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Olympic Data Feed

ODF Tennis Data Dictionary

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TABLE OF CONTENT

1	Introduction	5
1.1	This document.....	5
1.2	Objective	5
1.3	Main Audience.....	5
1.4	Glossary	5
1.5	Related Documents.....	5
2	Overall Perspective	7
2.1	Objective	7
2.2	End to End data flow	7
3	Codes	8
4	Tennis Data Extension	10
4.1	General Issues	10
4.1.1	ODF header	10
4.1.2	Attributes Definition.....	10
5	Point in Time.....	11
5.1	Point in Time Applicable Messages	11
5.1.1	List of participants by discipline/ List of participants by discipline update	13
5.1.1.1	Description.....	13
5.1.1.2	Header Values.....	13
5.1.1.3	Trigger and Frequency	13
5.1.1.4	Message Structure	13
5.1.1.5	Message Values	13
5.1.1.6	Message sort	14
5.1.2	List of teams by discipline	15
5.1.2.1	Description.....	15
5.1.2.2	Header Values.....	15
5.1.2.3	Trigger and Frequency	15
5.1.2.4	Message Structure	15
5.1.2.5	Message Values	15
5.1.2.6	Message sort	15
5.1.3	Start List.....	16
5.1.3.1	Description.....	16
5.1.3.2	Header Values.....	16
5.1.3.3	Trigger and Frequency	16
5.1.3.4	Message Structure	16
5.1.3.5	Message Values	16
5.1.3.6	Message sort	17
5.1.4	Event Unit Results	18
5.1.4.1	Description.....	18
5.1.4.2	Header Values.....	18
5.1.4.3	Trigger and Frequency	18
5.1.4.4	Message Structure	18
5.1.4.5	Message Values	18
5.1.4.6	Message sort	25



5.1.5	Event Final Ranking.....	26
5.1.5.1	Description.....	26
5.1.5.2	Header Values.....	26
5.1.5.3	Trigger and Frequency.....	26
5.1.5.4	Message Structure.....	26
5.1.5.5	Message Values.....	26
5.1.5.6	Message sort.....	26
5.1.6	Brackets.....	27
5.1.6.1	Description.....	27
5.1.6.2	Header Values.....	27
5.1.6.3	Trigger and Frequency.....	27
5.1.6.4	Message Structure.....	27
5.1.6.5	Message Values.....	27
5.1.6.6	Message sort.....	27
5.1.7	Event's Medallists.....	28
5.1.7.1	Description.....	28
5.1.7.2	Header Values.....	28
5.1.7.3	Trigger and Frequency.....	28
5.1.7.4	Message Structure.....	28
5.1.7.5	Message Values.....	28
5.1.7.6	Message sort.....	28
5.1.8	Discipline/venue good morning.....	29
5.1.8.1	Description.....	29
5.1.8.2	Header Values.....	29
5.1.8.3	Trigger and Frequency.....	29
5.1.8.4	Message Structure.....	29
5.1.8.5	Message Values.....	29
5.1.8.6	Message sort.....	29
5.1.9	Discipline/venue good night.....	30
5.1.9.1	Description.....	30
5.1.9.2	Header Values.....	30
5.1.9.3	Trigger and Frequency.....	30
5.1.9.4	Message Structure.....	30
5.1.9.5	Message Values.....	30
5.1.9.6	Message sort.....	30
5.1.10	Discipline configuration.....	31
5.1.10.1	Description.....	31
5.1.10.2	Header Values.....	31
5.1.10.3	Trigger and Frequency.....	31
5.1.10.4	Message Structure.....	31
5.1.10.5	Message Values.....	31
5.1.10.6	Message sort.....	32
6	Real time.....	33
6.1	Real Time Applicable Messages.....	33
6.1.1	RT Event Unit Results.....	34
6.1.1.1	Description.....	34
6.1.1.2	Header Values.....	34
6.1.1.3	Trigger and Frequency.....	34
6.1.1.4	Message Structure.....	34
6.1.1.5	Message Values.....	34
6.1.1.6	Message sort.....	43
	DOCUMENT CONTROL.....	46



1 Introduction

1.1 This document

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

Any ODF Tennis 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 @BracketItemsCode	Code	Description
	RND_1	1st Round
	RND_2	2nd Round
	RND_3	3rd Round
	QFL	Quarterfinal
	SFL	Semifinal
	FNL	Final
CC@Code (For brackets)	Code	Description
	FNL	Current Phase in the competition
CC @CompetitorPlace	Code	Description
	BYE	There is no competitor, the other team/athlete passes directly to the next round
	UNK	The competitor is not known yet
CC @Function	Defined in ODF Common Codes Document See entity Function The entity's attribute to be used is Code	
CC @Hand	Code	Description
	R	Right
	L	Left
	B	Both
CC @IRM (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).	Code	Description
	RET	Retired
	DSQ	Disqualified
	WO	Walkover
	DEF	Defaulted
CC @Period	Code	Description
	S1	1 st Set
	S2	2 nd Set
	S3	3 rd Set
	S4	4 th Set (only for Men's Singles Finals)



	S5	5 th Set (only for Men's Singles Finals)
CC @PeriodNo	Code	Description
	1	1 st Set
	2	2 nd Set
	3	3 rd Set
	4	4 th Set (only for Men's Singles Finals)
	5	5 th Set (only for Men's Singles Finals)
	0	Total of Periods
CC @QualifyingType	Code	Description
	ALT	Alternate
	ITF	ITF Place
	TPC	Tripartite Commission Place
CC @ResultType	Code	Description
	SCORE	Score
	IRM	Invalid Result Mark
CC @SpeedUnit	Code	Description
	kmh	Km/h
	mph	mph
CC @Status	Code	Description
	IP	In Progress
	S	Suspended
	R	Resumed
	C	Completed



4 Tennis 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 Tennis, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	X
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_PARTIC_HORSES_UPDATE	List of horses update	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_HIST_REC_UPDATE	Historical records update	Central		



DT_GLOBAL_GM	Global good morning	Central	Global	
DT_GLOBAL_GN	Global good night	Central	Global	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports	X	X
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports		
DT_CONFIG	Discipline Configuration	Sports	X	X
DT_WEATHER	Event Unit Weather conditions	Sports		
DT_SERIAL	List of Current PiT Serial	Sports	X	



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

5.1.1.1 Description

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

5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

5.1.1.3 Trigger and Frequency

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

5.1.1.4 Message Structure

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

- EventEntry

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

5.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Competition / Participant	BirthDate	O	YYYYMMDD	It will be included if this information is available.

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

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_Q_TYPE	CC	For @Type: Send proposed type
		@	For @Code: Send proposed code
		QualifyingType	For @Value: Qualifying Type
	E_HAND	CC@Hand	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send the proposed code
	E_RANK	N(3)	For @Type: Send proposed type
		999	For @Code: Send proposed code
		Or “*” (if the athlete has not ranking in	For @Value: World Rank



		any event)	
	E_SEED	N(2)	For @Type: Send proposed type
		99	For @Code: Send proposed code
			For @Value: Seed Number

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

Type /Code	Description	Expected
E_ENTRY / E_Q_TYPE	Qualifying Type	Always, as soon as this information is known and this athlete has Qualifying Type (this information can be sent in both messages) Applies to individuals in the singles events and to the team in the doubles events. It does not apply to individuals on a doubles team.
E_ENTRY / E_HAND	Handedness	Always, as soon as this information is known and this athlete has Handedness (this information can be sent in both messages)
E_ENTRY / E_RANK	Rank	Always, as soon as this information is known and this athlete has rank (this information only will be sent in the update message)
E_ENTRY / E_SEED	Seed Number	Always, as soon as this information is known and this athlete has Seed Number (this information only will be sent in the update message)

5.1.1.6 Message sort

Please, follow the general definition.



5.1.2 List of teams by discipline

5.1.2.1 Description

This message is the List of teams by discipline as described in the ODF Central Messages Interface Document.

5.1.2.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

5.1.2.3 Trigger and Frequency

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

5.1.2.4 Message Structure

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

- EventEntry

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

5.1.2.5 Message Values

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

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

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

Type /Code	Description	Expected
E_ENTRY / E_Q_TYPE	Qualifying Type	Always, as soon as this information is known and this team has Qualifying Type (this information can be sent in both messages)
E_ENTRY / E_SEED	Seed Number	Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)

5.1.2.6 Message sort

Please, follow the general definition.



5.1.3 Start List

5.1.3.1 Description

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

5.1.3.2 Header Values

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

5.1.3.3 Trigger and Frequency

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

- For matches where one or both competitors must be determined in a match played the same day send first with Code="TBD" and resend when the competitors are known.

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 Tennis are:

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Officials

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

5.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Start	SortOrder	M	Numeric	1 for Home and 2 for Away
Start /Competitor	Code	M	S(20) with no leading zeroes or TBD	Send the competitor identifier if known or TBD (for To be determined)
Start /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes or TBD	Send the athlete identifier if known or TBD (for To be determined)
Officials	Function	M	CC @Function	Chair Umpire

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

Element: UnitInfo



Type	Code	Pos	Value	Description
UI_TE	TE_COURT		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: 0 for Centre Court 1 for Court 1, 2 for Court 2,...

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

Type /Code	Description	Expected
UI_TE / TE_COURT	Court number	Always

5.1.3.6 Message sort

Please, follow the general definition.



5.1.4 Event Unit Results

5.1.4.1 Description

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

5.1.4.2 Header Values

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

5.1.4.3 Trigger and Frequency

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

- After Each Set Finishes (ResultStatus = "INTERMEDIATE")
- After Each Match Finishes (ResultStatus = "UNOFFICIAL")
- After the Result of the match is Approved (ResultStatus = "OFFICIAL")

5.1.4.4 Message Structure

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

- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- Period
- ExtendedPeriod
- Competition/Result/Competitor/ExtendedResults/ExtendedResult and Competition/Result/Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat

5.1.4.5 Message Values

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

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

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Result type, either score or IRM for the corresponding event unit, Mandatory when the match is finished
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM
	Result	O	Numeric	Result for the particular event unit, i.e. the numbers of sets won
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the match Mandatory when the match is finished
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home and the Visitor.

Send UnitDateTime



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

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_TE	TE_DURATION		HHhMMmin	For @Type: Send proposed type
			99h99min	For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Match elapsed time HH is hours MM is minutes
	TE_MATCH_STATUS		CC @Status	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Match status

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

Type /Code	Description	Expected
UI_TE / TE_DURATION	Duration of the match	Always
UI_TE / TE_MATCH_STATUS	Status of the current Match	Always

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

Element	Attribute	M/O	Value	Comments
Period	Code	M	CC@Period	Set Number, usually there are 3 sets except for Men's Singles Finals that there are 5 sets
	HomeScore	M	Numeric	Home competitor score achieved in the current set
	AwayScore	M	Numeric	Away competitor score achieved in the current set
	Duration	M	MMmin 99min	Duration of the Set MM is minutes

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

Element: Competition /Periods/Period/ExtendedPeriods/ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_TE	TE_HOME_GENERAL_TIE_B		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Tie-Break of the Home competitor
	TE_AWAY_GENERAL_TIE_B		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code



Element: Competition /Periods/Period/ExtendedPeriods/ExtendedPeriod				
Type	Code	Pos	Value	Description
				For @Pos: Do not send anything
				For @Value: Tie-Break of the Away competitor
	TE_SET_WIN		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Set Winner Indicator send H or A if the set is winner for Home or Away

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

Type /Code	Description	Expected
EP_TE / TE_HOME_GENERAL_TIE_B	Tie-Break of the Home competitor	In the case that the Home Competitor has Tie-Break
EP_TE / TE_AWAY_GENERAL_TIE_B	Tie-Break of the Away competitor	In the case that the Away Competitor has Tie-Break
EP_TE / TE_SET_WIN	Winner of the Set	When the Set finishes

The following table describes in more detail the Competition/Result/Competitor/ExtendedResults/ (it is used in the case of Doubles) element.

Element: Competition/Result/Competitor/ExtendedResults/ExtendedResult				
Type	Code	Pos	Value	Description
ER_TE	CC @Period	Numeric	S(2)	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the game number of the current Set
				For @Value: Send Score for each game. Precede by "*" if the competitor had the serve for this game.

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

Type /Code	Description	Expected
ER_TE / CC@Period	Score in the Game	Always

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

Element: Competition/Result/Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_TE	TE_RECEIVER		Y/N	For @Type: Send proposed type



Element: Competition/Result/Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
				For @Code: Send proposed extension code
				For @Pos: Do not send anything
				For @Value: Send Y if the competitor is the receiver in this game
	TE_SERVE		Y / N	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Do not send anything
				For @Value: Send Y if the competitor has the serve in this game

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

Type /Code	Description	Expected
ER_TE / TE_RECEIVER	Indicates which player is currently receiving (Only for Doubles)	Always
ER_TE/ TE_SERVE	Indicates which player is currently serving	Always

The following table describes in more detail the Competition /Result/ Competitor/Stats/Stat (it is used in the case of Doubles) and Competition/Result/Competitor /Composition /Athlete / Stats/Stat (it is used in the case of Singles) element.

Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat				
Type	Code	Pos	Value	Description
ST_TE	TE_NUMBER_1SER	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve %
	TE_NUMBER_2SER	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 2 nd Serve %
	TE_ACES	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Aces
TE_SER_WIN	CC @PeriodNo	N(2) 90	For @Type: Send proposed type	



Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete /Stats/Stat				
Type	Code	Pos	Value	Description
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Service Winners
	TE_DOUB_F	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Double Faults
	TE_1S_POINT_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve Points Won
	TE_1S_POINT_P	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve Points Played
	TE_1S_WIN_P	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve Winning %
	TE_MSPEED (only for Singles Events)	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Service Max Speed kmh (for both 1st Serve and 2nd Serve)
	TE_2S_POINT_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 2 nd Serve Points Won
	TE_2S_POINT_P	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total



Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete /Stats/Stat				
Type	Code	Pos	Value	Description
				For @Value: 2 nd Serve Points Played
	TE_2S_WIN_P	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 2 nd Serve Winning %
	TE_BREAK_CONVERTED	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Break Points Converted
	TE_BREAK_OPPORT	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Break Points Opportunities
	TE_BREAK_CONV_P	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Break Point Conversion %
	TE_NET_POINT_W (only for Singles Events)	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Net Points Won
	TE_NET_POINT_P (only for Singles Events)	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Net Points Played
	TE_NET_POINT_W_P (only for Singles Events)	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Net Points Winning %
	TE_TOT_POINT_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type



Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete /Stats/Stat				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Total Points Won
	TE_WIN	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Winners
	TE_UNF_ERR	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Unforced Errors
	TE_FOR_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Forehand Winners
	TE_BACK_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Backhand Winners
	TE_VOLLEY_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Volley Winners

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

Type /Code	Description	Expected
ST_TE/ TE_NUMBER_1SER	1st Serve %	Always
ST_TE/ TE_NUMBER_2SER	2nd Serve %	Always
ST_TE/ TE_ACES	Aces	Always
ST_TE/ TE_SER_WIN	Service Winners	Always
ST_TE/ TE_DOUB_F	Double Faults	Always



ST_TE/ TE_1S_POINT_W	1st Serve Points Won	Always
ST_TE/ TE_1S_POINT_P	1st Serve Points Played	Always
ST_TE/ TE_1S_WIN_P	1st Serve Winning %	Always
ST_TE/ TE_MSPEED	Service Max Speed (kmh), for both 1st Serve and 2nd Serve	Always, only for Singles Events
ST_TE/ TE_2S_POINT_W	2nd Serve Points Won	Always
ST_TE/ TE_2S_POINT_P	2nd Serve Points Played	Always
ST_TE/ TE_2S_WIN_P	2nd Serve Winning %	Always
ST_TE/ TE_BREAK_CONVERTED	Break Points Converted	Always
ST_TE/ TE_BREAK_OPPORT	Break Points Opportunities	Always
ST_TE/ TE_BREAK_CONV_P	Break Point Conversion %	Always
ST_TE/ TE_NET_POINT_W	Net Points Won	Always, only for Singles Events
ST_TE/ TE_NET_POINT_P	Net Points Played	Always, only for Singles Events
ST_TE/ TE_NET_POINT_W_P	Net Points Winning %	Always, only for Singles Events
ST_TE/ TE_TOT_POINT_W	Total Points Won	Always
ST_TE/ TE_WIN	Winners	Always
ST_TE/ TE_UNF_ERR	Unforced Errors	Always
ST_TE/ TE_FOR_W	Forehand Winners	Always
ST_TE/ TE_BACK_W	Backhand Winners	Always
ST_TE/ TE_VOLLEY_W	Volley Winners	Always

5.1.4.6 Message sort

Please, follow the general definition.



5.1.5 Event Final Ranking

5.1.5.1 Description

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

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

5.1.5.2 Header Values

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

5.1.5.3 Trigger and Frequency

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

- After The event is finished.

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 Tennis are:

- N/A

5.1.5.5 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 Tennis, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	M	N(2) 90	Final rank of the competitor in the corresponding event.
	ResultType	M	CC @ResultType	Result type
	Result	M	N(2) 90	Points for the particular event
	SortOrder	M	N(2) 90	This attribute is a sequential number with the order of the results for the particular event. The order will be the Rank and alphabetically for equalled ranks.

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 Tennis, 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 match

5.1.6.4 Message Structure

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

- Competitor and its child element

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in the case of 1st Round, 2nd round, 3rd Round (for singles), the quarterfinals and semi-finals.
- BracketItem /NextUnitLoser should be informed just in the case of the semi-finals.
- CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game and the bronze medal game (finals), semi-finals, Quarterfinals, 3rd round (for singles) and 2nd round.

5.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Code	Bracket code to identify a bracket item. (example, it could be finals and classification games)
Bracket /BracketItems	Code	M	CC @BracketItemsCode	Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace or CC @IRM	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK) or when it has an Invalid Result Mark (for example, DSQ).

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 Tennis, the message has to be sent for all the competition events, as listed in the header values section.

5.1.7.2 Header Values

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

5.1.7.3 Trigger and Frequency

Please, follow the general definition.

5.1.7.4 Message Structure

Please, follow the general definition.

5.1.7.5 Message Values

Please, follow the general definition.

5.1.7.6 Message sort

Please, follow the general definition.



5.1.8 Discipline/venue good morning

5.1.8.1 Description

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

5.1.8.2 Header Values

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

5.1.8.3 Trigger and Frequency

Please, follow the general definition.

5.1.8.4 Message Structure

Please, follow the general definition.

5.1.8.5 Message Values

Please, follow the general definition.

5.1.8.6 Message sort

Please, follow the general definition.



5.1.9 Discipline/venue good night

5.1.9.1 Description

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

5.1.9.2 Header Values

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

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.



5.1.10 Discipline configuration

5.1.10.1 Description

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

5.1.10.2 Header Values

Please, follow the general definition.

5.1.10.3 Trigger and Frequency

Please, follow the general definition.

5.1.10.4 Message Structure

Please, follow the general definition.

5.1.10.5 Message Values

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

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

Type	Code	Extension Code	Pos	Value	Description	
C_TE	TE_SEED_DATE			DateTime	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Seed Rank Date	
	TE_TV_COURTS			N(1)	N(2) 90	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Send from 1 to n for each show court
	For @Value: Courts with TV Production 0 for Centre Court 1 for Court 1, 2 for Court 2,... for discipline					
	TE_NUM_COURTS				N(2) 90	For @Type: Send proposed type
For @Code: Send proposed code						
For @Pos: Do not send anything						
For @Value: Number of courts						

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

Type /Code	Description	Expected
C_TE / TE_SEED_DATE	Seed Rank Date	One time at the beginning of the games
C_TE / TE_TV_COURTS	Courts with TV Production	One time at the beginning of the games
C_TE / TE_NUM_COURTS	Number of courts that will be used	Always, as soon as this information is known



5.1.10.6 Message sort

Please, follow the general definition.



6 Real time

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

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

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



6.1.1 RT Event Unit Results

6.1.1.1 Description

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

6.1.1.2 Header Values

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

6.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE_UPDATE"
 - T1: Trigger after any changes in match information.
 - T2: Trigger when serve speed is known
 - T3: Trigger after each point
 - T4: Trigger after set finishes
 - T5: Trigger after the tie-break finishes
 - T6: Trigger after each game finishes
 - T7: Trigger before a new set
- ResultStatus="LIVE_FULL"
 - This value should be suggested and sent in the DT_RT_GM message after further testing
- For other ResultStatus follow the general definition.

6.1.1.4 Message Structure

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

- Period
- ExtendedPeriod
- Competition/Result/Competitor/ExtendedResults/ExtendedResult and Competition/Result/Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat

Please, follow the general considerations for all ResultStatus.

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

6.1.1.5 Message Values

The following table describes in more detail the Result element.



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	ResultType	O	CC @ResultType	Result type, either score or IRM for the corresponding event unit	T3 , T7
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM	T3 , T7
	Result	O	N(2) 90	Result for the particular event unit, i.e. the numbers of sets won	T3 , T7
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the match Mandatory when the match is finished	T1
	SortOrder	M	N(1) 9	This attribute is a sequential number with the order of the Home and the Visitor.	T3 , T7

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

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Pos	Value	Description	
UI_TE	TE_DURATION		HHhMMmin	For @Type: Send proposed type	
			99h99min	For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Match elapsed time HH is hours MM is minutes	
	TE_MATCH_STATUS			CC @Status	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Match status
	TE_CURRENT_SET			CC @Period	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the proposed Code

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

Type /Code	Description	Expected
UI_TE / TE_DURATION	Duration of the match	T3 , T7
UI_TE / TE_MATCH_STATUS	Status of the current Match	T3 , T7
UI_TE / TE_CURRENT_SET	Current set number	T1, T7



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

Element	Attribute	M/O	Value	Comments	LIVE_UPD ATE RT trigger expected
Period	Code	M	CC@Period	Set Number, usually there are 3 sets except for Men's Singles Finals that there are 5 sets	T3 , T7
	HomeScore	M	N(2) 90	Home competitor score achieved in the current set	T3 , T7
	AwayScore	M	N(2) 90	Away competitor score achieved in the current set	T3 , T7
	HomePeriodScore	O	S(2)	Home competitor points achieved in the current game or "AD" for player with advantage and " " (null) for player without advantage (update after each point)	T3 , T7
	AwayPeriodScore	O	S(2)	Away competitor points achieved in the current game or "AD" for player with advantage and " " (null) for player without advantage (update after each point)	T3 , T7
	Duration	M	MMmin 99min	Duration of the Set MM is minutes	T3 , T7

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

Element: Competition /Periods/Period/ExtendedPeriods/ExtendedPeriod						
Type	Code	Pos	Value	Description		
EP_TE	TE_HOME_GENERAL_TIE_B		N(2) 90	For @Type: Send proposed type		
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Tie-Break of the Home competitor		
	TE_AWAY_GENERAL_TIE_B			N(2) 90	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Tie-Break of the Away competitor	
	TE_SET_WIN			S(1)	For @Type: Send proposed type	
For @Code: Send proposed code						
For @Pos: Do not send anything						
For @Value: Set Winner Indicator send H or A if the set is winner for Home or Away						

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

Type /Code	Description	Expected
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EP_TE / TE_HOME_GENERAL_TIE_B	Tie-Break of the Home competitor	T5
EP_TE / TE_HOME_GENERAL_TIE_B	Tie-Break of the Away competitor	T5
EP_TE / TE_SET_WIN	Winner of the Set	T4

The following table describes in more detail the Competition/Result/Competitor/ExtendedResults/ExtendedResult (it is used in the case of Doubles)

Element: Competition/Result/Competitor/ExtendedResults/ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_TE	TE_GAME_POINT			Y / N	For @Type: Send proposed type
					For @Code: Do not send anything
					For @Pos: Do not send anything
	For @Value: Send Y if the competitor has the Game Point				
	TE_SET_POINT				For @Type: Send proposed type
					For @Code: Do not send anything
					For @Pos: Do not send anything
	For @Value: Send Y if the competitor has the set point				
	TE_MATCH_POINT				For @Type: Send proposed type
For @Code: Do not send anything					
For @Pos: Do not send anything					
For @Value: Send Y if the competitor has the Match Point					

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

Type /Code	Description	Expected
ER_TE/TE_GAME_POINT	Indicates that this couple has the advantage in winning the current GAME.	T3 , T7
ER_TE/TE_SET_POINT	Indicates that this couple has the advantage in winning the current SET.	T3 , T7
ER_TE/TE_MATCH_POINT	Indicates that this couple has the advantage in winning the current MATCH.	T3 , T7

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

Element: Competition/Result/Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_TE	TE_SERVE			Y / N	For @Type: Send proposed type



Element: Competition/Result/Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send Y if the competitor has the serve in this game
	TE_RECEIVER			Y / N	For @Type: Send proposed type
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send Y if the competitor is the receiver in this game
	TE_SERVE_SPEED			N(3)	For @Type: Send proposed type
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the serve speed in kmh
	TE_GAME_POINT (only for Singles Events)			Y / N	For @Type: Send proposed type
					For @Code: Do not send anything
					For @Pos: Do not send anything
					For @Value: Send Y if the competitor has the Game Point
	TE_SET_POINT (only for Singles Events)			Y / N	For @Type: Send proposed type
					For @Code: Do not send anything
					For @Pos: Do not send anything
					For @Value: Send Y if the competitor has the set point
	TE_MATCH_POINT (only for Singles Events)			Y / N	For @Type: Send proposed type
					For @Code: Do not send anything
					For @Pos: Do not send anything
					For @Value: Send Y if the competitor has the Match Point

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

Type /Code	Description	Expected
ER_TE/TE_SERVE	Indicates which player is currently serving	T3 , T7
ER_TE/TE_RECEIVER	Indicates which player is currently receiving (Only for Doubles)	T3 , T7



ER_TE/TE_SERVE_SPEED	Serve Speed in kmh	T2
ER_TE/TE_GAME_POINT	Indicates that this player has the advantage in winning the current GAME.	T3 , T7
ER_TE/TE_SET_POINT	Indicates that this player has the advantage in winning the current SET.	T3 , T7
ER_TE/TE_MATCH_POINT	Indicates that this player has the advantage in winning the current MATCH.	T3 , T7

The following table describes in more detail the Competition /Result/ Competitor/Stats/Stat (it is used in the case of Doubles) and Competition/Result/Competitor /Composition /Athlete / Stats/Stat (it is used in the case of Singles) element.

Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat				
Type	Code	Pos	Value	Description
ST_TE	TE_NUMBER_1SER	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve %
	TE_NUMBER_2SER	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 2 nd Serve %
	TE_ACES	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Aces
	TE_SER_WIN	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Service Winners
	TE_DOUB_F	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Double Faults
TE_1S_POINT_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type	
			For @Code: Send proposed extension code	



Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat				
Type	Code	Pos	Value	Description
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve Points Won
	TE_1S_POINT_P	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve Points Played
	TE_1S_WIN_P	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve Winning %
	TE_MSPEED (only for Singles Events)	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Service Max Speed in kmh, for both 1st Serve and 2nd Serve
	TE_2S_POINT_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 2 nd Serve Points Won
	TE_2S_POINT_P	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 2 nd Serve Points Played
	TE_2S_WIN_P	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 2 nd Serve Winning %
	TE_BREAK_CONVE RTED	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total



Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat				
Type	Code	Pos	Value	Description
				For @Value: Break Points Converted
	TE_BREAK_OPPOR T	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Break Points Opportunities
	TE_BREAK_CONV_ P	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Break Point Conversion %
	TE_NET_POINT_W (only for Singles Events)	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Net Points Won
	TE_NET_POINT_P (only for Singles Events)	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Net Points Played
	TE_NET_POINT_W_ P (only for Singles Events)	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Net Points Winning %
	TE_TOT_POINT_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Total Points Won
	TE_WIN	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Winners
	TE_UNF_ERR	CC @PeriodNo	N(2)	For @Type:



Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat				
Type	Code	Pos	Value	Description
			90	Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Unforced Errors
	TE_FOR_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Forehand Winners
	TE_BACK_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Backhand Winners
	TE_VOLLEY_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Volley Winners
	TE_GAME_POINT_COUNT		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the cumulative number of times that this player has had he game point advantage in the current GAME. Reset to 0 after the game is completed.
	TE_SET_POINT_COUNT		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the cumulative number of times that this player has had he game point advantage in the current SET. Reset to 0 when the set is completed.
	TE_MATCH_POINT_COUNT		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the cumulative number of times that this player has had he game point advantage in the current



Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat				
Type	Code	Pos	Value	Description
				MATCH
	TE_CHALLENGES_REMAINING		N(1) 9	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of Challenges the athlete has remaining per set

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

Type /Code	Description	Expected
ST_TE/TE_NUMBER_1SER	1st Serve %	T1 , T7
ST_TE/TE_NUMBER_2SER	2nd Serve %	T1 , T7
ST_TE/TE_ACES	Aces	T1 , T7
ST_TE/ TE_SER_WIN	Service Winners	T1 , T7
ST_TE /TE_DOUB_F	Double Faults	T1 , T7
ST_TE/TE_1S_POINT_W	1st Serve Points Won	T1 , T7
ST_TE /TE_1S_POINT_P	1st Serve Points Played	T1 , T7
ST_TE /TE_1S_WIN_P	1st Serve Winning %	T1 , T7
ST_TE /TE_MSPEED	Service Max Speed in kmh, for both 1st Serve and 2nd Serve	T1 , T7
ST_TE /TE_2S_POINT_W	2nd Serve Points Won	T1 , T7
ST_TE /TE_2S_POINT_P	2nd Serve Points Played	T1 , T7
ST_TE/ TE_2S_WIN_P	2nd Serve Winning %	T1 , T7
ST_TE/ TE_BREAK_CONVERTED	Break Points Converted	T1 , T7
ST_TE /TE_BREAK_OPPORT	Break Points Opportunities	T1 , T7
ST_TE/ TE_BREAK_CONV_P	Break Point Conversion %	T1 , T7
ST_TE /TE_NET_POINT_W	Net Points Won	T1 , T7
ST_TE /TE_NET_POINT_P	Net Points Played	T1 , T7
ST_TE/ TE_NET_POINT_W_P	Net Points Winning %	T1 , T7
ST_TE /TE_TOT_POINT_W	Total Points Won	T1 , T7
ST_TE /TE_WIN	Winners	T1 , T7
ST_TE/ TE_UNF_ERR	Unforced Errors	T1 , T7
ST_TE/ TE_FOR_W	Forehand Winners	T1 , T7
ST_TE /TE_BACK_W	Backhand Winners	T1 , T7
ST_TE /TE_VOLLEY_W	Volley Winners	T1 , T7
ST_TE/TE_GAME_POINT_COUNT	Cumulative number of times that this player has had the game point advantage in the current GAME	T1, T6, T7
ST_TE/TE_SET_POINT_COUNT	Cumulative number of times that this player has had he set point advantage in the current SET	T1, T4, T7
ST_TE/TE_MATCH_POINT_COUNT	Cumulative number of times that this player has had the match point advantage in the current MATCH	T1 , T7
ST_TE/TE_CHALLENGES_REMAINING	Triggered to update after the Review Official decides the athlete was incorrect, and for a new set when the athlete makes the first serve of the new set.	T1 , T7 (If available)

6.1.1.6 Message sort

Please, follow the general definition.







DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	22 May 2009	Submitted for review version
R2 v2.0	19 Jun 2009	Submitted for approval version
R2 v3.0	17 Jul 2009	Some minor corrections and added the copyright
R2 v4.0	13 Apr 2010	ORIS Release 5 version 1.1 changes and some minor issues
R2 v5.0	3 Sep 2010	Defects solved
R2 v5.1	12 Nov 2010	Defects solved
R2 v5.2	23 Dec 2010	Some minor issues
R2 v6.0	16 Feb 2011	Defects solved & IR022
R2 v6.1	6 May 2011	Defects solved
R2 v7.0	8 Jul 2011	CR002941
R2 v8.0	2 Sep 2011	CR003757 & defect 40620
R2 v8.1	9 Nov 2011	Defect 40620
R2 v9.0	9 Jan 2012	CR006153, IR0101
R2 v9.1	12 Mar 2012	Defect 62680, 64193

File reference: ODF/INT048- v9.1 APP (TE)



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">• Start List: added new trigger• Event Unit Results: Corrected typo.• Brackets: Changed possible values for Code 'BracketItem'.
R2 v3.0	APP	<ul style="list-style-type: none">• Some minor corrections and added the copyright
R2 v4.0	APP	<ul style="list-style-type: none">• EU Results: Added elements from RT EU Results.
R2 v5.0	APP	<ul style="list-style-type: none">• Codes: Added CC@Hand• List of participant: corrected typo• General: Reviewed triggers as discussed at WNPA meeting.• Codes: Changed possible values to CC@ResultType• Start List: Removed TE_SEED element• EU Results/ RT EU Results: Removed ExtendedPeriod@TE_SERVE• EU Results/ RT EU Results: Changed Information about the Serve.• EU Results/ RT EU Results: Changed Set duration format.• EU Results/ RT EU Results: Corrected errors.• EU Results/ RT EU Results: Corrected triggers• RT EU Results: Added TE_RECEIVER element• Event Final Ranking: Added trigger.
R2 v5.1	APP	<ul style="list-style-type: none">• List of participants: Removed E_Q_RANK element.• Discipline config: Removed TE_DATE_Q element.
R2 v5.2	APP	<ul style="list-style-type: none">• Add an X in the Message extended column in section 5.1 for the DT_PARTIC_TEAMS and DT_PARTIC_TEAMS_UPDATE messages.
R2 v6.0	APP	<ul style="list-style-type: none">• EU Results/ RT EU Results: Changed Set and Match duration format.• EU Results/ RT EU Results: stats apply also to Doubles Events, removed restriction "only for Singles Events" in TE_WIN, TE_UNF_ERR, TE_FOR_W, TE_BACK_W, TE_VOLLEY_W.• RT EU Results: added additional/summary information for TE_CURRENT_SET• RT EU Results: corrected description in HomePeriodScore and AwayPeriodScore, "AD" stands for advantage and added " " (null) value for athlete without advantage.• EU Results/ RT EU Results: corrected description for WLT.• EU Results: updated ER_TE CC@Period Pos and Value descriptions to send Score for each game.• EU Results: in ER_TE/ CC @Period, Value is preceded by "*" if the competitor had the serve for this game.• EU Results: removed comment on ER_TE / CC @Period that states that is only for Singles, this applies also for Doubles.• Codes CC @ResultType: replaced POINTS code by SCORE.• EU Results/ RT EU Results: corrected ResultType description.• EU Results/ RT EU Results: renamed TE_COMPETITION_STATUS to TE_MATCH_STATUS, values defined in CC @Status.• Codes: added CC @Status.• EU Results: removed HomePeriodScore and AwayPeriodScore in Period element.• EU Results/ RT EU Results: defined TE_NUMBER_1SER as Numeric or '-'. • EU Results/ RT EU Results: added TE_NUMBER_2SER to Stat element.• RT EU Results: added T4 and T5 triggers.• RT EU Results: WLT attribute changed to optional.• General: specified format for numeric values.• RT EU Results: TE_GAME_POINT, TE_SET_POINT and TE_MATCH_POINT in Athlete/ ExtendedResults apply only for Single events. For Doubles these data



Change Log

Version	Status	Changes on version
		<p>come in Competitor/ ExtendedResults element.</p> <ul style="list-style-type: none">• RT EU Results: TE_GAME_POINT_COUNT reset to 0 when the game is completed, updated triggers.• RT EU Results: TE_SET_POINT_COUNT reset to 0 when the set is completed, updated triggers.• Discipline configuration: send all data by discipline, not by event.• Discipline configuration: removed TE_TIME_STARTING, TE_TIME_N_BEFORE, added TE_NUM_COURTS, renamed TE_SHOW_COURTS to TE_TV_COURTS and TE_DATE to TE_SEED_DATE.• Codes: added a reference for the format details.• Start List, Brackets: updated Trigger definition.
R2 v6.1	APP	<ul style="list-style-type: none">• EU Results: updated ER_TE /CC @Period description in additional/summary table• RT EU Results: updated trigger for WLT attribute• EU Results/ RT EU Results: corrected description about number of periods• EU Results: removed ER_TE/CC @Period in Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element• EU Results: added ER_TE/TE_RECEIVER in Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element• RT EU Results: removed “(*)” that marked ODF-RT specific data items
R2 v7.0	APP	<ul style="list-style-type: none">• Brackets: BracketItem/CompetitorPlace/@Code added IRM values• EU Results / RT EU Results: added TE_MSPEED, Max Speed for both 1st Serve and 2nd serve• EU Results / RT EU Results: removed TE_1S_MSPEED_KMH, TE_1S_MSPEED_MPH, TE_2S_MSPEED_KMH, TE_2S_MSPEED_MPH• Moved Document Control section to the end of the document• RT EU Results: updated comments about ResultStatus
R2 v8.0	APP	<ul style="list-style-type: none">• CR003757: Codes: updated codes for CC @QualifyngType• Defect 40620:<ul style="list-style-type: none">- Codes: specified that @PeriodNo 4 and 5 apply only for Men’s Singles Finals- EU Results: added description for TE_RECEIVER in summary table
R2 v8.1	APP	<ul style="list-style-type: none">• Defect 40620: Codes: specified that CC @Period S4 and S5 apply only for Men’s Singles Finals
R2 v9.0	APP	<ul style="list-style-type: none">• CR006153:<ul style="list-style-type: none">- Start List: updated Trigger and Frequency section- Start List: added “TBD” to Code values for Start /Competitor and Start /Competitor /Composition /Athlete elements• IR0101: Add DT_SERIAL message in the PiT messages
R2 v9.1	APP	<ul style="list-style-type: none">• Defect 62680: Brackets: removed Code attribute in Bracket /BracketItem /BracketItem• Defect 64193: List of participants: clarified that E_Q_TYPE not applies for individuals in a team



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