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## Olympic Data Feed

### **ODF Badminton Data Dictionary**

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# 1 Introduction

## 1.1 This document

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

- **BD** – Badminton
- **BWF** – Badminton World Federation
- **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
- **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



Document Reference	Document Title	Document Description
		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 Badminton 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 Badminton 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 Badminton.

Any ODF Badminton 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. Please refer to ODF Sport Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @Bracket	Code	Description
	FNL	Final
CC @BracketItems	Code	Description
	R16	Round of 16 ( <i>only for Singles</i> )
	QFL	Quarterfinals
	SFL	Semi-finals
	FNL	Final
CC @CardType	Code	Description
	B	Black
	R	Red
	Y	Yellow
CC @CompetitorPlace	Code	Description
	BYE	If there is no match. There is no competitor (only one participant is competing); the other team/athlete goes directly to the next phase/round.
	UNK	The competitor is not known yet
CC @Desc	Code	Description
	0	Loser
	1	Winner
CC @Discipline	Defined in ODF Common Codes Document  See entity Discipline <ul style="list-style-type: none"> <li>• The entity's attribute to be used is Discipline</li> <li>• However, valid disciplines will be those which Non-Sport attribute='N'</li> </ul>	
CC @DisciplineGender	Defined in ODF Common Codes Document  See entity Discipline Gender <ul style="list-style-type: none"> <li>• The entity's attribute to be used is Gender</li> <li>• It will be related to Discipline</li> </ul>	
CC @Event	Defined in ODF Common Codes Document  See entity Event	



Code Entity	Code Entity Set of Values	
	<ul style="list-style-type: none"> <li>The entity's attribute to be used is Event</li> <li>It will be related to Discipline and Gender</li> </ul>	
CC @EventCode	Code	Description
	MD	Men's Doubles
	MS	Men's Singles
	WD	Women's Doubles
	WS	Women's Singles
	XD	Mixed Doubles
CC @Function	Defined in ODF Common Codes Document  See entity Function <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @Hand	Code	Description
	L	Left
	R	Right
CC @IRM  (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).	Code	Description
	DSQ	Disqualified
	RET	Retired
	WDN	Withdrawn
	WO	Walkover
CC @Offence	Code	Description
	BD_OF1	Excessive protest
	BD_OF2	Unwelcome touch to Officials
	BD_OF3	Physical abuse
	BD_OF4	Abuse of racket or equipment
	BD_OF5	Abuse of shuttle
	BD_OF6	Oral abuse
	BD_OF7	Visible obscenity
	BD_OF8	Audible obscenity
	BD_OF9	Intentionally delay of the game
	BD_OF10	Trying to influence line judges
	BD_OF11	Unsportsmanlike conduct
	BD_OF12	Inappropriate conduct
CC @Period	Code	Description
	G1	Game 1
	G2	Game 2
	G3	Game 3
	TOT	Match (Total)
CC @PeriodNo	Code	Description
	1	Game 1
	2	Game 2
	3	Game 3
CC @PeriodStatus	Code	Description
	D	Delayed
	E	Ended
	IP	In progress



Code Entity	Code Entity Set of Values	
	RCH	Rescheduled
	RE	Resumed
	SCH	Scheduled
	SU	Suspended
CC @Phase	Defined in ODF Common Codes Document  See entity Phase <ul style="list-style-type: none"> <li>The entity's attribute to be used is Phase</li> <li>It will be related to Discipline, Gender and Event</li> </ul>	
CC @ResultType	Code	Description
	POINTS	Points
	IRM_POINTS	For both, points and invalid result mark
CC @RoundCode	Code	Description
	A	Group A
	B	Group B
	C	Group C
	D	Group D
	E	Group E ( <i>only for Singles</i> )
	F	Group F ( <i>only for Singles</i> )
	G	Group G ( <i>only for Singles</i> )
	H	Group H ( <i>only for Singles</i> )
	I	Group I ( <i>only for Singles</i> )
	J	Group J ( <i>only for Singles</i> )
	K	Group K ( <i>only for Singles</i> )
	L	Group L ( <i>only for Singles</i> )
	S	Group M ( <i>only for Singles</i> )
	X	Group N ( <i>only for Singles</i> )
	O	Group O ( <i>only for Singles</i> )
	P	Group P ( <i>only for Singles</i> )
	R/16	Round of 16 ( <i>only for Singles</i> )
	QF	Quarterfinals
	SF	Semi-finals
BM	Bronze Medal Match	
F	Final	
CC @RoundNo	Code	Description
	5	Group play stage
	4	Round of 16 ( <i>only for Singles</i> )
	3	Quarterfinals
	2	Semi-finals
	1	Medal Matches
0	Total	
CC @Statistics	Code	Description
	ANALYSIS	Match analysis statistics
	CUM	Penalty Statistics
	TOU	Tournament Statistics



Code Entity	Code Entity Set of Values
CC @Unit	Defined in ODF Common Codes  See entity Unit <ul style="list-style-type: none"><li>• The entity's attribute to be used is Event Unit</li><li>• It will be related to Discipline, Gender, Event and Phase</li></ul>



## 4 Badminton 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 Badminton, 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 horses update	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_HIST_REC_UPDATE	Historical records update	Central		
DT_GLOBAL_GM	Global good morning	Central	Global	
DT_GLOBAL_GN	Global good night	Central	Global	



Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports	X	X
DT_RANKING	Event Final ranking	Sports	X	
DT_STATS	Statistics table	Sports	X	X
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports	X	X
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
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 (current athletes, officials and historical athletes) 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 Badminton are:

- Participant /Discipline /RegisteredEvent /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 Central Messages Interface Document) that are used in the case of Badminton, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if this information is available.
Participant /Discipline	International FederationId	O	S(16)	BWF ID (competitor’s federation number for the discipline). It will be included.

The following table describes in more detail the Participant /Discipline /RegisteredEvent /EventEntry element in the case of Badminton.

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_HAND		CC @Hand	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Handedness for the athlete (see codes section)
	E_RANK		N(3) 999  Or  (in singles): “*”  (in doubles) “(a)” and “(a)”, “(b)” and “(b)”,	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: World Ranking





Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
			...	For the athlete who does not have a world ranking: "*" when the player competes in a singles event "(a)" and "(a)", etc. when the players compete together in doubles.
	E_SEED		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Seed Number
	E_MQS		N(6).N(4) 999999.9999	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Ranking points

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

Type /Code	Description	Expected
E_ENTRY /E_HAND	Handedness for the athlete.	Always, as soon as this information is known and this athlete has Handedness (this information can be sent in both messages).
E_ENTRY /E_RANK	World Ranking	Always, as soon as this information is known and this athlete has ranking or not (this information can be sent in both messages). Only for Individual Participant.
E_ENTRY /E_SEED	Seed Number	Always, as soon as this information is known and this athlete has Seed Number (this information only will be sent in the update message). Only for Individual Participant.
E_ENTRY /E_MQS	Ranking points	Always, as soon as this information is known (this information only will be sent in the update message). Only for Individual Participant.

**5.1.1.6 Message sort**

Please, follow the general definition.



## 5.1.2 List of teams by discipline / List of teams by discipline update

### 5.1.2.1 Description

This message is the List of teams by discipline (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 Badminton are:

- Team /Discipline /RegisteredEvent /EventEntry

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

### 5.1.2.5 Message Values

The following table describes in more detail the Team /Discipline /RegisteredEvent /EventEntry element in the case of Badminton.

Element: Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	
E_ENTRY	E_RANK		N(3) 999	For @Type: Send proposed type	
			Or	For @Code: Send proposed code	
			**	For @Pos : Do not send anything	
				For @Value: Team's World Ranking  ** for the team (pairs) who do not have a world ranking	
	E_SEED			N(2) 99	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Team's Seed Number
	E_MQS			N(5) 99999	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Team's Ranking points



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

Type /Code	Description	Expected
E_ENTRY /E_RANK	Team's World Ranking	Always, as soon as this information is known and the team has ranking or not (this information can be sent in both messages)
E_ENTRY /E_SEED	Team's Seed Number	Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)
E_ENTRY /E_MQS	Team's Ranking points	Always, as soon as this information is known (this information only will be sent in the update message)

#### 5.1.2.6 Message sort

Please, follow the general definition.



### 5.1.3 Start List

#### 5.1.3.1 Description

This message is the Start List message as described in the ODF Sport 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 Sport Messages Interface Document that should be included in the case of Badminton are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Officials /Official
- Start /Competitor /EventUnitEntry (only for Doubles events)
- Start /Competitor /Composition /Athlete /EventUnitEntry (only for Singles events)

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

#### 5.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @Function	Send according to the codes for: -Service Judge -Umpire -...
Start	StartOrder	M	Numeric	Send 1 for Home and 2 for Away.
	SortOrder	M	Numeric	Same @StartOrder

The following table describes in more detail the UnitInfos /UnitInfo element in the case of Badminton.

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_BD	BD_COURT		N(1) 9	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Court Number (e.g.: 1 for Court 1, 2 for Court 2...)



Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
	BD_ROUND		CC @RoundCode	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Round Code, according to the related code for the phase and event unit of the @DocumentCode attribute, (e.g.: "A" for phase A (Group play stage - Group A and unit (01 to 06), ..., "R/16" for phase 4 (Round of 16) and unit (01 to 08), ..., "BM" for phase 1 (Finals) and unit 02 (Bronze Medal match)

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

Type /Code	Description	Expected
UI_BD /BD_COURT	Court in which the current match is played.	Always
UI_BD /BD_ROUND	Round code.	Always

The following table describes in more detail the Start /Competitor /EventUnitEntry element in the case of Badminton (for Doubles events).

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_BD	BD_SEED		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Seed Number (for team)

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

Type /Code	Description	Expected
EUE_BD /BD_SEED	Seed number (for doubles)	Always, as soon as this information is known and this team has Seed Number

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of Badminton (for Singles events).

Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_BD	BD_SEED		N(2) 99	For @Type: Send proposed type For @Code:



Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
				Send proposed code
				For @Pos : Do not send anything
				For @Value: Seed Number (for athlete)
	BD_DRAW		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Draw Number (for athlete). Is a sequential number from 1 to 16 used in Round of 16 if applies.

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

Type /Code	Description	Expected
EUE_BD /BD_SEED	Seed Number	Always, as soon as this information is known and this athlete has Seed Number.
EUE_BD /BD_DRAW	Draw Number for athletes of Singles events in the first round-(in Round of 16 if it applies).	Always, as soon as this information is known and this athlete has Draw Number (in R16 if it applies).

#### 5.1.3.6 Message sort

Please, follow the general definition.



## 5.1.4 Event Unit Results

### 5.1.4.1 Description

This message is the Event Unit Results 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:

- At the start of the match and after each game, the message should be sent for intermediate results.
- After the match (unit).

Then proceed with UNOFFICIAL / OFFICIAL results, as expected.

### 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 Badminton are:

- UnitInfos /UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for all events -Doubles and Singles-)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions (for all events -Doubles and Singles-)
- Result /Competitor /Stats /Stat (only for Doubles events)
- Result /Competitor /Composition /Athlete /Stats /Stat (only for Singles events)

### 5.1.4.5 Message Values

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

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

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding match (see codes section). Only will be informed (it is mandatory) at the end of the match.
	Result	O	N(1) 0	Result for the particular event unit, i.e. the number of games won in the corresponding match. Send either in the case @ResultType is points or IRM with points (see codes section).



Element	Attribute	M/O	Value	Comments
	IRM	O	CC @IRM	Invalid Result Mark (or suspension) for the particular event unit, in case it is assigned.  Send just in the case @ResultType is both IRM and Points for some period; the match will have finished (see codes section).
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and of the Away (2), and for the ended matches with the order of the Winner (1) and of the Loser (2).

The following table describes in more detail the UnitInfos /UnitInfo element in the case of Badminton.

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_BD	BD_M_DURATION		MMM 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Duration of the Match. MMM is minutes
	BD_M_STATUS		CC @PeriodStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of the match (see code section)
	BD_GM_COMPLETE		N(1) 9	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of complete Games at the end of the match (from 2 to 3 games, according to the score system).
	BD_SHUTTLES_USED		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of shuttles used in the match.

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





Type /Code	Description	Expected
UI_BD /BD_M_DURATION	Duration in minutes of the match.	Always, at the end of the match
UI_BD /BD_M_STATUS	Status of the current Match.	Always
UI_BD /BD_GM_COMPLETE	Number of complete games in this match.	Always, at the end of the match
UI_BD /BD_SHUTTLES_USED	Number of shuttles used for the current match.	Always, at the end of the match

The following table describes in more detail the Periods /Period element in the case of Badminton.

Element	Attribute	M/O	Value	Comments
Periods /Period	Code	M	CC @Period	Period code, usually there are 3 games and match total.
	HomeScore	M	N(1) 0	Home competitor score up (number of the games won) at the end of this game (@Code period) (e.g.: 2 at the end of Period-2 (Game 2), it has won two games -this game and the previous one-).
	AwayScore	M	N(1) 0	Away competitor score up (number of the games won) at the end of this game (@Code period) (e.g.: 0 at the end of Period-2 (Game 2), it has not won any game -has lost this game and the previous one-).
	HomePeriodScore	O	N(2) 90	Home competitor points just for this game (@Code period, except for match total -TOT period code-) (e.g.: 21 points for Period-2 (Game 2), has won this game).
	AwayPeriodScore	O	N(2) 90	Away competitor points just for this game (@Code period, except for match total -TOT period code-) (e.g.: 18 points for Period-2 (Game 2), has lost this game).
	Duration	M	MMM 990	Duration of this game/match (@Code period), including breaks during the game/s. For match total (TOT period code), will be the sum of games duration plus breaks between games. MMM are minutes.

The following table describes in more detail the Periods /Period /ExtendedPeriods /ExtendedPeriod element in the case of Badminton (for each period).

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_BD	BD_LGR_TIME		SS 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
	BD_LGR_STROKES		N(3) 990	For @Value: Duration of longest rally. SS is seconds
				For @Type: Send proposed type
				For @Code: Send proposed code
	BD_AVR_TIME		SS 90	For @Pos: Do not send anything
				For @Value: Number of strokes in the longest rally.
				For @Type: Send proposed type



Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Duration of average rally. SS is seconds
	BD_AVR_STROKES		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of strokes in the average rally.
	BD_SHUTTLES_USED		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of shuttles used.
	BD_STATUS		CC @PeriodStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of this period (see codes section)
	BD_WINNER		S(1) (H,A)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Winner Indicator for this period when it is finished (Ended status). Send 'H' or 'A' if the game/match is won by Home or Away.
	BD_IRM	N(1) 0	CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Indicator of the one who has produced the IRM. Send 1 or 2 for Home or Away competitor.
				For @Value: Invalid Result Mark for the particular period (CC @Period).

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

Type /Code	Description	Expected
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Type /Code	Description	Expected
EP_BD /BD_LGR_TIME	Duration in seconds of the longest rally of each period.	Always
EP_BD /BD_LGR_STROKES	Number of strokes in the longest rally of each period.	Always
EP_BD /BD_AVR_TIME	Duration in seconds of average rally of each period.	Always
EP_BD /BD_AVR_STROKES	Number of strokes in the average rally of each period.	Always
EP_BD /BD_SHUTTLES_USED	Number of shuttles used of each period.	Always
EP_BD /BD_STATUS	Status of each period (game/match).	Always
EP_BD /BD_WINNER	Winner Indicator (H-Home, A-Away) for each period when it is finished.	Always
EP_BD /BD_IRM	Invalid Result Mark for the particular period (CC @Period), indicating who has produced it (the Home or the Away competitor). The IRM should always be noted in the TOT period, and additionally in the G1/G2/G3 period if the IRM occurs during play.	When it applies

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions, which should be used for all events.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_BD_FLOW	BD_SCORE_CC @PeriodNo		N(2) 99	N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Rally counter. Send 1 for the first point of the game, 2 for the second point, etc. For @Value: Number of strokes in the rally.
		BD_P_WINNER		S(1)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send 'Y' when is the winner of the point at this rally of this game (period number).

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

Type /Code /Extension Code	Description	Expected
ER_BD_FLOW /BD_SCORE_CC @PeriodNo	Score flow (point by point) of each period number (game).	Always
ER_BD_FLOW /BD_SCORE_CC @PeriodNo /BD_P_WINNER	Indicator of this rally point is the winner within the game.	Always

The following table describes in more detail the Result /Competitor /Stats /Stat element, which should be used in the case of Doubles events, or the Result /Competitor /Composition /Athlete /Stats /Stat element in the case of Singles events.

Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)					
Type	Code	Pos	Value	Description	



Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)				
Type	Code	Pos	Value	Description
ST_BD	BD_MT_POINTS	CC @PeriodNo	N(2) 90  Or  blank	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Period Number (usually there are 3 games)
				For @Value: Number of match points for game 2 or 3 only (@Pos period number).
	BD_GM_POINTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Period Number
				For @Value: Number of game points for this game (@Pos period number).
	BD_PTS_NOSERVICE	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Period Number
				For @Value: Points scored without service for this game (@Pos period number).
	BD_PTS_SERVICE	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Period Number
				For @Value: Points scored with service for this game (@Pos period number).
	BD_BG_NOSERV_CHANGE	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Period Number
				For @Value: Biggest scoring run without change of service for this game (@Pos period number).
	BD_BG_LEAD	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Period Number
				For @Value: Biggest lead for this game (@Pos period number).



Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)				
Type	Code	Pos	Value	Description
	BD_BG_CBACK_WIN	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Biggest comeback to win for this game (@Pos period number).
	BD_SERVICE_FAULTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Service faults for this game (@Pos period number).
	BD_PCARDS_RES	CC @PeriodNo	String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Penalty cards and the result at penalty for this game (@Pos period number) (e.g.: a yellow card penalty during Game-1 when the result was 4-3, send "Y(4-3)" for @Pos=1, or, two red cards penalty during Game-2, send "R(3-1) R(14-20)" for @Pos=2).
	BD_GAMES_WON		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of games that this competitor (player) has won in the current MATCH
	BD_MT_SERVICE_FAULTS		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of services faults cumulative throughout the current MATCH by this competitor (player)
	BD_GAME_POINT_COUNT		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code



Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)				
Type	Code	Pos	Value	Description
				For @Pos: Do not send anything
				For @Value: Send the cumulative number of times that this competitor (player) has had the game point advantage in the current MATCH
	BD_MATCH_POINT_COUNT		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the cumulative number of times that this competitor (player) has had the match point advantage in the current MATCH

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

Type /Code	Description	Expected
ST_BD /BD_MT_POINTS	Number of match points for a period number, when apply.	Always, if the information is available
ST_BD /BD_GM_POINTS	Number of game points for each period number, when apply.	Always, if the information is available
ST_BD /BD_PTS_NOSERVICE	Points scored without service for each period number.	Always, if the information is available
ST_BD /BD_PTS_SERVICE	Points scored with service for each period number.	Always, if the information is available
ST_BD /BD_BG_NOSERV_CHANGE	Biggest scoring run without change of service for each period number.	Always, if the information is available
ST_BD /BD_BG_LEAD	Biggest lead for each period number.	Always, if the information is available
ST_BD /BD_BG_CBACK_WIN	Biggest comeback to win for each period number, when apply).	Always, if the information is available
ST_BD /BD_SERVICE_FAULTS	Service faults for each period number, when apply.	Always, if the information is available
ST_BD /BD_PCARDS_RES	Penalty cards and the result at penalty for each period number, when apply.	Always, if the information is available
ST_BD /BD_GAMES_WON	Number of games that this competitor (player) has won in the current MATCH.	Always, if the information is available
ST_BD /BD_MT_SERVICE_FAULTS	Number of services faults cumulative throughout the current MATCH by this competitor (player).	Always, if the information is available
ST_BD /BD_GAME_POINT_COUNT	Cumulative number of times that this competitor (player) has had the game point advantage in the current MATCH.	Always, if the information is available
ST_BD /BD_MATCH_POINT_COUNT	Cumulative number of times that this competitor (player) has had the match point advantage in the current MATCH.	Always, if the information is available

#### 5.1.4.6 Message sort

Please, follow the general definition.



## 5.1.5 Pool standings

### 5.1.5.1 Description

This message is the Pool standings competition message as described in the ODF Sport Messages Interface Document.

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

### 5.1.5.2 Header Values

The DocumentCode attribute (DDGEEE900) in the ODF header will be sent according for all the competition events at phase level of the preliminaries to the ODF Common Codes document (header values sheet).

The DocumentSubtype attribute will be:

- For Singles (sixteen groups)
  - Group Play Stage A: A
  - Group Play Stage B: B
  - ...
  - Group Play Stage L: L
  - Group Play Stage M: S
  - Group Play Stage N: X
  - Group Play Stage O: O
  - Group Play Stage P: P
- For Doubles (four groups)
  - Group Play Stage A: A
  - Group Play Stage B: B
  - Group Play Stage C: C
  - Group Play Stage D: D

### 5.1.5.3 Trigger and Frequency

Please, follow the general definition.

- Intermediate:
  - After the draw has been made & signed off
  - After each game of the preliminaries is official of the relevant group
- Official
  - After last game of the preliminaries

### 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 Badminton are:

- Result /Competitor /ExtendedResults /ExtendedResult (only for Doubles events)
- Result /Competitor /ExtendedResults /ExtendedResult /Extensions (only for Doubles events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (only for Singles events)



- Result /Competitor /Composition /Athlete /ExtendedResults/ExtendedResult /Extensions (only for Singles events)

**5.1.5.5 Message Values**

The following table lists the Pool standings of group in a team competition optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Badminton, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank at the group. The rank is calculated firstly by classification points and secondly by goal average. It is optional because the team can be disqualified
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	IRM (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions, which should be used in the case of Doubles events, or the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions in the case of Singles events.

Element: Result /Competitor /ExtendedResults /ExtendedResult (in the case of Doubles) Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (in the case of Singles)							
Type	Code	Extension Code	Pos	Value	Description		
ER_BD	BD_MATCHES				For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: Do not send anything		
		BD_PLAYED				N(1) 9	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Send the number of matches played. Do not send anything in case of IRM.
		BD_WON				N(1) 9	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Send the number of matches won. Do not send anything in case of IRM.
BD_LOST				N(1) 9	For @Type: Send proposed code (as type)		





Element: Result /Competitor /ExtendedResults /ExtendedResult (in the case of Doubles) Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (in the case of Singles)					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the number of matches lost. Do not send anything in case of IRM.
	BD_GAMES BD_PTS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		BD_WON		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of Games/Points won. Do not send anything in case of IRM.
		BD_LOST		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Humber of Games/Points lost. Do not send anything in case of IRM.
		BD_DIFF		+/-N(2) +/-99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Difference of games/points won/lost. Do not send anything in case of IRM.

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

Type /Code	Extension Code	Description	Expected
ER_BD /BD_MATCHES	BD_PLAYED	Number of matches played by the team at the group	If available
	BD_WON	Number of matches won by the team at the group	If available
	BD_LOST	Number of matches lost by the team at the group	If available
ER_BD /BD_GAMES	BD_WON	Total of Games/points won	If available



Type /Code	Extension Code	Description	Expected
ER_BD /BD_PTS	BD_LOST	Total of Games/Points lost	If available
	BD_DIFF	Difference of games/points won/lost	If available

#### 5.1.5.6 Message sort

Please, follow the general definition.



## 5.1.6 Statistics

### 5.1.6.1 Description

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

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

### 5.1.6.2 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).

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

- ANALYSIS: For the cumulative data of match analysis for both the Singles and Doubles statistics, for all the competitors who have reached the Semi-final or the Final phase. Send the DocumentCode at Eventunit level (DDGEEPUU) and only for the Semi-final and Final (Gold and Bronze medal match) phases.
- TOU: Tournament statistics, at event level. Send the DocumentCode at event level (DDGEEE00).
- CUM: Penalties statistics per player (although is participating as Singles or as Doubles), at discipline level. Send the DocumentCode at discipline level (DD000000).

### 5.1.6.3 Trigger and Frequency

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

- For Cumulative Match analysis statistics (ANALYSIS):
  - Message sent the evening before any day of competition where the day contains Semi-Final or Final (Gold/Silver or Bronze) matches.
- For Tournament statistics (TOU):
  - Message sent after the last match in each phase for all events has been completed and made official.
- For Penalty statistics (CUM):
  - Two (2) minutes after result of each match is approved (If penalty was imposed during the match).

### 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 Badminton are:

- Stats /StatsItems /StatsItem (for all events in Tournament statistics - TOU)
- Stats /StatsItems /StatsItem /ExtendedStat (for all events in Tournament statistics - TOU)
- Stats /Competitor /StatsItems /StatsItem (only for Doubles events in Match statistics - ANALYSIS)



- Stats /Competitor /StatsItems /StatsItem /ExtendedStat (only for Doubles events in Match statistics - ANALYSIS)
- Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (only for Singles events in Match statistics - ANALYSIS, and for all events in Penalty statistics - CUM)
- Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat (only for Singles events in Match statistics - ANALYSIS, and for all events in Penalty statistics - CUM)

**5.1.6.5 Message Values**

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

Element	Attribute	M/O	Value	Comments
Stats	Code	M	CC @Statistics	A code to identify the statistics being listed (see codes section)

The following table describes in more detail the Stats /StatsItems /StatsItem element and its child element ExtendedStat, this information is for the Tournament Statistics.

Element: Stats /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_BD	BD_NO_MATCHES		CC @RoundNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total)) (see codes section)
	For @Value: Number of matches for this Round (@Pos round number).				
	BD_NO_GAMES		CC @RoundNo	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round Number (for each phase and according to events, and the Total).
	For @Value: Number of games for this Round (@Pos round number).				
	BD_TP_SCORED		CC @RoundNo	N(4) 9990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round Number (for each phase and



Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					according to events, and the Total). For @Value: Total points scored for this Round (@Pos round number).
	BD_TD_TIME		CC @RoundNo	HH:MM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Total duration time (hours) for this Round (@Pos round number). HH is hours, MM is minutes
	BD_AVM_DUR		CC @RoundNo	MM'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Average match duration (minutes) for this Round (@Pos round number). MM is minutes
	BD_LGM_DUR		CC @RoundNo	MM'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Longest match duration (minutes) for this Round (@Pos round number). MM is minutes
		BD_MATCH_NO		S(5)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Match Number (as event code + number of the match) corresponding to longest match duration, (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138...).
	BD_SHM_DUR		CC @RoundNo	MM'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total).



Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Shortest match duration (minutes) for this Round (@Pos round number). MM is minutes
		BD_MATCH_NO		S(5)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Match Number (as event code + number of the match) corresponding to shortest match duration (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138...).
	BD_TSU_USED		CC @RoundNo	N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Total shuttles used for this Round (@Pos round number).
	BD_ASM_USED		CC @RoundNo	N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Average number of shuttles used per match for this Round (@Pos round number).
	BD_PT_YCARD		CC @RoundNo	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Number of yellow penalty cards for this Round (@Pos round number).
	BD_PT_RCARD		CC @RoundNo	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Number of red penalty cards for this



Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Round (@Pos round number).
	BD_PT_BCARD		CC @RoundNo	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Number of black penalty cards for this Round (@Pos round number).
	BD_LGR_TIME		CC @RoundNo	SSS''	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, without the Total). For @Value: Longest rally (seconds) for this Round (@Pos round number).
	BD_LGR_STROKES		CC @RoundNo	N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, without the Total). For @Value: Highest number of strokes in the longest rally for this Round (@Pos round number).

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

Type /Code /ExtendedStat Code	Description	Expected
ST_BD /BD_NO_MATCHES	Number of Matches for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_NO_GAMES	Number of Games for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_TP_SCORED	Total Points scored for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_TD_TIME	Total duration time (hours) for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_AVM_DUR	Average match duration (minutes) for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_LGM_DUR /BD_MATCH_NO	Longest match duration (minutes) with the corresponding match number, for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_SHM_DUR /BD_MATCH_NO	Shortest match duration (minutes) with the corresponding match number, for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_TSU_USED	Total shuttles used for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.



Type /Code /ExtendedStat Code	Description	Expected
ST_BD /BD_ASM_USED	Average shuttles used per match for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_PT_YCARD	Penalties (Yellow card) for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_PT_RCARD	Penalties (Red card) for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_PT_BCARD	Penalties (Black card) for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_LGR_TIME	Longest rally (seconds) for each round <u>without total</u> , in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_LGR_STROKES	Number of strokes in the longest rally for each round <u>without total</u> , in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.

The following table describes in more detail the Stats /Competitor /StatsItems /StatsItem element and its child element ExtendedStat, which should be used in the case of Doubles events in Match statistics - ANALYSIS, or the Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element and its child element ExtendedStat, in the case of Singles events in Match statistics – ANALYSIS (and also should be used for all events in Penalty statistics - CUM).

Element: Stats /Competitor /StatsItems /StatItem (for Doubles events) Stats /Competitor /Composition /Athlete /StatsItems /StatItem (for Singles events / for all events in Penalty statistics)							
Type	Code	ExtendedStat Code	Pos	Value	Description		
ST_BD	BD_GAMES				For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: Do not send anything		
		BD_WON				N(2) 90	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Send the number of games for (won)
		BD_LOST				N(2) 90	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Send the number of games against (lost)
BD_RES					For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Do not send anything		





Element: Stats /Competitor /StatsItems /StatItem (for Doubles events) Stats /Competitor /Composition /Athlete /StatsItems /StatItem (for Singles events / for all events in Penalty statistics)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Do not send anything
		BD_WON		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the total number of points won
		BD_LOST		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the total number of points conceded (when lost)
	BD_PTY_CARDS		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sequential number to indicate the different type of penalty cards (from 1 to 3, 0 for no penalty cards).
					For @Value: Do not send anything
		BD_CARD_CC @CardType		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of cards for this type of penalty card.
	BD_PTY_CARD_CC @CardType		N(1) 9	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sequential number to differentiate when this card is imposed more than once in the same match.
					For @Value: RSC of the Event Unit, in the match where the disciplinary penalty is imposed.
		BD_TIME		MillisTime	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code



Element: Stats /Competitor /StatsItems /StatItem (for Doubles events) Stats /Competitor /Composition /Athlete /StatsItems /StatItem (for Singles events / for all events in Penalty statistics)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: The time of offence.
		BD_OFFENCE		CC @Offence	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Related offence to the penalty.
		BD_SCORE		String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Score at offence (e.g.: an offence is produced at game-2, send the result at this time: "21-19, 7-7")

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

Type /Code /ExtendedStat Code	Description	Expected
ST_BD /BD_GAMES /BD_WON	Number of Games For, in Match analysis statistics, for competitors up to the phases semi-final and final.	Always, in the case of ANALYSIS statistics
ST_BD /BD_GAMES /BD_LOST	Number of Games Against, in Match analysis statistics, for competitors up to the phases semi-final and final.	Always, in the case of ANALYSIS statistics
ST_BD /BD_RES /BD_WON	Number of Points Won, in Match analysis statistics, for competitors up to the phases semi-final and final.	Always, in the case of ANALYSIS statistics
ST_BD /BD_RES /BD_CONCEDED	Number of Points Conceded, in Match analysis statistics, for competitors up to the phases semi-final and final.	Always, in the case of ANALYSIS statistics
ST_BD /BD_PTY_CARDS /BD_CARD_CC @CardType	Number of penalty cards for each card type, in Match analysis statistics, for competitors up to the phases semi-final and final.	Always, in the case of ANALYSIS statistics
ST_BD @CardType /BD_TIME /BD_OFFENCE /BD_SCORE	Disciplinary penalty information (the event unit -RSC of the match-, time, offence and score at penalty) for each card type imposed, in Penalty statistics.	Always, if the information is available in the case of CUM statistics

### 5.1.6.6 Message sort

Please, follow the general definition.



## 5.1.7 Brackets

### 5.1.7.1 Description

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

In the case of Badminton, 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, taking also into account the following:

- After the last match of preliminaries is officialised.
- After every match during final phases.

### 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 Badminton are:

- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (it should be included when the competitor is not yet known)
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)

Moreover, the following should be considered:

- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Singles events (Round of 16), Quarterfinals and Semi-finals.
- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in the case of the Semi-finals.
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Match), Semi-finals, and also for Singles events (Quarterfinals).

### 5.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section) It is referred to the phase of event (round). It will be sent round of 16, ..., quarterfinals, semi-finals or final phase (e.g.: R16 Round of 16 -only for singles-... QFL Quarterfinals...)



Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem	Code	M	S(5)	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Match number (event code + number of match) for each bracket item, (e.g.: for Men's Singles events: MS110, MS112..., MS116 in R16, ..., MS141..., MS144 in QFL, etc.).
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor for this bracket item (BYE) or when it is not known yet (UNK).

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_BD	BD_COMP_INF	CC @Desc	S(5)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send if the competitor is the winner or the loser of (@Value) (see codes section) For @Value: Send the Match number (event code + number of match) from the preceding phase for this bracket item.

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

Type /Code	Description	Expected
ECP_BD /BD_COMP_INF	The information in the place of the bracket regarding the rule to access to this place (the competitor is the winner or the loser of a match from the preceding phase, e.g.: "Loser MS135" in Men's Singles, etc.)	Just when the competitor is not known yet (when the CompetitorPlace @Code is UNK)

### 5.1.7.6 Message sort

Please, follow the general definition.



## 5.1.8 Event's Medallists

### 5.1.8.1 Description

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

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

### 5.1.8.2 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).

### 5.1.8.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.8.4 Message Structure

Please, follow the general definition.

### 5.1.8.5 Message Values

Please, follow the general definition.

### 5.1.8.6 Message sort

Please, follow the general definition.



## **5.1.9 Discipline/venue good morning**

### **5.1.9.1 Description**

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

### **5.1.9.2 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.

### **5.1.9.3 Trigger and Frequency**

Please, follow the general definition.

### **5.1.9.4 Message Structure**

Please, follow the general definition.

### **5.1.9.5 Message Values**

Please, follow the general definition.

### **5.1.9.6 Message sort**

Please, follow the general definition.



## 5.1.10 Discipline/venue good night

### 5.1.10.1 Description

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

### 5.1.10.2 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.

### 5.1.10.3 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 configuration

### 5.1.11.1 Description

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

### 5.1.11.2 Header Values

Please, follow the general definition.

### 5.1.11.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.11.4 Message Structure

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

- Configs /Config /ExtendedConfig /ExtendedConfigItem

### 5.1.11.5 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 Badminton, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Configs /Config	Gender	M	CC @DisciplineGender	Gender code of the RSC.
	Event	M	CC @Event	Event code of the RSC.
	Phase	O	CC @Phase	Phase code of the RSC. There are the following phases for: -Competition phases: (A) Group A (B) Group B (C) Group C (D) Group D (E)...(P) Group E...Group P (only for Singles) (4) Round of 16 (only for Singles) (3) Quarterfinals (2) Semi-finals (1) Finals  -Daily schedule phase: (Y) Competition Day
	Unit	O	CC @Unit	It should be informed just in the case that the information is by Event Unit.  It will be applied to the data of Session (@Code=BD_SESSION_DATA) for the daily schedule phase (@Phase='Y'). In this case, for phase 'Y', the event unit will be DD, the day of the month that the data contained in the message refers to. Values could be from 01 to 31.  And also it will be applied to Match Number and Session number (@Code = BD_MATCH_NUMBER and BD_SESSION) for the rest of phases (Competition phases). In this case, the unit will be NN (a sequential number).





The following table describes in more detail the Configs /Config /ExtendedConfig element and its child element ExtendedConfigItem.

Element: Configs /Config /ExtendedConfig						
Type	Code	ExtendedConfigItem Code	Pos	Value	Description	
EC_BD	BD_NUM_COURTS (Send by Session)			N(1) 9	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos : Do not send anything	
					For @Value: Total number of courts per session	
	BD_SESSION_DATA (Send by Event Unit-day)			N(2) 90	N(2) 90	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Session Number. Numeric from 1 to 19 for each of the session
						For @Value: Total number of matches per each session
		CC @EventCode			N(2) 90	For @Type: Send proposed code (as type)
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Total number of matches per each event code (see codes section) for this session. (e.g.: for event code WS (Women's Singles): 6 (matches))
BD_MATCH_NUMBER (Send by Event Unit of competition phase)				S(5)	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos : Do not send anything	
					For @Value: Match Number (as event code + number of the match) (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138...).	
BD_SESSION (Send by Event Unit of competition phase)				N(2) 90	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos : Do not send anything	
					For @Value: Session Number.	

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



Type /Code /ExtendedConfigItem Code	Description	Expected
EC_BD /BD_NUM_COURTS	It's the total number of courts for the competition by session.	Send by session, one time at the beginning of the games.
EC_BD /BD_SESSION_DATA /CC @EventCode	Data of each of the sessions per competition day (as Number of Matches per event's code and Total Number of matches per session number).	Send by event unit per day, always that the information is available.
EC_BD /BD_MATCH_NUMBER	Match number by event unit (as event code and the number of match).	Send by event unit per competition phase, just if this information is available (after the draw).
EC_BD /BD_SESSION	Session number by event unit (it will be the session where the previous match will be included).	Send by event unit per competition phase, just if this information is available (after the draw).

#### 5.1.11.6 Message sort

Please, follow the general definition.



## 6 Real time

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

### 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 Badminton 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
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results	Sports		



## 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.

### 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

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE\_UPDATE"
  - T1: Trigger after any changes in match information.
  - T2: Trigger following any statistical changes.
  - T3: Trigger when the game finishes
  - T4: Trigger after match finishes
  - T5: Trigger at the beginning of each game
- 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 Badminton are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /ExtendedResults /ExtendedResult (only for Doubles events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (only for Singles events)
- Result /Competitor /Stats /Stat (only for Doubles events)
- Result /Competitor /Composition /Athlete /Stats /Stat (only for Singles events)

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 points or IRM with points for the corresponding event unit –match- (see codes section). Only will be informed (it is mandatory) at the end of the match.	T4
	Result	O	N(1) 0	Result for the particular event unit, i.e. the number of games won in the corresponding match. Send either in the case @ResultType is points or IRM with points (see codes section).	T4
	IRM	O	CC @IRM	Invalid Result Mark (or suspension) for the particular event unit, in case it is assigned.  Send just in the case @ResultType is both IRM and Points for some period; the match will have finished (see codes section).	T1, T4
	WLT	O	S(1)	The code whether a competitor won (W), lost (L) the match. Only will be informed (it is mandatory) at the end of the match.	T4
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and of the Away (2), and for the ended matches with the order of the Winner (1) and of the Loser (2).	T1, T2, T3, T4

The following table describes in more detail the UnitInfos /UnitInfo element in the case of Badminton.

Element: UnitInfos /UnitInfo					
Type	Code	Pos	Value	Description	
UI_BD	BD_M_DURATION		MMM 990	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
	BD_M_STATUS		CC @PeriodStatus	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
			N(1)	For @Type: Status of the match (see code section)	
	BD_GM_COMPLETE			For @Type:	



Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
			9	Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of complete Games at the end of the match (from 2 to 3 games, according to the score system).
	BD_SHUTTLES_USED		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of shuttles used in the match.

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

Type /Code	Description	Expected
UI_BD /BD_M_DURATION	Duration in minutes of the match.	T1, T4
UI_BD /BD_M_STATUS	Status of the current Match.	T1, T4
UI_BD /BD_GM_COMPLETE	Number of complete games in this match.	T1, T4
UI_BD /BD_SHUTTLES_USED	Number of shuttles used for the current match.	T1, T4

The following table describes in more detail the Periods /Period element in the case of Badminton.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Periods /Period	Code	M	CC @Period	Period code, usually there are 3 games and match total.	T1, T3, T4
	HomeScore	M	N(1) 0	Home competitor score up (number of the games won) at the end of this game (@Code period) (e.g.: 2 at the end of Period-2 (Game 2), it has won two games - this game and the previous one-).	T1, T3, T4
	AwayScore	M	N(1) 0	Away competitor score up (number of the games won) at the end of this game (@Code period) (e.g.: 0 at the end of Period-2 (Game 2), it has not won any game - has lost this game and the previous one-).	T1, T3, T4
	HomePeriodScore	O	N(2) 90	Home competitor points just for this game (@Code period, except for match total -TOT period code-) (e.g.: 21 points for Period-2 (Game 2), has won this game).	T1, T3
	AwayPeriodScore	O	N(2) 90	Away competitor points just for this game (@Code period, except for match total -TOT period code-) (e.g.: 18 points for Period-2 (Game 2), has lost this game).	T1, T3



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	Duration	M	MMM 990	Duration of this game/match (@Code period), including breaks during the game/s. For match total (TOT period code), will be the sum of games duration plus breaks between games. MMM are minutes.	T1, T3, T4

The following table describes in more detail the Periods /Period /ExtendedPeriods /ExtendedPeriod element in the case of Badminton (for each period).

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_BD	BD_LGR_TIME		SS 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Duration of longest rally. SS is seconds
	BD_LGR_STROKES		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of strokes in the longest rally.
	BD_AVR_TIME		SS 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Duration of average rally. SS is seconds
	BD_AVR_STROKES		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of strokes in the average rally.
	BD_SHUTTLES_USED		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of shuttles used.
BD_STATUS			CC @PeriodStatus	For @Type:



Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of this period (see codes section)
	BD_WINNER		S(1) (H,A)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Winner Indicator for this period when it is finished (Ended status). Send 'H' or 'A' if the game/match is won by Home or Away.
	BD_IRM	N(1) 0	CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Indicator of the one who has produced the IRM. Send 1 or 2 for Home or Away competitor.
				Invalid Result Mark for the particular period (CC @Period).

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

Type /Code	Description	Expected
EP_BD /BD_LGR_TIME	Duration in seconds of the longest rally of each period.	T3
EP_BD /BD_LGR_STROKES	Number of strokes in the longest rally of each period.	T3
EP_BD /BD_AVR_TIME	Duration in seconds of average rally of each period.	T3
EP_BD /BD_AVR_STROKES	Number of strokes in the average rally of each period.	T3
EP_BD /BD_SHUTTLES	Number of shuttles used of each period.	T3
EP_BD /BD_STATUS	Status of each period (game/match).	T1, T3
EP_BD /BD_WINNER	Winner Indicator (H-Home, A-Away) for each period when it is finished.	T3
EP_BD /BD_IRM	Invalid Result Mark for the particular period (CC @Period), indicating who has produced it (the Home or the Away competitor). The IRM should always be noted in the TOT period, and additionally in the G1/G2/G3 period if the IRM occurs during play.	T1, T3

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element, which should be used in the case of Doubles events, or the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element in the case of Singles events.





Element: Result /Competitor /ExtendedResults /ExtendedResult (in the case of Doubles) Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (in the case of Singles)					
Type	Code	Extension Code	Pos	Value	Description
ER_BD	BD_SERVICE_INDICATOR			S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
ER_BD	BD_GAME_POINT			S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
ER_BD	BD_MATCH_POINT			S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
For @Value: Send 'Y' if the competitor has the Match Point, and "N" otherwise (if not and it has changed).					

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

Type /Code	Description	Expected
ER_BD /BD_SERVICE_INDICATOR	Indicates which player is currently serving.	T1
ER_BD /BD_GAME_POINT	Indicates that this player has the advantage in winning the current GAME.	T1
ER_BD /BD_MATCH_POINT	Indicates that this player has the advantage in winning the current MATCH.	T1

The following table describes in more detail the Result /Competitor /Stats /Stat element, which should be used in the case of Doubles events, or the Result /Competitor /Composition /Athlete /Stats /Stat element in the case of Singles events.

Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)				
Type	Code	Pos	Value	Description
ST_BD	BD_MT_POINTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
			Or	For @Code: Send proposed code



Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)				
Type	Code	Pos	Value	Description
			blank	For @Pos: Period Number (usually there are 3 games) For @Value: Number of match points for game 2 or 3 only (@Pos period number).
	BD_GM_POINTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Number of game points for this game (@Pos period number).
	BD_PTS_NOSERVICE	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Points scored without service for this game (@Pos period number).
	BD_PTS_SERVICE	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Points scored with service for this game (@Pos period number).
	BD_BG_NOSERV_CHANGE	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Biggest scoring run without change of service for this game (@Pos period number).
	BD_BG_LEAD	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Biggest lead for this game (@Pos period number).
	BD_BG_CBACK_WIN	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code:



Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)				
Type	Code	Pos	Value	Description
				Send proposed code
				For @Pos: Period Number
				For @Value: Biggest comeback to win for this game (@Pos period number).
	BD_SERVICE_FAULTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Period Number
				For @Value: Service faults for this game (@Pos period number).
	BD_PCARDS_RES	CC @PeriodNo	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Period Number
				For @Value: Penalty cards and the result at penalty for this game (@Pos period number) (e.g.: a yellow card penalty during Game-1 when the result was 4-3, send "Y(4-3)" for @Pos=1, or, two red cards penalty during Game-2, send "R(3-1) R(14-20)" for @Pos=2).
	BD_GAMES_WON		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of games that this competitor (player) has won in the current MATCH
	BD_MT_SERVICE_FAULTS		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of services faults cumulative throughout the current MATCH by this competitor (player)
	BD_GAME_POINT_COUNT		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything



Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)				
Type	Code	Pos	Value	Description
				For @Value: Send the cumulative number of times that this competitor (player) has had the game point advantage in the current MATCH
	BD_MATCH_POINT_COUNT		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the cumulative number of times that this competitor (player) has had the match point advantage in the current MATCH

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

Type /Code	Description	Expected
ST_BD /BD_MT_POINTS	Number of match points for a period number, when apply.	T2, T5
ST_BD /BD_GM_POINTS	Number of game points for each period number, when apply.	T2, T5
ST_BD /BD_PTS_NOSERVICE	Points scored without service for each period number.	T2, T5
ST_BD /BD_PTS_SERVICE	Points scored with service for each period number.	T2, T5
ST_BD /BD_BG_NOSERV_CHANGE	Biggest scoring run without change of service for each period number.	T2, T5
ST_BD /BD_BG_LEAD	Biggest lead for each period number.	T2, T5
ST_BD /BD_BG_CBACK_WIN	Biggest comeback to win for each period number, when apply).	T2, T5
ST_BD /BD_SERVICE_FAULTS	Service faults for each period number, when apply.	T2, T5
ST_BD /BD_PCARDS_RES	Penalty cards and the result at penalty for each period number, when apply.	T2
ST_BD /BD_GAMES_WON	Number of games that this competitor (player) has won in the current MATCH.	T2
ST_BD /BD_MT_SERVICE_FAULTS	Number of services faults cumulative throughout the current MATCH by this competitor (player).	T2
ST_BD /BD_GAME_POINT_COUNT	Cumulative number of times that this competitor (player) has had the game point advantage in the current MATCH.	T2
ST_BD /BD_MATCH_POINT_COUNT	Cumulative number of times that this competitor (player) has had the match point advantage in the current MATCH.	T2

### 6.1.1.6 Message sort

Please, follow the general definition.



## DOCUMENT CONTROL

### Version history

Version	Date	Comments
R2 v1.0	03 Jul 2009	Submitted for review version
R2 v2.0	31 Jul 2009	Changes after IDM, added the copyright and Submitted for Approval version
R2 v3.0	28 Aug 2009	Approved version
R2 v3.1	04 Jun 2010	Some minor corrections
R2 v4.0	23 Sep 2010	ORIS Release 5 version 1.1 changes and some minor issues
R2 v4.1	11 Feb 2011	Some minor issues/improvements
R2 v5.0	11 Mar 2011	IR22 and some minor issues
R2 v5.1	08 Apr 2011	Some minor issues
R2 v5.2	06 May 2011	Some defects
R2 v6.0	08 Jul 2011	CR3236 and some minor issues
R2 v6.1	03 Oct 2011	Some minor issues
R2 v7.0	09 Jan 2012	IR101
R2 v7.1	20 Jan 2012	Some minor issues
R2 v7.2	12 Mar 2012	Some minor issues
<b>R2 v7.3</b>	<b>13 Apr 2012</b>	<b>Some minor issues</b>

**File reference:** ODF/INT022-R2-v7.3 APP (BD)



## 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 version</li><li>• After IDM meeting:<ul style="list-style-type: none"><li>▪ Codes: CC @PeriodStatus: added the codes "SCH" for 'Scheduled', "RCH" for 'Rescheduled' and "D" for 'Delayed'.</li><li>▪ Start List: the code EUE_BD /BD_CLOTHING has been deleted (it is not necessary) from the Competitor/EventUnitEntry (for Doubles events).</li></ul></li><li>• Added the copyright.</li><li>• Changed the name of the DT_PARTIC_HORSES_UPDATE message to "List of horses update".</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>• Event Unit Results / RT Event Unit Results: has been changed the @Pos attribute to have a numeric value (1 or 2, instead of a string "H" or "A") for the code BD_IRM in the Periods/Period/ExtendedPeriods/ExtendedPeriod element.</li></ul>
R2 v4.0	APP	<ul style="list-style-type: none"><li>• Added DT_POOL_STANDING message</li></ul>
R2 v4.1	APP	<ul style="list-style-type: none"><li>• Event Unit Results: Added elements to unify with Real Time.</li><li>• Codes: CC @BracketItems: included the comment "(only for Singles)" in the code 'R16' for "Round of 16". Added the code entity CC @Hand to have the codes of handedness. CC @RoundCode: eliminated the codes 'R/64' for "Round of 64" and 'R/32' for "Round of 32" (they are not necessary). And the codes of groups for the group play stage have been added as: 'A', 'B', 'C', 'D', 'E', 'F'... to 'P', and including the comment "(only for Singles)" for the codes of 'E' to 'P' as well as in the code 'R16' for "Round of 16". CC @RoundNo: eliminated the codes '6' for "Round of 64" and '5' for "Round of 32", added the code '9' for "Group play stage", and including the comment "(only for Singles)" in the code '4' for "Round of 16".</li><li>• List of participants by discipline (and update):<ul style="list-style-type: none"><li>▪ The value of the code E_HAND has been changed to a code @CC Hand from the element Participant/Discipline/RegisteredEvent/EventEntry,</li><li>▪ Added the new code E_MQS for the ranking points in the element Participant/Discipline/RegisteredEvent/EventEntry.</li></ul></li><li>• List of teams by discipline (and the update): Added the new code E_MQS for the team's ranking points in the element Team/Discipline/RegisteredEvent/EventEntry.</li><li>• Start List / Pool standings / Statistics / Brackets / Discipline configuration: To adapt the whole document to eliminate the phases of R64 and R32 and to include those of the groups of the Group play stage.</li><li>• Start List: Updated the attribute StartOrder to have the same value for all phases (i.e.: 1 for Home and 2 for Away), instead of to have the draw number for Singles events in the Round of 16.</li><li>• Statistics / Brackets / Discipline configuration: Changed the value of the Match number (event code + number of match) to S(5) (from S(4)), due to match numbers have been updated to S(3).</li><li>• (IR008): Changed the attribute DocumentCode of the Pool Standings message, it will be to phase level of the preliminaries (9).</li><li>• Discipline configuration:<ul style="list-style-type: none"><li>▪ A new trigger (when changes at some data) has been added since it might change a match in a session for example.</li><li>▪ The code BD_RANKING_DATE (Date of the World Ranking of each event) has been removed; since does not have sense to define it.</li></ul></li><li>• RT Event Unit Results: A new trigger T5 (at the beginning of each game) has been added for send the competitors' stats by period with the initial value. And have been included the triggers T2 and T3 to the attribute @SortOrder.</li></ul>



**File reference:** ODF/INT022-R2-v7.3 APP (BD)

## Change Log

Version	Status	Changes on version
R2 v5.0	APP	<ul style="list-style-type: none"><li>Results: Merge RT data in PiT.</li><li>IR022: Changes after the WNPA meeting:<ul style="list-style-type: none"><li>Change the triggers and frequency as the revision of WNPA meeting</li><li>Codes: add a format column to Section 3 of the Data Dictionaries</li></ul></li></ul>
R2 v5.1	APP	<ul style="list-style-type: none"><li>Event Unit Results, Statistics and Brackets: Triggers have been modified.</li></ul>
R2 v5.2	APP	<ul style="list-style-type: none"><li>Codes: Codes M and N have been changed to X and X in CC @RoundCode.</li><li>List of participants by discipline and update: E_ENTRY /E_SHIRT_NAME code has been removed because it was not necessary.</li><li>Event Unit Results, Statistics, Brackets: Header Values and Trigger and Frequency sections have been updated.</li></ul>
R2 v6.0	APP	<ul style="list-style-type: none"><li>CR3236:<ul style="list-style-type: none"><li>Codes: WDN code has been added in CC @IRM and SUS code has been removed.</li></ul></li><li>Pool standings:<ul style="list-style-type: none"><li>Result /IRM attribute has been added.</li><li>All BD_MATCHES, BD_GAMES and BD_PTS values have been updated because they could be null.</li></ul></li><li>RT Event Unit Results: comments about ResultStatus have been updated.</li></ul>
R2 v6.1	APP	<ul style="list-style-type: none"><li>Codes:<ul style="list-style-type: none"><li>Code has been changed to "5" in CC @RoundNo for Group play stage as per common codes.</li></ul></li><li>List of teams by discipline:<ul style="list-style-type: none"><li>International FederationId element has been removed as it is not needed for teams.</li></ul></li><li>Event Unit Results:<ul style="list-style-type: none"><li>Description has been updated for ER_BD_FLOW /BD_SCORE_CC code.</li></ul></li><li>Event Unit Results &amp; RT Event Unit Results:<ul style="list-style-type: none"><li>BD_MT_POINTS value and description have been updated.</li></ul></li><li>Pool Standings:<ul style="list-style-type: none"><li>A trigger has been added.</li><li>RankEqual comment has been updated.</li></ul></li><li>Brackets:<ul style="list-style-type: none"><li>Trigger and Frequency section has been updated to follow IR022.</li><li>ECP_BD /BD_COMP_INF value has been changed to "S(5)" to allow the length of a match number.</li></ul></li></ul>
R2 v7.0	APP	<ul style="list-style-type: none"><li>IR101: DT_SERIAL message added in the PiT messages.</li></ul>
R2 v7.1	APP	<ul style="list-style-type: none"><li>Discipline configuration:<ul style="list-style-type: none"><li>EC_BD /BD_NUM_COURTS code should be sent by session instead of by phase.</li></ul></li></ul>
R2 v7.2	APP	<ul style="list-style-type: none"><li>List of participants:<ul style="list-style-type: none"><li>InternationalFederationId: BWF number has been changed to BWF ID and it is now optional.</li><li>E_ENTRY /E_MQS value has been changed to N(5).N(4).</li></ul></li><li>Event Unit Results &amp; RT Event Unit Results:<ul style="list-style-type: none"><li>EP_BD /BD_IRM description has been updated to explain what is expected.</li></ul></li></ul>
R2 v7.3	APP	<ul style="list-style-type: none"><li>List of participants:</li></ul>



**File reference:** ODF/INT022-R2-v7.3 APP (BD)

**Change Log**

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Version	Status	Changes on version
		<ul style="list-style-type: none"><li>▪ It has been specified that the entries E_RANK, E_SEED and E_MQS only apply for Individual Participant and not for Participant on Team (#67145).</li><li>▪ E_ENTRY /E_MQS value has been changed to N(6).N(4) (#66848).</li></ul>

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