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COMMITTEE

**ODF/INT049 R2 v12.0 APP (TK)**

## Olympic Data Feed

### **ODF Taekwondo Data Dictionary**

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Technology Department  
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# 1 Introduction

## 1.1 This document

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

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





### 3 Codes

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

*CC @CodeEntity*

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

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to ODF Sport Messages Interface Document to know the format of these codes.

| Code Entity                                 | Code Entity Set of Values |   |
|---|---------------------------|---|
| CC @Bracket                                 | Code                      | Description   |
|   | FNL                       | Finals  |
| CC @BracketItems                            | Code                      | Description   |
|   | BRN                       | Bronze Medal  |
|   | FNL                       | Final   |
|   | QFL                       | Quarterfinals   |
|   | R1_RPC                    | Repechage Round   |
|   | R16                       | Preliminary Round   |
|   | R32                       | Pre-Qualification Qualification   |
|   | SFL                       | Semifinals  |
| CC @Colour                                  | Code                      | Description   |
|   | BLUE                      | Chung   |
|   | RED                       | Hong  |
| 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       |
|   | NCT                       | When both athlete are disqualified or Withdraw and "No contestant" passes to the next round |
| CC @Decision<br><br>SDP only for statistics | Code                      | Description   |
|   | BDI                       | Both DSQ  |
|   | BWD                       | Both Withdraw   |
|   | BBY                       | Both BYE  |
|   | BYE                       | Win by bye  |
|   | DSQ                       | Win by disqualification   |
|   | KO                        | Win by knockout   |
|   | PTF                       | Win by Final Score  |
|   | PTG                       | Win by Points Gap   |
|   | PUN                       | Win by punitive declaration   |



|  |  |                                      |
|--|--|--------------------------------------|
|  | RSC  | Win by referees stop contest         |
|  | SDP  | Win by Sudden Death Point            |
|  | SUP  | Win by superiority                   |
|  | WDR  | Win by withdrawal                    |
| CC @Desc   | <b>Code</b>  | <b>Description</b>                   |
|  | 0  | Loser                                |
| CC @Description  | <b>Code</b>  | <b>Description</b>                   |
|  | SA   | Semifinal Pool A                     |
|  | SB   | Semifinal Pool B                     |
|  | QA   | Finalist in Quart. from Pool A       |
|  | QB   | Finalist in Quart. from Pool B       |
|  | PA   | Finalist in Prel. from Pool A        |
|  | PB   | Finalist in Prel. from Pool B        |
| CC @Function   | <p>Defined in ODF Common Codes Document<br/>See entity Function</p> <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul> <p>In case of officials in DT_START_LIST use:</p> <p>For <b>Official @Function</b> use:<br/>           IF10 Judge<br/>           REV_JDG Review Jury<br/>           RE Referee</p> |                                      |
| CC @GameStatus   | <b>Code</b>  | <b>Description</b>                   |
|  | F  | finished                             |
|  | R  | Running                              |
| CC @IRM  | <b>Code</b>  | <b>Description</b>                   |
|  | DSQ  | Disqualified                         |
|  | WDR  | Withdrawn                            |
| CC @Organisation   | <p>Defined in ODF Common Codes Document<br/>See entity Organization</p> <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>  |                                      |
| CC @Period   | <b>Code</b>  | <b>Description</b>                   |
| <p>Note:<br/>The 4<sup>th</sup> round is more common called "Sudden Death" and only use it if exist tied after three rounds.</p> | R1   | Round 1                              |
|  | R2   | Round 2                              |
|  | R3   | Round 3                              |
|  | R4   | Round 4                              |
| CC @ProgressCode   | <b>Code</b>  | <b>Description</b>                   |
|  | 1..4   | Number of points                     |
|  | G  | Gam-jeom (deduction penalty)         |
|  | K  | Kyong-go (warning penalty)           |
| CC @QualifyingType   | <b>Code</b>  | <b>Description</b>                   |
|  | CQT  | Continental Qualification Tournament |
|  | HST  | Host Country Place                   |
|  | TPC  | Tripartite Commission Place          |
|  | WQT  | World Qualification Tournament       |



|                      |             |  |
|----------------------|-------------|--|
| CC @Region           | <b>Code</b> | <b>Description</b>   |
|                      | AF          | Africa   |
|                      | AS          | Asia   |
|                      | EU          | Europe   |
|                      | OC          | Oceania  |
|                      | PA          | Pan America  |
| CC @RequestContestat | <b>Code</b> | <b>Description</b>   |
|                      | OWN         | Request for Own Contestant   |
|                      | OPP         | Request for Opponent Contestant  |
| CC @RequestResult    | <b>Code</b> | <b>Description</b>   |
|                      | A           | Accepted   |
|                      | R           | Rejected   |
| CC @RequestType      | <b>Code</b> | <b>Description</b>   |
|                      | DED         | Gam-jeom (deduction penalty)   |
|                      | TK          | Turn kick - additional 1 point   |
|                      | P           | Punch - 1 point  |
|                      | RCR         | Appeal Rejected by Central Referee   |
|                      | HK          | Head kick - 3 points   |
|                      | WAR         | Kyong-go (warning penalty)   |
|                      | THK         | Turn Head Kick - 4 Points  |
| CC @ResultType       | <b>Code</b> | <b>Description</b>   |
|                      | IRM_POINTS  | For both, Points and invalid result mark   |
|                      | POINTS      | Points   |
| CC @Statistics       | <b>Code</b> | <b>Description</b>   |
|                      | CUM         | For cumulative data of individual statistics. There will be one single report with the statistics of all the players |
|                      | TOU         | tournament statistics  |
| CC@Techniques        | <b>Code</b> | <b>Description</b>   |
|                      | DED         | Deduction penalty (Gam-jeom)   |
|                      | DK1         | Defensive kick-1 point   |
|                      | DK2         | Defensive kick-2 point   |
|                      | DK3         | Defensive kick-3 point   |
|                      | DK4         | Defensive kick-4 point   |
|                      | DP          | Defensive punch -1 point   |
|                      | KD          | Knock down   |
|                      | OK1         | Offensive kick-1 point   |
|                      | OK2         | Offensive kick-2 points  |
|                      | OK3         | Offensive kick-3 points  |
|                      | OK4         | Offensive kick - 4 points  |
|                      | OP          | Offensive punch-1 point  |
|                      | WAR         | Warning penalty (Kyong-go)   |
| CC@Realtimetechnique | <b>Code</b> | <b>Description</b>   |
|                      | DED         | Deduction penalty (Gam-jeom)   |
|                      | K1          | Kick – 1 point   |
|                      | K2          | Kick – 2 point   |



|         |             |                            |
|---------|-------------|----------------------------|
|         | K3          | Kick – 3 point             |
|         | K4          | Kick – 4 point             |
|         | P           | Punch – 1 point            |
|         | KD          | Knock Down                 |
|         | WAR         | Warning penalty (Kyong Go) |
| CC @WLT | <b>Code</b> | <b>Description</b>         |
|         | L           | Lost                       |
|         | W           | Won                        |



## 4 Taekwondo 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 Taekwondo, 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 Taekwondo are:

- DisciplineEntry
- 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 Taekwondo, 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)<br>999 | Height in centimetres for the athlete<br>Send when this information is available |
|                 | Weight    | O   | N(3)<br>999 | Weight in kilograms for the athlete<br>Send when this information is available   |
| RegisteredEvent | Bib       | O   | String      | Bib number for the athlete<br>Example: 1, 2                                      |

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

| Element: DisciplineEntry |       |        |                                  |
|--------------------------|-------|--------|----------------------------------|
| Type                     | Code  | Value  | Description                      |
| E_ENTRY                  | E_BIB | String | For @Type:<br>Send proposed type |
|                          |       |        | For @Code:<br>Send proposed code |
|                          |       |        | For @Value:<br>Official's bib    |

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

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





| Type /Code | Description | Expected        |
|------------|-------------|-----------------|
|            |             | update message) |

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

| Element: EventEntry |          |                    |  |
|---------------------|----------|--------------------|--|
| Type                | Code     | Value              | Description  |
| E_ENTRY             | E_Q_TYPE | CC @QualifyingType | For @Type:<br>Send proposed type   |
|                     |          |                    | For @Code:<br>Send proposed code   |
|                     |          |                    | For @Value:<br>Type of qualified.<br>(see codes section)   |
|                     | E_REGION | CC @Region         | For @Type:<br>Send proposed type   |
|                     |          |                    | For @Code:<br>Send proposed code   |
|                     |          |                    | For @Value:<br>Continental Qualifier.<br>(see codes section)   |
|                     | E_RANK   | S(3)               | For @Type:<br>Send proposed type   |
|                     |          |                    | For @Code:<br>Send proposed code   |
|                     |          |                    | For @Value:<br>The place in the competitor was qualified.<br>Example: 1st, 2nd, 3rd<br>Only for WQ or CQ.<br>(see codes section) |

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

| Type /Code        | Description                                    | Expected   |
|-------------------|--|--|
| E_ENTRY /E_Q_TYPE | Who the competitor was qualified.              | As soon as it is known (it can be sent in both messages)   |
| E_ENTRY /E_REGION | The region where the competitor was qualified. | As soon as it is known (it can be sent in both messages)<br>Only if the athlete has qualified for these games with a continental qualifying                      |
| E_ENTRY /E_RANK   | The rank with the competitor was qualified.    | As soon as it is known (it can be sent in both messages)<br>Only if the athlete has qualified for these games with a continental qualifying or World qualifying. |

**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 Taekwondo are:

- UnitDateTime (following the general rules for this element)
- Officials /Official
- 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 Taekwondo, 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: judge 1, judge 2, ... |
| Start  | StartOrder | M   | Numeric      | Send 1 for first competitor, send 2 for second competitor.                       |
|  | SortOrder  | M   | Numeric      | Send 1 for Blue competitor and 2 for Red competitor                              |
| Start /Competitor /Composition /Athlete /Athlete | Bib        | M   | String       | Bib number.<br>Example: 1, 2   |

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

| Element: Competitor /Composition /Athlete /EventUnitEntry |           |            |  |
|---|-----------|------------|--|
| Type  | Code      | Value      | Description  |
| EUE_TK  | TK_COLOUR | CC @Colour | For @Type:<br>Send proposed type                       |
|   |           |            | For @Code:<br>Send proposed code                       |
|   |           |            | For @Value:<br>Athlete's colour<br>(see codes section) |
|   | TK_IRM    | CC @IRM    | For @Type:<br>Send proposed type                       |



| Element: Competitor /Composition /Athlete /EventUnitEntry |      |       |  |
|---|------|-------|--|
| Type  | Code | Value | Description                                    |
|   |      |       | For @Code:<br>Send proposed code               |
|   |      |       | For @Value:<br>Send IRM<br>(See codes section) |

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

| Type /Code        | Description   | Expected                                  |
|-------------------|---|---|
| EUE_TK /TK_COLOUR | Athlete's colour.   | As soon as it is known                    |
| EUE_TK /TK_IRM    | Invalid result mark before when the athlete was disqualified during the Weight-in | As soon as this information 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 Taekwondo are:

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Periods /Period
- Period /ExtendedPeriods /ExtendedPeriod
- 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  |
|---------|-----------------|-----|----------------|---|
| Period  | Code            | M   | CC @Period     | Times, usually there are 2 half times.  |
|         | HomeScore       | M   | N(2)<br>90     | Overall score of the first competitor at the end of the round.<br>In case Decision=(BYE or BBY), HomeScore=0                          |
|         | AwayScore       | M   | N(2)<br>90     | Overall score of the second competitor at the end of the round<br>In case Decision=(BYE or BBY), AwayScore=0                          |
|         | HomePeriodScore | O   | N(2)<br>90     | Score of the first competitor just for that round.  |
|         | AwayPeriodScore | O   | N(2)<br>90     | Score of the second competitor just for that round.   |
| Result  | ResultType      | O   | CC @ResultType | Result type, either points or IRM with points for the corresponding event unit.   |
|         | IRM             | O   | CC @IRM        | IRM of the competitor for the particular event unit.<br><br>Send just in the case @ResultType both Points and IRM (see codes section) |



| Element | Attribute | M/O | Value   | Comments  |
|---------|-----------|-----|---------|---|
|         | Result    | O   | String  | Result of the competitor for the particular event unit.<br>Ex. "-1", "2", "0"   |
|         | WLT       | O   | CC @WLT | The code whether a competitor won or lost the contest.  |
|         | SortOrder | M   | Numeric | This attribute is a sequential number with the order of the competitor.<br>Send 1 for Blue competitor and 2 for Red competitor. |

The following table describes in more detail the Result/Competitor element in the case of Taekwondo.

| Element   | Attribute | M/O | Value                               | Comments  |
|---|-----------|-----|-------------------------------------|---|
| Result /Competitor<br><br>(Competitor related to one event unit result.<br><br>Refer to chapter 4.3 for competitors' rules) | Code      | M   | S(20) with no leading zeroes or TBD | Competitor's ID<br>In case Decision=(BYE or BBY) Code=TBD                           |
|   | Type      | M   | T,A, H                              | T for team<br>A for athlete<br>H for Horse<br>In case Decision=(BYE or BBY), Type=A |

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

| Element: Competition /UnitInfos /UnitInfo |             |           |           |                    |   |                                     |
|---|-------------|-----------|-----------|--------------------|---|-------------------------------------|
| Type                                      | Code        | Extension | Pos       | Value              | Description   |                                     |
| UI_TK                                     | TK_DECISION |           |           | CC @Decision       | For @Type:<br>Send proposed type                        |                                     |
|   |             |           |           |                    | For @Code:<br>Send proposed code                        |                                     |
|   |             |           |           |                    | For @Pos:<br>Do not send anything                       |                                     |
|   |             |           |           |                    | For @Value:<br>Score status<br>(see codes section)      |                                     |
|   | TK_DURATION |           |           |                    | MM:SS<br>99:90  | For @Type:<br>Send proposed type    |
|   |             |           |           |                    |   | For @Code:<br>Send proposed code    |
|   |             |           |           |                    |   | For @Pos:<br>Do not send anything   |
|   |             |           |           |                    |   | For @Value:<br>Match duration time. |
|   | TK_PERIOD   |           |           |                    | CC @Period  | For @Type:<br>Send proposed type    |
|   |             |           |           |                    |   | For @Code:<br>Send proposed code    |
|   |             |           |           |                    |   | For @Pos:<br>Do not send anything   |
|   |             |           |           |                    |   | For @Value:<br>Send current round   |
| TK_IVRR_REQUEST                           |             |           | N(1)<br>0 | CC<br>@RequestType | For @Type:<br>Send proposed type                        |                                     |
|   |             |           |           |                    | For @Code:<br>Send proposed code<br>(See codes section) |                                     |
|   |             |           |           |                    | For @Pos:   |                                     |



| Element: Competition /UnitInfos /UnitInfo |      |               |     |                          |   |
|---|------|---------------|-----|--------------------------|---|
| Type                                      | Code | Extension     | Pos | Value                    | Description   |
|   |      |               |     |                          | Sequential number for each type of request  |
|   |      |               |     |                          | For @Value:<br>Type of request made by the athlete (see codes section)                |
|   |      | TK_CONTEST    |     | CC<br>@RequestContestant | For @Type:<br>Send proposed type  |
|   |      |               |     |                          | For @Code:<br>Send proposed code  |
|   |      |               |     |                          | For @Pos:<br>Do not send anything   |
|   |      |               |     |                          | For @Value:<br>Send the type of contest at for that competitor.                       |
|   |      | TK_COMPETITOR |     | S(20)                    | For @Type:<br>Send proposed type  |
|   |      |               |     |                          | For @Code:<br>Send proposed code  |
|   |      |               |     |                          | For @Pos:<br>Do not send anything   |
|   |      |               |     |                          | For @Value:<br>Result of the request.<br>Send the competitor ID who made the request. |
|   |      | TK_ROUND      |     | CC @Period               | For @Type:<br>Send proposed type  |
|   |      |               |     |                          | For @Code:<br>Send proposed code  |
|   |      |               |     |                          | For @Pos:<br>Do not send anything   |
|   |      |               |     |                          | For @Value:<br>Round number<br>Send the round when the competitor made the request.   |
|   |      | TK_RESULT     |     | CC<br>@RequestResult     | For @Type:<br>Send proposed type  |
|   |      |               |     |                          | For @Code:<br>Send proposed code  |
|   |      |               |     |                          | For @Pos:<br>Do not send anything   |
|   |      |               |     |                          | For @Value:<br>Result of the request.<br>When the competitor made the request.        |

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

| Type /Code             | Description  | Expected                     |
|------------------------|--|------------------------------|
| UI_TK /TK_DECISION     | Decision   | Send just if it is available |
| UI_TK /TK_DURATION     | Match duration time.   | Send just if it is available |
| UI_TK /TK_PERIOD       | The round the match ended in   | Send just if it is available |
| UI_TK /TK_IVRR_REQUEST | Type of request for Result of Instant Video Replay Review. Ex. "Punch - 1 point" | When was available           |
| UI_TK /TK_CONTEST      | Request for Own or Opponent Contestant   |                              |
| UI_TK /TK_COMPETITOR   | Competitor who made the request  |                              |
| UI_TK /TK_ROUND        | Round when was made the request  |                              |
| UI_TK /TK_RESULT       | Result of the request  |                              |



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

| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod |   |            |  |  |
|--|---|------------|--|--|
| Type   | Code  | Pos        | Value  | Description  |
| EP_TK  | TK_y_H<br>TK_y_A  |            | N(2)<br>90   | For @Type:<br>Send proposed type   |
|  | Where y =<br>CC@Techniques  |            |  | For @Code:<br>Send proposed code<br>(See codes section)  |
|  |   |            |  | For @Pos:<br>Do not send anything  |
|  |   |            |  | For @Value:<br>Send the number of times the technique was actioned by each contestant for first/Second competitor. |
| TK_ATC_H<br>TK_ATC_A   |   | N(2)<br>90 | For @Type:<br>Send proposed type   |  |
|  |   |            | For @Code:<br>Send proposed code   |  |
|  |   |            | For @Pos:<br>Do not send anything  |  |
|  |   |            | For @Value:<br>Points Earned by Attack for First/Second competitor until that round  |  |
| TK_PTY_H<br>TK_PTY_A   |   | N(2)<br>90 | For @Type:<br>Send proposed type   |  |
|  |   |            | For @Code:<br>Send proposed code   |  |
|  |   |            | For @Pos:<br>Do not send anything  |  |
|  |   |            | For @Value:<br>Points Earned by Penalty for First/Second competitor until that round |  |
| TK_PROGRESS_H<br>TK_PROGRESS_A   | N(3)<br>990   |            | CC @ProgressCode   | For @Type:<br>Send proposed type   |
|  | For @Code:<br>Send proposed code  |            |  |  |
|  | For @Pos:<br>Send the time (seconds).   |            |  |  |
|  | For @Value:<br>Send the information (points, penalties) for @pos for first/Second competitor. |            |  |  |

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

| Type /Code                                   | Description  | Expected           |
|--|--|--------------------|
| EP_TK /TK_y_H<br>EP_TK /TK_y_A               | The number of times the technique was actioned by each contestant for first/Second competitor.<br>Where y =<br>CC@Techniques | When was available |
| EP_TK /TK_ATC_H<br>EP_TK /TK_ATC_A           | Points Earned by Attack for First/Second competitor until that round   | When was available |
| EP_TK /TK_PTY_H<br>EP_TK /TK_PTY_A           | Points Earned by Penalty for First/Second competitor until that round  | When was available |
| EP_TK /TK_PROGRESS_H<br>EP_TK /TK_PROGRESS_A | Send the information (points, penalties) for @pos first/second competitor  | When was available |

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



| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult   |             |     |            |   |                                   |
|--|-------------|-----|------------|---|-----------------------------------|
| Type   | Code        | Pos | Value      | Description   |                                   |
| ER_TK  | TK_COLOUR   |     | CC @Colour | For @Type:<br>Send proposed type  |                                   |
|  |             |     |            | For @Code:<br>Send proposed code  |                                   |
|  |             |     |            | For @Value:<br>Athlete's colour<br>(see codes section)  |                                   |
|  | TK_KYONG_GO |     |            | S(1)  | For @Type:<br>Send proposed type  |
|  |             |     |            |   | For @Code:<br>Send proposed code  |
|  |             |     |            |   | For @Pos:<br>Do not send anything |
| For @Value:<br>The Value of "Y" means that the athlete is currently holding one Kyong Go penalty. If a second Kyong Go penalty is awarded the value to "N" |             |     |            |   |                                   |
| TK_IVRR_APPEALS  | N(1)<br>0   |     | Number     | For @Type:<br>Send proposed type  |                                   |
|  |             |     |            | For @Code:<br>Send proposed code  |                                   |
|  |             |     |            | For @Pos:<br>Send 1 for the status before the contest<br>Send 2 for the status after the appeal decision. |                                   |
|  |             |     |            | For @Value:<br>Remaining quota of appeals before/after (@pos) the contest/appeal decision.                |                                   |

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

| Type /Code             | Description  | Expected               |
|------------------------|--|------------------------|
| ER_TK /TK_COLOUR       | Athlete's colour.  | As soon as it is known |
| ER_TK /TK_KYONG_GO     | Used to keep track of odd and even Kyong Go. This is so that a point can be awarded to the opponent when even number of KG scored (2KG result in a point to the opponent). Send when a contestant is awarded a Kyong Go. | When was available     |
| ER_TK /TK_IVRR_APPEALS | Status of quota of appeals.<br>Remaining quota of appeals before/after the contest.  |                        |

**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 Taekwondo, 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 Taekwondo, 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. It is optional because the competitor can be disqualified or has abandoned the Contest.  |
|                    | RankEqual | O   | S(1)  | It must send always that the attribute Rank is send, it identify if a rank has been equalled.  |
|                    | 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 - Family name, 3 - Given name with IRM ranks at bottom |
|                    | IRM       | O   | <i>See table comment</i>                    | The invalid rank mark, in case it is assigned  |
| Result /Competitor | Code      | M   | S(20) with no leading zeroes ,NOC ID or TBD | Competitor's ID, In the case of NOC it will be the NOC ID, TBD in case that the competitor is unknown or not exists  |

### 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 match when it is official with the DocumentCode DDGEEE0000, DD0000000

**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 Taekwondo 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 Taekwondo, 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 /StatItem |                                   |              |                    |   |
|---|-----------------------------------|--------------|--------------------|---|
| Type  | Code                              | ExtendedStat | Value              | Description   |
| ST_TK_z<br>Where z = CC @Gender                   | TK_y<br>Where y = CC<br>@Decision |              | N(2)<br>90         | For @Type:<br>Send proposed type<br>(see command codes)                         |
|   |                                   |              |                    | For @Code:<br>Send proposed code<br>Don't use BDI or BID<br>(see codes section) |
|   |                                   |              |                    | For @Value:<br>Send the number of wins  |
|   |                                   | TK_PERCEN    | N(3).N(1)<br>999.0 | For @Type:<br>Send proposed type  |
|   |                                   |              |                    | For @Code:<br>Send proposed code  |
|   |                                   |              |                    | For @Value:<br>Send the percentage of wins.                                     |
|   | TK_TOT_W                          |              | N(2)               | For @Type:  |



| Element: Competition /Stats /StatsItems /StatItem |  |              |             |  |
|---|--|--------------|-------------|--|
| Type  | Code                                   | ExtendedStat | Value       | Description  |
|   |  |              | 90          | Send proposed type<br>For @Code:<br>Send proposed code<br>For @Value:<br>Number of contests in that weight category.   |
|   | TK_m<br>Where m=<br>CC@Techniques      |              | N(2)<br>90  | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>(see codes section)<br>For @Value:<br>The number of times a technique (Kicks + Puches + <del>Knock-downs</del> + penalties) was used (CC@Techniques) |
|   | TK_TOT_KPK                             |              | N(3)<br>990 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Value:<br>Total number times a technique (Kicks + Puches + <del>Knock-downs</del> ) was used (CC@Techniques)                                    |
|   | TK_j<br>Where j=<br>@IRequestResult CC |              | N(2)<br>90  | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Value:<br>Total number of Instant video replay review.accepted/ rejected.   |
|   | TK_TOT_IVRR                            |              | N(2)<br>90  | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Value:<br>Total instant video replay review   |

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

| Type /Code                          | Description   | Expected  |
|-------------------------------------|---|---|
| ST_TK_z/TK_y<br>ST_TK_z/TK_TOT_W    | The number of wins, percentage and the number of contests in that weight category.<br>Where z = CC @Gender<br>Where y = CC @Decision            | Always, if the information is available for the DocumentSubtype=TOU |
| ST_TK_z/TK_m                        | The number of time a technique was used (Kicks, Panches, <del>Knock-downs</del> , penalties)<br>Where z = CC @Gender<br>Where m = CC@Techniques | Always, if the information is available for the DocumentSubtype=TOU |
| ST_TK_z/TK_TOT_KPK                  | The total number of time a technique was used (kicks, punches <del>and knock-downs</del> )<br>Where z = CC @Gender                              | Always, if the information is available for the DocumentSubtype=TOU |
| ST_TK_z/TK_j<br>ST_TK_z/TK_TOT_IVRR | Total instant video replay review<br>Where z = CC @Gender<br>Where j = CC @IRequestResult   | 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 Taekwondo, 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

- After the Draw
- After every contest is official

### 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 Taekwondo are:

- ExtCompPlaces /ExtCompPlace
- Moreover, the following should be considered:
  - BracketItem /NextUnit should be informed in the case of Pre-Qualification, round 16, quarterfinals, semifinals and Repechage Round.
  - BracketItem /NextUnitLoser should be informed in the case of the round 16, quarterfinals, semifinals. 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, semifinals, quarterfinals, round 16 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 Taekwondo, 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) or when both athletes are disqualified or Withdraw and “No contestant” passes to the next round. |



The following table describes in more detail the CompetitorPlace /ExtCompPlaces /ExtCompPlace element

| Element: CompetitorPlace /ExtCompPlaces /ExtCompPlace |             |          |                 |   |                                   |
|---|-------------|----------|-----------------|---|-----------------------------------|
| Type  | Code        | Pos      | Value           | Description   |                                   |
| ECP_TK  | TK_COMP_INF | CC @Desc | CC @Description | For @Type:<br>Send proposed type  |                                   |
|   |             |          |                 | For @Code:<br>Send proposed code  |                                   |
|   |             |          |                 | For @Pos:<br>Send if the competitor is the group, winner or the loser.<br>(see codes section) |                                   |
|   |             |          |                 | For @Value:<br>Send the phase+pool.<br>(see codes section)                                    |                                   |
|   | TK_SEED     |          |                 | N(1)<br><br>0   | For @Type:<br>Send proposed type  |
|   |             |          |                 |   | For @Code:<br>Send proposed code  |
|   |             |          |                 |   | For @Pos:<br>Do not send anything |
|   |             |          |                 |   | For @Value:<br>Seeding number     |

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

| Type /Code          | Description  | Expected  |
|---------------------|--|---|
| ECP_TK /TK_COMP_INF | The competitor is the loser of the phase in the specified pool.<br>Example:<br>@pos=0 @Value=SA -> "Loser in Semifinal from Pool A"<br>@pos=0 @Value=QB -> "Loser to finalist in Quarterfinal from Pool B"<br>@pos=0 @Value=PA -> "Loser to finalist in Preliminary Round from Pool A" | Just when the competitor is not known yet and only for repechages.<br>(when the CompetitorPlace @Code is UNK) |
| ECP_TK /TK_SEED     | Seeding number   | Only if apply   |

### 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 Taekwondo, 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**

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Taekwondo 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 Taekwondo, 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  | Don't send for      |
|         | Unit      | O   | CC @Unit   | @Type=TK_EVENT_CODE |

The following table describes in more detail the ExtendedConfig element.

| Element: ExtendedConfig          |                                    |     |             |  |
|----------------------------------|------------------------------------|-----|-------------|--|
| Type                             | Code                               | Pos | Value       | Description  |
| EC_TK                            | TK_EVENT_CODE<br>(By Event)        |     | String      | For @Type:<br>Send proposed type   |
|                                  |                                    |     |             | For @Code:<br>Send proposed code   |
|                                  |                                    |     |             | For @Pos:<br>Do not send anything  |
|                                  |                                    |     |             | For @Value:<br>Is the Event code for this event.<br>Example: "-67 kg", "+67 kg". |
|                                  | TK_SESSION<br>(By Event Unit)      |     | N(1)<br>0   | For @Type:<br>Send proposed type   |
|                                  |                                    |     |             | For @Code:<br>Send proposed code   |
|                                  |                                    |     |             | For @Pos:<br>Do not send anything  |
|                                  |                                    |     |             | For @Value:<br>Session number  |
|                                  | TK_MATCH_NUMBER<br>(By Event Unit) |     | N(3)<br>990 | For @Type:<br>Send proposed type   |
| For @Code:<br>Send proposed code |                                    |     |             |  |
| For @Pos:                        |                                    |     |             |  |



| Element: ExtendedConfig |                                |           |        |   |
|-------------------------|--------------------------------|-----------|--------|---|
| Type                    | Code                           | Pos       | Value  | Description                                   |
|                         |                                |           |        | Do not send anything                          |
|                         |                                |           |        | For @Value:<br>Contest number                 |
|                         | TK_MAT_CODE<br>(By Event Unit) |           | S(1)   | For @Type:<br>Send proposed type              |
|                         |                                |           |        | For @Code:<br>Send proposed code              |
|                         |                                |           |        | For @Pos:<br>Do not send anything             |
|                         |                                |           |        | For @Value:<br>Pool                           |
|                         | TK_TIMELINE<br>(By event)      | N(1)<br>0 | Number | For @Type:<br>Send proposed type              |
|                         |                                |           |        | For @Code:<br>Send proposed code              |
|                         |                                |           |        | For @Pos:<br>Sequential number                |
|                         |                                |           |        | For @Value:<br>Send the seconds in that point |

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

| Type /Code             | Description   | Expected  |
|------------------------|---|---|
| EC_TK /TK_EVENT_CODE   | Event code  | When was available                                  |
| EC_TK /TK_SESSION      | Session number  | When was available                                  |
| EC_TK /TK_MATCH_NUMBER | Contest number  | When was available                                  |
| EC_TK /TK_MAT_CODE     | Pool  | When was available<br>It is not necessary for final |
| EC_TK /TK_TIMELINE     | Configuration for the time line.<br>Time in seconds in each point of time line. | Always  |

**5.1.10.6 Message sort**

Please, follow the general definition.



## 6 Real time

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

### 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 Taekwondo 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: Send at the beginning of the day
  - T2: Send for each new contest
  - T3: Trigger at the beginning of each round
  - T4: Trigger during each round
  - T5: Trigger contest finished
- 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 Taekwondo are:

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Periods /Period
- Period /ExtendedPeriods /ExtendedPeriod
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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 |
|---------|-----------|-----|------------|--|---------------------------------|
| Period  | Code      | M   | CC @Period | Times, usually there are 2 half times.                         | T3, T4, T5                      |
|         | HomeScore | M   | N(2)<br>90 | Overall score of the first competitor at the end of the round. | T3, T4, T5                      |
|         | AwayScore | M   | N(2)<br>90 | Overall score of the second competitor at the end of the round | T4, T5                          |



| Element | Attribute       | M/O | Value          | Comments  | LIVE_UPDATE RT trigger expected |
|---------|-----------------|-----|----------------|---|---------------------------------|
|         | HomePeriodScore | O   | N(2) 90        | Score of the first competitor just for that round.  | T4, T5                          |
|         | AwayPeriodScore | O   | N(2) 90        | Score of the second competitor just for that round.   | T4, T5                          |
| Result  | ResultType      | O   | CC @ResultType | Result type, either points or IRM with points for the corresponding event unit.   | T1, T4, T5                      |
|         | IRM             | O   | CC @IRM        | IRM of the competitor for the particular event unit.<br><br>Send just in the case @ResultType both Points and IRM (see codes section) |                                 |
|         | Result          | O   | String         | Result of the competitor for the particular event unit.<br>Ex. "-1", "2", "0"   | T1, T4, T5                      |
|         | WLT             | O   | CC @WLT        | The code whether a competitor won or lost the contest.  | T1, T5                          |
|         | SortOrder       | M   | Numeric        | This attribute is a sequential number with the order of the competitor.<br>Send 1 for Blue competitor and 2 for Red competitor.       | Always                          |

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

| Element: Competition /UnitInfos /UnitInfo |             |           |     |              |  |  |
|---|-------------|-----------|-----|--------------|--|--|
| Type                                      | Code        | Extension | Pos | Value        | Description  |  |
| UI_TK                                     | TK_DECISION |           |     | CC @Decision | For @Type:<br>Send proposed type                   |  |
|   |             |           |     |              | For @Code:<br>Send proposed code                   |  |
|   |             |           |     |              | For @Pos:<br>Do not send anything                  |  |
|   |             |           |     |              | For @Value:<br>Score status<br>(see codes section) |  |
|   | TK_DURATION |           |     |              | MM:SS<br>99:90                                     | For @Type:<br>Send proposed type                     |
|   |             |           |     |              |  | For @Code:<br>Send proposed code                     |
|   |             |           |     |              |  | For @Pos:<br>Do not send anything                    |
|   |             |           |     |              |  | For @Value:<br>Match duration time.                  |
|   | TK_STATUS   |           |     |              | CC @GameStatus                                     | For @Type:<br>Send proposed type                     |
|   |             |           |     |              |  | For @Code:<br>Send proposed code                     |
|   |             |           |     |              |  | For @Pos:<br>Do not send anything                    |
|   |             |           |     |              |  | For @Value:<br>Contest status<br>(see codes section) |
| TK_PERIOD                                 |             |           |     | CC @Period   | For @Type:<br>Send proposed type                   |  |
|   |             |           |     |              | For @Code:   |  |



| Element: Competition /UnitInfos /UnitInfo |                 |           |           |                         |   |
|---|-----------------|-----------|-----------|-------------------------|---|
| Type                                      | Code            | Extension | Pos       | Value                   | Description   |
|   |                 |           |           |                         | Send proposed code  |
|   |                 |           |           |                         | For @Pos:<br>Do not send anything   |
|   |                 |           |           |                         | For @Value:<br>Send current round   |
|   | TK_IVRR_REQUEST |           | N(1)<br>0 | CC<br>@RequestType      | For @Type:<br>Send proposed type  |
|   |                 |           |           |                         | For @Code:<br>Send proposed code<br>(See codes section)                               |
|   |                 |           |           |                         | For @Pos:<br>Sequential number for each type of request                               |
|   |                 |           |           |                         | For @Value:<br>Type of request made by the athlete<br>(see codes section)             |
|   | TK_CONTEST      |           |           | CC<br>@RequestContestat | For @Type:<br>Send proposed type  |
|   |                 |           |           |                         | For @Code:<br>Send proposed code  |
|   |                 |           |           |                         | For @Pos:<br>Do not send anything   |
|   |                 |           |           |                         | For @Value:<br>Send the type of contest at for that competitor.                       |
|   | TK_COMPETITOR   |           |           | S(20)                   | For @Type:<br>Send proposed type  |
|   |                 |           |           |                         | For @Code:<br>Send proposed code  |
|   |                 |           |           |                         | For @Pos:<br>Do not send anything   |
|   |                 |           |           |                         | For @Value:<br>Result of the request.<br>Send the competitor ID who made the request. |
|   | TK_ROUND        |           |           | CC @Period              | For @Type:<br>Send proposed type  |
|   |                 |           |           |                         | For @Code:<br>Send proposed code  |
|   |                 |           |           |                         | For @Pos:<br>Do not send anything   |
|   |                 |           |           |                         | For @Value:<br>Round number<br>Send the round when the competitor made the request.   |
|   | TK_RESULT       |           |           | CC<br>@RequestResult    | For @Type:<br>Send proposed type  |
|   |                 |           |           |                         | For @Code:<br>Send proposed code  |
|   |                 |           |           |                         | For @Pos:<br>Do not send anything   |
|   |                 |           |           |                         | For @Value:<br>Result of the request.<br>When the competitor made the request.        |

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

| Type /Code         | Description          | Expected |
|--------------------|----------------------|----------|
| UI_TK /TK_DECISION | Decision             | T1, T5   |
| UI_TK /TK_DURATION | Match duration time. | T5       |
| UI_TK /TK_STATUS   | Contest status       | Always   |



|                        |   |                    |
|------------------------|---|--------------------|
| UI_TK /TK_PERIOD       | Current round   | T2, T3, T4         |
| UI_TK /TK_IVRR_REQUEST | Type of request for Result of Instant Video Replay Review.<br>Ex. "Punch - 1 point" | When was available |
| UI_TK /TK_CONTEST      | Request for Own or Opponent Contestant  |                    |
| UI_TK /TK_COMPETITOR   | Competitor who made the request   |                    |
| UI_TK /TK_ROUND        | Round when was made the request   |                    |
| UI_TK /TK_RESULT       | Result of the request   |                    |

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

| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod |  |            |   |
|--|--|------------|---|
| Type   | Code   | Value      | Description   |
| EP_TK  | TK_y_H<br>TK_y_A<br>Where y =<br>CC@Realtimetechique | N(2)<br>90 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>(See codes section)<br>For @Value:<br>Send the number of times the technique was actioned by each contestant for first/Second competitor. |
|  | TK_ATC_H<br>TK_ATC_A                                 | N(2)<br>90 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Value:<br>Points Earned by Attack for First/Second competitor until that round   |
|  | TK_PTY_H<br>TK_PTY_A                                 | N(2)<br>90 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Value:<br>Points Earned by Penalty for First/Second competitor until that round  |

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

| Type /Code                         | Description  | Expected           |
|------------------------------------|--|--------------------|
| EP_TK /TK_y_H<br>EP_TK /TK_y_A     | The number of times the technique was actioned by each contestant for first/Second competitor.<br>Where y =<br>CC@Realtimetechique | T4                 |
| EP_TK /TK_ATC_H<br>EP_TK /TK_ATC_A | Points Earned by Attack for First/Second competitor until that round   | When was available |
| EP_TK /TK_PTY_H<br>EP_TK /TK_PTY_A | Points Earned by Penalty for First/Second competitor until that round  | When was available |

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

| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult |           |            |     |            |  |
|--|-----------|------------|-----|------------|--|
| Type   | Code      | Extensions | Pos | Value      | Description  |
| ER_TK  | TK_COLOUR |            |     | CC @Colour | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code |





| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult |                 |   |           |        |  |
|--|-----------------|---|-----------|--------|--|
| Type   | Code            | Extensions                                | Pos       | Value  | Description  |
|  |                 |   |           |        | For @Pos:<br>Do not send anything  |
|  |                 |   |           |        | For @Value:<br>Athlete's colour  |
|  | TK_LASTSCORED   |   |           | S(1)   | For @Type:<br>Send proposed type   |
|  |                 |   |           |        | For @Code:<br>Send proposed code   |
|  |                 |   |           |        | For @Pos:<br>Do not send anything  |
|  |                 |   |           |        | For @Value:<br>Send 'Y' if new score is given against the competitor who just scored<br>Send 'N' if a new score is given to the other competitor (i.e. turning 'off' that this competitor was the last to score)<br>Send 'N' against the last competitor who had scored and it is now the end of the round / match |
|  |                 | TK_y<br>Where y =<br>CC@Realtimetechnique |           | S(1)   | For @Type:<br>Send proposed type   |
|  |                 |   |           |        | For @Code:<br>Send proposed code<br>(See codes sections)   |
|  |                 |   |           |        | For @Pos:<br>Do not send anything  |
|  |                 |   |           |        | For @Value:<br>Send "Y" for the type of point who just made the competitor or N if it is not more.   |
|  | TK_ROUNDSCORED  |   |           | S(1)   | For @Type:<br>Send proposed type   |
|  |                 |   |           |        | For @Code:<br>Send proposed code   |
|  |                 |   |           |        | For @Pos:<br>Do not send anything  |
|  |                 |   |           |        | For @Value:<br>Send<br>"Y" to indicate that this competitor must be highlighted on the summary table<br><br>"N" to indicate that this competitor must Not be highlighted on the summary table  |
|  | TK_KYONG_GO     |   |           | S(1)   | For @Type:<br>Send proposed type   |
|  |                 |   |           |        | For @Code:<br>Send proposed code   |
|  |                 |   |           |        | For @Pos:<br>Do not send anything  |
|  |                 |   |           |        | For @Value:<br>The Value of "Y" means that the athlete is currently holding one Kyong Go penalty. If a second Kyong Go penalty is awarded the value to "N"   |
|  | TK_IVRR_APPEALS |   | N(1)<br>0 | Number | For @Type:<br>Send proposed type   |
|  |                 |   |           |        | For @Code:<br>Send proposed code   |
|  |                 |   |           |        | For @Pos:<br>Send 1 for the status before the contest<br>Send 2 for the status after the appeal decision.  |
|  |                 |   |           |        | For @Value:<br>Remaining quota of appeals before/after   |



| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult |      |            |     |       |                                     |
|--|------|------------|-----|-------|-------------------------------------|
| Type   | Code | Extensions | Pos | Value | Description                         |
|  |      |            |     |       | (@pos) the contest/appeal decision. |

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

| Type /Code             | Description  | Expected                     |
|------------------------|--|------------------------------|
| ER_TK /TK_COLOUR       | Athlete's colour.  | Send just if it is available |
| ER_TK /TK_LASTSCORED   | Send this attribute on two occasions: every time a competitor scores a point & if competitor was the last to score in previous version of message, but now is not holding 'last scored' point.   | When was available           |
| ER_TK /ROUNDSCORED     | Used to indicate when a competitor must be highlighted on the summary table.<br><br>Useful for penalty point incurred by competitor 1 results in the competitor 2 round score being incremented. The competitor 2 score must be highlighted. The competitor 1 score must not be highlighted. | When was available           |
| ER_TK /TK_KYONG_GO     | Used to keep track of odd and even Kyong Go. This is so that a point can be awarded to the opponent when even number of KG scored (2KG result in a point to the opponent). Send when a contestant is awarded a Kyong Go.   | When was available           |
| ER_TK /TK_IVRR_APPEALS | Status of quota of appeals.<br>Remaining quota of appeals before/after the contest.  |                              |

**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<br>Change the status to APP  |
| R2 v4.0         | 28 June 2010         | Some corrections  |
| R2 v5.0         | 27 September<br>2010 | CR664   |
| R2 v6.0         | 17 January 2011      | IR022   |
| R2 v7.0         | 6 May 2011           | Changes after PT & CR1958 & defects 36371, 36842, 36811, 36959,<br>36382, 37400, 37401, 37402, 37403, 37405, 37406, 37905 |
| R2 v8.0         | 8 July 2011          | Defect 37905/40236/37404/37402&IR047  |
| R2 v8.1         | 2 September<br>2011  | Defects   |
| R2 v9.0         | 2 December<br>2011   | CR3854 & CR4874 & Defect 43750, 48791, 49321, 49366, 49431,<br>53497  |
| R2 v10.0        | 10 February<br>2012  | CR5870, IR0101, Defect 52470  |
| R2 v11.0        | 12 March 2012        | CR7448, CR7426, Defects 60361, 65735, 66640   |
| <b>R2 v12.0</b> | <b>25 May 2012</b>   | <b>CR8899</b>   |

**File reference:** ODF/INT049 R2 v12.0 APP (TK)



## Change Log

| Version | Status | Changes on version   |
|---------|--------|--|
| R2 v1.0 | SFR    | <ul style="list-style-type: none"><li>• First version</li></ul>  |
| R2 v2.0 | SFA    | <ul style="list-style-type: none"><li>• Some minor corrections and added the copyright.</li><li>• Delete "equestrian" from the description of DT_PARTIC_HORSES_UPDATE</li><li>• New rule: Now for an effective foot technique to the face the competitor obtains three points. So add OK3, DK3</li><li>• New rule: Delete the decision "Won by Points Ceiling" PTC and "Won by Points Gap" PTG from CC @Decision;</li><li>• New rule: Now the penalties lead to the addition of one point to the opposing contestant. So delete TK_DEDUCTIONS.</li><li>• New rule: Now the losers to the finalists at the semi-final are both awarded bronze. So delete from Codes and Bracket message the reference to repechage..</li><li>• medals.</li><li>• Statistics: change CC @ScoreStatus by CC @Decision for TK_y and CC @ScoreStatus by CC @PointsType for TK_m</li></ul>   |
| R2 v3.0 | APP    | <ul style="list-style-type: none"><li>• Brackets: remove ECP_TK (Doesn't exit repechage)</li><li>• Code/Participants: Change CC @Qualified by CC @QualifyingType, change E_QUALIFIED by E_Q_TYPE</li><li>• RTResult: change_LASTFINISH by _LASTSCORED; Add a Flag for know with type of point was made for the competitor.</li></ul>   |
| R2 v4.0 | APP    | <ul style="list-style-type: none"><li>• General: Update the Y/N values; change the formats;</li><li>• Changes after the WNPA meeting (IR003):<ul style="list-style-type: none"><li>▪ The Bib should be String</li><li>▪ Event Final Ranking: Add the attribute RankEqual when there are an attribute Rank to identify if this is equaled or not.</li><li>▪ Statistics: Add an element _ERANK when there are an attribute Rank to identify if this is equalled or not.</li></ul></li></ul>  |
| R2 v5.0 | APP    | <ul style="list-style-type: none"><li>• Participant: The element E_BIB only will be sent in the update message</li><li>• Results: Merge RT Data in PiT</li><li>• CR664:<ul style="list-style-type: none"><li>▪ Codes: The "Review Jury" have been added, those codes can be change when we have the new command codes ; Add a SDP Winning code; Add BRN and R1_RPC for CC @BracketItems; Add CC @IVPRCode, Add CC @RequestType , CC @Desc, CC @Description</li><li>▪ Start List: Update the trigger and frequency</li><li>▪ Results: Add Points Earned by Attack/Penalty; Add results for video replay review</li><li>▪ Statistics: The statistics for SD has been removed; Add statistics for video replay review</li><li>▪ Brackets: Update the trigger and frequency; Add the element _COMP_INF for the repechage's description and _SEED for the Seeding number</li><li>▪ Config: A timeline with number of seconds has been added to the contest progress</li></ul></li></ul> |
| R2 v6.0 | APP    | <ul style="list-style-type: none"><li>• Codes: Update CC @Statistics</li><li>• Statistics: Change CC @RequestResult by CC @IVRRCode</li><li>• Changes after the WNPA meeting (IR022):<ul style="list-style-type: none"><li>▪ Change the triggers and frequency as the revision of WNPA meeting</li><li>▪ Codes: add a format column to Section 3 of the Data Dictionaries</li></ul></li></ul>  |
| R2 v7.0 | APP    | <ul style="list-style-type: none"><li>• After PT<ul style="list-style-type: none"><li>▪ Defect 36371: the format of code 'TK_DURATION' is described as HH:MM - 99:90. The correct format should be MM:SS - 99:90.</li><li>▪ Defect 36842: Participant: Add Weight</li><li>▪ Defect 36811: It is not necessary to have individual level of statistics because there is no output which is related individual statistics, so remove it</li><li>▪ Defect 36959: Start List: Add TK_IRM when the athlete was disqualified during the Weight-in.</li></ul></li><li>• CR1958:</li></ul>  |



## Change Log

| Version | Status | Changes on version   |
|---------|--------|--|
|         |        | <ul style="list-style-type: none"><li>• Winning codes: "PTG - Win by Points Gap" should be added</li><li>• "OK-4" should be added in the list of kicks</li></ul>   |
|         |        | <ul style="list-style-type: none"><li>• Defect 36382:<ul style="list-style-type: none"><li>▪ Start List: update the @StartOrder and @SortOrder</li><li>▪ Results: update the @SortOrder; all the references for Home should change to first competitor and for Away should change to second competitor</li></ul></li><li>• Defect 37400 :<ul style="list-style-type: none"><li>▪ Results: All instances of "Period" in descriptions should say "Round"</li><li>▪ Results/Event Final Ranking: All instances of "Game" in descriptions should say "Contest"</li></ul></li><li>• Defect 37401:<ul style="list-style-type: none"><li>▪ Bracket: BracketItem spelt 'BarcketItem'; "BracketItem/NexUnitLoser" missing the letter 't' from 'Next'; Remove final sentence for NextUnitLoser;</li></ul></li><li>• Defect 37402:<ul style="list-style-type: none"><li>▪ Codes: add a note for 4<sup>th</sup> round in CC @Period; update the code for CC @Description update the CC @QualifyingType, change RQ "Regional Qualifier" by CQ "Continental Qualifier" ; update the description of CC @Decision; change the name of CC @PointsType by CC@Techniques</li><li>▪ Participat: update the reference to Regional Qualifier</li><li>▪ Results/statistics: change the reference to CC @PointsType with the new code</li></ul></li><li>• Defect 37403:<ul style="list-style-type: none"><li>▪ Final Ranking: update the SortOrder</li></ul></li><li>• Defect: 37405:<ul style="list-style-type: none"><li>▪ Results: update the Trigger t4, should say 'round' not 'bound'; all instances of 'bout' should say 'contest'</li></ul></li><li>• Defect 37406:<ul style="list-style-type: none"><li>▪ Statistics: Update the description of ST_TK_z/ TK_m and ST_TK_z/ TK_m/ TK_TOT_KPK</li></ul></li><li>• Defect 37905:<ul style="list-style-type: none"><li>▪ Codes: Add a new code CC @Colour in the Codes section and update with this code the @Value of TK_COLOUR in the Start List, Results</li></ul></li></ul> |

**Change Log**

| Version  | Status | Changes on version  |
|----------|--------|---|
| R2 v8.0  | APP    | <ul style="list-style-type: none"> <li>• Defect 37905: <ul style="list-style-type: none"> <li>▪ update the @Value of TK_COLOUR in the RT Results CC @Colour code</li> </ul> </li> <li>• Defect 40236: <ul style="list-style-type: none"> <li>▪ <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.</li> <li>▪ <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.</li> <li>▪ <u>In Message Structure</u>: Remove part of the sentence “for both LIVE_UPDATE and LIVE_FULL messages”</li> </ul> </li> <li>• <u>In Message Values</u>: Remove the sentences “In the case of ResultStatus=“LIVE_FULL”, send all 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.</li> <li>• IR047: Log changes in ODF documentatin should be moved at the end</li> <li>• Defect 37404: Results: clarification for the EP_TK /TK_y_H &amp; EP_TK /TK_y_A</li> <li>• Update the format for percentage element to N(3) instead N(2) <ul style="list-style-type: none"> <li>▪ Statistics: TK_y / TK_PERCEN</li> </ul> </li> <li>• Defect 37402: <ul style="list-style-type: none"> <li>▪ Codes: Change “Qualified Round 32” by “Qualified Contest”; change “Repechage Round 1” by “Repechage Round”; Change “Reviewer Judy” by “Reviewer Jury”</li> <li>▪ Bracket: Change “Qualified Round 32” by “Qualified Contest”; change “Repechage Round 1” by “Repechage Round”</li> </ul> </li> </ul> |
| R2 v8.1  | APP    | <ul style="list-style-type: none"> <li>• Defect 44940: <ul style="list-style-type: none"> <li>▪ Codes: Change SATRT by START</li> </ul> </li> <li>• Defect 43750:Result: Add ER_TK/KYONG_GO to additional summary / information table; Correct the EP_TK/TK_IVRR_APPEALS reference in additional summary / info table to ER_TK/TK_IVRR_APPEALS</li> <li>• Defect 46180: Bracket: update the format for TK_SEED, because only the top 8 athletes are seeded, the remaining athletes do not get seeded.</li> <li>• Defect 45312: Result: some clarification for TK_LASTSCORED</li> </ul>  |
| R2 v9.0  | APP    | <ul style="list-style-type: none"> <li>• CR3854: <ul style="list-style-type: none"> <li>▪ Codes: Update the CC @QualifyingType; The score "Defensive kick - 4 points" should be added for CC@Techniques code</li> <li>▪ Defect 45758: Codes: A new code is required to be added to CC@Request type “THK - Turn Head Kick - 4 Points”</li> </ul> </li> <li>• CR4874 (Defect 43750): <ul style="list-style-type: none"> <li>▪ Codes: Create a new code CC@Realtimetechnique, this will be used only for RT message</li> <li>▪ RT Result: Add the new code in EP_TK /TK_y_H and EP_TK /TK_y_A</li> </ul> </li> <li>• Defect 43750: Result: update the ER_TK/KYONG_GO and EP_TK/TK_IVRR_APPEALS description.</li> <li>• Defect 48791: Result: Update the TK_PROGRESS_x Pos definition</li> <li>• Defect 49321: Bracket: update the trigger.</li> <li>• Defect 49366: Result: New wording required for 'Last Scored'</li> <li>• Defect 49431: Results: New wording required for TK_IVRR_APPEALS</li> <li>• Defect 53497: Codes update the description for R32, QFL, SFL</li> </ul>   |
| R2 v10.0 |        | <ul style="list-style-type: none"> <li>• CR5870: <ul style="list-style-type: none"> <li>▪ Code: change BID by BWD. Add BBY, BYE and NCT</li> </ul> </li> <li>• IR0101: Add DT_SERIAL message in the PiT messages</li> <li>• Defect 52470 <ul style="list-style-type: none"> <li>▪ Remove CC@Function in DT_PARTIC</li> </ul> </li> </ul>  |
| R2 v11.0 |        | <ul style="list-style-type: none"> <li>• CR7448 <ul style="list-style-type: none"> <li>▪ Defect 52925: add in RT_Event_Unit_Results, LASTSCORED attribute. for</li> </ul> </li> </ul>   |



## Change Log

| Version  | Status | Changes on version   |
|----------|--------|--|
|          |        | a correct Highlighting for deduction penalty   |
|          |        | <ul style="list-style-type: none"><li>• CR7426<ul style="list-style-type: none"><li>▪ Defect 57028 add in DT_Ranking. the TBD code to result/competitor attribute to see classifications rows with blanks.</li><li>▪ Add TK_PERIOD to DT_RESULT message to see results decision correctly</li><li>▪ Add TK_DURATION to DT_RT_RESULT message to see results decision correctly</li></ul></li><li>• Defect 60361: Change in CC@Function: "Reviewer Jury" by "Review Jury"</li><li>• Defect 65735: Remove in DT_STATS cumulative references.</li><li>• Defect 66640: Add clarifications to competitor place in Brackets message</li></ul> |
| R2 v12.0 |        | <ul style="list-style-type: none"><li>• CR8899:<ul style="list-style-type: none"><li>▪ Rename phase "Pre Qualification" Contest to "Qualification"</li><li>▪ Delete the Technique "Knock down"</li><li>▪ Delete the RequestType "Punch - 1 point"</li><li>▪ Add RequestType "Appeal Rejected by Central Referee"</li></ul></li></ul>   |



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