



INTERNATIONAL OLYMPIC COMMITTEE

**ODF/INT020 R2 v10.0 APP (AR)**

## Olympic Data Feed

### **ODF Archery Data Dictionary**

25 May 2012  
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.**



## TABLE OF CONTENT

<b>1</b>	<b>Introduction .....</b>	<b>6</b>
1.1	This document.....	6
1.2	Objective .....	6
1.3	Main Audience.....	6
1.4	Glossary .....	6
1.5	Related Documents.....	6
<b>2</b>	<b>Overall Perspective .....</b>	<b>8</b>
2.1	Objective .....	8
2.2	End to End data flow .....	8
<b>3</b>	<b>Codes .....</b>	<b>9</b>
<b>4</b>	<b>Archery Data Extension.....</b>	<b>11</b>
4.1	General Issues .....	11
4.1.1	ODF header .....	11
4.1.2	Attributes Definition.....	11
<b>5</b>	<b>Point in Time.....</b>	<b>12</b>
5.1	Point in Time Applicable Messages .....	12
<b>5.1.1</b>	<b>List of participants by discipline /List of participants by discipline update .....</b>	<b>14</b>
5.1.1.1	Description.....	14
5.1.1.2	Header Values.....	14
5.1.1.3	Trigger and Frequency .....	14
5.1.1.4	Message Structure .....	14
<b>5.1.1.5</b>	<b>Message Values .....</b>	<b>14</b>
5.1.1.6	Message sort .....	16
<b>5.1.2</b>	<b>List of teams /List of teams update .....</b>	<b>17</b>
5.1.2.1	Description.....	17
5.1.2.2	Header Values.....	17
5.1.2.3	Trigger and Frequency .....	17
5.1.2.4	Message Structure .....	17
5.1.2.5	Message Values .....	17
5.1.2.6	Message sort .....	18
5.1.3	Historical records/ Historical records update .....	19
5.1.3.1	Description.....	19
5.1.3.2	Header Values.....	19
5.1.3.3	Trigger and Frequency .....	19
5.1.3.4	Message Structure .....	19
5.1.3.5	Message Values .....	19
5.1.3.6	Message sort .....	20
<b>5.1.4</b>	<b>Start List .....</b>	<b>21</b>
5.1.4.1	Description.....	21
5.1.4.2	Header Values.....	21
5.1.4.3	Trigger and Frequency .....	21
5.1.4.4	Message Structure .....	21
5.1.4.5	Message Values .....	21
5.1.4.6	Message sort .....	23
<b>5.1.5</b>	<b>Event Unit Results .....</b>	<b>24</b>



5.1.5.1	Description.....	24
5.1.5.2	Header Values.....	24
5.1.5.3	Trigger and Frequency.....	24
5.1.5.4	Message Structure.....	24
5.1.5.5	Message Values.....	24
5.1.6	Phase Results.....	34
5.1.6.1	Description.....	34
5.1.6.2	Header Values.....	34
5.1.6.3	Trigger and Frequency.....	34
5.1.6.4	Message Structure.....	34
5.1.6.5	Message Values.....	34
5.1.7	Event Final Ranking.....	37
5.1.7.1	Description.....	37
5.1.7.2	Header Values.....	37
5.1.7.3	Trigger and Frequency.....	37
5.1.7.4	Message Structure.....	37
5.1.7.5	Message Values.....	37
5.1.7.6	Message sort.....	37
5.1.8	Records.....	38
5.1.8.1	Description.....	38
5.1.8.2	Header Values.....	38
5.1.8.3	Trigger and Frequency.....	38
5.1.8.4	Message Structure.....	38
5.1.8.5	Message Values.....	38
5.1.8.6	Message sort.....	39
5.1.9	Brackets.....	40
5.1.9.1	Description.....	40
5.1.9.2	Header Values.....	40
5.1.9.3	Trigger and Frequency.....	40
5.1.9.4	Message Structure.....	40
5.1.9.5	Message Values.....	40
5.1.9.6	Message sort.....	41
5.1.10	Event's Medallists.....	42
5.1.10.1	Description.....	42
5.1.10.2	Header Values.....	42
5.1.10.3	Trigger and Frequency.....	42
5.1.10.4	Message Structure.....	42
5.1.10.5	Message Values.....	42
5.1.10.6	Message sort.....	42
5.1.11	Discipline/venue good morning.....	43
5.1.11.1	Description.....	43
5.1.11.2	Header Values.....	43
5.1.11.3	Trigger and Frequency.....	43
5.1.11.4	Message Structure.....	43
5.1.11.5	Message Values.....	43
5.1.11.6	Message sort.....	43
5.1.12	Discipline/venue good night.....	44
5.1.12.1	Description.....	44
5.1.12.2	Header Values.....	44
5.1.12.3	Trigger and Frequency.....	44
5.1.12.4	Message Structure.....	44
5.1.12.5	Message Values.....	44
5.1.12.6	Message sort.....	44
<b>5.1.13</b>	<b>Discipline configuration.....</b>	<b>45</b>
5.1.13.1	Description.....	45
5.1.13.2	Header Values.....	45
5.1.13.3	Trigger and Frequency.....	45
5.1.13.4	Message Structure.....	45



5.1.13.5	Message Values.....	45
5.1.13.6	Message sort.....	47
<b>6</b>	<b>Real time .....</b>	<b>48</b>
6.1	Real Time Applicable Messages .....	48
6.1.1	RT Event Unit Results .....	49
6.1.1.1	Description.....	49
6.1.1.2	Header Values.....	49
6.1.1.3	Trigger and Frequency .....	49
6.1.1.4	Message Structure .....	49
6.1.1.5	Message Values .....	49
6.1.1.6	Message sort.....	55



# 1 Introduction

## 1.1 This document

This document includes the ODF Archery Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Archery, 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 Archery Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Archery 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
- **AR** – Archery
- **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/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 Archery 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 Archery 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, 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 Archery.

Any ODF Archery 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
	1_32	1/32 Elimination Round
	1_16	1/16 Elimination Round
	1_8	1/8 Elimination Round
	QFL	Quarterfinal
	SFL	Semi-final
	FNL	Final
CC @Code (for brackets)	Code	Description
	FNL	Current Phase in the competition
CC @CompetitorPlace	Code	Description
	BYE	There is no competitor, the other team/athlete passes directly to the next round
	UNK	The competitor is not known yet
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
CC @IRM	Code	Description
	DNF	Did not finish
	DNS	Did not start
	DSQ	Disqualified
CC @QualificationMark	Code	Description
	Q	Qualification
CC @RecordCode	Defined in ODF Common Codes Document See entity Record Code <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @RecordType	Defined in ODF Common Codes Document See entity Record Type <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	



	• It will be related to Discipline	
CC @ResultType	Code	Description
	IRM	Invalid Result Mark
	IRM_SETS	Send both, Sets and IRM
	POINTS	Points
	SETS	Sets
CC @WLT	Code	Description
	L	Lost
	W	Won



## 4 Archery Data Extension

### 4.1 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.

#### 4.1.1 ODF header

Regarding to the 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:

- ODF Header: DocumentCode.

#### 4.1.2 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 Point in Time

### 5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Archery, 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_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	X
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_PARTIC_HORSES_UPDATE	List of equestrian horses update	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central	X	X
DT_HIST_REC_UPDATE	Historical records update	Central	X	X
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	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_RECORD	Records	Sports	X	X
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
DT_FED_RANKING	Federation Ranking	Sports		
DT_CONFIG	Discipline Configuration	Sports	X	X
DT_WEATHER	Event Unit Weather conditions	Sports		
DT_SERIAL	List of Current PiT Serial	Sports	X	



**5.1.1 List of participants by discipline /List of participants by discipline update**

**5.1.1.1 Description**

This message is the List of participants (athletes and officials) by discipline (and the update) as described in the ODF Central Messages Interface Document.

**5.1.1.2 Header Values**

The definition in the ODF Central Messages Interface Document is valid

**5.1.1.3 Trigger and Frequency**

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

**5.1.1.4 Message Structure**

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

- EventEntry

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

**5.1.1.5 Message Values**

The following table lists the “List of participants by discipline/ update” optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case Archery, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if available
	Height	O	N(3) 999	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.
	Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.
	MainFunctionId	O	CC @Function	Main function. In case of Current=True, this attribute is mandatory
Competition /Participant /Discipline /RegisteredEvent	Bib	O	S(2)	It will be included if available

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

Element: EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		S(3)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value:



				Send the athlete's <b>World Archery Ranking</b>
E_HAND			CC @Hand	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the handedness code
E_Q_DATE			YYYYMMDD	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the date when the MQS (Minimum Qualification Standard) was met
E_Q_CITY			S(25)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the location MQS (Minimum Qualification Standard)
E_Q_COUNTRY			CC @Country	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the location MQS (Minimum Qualification Standard) Country code
E_MQS			N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the <b>MQS</b> (Minimum Qualification Standard) score

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

Type /Code	Description	Expected
E_ENTRY /E_RANK	Athlete's FITA world ranking	If available (this information can be sent in both messages)
E_ENTRY /E_HAND	Athlete's handedness code	If available (this information can be sent in both messages)
E_ENTRY /E_Q_DATE	Send the date when the MQS (Minimum Qualification Standard) was met	If available (this information can be sent in both messages)



E_ENTRY /E_Q_CITY	Send the location MQS (Minimum Qualification Standard)	If available (this information can be sent in both messages)
E_ENTRY /E_Q_COUNTRY	Send the location MQS (Minimum Qualification Standard) Country code	If available (this information can be sent in both messages)
E_ENTRY /E_MQS	Send the FITA MQS (Minimum Qualification Standard) score	If available (this information can be sent in both messages)

#### 5.1.1.6 Message sort

Please, follow the general definition.





## 5.1.2 List of teams /List of teams update

### 5.1.2.1 Description

This message is the List of teams (and the update) as described in the ODF Central Messages Interface Document.

### 5.1.2.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

### 5.1.2.3 Trigger and Frequency

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

### 5.1.2.4 Message Structure

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

- TeamOfficials and its child element
- EventEntry

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

### 5.1.2.5 Message Values

The following table lists the “List of teams/update” optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case Archery, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Team /TeamOfficials /Official	Function	O	CC @Function	Official's function for the team. It is informed if known.

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

Element: EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		S(3)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the team's <b>World Archery Ranking</b>

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

Type /Code	Description	Expected
E_ENTRY /E_RANK	Team's FITA world ranking	Always



**5.1.2.6 Message sort**

Please, follow the general definition.



### 5.1.3 Historical records/ Historical records update

#### 5.1.3.1 Description

This message is the Historical records message as described in the ODF Central Messages Interface Document.

#### 5.1.3.2 Header Values

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

#### 5.1.3.3 Trigger and Frequency

Please, follow the general definition.

#### 5.1.3.4 Message Structure

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

- ExtRecords and its child element ExtRecord

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

#### 5.1.3.5 Message Values

The following table lists the Historical records optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case of Archery, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Record	Code	M	CC @RecordCode	Record code. Send several record codes in the case several record codes were broken for the current event unit. Including the Record Category at the end. E.g. "ARM0700000", "ARM4700005"
RecordType /RecordData	ResultType	M	CC @ResultType	Always POINTS
	Result	M	N(4) 9990	Record score

The following table describes in more detail the ExtRecord element in the case of Archery.

Element: HistoricalRecord /Record /RecordType /ExtRecords /ExtRecord				
Type	Code	Pos	Value	Description
HER_AR	AR_XS		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Number of inner 10s

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

Type /Code	Description	Expected
------------	-------------	----------



HER_AR /AR_XS	Number of inner 10s	Just sent if a perfect score has been achieved
---------------	---------------------	--

**5.1.3.6 Message sort**

Please, follow the general definition.



## 5.1.4 Start List

### 5.1.4.1 Description

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

### 5.1.4.2 Header Values

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

### 5.1.4.3 Trigger and Frequency

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

- As soon as available and whenever modified.
- 30 minutes after the draw approval.

### 5.1.4.4 Message Structure

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

- Start /Competitor /EventUnitEntry
- Start /Competitor /Composition /Athlete /EventUnitEntry

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

### 5.1.4.5 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 Archery, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	StartOrder	O	Numeric	According to the sport rules
	SortOrder	M	Numeric	According to the sport rules
Start /Competitor	Code	M	S(20) with no leading zeroes or TBD or BYE	Send the competitor identifier if known or TBD (for To Be Defined) or BYE (if no competitor)
	Bib	O	S(2)	Team competitor's bib number (Competitor @Type should be T).
Start /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes or TBD or BYE	Send the athlete identifier if known or TBD (for To Be Defined) or BYE (if no competitor)
	Bib	O	S(2)	Individual <b>athlete's number</b> (if Competitor @Type="A") or team <b>member's number</b> (if Competitor @Type="T").



Element	Attribute	M/O	Value	Comments
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".  In case of team members, it is used to specify the athlete letter (1 means A, 2 means B and 3 means C).

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

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_AR	AR_TARGET		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
	For @Value: Team's target number			
	AR_DETAILED		S(n)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
	For @Value: Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD			
	AR_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
	For @Value: Indicator as supplied by OVR for DNS or other possible results before the race.			

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

Type /Code	Description	Expected
EUE_AR /AR_TARGET	Target number	Do not send in case of ranking round event units
EUE_AR /AR_DETAILED	Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD	Just if the Competitor @Code is equal to TBD
EUE_AR /AR_IRM	Invalid result mark supplied by OVR before the race.	When applies

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



Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_AR	AR_TARGET		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Target number
	AR_POSITION		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Position (A, B, C or D) for ranking round
	AR_DETAILED		S(n)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD
	AR_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Indicator as supplied by OVR for DNS or other possible results before the race.

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

Type /Code	Description	Expected
EUE_AR /AR_TARGET	Target number	Always, if available
EUE_AR /AR_POSITION	Position for ranking round. It may be A, B, C or D pending the decision on number of targets.	Just in case of ranking round
EUE_AR /AR_DETAILED	Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD, e.g.: "Winner 1/32 Group B"	Just if the Athlete @Code is equal to TBD
EUE_AR /AR_IRM	Invalid result mark supplied by OVR before the race.	When applies

#### 5.1.4.6 Message sort

Please, follow the general definition.



## 5.1.5 Event Unit Results

### 5.1.5.1 Description

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

### 5.1.5.2 Header Values

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

### 5.1.5.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.5.4 Message Structure

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

- RecordIndicators and its child element RecordIndicator
- Result /Competitor /ExtendedResults and its child element ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

### 5.1.5.5 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.

The following table describes in more detail the Result element in the case of Archery.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	S(2)	Rank for the competitor at the event unit. Send just if ResultType is not IRM.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Result type, either IRM or SETS or IRM_SETS
	Result	O	N(4) 9990  or  N(2) 90 (individual Olympic round)	Match score or Match total set points (just for individual Olympic round).
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_SETS
	WLT	O	CC @WLT	The code whether a competitor won or lost the match / game
	SortOrder	M	N(2) 90	According to the sport rules.

The following table describes in more detail the RecordIndicator element in the case of Archery.





Element	Attribute	M/O	Value	Comments
Result /RecordIndicators /RecordIndicator	Order	M	Numeric	Deprecated: For London, Order is always '1' for records broken/equalled in this Event Unit.
	Code	M	CC @RecordCode	Code which describes the record broken by the result value (e.g. "ARM0700000").
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR").

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_AR	AR_TENS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of 10's for the team
AR_XS				N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of X's for the team
AR_SECTOR			N(1) 0	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sector number
					For @Value: Score at this sector
AR_END			N(1) 0	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sector number
					For @Value: Score at this end
AR_ARROW			N(2) 90	N(2) 90 (score)	For @Type: Send proposed type
					For @Code: Send proposed code



Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				or 'X' (inner ten)	For @Pos: Arrow number For @Value: Arrow score
		AR_SPEED		N(3) 990	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send the arrow speed in km/h
		AR_UNSURE		S(1)	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send Y in case arrow score is unsure
	AR_TIE_BREAK		N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the tie-break shoot-off series of arrows number (1 for 1 <sup>st</sup> series of arrows, 2 for 2 <sup>nd</sup> series of arrows). For @Value: Tie-break shoot-off score
		AR_ARROW	N(1) 0	N(2) 90 (score) or 'X' (inner ten)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Arrow number For @Value: Arrow score for the tie-break shoot-off
		AR_ARROW_SPEED	N(1) 0	N(3) 990	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Arrow number For @Value: Tie-break arrow speed in km/h



Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		AR_UNSURE	N(1) 0	S(1)	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Arrow number For @Value: Send Y in case arrow score is unsure
		AR_CLOSEST		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Closest to centre. Send Y in case of equal score
	AR_DISK_TOSS			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if, after a tie, disk toss is used to break the tie

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

Type /Code	Extension Code	Description	Expected
ER_AR /AR_TENS		Send the number of 10's for the team	Just for teams
ER_AR /AR_XS		Send the number of X's for the team	Just for teams
ER_AR /AR_SECTOR		Score within this sector. For teams 1/8 elimination round, @Pos will be 1..8 (one for each group of 3 arrows)	Just for teams
ER_AR /AR_END		Score at this end. @Pos will be from 1 to 4.	Just for teams
ER_AR /AR_ARROW		Arrow score: 0..10 or 'X' (in case of inner tens) @Pos will be from 1 to AR_ARROWS (total number of arrows at the match) value at the Discipline Configuration message	Just for teams
	AR_SPEED	Arrow speed in km/h	Just for teams
	AR_UNSURE	"Y" in the case arrow score is unsure	Sent just if unsure arrow score
ER_AR /AR_TIE_BREAK		Series of arrows shoot-off score. The possible values for @Pos will be 1 and 2 in case of teams	Just if applies
	AR_ARROW	Arrow score for the tie-break shoot-off: 0..10	Just if applies



		or 'X' (in case of inner tens)	
	AR_ARROW_SPEED	Tie-break arrow speed in km/h	Just if applies
	AR_UNSURE	"Y" in the case arrow score is unsure	Sent just if unsure arrow score
	AR_CLOSEST	Closest to centre.	Send just if equal score
ER_AR / AR_DISK_TOSS		Send Y if, after a tie, <b>disk toss</b> is used to break the tie	Just if applies

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_AR	AR_SECTOR		N(1) 0	N(3) 990	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Sector number	
					For @Value: Score at this sector	
		AR_TENS		N(2) 90		For @Type: Send the corresponding ExtendedResult @Code
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Number of 10's within this sector
		AR_XS		N(2) 90		For @Type: Send the corresponding ExtendedResult @Code
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Number of X's within this sector
		AR_RANK		S(2)		For @Type: Send the corresponding ExtendedResult @Code
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Rank within this sector
AR_RANK_EQUAL		S(1)		For @Type: Send the corresponding ExtendedResult @Code		
				For @Code: Send proposed extension code		



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send Y in case of the rank within this sector is an equalled rank
	AR_END		N(1) 0	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: End number
					For @Value: Score at this end
		AR_SET_POINTS		N(1) 0	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send the set points
	AR_ARROW		N(2) 90	N(2) 90 (score)	For @Type: Send proposed type
				or	For @Code: Send proposed code
				'X'	For @Pos: Arrow number
				(inner ten)	For @Value: Arrow score
		AR_SPEED		N(3) 990	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Arrow speed in km/h
		AR_UNSURE		S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case arrow score is unsure
	AR_TENS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Total number of 10's
	AR_XS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total number of X's
	AR_SCORE			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the individual score for a team member
	AR_RANK			S(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the individual rank for a team member
	AR_RANK_EQUAL			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the individual rank for a team member is an equalled rank
	AR_TIE_BREAK		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the tie-break shoot-off series of arrows number. It will be always 1 for individuals.
					For @Value: Do not send anything
	AR_ARROW		N(2) 90	N(2) 90 (score)	For @Type: Send proposed ExtendedResult code



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				or 'X' (inner ten)	For @Code: Send proposed Extension code
					For @Pos: Arrow number
					For @Value: Arrow score
		AR_ARROW_SPEED	N(2) 90	N(3) 990	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Arrow number
					For @Value: Tie-break arrow speed in km/h
		AR_UNSURE	N(2) 90	S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Arrow number
					For @Value: Send Y in case arrow score is unsure
		AR_CLOSEST		S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Closest to centre. Send Y in case of equal score
	AR_TIE_BRK_POINT			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the shoot-off point
	AR_TOTAL_SCORE			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the match total score
	AR_DISK_TOSS			S(1)	For @Type: Send proposed type



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y if, after a tie, <b>disk toss</b> is used to break the tie

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

Type /Code	Extension Code	Description	Expected
ER_AR /AR_SECTOR		Score within this sector.  @Pos could be: 1 (1 <sup>st</sup> half) and 2 (2 <sup>nd</sup> half).	Just for ranking round
	AR_TENS	Number of 10's within this sector	Just for ranking round
	AR_XS	Number of X's within this sector	Just for ranking round
	AR_RANK	Rank within this sector	Just for ranking round
	AR_RANK_EQUAL	Send Y in case of the rank within this sector is an equalled rank	Just for ranking round, if applies
ER_AR /AR_END		Score at this end.  @Pos will be from 1 to 5	Do not send for ranking round
	AR_SET_POINTS	Set points at this set. @Value can be 2 (highest score at the set), 1(tied score) or 0 (lowest score)	Just for individual Olympic round
ER_AR /AR_ARROW		Arrow score: 0..10 or 'X' (in case of inner tens)  @Pos will be from 1 to AR_ARROWS (total number of arrows at the match) value at the Discipline Configuration message	If available
	AR_SPEED	Arrow speed in km/h	If available
	AR_UNSURE	"Y" in the case arrow score is unsure	Sent just if unsure arrow score
ER_AR /AR_TENS		Total number of 10's	If applies
ER_AR /AR_XS		Total number of X's	If applies
ER_AR /AR_SCORE		Send the individual score for a team member	Just for team members at the ranking round
ER_AR /AR_RANK		Send the individual rank for a team member	Just for team members at the ranking round
ER_AR /AR_RANK_EQUAL		Send Y in case of the individual rank for a team member is an equalled rank	Just for team members at the ranking round, if applies
ER_AR /AR_TIE_BREAK		Send the tie-break shoot-off series of arrows number. @Pos will be always 1 in case of individuals. Ties are broken with 10s then with Xs and <b>disk toss</b> .	If applies
	AR_ARROW	Arrow score for the tie-break shoot-off: :	If applies





		0..10 or 'X' (in case of inner tens)	
	AR_ARROW_SPEED	Tie-break arrow speed in km/h	If applies
	AR_UNSURE	"Y" in the case arrow score is unsure	Sent just if unsure arrow score
	AR_CLOSEST	Closest to centre for the tie-break shoot-off.	Just in case of equal score
ER_AR /AR_TIE_BRK_POINT		Send the shoot-off point	Just if applies and just for individual Olympic round
ER_AR /AR_TOTAL_SCORE		Send the match total score	Just for individual Olympic round
ER_AR /AR_DISK_TOSS		Send Y if, after a tie, disk toss is used to break the tie	Just if applies



## 5.1.6 Phase Results

### 5.1.6.1 Description

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

### 5.1.6.2 Header Values

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

### 5.1.6.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.6.4 Message Structure

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

- RecordIndicators and its child element RecordIndicator
- Result /Competitor /ExtendedResults and its child element ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

### 5.1.6.5 Message Values

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

The following table describes in more detail the Result element in the case of Archery.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	S(2)	Rank for the competitor at the phase. Send just if ResultType is not IRM
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	M	CC @ResultType	Result type, either SETS or IRM or IRM_SETS
	Result	O	N(4) 9990  or  N(2) 90 (individuals Olympic round)  or  BYE	Score result or match total set points (for individuals Olympic round) or BYE Send just if ResultType is not IRM
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM
	QualificationMark	O	CC @QualificationMark	If applies
	SortOrder	M	N(2) 90	According to the sport rules



The following table describes in more detail the RecordIndicator element in the case of Archery.

Element	Attribute	M/O	Value	Comments
RecordIndicators /RecordIndicator	Order	M	Numeric	Deprecated: For London, Order is always '1' for the latest (best) record of each type broken/equalled up to the current phase.
	Code	M	CC @RecordCode	Code which describes the record broken by the result value (e.g. "ARM0700000").
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR").

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_AR	AR_TIE_BREAK		N(1) 0	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the tie-break shoot-off series of arrows number
					For @Value: Tie-break shoot-off score
		AR_ARROW	N(1) 0	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Arrow number
					For @Value: Arrow score
		AR_CLOSEST		S(1)	For @Type: Send proposed type
For @Code: Send proposed code					
For @Pos: Do not send anything					
			For @Value: Closest to centre. Send Y in case of equal score		

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

Type /Code	Extension Code	Description	Expected
ER_AR /AR_TIE_BREAK		Tie-break shoot-off score.  The possible values for @Pos will be 1 and 2 in case of teams	Just for finals in case of tie-break shoot-off
	AR_ARROW	Arrow score for the tie-break shoot-off	
	AR_CLOSEST	Closest to centre for each shoot-off.	



		Send just if equal score	
--	--	--------------------------	--

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_AR	AR_TIE_BREAK		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the tie-break shoot off series of arrows number. It will be always 1 for individuals.
					For @Value: Do not send anything
		AR_ARROW	N(1) 0	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Arrow number
		AR_CLOSEST		S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
			For @Pos: Do not send anything		
			For @Value: Closest to centre. Send Y in case of equal score		

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

Type /Code	Extension Code	Description	Expected
ER_AR /AR_TIE_BREAK		Tie-break shoot-off.  @Pos will be always 1 in case of individuals.	Just for finals in case of tie-break shoot-off
	AR_ARROW	Arrow score for the tie-break shoot-off	
	AR_CLOSEST	Closest to centre for each shoot-off. Send just if equal score	



## 5.1.7 Event Final Ranking

### 5.1.7.1 Description

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

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

### 5.1.7.2 Header Values

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

### 5.1.7.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.7.4 Message Structure

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

- N/A

### 5.1.7.5 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 Archery, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	M	String	Final rank of the competitor in the corresponding event
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	IRM	O	CC @IRM	Send if applies
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

### 5.1.7.6 Message sort

Please, follow the general definition.



## 5.1.8 Records

### 5.1.8.1 Description

This message is the Records message as described in the ODF Central Messages Interface Document.

### 5.1.8.2 Header Values

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

### 5.1.8.3 Trigger and Frequency

Should be triggered as soon as the judges give the confirmation of the score. The message will be triggered at the end of the Event Unit (when status go from running to unofficial). In case of more than one score breaks a record, only the highest will be triggered.

### 5.1.8.4 Message Structure

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

- ExtRecords and its child element

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

### 5.1.8.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Record	Code	M	CC @RecordCode	Record code. Send several record codes in the case several record codes were broken for the current event unit. Including the Record Category at the end. E.g. "ARM0700000", "ARM4700005"
Record /RecordType /RecordEntries RecordEntry /RecordData	ResultType	M	CC @ResultType	Always POINTS
	Result	M	N(4) 9990	Score
Record /RecordType /RecordEntries /RecordEntry /Competitor /RecordData	RSC	O	Concatenation of the following:  CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send always (compulsory) in case of Historical = 'N'.  It should include the event unit in the current competition where the record was broken
	Time	O	MillisTime	Send always (compulsory) in case of Historical = 'N'.



Element	Attribute	M/O	Value	Comments
	Event	O	S(40)	Send in case of Historical='Y'.  Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).
Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /RecordData	RSC	O	Concatenation of the following:  CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send always (compulsory) in case of Historical='N'.  It should include the event unit in the current competition where the record was broken
	Time	O	MillisTime	Send always (compulsory) in the case Historical='N'.
	Event	O	S(40)	Send in the case Historical='Y'.  Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).

The following table describes in more detail the ExtRecord element in the case of Archery.

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /ExtRecords /ExtRecord				
Type	Code	Pos	Value	Description
ER_AR	AR_XS		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Number of inner 10s

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

Type /Code	Description	Expected
ER_AR /AR_XS	Number of inner 10s	Just sent if a perfect score has been achieved

### 5.1.8.6 Message sort

Please, follow the general definition.



## 5.1.9 Brackets

### 5.1.9.1 Description

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

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

### 5.1.9.2 Header Values

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

### 5.1.9.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.9.4 Message Structure

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

- ExtCompPlaces and its child element

Moreover, the following should be considered:

- In case of teams, BracketItem /NextUnit should be informed in case of 1/8 Elimination Round, 1/4 Elimination Round and Semi-finals.
- In case of individuals, BracketItem /NextUnit should be informed in case of 1/32 Elimination Round, 1/16 Elimination Round, 1/8 Elimination Round, Quarterfinals and Semi-finals.
- BracketItem /NextUnitLoser should be informed in case of Semi-finals.
- In case of teams, CompetitorPlace /PreviousUnit should be informed in case of Finals, Semi-finals and 1/4 Elimination Round.
- In case of individuals, CompetitorPlace /PreviousUnit should be informed in case of Finals, Semi-finals, Quarterfinals, 1/8 Elimination Round and 1/16 Elimination Round.

### 5.1.9.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Code	Bracket code to identify a bracket item (for example, it could be finals)
Bracket /BracketItems	Code	M	CC @BracketItemsCode	Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode.
Bracket /BracketItems /BracketItem	Code	M	Numeric or TBD	In general, it will be sent the match number for each bracket item (e.g.: 17, 18, 19, 20 ...). However, it may include "TBD" for to be defined, if the heat number is not known.





Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace  or CC @IRM	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK) or when it has an Invalid Result Mark (for example, DSQ).

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

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_AR	AR_DESCRIPTION		S(n)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Competitor's description

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

Type /Code	Description	Expected
ECP_AR /AR_DESCRIPTION	Competitor's description.  Examples: "Winner Ranking Round No 3" or "Loser Match 7".	Just in case of the competitor is not known yet

#### 5.1.9.6 Message sort

Please, follow the general definition.



## 5.1.10 Event's Medallists

### 5.1.10.1 Description

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

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

### 5.1.10.2 Header Values

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

### 5.1.10.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.10.4 Message Structure

Please, follow the general definition.

### 5.1.10.5 Message Values

Please, follow the general definition.

### 5.1.10.6 Message sort

Please, follow the general definition.



## 5.1.11 Discipline/venue good morning

### 5.1.11.1 Description

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

### 5.1.11.2 Header Values

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

### 5.1.11.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.11.4 Message Structure

Please, follow the general definition.

### 5.1.11.5 Message Values

Please, follow the general definition.

### 5.1.11.6 Message sort

Please, follow the general definition.



## 5.1.12 Discipline/venue good night

### 5.1.12.1 Description

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

### 5.1.12.2 Header Values

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

### 5.1.12.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.12.4 Message Structure

Please, follow the general definition.

### 5.1.12.5 Message Values

Please, follow the general definition.

### 5.1.12.6 Message sort

Please, follow the general definition.



### 5.1.13 Discipline configuration

#### 5.1.13.1 Description

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

#### 5.1.13.2 Header Values

Please, follow the general definition.

#### 5.1.13.3 Trigger and Frequency

Please, follow the general definition.

#### 5.1.13.4 Message Structure

Please, follow the general definition.

#### 5.1.13.5 Message Values

Send the attributes and codes according to the tables described in this section.

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

Element	Attribute	M/O	Value	Comments
Config	Gender	M	CC @Gender	Gender
	Event	M	CC @Event	Event
	Phase	M	CC @Phase	Phase
	Unit	M	CC @Unit	Event Unit

The following table describes in more detail the Competition /Configs /Config/ ExtendedConfig element.

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_AR	AR_MATCH_NUMBER (send by event unit)			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	For @Value: Standard match number for each event unit				
	AR_SESSION (send by event unit)			N(2) 00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
	For @Value: Session event unit for each match/team match event unit				
	AR_SESSION_NUM (send by event unit)			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos :



Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					Do not send anything
					For @Value: Session number for each session event unit
	AR_ARROWS (send by event unit)			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Match total number of arrows
	AR_SECTOR (send by event unit)		N(1) 0	N(1) 0	For @Type: Send proposed type
				or	For @Code: Send proposed code
				S(N)	For @Pos: Sector number
					For @Value: Send the sector description (in case of ranking round) or the sector number (otherwise)
		AR_ARROW_NUMBERS	N(2) 90	N(2) 90	For @Type: Send the corresponding ExtendedConfig @Code
					For @Code: Send proposed Extended ConfigItem code
					For @Pos: Send the first arrow number at this sector.
					For @Value: Send the final arrow number at this sector
	AR_END (send by event unit)		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the end number
					For @Value: Do not send anything
		AR_ARROW_NUMBERS	N(2) 90	N(2) 90	For @Type: Send the corresponding ExtendedConfig @Code
					For @Code: Send proposed Extended ConfigItem code
					For @Pos: Send the first arrow number at this end
					For @Value: Send the final arrow number at this end

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



Type /Code	ExtendedConfigItem Code	Description	Expected
EC_AR / AR_MATCH_NUMBER		Standard FITA match number for each event unit	Always, if available
EC_AR /AR_SESSION		Session event unit for each match/team match event unit	Always, if available
EC_AR /AR_SESSION_NUM		Session number for each session event unit	Always, if available
EC_AR /AR_ARROWS		Send the match total number of arrows	Always, if available
EC_AR /AR_SECTOR		Sector description in case of ranking round (e.g., 1 <sup>st</sup> Half) or sector number, otherwise.	Always, if applies
	AR_ARROW_NUMBERS	Initial and final arrow number (1..AR_ARROWS) for this sector	
EC_AR /AR_END		Send the end number	Always, if applies
	AR_ARROW_NUMBERS	Initial and final arrow number (1..AR_ARROWS) for this end	

**5.1.13.6 Message sort**

Please, follow the general definition.



## 6 Real time

The following chapter describes the ODF-RT part of Archery.

### 6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Archery the same way as it is done in the table of chapter 4.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_RT_GM	RT Discipline/Venue good morning	Sports	X	
DT_RT_GN	RT Discipline/venue good night	Sports	X	
DT_RT_KA	RT Discipline/venue keep alive	Sports	X	
DT_RT_RESULT	RT Event Unit Results	Sports	X	X





## 6.1.1 RT Event Unit Results

### 6.1.1.1 Description

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

This message is not needed during Ranking Round phase.

### 6.1.1.2 Header Values

The ODF header will be sent according to the ODF Common Codes document.

### 6.1.1.3 Trigger and Frequency

DT\_RT\_RESULT will not be sent during Ranking Round. The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE\_UPDATE"
  - T1: Trigger at the beginning of the match.
  - T2: Trigger after each arrow.
  - T3: Trigger after each shoot-off arrow.
  - T4: Trigger after any changes in the sets.
  - T5: Trigger after a nearest centre at a shoot-off arrow.
  - T6: Trigger in case of an Invalid Result Mark (IRM).
  - T7: Trigger at the end of the match.
  - T8: Trigger after any change of the information
- ResultStatus="LIVE\_FULL"
  - This value should be suggested to test frequency values around the average time used by the athlete to complete their participation in the course
- For other ResultStatus follow the general definition.

### 6.1.1.4 Message Structure

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

- UnitInfos and its child element UnitInfo
- RecordIndicators and its child element RecordIndicator
- Competition /Result /Competitor /ExtendedResults /ExtendedResult
- Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please, follow the general considerations for all ResultStatus.

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

### 6.1.1.5 Message Values

The following table describes in more detail the Result element.



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	ResultType	O	CC @ResultType	Result type, either SETS or IRM or IRM_SETS	T2, T4 or T6
	Result	O	N(3) 990  or N(2) 90 (individual Olympic round)	Send just if ResultType is different from IRM.  Score or Match total set points (just for individual Olympic round).	T2, T4 or T6
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_SETS	T6
	WLT	O	CC @WLT	The code whether a competitor won or lost the match / game	T7
	SortOrder	M	N(2) 90	According to the sport rules	

The following table describes in more detail the RecordIndicator element in the case of Archery.

Element	Attribute	M/O	Value	Comments
Result /RecordIndicators /RecordIndicator	Order	M	Numeric	Deprecated: For London, Order is always "1" for records broken/equalled in this Event Unit.
	Code	M	CC @RecordCode	Code which describes the record broken by the result value (e.g. "ARM4700005").
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR").

The following table describes in more detail the Competition /UnitInfos /UnitInfo element.

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_AR	AR_CURRENT_MATCH			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if this is the current match, N if it is not anymore.

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

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
UI_AR		Send Y if this is the current match, N if it is not	T1 or T7



/AR_CURRENT_MATCH		anymore.	
-------------------	--	----------	--

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult							
Type	Code	Extension Code	Pos	Value	Description		
ER_AR	AR_END		N(1) 0	N(3) 990	For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Sector number		
					For @Value: Score at this end		
	AR_ARROW			N(2) 90	N(2) 90 (score)  or  'X' (inner ten)	For @Type: Send proposed type	
						For @Code: Send proposed code	
						For @Pos: Arrow number	
						For @Value: Arrow score	
		AR_SPEED				N(3) 990	For @Type: Send proposed ExtendedResult code
							For @Code: Send proposed Extension code
							For @Pos: Do not send anything
							For @Value: Send the arrow speed in km/h
AR_UNSURE				S(1)	For @Type: Send proposed ExtendedResult code		
					For @Code: Send proposed Extension code		
					For @Pos: Do not send anything		
					For @Value: Send Y in case arrow score is unsure, N when score is Official		
AR_TIE_BREAK			N(1) 0	N(2) 90	For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Send the shoot-off series of arrows number		
					For @Value: Send the shoot-off series score		
	AR_ARROW		N(1) 0	N(2) 90 (score)	For @Type: Send proposed ExtendedResult code		



Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				or 'X' (inner ten)	For @Code: Send proposed Extension code
					For @Pos: Arrow number
					For @Value: Arrow score
		AR_ARROW_SPEED	N(1) 0	N(3) 990	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Arrow number
					For @Value: Tie-break arrow speed in km/h
		AR_UNSURE	N(1) 0	S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Arrow number
					For @Value: Send Y in case arrow score is unsure, N when score is Official
		AR_CLOSEST		S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Closest to centre. Send Y in case of equal score

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

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
ER_AR /AR_END		Score at this end  @Pos will be 1..8	T2
ER_AR /AR_ARROW		Arrow score.  @Pos will be from 1 to AR_ARROWS value at the Discipline Configuration message	T2
	AR_SPEED	Arrow speed in km/h	T8
	AR_UNSURE	"Y" in the case arrow score is unsure "N" when score is Official	T2
ER_AR /AR_TIE_BREAK		Shoot-off series of arrows score. The possible values for @Pos will be 1 and 2 in case of teams	T3



	AR_ARROW	Arrow score for each shoot-off: 0..10 or 'X' (in case of inner tens)	T3
	AR_ARROW_SPEED	Tie-break arrow speed in km/h	T8
	AR_UNSURE	"Y" in the case arrow score is unsure "N" when score is Official	T3
	AR_CLOSEST	Closest to centre for each shoot-off. Send just if equal score	T5

The following table describes in more detail the Competition /Results /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult										
Type	Code	Extension Code	Pos	Value	Description					
ER_AR	AR_END		N(1) 0	N(3) 990	For @Type: Send proposed type					
					For @Code: Send proposed code					
					For @Pos: Sector number					
					For @Value: Score at this end					
					For @Type: Send proposed ExtendedResult code					
					For @Code: Send proposed Extension code					
	AR_ARROW			N(2) 90	N(2) 90 (score)  or 'X' (inner ten)	For @Type: Send proposed type				
						For @Code: Send proposed code				
						For @Pos: Arrow number				
						For @Value: Arrow score				
						For @Type: Send proposed type				
						For @Code: Send proposed code				
AR_SPEED				N(3) 990	For @Type: Send proposed type					
					For @Code: Send proposed code					
					For @Pos: Do not send anything					
					For @Value: Arrow speed in km/h					
					AR_UNSURE				S(1)	For @Type: Send proposed type
										For @Code: Send proposed code



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send Y in case arrow score is unsure, N when score is Official
	AR_TIE_BREAK		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the shoot-off series of arrows number. It will be always 1 for individuals
					For @Value: Do not send anything
	AR_ARROW		N(2) 90	N(2) 90 (score)	For @Type: Send proposed ExtendedResult code
				or	For @Code: Send proposed Extension code
				'X' (inner ten)	For @Pos: Arrow number
					For @Value: Arrow score
	AR_ARROW_SPEED		N(2) 90	N(3) 990	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Arrow number
					For @Value: Tie-break arrow speed in km/h
	AR_UNSURE		N(2) 90	S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Arrow number
					For @Value: Send Y in case arrow score is unsure, N when score is Official
	AR_CLOSEST			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Closest to centre. Send Y in case of equal score
	AR_TIE_BRK_POINT			N(1) 0	For @Type: Send proposed type



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the shoot-off point
	AR_TOTAL_SCORE			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the match total score

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

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
ER_AR /AR_END		Score within this sector.  @Pos will be from 1 to 5	T2
	AR_SET_POINTS	Set points at this set. @Value can be 2 (highest score at the set), 1 (tied score) or 0 (lowest score). Just for individual Olympic round.	T4
ER_AR /AR_ARROW		Arrow score.  @Pos will be from 1 to AR_ARROWS value at the Discipline Configuration message	T2
	AR_SPEED	Arrow speed in km/h	T8
	AR_UNSURE	"Y" in the case arrow score is unsure "N" when score is Official	T2
ER_AR /AR_TIE_BREAK		Shoot-off series of arrows number. @Pos will be always 1 in case of individuals	T3
	AR_ARROW	Arrow score for each shoot-off: 0..10 or 'X' (in case of inner tens)	T3
	AR_ARROW_SPEED	Tie-break arrow speed in km/h	T8
	AR_UNSURE	"Y" in the case arrow score is unsure "N" when score is Official	T3
	AR_CLOSEST	Closest to centre for each shoot-off.  Send just if equal score	T5
ER_AR /AR_TIE_BRK_POINT		Send the shoot-off point. Just for individual Olympic round	T4
ER_AR /AR_TOTAL_SCORE		Send the match total score. Just for individual Olympic round	T2

### 6.1.1.6 Message sort

Please, follow the general definition.



## DOCUMENT CONTROL

### Version history

Version	Date	Comments
R2 v1.0	02 October 2009	Submitted for review version
R2 v2.0	30 October 2009	Submitted for approval version and some minor issues
R2 v3.0	27 November 2009	Approved version
R2 v3.1	12 March 2010	Some minor issues
R2 v3.2	31 March 2010	Some minor issues
R2 v4.0	28 June 2010	After improvements presented in last WNPA meeting
R2 v4.1	20 August 2010	Some minor issues
R2 v5.0	22 October 2010	Changes after ORIS Release 5 Version 1.1 and some minor issues
R2 v5.1	29 October 2010	Some minor issues
R2 v5.2	23 December 2010	Some minor issues
R2 v5.3	11 March 2011	Some minor issues
R2 v5.4	6 May 2011	Some minor issues
R2 v6.0	8 July 2011	CR001835 & some minor issues
R2 v6.1	3 October 2011	Defects: 43727, 47391, 49543
R2 v6.2	9 November 2011	Defect 37082
R2 v7.0	10 February 2012	CR005943, IR0101, defect 57470
R2 v8.0	12 March 2012	CR006944, defects 65774, 65780 & comments from Omega
R2 v9.0	13 April 2012	CR007516
<b>R2 v10.0</b>	<b>25 May 2012</b>	<b>CR009209, Defect 74372</b>

**File reference:** ODF/INT020 R2 v10.0 APP (AR)





## Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none"><li>• First version</li></ul>
R2 v2.0	SFA	<ul style="list-style-type: none"><li>• Submitted for approval.</li><li>• Codes 2 and 6 have been removed from the set of codes of the Category entity at the Codes section.</li><li>• The IRM_POINTS code of the ResultType entity has been changed to IRM_SETS at the Codes section and at any reference at the document.</li><li>• The POINTS code of the ResultType entity has been changed to SETS at the Codes section and at any reference at the document.</li><li>• Added some additional information about the values of the code AR_ARROW of the ExtendedResult element at the DT_RESULT and DT_RT_RESULT messages.</li><li>• Changed the description of the trigger T4 from scores to sets at the DT_RT_RESULT message.</li></ul>
R2 v3.0	APP	<ul style="list-style-type: none"><li>• Approved version</li></ul>
R2 v3.1	APP	<ul style="list-style-type: none"><li>• Changed the Bib attribute format from Numeric to String at the DT_PARTIC, DT_PARTIC_UPDATE and DT_START_LIST messages.</li><li>• Added some comments about the AR_TIE_BREAK ExtendedResult code for individuals and teams at the DT_RESULT, DT_PHASE_RESULT and DT_RT_RESULT messages.</li><li>• Added a new trigger at the DT_RT_RESULT message.</li><li>• Added the UnitInfo optional element at the Message Structure section of the DT_RT_RESULT message.</li><li>• Added the AR_CURRENT_MATCH UnitInfo code at the DT_RT_RESULT message.</li><li>• Changed all the Rank information format from Numeric to String at all the affected messages.</li></ul>
R2 v3.2	APP	<ul style="list-style-type: none"><li>• Added the copyright</li></ul>
R2 v4.0	APP	<ul style="list-style-type: none"><li>• Added the RankEqual attribute at the DT_RESULT, DT_PHASE_RESULT, DT_RANKING and DT_RT_RESULT messages.</li><li>• Added the Order attribute for the RecordIndicator Element at the DT_RESULT, DT_PHASE_RESULT and DT_RT_RESULT messages.</li><li>• Added the AR_RANK_EQUAL Extension code for the AR_SECTOR ExtendedResult code for athletes at the DT_RESULT message.</li><li>• Added the AR_RANK_EQUAL ExtendedResult code for team members at the DT_RESULT message.</li></ul>
R2 v4.1	APP	<ul style="list-style-type: none"><li>• Added the Entity code CC @Hand at the Codes section</li><li>• Added the EventEntry code E_HAND at the DT_PARTIC and DT_PARTIC_UPDATE messages</li></ul>
R2 v5.0	APP	<ul style="list-style-type: none"><li>• Removed the AR_MAT_CODE ExtendedConfig code at the DT_CONFIG message</li><li>• Added the AR_SPEED code as an Extension of the AR_ARROW ExtendedResult code at the DT_RESULT message for individuals and teams</li><li>• Added the AR_ARROW_SPEED code as an Extension of the AR_TIE_BREAK ExtendedResult code at the DT_RESULT message for individuals and teams</li><li>• Changed the value contents and the comments for the Result attribute at the DT_RESULT message</li><li>• Added the AR_SET_POINTS as an Extension code of the AT_END ExtendedResult code at the DT_RESULT message for individuals</li><li>• Added the AR_TOTAL_SCORE ExtendedResult code at the DT_RESULT message for individuals</li><li>• Changed the AR_SPEED ExtendedResult code to an Extension code of the AR_ARROW ExtendedResult code at the DT_RT_RESULT message for individuals</li></ul>



## Change Log

---

Version	Status	Changes on version
		<ul style="list-style-type: none"><li>• Added the AR_SET_POINTS as an Extension code of the AT_END ExtendedResult code at the DT_RT_RESULT message for individuals</li><li>• Added the AR_TOTAL_SCORE ExtendedResult code at the DT_RT_RESULT message for individuals</li><li>• Changed the value contents and the comments for the Result attribute at the DT_RT_RESULT message</li></ul>

---



## Change Log

Version	Status	Changes on version
R2 v5.1	APP	<ul style="list-style-type: none"><li>Added the AR_TIE_BRK_POINT ExtendedResult code at the DT_RESULT and DT_RT_RESULT messages for individuals</li></ul>
R2 v5.2	APP	<ul style="list-style-type: none"><li>Added the MainFunctionId attribute at the DT_PARTIC and DT_PARTIC_UPDATE messages</li><li>Added the E_Q_DATE, E_Q_CITY, E_Q_COUNTRY and E_MQS EventEntry codes at the DT_PARTIC and DT_PARTIC_UPDATE messages</li><li>Changed the AR_CATEGORY ExtRecord code Description at the DT_HISTORIC_RECORD and DT_HIST_REC_UPDATE messages</li><li>Changed the AR_CATEGORY ExtRecord code Description at the DT_RECORD message</li><li>Modified the AR_ARROW ExtendedResult @Pos Description at the DT_RESULT and DT_RT_RESULT messages for individuals</li><li>Modified the Expected information for the AR_SCORE ExtendedResult at the DT_RESULT message</li><li>Modified the AR_MATCH_NUMBER ExtendedConfig @Value format at the DT_CONFIG message</li></ul>
R2 v5.3	APP	<ul style="list-style-type: none"><li>Codes, Historical Records, Records: added "24 Arrow Team Mach 24 Arrow" to CC @Category</li><li>Discipline configuration: updated description for AR_SESSION and added AR_SESSION_NUM</li><li>EU Results, RT EU Results: Result /@ResultType attribute should be optional</li><li>RT EU Results: updated definition for trigger T7</li><li>List of Participants / List of Participants update: updated EventEntry E_Q_COUNTRY value from S(3) to CC @Country</li></ul>
R2 v5.4	APP	<ul style="list-style-type: none"><li>RT EU Results: this message is not needed during Ranking Round phase</li><li>RT EU Results: suppressed T2 Trigger after the ranking round phase and renumbered triggers</li><li>RT EU Results: suppressed Rank and RankEqual attributes</li></ul>
R2 v6.0	APP	<ul style="list-style-type: none"><li>RT EU Results: added T6 trigger for Result attribute</li><li>CR001835 EU Results, Phase Results, RT EU Results: ER_AR /AR_TIE_BREAK updated the maximum number of shoot-off series from 3 to 2 for teams.</li><li>General: marked in grey the table cells that do not apply</li><li>Codes: added POINTS to CC @ResultType values</li><li>Historical records / Historical records update / Records: ResultType value changed to POINTS</li><li>RT EU Results: updated trigger for ExtendedResult Extension codes AR_SPEED and AR_ARROW_SPEED</li><li>Moved Document Control section to the end of the document</li><li>RT EU Results: updated comments about ResultStatus</li></ul>
R2 v6.1	APP	<ul style="list-style-type: none"><li>Defect 43727: EU Results / RT EU Results: removed comment "The 'X' value will be sent just for the qualification round" in AR_ARROW description</li><li>Defect 47391: EU Results / RT EU Results: added AR_UNSURE extension to ER_AR /AR_ARROW and ER_AR /AR_TIE_BREAK</li><li>Defect 49543: EU Results / RT EU Results: updated Trigger section</li></ul>
R2 v6.2	APP	<ul style="list-style-type: none"><li>Defect 37082: List of Participants: fixed description for E_Q_COUNTRY, it should say "Country code" rather than "NOC code"</li></ul>
R2 v7.0	APP	<ul style="list-style-type: none"><li>CR005943: Start List: added AR_IRM in both Start /Competitor /EventUnitEntry and Start /Competitor /Composition /Athlete /EventUnitEntry</li><li>IR0101: Add DT_SERIAL message in the PiT messages</li><li>Defect 57470: Codes: renamed references to CC @RecortCode by @RecordType</li></ul>

**Change Log**

Version	Status	Changes on version
		<ul style="list-style-type: none"> <li>and updated description</li> <li>• EU Results / RT EU Results: updated description of AR_SPEED @Pos attribute for athletes.</li> <li>• RT EU Results: added T5 trigger for AR_TIE_BRK_POINT</li> </ul>
R2 v8.0	APP	<ul style="list-style-type: none"> <li>• CR006944: EU Results: added AR_COIN_TOSS to Competition /Result /Competitor /ExtendedResults /ExtendedResult and Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult elements</li> <li>• Defect 65774: Records: updated Trigger and Frequency section</li> <li>• Defect 65780: Records: updated AR_CATEGORY description</li> <li>• Comments received from Omega: <ul style="list-style-type: none"> <li>- RT EU Results: changed trigger for AR_TIE_BRK_POINT to T4 as requested by WA (Archery Federation) during the Homologation Test</li> </ul> </li> </ul>
R2 v9.0	APP	<ul style="list-style-type: none"> <li>• CR007516: <ul style="list-style-type: none"> <li>▪ Codes: removed CC @Category and added CC @RecordCode</li> <li>▪ Records and Historical records: record category now is included in the Record@Code so removed HER_AR /AR_CATEGORY</li> <li>▪ Clarify the meaning of RecordIndicator@Order, use CC @RecordCode for RecordIndicator@Code attribute, add an attribute called RecordIndicator@RecordType for CC @RecordType in DT_RESULT, DT_PHASE_RESULT and DT_RT_RESULT messages.</li> </ul> </li> </ul>
R2 v10.0	APP	<ul style="list-style-type: none"> <li>• CR009209: <ul style="list-style-type: none"> <li>▪ DT_RESULT <ul style="list-style-type: none"> <li>• changed AR_DISK_TOSS attribute instead of AR_COIN_TOS</li> <li>• modify AR_TIE_BREAK description changing "coin toss" instead of "disk toss"</li> </ul> </li> <li>▪ DT_PARTIC <ul style="list-style-type: none"> <li>• E_ENTRY / E_RANK changed "World Archery Ranking" instead of "FITA World Ranking"</li> <li>• E_ENTRY / E_MQS change "MQS" instead of "FITA MQS"</li> </ul> </li> <li>▪ DT_PARTIC_TEAMS <ul style="list-style-type: none"> <li>• E_ENTRY / E_RANK changed "World Archery Ranking" instead of "FITA World Ranking"</li> </ul> </li> <li>▪ DT_CONFIG <ul style="list-style-type: none"> <li>• AR_MATCH_NUMBER changed "match number" instead of "FITA match number"</li> </ul> </li> <li>▪ DT_START_LIST <ul style="list-style-type: none"> <li>• @Bib: changed "athlete number" and "athlete letter" instead of "back number" and "back letter"</li> </ul> </li> </ul> </li> <li>• Defect 74372: <ul style="list-style-type: none"> <li>▪ DT_PARTIC <ul style="list-style-type: none"> <li>• E_ENTRY / E_Q_CITY changed value S(25) instead of S(n)</li> </ul> </li> </ul> </li> <li>• EU Results, Phase Results, RT EU Results: Order attribute for RecordIndicator is deprecated. For London it should be send always '1' for records broken/equallled.</li> </ul>



*This page has been intentionally left blank*