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COMMITTEE

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Olympic Data Feed

ODF Curling Data Dictionary

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DOCUMENT CONTROL

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Version	Date	Comments
1.0	01 July 2011	Submitted for review version
1.1	15 July 2011	SFA Version
1.2	29 July 2011	APP Version
1.3	9 September 2011	Reviewers comments
1.4	4 November 2011	References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed

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Change Log

Version	Status	Changes on version
1.0	SFR	<ul style="list-style-type: none">• First version
1.1	SFA	<ul style="list-style-type: none">• SFA Version
1.2	APP	<ul style="list-style-type: none">• APP Version
1.3	APP	<ul style="list-style-type: none">• General<ul style="list-style-type: none">▪ CC@Desc changed to CC@Winner▪ CC@Teamorder changed to CC@GenderOrder▪ CC @QualificationMark description updated• DT_PARTIC<ul style="list-style-type: none">▪ E_ENTRY/E_ORDER description updated• DT_START_LIST<ul style="list-style-type: none">▪ Competitor /EventUnitEntry element removed• DT_RESULTS<ul style="list-style-type: none">▪ Trigger and frequency updated▪ Clarification to the UnitDateTime attribute added▪ Clarification to the statistics elements added
1.4	APP	<ul style="list-style-type: none">• References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed

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1. Introduction

1.1. This document

This document includes the ODF Curling Data Dictionary. This Data Dictionary refines the messages described in the ODF Light 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
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **CU** – Curling
- **WNPA** – World News Press Agencies

1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/COD101	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT100	ODF Light Messages	This document describes the



	Interface Document	ODF Light messages
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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 Light Messages Interface since this ODF Curling Data Dictionary is a particularization of those documents.

In the following sections, for each ODF Light message it will be explained in further detail those elements, attributes, codes, 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
	R32	Round of 32
	R16	Round of 16
	QTF	Quarterfinals
	SFL	Semi-finals
	FNL	Finals
CC @BracketItemCode	Code	Description
	R32	Round of 32
	R16	Round of 16
	QTF	Quarterfinals
	SFL_1	Semi-final 1
	SFL_2	Semi-final 2
	GLD	Gold Medal match
	BRN	Bronze Medal match
CC @Winner	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 <ul style="list-style-type: none"> 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)	Code	Description
	DNF	Did not finish
	DNS	Did not start
	SUS	Suspended



rules. In case of several DNF, DNS, SUS or DSQ, sort by organisation code).	DSQ	Disqualified F1, F2, M1, M2
CC @Position	Code	Description
	1	Lead
	2	Second
	3	Third
	4	Fourth
	A	Alternate
CC @GenderOrder	Code	Description
	F1	Female 1
	F2	Female 2
	M1	Male 1
	M2	Male 2
CC @QualificationMark	Code	Description
	Q	Qualified for the next phase
	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 Light 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 used in this sport	Message extended in this document
DTX_START_LIST	Start List	X	X
DTX_RESULT	Event Unit Results	X	X
DTX_POOL_STANDING	Pool Standings of group in a team competition	X	X
DTX_BRACKETS	Brackets	X	X
DTX_RANKING	Event Final ranking	X	X
DTX_MEDALLISTS	Medallists of one event	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 in the ODF Light Messages Interface, should be respected for the messages described in the chapter 4 of this document.

5.1.1. ODF header

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

- ODF Header: DocumentCode.

5.1.2. Attributes Definition

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



5.2. Start List

5.2.1. Description

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

5.2.2. Header Values

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

5.2.3. 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

5.2.4. Message Structure

The optional elements defined for this message in the ODF Light 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 Light 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).

5.2.5. Message Values

The following table lists the Start List optional attributes (defined in the ODF Light 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
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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

5.2.6. Message sort

Please, follow the general definition.



5.3. Event Unit Results

5.3.1. Description

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

5.3.2. Header Values

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

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

- In the middle of the game (after 4 ends), the message should be sent for intermediate results:
 - ResultStatus in the headers will have the value "INTERMEDIATE"
 - 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.

5.3.4. Message Structure

The optional elements defined for this message in the ODF Light 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 for unofficial and official results)
- UnitInfo
- Period
- Competitor /ExtendedResults /ExtendedResult
- Competitor /Stats /Stat (for the teams' statistics)
- Competitor /Composition /Athlete /Stats /Stat (for the team members' statistics)

5.3.5. Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF Light 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	For @Type: Send proposed type
		or “-“	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	For @Type: Send proposed type
		or “-“	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, if statistics are available
ST_CU /CU_GAME_PCTG	Game percentage of the team (or team member)	Always, if statistics are available

5.3.6. Message sort

Please, follow the general definition.

5.4. Pool Standings of group in a team competition

5.4.1. Description

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

This message shows the pool standings for the current phase for the mixed team event.

5.4.2. Header Values

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



5.4.3. Trigger and Frequency

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

5.4.4. Message Structure

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

- Competitor /ExtendedResults /ExtendedResult

5.4.5. Message Values

The following table lists the Pool Standings of group in a team competition optional and/or extended attributes (defined in the ODF Light 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)
	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 distance in centimetres, with one decimal digit	For @Type: Send proposed type
			For @Code: 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



5.4.6. Message sort

Please, follow the general definition.

5.5. Brackets

5.5.1. Description

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

5.5.2. Header Values

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.

5.5.3. Trigger and Frequency

Please, follow the general definition.

5.5.4. Message Structure

The optional elements defined for this message in the ODF Light 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

5.5.5. Message Values

The following table lists the Brackets optional and/or extended attributes (defined in the ODF Light 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.



Element	Attribute	M/O	Value	Comments
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 @Winner	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. Only used for Final phase.

5.5.6. Message sort

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



5.6. Event Final Ranking

5.6.1. Description

This message is the Event Final Ranking message as described in the ODF Light 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.

5.6.2. Header Values

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

5.6.3. Trigger and Frequency

Please, follow the general definition.

5.6.4. Message Structure

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

5.6.5. Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF Light 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.

5.6.6. Message sort

Please, follow the general definition.



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