music to be played during the performance
EUE **START_TIME**		**N/A**	**Element Expected: when available**
Attribute	M/O	Value	Description
Value	M	HH:MM:SS	Start time for the competitor
EUE **FINISH_TIME**		**N/A**	**Element Expected: when available**
Attribute	M/O	Value	Description
Value	M	HH:MM:SS	Planned finish time for the competitor
EUE **COACH**		**N/A**	**Element Expected: For couple competitors (inc Team Event)**
Attribute	M/O	Value	Description
Value	M	S(73)	Send in free text the names of the coach(es)

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Positive Integer	If Competitor @Type="T": Order attribute used to sort team members -for Pairs and Ice Dance events (couples) (i.e.: 1-for woman, 2 for man), -for Team event, only those members that participate If Competitor @Type="A" then order is 1

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
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
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
For singles in all events			
Type	**Code**	**Pos**	**Description**
EUE	**GROUP**	**N/A**	**Element Expected: Always**
Attribute	M/O	Value	Description
Value	M	Positive Integer	Send the warm-up group number
EUE	**SB**	**N/A**	**Element Expected: When available**
Attribute	M/O	Value	Description
Value	M	##0.00	Season best in the segment

EUE		PB	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00	Personal Best in the segment
EUE		ELEMENT_CODE	Positive Integer	Pos Description: Send the planned element sequential order number Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Element Code	Send the Planned Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.)
EUE		ELEMENT_DESC	Positive Integer	Pos Description: Send the planned element sequential order number Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Element ENG Description or S(100)	Send the Planned Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.)
EUE		MUSIC	N/A	Element Expected: when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(80)	Send in text the title of the music to be played during the performance
EUE		START_TIME	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	HH:MM.SS	Start time for the competitor
EUE		FINISH_TIME	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	HH:MM.SS	Planned finish time for the competitor
EUE		COACH	N/A	Element Expected: For singles competitors (only in Individuals or Team events).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(73)	Send in free text the names of the coaches

2.3.5.6 Message Sort

Sort by Result @SortOrder

2.3.6 Current Information

2.3.6.1 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 and in some sports with a running clock, also the clock information.

In figure skating this message is used to provide information about the current and next skater. The message is updated during a performance with the scores available at that time.

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@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current 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.

2.3.6.3   Trigger and Frequency

This message is sent:
- When a new competitor starts (or about to start in the case of the first in each group). (This competitor will be considered current)
- When a Warmup group is in Progress or an Ice Resurfacing is in progress
- Every 5 seconds during a performance with any data from the performance.
- Immediately after the competitor completes the performance and the data is available.
- At the end of a group to remove the current competitor
- Each message will only include the competitor currently on the ice or about to start and the one to follow.

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
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		ExtendedInfo (1,N)			
			Type		
			Code		
			Pos		
			Value		

	Extension (0,N)				
		Code			
		Pos			
		Value			
Result (0,N)					
	Rank				
	RankEqual				
	Result				
	IRM				
	QualificationMark				
	SortOrder				
	StartOrder				
	StartSortOrder				
	ResultType				
	ExtendedResults (0,1)				
		ExtendedResult (1,N)			
			Type		
			Code		
			Pos		
			Value		
			Value2		
			IRM		
			Extension(0,N)		
				Code	
				Pos	
				Value	
	Competitor (1,N)				
		Code			
		Type			
		Organisation			
		Composition (0,1)			
			Athlete (0,N)		
				Code	
				Order	

2.3.6.5 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 /ExtendedInfos /ExtendedInfo (1,N)

Type	Code	Pos	Description
DISPLAY	CURRENT	N/A	Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros	Send the competitor ID of the current or about to start competitor.

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When applicable

	Attribute	Value	Description
	Code	SCORE_DONE	
	Pos	N/A	
	Value	Y	Send "Y" in the case that scoring is complete for the competitor else do not send.

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected In all segments in all events when there is a competitor in the position @Pos but only until the score is included in the message (do not send when scoring is complete for the competitor)

	Attribute	Value	Description
	Code	TO_BEAT	
	Pos	Positive Integer	Send the rank which the competitor is trying to beat (1..3) in all segments and 1..3 plus <last qualification rank> in short programs/rhythm dance (not in team event). Only included if a competitor is in this rank.
	Value	##0.00	Send the points needed (to beat) for the corresponding rank (in @Pos): To clarify in each situation: - in short programs/rhythm dance (in team and not team) this is the score to beat for the individual/couple within the segment - in free program (not within teams) this is the score the individual/couple needs to beat in the segment to make the rank in the overall ranking - in free program (within teams) this is the score the individual/couple needs to beat in the segment to make the rank within the segment.

Type	Code	Pos	Description
DISPLAY	NEXT	N/A	Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros	Send the competitor ID of the next competitor.

Type	Code	Pos	Description
DISPLAY	ICE	Positive Integer	Pos Description: Send the warm-up group number, only when warm-up in progress (for WARMUP), otherwise do not send. Element Expected: when applicable

	Attribute	M/O	Value	Description
	Value	M	WARMUP, RESURFACE	WARMUP when warm-up in progress RESURFACE when resurfacing break

Type	Code	Pos	Description
CURRENT	STATUS	ON_ICE, STARTED, FINISHED	Pos Description: ON_ICE when Competitor becomes current STARTED when Running Time starts FINISHED when Running Time stops Element Expected: when available

	Attribute	M/O	Value	Description
	Value	M	DateTime	UNOFFICIAL Timestamp of current competitor's STATUS change. This value shall not be used for scoring purposes to indicate if the performance is too short, in time or too long.

Type	Code	Pos	Description
CURRENT	TECHNICAL_PANEL_READY	N/A	Element Expected: when available

Attribute	M/O	Value	Description
Value	M	Y	Send "Y" when Technical Panel has authorized all elements. Otherwise do not send.
CURRENT	JUDGES_SCORES_SEND	N/A	Element Expected: when available

Attribute	M/O	Value	Description
Value	M	Positive Integer	Counter to indicate how many judges and referee have sent their scores. Otherwise do not send.

Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2111355" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="2231358" />
  <ExtendedInfo Type="CURRENT" Code="STATUS" Pos="STARTED" Value="2018-02-16T10:00:00+01:00" />
  <ExtendedInfo Type="CURRENT" Code="TECHNICAL_PANEL_READY" Value="Y" >
```

Element: Competition /Result (0,N)

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the event unit (not cumulative).
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Result	O	##0.00	Result points for the event unit (segment points).
IRM	O	SC@IRM Code	The invalid result mark (IRM) for the event unit, in case it is assigned.
QualificationMark	O	SC@QualificationMark Code	Send 'Q' in the case the competitor is qualified for the next unit. Qualification code for Short Program and Rhythm Dance only, to indicate if the skater/couple qualified. Don't send for Final. Do not send if not applicable.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
StartOrder	O	Positive Integer	The start order of the competitor.
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.

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

Type	Code	Pos	Description
ER	TEAM	N/A	Element Expected: In segments within the team competition

	Attribute	M/O	Value	Description
	Value	O	##0	Team points in the segment in the case of team event
	Value2	M	S(20) with no leading zeros	ID of the overall team in the team event to identify to which team the athlete/couple belongs
	IRM	O	SC@IRM Code	IRM in the segment in the case of team event

Type	Code	Pos	Description
ER	ELEMENT	Positive Integer or TOT	Element Expected: Send the ~~Executed~~planned element sequential order number, or "TOT" for Totals

	Attribute	M/O	Value	Description

Value	M	##0.00	Send the element Score (as specified @Pos), or Total aggregated element score in particular for this event unit (segment) (for "TOT").

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When available

Attribute	Value	Description
Code	BASE	
Pos	N/A	
Value	#0.00	Send the Base Value (example: 0.80, 5.30, 10.10 ...). Not applicable for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When available

Attribute	Value	Description
Code	BASE_TOT	
Pos	N/A	
Value	##0.00	Total aggregated elements' base value in particular for this event unit (segment). Applicable only for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When applicable in the second half of a program (maximum 3 in the period)

Attribute	Value	Description
Code	FACTOR_FLAG	
Pos	N/A	
Value	Y	Send "Y" if factor is applicable for this element else do not send.

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When available

Attribute	Value	Description
Code	ELEMENT_CODE	
Pos	N/A	
Value	SC@Element Code	Send the Executed Element code (e.g.: "SlSt1" -for element "Straight Line Step Sequence"-, "3Lo" -for "Triple Loop"-, etc.) Not applicable for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When available

Attribute	Value	Description
Code	ELEMENT_DESC	
Pos	N/A	
Value	SC@Element ENG description Or S(100)	Send the Executed Element description, in text (e.g.: "Straight Line Step Sequence", "Triple Loop", etc.) Not applicable for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected As soon as the element in reference has been executed

Attribute	Value	Description
Code	EXECUTION_TIME	
Pos	N/A	
Value	m:sS	Time since the beginning of the performance when the particular element was executed Not applicable for @Pos=TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When available

	Attribute	Value	Description	
	Code	GOE		
	Pos	N/A		
	Value	[-]0.00	Send the Grade of Execution (example: 0.20, -0.30). Minus symbol if necessary, but not plus symbol in case of positive. Not applicable for @Pos=TOT	

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected When applicable

	Attribute	Value	Description	
	Code	INFO		
	Pos	N/A		
	Value	SC@ElementInfo Code	Send appropriate element info code Not applicable for @Pos=TOT	

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected Only if the executed element is under review by the judge panel or the review by judge panel has been completed

	Attribute	Value	Description	
	Code	REVIEW_STATUS		
	Pos	N/A		
	Value	REVIEW_REQUESTED, UNDER_REVIEW, REVIEW_FINISHED	REVIEW_REQUESTED if review has been requested UNDER_REVIEW if the element is under review REVIEW_FINISHED when the element has been reviewed Not applicable for @Pos=TOT	
ER		COMPONENT	SC@Component Code	Pos Description: Specific Program Component code. Use Pos=TOT only for Total Program Components Score. Do not use for detailed Program Component score and information Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	##0.00	Factored program component score for specific program component, or Factored total component score for this event unit (segment) (for "TOT").
	Value2	O	##0.00	Unfactored program component score for specific program component. Always expected except for TOT

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension
Expected Only for specific program component @Pos (not TOT)

	Attribute	Value	Description	
	Code	FACTOR		
	Pos	N/A		
	Value	#0.00	Factor for the Program Component specified at COMPONENT @Pos (the parent element). Not applicable for @Pos=TOT	
ER		DEDUCTION	SC@Deduction Code Or TOT	Pos Description: Specific Deduction code, or "TOT" for Total aggregated deductions Use Pos=TOT only for Total aggregated Deduction Score. For Deduction detailed information use Deduction Code as per ISU standard Deduction code list Element Expected:

				Always with the scores. Specific deductions if applicable else do not send (only TOT in this case)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	[-]0.00	Deduction score for specific deduction (as specified @Pos), or Total aggregated deductions in particular for this event unit (segment) (for "TOT").
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected Always with results (if applicable deduction). Only for specific deduction @Pos (not TOT)**			
	Attribute	**Value**	**Description**	
	Code	DEDUCTION_DESC		
	Pos	N/A		
	Value	S(40)	As per ISU standard Deduction description Not applicable for @Pos=TOT	

Sample (General)

```
<Result Rank="1" ResultType="POINTS" Result="178.64" SortOrder="1" StartOrder="7" StartSortOrder="7">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="TOT" Value="89.66" >
      <Extension Code="BASE_TOT" Value="83.47"/>
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="1" Value="7.50" >
      <Extension Code="ELEMENT_CODE" Value="4S" />
      <Extension Code="ELEMENT_DESC" Value="Quad Salchow" />
      <Extension Code="BASE" Value="10.50" />
      <Extension Code="GOE" Value="-3.00" />
      <Extension Code="INFO" Value="<" />
      <Extension Code="EXECUTION_TIME" Value="0:42" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="2" Value="12.44" >
      <Extension Code="ELEMENT_CODE" Value="4T" />
      <Extension Code="ELEMENT_DESC" Value="Quad Toeloop" />
      <Extension Code="BASE" Value="10.30" />
      <Extension Code="GOE" Value="2.14" />
      <Extension Code="EXECUTION_TIME" Value="0:56" />
    </ExtendedResult>
...
    <ExtendedResult Type="ER" Code="ELEMENT" Pos="13" Value="3.64" >
      <Extension Code="ELEMENT_CODE" Value="CCoSp3" />
      <Extension Code="ELEMENT_DESC" Value="Change Foot Combination Spin" />
      <Extension Code="BASE" Value="3.00" />
      <Extension Code="GOE" Value="0.64" />
      <Extension Code="EXECUTION_TIME" Value="2:31" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="COMPONENT" Pos="TOT" Value="90.98" />
    <ExtendedResult Type="ER" Code="COMPONENT" Pos="SS" Value="9.07" Value2="9.57" >
      <Extension Code="FACTOR" Value="1.60" />
    </ExtendedResult>
```

Element: Competition /Result /Competitor (1,N)				
Attribute	**M/O**	**Value**	**Description**	
Code	M	S(20) with no leading zeros.	Competitor's ID For Competitor @Type=T, it will be: Couple's ID for Pairs and Ice Dance event units including within team event. Otherwise, Athlete's ID (for Competitor @Type=A).	
Type	M	A, T	A for athlete, T for team	
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 zeros	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Positive Integer	If Competitor @Type="T": order attribute used to sort team members for Pairs and Ice Dance events (couples) (i.e.: 1-for woman, 2 for man), If Competitor @Type="A" then order is 1

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. This message is used when the competitor scores accumulate over the different units.

2.3.7.2 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 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	Expected statuses are: START_LIST LIVE INTERMEDIATE 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.

2.3.7.3 Trigger and Frequency

The cumulative results accumulate scores/results over a number of units so are generally sent after each DT_RESULT message if the cumulative message applies (usually using same ResultStatus at DT_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

The first version is triggered at the same time as the start list of the first unit is triggered.

This message is sent (all events, individuals, couples, teams):
- When the start list of the first unit is sent (START_LIST)
- When the second unit is changed to "GETTING_READY" for individuals and couples) (INTERMEDIATE)
- During each unit send after each competitor (LIVE)
- After each unit is complete in the event (INTERMEDIATE)
- After the last unit is complete (UNOFFICIAL / OFFICIAL as appropriate)
- Update with and changes.
- "PROVISIONAL" if applicable (IOC, CAS, IF decision pending)

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)							
		Progress (0,1)						
			LastUnit					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
	Result (1,N)							
		Rank						
		RankEqual						
		ResultType						
		Result						
		IRM						
		QualificationMark						
		SortOrder						
		ExtendedResults (0,1)						
			ExtendedResult (1,N)					
				Type				
				Code				
				Pos				
				Value				
		RecordIndicators (0,1)						
			RecordIndicator (1,N)					
				Order				
				Code				
				RecordType				
				Equalled				
		ResultItems (0,1)						
			ResultItem (1,N)					
				Unit				
				Order				
				Result (1,1)				

		Rank		
		RankEqual		
		ResultType		
		Result		
		ResultPoints		
		IRM		
		SortOrder		
		ExtendedResults (0,1)		
			ExtendedResult (1,N)	
				Type
				Code
				Pos
				Value
			RecordIndicators (0,1)	
				RecordIndicator (1,N)
				Order
				Code
				RecordType
				Equalled
	Competitor (1,1)			
		Code		
		Type		
		Organisation		
		Description (0,1)		
			TeamName	
			IFId	
		Composition (1,1)		
			Athlete (0,N)	
				Code
				Order
				Description (1,1)
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
				IFId
			Team (0,N)	
				Code
				Order
				Description (0,1)
				TeamName

Cumulative Results

			IFId
		Composition (0,1)	
		Athlete (1,N)	
			Code
			Order
			Description (1,1)
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFId

2.3.7.5 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 /ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	M	CC@EVENT_UNIT Code	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message.

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

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

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

Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
Location	O	CC@LOCATION Id	Location code

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.

			For singles and couples events, do not include the rank during the second segment until the competitor has completed the unit. Not applicable for the Team event. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	Y	Send 'Y' in case of the Rank has been equaled else do not send. For singles and couples events, do not include the rank during the second segment until the competitor has completed the unit. Not applicable for the Team event.
ResultType	O	SC@ResultType Code	Result type
Result	O	##0.00 #0 (Team)	Cumulative result of the competitor. For singles and couples events, do not include the result during the second segment until the competitor has completed the unit. Send just in the case @ResultType is POINTS
IRM	O	SC@IRM Code	IRM (invalid result mark) for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	The code which indicates the competitor is qualified for the final. Only applies after the last unit in the Team Event Qualification.
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. For singles and couples events, during the second segment those without rank will be ordered following their start order in the current unit.

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

Type		Code	Pos	Description
ER		FNR	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send 'Y' if the competitor did not reach the final / last unit, else do not send
ER		WD	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send 'Y' if the competitor withdrew at the final / last unit, else do not send
ER		QUAL_POINTS	N/A	Element Expected: Only at Team event. Only after qualification phase has finished
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Team Total Qualification score

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

"Result" refers only to the total score.
Only when there is a Season Best broken for the total score after the end of a performance. Please pay attention that "The season best scores from the Short Program/Dance, Free Skating/Dance and Total Score are not related as they may have occurred in different events".

Attribute	M/O	Value	Description
Order	M	Positive Integer	The hierarchy (priority) for types of record from 1 to n.
Code	M	CC@RECORD Id	Code which describes the record broken by the result value.

RecordType	M	CC@RECORD_TYPE recordtype	Code which specifies the level at which the record is broken.
Equalled	O	Y	Send Y in the case that the record has been equalled else do not send.

Element: Competition /Result /ResultItems /ResultItem (1,N)

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code	Full RSC of the unit
Order	M	Positive Integer	Order of the units (chronological)

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.
RankEqual	O	Y	Send 'Y' in case of the Rank has been equalled else do not send.
ResultType	M	SC@ResultType Code	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem.
Result	O	##0.00 Or -	The result of the competitor for the event unit identified by /ResultItems /ResultItem. In the case of team event this is the judges' score. Dash "-" may apply when an expected score is missing like in the case where a team member failed to compete in his/her round (e.g.: a Male athlete in Men round of Team event, Qualification phase)
ResultPoints	O	#0 Or -	Team points in the team event. Dash "-" may apply when an expected score is missing like in the case where a team member failed to compete in his/her round (e.g: a Male athlete in Men round of Team event, Qualification phase) In the case of a team getting an overall IRM then do not send this attribute.
IRM	O	SC@IRM Code	The invalid result mark (IRM), in case it is assigned for the event unit identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM
SortOrder	M	Positive Integer	Used to sort all results in an event unit identified by /ResultItems /ResultItem

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

Type	Code	Pos	Description
ER	COMPETITOR	N/A	Element Expected: When available in Team event.
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros	Send the competitor code, with the athlete or the couple.

Element: Competition /Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,N)

"Result" refers only to the result of the segment e.g. Short Program/Dance or Free Skating/Dance. Only when there is a Season Best broken for the segment after the end of a performance. Please pay attention that "The season best scores from the Short Program/Dance, Free Skating/Dance and Total Score are not related as they may have occurred in different events".

Attribute	M/O	Value	Description
Order	M	Positive Integer	The hierarchy (priority) for types of record from 1 to n.

Code	M	CC@RECORD Id	Code which describes the record broken by the result value.
RecordType	M	CC@RECORD_TYPE Recordtype	Code which specifies the level at which the record is broken.
Equalled	O	Y	Send Y in the case that the record has been equalled else do not send.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event, or, Couple's ID for Pairs and Ice Dance events. Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	A, T	T for team, A for athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team same as in DT_PARTIC_TEAMS Only applies for teams / groups.
IFId	O	S(16)	International Federation ID of the couple

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	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".

Element: Competition /Result /Competitor /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
IFId	O	S(16)	International Federation ID

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID Couple's ID for Pairs and Ice Dance events within the team event.
Order	M	Positive Integer	Order of the pairs

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the couple as in DT_Teams
IFId	O	S(16)	International Federation ID of the couple

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete ID of the team's member.
Order	M	1, 2	Couple member order, woman is 1, man is 2

Element: Competition /Result /Competitor /Composition /Team /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	O	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Sample (Individual Event)

```
<Result Rank="1" ResultType="POINTS" Result="280.09" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="FSKMSINGLES-----------QUAL000100--">
      <Result Rank="1" ResultType="POINTS" Result="101.45" SortOrder="1" />
    </ResultItem>
    <ResultItem Unit="FSKMSINGLES-----------FNL-000100--">
      <Result Rank="1" ResultType="POINTS" Result="178.64" SortOrder="1" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="2000000" Type="A" Organisation="GER" >
    <Composition>
    <Athlete Code="2000000" Order="1" >
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
    </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Team Event)

```
<Result Rank="1" ResultType="POINTS" Result="19" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="FSKXTEAM--------------QUAL0001MN--">
      <Result Rank="2" ResultType="POINTS" Result="89.24" ResultPoints="9" SortOrder="2" />
        <ExtendedResult Type="ER" Code="COMPETITOR" Value="1234567" />
      </ResultItem>
    <ResultItem Unit="FSKXTEAM--------------QUAL0002LD--">
      <Result Rank="1" ResultType="POINTS" Result="79.14" ResultPoints="10" SortOrder="1" />
        <ExtendedResult Type="ER" Code="COMPETITOR" Value="1234111" />
      </ResultItem>
  </ResultItems>
  <Competitor Code="FSKXTEAM----RUS01" Type="T" Organisation="RUS" >
    <Description Name="Russian Federation" />
    <Composition>
      <Athlete Code="2001879" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RUS" BirthDate="1994-12-15"/>
      </Athlete>
      <Athlete Code="2001881" Order="2" >
        <Description GivenName="Elena" FamilyName="Petrova" Gender="F" Organisation="RUS" BirthDate="1998-02-13" />
      </Athlete>
      <Team Code="FSKXPAIRS---RUS01" Order="1" >
        <Description Name="Jan Brown / Jack Smith" />
        <Athlete Code="1001879" Order="1" >
          <Description GivenName="Jan" FamilyName="Brown" Gender="F" Organisation="RUS" BirthDate="1994-12-15"/>
        </Athlete>
        <Athlete Code="3001881" Order="2" >
          <Description GivenName="Jack" FamilyName="Smith" Gender="M" Organisation="RUS" BirthDate="1987-02-13" />
        </Athlete>
...
  </Composition>
```

2.3.7.6 Message Sort

The ResultItems should be ordered in the same order in which they took place, earliest to latest.
Result @SortOrder will be the attribute used to sort the results.

During a unit (particularly units where athletes participate one-by-one). Then the order should be:
1) All athletes finished the current unit ordered by overall rank
2) All athletes on course (in the order of their result at the intermediate; in case of several intermediates from the one further down the course to the one nearest to the start)
3) All athlete still to start in the current unit (start order)
4) All athletes not qualified, but having a score from previous units
5) All athletes with IRM (sorting according to Discipline/ORIS standard order)

2.3.8 Event Final Ranking

2.3.8.1 Description

The event final ranking is a message containing the final results and ranking for one particular event.

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 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	Expected statuses are: 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 ranking is not subject to change or some ranking in that unit are not subject to change.
The message is expected at the end of each unit during finals along with each change.

- After a non-final unit which affects the final ranking is official and that ranking is not subject to change. (PARTIAL)
- After last unit of the competition is official. (OFFICIAL)
- PROVISIONAL if applicable (IOC,CAS,IF decision pending)

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	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					

Result (1,N)			
	Rank		
	RankEqual		
	ResultType		
	Result		
	IRM		
	SortOrder		
	ExtendedResults (0,1)		
		ExtendedResult (1,N)	
			Type
			Code
			Pos
			Value
	Competitor (1,1)		
		Code	
		Type	
		Organisation	
		Description (0,1)	
			TeamName
			IFId
		Composition (1,1)	
			Athlete (0,N)
			Code
			Order
			Description (1,1)
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFId
			Team (0,N)
			Code
			Order
			Description (0,1)
			TeamName
			IFId
			Composition (0,1)
			Athlete (1,N)
			Code
			Order
			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	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 /ExtendedInfos /SportDescription (0,1)			
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	M	CC @DISCIPLINE_GENDER Gender	Gender code for the event unit. Must be included if it is a single gender

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 event. This attribute is optional as the competitor may have got an invalid result mark.
RankEqual	O	Y	Send Y if the rank is equalled, else do not send.
ResultType	O	SC@ResultType Code	Type of the @Result attribute
Result	O	##0.00 or - or #0 (Team event)	Final result for the event. Send just in the case @ResultType is points Dash "-" is used only when the team has not received a rank.
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors as specified for the discipline.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	FNR	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Y	Send 'Y' if the competitor did not reach the final (Final Not Reached)
ER		WD	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send 'Y' if the competitor withdrew from the final / last unit, else do not send.

Sample (Individual event)

```
<Result Rank="16" ResultType="POINTS" Result="120.54" SortOrder="16" >
  <Competitor Type="A" Code="1067129" Organisation="SUI" >
    <Composition>
      <Athlete Code="1067129" Order="1" />
        <Description    GivenName="James"    FamilyName="Black"    Gender="M"    Organisation="SUI"    BirthDate="1994-12-18"
IFId="ISUFS0045987" />
    </Composition>
  </Competitor>
</Result>
<Result Rank="17" ResultType="POINTS" Result="57.34" SortOrder="17">
  <ExtendedResult Type="ER" Code="FNR" Value="Y" />
  <Competitor Type="A" Code="1090447" Organisation="NZL" >
    <Composition>
      <Athlete Code="1090447" Order="1">
        <Description    GivenName="Jon"    FamilyName="Smith"    Gender="M"    Organisation="NZL"    BirthDate="1994-12-15"
IFId="ISUFS0019977" />
      </Athlete>
    </Composition>
```

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 zeros	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event, or Couple's ID for Pairs and Ice Dance events. Otherwise, Athlete's ID (for Competitor @Type=A).
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)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team as in DT_Partic_Teams. Only applies for team/couple
IFId	O	S(16)	International Federation ID. Only applies for couples

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to either a team member or a single athlete 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".

Element: Competition /Result /Competitor /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
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Team (0,N)			
Only applicable for Team Event			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Couple's ID for Pairs and Ice Dance events.
Order	M	Positive Integer	Value is 1, 2 ..for each team in the team.

Element: Competition /Result /Competitor /Composition /Team /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the couple as in DT_Partic_Teams
IFId	O	S(16)	International Federation ID. Only applies for couples

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete ID
Order	M	Positive Integer	Order attribute used to sort team members

Element: Competition /Result /Competitor /Composition /Team /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
IFId	O	S(16)	International Federation ID

2.3.8.6 Message Sort

Sort by Result @SortOrder

International Olympic Committee

2.3.9 Event's Medallists

2.3.9.1 Description

The Event's Medallists is a message containing the list of medallists awarded in one event.

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@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_MEDALLISTS	Event's Medallists message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: UNOFFICIAL 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.

2.3.9.3 Trigger and Frequency

ResultStatus = UNOFFICIAL
after the final unit has finished but the results have not been distributed as OFFICIAL and a ceremony for this event is taking place in the next 5 minutes.
ResultStatus = PARTIAL
after a unit awarding a medal (for example Bronze medal unit) has finished and the results are OFFICIAL (for that medal unit) but all the medal units are not finished yet. The message only includes information for the awarded medal(s) of the finished unit.
ResultStatus = OFFICIAL
after all medal units are finished and the results are OFFICIAL or while the final unit is still in progress (example Mass start events) but the medallists have been confirmed by the Technical Delegate.
ResultStatus = PROVISIONAL
In the case of a pending IOC, CAS or IF decision.

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	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							

	Codes				
	ExtendedInfos (0,1)				
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			Gender		
		VenueDescription (0,1)			
			Venue		
			VenueName		
	Medal (1,N)				
		Code			
		Unit			
		Date			
		Competitor (1,1)			
			Code		
			Type		
			Order		
			Organisation		
			Description (0,1)		
				TeamName	
				IFId	
			Composition (1,1)		
				Athlete (0,N)	
					Code
					Order
					Description (1,1)
						GivenName
						FamilyName
						Gender
						Organisation
						BirthDate
						IFId
					ExtAthMedals (0,1)
						ExtAthMedal (1,N)
							Type
							Code
							Pos
							Value
				Team (0,N)	
					Code
					Order
					Description (0,1)

					TeamName	
					IFId	
		ExtCompMedals (0,1)				
			ExtCompMedal (1,N)			
				Type		
				Code		
				Pos		
				Value		
	Composition (0,1)					
		Athlete (1,N)				
			Code			
			Order			
			Description (1,1)			
				GivenName		
				FamilyName		
				Gender		
				Organisation		
				BirthDate		
				IFId		

2.3.9.5 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 /ExtendedInfos /SportDescription (0,1)			
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.

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

Attribute	M/O	Value	Description
Code	M	SCGEN@MedalType Code	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Unit	M	CC@EVENT_UNIT Code	Full RSC Unit code in which a medal was awarded.
Date	M	Date	The date of the most recent unit in which a medal was determined for this event, in this case the date of the gold medal unit. It is the date of the unit, not the date of the awarding of the medal or the date of a later change in the medallists (that is it will not change [except in the case of a re-run], even if the medallists do)

Element: Competition /Medal /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event, or, Couple's ID for Pairs and Ice Dance events. Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	A, T	A for athlete, T for team
Order	M	Positive Integer	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Organisation	M	CC@ORGANISATION Id	Competitors' organisation

Element: Competition /Medal /Competitor /Description (0,1)			
(for team and couples events)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the Team (team and couples)
IFId	O	S(16)	International Federation ID. Only applies for couples

Element: Competition /Medal /Competitor /Composition /Athlete (0,N)			
(Include all members that won the medal according to sport rules if Competitor @Type="T")			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Positive Integer	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".

Element: Competition /Medal /Competitor /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
IFId	O	S(16)	International Federation ID

Element: Competition /Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal (1,N)

Type		Code	Pos	Description
EAM		DISCIP	N/A	Element Expected: Team Event only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@TeamDiscipline Code	Event in which the team member participated within the team event (i.e.: Women, Men)

Element: Competition /Medal /Competitor /Composition /Team (0,N)

Only applicable for Team Event

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Couple's ID for Pairs and Ice Dance events.
Order	M	Positive Integer	Value is 1, 2 ..for each team in the team.

Element: Competition /Medal /Competitor /Composition /Team /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the couple as in DT_PARTIC_TEAMS
IFId	O	S(16)	International Federation ID of the couple

Element: Competition /Medal /Competitor /Composition /Team /ExtCompMedals /ExtCompMedal (1,N)

Type		Code	Pos	Description
ECM		DISCIP	N/A	Element Expected: Team Event only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@TeamDiscipline Code	Event in which the team member participated within the team event (i.e.: Pairs, Ice Dance)

Element: Competition /Medal /Competitor /Composition /Team /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID
Order	M	Positive Integer	Order attribute used to sort team members

Element: Competition /Medal /Competitor /Composition /Team /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
IFId	O	S(16)	International Federation ID

2.3.9.6   *Message Sort*

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.

2.3.10 Medallists by discipline

2.3.10.1 Description

The Medallists by discipline is a message containing the list of medallists for one discipline, up to the moment the message is generated.

The Medallists by discipline message is a complete message that increases its content as more medals are being awarded during the competition. The arrival of this message resets the entire previous Medallists by discipline information.

2.3.10.2 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_MEDALLISTS_DISCIPLINE	Medallists by discipline
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

2.3.10.3 Trigger and Frequency

Medallists by Discipline message is sent as soon as any new medal(s) is notified with release of DT_MEDALLISTS message. The data in this message should be aligned with all medals distributed in DT_MEDALLISTS. As the competition progresses, successive changes in the medallists by discipline information are made.

2.3.10.4 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	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								
			DisciplineName							
	Discipline (1,1)									
		Code								
		TotalEvents								
		FinishedEvents								

	Event (1,N)				
		Code			
		EventName			
		Date			
		Medal (1,N)			
			Code		
			Competitor (1,1)		
				Code	
				Type	
				Order	
				Organisation	
				Description (0,1)	
					TeamName
					IFId
				Composition (1,1)	
					Athlete (0,N)
					Code
					Order
					Description (1,1)
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId
					ExtAthMedals (0,1)
					ExtAthMedal (1,N)
					Type
					Code
					Pos
					Value
					Team (0,N)
					Code
					Order
					Description (0,1)
					TeamName
					IFId
					ExtCompMedals (0,1)
					ExtCompMedal (1,N)
					Type
					Code
					Pos

				Value
			Composition (0,1)	
			Athlete (1,N)	
				Code
				Order
				Description (1,1)
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
				IFId

2.3.10.5 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 /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes

Element: Competition /Discipline (1,1)			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Full RSC Discipline Code
TotalEvents	M	#00	Total number of competition events (events that award medals)
FinishedEvents	M	#00	Number of competition events that have awarded any type of medal, out of the total. In case of sports with 2 matches have medals (Bronze and Gold), this attribute only counts when the Gold medal has been awarded (not counted for Bronze because the event has not finished yet).

Element: Competition /Discipline /Event (1,N)			
Event information			
Attribute	M/O	Value	Description
Code	M	CC@EVENT Code	Full RSC of the Event
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Date	M	YYYY-MM-DD	Date of the Gold medal match.

Element: Competition /Discipline /Event /Medal (1,N)

Attribute	M/O	Value	Description
Code	M	SCGEN@MedalType Code	Medal type gold, silver or bronze. All the Competitors with the same CC@MedalType must not be grouped in the same element (it applies in the equalled medals)

Element: Competition /Discipline /Event /Medal /Competitor (1,1)

Competitor related to the medals.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for Athlete, T forTeam
Order	M	Positive Integer	Competitor order (Send 1 by default) and in the case of tie the order will be defined by the IOC rules.
Organisation	M	CC@ORGANISATION Id	Competitors' organisation

Element: Competition /Discipline /Event /Medal /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for couples / teams.
IFId	O	S(16)	Team IF number, send if available (usually only for couples)

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Individual athlete's ID (if Competitor @Type="A" or team member's ID (if Competitor @Type="T").
Order	M	Positive Integer	Team member order for medal. Send 1 if individual medal

Element: Competition /Discipline /Event /Medal /Competitor /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
IFId	O	S(16)	International Federation ID

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal (1,N)

Type	Code	Pos	Description
EAM	DISCIP	N/A	Element Expected: Team Event only

	Attribute	M/O	Value	Description
	Value	M	SC@TeamDiscipline Code	Event in which the team member participated within the team event (i.e.: Women, Men)

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team (0,N)

Only applicable in the case of team of teams

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's (couples) ID
Order	M	Positive Integer	Order of the teams if multiple teams else 1

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams
IFId	O	S(16)	Team IF number, send if available (only pair/ice dance)

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /ExtCompMedals /ExtCompMedal (1,N)

Type		Code	Pos	Description
ECM		DISCIP	N/A	Element Expected: Team Event only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@TeamDiscipline Code	Event in which the team member participated within the team event (i.e.: Pairs, Ice Dance)

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID of the listed team's member. Therefore, he/she is part of the team.
Order	M	Positive Integer	Team member order

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /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
IFId	O	S(16)	International Federation ID

2.3.10.6 Message Sort

Events in the message will be sorted by the chronological order in which the events took place, (the time is considered to be the finish time of the gold medal unit) followed by medal order (gold, silver, bronze) and then by the official result order.

2.3.11 Configuration

2.3.11.1 Description

The Configuration is a message containing general configuration.

2.3.11.2 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 CC@PHASE Code	Event Unit RSC Phase RSC in the team event in addition to Event Unit.
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.

2.3.11.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger after any major change, but considering that, if possible, the configuration must be provided before the start list of an impacted unit. If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.3.11.4 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				
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	

			Value
			ExtendedConfigItem (0,N)
			Code
			Pos
			Value

2.3.11.5 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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code CC@PHASE Code	Full RSC of the Unit. Can be at event unit level (for all events, unit message) or at phase level (for the team event, overall message).

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
QUALIFICATION	FROM_RANK	CC@PHASE Code	Pos Description: Send according to the phase to progress. Element Expected: When applicable
Attribute	M/O	Value	Description
Value	M	Positive Integer	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION	TO_RANK	CC@PHASE Code	Pos Description: Send according to the phase to progress. Element Expected: When applicable
Attribute	M/O	Value	Description
Value	M	Positive Integer	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION	QUAL_RULE	N/A	Element Expected: When applicable.
Attribute	M/O	Value	Description
Value	M	SC@QualRule Code	Send the code for the qualification rule.
EC	JUDGES	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	M	Positive Integer	Send the number of judges and referee in this unit
EC	TEAM_ORDER	Positive Integer	Pos Description: Send the order (1-4) for order on the subunits in the team event Element Expected: Always in the team overall (for each phase)

	Attribute	M/O	Value	Description
	Value	M	CC@EVENT_UNIT Code	Send the Full RSC of the subunit
STARTLIST		WARMUP, RESURFACING, GROUP	Positive Integer	Pos Description: Send the order of this code over all different codes. Element Expected: For each unit This extension provides information about the timing of the warm-up, each group and ice resurfacing.
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Send the order considering all references of this code value (1,2, … WARMUP for example)

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available

	Attribute	Value	Description
	Code	START	
	Pos	N/A	
	Value	HH:MM:SS	Send the start time for this activity

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available

	Attribute	Value	Description
	Code	END	
	Pos	N/A	
	Value	HH:MM:SS	Send the end time for this activity

Sample (Singles Qualification unit)

```
<Configs>
  <Config Unit="FSKMSINGLES-----------QUAL000100--">
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="20" />
    <ExtendedConfig Type="EC" Code="JUDGES" Value="9" />
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="1" Value="1">
      <ExtendedConfigItem Code="START" Value="15:30:00"/>
      <ExtendedConfigItem Code="END" Value="15:40:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="2" Value="1">
      <ExtendedConfigItem Code="START" Value="15:40:00"/>
      <ExtendedConfigItem Code="END" Value="16:10:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="3" Value="2">
      <ExtendedConfigItem Code="START" Value="16:10:00"/>
      <ExtendedConfigItem Code="END" Value="16:20:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="4" Value="2">
      <ExtendedConfigItem Code="START" Value="16:20:00"/>
      <ExtendedConfigItem Code="END" Value="16:50:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="RESURFACING" Pos="5" Value="1">
      <ExtendedConfigItem Code="START" Value="16:50:00"/>
      <ExtendedConfigItem Code="END" Value="17:10:00"/>
    </ExtendedConfig >
  </ExtendedConfig >
```

Sample (Team event Final unit)

```
<Configs>
  <Config Unit="FSKXTEAM-------------FNL-0003PR--">
    <ExtendedConfig Type="EC" Code="JUDGES" Value="9" />
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="1" Value="1">
      <ExtendedConfigItem Code="START" Value="19:00:00"/>
      <ExtendedConfigItem Code="END" Value="19:06:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="2" Value="1">
      <ExtendedConfigItem Code="START" Value="19:06:00"/>
      <ExtendedConfigItem Code="END" Value="19:33:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="WARMUP" Pos="3" Value="2">
      <ExtendedConfigItem Code="START" Value="19:33:00"/>
      <ExtendedConfigItem Code="END" Value="19:39:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="GROUP" Pos="4" Value="2">
      <ExtendedConfigItem Code="START" Value="19:40:00"/>
      <ExtendedConfigItem Code="END" Value="20:07:00"/>
    </ExtendedConfig >
    <ExtendedConfig Type="STARTLIST" Code="RESURFACING" Pos="5" Value="1">
      <ExtendedConfigItem Code="START" Value="20:07:00"/>
      <ExtendedConfigItem Code="END" Value="20:17:00"/>
    </ExtendedConfig >
```

Sample (Team event - qualification)

```
<Configs>
  <Config Unit="FSKXTEAM-------------QUAL--------">
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="1" Value="FSKXTEAM-------------QUAL0001MN--" />
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="2" Value="FSKXTEAM-------------QUAL0003PR--" />
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="3" Value="FSKXTEAM-------------QUAL0004DC--" />
    <ExtendedConfig Type="EC" Code="TEAM_ORDER" Pos="4" Value="FSKXTEAM-------------QUAL0002LD--" />
  </Config>
```

2.3.11.6 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		x	o	o		o
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_ENTRIES			x			
	DT_SCHEDULE		x				o

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download - any changes of athlete data	DT_PARTIC_UPDATE		x				
After Initial Download - any changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
After any competition schedule change	DT_SCHEDULE_UPDATE		x				o
	DT_PDF C24 Season Best			x			
After Team Confirmation - any changes of athlete data	DT_PARTIC_UPDATE		x				
After Team Confirmation - any changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
	DT_ENTRIES			X			
	DT_PDF C30 Number of entries by NOC		x				
	DT_PDF C32E2 Entry List by Event (Team)			x			
	DT_PDF C32E1 Entry List by Event			x			
	DT_CONFIG (for Team Event)				x		x
	DT_CONFIG (for Individuals and Couples)						x
Start List is known	DT_RESULT	START_LIST					x
	DT_CUMULATIVE_RESULT	START_LIST		x			
	DT_PDF C51A (Short Program)						x
	DT_PDF C51D (Rhythm Dance)						x
After Judges Draw	DT_RESULT	START_LIST					x
	DT_CUMULATIVE_RESULT	START_LIST		x			
	DT_PDF C51H Planned Program Content						x
	DT_PDF C57 ISU Panel of Judges and Technical Panel						x

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
First Warmup Group On Ice	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
	DT_CURRENT						x
(for final segment in individual events)	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			

First Skater of a warmup group starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
When the competition starts	DT_RESULT	LIVE					x
During performance after every 5 seconds	DT_CURRENT						x
Scores are ready	DT_CURRENT						x
(if not last skater of a warmup group)	DT_RESULT	LIVE					x
During each unit send after each competitor	DT_CUMULATIVE_RESULT	LIVE		x			
(last skater of a warmup group)	DT_RESULT	INTERMEDIATE					x
Start of Ice Resurfacing	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
	DT_CURRENT						x
Start of Warmup Group (when there was no ice Resurfacing before)	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
	DT_CURRENT						x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
Segment - Last score/result	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_CURRENT						x
(for the first unit in individual events)	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			
(for the last unit in individual events)	DT_CUMULATIVE_RESULT	UNOFFICIAL		x			
At the end of Segment - Score Confirmed	DT_RESULT	OFFICIAL					x
	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			
	DT_PDF C73A1 Segment Results						x
	DT_PDF C77A Results Details						x
	DT_PDF C77B Judges Details per Skater						x
If new season best	DT_PDF C81 New Season Best			x			
Final Segment - Scores/Results confirmed	DT_RESULT	OFFICIAL					x
	DT_CUMULATIVE_RESULT	OFFICIAL		x			
	DT_RANKING	OFFICIAL		x			
	DT_MEDALS		x				
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_PDF C73B Results			x			
	DT_PDF C92A Medallist (Individual/Couples)			x			
	DT_PDF C92B Medallists (Team)			x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
	DT_PDF C97 Figure Skating Medal Standings		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**
V0.1	5 May 2023	First version
V0.2	30 May 2023	Version updated applying comments received during the ODF Review meeting
V0.3	22 Nov 2023	Consolidation and editorial updates.
V0.4	8 February 2024	Corrections and cross sport alignments
V0.5	29 April 2024	Corrections and cross sport alignments
V0.6	29 Jul 2024	Corrections and cross sport alignments, version after PT1
V1.0	2 October 2024	Cross sport alignments
V1.1	14 March 2025	Cross sports alignments, minor editorial issues, CHG0034527
V1.2	11 April 2025	Undo changes from CHG0034527

File Reference: OWG2026-FSK-1.2, APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	ALL: Reference to Common Codes and Sport Codes has been overall changed, indicating the correct Codesets and the applicable data elements. ALL: Reference to Preferred Given and Preferred Family Names updated. DT_SCHEDULE: Add Competition /Session /FOP Definition updated to match SOG-2024-GEN-V3.4 DT_SCHEDULE: Add Competition /Session /MEDAL with appropriate value type DT_SCHEDULE::Pending to be confirmed Competition /Session /SessionCode Tyoe DT_SCHEDULE: Competition /Session /Unit /StartText Removed DT_SCHEDULE: Pending to be confirmed Competition /Session /SessionCode Tyoe DT_PARTIC: Competition /Participant /Height and Weight have been removed. DT_PARTIC_TEAMS: Competition /Team /TeamOfficials /Official Pending to be reviewed and confirmed if shall be deleted. DT_PARTIC_TEAM: Competition /Team /TeamOfficials /Official /Function Choreographer has been removed from the description. DT_RESULT, DT: CUMULATIVE_RESULT, DT_RANKING, DT_MEDALLISTS: Add RESULTSTATUS PROVISIONAL and trigger DT_RESULT: Trigger has been updated DT_RESULT: Competition /Result /ExtendedResults /ExtendedResult /Extension / COMPONENT: Pending to be confirmed which Values correspond to Factored and Unfactored scores. DT_RESULT: Competition /Result /Competitor /EventUnitEntry / COACH: Pending to be reviewed and confirmed if shall be expected a Free Text. DT_RESULT: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry/ COACH: Pending to be reviewed and confirmed if shall be expected a Free Text. DT_CURRENT: Competition /Result /ExtendedResults /ExtendedResult /Extension / COMPONENT: Pending to be confirmed which Values correspond to Factored and Unfactored scores DT_CUMULATIVE_RESULT: Trigger with status INTERMEDIATE after the 2nd unit is changed to GETTING_READY: Pending to confirm the purpose of this trigger. Message Timeline: C32E reports adjusted with the proper code, Added DT_RESULT and DT_CUMULATIVE_RESULT for the Start of Ice Resurfacing trigger.
V0.3	SFR	DT_PARTIC, DT_PARTIC_TEAMS updated with latest definition. DT_ENTRIES and DT_ENTRIES_TEAMS added as per global agreements. DT_RESULT: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry/ COACH: confirmed it is expected as a Free Text DT_RESULT: Competition /Result /ExtendedResults /ExtendedResult /Extension / COMPONENT Cofirmed that no change is needed for Factored and Unfactored scores.

		DT_CUMULATIVE_RESULT: Trigger with status INTERMEDIATE after the 2nd unit is changed to GETTING_READY and trigger confirmed. Editorial updates
V0.4	SFR	For all messages for the element Competition the attributes Gen, Sport, Codes are set to M DT_PARTIC_TEAMS: Message Structure: Competition /Team /Discipline changed to (0,1) DT_ENTRIES: Message Structure:ExtendedEntry changed to (0,N). Message Values: Competition/Entry/GivenName marked as Optional. DT_RESULT: Competition /Officials /Official /Description/IFId added to resolve inconsistency with Message Values section.
V0.5	SFR	Editing updates and new values patterns applied. Sport attribute in element Competition has been changed to S(35) TVFamilyName changed to S(18) DT_SCHEDULE: SYNC message clarification added.
V0.6	SFA	SubEventName attribute: Changed reference to the ShortDescription in Common Codes. Diff attribute: Updated so zeros are included for the leader, consistently across the definition. DT_ENTRIES: New structure applied DT_ENTRIES_TEAMS: Deleted DT_SCHEDULE: Updated as per Global DT_Schedule changes DT_MEDALLISTS: Competition /Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal/ EAM /DISCIP added Competition /Medal /Competitor /Composition /Team /ExtCompMedals /ExtCompMedal /ECM /DISCIP added DT_MEDALLISTS_DISCIPLINE: Competition /Discipline Value updated for attributes: TotalEvents and FinishedEvents Competition /Discipline /Event /Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal/ EAM/ DISCIP added Competition /Discipline /Event /Medal /Competitor /Composition /Team /ExtCompMedals /ExtCompMedal/ECM/DISCIP added DT_AUDIO, DT_ACHIEVEMENT: Added in applicable messages
V1.0	APP	Editorial updates. DT_SCHEDULE: Message Description and Message structure updated.
V1.1	APP	Editorial updates DT_SCHEDULE: Competition /Unit: MediaAccess added Competition /Unit /ItemName Value updated to support early stages of competition schedule Competition /Unit /ItemDescription added to support early stages of competition schedule DT_PARTIC: Competition /Participant Attribute BirthDate description updated DT_ENTRIES: Structure corrected DT_CURRENT: Competition /Result /ExtendedResults /ExtendedResult Element changed Value attribute to Optional, updated description to receive all the planned components (CHG0034527) DT_RESULT: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry / ELEMENT_DESC alignment with use of SC@Element.ENG description Competition /ExtendedInfos /ExtendedInfo LAST_COMP description updated to avoid duplicity of competitors in DT_CURRENT and DT_RESULT (DDM-47)
V1.2	APP	DT_CURRENT undo previous change from CHG0034527 to follow competition normal development.