INTERNATIONAL
OLYMPIC
COMMITTEE

Olympic Data Feed

ODF Curling Data Dictionary

16 November 2009
Technology Department
© International Olympic Committee

License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic Games and/or (ii) to develop similar standards for other events than the Olympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.

2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.

3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.

4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.

6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

DOCUMENT CONTROL

Version history

Version	Date	Comments
1.0	20 May 2008	Submitted for review version with comments from Omega and Vancouver meeting
1.1	29 May 2008	Changes according to new documentation reformatting. Next APP version will also change the version to Rr Vv1.v2 (not to be changes until documentation approved) Status changed to SFA
R1 V1.0	12 June 2008	Comments applied according to changes log Status changed to APP
R1 V2.0	7 July 2008	Changes according to changes log
R1 V3.0	17 October 2008	Changes after the WNPA meeting held on October 1-2. Some minor corrections according to the sport rules
R1 V3.1	18 May 2009	Some minor corrections
R1 V4.0	8 July 2009	CR 721 Add messages of Updates for Athletes, officials, teams, CR820 changes after homologation and added the copyright
R1 V5.0	7 August 2009	CR874 Changes after Homologation Test.
R1 V6.0	22 September 2009	Comments applied and apply the CR1006 that are some changes in ODF documents after Homologation Test.
R1 V6.1	16 November 2009	Correct a typo error

File reference: ODF/INT008-R1-v6.1 APP

Change Log

Version	Status	Changes on version
1.0	SFR	• First version
1.1	SFA	• Versioning changed to Rr Vv1.v2, where r is release, and constant number for the documentation until the end of the Olympic Games, v1 refers to the part 1 of the document and v2 refers to the part 2 of the document. To be changed in next APP version • The document has been split in two parts. Part I refers to the Olympic Games competition, while part II refers to other competition exceptions. Added comment about this new format in chapter 1.1. • Updated chapter I.1.6.3 (part I) about trigger and frequency for the Event Unit Results message in order to allow interim results
R1 V1.0	APP	• Versioning changed to Rr Vv1.v2, where r is release, and constant number for the documentation until the end of the Olympic Games, v1 refers to the part 1 of the document and v2 refers to the part 2 of the document • The term game is used in stead of match in the case of curling. Changed all occurrences of the term match. All CU_MATCH_* codes have been changed by CU_GAME_* • CU_GAME_PLAYED, CU_GAME_WON and CU_GAME_LOST count games from the round robin, in the pool standings of group in a team competition message • The term tie-breaker is used instead of tie-break in the case of curling. Changed all occurrences. • CU_W: Added the possibility to be also "w2,1", "w3,1,0", … • Pool standings of group in a team competition: This message is sent just in the round robin (not finals, including semi-finals).
R1 V2.0	APP	• Chapter I.1.11: Brackets. Corrected some wrong references to messages Event Unit Results / Event results, while this message should always make reference to Brackets
R1 V3.0	APP	• Please, review changes in the messages' generic structure in the ODF Central Messages and ODF Sport Messages Interface documents as well as ODF header redefinition. • Removed part II for other competitions, and renumbered all chapters according to this circumstance. • Added new messages DT_HISTORIC_RECORD, DT_GLOBAL_GM, DT_GLOBAL_GN, DT_GM and DT_GN in table of chapter 4 Applicable Messages. Extended DT_GM and DT_GN messages to redefine ODF header DocumentCode attribute. • The attribute RSC in the ODF header has been renamed as DocumentCode according to the new ODF header definition Other changes • Chapter 5.5. Statistics: CU_RANK, CU_PCTG and CU_CUMULATIVE_PCTG: Length of codes corrected from N(2) to N(3). The trigger of the message is changed to after last game of the session becomes official
R1 V3.1	APP	• For the Statistic message define the Subtype and the DocumentSubType. • Add a clarification in the ResultStatus for the brackets message.
R1 V4.0	APP	• Add the DT_RESULT message the attribute E_LSFE to indicate which team throws the "Last Stone First End". • Add new codes for BracketItemCode in section 3 and in brackets message. • Add a new comment in the Triggers and Frequency section for the start list message. • Add three new messages for update Athletes, Officials and Teams data.

Change Log

Version	Status	Changes on version
		• Add the copyright.
R1 V5.0	APP	• Add the ExtCompPlaces element for the case that the competitor has not jus know in the Bracket message. • Add E_LSD and E_LSD_D in the Event Unit Result message for identify the Last Stone Draw. • Add a new Entry SUS (suspension) for the CC@IRM in the Codes Section.
R1 V6.0	APP	• Clarify that one of the correct values for E_LSD_D is TOSS and not TOS in the DT_RESULT message. • Correct some grammatical sentences in the Document. • Add a new code CU_POSITION in the Statiscics message. • Add the element CompetitorPlace/Competitor /Composition as a mandatory element in the Brackets message.
R1 V6.1	APP	• In Section Codes, in the Code Entity column, the first two entries are both "CC @BracketItemsCode". The second entry has been changed to "CC @BracketItemCode", with the "s".

TABLE OF CONTENT

1. Introduction

1.1. This document

This document includes the ODF Curling Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Curling, as well as defines the codes used in these messages.

1.2. Objective

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

- **IF –** International Federation

- **IOC –** International Olympic Committee

- **NOC –** National Olympic Committee

- **ODF –** Olympic Data Feed

- **RSC –** Results System Codes

- **CU –** Curling

- **WNPA –** World News Press Agencies

1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users

ODF/INT002	IDS-Global Interface Description Document	This document describes the outmost tag of all documents flowing through IDS. Any message being described in this document will have to follow the general definitions of the IDS-Global Interface Description Document. However, some restrictions to the outmost tag (message header) may be done in this specific interface document.
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport

2. Overall Perspective

2.1. Objective

The objective of this document is to focus on the formal definition of the ODF Curling Data Dictionary.

2.2. End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Curling Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, IDS header and ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Curling.

Any ODF Curling message should follow all the previous definitions in order to be considered as an ODF compliant message

3. Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise.

Code Entity	Code Entity Set of Values	
CC @BracketItemsCode	**Code**	**Description**
	SFL	Semi-finals
	FNL	Finals
CC @BracketItemCode	**Code**	**Description**
	SFL_1	Semi-final 1
	SFL_2	Semi-final 2
	GLD	Gold Medal match
	BRN	Bronze Medal match
CC @Desc	**Code**	**Description**
	1	Winner
	0	Loser
CC @EntryStatus	**Code**	**Description**
	D	Disqualified
	S	Suspended
CC @Function	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Code	
CC @Hand	**Code**	**Description**
	L	Left
	R	Right
	C	Centre
CC @IRM (The codes order provided is according to the sport rules. In case of several DNF, DNS, SUS or DSQ, sort by organisation code).	**Code**	**Description**
	DNF	Did not finish
	DNS	Did not start
	SUS	Suspended
	DSQ	Disqualified
CC @Position	**Code**	**Description**
	1	Lead
	2	Second
	3	Third

	Code	Description
	4	Fourth
	A	Alternate
CC @QualificationMark	**Code**	**Description**
	Q	Qualified for the semi-finals
	TB	Involved in the tie-breaker
CC @ResultType	**Code**	**Description**
	RT_SCORE	Competitor's score (just in the Event Unit Results message)
	RT_SCORE_WL	W or L result for a team under some specific circumstances (the result is not a score). No IRM information
	RT_INVALID_RESULT_WL	W or L result for a team under some specific circumstances (the result is not a score). Besides, IRM information
	RT_RANK	Rank (in the Standings of group in a team competition message and Event final ranking message)
	RT_INVALID_RESULT	Invalid Result Mark
CC @WLT	**Code**	**Description**
	W	Won
	L	Lost
	T	Tied

4.   Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Curling, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- 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 documented" indicates the document where you should go to have the general definition for a particular Message type

- The column "Message used in this sport" indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.

The column "Message extended in this document" indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the "Message used in this sport column". If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_ORGANISATIONS	Organisations	Central	Global	
DT_PARTIC_ATHLETES	List of athletes by discipline	Central	X	X
DT_PARTIC_ATH_UPDATE	List of athletes by discipline update	Central	X	X
DT_PARTIC_OFFICIALS	List of officials	Central	X	
DT_PARTIC_OFF_UPDATE	List of officials update	Central	X	
DT_PARTIC_TEAMS	List of teams	Central	X	
DT_PARTIC_TEA_UPDATE	List of teams update	Central	X	
DT_PARTIC_HISTORIC	List of historical athletes	Central		
DT_TEAM_HISTORIC	List of historical teams	Central		
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_GLOBAL_GM	Global good morning	Central	Global	
DT_GLOBAL_GN	Global good night	Central	Global	

DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports	X	X
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports	X	X
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports	X	X
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X

5. Curling Data Extension

5.1. General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

5.1.1. IDS and ODF header

Regarding to the IDS and ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- IDS Header: RSC

    The RSC attribute usually has the DDGEEEPUU format, where DD is the Discipline attribute, G is the Gender attribute, EEE is the Event attribute, P is the Phase attribute and UU is the Unit attribute in the IDS header. The concatenation of these attributes –Discipline, Gender, Event, Phase and Unit- will be implicitly defined when defining the RSC attribute in each case. However, just the RSC attribute will be defined in order to avoid redundant definition.

- ODF Header: DocumentCode.

5.1.2. Attributes Definition

The attributes types are explained in the section "5.1.2. Attributes Definition" of the ODF Central Messages Interface Document. Please, refer to that document for further information.

5.2.   List of accredited athletes by discipline/ List of accredited athletes by discipline update

5.2.1.   Description

This message is the List of accredited athletes by discipline/update as described in the ODF Central Messages Interface Document.

5.2.2.   Header Values

The definition in the ODF Central Messages Interface Document is valid

5.2.3.   Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

5.2.4.   Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Curling are:

- EventEntry

In the next section (message values), there is a more detailed definition.

5.2.5.   Message Values

The following table describes in more detail the EventEntry element in the case of Curling.

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_POSITION	CC @Position	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Position in the team
	E_ENTRY_STATUS	CC @EntryStatus	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Entry status.
	E_HAND	CC @Hand	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Hand

	E_SKIP	Y		For @Type: Send proposed type
				For @Code: Send proposed code
				Y- For skip Do not send if not-skip

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
E_ENTRY /E_POSITION	Position in the team	Always, as soon as this information is known
E_ENTRY /E_ENTRY_STATUS	Disqualified or suspended	Send just if the athlete is in one of these statuses
E_ENTRY /E_HAND	Hand of the athlete	Always, as soon as this information is available
E_ENTRY /E_SKIP	Skip	Send just for the skip, as soon as this information is available

5.2.6. Message sort

Please, follow the general definition.

5.3. Start List

5.3.1. Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

5.3.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.3.3. Trigger and Frequency

- As soon as head-to-head (H2H) teams are known, it will be sent as the H2H start list

Trigger also after any major change

5.3.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Curling are:

- UnitDateTime (following the general rules for this element)

- Competitor /Coaches /Coach

- Competitor /EventUnitEntry

- Competitor /Composition /Athlete /EventUnitEntry

In the next section (message values), there is a more detailed definition.

Composition /Athlete should follow the general rules as explained in the ODF Sport Messages Interface Document, with the additional considerations that these team members should be sorted by their position or function (Fourth, Third, Second, Lead and Alternate).

5.3.5. Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Curling, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	StartOrder	M	Numeric	First, home team, then visiting team
	SortOrder	M	Numeric	Same @StartOrder
Coach	Function	M	CC @Function	Coach function
	Order	M	Numeric	Send1 if just one coach, sequential number if more than one

The following table describes in more detail the Competitor /EventUnitEntry element in the case of Curling.

Type	Code	Description
EU_ENTRY	E_HOME	For @Type: Send proposed type
		For @Code: Send proposed code just for the competitor that is the home team
		For @Value: Position in the team
	E_AWAY	For @Type: Send proposed type
		For @Code: Send proposed code just for the competitor that is the away team
		For @Value: Entry status.

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EU_ENTRY /E_HOME	Home team	It must be sent in the case of the home team, and not sent for the away team
EU_ENTRY /E_AWAY	Away team	It must be sent for the away team, and not sent for the home team

The following table describes in more detail the Competitor /Composition /Athlete /EventUnitEntry element in the case of Curling.

Element: Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EU_ENTRY	E_POSITION	CC @Position	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Position in the team
	E_ENTRY_STATUS	CC @EntryStatus	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Entry status.
	E_SKIP	Y, N	For @Type: Send proposed type
			For @Code: Send proposed code
			Y- For skip Do not send if not-skip

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected

EU_ENTRY /E_POSITION	Position in the team	Send always
EU_ENTRY /E_ENTRY_STATUS	Disqualified or suspended	Send just if the athlete is in one of these statuses
EU_ENTRY /E_SKIP	Skip	Send just for the skip

5.3.6.   Message sort

Please, follow the general definition.

5.4. Event Unit Results

5.4.1. Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

5.4.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.4.3. Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- After each end, the message should be sent for intermediate results:

  o ResultStatus in the headers will have the value "INTERMEDIATE"

  o In this case, the element Result will contain the result at the moment after the end, as it can also be determined in the Period element (the end can be seen in Period @Code).

Then proceed with unofficial and official results, as expected.

5.4.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Curling are:

- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)

- UnitInfo

- Period

- Competitor /ExtendedResults /ExtendedResult

- Competitor /Stats /Stat (for the teams' statistics)

- Competitor /Composition /Athlete /Stats /Stat (for the team members' statistics)

5.4.5. Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	WLT	O	CC @WLT	Code to indicate whether the team competitor won, lost or tied the game.

Element	Attribute	M/O	Value	Comments
	ResultType	M	CC @ResultType	Result type, either Score or IRM for the corresponding event unit
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is any of the two possible codes including Invalid Rank Marks (see codes section) It could be possible to have both @Result and @IRM attributes informed
	Result	O	S(2)	Score for the particular game or W / L. Send just in the case @ResultType indicates score or W/L (see codes section) It could be possible to have both @Result and @IRM attributes informed
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit. It should be listed, first, the team that won (in case of tie, it should be according to @SortOrder in the start list).

Send UnitDateTime including also the @EndDate attribute.

The following table describes in more detail the UnitInfo element in the case of Curling.

Element: UnitInfo			
Type	**Code**	**Value**	**Description**
UI_GENERAL	GE_ATTENDANCE	Numeric	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Number of spectators

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_GENERAL /GE_ATTENDANCE	Number of spectators	Send just if this information is available

The following table describes in more detail the Period element in the case of Curling.

Element	Attribute	M/O	Value	Comments
Period	Code	M	Numeric	Numeric, beginning from 1, to indicate the end (key of Period element)
	HomeScore	M	Numeric L, W	Home competitor score up to the end of the @Code end

Element	Attribute	M/O	Value	Comments
	AwayScore	M	Numeric L, W	Away competitor score up to the end of the @Code end
	HomePeriodScore	M	Numeric X, /, or blank (nothing)	Home competitor score achieved in the @Code end (as isolated end)
	AwayPeriodScore	M	Numeric X, /, or blank (nothing)	Away competitor score achieved in the @Code end (as isolated end)

The following table describes in more detail the Competitor /ExtendedResults/ExtendedResult element in the case of curling for the team.

Element: Competitor / ExtendedResults/ExtendedResult (for the teams)			
Type	Code	Value	Description
EU_ENTRY	E_LSFE	Y or N	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Send Y to indicate that the team throws the "Last Stone First End".
	E_LSD	N(3).N(1)	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Send "Last Stone Draw" in cm.
	E_LSD_D	String	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Last Stone Draw descriptions, Send: - OUT: after 185.4 cm distance -TOSS: if two teams have the same distance to indicate coin toss to determine choice of LSFE -OUT-TOSS: to indicate the coin toss winner if both teams have 185.4 cm distance

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EU_ENTRY / E_LSFE	Send Y to indicate that the team throws the "Last Stone First End".	Always, that the information is known
EU_ENTRY / E_LSD	Last Stone Draw	Only in Round Robin games
EU_ENTRY / E_LSD_D	Last Stone Draw description	Only if it is needed and only for Round Robin

The following table describes in more detail the Competitor /Stats /Stat element in the case of curling for the team statistics, or Competitor /Composition /Athlete /Stats /Stat for their team members.

Element: Competitor /Stats /Stat (for the teams) Competitor /Composition /Athlete /Stats /Stat (for the team members)			
Type	**Code**	**Value**	**Description**
ST_CU	CU_CUMULATIVE_PCTG	N(3) 999 or "-"	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Cumulative percentage of the team until the end of the current game
	CU_GAME_PCTG	N(3) 999 or "-"	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Game percentage of the team

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ST_CU /CU_CUMULATIVE_PCTG	Cumulative percentage of the team (or team member) until the end of the current game	Always
ST_CU /CU_GAME_PCTG	Game percentage of the team (or team member)	Always

5.4.6.   Message sort

Please, follow the general definition.

5.5. Statistics

5.5.1. Description

This message is the Statistics message as described in the ODF Sport Messages Interface Document. It presents the cumulative statistics.

5.5.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

Moreover, header attribute Subtype/DocumentSubtype will be informed, categorizing different types of statistics reports. We will have the following different Subtype/DocumentSubtype header attributes:

- GENERAL: For all statistics data (for team and team members).

5.5.3. Trigger and Frequency

This message should be sent after the end of last game / event unit of a session is official.

5.5.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Curling are:

- Competitor /StatsItems /StatsItem (for team statistics)

- Competitor /StatsItems /StatsItem /ExtendedStat (for team extended statistics)

- Competitor /Composition /Athlete /StatsItems /StatsItem (for team member statistics)

- Competitor /Composition /Athlete /StatsItems /StatIstem /ExtendedStat (for team member extended statistics)

5.5.5. Message Values

The following table lists the Statistics optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Stats	Code	M	GENERAL	Code that identify the statistic
Competitor	Code	M	S(20) with no leading zeroes	Team competitor's ID
	Type	M	T	T is for team competitor
	Order	M	Numeric	The order will be according to the Competitor/StatsItems/StatsItem CU_RANK

The following table describes in more detail the Competitor /StatsItems /StatsItem element in the case of Curling.

Element: Competitor /StatsItems /StatsItem			
Type	**Code**	**Value**	**Description**
ST_CU	CU_GAME_PLAYED	Numeric	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Number of games played by the team competitor
	CU_CUMULATIVE_PCTG	N(3) 999 or "-"	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Cumulative Percentage of the team until the end of the last game
	CU_RANK	N(3) 999 or CC@IRM	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Rank according to the @Value of @Code=CU_CUMULATIVE_PCTG

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ST_CU /CU_GAME_PLAYED	Number of games played by the team competitor	Always
ST_CU /CU_CUMULATIVE_PCTG	Cumulative percentage of the team until the end of the last game	Always
ST_CU /CU_RANK	Rank according to CU_CUMULATIVE_PCTG	Always

The following table describes in more detail the Competitor /StatsItems /StatsItem /ExtendedStat element in the case of Curling.

Element: Competitor /StatsItems /StatsItem /ExtendedStat				
Type	**Code**	**Pos**	**Value**	**Description**
ST_CU	CU_SHOTS	Numeric	Numeric	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Numeric, being the competitor's game number beginning by 1
				For @Value: Number of shots of the team competitor for the @Pos game
ST_CU	CU_PCTG	Numeric	N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Numeric, being the competitor's game number beginning by 1

				For @Value: Percentage of the team competitor for the @Pos game

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ST_CU /CU_SHOTS	Number of shots of the team competitor in a particular game	Always
ST_CU / CU_PCTG	Percentage of the team competitor in a particular game	Always

The following table describes in more detail the Competitor /Composition /StatsItems /StatsItem element in the case of Curling.

Element: Competitor /Composition /Athlete /StatsItems			
Type	**Code**	**Value**	**Description**
ST_CU	CU_GAME_PLAYED	Numeric	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Number of games played by the team member competitor
	CU_CUMULATIVE_PCTG	N(3) 999 or "-"	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Cumulative Percentage of the team member until the end of the last game
	CU_RANK	N(3) 999 or CC@IRM	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Rank according to the @Value of @Code=CU_CUMULATIVE_PCTG

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ST_CU /CU_GAME_PLAYED	Number of games played by the team member	Always
ST_CU /CU_CUMULATIVE_PCTG	Cumulative percentage of the team member until the end of the last game	Always
ST_CU /CU_RANK	Game percentage of the team member	Always

The following table describes in more detail the Competitor /Composition /StatsItems /StatsItem /ExtendedStat element in the case of Curling.

Element: Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat				
Type	**Code**	**Pos**	**Value**	**Description**
ST_CU	CU_SHOTS	Numeric	Numeric	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos:

				Numeric, being the competitor's game number beginning by 1
				For @Value: Number of shots of the team member competitor for the @Pos game
	CU_PCTG	Numeric	N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Numeric, being the competitor's game number beginning by 1
				For @Value: Percentage of the team member competitor for the @Pos game
	CU_POSITION	Numeric	CC@Position	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Numeric, being the competitor's game number beginning by 1
				For @Value: Position in the Team for that game

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ST_CU /CU_SHOTS	Number of shots of the team member in a particular game	Always
ST_CU / CU_PCTG	Percentage of the team member in a particular game	Always
ST_CU / CU_POSITION	Position in the Team for that game	Send only when the Position is different than the Original Line-up Position

5.5.6. Message sort

The message should be sorted according to Competitor @Order. Team members should be sorted according to Athlete @Order.

@Order attributes will be calculated according to Competitor /StatsItems /StatItem CU_RANK and Competitor /Composition /Athlete /StatsItems /StatsItem CU_RANK.

5.6. Pool Standings of group in a team competition

5.6.1. Description

This message is the Pool Standings of group in a team competition message as described in the ODF Sport Messages Interface Document.

This message shows the pool standings for the current phase.

5.6.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

DocumentSubtype and Subtype attributes will be:

- Round Robin: 9

5.6.3. Trigger and Frequency

The message should be sent after the last game of the current session becomes official.

5.6.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Curling are:

- Competitor /ExtendedResults /ExtendedResult

5.6.5. Message Values

The following table lists the Pool Standings of group in a team competition optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the corresponding phase. This attribute is optional because the team could get an invalid rank mark.
	QualificationMark	O	CC @QualificationMark	Qualification mark
	ResultType	M	CC @ResultType	Result type, either rank or IRM for the corresponding phase
	IRM	O	CC @IRM	IRM for the particular phase

Send just in the case @ResultType is IRM (see codes section) |

Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the pool standings for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element in the case of Curling.

Element: Competitor /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_CU	CU_GAME_PLAYED	Numeric	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of games played by the team competitor from the Round-Robin
	CU_GAME_WON	Numeric	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of games won by the team competitor from the Round-Robin
	CU_GAME_LOST	Numeric	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of games lost by the team competitor from the Round-Robin
	CU_TB_WON	Numeric	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of tie-breaker games won by the team competitor
	CU_TB_LOST	Numeric	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of tie-breaker games lost by the team competitor
	CU_W	String wx, where x is the number of wins against tied	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of wins against tied teams in the format "w0", "w1", "w2", "w2,1", "w3,1,0", …
	DSC	String DSC ccc.d cm, where ccc.d is the	For @Type: Send proposed type
			For @Code:

	distance in centimetres, with one decimal digit	Send proposed code
		For @Value: Draw Shot challenge distance

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_CU /CU_GAME_PLAYED	Number of games played by the team competitor	Always
ER_CU /CU_GAME_WON	Number of games won by the team competitor	Always
ER_CU /CU_GAME_LOST	Number of games lost by the team competitor	Always
ER_CU / CU_TB_WON	Number of tie-breaker games won by the team	Only for the teams in tie-breaker
ER_CU /CU_TB_LOST	Number of tie-breaker games lost by the team	Only for the teams in tie-breaker
ER_CU /CU_W	Number of wins against tied teams	Only after the Round Robin when teams have the same number of Wins
ER_CU /DSC	Draw shot challenge	Only after the Round Robin when teams have the same number of Wins and the same number of wins against tied teams

5.6.6.   Message sort

Please, follow the general definition.

5.7. Event Final Ranking

5.7.1. Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

In the case of Curling, the message has to be sent for all the competition events, as listed in the header values section.

5.7.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent for all competition events according to the ODF Common Codes document (header values sheet).

5.7.3. Trigger and Frequency

Please, follow the general definition.

5.7.4. Message Structure

There are no optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Curling.

5.7.5. Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Curling, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Final rank of the competitor in the corresponding event. This attribute is optional because the skater may have got an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either "rank" or IRM for the corresponding event.
	IRM	O	CC @IRM	IRM for the particular event. Send just in the case @ResultType is IRM (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank.

5.7.6. Message sort

Please, follow the general definition.

5.8. Event's Medallists

5.8.1. Description

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Curling, the message has to be sent for all the competition events, as listed in the header values section.

5.8.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent for all competition events according to the ODF Common Codes document (header values sheet).

5.8.3. Trigger and Frequency

Please, follow the general definition.

5.8.4. Message Structure

Please, follow the general definition.

5.8.5. Message Values

Please, follow the general definition.

5.8.6. Message sort

Please, follow the general definition.

5.9. Brackets

5.9.1. Description

This message is the Brackets message as described in the ODF Sport Messages Interface Document.

5.9.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

During the competition the @ResultStatus attribute will be INTERMEDIATE until the last event unit is OFFICIAL.

5.9.3. Trigger and Frequency

Please, follow the general definition.

5.9.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Curling are:

- ExtCompPlaces and its child element

- CompetitorPlace/Competitor /Composition

However, the following should be considered:

- BracketItem /NextUnit should be informed just in the case of the semi-finals.

- BracketItem /NextUnitLoser should be informed just in the case of the semi-finals

- CompetitorPlace /PreviousUnit should be informed just in the case of the gold medal game and the bronze medal game

5.9.5. Message Values

The following table lists the Brackets optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
BracketItems	Code	M	CC @BracketItemsCode	Bracket code to identify a set of bracket items.
BracketItems /BracketItem	Code	M	CC@BracketItemCode	Bracket code to identify a bracket item.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	UNK	It will be sent when the competitor is not known yet (UNK).

The following table describes in more detail the Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace element

Element: Competition/Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	**Code**	**Pos**	**Value**	**Description**
ECP_CU	CU_COMP_INF	CC @Desc	S(3)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send if the competitor is the winner or the loser of one match
				For @Value: Send the Previous phase i.e.: SFx, Then @Pos +@Value will say: "Loser of semifinal x"

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ECP_CU /CU_COMP_INF	The competitor is the winner or the loser of the specified game number	Just when the competitor is not known yet

5.9.6. Message sort

BracketItems @Code should be sorted by Semi-finals (ordered by sheet) and finals (first gold game, and then bronze game).

5.10. Discipline/venue good morning

5.10.1. Description

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

5.10.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.10.3. Trigger and Frequency

Please, follow the general definition.

5.10.4. Message Structure

Please, follow the general definition.

5.10.5. Message Values

Please, follow the general definition.

5.10.6. Message sort

Please, follow the general definition.

5.11. Discipline/venue good night

5.11.1. Description

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

5.11.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.11.3. Trigger and Frequency

Please, follow the general definition.

5.11.4. Message Structure

Please, follow the general definition.

5.11.5. Message Values

Please, follow the general definition.

5.11.6. Message sort

Please, follow the general definition.

This page has been intentionally left blank