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COMMITTEE

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Olympic Data Feed

ODF Judo Data Dictionary

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1 Introduction

1.1 This document

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

Any ODF Judo 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 @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description
	BRN	Contests for Bronze Medal
	FNL	Final - Gold Medal
	QFL	Quarterfinals
	RPC	Repechage
	R16	Elimination Round of 16
	R32	Elimination Round of 32
	R64	Elimination Round of 64
	SFL	Semifinals
CC @Colour	Code	Description
	BLUE	Blue
	WHITE	White
CC @CompetitorPlace	Code	Description
	BYE	When there is no opponent , the athlete passes directly to the next round
	UNK	When the athlete is still unknown because the contest has not yet started or finished
CC@DecisionType	Code	Description
	IPO	Ippon
	WAZ	Waza-Ari
	YUK	Yuko
	FUS	Default
	KIK	Withdrawal
	YUS	Decision
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 <u>In case of officials in DT_START_LIST use:</u> For Official @Function use: J1 Judge 1	



	J2 RE	Judge 2 Referee
CC @GameStatus	Code	Description
	R	Running
	C	Completed(finish)
CC @IRM	Code	Description
	DNS	Did not start
	DSQ	Disqualified
CC @PenaltyType	Code	Description
	H	Hansoku-make direct, excluded from contest
	S	Shido
	X	Hansoku-make direct, excluded from competition
	S4	Shido 4, Hansoku-make
CC @PointsType	Code	Description
	IPO	Ippon
	YUK	Yuko
	WAZ	Waza-ari
CC @QualifyingType	Code	Description
	CQ	Continental Qualification
	DQ	Direct Qualification
	HST	Host Country Place
	TPC	Tripartite Commission Place
CC @ResultType	Code	Description
	IRM	Invalid result mark
	POINTS	Points
CC @Statistics	Code	Description
	TOU	tournament statistics
	Code	Description
CC @Technique	AGA	Ashi-gatame
	AGR	Ashi-garami
	AGU	Ashi-guruma
	BYE	Bye
	DAB	De-ashi-barai
	DOJ	Do-jime
	DWK	Daki-wakare
	FUS	Fusen Gachi
	GJJ	Gyaku-juji-jime
	HAD	Hadaka-jime
	HGA	Hara-gatame
	HIG	Hiza-gatame
	HIZ	Hiza-guruma
	HKG	Hiki-komi-Gaeshi
	HNE	Hane-goshi-Gaeshi
	HNG	Hane-goshi
	HNM	Hane-makikomi
	HRA	Harai-goshi-gaeshi



HRG	Harai-goshi
HRM	Harai-makikomi
HTA	Harai-tsurikomi-ashi
ISN	Ippon-seoi-nage
JG	Juji-gatame
KAG	Kata-gatame
KBA	Kani-basami
KEG	Kesa-gatame
KGU	Kata-guruma
KHJ	Kata-ha-jime
KIG	Kibisu-gaeshi
KIK	Kiken gachi
KJJ	Kata-juji-jime
KKE	Kuzure-kesa-gatame
KKS	Kuzure-kami-shiho-gatame
KOG	Koshi-guruma
KOJ	Koshi-jime
KOU	Ko-uchi-gaeshi
KSG	Ko-soto-gari
KSH	Kami-shiho-gatame
KSK	Ko-soto-gake
KTA	Kuchiki-taoshi
KTJ	Kata-te-jime
KTS	Kuzure-tate-shiho-gatame
KUB	Kubi-nage
KUG	Ko-uchi-gari
KUM	Ko-uchi-makikomi
KWG	Kawazu-gake
KYS	Kuzure-yoko-shiho-gatame
MGA	Morote-gari
NJJ	Nami-juji-jime
OAB	Okuri-ashi-barai
OEJ	Okuri-eri-jime
OGA	O-soto-gaeshi
OGO	O-goshi
OGR	O-soto-guruma
OGU	O-guruma
OOS	Obi-otoshi
OSG	O-soto-gari
OSM	O-soto-makikomi
OSO	O-soto-otoshi
OTG	Obi-tori-gaeshi
OUC	O-uchi-gaeshi
OUG	O-uchi-gari
P01	Apply-Technique-Outside
P02	Avoid-Grip
P03	Bend-Opps-Fingers



P04	Danger-Area
P05	Defensive-Posture
P06	Disarrange-Judogi
P07	Disregard-Instructions
P08	Dojime
P09	Drive-Into-Mat
P10	Encircling
P11	Fall-Backwards
P12	False-Attack
P13	Fingers-In-Sleeve
P14	Fingers-interlocked
P15	Foot-in-Belt
P16	Outside-Contest-Area
P17	Head-Dive
P18	Hold-Same-Side
P19	Hold-Sleeve-Ends
P20	Hand-On-Face
P21	Hold-Trouser-Leg
P22	Illegal-Joint-Lock
P23	Illegal-Newaza-Entry
P24	Judogi-In-Mouth
P25	Kani-Basame
P26	Kawazu-Gake
P27	Kick-To-Break-Grip
P28	Metallic-Object
P29	Non-Combativity
P30	Reap-Supporting-Leg
P31	Shime-With-Jacket/belt
P32	Spine-Extension
P33	Unnecessary-Remarks
P34	Unsportsmanlike-Conduct
P35	Waki-gatame
P36	Pull down
P37	Pistol Grip
P38	Holding Belt
P39	Kicking
P40	Push out
P99	Undetermined
RYJ	Ryo-te-jime
SAJ	Sankaku-jime
SGJ	Sode-guruma-jime
SGT	Sankaku-gatame
SMK	Soto-makikomi
SON	Seoi-nage
SOO	Seoi-otoshi
SOT	Sumi-otoshi
STA	Sasae-tsurikomi-ashi



	STG	Sode-tsurikomi-goshi
	SUG	Sumi-gaeshi
	SUK	Sukui-nage
	TBG	Tsubami-gaeshi
	TGM	Te-Guruma
	TGO	Tsuri-goshi
	TGT	Te-gatame
	TKG	Tsurikomi-goshi
	TKJ	Tsukomi-jime
	TNG	Tomoe-nage
	TNO	Tani-otoshi
	TOS	Tai-otoshi
	TSG	Tate-shiho-gatame
	TWG	Tawara-gaeshi
	UDG	Ude-gaeshi
	UGA	Ude-gatame
	UGO	Uki-goshi
	UGR	Ude-garami
	UGT	Uki-gatame
	UKG	Ushiro-keso-gatame
	UMA	Uchi-mata
	UMG	Uchi-mata-gaeshi
	UMK	Uchi-makikomi
	UMM	Uchi-mata-makikomi
	UMS	Uchi-mata-sukashi
	UNA	Ura-nage
	UND	Undetermined
	UNK	Undetermined
	UNN	Undetermined
	UOT	Uki-otoshi
	URG	Ura-gatame
	USH	Ushiro-goshi
	UTS	Utsuri-goshi
	UWA	Uki-waza
	WAK	Waki-gatame
	YAS	Yama-arashi
	YGA	Yoko-gake
	YGU	Yoko-guruma
	YOT	Yoko-otoshi
	YSG	Yoko-shiho-gatame
	YUS	Yusei Gachi
	YWA	Yoko-wakare
	Code	Description
CC @WinningScore	FUS	Other Default (Fusen-gachi)
	IPO	Ippon
	KIK	Other Withdrawal (Kiken-gachi)
	YUK	Yuko



	YUS	Other Decision (Yusei-gachi)
	WAZ	Waza-ari
	Code	Description
CC @WLT	L	Lost
	W	Won



4 Judo 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 Judo, 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 by discipline (and the update), for that discipline it is the list of athletes, and officials, 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 Judo are:

- Competition /Participant /Discipline /DisciplineEntry
- Competition /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 Judo, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	GivenName	M	S(25)	Given name in WNPA format (mixed case)
	BirthDate	O	YYYYMMDD	Date of birth for the athlete
	Height	O	N(3) 999	Height in centimetres for the athlete Send when this information is available
	Weight	O	N(3) 999	Weight in kilograms for the athlete Send when this information is available
Discipline	InternationalFederationId	M	S(16)	IJF unique judoka identification (Competitor's federation number for the discipline).

The following table describes in more detail the DisciplineEntry element for the official in the case of Judo.

Element: Competition /Participant /Discipline /DisciplineEntry			
Type	Code	Value	Description
E_ENTRY	E_BIB	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Official's bib

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

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



Type /Code	Description	Expected
E_ENTRY /E_BIB	Official's bib	As soon as it is known (only will be sent in the update message)

The following table describes in more detail the EventEntry element for the athlete in the case of Judo.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry			
Type	Code	Value	Description
E_ENTRY	E_Q_TYPE	CC @QualifyingType	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Type of qualified. (see codes section)
			For @Type: Send proposed type
	E_RANK	S(3)	For @Code: Send proposed code
			For @Value: World Ranking
			For @Type: Send proposed type
	E_IRM	CC @IRM	For @Code: Send proposed code
			For @Value: It is the Status for the competitor after the weigh-in.
			For @Type: Send proposed type
	E_BEST_RESULT	S(30)	For @Code: Send proposed code
			For @Pos: Do not send anything
			For @Value: Send the Best result.
			For @Type: Send proposed type

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

Type /Code	Description	Expected
E_ENTRY /E_Q_TYPE	How the competitor was qualified.	As soon as it is known (it can be sent in both messages)
E_ENTRY /E_RANK	The world ranking with the competitor was qualified.	As soon as it is known (it can be sent in both messages)
E_ENTRY /E_IRM	It is the Status for the competitor after the weigh-in.	As soon as it is known (it can be sent in update message)
E_ENTRY/E_BEST_RESULT	Athlete's Best Result	Send just if it is available

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.

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 Judo are:

- UnitDateTime (following the general rules for this element)
- Officials /Official
- Start /Competitor /Composition /Athlete /EventUnitEntry.

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 Judo, 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	Send by order for each official in each function, example: 1 for Referee 2 for Judge 1 3 for Judge 2
Start	StartOrder	M	Numeric	Send 1 for first competitor, send 2 for second competitor.
	SortOrder	M	Numeric	Send 1 for White competitor and 2 for Blue competitor

The following table describes in more detail the EventUnitEntry element in the case of Judo.

Element: Competitor /Start /Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_JU	JU_IRM	CC @IRM	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send IRM (See codes section)



	JU_COLOUR	CC @Colour	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Athlete's colour (see codes section)

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

Type /Code	Description	Expected
EUE_JU /JU_IRM	Invalid result mark before the competition	As soon as this information is available.
EUE_JU /JU_COLOUR	Athlete's colour.	Send just if it is available

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

- After the contest (unit)

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 Judo are:

- UnitDateTime (following the general rules for this element)
- UnitInfo
- UnitActions /UnitAction
- UnitAction /ExtendedAction
- UnitAction /Competitor /Composition /Athlete (following the general rules for this element)
- Competitor /Composition /Athlete /ExtendedResults /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.

Element	Attribute	M/O	Value	Comments
UnitAction	Time	M	MM:SS	Time of the action. Ascending from the beginning (0:00) to the end of one Period.
	Status	M	S(1)	Status of the action for indicate if the action is new (N)
Result	ResultType	O	CC @ResultType	Result type, either points or IRM for the corresponding event unit.
	IRM	O	CC @IRM	IRM of the competitor for the particular event unit. (see codes section)
	Result	O	String	Result of the competitor for the particular event unit. Indicates the score of the competitor and if they committed penalties. This can be sent in Golden Score as applicable. Example: 101, 000, 000H, 0001
	WLT	O	CC @WLT	The code whether a competitor won or lost the contest.



Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitor. Send 1 for White competitor and 2 for Blue competitor

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

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Pos	Value	Description	
UI_JU	JU_CONTEST_TIME	N(1) 0	MM:SS 99:90	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Send 1 for the Regular time Send 2 for Golden Score time	
				For @Value: Send the Contest Time	
	JU_SCORE			CC@DecisionType	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Decision for how the contest was won (See Codes Section)
	JU_TCH_CODE			CC @Technique	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the Winning Technique's Code. (see codes section)
	JU_TECHNIQUE			String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the Winning Technique Description Use the description column from CC @Technique
	JU_GOLD_SCORE			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Gold Score flag Send Y If in Golden Score.
	JU_STATUS			CC @GameStatus	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				For @Value: Send the contest status (see codes section)

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

Type /Code	Description	Expected
UI_JU /JU_CONTEST_TIME	Contest Time	Always
UI_JU /JU_SCORE	Decision for how the contest was won If exist a gold score send the result after that.	Always
UI_JU /JU_TCH_CODE	Winning Technique (see codes section) If in Golden Score send the result after that.	As is
UI_JU /JU_TCH_CODE	Description Technique (see codes section) Use the description column from CC @Technique If in Golden Score send the result after that.	As is
UI_JU /JU_GOLD_SCORE	Gold Score flag Send if in Golden Score	As is
UI_JU /JU_STATUS	Send the contest status	As is

The following table describes in more detail the UnitAction element in the case of Judo.

Element: Competition /UnitActions /UnitAction				
Type	Code	Pos	Value	Description
UAC_ACTION	JU_ACTION	N(2) 90	JU_z Where z = CC @PointsType Or z = CC @PenaltyType	For @Type: Send proposed type For @Code: Send the period code. For @Pos: Unique sequential number for all the action of the period, from 1 to n (from the first action of the Contest to the last one). For @Value: Action (score/penalty) for the athlete (see codes section)

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

Type /Code	Description	Expected
UAC_ACTION /JU_ACTION	Actions (score/penalty) in the contest	Send 2 minutes after contest

The following table describes in more detail the ExtendedAction element in the case of Judo.

Element: Competition /UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_JU	JU_TCH_CODE	CC @Technique	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the Winning Technique's Code
	JU_GOLD_SCORE	S(1)	For @Type:



Element: Competition /UnitActions /UnitAction /ExtendedAction			
			Send proposed type
			For @Code: Send proposed code
			For @Pos: Do not send anything
			For @Value: Gold Score flag Send Y if exist a gold score or N if it is not more.
	JU_TECHNIQUE	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Pos: Do not send anything
			For @Value: Send the Winning Technique Description Use the description column from CC @Technique

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

Type /Code	Description	Expected
EA_JU /JU_TCH_CODE	Code Technique (see codes section)	When Results are Official
EA_JU /JU_GOLD_SCORE	Gold Score flag Send if exist a gold score.	Only if golden score takes places
EA_JU / TECHNIQUE	Description Technique (see codes section)	When Results are Official

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_JU	JU_y Where y = CC @PenaltyType	N(1) 0	N(1)	For @Type: Send proposed type
				For @Code: Send the code for each type of penalty (see codes section)
				For @Pos: Send 1 for Regular time Send 2 for Golden Score time
	JU_z Where z = CC @PointsType	N(1) 0	N(1) 0	For @Type: Send proposed type
				For @Code: Send the code for each CC @PointsType (see codes section)
				For @Pos: Send 1 for Regular time Send 2 for Golden Score time
JU_BEST_RESULT			String	For @Type: Send proposed type
				For @Code: Send proposed code



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
				For @Pos: Do not send anything
				For @Value: Send the Best result.
	JU_COMMENT		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send a comment for the Outcome

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

Type /Code	Description	Expected
ER_JU /JU_y	Number of penalties obtained by competitor during the contest for given CC @PenaltyType	Always, if the information is available
ER_JU /JU_z	Number of scores obtained by competitor during contest for given CC @PointsType	As soon as it is known
ER_JU /JU_BEST_RESULT	Athlete's Best Result	Send just if it is available
ER_JU /JU_COMMENT	Comment for the Outcome	Send just if it is available

5.1.3.6 Message sort

Please, follow the general definition.



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 Judo, 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

Please, follow the general definition.

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the result.
	RankEqual	O	S(1)	It must send always that the attribute Rank is send, it identify if a rank has been equalled.
	IRM	O	CC @IRM	Send just if the competitor has been changing his status.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event The sort order is: 1 - Rank, 2 - NOC with IRM ranks at bottom

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.

5.1.5.3 Trigger and Frequency

This message should be sent after the end of each contest when it is official with the DocumentCode DDGEEE0000 (for TOU).

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 Judo are:

- Competition /Stats /StatsItems /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 Judo, 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	Pos	Value	Description
ST_JU	JU_COMP			N(2) 90	For @Type: Send proposed type (see command codes) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the total of competitors for that event.
	JU_CONTEST		N(1) 0	N(2) 90	For @Type: Send proposed type (see command codes) For @Code: Send proposed code For @Pos:



Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat	Pos	Value	Description
					Send 1 for the contest regular time Send 2 for Golden Score time
					For @Value: Send the total number of contests completed in for that event.
	JU_y			N(2) 90	For @Type: Send proposed type
	Wherey CC@Winning Score or CC@Technique	=			For @Code: Send the code for each CC@WinningScore Or CC@Technique (See codes section)
					For @Pos: Do not send anything
					For @Value: The number of times this code was realised in the competition. Use JU_y for the winning scores or techniques.
		JU_PERCENT		N(3).N(2) 990.00	For @Type Send proposed Type
					For @Code Send the code for each type of winning Score or Technique (see codes section)
					For @Pos Do not send anything
					For @Value Send the percentage for that winning score or technique
	JU_y_TOT			N(2) 90	For @Type: Send proposed type
	Where y = CC@Technique or CC@PenaltyType or CC@PointsType				For @Code: Send the code for each CC@Technique or CC@Penalty Type Or CC@PointsType (See codes section)
					For @Pos: Do not send anything
					For @Value: The number of times this code was realised in the competition. Use JU_y_TOT for all scores or penalties or techniques.
		JU_PERCENT		N(3).N(2) 990.00	For @Type Send proposed Type
					For @Code Send the code for each type of Score or penalty or technique (see codes section)
					For @Pos Do not send anything
					For @Value Send the percentage for that technique or score or penalty
	JU_SHORTCONTEST			S(9)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat	Pos	Value	Description
					For @Value: Send RSC for the shortest contest for that event
	JU_DURATION			MM:SS 99:90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Cumulative time to win the gold medal

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

Type /Code	Description	Expected
ST_JU /JU_COMP	The total of competitors for that event.	Always, if the information is available for the DocumentSubtype=TOU
ST_JU /JU_CONTEST	The total of contest playing.	Always, if the information is available for the DocumentSubtype=TOU
ST_JU /JU_y ST_JU /JU_y_TOT JU_y /JU_PERCENT	The number of times, and the percentage ,this code was realised in the competition Where y = CC @WinningScore Or CC @Technique or CC@PenaltyType Use JU_y for the winning scores or techniques and JU_y_TOT for all scores penalties or techniques	Always, if the information is available for the DocumentSubtype=TOU
ST_JU /JU_SHORTCONTEST	The RSC for the shortest contest for that event.	Always, if the information is available for the DocumentSubtype=TOU
ST_JU /JU_DURATION	The cumulative time to win the gold medal	Always, if the information is available for the DocumentSubtype=TOU

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 Judo, 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, taking also into account the following

- After the Draw
- After every content during final phases

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 Judo are:

- Moreover, the following should be considered:
 - BracketItem /NextUnit should be informed in the case of elimination round of 64 judokas, elimination round of 32 judokas, elimination round of 16 judokas, quarterfinal, semifinal and Repechage.
 - BracketItem /NextUnitLoser should be informed in the case of the quarterfinal and semifinal. Losers to the finalists from those phases have a “second chance”, and they compete in the “repechage”.
 - CompetitorPlace /PreviousUnit should be informed in the case of the final, semifinal, quarterfinal, elimination round of 16 judokas, elimination round of 32 judokas and Bronze Medal.

5.1.6.5 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 Judo, 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)
Bracket /BracketItems /BracketItem	Code	O	N(2) 90	It will be sent the contest for each bracket item (e.g.: 1, 4, ...)
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 Judo, 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, taking also into account the following

- 1 day before the start of competition
- 25 minutes after the weigh-in is complete

5.1.10.4 Message Structure

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

- ExtendedConfigItem

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

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

The following table describes in more detail the ExtendedConfig element.

Element: ExtendedConfig			
Type	Code	Value	Description
EC_JU	JU_EVENT_CODE (By Event)	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Is the Event code for this event. Example: "-60 kg", "78 kg".
	JU_EVENT_INDX (By Event Unit)	Number	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Sort by Weight which provides an index to all event units to be displayed after being sorted by weight category, contest number, mat number.
	JU_SESSION (By Event Unit)	N(1) 0	For @Type: Send proposed type
			For @Code:



Element: ExtendedConfig				
Type	Code	Value	Description	
			Send proposed code For @Value: Session number	
	JU_MATCH_NUMBER (By Event Unit)	N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Value: Contest number	
	JU_MATCH_INDX (By Event Unit)	Number	For @Type: Send proposed type For @Code: Send proposed code For @Value: Sort by contest (initial/default sort) which provides an index to all event units to be displayed after being sorted by contest number, mat number, weight category.	
	JU_MAT_CODE (By Event Unit)	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Mat code	
	JU_MAT_INDX (By Event Unit)	Number	For @Type: Send proposed type For @Code: Send proposed code For @Value: Sort by Mat which provides an index to all event units to be displayed after being sorted by mat number, contest number, weight category.	
	EC_WEIGH-IN	JU_COMP (By Event)	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the total of competitors for that event.
		JU_COMP_ELEGIBLE (By Event)	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the total of competitors eligible for that event.

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

Type /Code	Description	Expected
EC_JU /JU_EVENT_CODE	Event code	When was available
EC_JU /JU_EVENT_INDX	Sort by Weight which provides an index to all event units to be displayed after being sorted by weight category, contest number, mat number.	When was available
EC_JU /JU_SESSION	Session number	When was available
EC_JU /JU_MATCH_NUMBER	Contest number	When was available
EC_JU /JU_MATCH_INDX	Sort by contest (initial/default sort)	When was available



Type /Code	Description	Expected
	which provides an index to all event units to be displayed after being sorted by contest number, mat number, weight category.	
EC_JU /JU_MAT_CODE	Mat code	When was available
EC_JU /JU_MAT_INDX	Sort by Mat which provides an index to all event units to be displayed after being sorted by mat number, contest number, weight category.	It is not necessary for final or repechage contests.
EC_WEIGH-IN /JU_COMP	Total of competitors for that event.	When was available
EC_WEIGH-IN /JU_COMP_ELEGIBLE	Total of competitors eligible for that event.	When was available

5.1.10.6 Message sort

Please, follow the general definition.



6 Real time

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

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 Judo 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: Start of the Contest (including Start of period – Normal time / Golden Score)
 - T2: During Contest (Normal time / Golden Score)
 - T3: End of Contest
- for the other ResultStatus, please, 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 Judo are:

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Competitor /Composition /Athlete /Stats /Stat

Please, follow the general considerations for all the different type of messages.

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 for the corresponding event unit.	T1, T2, T3
	IRM	O	CC @IRM	IRM of the competitor for the particular event unit. (see codes section)	
	Result	O	String	Result of the competitor for the particular event unit. Indicates the score of the competitor and if they committed penalties. This can be sent in Golden Score as applicable. Example: 101, 000, 000H, 0001	T1, T2, T3
	WLT	O	CC @WLT	The code whether a competitor won or lost the contest.	T1, T3



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitor. Send 1 for White competitor and 2 for Blue competitor	Always

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

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Pos	Value	Description	
UI_JU	JU_CONTEST_TIME	N(1) 0	MM:SS 99:90	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Send 1 for Regular time Send 2 for Golden Score time	
				For @Value: Send the Contest Time	
	JU_GOLD_SCORE			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Gold Score flag Send Y If in Golden Score or N if it is not more.
	JU_STATUS			CC @GameStatus	For @Type: Send proposed type
For @Code: Send proposed code					
For @Pos: Do not send anything					
For @Value: Send the contest status (see codes section)					

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

Type /Code	Description	Expected
UI_JU /JU_CONTEST_TIME	Contest Time	T3
UI_JU /JU_GOLD_SCORE	Gold Score flag Send if in Golden Score	T2, T3
UI_JU /JU_STATUS	Send the contest status	T1, T2, T3

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_JU	JU_y Where y = CC @PenaltyType	N(1) 0	N(1)	For @Type: Send proposed type
				For @Code: Send the code for each type of penalty (see codes section)



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
				For @Pos: Send 1 for Regular time Send 2 for Golden Score time
				For @Value: Send the value.
	JU_z Where z = CC @PointsType	N(1) 0	N(1) 0	For @Type: Send proposed type
				For @Code: Send the code for each CC @PointsType (see codes section)
				For @Pos: Send 1 for Regular time Send 2 for Golden Score time
				For @Value: Number of scores obtained by competitor during contest for given CC @PointsType

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

Type /Code	Description	Expected
ER_JU /JU_y	Number of penalties obtained by competitor during the contest for given CC @PenaltyType	T2, T3
ER_JU /JU_z	Number of scores obtained by competitor during contest for given CC @PointsType	T2, T3

6.1.1.6 Message sort

Please, follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	3 July 2009	Submitted for review version
R2 v2.0	31 July 2009	Some minor corrections and added the copyright
R2 v3.0	28 August 2009	Some corrections Change the status to APP
R2 v4.0	28 June 2010	Some corrections
R2 v5.0	17 January 2011	CR1464 & IR022
R2 v6.0	6 May 2011	IR022& defect 36271, 37392, 37906, 37396, 37397, 37398, 37394, 37399
R2 v7.0	8 July 2011	Defect 40236/44440/44436 & IR047& CR2473
R2 v7.1	2 September 2011	Defect 46642, New version of the IJF Techniques List
R2 v8.0	2 December 2011	Defect 46642, CR4040/CR5238, CR4043
R2 v9.0	9 January 2011	CR5880, CR5991, IR0101
R2 v10.0	12 March 2012	CR7427, CR7777, Defects 58426, 52470, 60713, 60177, 66237
R2 v10.1	22 June 2012	Defect 76996

File reference: ODF/INT041 R2 v10.1 APP (JU)



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">• Some minor corrections and added the copyright.• Delete "equestrian" from the description of DT_PARTIC_HORSES_UPDATE.• New rules: Delete KOK (Koka) from CC @TechniqueType• Results: Change the @Results, add a _GOLD_SCORE
R2 v3.0	APP	<ul style="list-style-type: none">• Code/Participants: Change CC @Qualified by CC @QualifyingType, change E_QUALIFIED by E_Q_TYPE
R2 v4.0	APP	<ul style="list-style-type: none">• General: Update the Y/N values; change the formats;• Codes: New Game Status to know the current contest in RT• Config: Add a index for RT• Changes after the WNPA meeting (IR003):<ul style="list-style-type: none">▪ The Bib should be String▪ Event Final Ranking: Add the attribute RankEqual when there are an attribute Rank to identify if this is equaled or not.▪ Statistics: Add an element _ERANK when there are an attribute Rank to identify if this is equalled or not.
R2 v5.0	APP	<ul style="list-style-type: none">• General: Merge RT Data in PiT.• Code: Add CC @PointsType; update CC @TechniqueType; update CC @Statistics; Add comments for the official's codes. Those codes can be change when we have the new command codes.• Participant: The element E_BIB only will be sent in the update message• Start List: Add a IRM; Add Colour• Results: remove Colour we will use that from Start List• Changes after ORIS release 5 v1.1 (CR1464):<ul style="list-style-type: none">▪ Code: IRM code "DNA" (Did Not Appear) has been removed; CC @QualifyingType contents have been updated; The format for repechage was changed (Remove R2_RPC, R3_RPC, R4_RPC from CC @BracketItems)▪ Participant: Add InternationalFederationId▪ Config: the weigh-in time has been removed (JU_START and JU_END)▪ Results: the walk-over (JU_WO) indicator has been removed; Add a score (JU_SCORE) for the winner; Add the Best Results for the Judoka (JU_BEST_RESULT); Add Actions section for the history of the techniques; change JU_TECHIQUE by JU_TCH_CODE and add JU_TCH_DESCRIPTION;▪ Statistics: the codes for penalty was move inside the CC @TechniqueType so the JU_z was removed; removed the JU_DURATION element; Change JU_RSC by JU_SHORTCONTEST; Add JU_DURATION▪ Brackets: The format for repechage was changed• Changes after the WNPA meeting (IR022):<ul style="list-style-type: none">▪ Codes: add a format column to Section 3 of the Data Dictionaries
R2 v6.0	APP	<ul style="list-style-type: none">• Codes: Update the description for R64• Defect 36271: remove reference from Alpine Skiing• Defect 37392: Bracket- Message Structure: There is only one Repechage phase for JU, not two. So the addition of 'for round 1' is in error and should be removed.• Defect 37906:<ul style="list-style-type: none">▪ Codes: Add a new code CC @Colour in the Codes section and update with this code the @Value of JU_COLOUR in the Start List• Defect 37396:<ul style="list-style-type: none">▪ Final Ranking: update the SortOrder• Defect 37397:<ul style="list-style-type: none">▪ Results: update the trigger; clarification for ER_JU/JU_z▪ Start List/Results: update the SortOrder• Defect 37398:<ul style="list-style-type: none">▪ All instances of 'bout' should say 'contest'▪ Results: update the description for ER_JU/JU_z• Defect 37394:<ul style="list-style-type: none">▪ Codes: update the description of CC @BracketItems• Defect 37399 :



Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none">▪ Statistics: update the description for JU_WON, JU_LOST and remove JU_ERANK• Changes after the WNPA meeting (IR022):<ul style="list-style-type: none">▪ Change the triggers and frequency as the revision of WNPA meeting

**Change Log**

Version	Status	Changes on version
R2 v7.0	APP	<ul style="list-style-type: none"> • Defect 40236: <ul style="list-style-type: none"> ▪ <u>In Header Values</u>: Remove the sentence "Attribute @ResultStatus should always be either "LIVE_UPDATE" or "LIVE_FULL".", as this is already explained in the Sport Message Interface document. ▪ <u>In Trigger and Frequencies</u>: Keep the part explaining the triggers for ResultStatus = "LIVE_UPDATE", and say that for the other ResultStatus we should follow the general definition. ▪ <u>In Message Structure</u>: Remove part of the sentence "for both LIVE_UPDATE and LIVE_FULL messages" ▪ <u>In Message Values</u>: Remove the sentences "In the case of ResultStatus="LIVE_FULL", send <u>all</u> attributes and codes according to the tables described in this section. In the case of ResultStatus="LIVE_UPDATE", send <u>just the updated</u> attributes and codes according to the tables described in this section.", as this is already explained in the Sport Message Interface document. • IR047: Log changes in ODF documentatin should be moved at the end • CR2473: <ul style="list-style-type: none"> ▪ Codes: Create a new table called CC@DecisionType with values IPO, WAZ, YUK, FUS, KIK, YUS; add new code CC @Technique ▪ Results: In Competition /UnitInfos /UnitInfo - JU_Score (The value should be CC@ decision type not CC@Pointstype); Update the description of Competitor /Composition /Athlete /ExtendedResults /ExtendedResult-JU_JU_z in order to use only the codes IPO, YUK, WAZ; Use the new code CC @Technique for JU_TCH_CODE and remove JU_TCH_DESCRIPTION • Update the "Match" by "contest" • Update the format for percentage element to N(3) instead N(2) <ul style="list-style-type: none"> ▪ Statistics: JU_y/ JU_PERCENT • Defect 44440: Result: The UI_JU / JU_CONTEST_TIME Value should be MM:SS not HH::MM • Defect 44436: RT Result: remove JU_TCH_CODE, this information will be update only when the Contest is official so it will be available only in PiT message
R2 v7.1	APP	<ul style="list-style-type: none"> • Defect 46642: Participant: <ul style="list-style-type: none"> ▪ E_ENTRY->E_BIB Value is defined as "String" - Official's bib is numeric. ▪ E_ENTRY/E_IRM Expected - Remove text "Only for the heavyweight category (for both genders)". • Code: New version of the IJF Techniques List (CC @ Technique)
R2 v8.0	APP	<ul style="list-style-type: none"> • Defect 46642: Participant: <ul style="list-style-type: none"> ▪ E_ENTRY/E_IRM Expected - Remove text "Only for the heavyweight category (for both genders)". • CR4040/CR5238: <ul style="list-style-type: none"> ▪ Codes: The Qualification terms/codes "Continental Qualification - CQ", "Direct Qualification - DQ", "Host Country Place - HST" and "Tripartite Commission Place - TPC" should be added; the Qualification terms/codes "Continent Qualification - CQ", "Invitation - INV" and "World Ranking List - WRL" should be removed; rename CC @TechniqueType by CC @WinningScore; Add S, S4, H, KIK, rename FUS, X, SQG, YUS, WAZP, remove HAT, S1, S2, S3, HS4, MED codes from CC @WinningScore ▪ Start List/Result change the order for judoka, the white judoka should show first ▪ Results: Golden Score (GS) indicator should be included for techniques. ▪ Statistics: Change CC @TechniqueType by CC @ WinningScore; Add a new element (JU_y_TOT) for the totals. • CR4043: <ul style="list-style-type: none"> ▪ Defect 45123: Use a different codes for the Judge 1 and 2 but the same description : <ul style="list-style-type: none"> • Code: Change IF10 by J1 and J2 for Official @Function • Start List: clarification of Official's order ▪ Codes: Add all the technique codes into this document ▪ Codes: Remove SOG and WAZP from the CC@WinningScore section.



Change Log

Version	Status	Changes on version
		<p>This is no longer used in the statistics</p> <ul style="list-style-type: none">▪ Update to the spelling wording are required in the sections:<ul style="list-style-type: none">• Results: Result@ Result, UI_JU/JU_CONTEST_TIME, UI_JU/JU_TCH_CODE, UI_JU / JU_GOLD_SCORE, ER_JU/JU_z• Statistics: ST_JU/ JU_CONTEST• Bracket: Trigger and Frequency▪ Defect 52556: JU: DD: DT_CONFIG: Clarifications for EC_JU /JU_EVENT_INDX , EC_JU /JU_MATCH_INDX , EC_JU /JU_MAT_INDX
R2 v9.0		<ul style="list-style-type: none">• CR5880 (defect 51187) : Clarifications for the Phase description<ul style="list-style-type: none">▪ Change "Quarterfinal" to "Quarterfinals", "Semifinal" to "Semifinals", "Final" to "Gold Medal Final", "Bronze" to "Bronze Medal Finals" and "Repechage" to "Repechages"• CR5991<ul style="list-style-type: none">▪ Change "JU_y" format▪ Add JU_TCH_DESCRIPTION▪ Remove SOG, WAZP, H, X for CC @WinningScore▪ Update Real Time triggers section• IR0101: Add DT_SERIAL message in the PiT messages
R2 v10.0		<ul style="list-style-type: none">• CR7777: Defect 58426<ul style="list-style-type: none">▪ Add E_BEST_RESULT to DT_PARTIC message• Defect 52470<ul style="list-style-type: none">▪ Remove CC@Function in DT_PARTIC• Defect 60713<ul style="list-style-type: none">▪ Remove S, S4 for CC @WinningScore• Defect 60177<ul style="list-style-type: none">▪ Modify Phase Names in Codes section• CR7427: Separating the code JU_y and JU_Y_TOT in two different sections in DT_STATS• Defect 66237: remove CUM references in DT_STATS message
R2 v10.1		<ul style="list-style-type: none">• Defect 76996: Remove triggers in DT_RT_RESULT messages



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