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COMMITTEE

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Olympic Data Feed

ODF Boxing Data Dictionary

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1 Introduction

1.1 This document

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

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **BX** – Boxing
- **WNPA** – World News Press Agencies

1.5 Related Documents

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



		users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport



2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Boxing 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 Boxing 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 Boxing.

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



3 Codes

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

CC @CodeEntity

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

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

Code Entity	Code Entity Set of Values	
CC @BracketItemsCode	Code	Description
	1_64	Round of 64
	1_32	Round of 32
	1_16	Round of 16
	QFL	Quarterfinal
	SFL	Semi-final
	FNL	Final
CC@Code (For brackets)	Code	Description
	FNL	Current Phase in the competition
CC @CompetitorPlace	Code	Description
	BYE	There is no competitor, the other team/athlete passes directly to the next round
	UNK	The competitor is not known yet
CC @Country	Defined in ODF Common Codes Document See entity Country The entity's attribute to be used is Code	
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code <p>In case of officials in DT_START_LIST use:</p> <p>For Official @Function use: RE for Referee J1 for Judge 1 J2 for Judge 2 J3 for Judge 3 J4 for Judge 4 J5 for Judge 5</p>	
CC @Method	Code	Description
	M	Trimmed Mean
	S	Similar Scores
CC @Period	Code	Description
	1..5	Round 1..5



CC @PeriodNo	Code	Description
	0..5	0 for the Totals 1..5 for Rounds
CC @PeriodStatus	Code	Description
	E	Match end
	R	Running
	S	Stop
CC @QualifyingType	Code	Description
	HST	Host Country Place
	QAF	Africa Qualifying Event
	QAM	America Qualifying Event
	QAS	Asia Qualifying Event
	QEU	Europe Qualifying Event
	QOC	Oceania Qualifying Event
	TPC	Tripartite Commission Place
	WCH	World Boxing Championships
	WSB	WSB Individual Championships
CC @ResultMark	Code	Description
	BDSQ	Both Disqualified
	DSQ	Disqualified
	JURY	Jury decision
	KO	Knockout
	NC	No Contest
	RET	Retired
	RSC	Referee Stop Contest
	RSCH	Referee Stop Contest - Head blow
	RSCI	Referee Stop Contest - Injured
	WO	Walkover
CC @ResultType	Code	Description
	POINTS	Points
	RM	Result Mark
CC @Statistics	Code	Description
	TOU	Tournament statistics
CC @WLT	Code	Description
	L	Lost
	T	No winner
	W	Won



4 Boxing 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 Boxing, 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		
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central		
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	



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		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports	X	X
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_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 (athletes and officials) by discipline (and the update) as described in the ODF Central Messages Interface Document.

5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

5.1.1.3 Trigger and Frequency

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

5.1.1.4 Message Structure

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

- 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 Sport Messages Interface Document) that are used in the case Boxing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Participant	BirthDate	O	YYYYMMDD	It will be included if available
	Height	O	N(3) 990	Height in centimetres. It will be included if available. This information is not needed in case of officials/referees.
	Weight	O	N(3) 990	Weight in kilograms. It will be included if available. This information is not needed in case of officials/referees.
	MainFunctionId	O	CC @Function	Main function. In case of Current=True, this attribute is mandatory

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

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_SEED	N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Seed number
	E_Q_TYPE	CC @QualifyingType	For @Type: Send proposed type For @Code:



			Send proposed code
			For @Value: Qualification tournament code
	E_Q_COUNTRY	CC @Country	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Qualification country code

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

Type /Code	Description	Expected
E_ENTRY /E_SEED	Seed number	Always, as soon as this information is known and this athlete has Seed Number (this information can be sent in both messages)
E_ENTRY / E_Q_TYPE	Qualification tournament code	Always, as soon as this information is known and this athlete has Qualification tournament (this information can be sent in both messages)
E_ENTRY /E_Q_COUNTRY	Qualification country code	Always, as soon as this information is known and this athlete has Qualification country (this information can be sent in both messages)

5.1.1.6 Message sort

Please, follow the general definition.



5.1.2 Start List

5.1.2.1 Description

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

5.1.2.2 Header Values

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

5.1.2.3 Trigger and Frequency

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

- As soon as draw is done for the first phase of the event and at the end of one phase for next phase.

5.1.2.4 Message Structure

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

- UnitInfos and its child element UnitDateTime (following the general rules for this element)
- Start /Competitor /EventUnitEntry
- Officials and its child element Official

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

5.1.2.5 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 Boxing, 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.
	Order	M	Numeric	The Referee should be the first one and next the judges ordered by the judge number
Start	SortOrder	M	Numeric	1 for RED and 2 for BLUE

Send UnitDateTime.

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

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_BX	BX_DETAILED		S(n)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything



				For @Value: Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD
--	--	--	--	--

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

Type /Code	Description	Expected
EUE_BX /BX_DETAILED	Text to be placed instead of the competitor name when it is not known yet, for example, if no winner is advanced from the previous bout because of both disqualified, this field should be "BDSQ from bout nnn".	Just when the competitor code is equal to TBD, it is, when the competitor is not known yet.

5.1.2.6 Message sort

Please, follow the general definition.



5.1.3 Event Unit Results

5.1.3.1 Description

This message is the Event Unit Results 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, taking also into account the following

- At the end of each match
- At the end of each event that day or at the end of each event phase, whatever comes first

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 Boxing are:

- UnitInfos and its child elements UnitDateTime and UnitInfo
- Periods and its child element
- Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

5.1.3.5 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 Boxing.

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	If informed, it will be POINTS or RM
	Result	O	N(2) 90	Points obtained. Send just if ResultType is equal to POINTS. Result contains the total of competitor points (PTS) at the end of the bout
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L) the bout. Send T just in case of No Winner, i.e., BX_RM = BDSQ (both disqualified) or NC (no contest)
	SortOrder	M	N(1) 0	1 for RED and 2 for BLUE

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

Element	Attribute	M/O	Value	Comments
Periods /Period Sent just if the bout doesn't finish before that round	Code	M	CC @Period	Round number
	HomeScore	M	Numeric	Cumulative score red at the end of the round
	AwayScore	M	Numeric	Cumulative score blue at the end of the round
	HomePeriodScore	M	Numeric	Score red just for this round



Element	Attribute	M/O	Value	Comments
	AwayPeriodScore	M	Numeric	Score blue just for this round

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

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_BX	BX_RM		CC @ResultMark	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
	BX_ROUND		CC @Period	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
	BX_TIME		MM:SS	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Stop Time, ascending from 0:00 according to the winning decision

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

Type /Code	Description	Expected
ER_BX /BX_RM	Send the bout result mark.	Just if available
ER_BX /BX_ROUND	Send the round in which bout stopped according to the winning decision.	Just if applies
ER_BX /BX_TIME	Send the Stop Time, ascending from 0:00 according to the winning decision.	Just if applies

Send UnitDateTime.

The following table describes in more detail the Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod element.

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Extension Code	Pos	Value	Description
EP_BX	BX_SCR_H		N(1) 9	N(2) 90	For @Type: Send proposed type



Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Judge's sequential number (1, ..., 3).
					For @Value: Send judge score for red competitor at this round. Only send the valid score for the round
	BX_SCR_A		N(1) 9	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Judge's sequential number (1, ..., 3).
					For @Value: Send judge score for blue competitor at this round. Only send the valid score for the round
	BX_METHOD_H			CC @Method	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send method applied to the calculated score for red competitor.
	BX_METHOD_A			CC @Method	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send method applied to the calculated score for blue competitor.

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

Type /Code	Description	Expected
EP_BX /BX_SCR_H	Judge score for red competitor at this round. Only send the valid score for the round	If applies, when available
EP_BX /BX_SCR_A	Judge score for blue competitor at this round Only send the valid score for the round	If applies, when available
EP_BX /BX_METHOD_H	Method applied to the calculated score for red competitor.	If applies, when available



EP_BX /BX_METHOD_A	Method applied to the calculated score for blue competitor.	If applies, when available
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The following table describes in more detail the Competition /Results /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /Results /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_BX	BX_WARNING		CC @Period No	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything Round number. For @Value: Warnings given in each round (@pos=1, ..) and totals (@pos=0)
	BX_KD			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Counts given

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

Type /Code	Description	Expected
ER_BX /BX_WARNING	In case of @pos=0, Total number of warnings given to the competitor In case of @pos=1, .. Number of warnings given to the competitor in each round.	If applies, when available
ER_BX /BX_KD	Total number of counts given to the competitor	If applies, when available



5.1.4 Event Final Ranking

5.1.4.1 Description

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

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

5.1.4.2 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).

5.1.4.3 Trigger and Frequency

Please, follow the general definition.

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 Boxing are:

- N/A

5.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	M	Numeric	Final rank of the competitor in the corresponding event
	RankEqual	O	S(1)	Send Y in case of an equalled Rank
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. The boxers with standings from 5 th to 8 th places should be sorted by NOC

5.1.4.6 Message sort

Please, follow the general definition.



5.1.5 Statistics table

5.1.5.1 Description

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

5.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according 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:

- TOU: Tournament statistics.

The DocumentSubcode with the Organisation will not be informed for this kind of statistics.

5.1.5.3 Trigger and Frequency

This message has to be sent at the end of the tournament and 20 minutes after the last final results are approved.

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 Boxing are:

- Competition /Stats /StatsItems and its child element StatsItem

5.1.5.5 Message Values

The following table lists the Statistics table optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Boxing, 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

The following table describes in more detail the Competition /Stats /StatsItems /StatsItem

Element: Competition /Stats /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_BX	BX_PTS BX_RSC BX_RSCI BX_RSCH BX_KO BX_RET BX_WO BX_NC BX_DSQ BX_BDSQ	BX_WINS		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of wins
		BX_PERCENT		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything



					For @Value: Percentage of wins
--	--	--	--	--	-----------------------------------

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

Type /Code	ExtendedStat Code	Description	Expected
ST_BX/BX_PTS	BX_WINS	Send the number of bouts won due to the total number of points either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to the total number of points either for all the bouts of one event or for the overall gender	If available
ST_BX/BX_RSC	BX_WINS	Send the number of bouts won due to a Referee Stop Contest decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to a Referee Stop Contest decision either for all the bouts of one event or for the overall gender	If available
ST_BX/BX_RSCI	BX_WINS	Send the number of bouts won due to a Referee Stop Contest Injured decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to a Referee Stop Contest Injured decision either for all the bouts of one event or for the overall gender	If available
ST_BX/BX_RSCH	BX_WINS	Send the number of bouts won due to a Referee Stop Contest Head blow decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to a Referee Stop Contest Head blow decision either for all the bouts of one event or for the overall gender	If available
ST_BX/BX_KO	BX_WINS	Send the number of bouts won due to a Knockout decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to a Knockout decision either for all the bouts of one event or for the overall gender	If available
ST_BX/BX_RET	BX_WINS	Send the number of bouts won due to Retirements either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to Retirements either for all the bouts of one event or for the overall gender	If available
ST_BX/BX_WO	BX_WINS	Send the number of bouts won due to Walkovers either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to Walkovers either for all the bouts of one event or for the overall gender	If available
ST_BX/BX_NC	BX_WINS	Send the number of bouts won due to a No Contest decision either for all the bouts of one event or for the overall gender	If available



	BX_PERCENT	Send the percentage of bouts won due to a No Contest decision either for all the bouts of one event or for the overall gender	If available
ST_BX /BX_DSQ	BX_WINS	Send the number of bouts won due to a Disqualification decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to a Disqualification decision either for all the bouts of one event or for the overall gender	If available
ST_BX /BX_BDSQ	BX_WINS	Send the number of bouts won due to Both Disqualified either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to Both Disqualified either for all the bouts of one event or for the overall gender	If available

5.1.5.6 Message sort

Please, follow the general definition.



5.1.6 Brackets

5.1.6.1 Description

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

In the case of Boxing, 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).

5.1.6.3 Trigger and Frequency

Please, follow the general definition.

5.1.6.4 Message Structure

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

- N/A

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in case of preliminaries, quarterfinals and semi-finals.
- CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.

5.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Code	Bracket code to identify a bracket item. (example, it could be finals or round of 16)
Bracket /BracketItems	Code	M	CC @BracketItemsCode	Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode.
Bracket /BracketItems /BracketItem	Code	M	Numeric or TBD	In general, it will be sent the bout number for each bracket item (e.g.: 17, 18, 19, 20 ...). However, it may include "tbd" for to be defined, if the bout number is not known.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK).

5.1.6.6 Message sort

Please, follow the general definition.



5.1.7 Event's Medallists

5.1.7.1 Description

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

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

5.1.7.2 Header Values

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

5.1.7.3 Trigger and Frequency

Please, follow the general definition.

5.1.7.4 Message Structure

Please, follow the general definition.

5.1.7.5 Message Values

Please, follow the general definition.

5.1.7.6 Message sort

Please, follow the general definition.



5.1.8 Discipline/venue good morning

5.1.8.1 Description

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

5.1.8.2 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.

5.1.8.3 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 night

5.1.9.1 Description

This message is the Discipline/venue good night 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 configuration

5.1.10.1 Description

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

5.1.10.2 Header Values

Please, follow the general definition.

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

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 Boxing, as well as the attributes that have an extended definition.

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

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

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_BX	BX_SESSION			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Session number for one specific event unit
	BX_ORDER			N(2) 90	For @Type: Send ExtendedConfig code as type
					For @Code: Send proposed ExtendedConfigItem code
					For @Pos: Do not send anything
					For @Value: Send order of the bout at the corresponding session
	BX_MATCH_NUMBER			N(3) 990	For @Type: Send proposed type
					For @Code:



Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Bout number for one specific event unit
	BX_NUM_OF_BOXERS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total number of boxers at one specific event

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

Type /Code	ExtendedConfigItem Code	Description	Expected
EC_BX /BX_SESSION		Session number for one specific event unit	Always
EC_BX /BX_ORDER		Order of the bout at the corresponding session	Always
EC_BX /BX_MATCH_NUMBER		Bout number of one specific event unit	Always
EC_BX /BX_NUM_OF_BOXERS		Total number of boxers at one specific event	Always

5.1.10.6 Message sort

Please, follow the general definition.



6 Real time

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

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 Boxing the same way as it is done in the table of chapter 4.

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



6.1.1 RT Event Unit Results

6.1.1.1 Description

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

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 at the beginning of the bout.
 - T2: Trigger at the beginning of each round (period).
 - T3: Trigger when a round (period) finishes, **except last round**
 - T4: Trigger **after the bout result is official** when the bout stops earlier by referee or other rule.
 - T5: Trigger after the bout finishes **result is official and not T4**
 - **T6: Trigger after bout finished**
- 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 Boxing are:

- UnitInfos and its child elements UnitDateTime and UnitInfo
- Periods and its child element
- Periods / Period /ExtendedPeriods /ExtendedPeriod
- Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please, follow the general considerations for all ResultStatus.

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

6.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	ResultType	O	CC @ResultType	If informed, it will be POINTS or RM	T4, T5



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	Result	O	N(2) 90	Points obtained. If ResultType is equal to POINTS, Result contains the total of competitor points (PTS) at the end of the bout	T3, T5 If ResultType is POINTS
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L) the bout. Send T just in case of No Winner, i.e., BX_RM = BDSQ (both disqualified) or NC (no contest)	T4, T5
	SortOrder	M	N(1) 0	1 for RED and 2 for BLUE	T2, T5

The following table describes in more detail the Period element in the case of Boxing:

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Periods /Period Sent just if the bout doesn't finish before that round	Code	M	CC @Period	Round number	T2 or T3
	HomeScore	M	Numeric	Cumulative score red at the end of the round	T2 or T3
	AwayScore	M	Numeric	Cumulative score blue at the end of the round	T2 or T3
	HomePeriodScore	M	Numeric	Score red just for this round	T2 or T3
	AwayPeriodScore	M	Numeric	Score blue just for this round	T2 or T3

Send UnitDateTime.

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

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Pos	Value	Description	
UI_BX	BX_RM		CC @ResultMark	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the bout result mark.	
	BX_PERIOD		CC @Period	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the number (from 1 to 4) of the current round	
	BX_STATUS		CC @PeriodStatus	For @Type: Send proposed type	



Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the round status
	BX_ROUND		CC @Period	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the round in which bout stopped
	BX_TIME		M:SS	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Stop Time, ascending from 0:00

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
UI_BX /BX_RM	Send the bout result mark	T4 and T5 simultaneously.
UI_BX /BX_PERIOD	Send the number of the current round (from 1 to 4)	T2
UI_BX /BX_STATUS	Send the round status	T2, T3 or T6
UI_BX /BX_ROUND	Send the round in which the bout stopped. Send just if applies.	T4
UI_BX /BX_TIME	Stop time, ascending from 0:00. Send just if applies.	T4

The following table describes in more detail the Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod element.

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Extension Code	Pos	Value	Description
EP_BX	BX_SCR_H		N(1) 9	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Judge's sequential number (1, ..., 3).



Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send judge score for red competitor at this round. Only send the valid score for the round
	BX_SCR_A		N(1) 9	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Judge's sequential number (1, ..., 3). For @Value: Send judge score for blue competitor at this round Only send the valid score for the round
	BX_METHOD_H			CC @Method	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send method applied to the calculated score for red competitor.
	BX_METHOD_A			CC @Method	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send method applied to the calculated score for blue competitor.

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
EP_BX /BX_SCR_H	Judge score for red competitor at this round. Only send the valid score for the round	T3
EP_BX /BX_SCR_A	Judge score for blue competitor at this round Only send the valid score for the round	T3
EP_BX /BX_METHOD_H	Method applied to the calculated score for red competitor.	T3
EP_BX /BX_METHOD_A	Method applied to the calculated score for blue competitor.	T3



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

Element: Competition /Results /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_BX	BX_WARNING		CC @Period No	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round number. For @Value: Warnings given in each round (@pos=1, ..) and totals (@pos=0)
	BX_KD			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Counts given

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
ER_BX /BX_WARNING	In case of @pos=0, Total number of warnings given to the competitor In case of @pos=1, .. Number of warnings given to the competitor in each round.	If applies, when available
ER_BX /BX_KD	Total number of counts given to the competitor	If applies, when available

6.1.1.6 Message sort

Please, follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	03 July 2009	Submitted for review version
R2 v2.0	31 July 2009	Submitted for approval
R2 v3.0	28 August 2009	Approved
R2 v3.1	27 November 2009	Some minor issues
R2 v4.0	17 January 2011	After ORIS Release 5 version 1.1
R2 v4.1	6 May 2011	Minor corrections
R2 v5.0	2 September 2011	CR002873
R2 v6.0	12 March 2012	IR101, CR6721, CR8441

File reference: ODF/INT025 v6.0 APP (BX)



Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none">• First version
R2 v2.0	SFA	<ul style="list-style-type: none">• Changed the DT_PARTIC_HORSES_UPDATE message name.• Added the copyright• The CC @ResultMark code entity has been created instead of the CC @IRM code entity and the code E2 has been changed to BDSQ.• The CC @ResultType codes IRM and IRM_POINTS has been deleted and created the RM new code.• Added the BX_RM UnitInfo code at the DT_RESULT and DT_RT_RESULT messages.• Moved the BX_DECISION code and divided into other three codes (BX_ROUND, BX_TIME and BX_COMMENT) from the Competitor /Composition /Athlete ExtendedResults /ExtendedResult to the UnitInfos /UnitInfo element at the DT_RESULT and DT_RT_RESULT messages.
R2 v3.0	APP	<ul style="list-style-type: none">• Approved
R2 v3.1	APP	<ul style="list-style-type: none">• Changed the Comments for the MainFunctionId attribute of the Participant element in the DT_PARTIC message.• Changed the Comments for the Function attribute of the Official element in the DT_START_LIST message.• Changed the Value Description of the BX_CURRENT_BOUT code of the UnitInfo element in the DT_RT_RESULT message.
R2 v4.0	APP	<ul style="list-style-type: none">• After ORIS Release 5 version 1.1• Removed the JURY and the RSCOS codes from the CC @ResultMark Code Entity Set of Values• Added the Bib attribute at the DT_PARTIC and DT_PARTIC_UPDATE messages• Added the Bib attribute at the DT_START_LIST message• Added a new optional element at the Message Structure at the DT_RESULT message• Removed the BX_COMMENT UnitInfo code at the DT_RESULT message• Added the BX_WARNING and the BX_KD ExtendedResult codes at the DT_RESULT message to be consistent with the DT_RT_RESULT message• Added the RankEqual attribute at the Result element at the DT_RANKING message• Removed the BX_RSCOS_WINS, BX_RSCOS_PERCENT, BX_JURY_WINS and BX_JURY_PERCENT StatItem codes at the DT_STATS message• Changed the StatItem codes Description at the DT_STATS message• Removed the BX_COMMENT UnitInfo code at the DT_RT_RESULT message• Removed the BX_LAST_SCORED ExtendedPeriod code at the DT_RT_RESULT message
R2 v4.1	APP	<ul style="list-style-type: none">• Codes: removed R and added JURY in CC @ResultMark values• Codes: added CC @Country• List of Participants / List of Participants Update: replaced Bib attribute with EventEntry /E_SEED for seed number• List of Participants: defined value for E_Q_COUNTRY as CC @Country• Start List: removed Bib attribute• Statistics table: redefined codes structure as ExtendedStatCode for BX_WINS and BX_PERCENT• Discipline Configuration: removed BX_S_DATE and BX_SESSION_TYPE as this data comes in DT_SCHEDULE• EU Results / RT EU Results: removed values for CC @ResultMark as they are defined in Codes section• RT EU Results: removed BX_CURRENT_BOUT



Change Log

Version	Status	Changes on version
R2 v5.0	APP	<ul style="list-style-type: none">• CR002873:<ul style="list-style-type: none">- RT EU Results: removed T3 “Trigger after one change in the scores” and renumbered trigger codes accordingly- RT EU Results: added Periods / Period /ExtendedPeriods /ExtendedPeriod element with BX_SCR_H, BX_SCR_A, BX_ELIMINATED_H, BX_ELIMINATED_A• RT EU Results: updated comments about ResultStatus• Moved Document Control section to the end of the document
R2 v6.0	APP	<ul style="list-style-type: none">• IR101: Add DT_SERIAL message in the PiT messages• CR6721:<ul style="list-style-type: none">▪ RT Results: removing the ‘BX_ELIMINATED_H’ and ‘BX_ELIMINATED_A’; changing attribute BX_WARNING to be by “Rounds”; Update the triggers accordingly to the AIBA rules▪ Pit Results: Add the BX_SCR_H, BX_SCR_A, BX_METHOD_H, and BX_METHOD_A from RT Results messages.▪ Results: adding a new attribute for now the method applied to the calculated score (BX_METHOD_H, BX_METHOD_A); Remove judges 4th and 5th from the documentation, only send the valid score for the round▪ Codes: Add a new Code “CC @PeriodNo” for new values of BX_WARNING; Add a new code CC @Method for new values of BX_METHOD_A and BX_METHOD_H• CR8441:<ul style="list-style-type: none">▪ Code: new code CC @QualifyingType▪ Participant: Replace E_ENTRY / E_Q_METHOD with E_ENTRY / E_Q_TYPE and use the new code CC @QualifyingType rather than string for the Values of E_ENTRY / E_Q_TYPE



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