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COMMITTEE

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Olympic Data Feed

ODF Wrestling Data Dictionary

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1 Introduction

1.1 This document

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

- **FILA** – "Fédération Internationale des Lutttes Associées" (International Federation of Associated Wrestling Styles)
- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **WNPA** – World News Press Agencies
- **WR** – Wrestling

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission	This document describes the technical standards to be used



	Document	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 Wrestling 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 Wrestling 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 Wrestling.

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



3 Codes

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

CC @CodeEntity

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

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

Code Entity	Code Entity Set of Values	
CC @Bracket	Code	Description
	FNL	Final
CC @BracketItems	Code	Description
	QLF	Qualifications
	1_8	1/8 Finals
	R1_RPC	Repechage Round 1
	QFL	Quarterfinals
	R2_RPC	Repechage Round 2
	SFL	Semi-finals
	R3_RPC	Repechage Round 3
	BRN	Bronze Medal
	FNL	Final
CC @CompetitorPlace	Code	Description
	BYE	If there is no match. There is no competitor (only one participant is competing); the other athlete goes directly to the next phase/round.
	UNK	The competitor is not known yet
CC @DisciplineGender	Defined in ODF Common Codes Document See entity Discipline Gender <ul style="list-style-type: none"> • The entity's attribute to be used is Gender • It will be related to Discipline 	
CC @Event	Defined in ODF Common Codes Document See entity Event <ul style="list-style-type: none"> • The entity's attribute to be used is Event • It will be related to Discipline and Gender 	
CC @EventCode (for Men's Greco-Roman)	Code	Description
	155	55 Kg
	160	60 Kg
	166	66 Kg



(for Men's Freestyle & Women's Freestyle)	174	74 Kg														
	184	84 Kg														
	196	96 Kg														
	199	120 Kg														
	248	48 Kg (W)														
	255	55 Kg (M&W)														
	260	60Kg (M)														
	263	63 Kg (W)														
	266	66 Kg (M)														
	272	72 Kg (W)														
	274	74 Kg (M)														
	284	84 Kg (M)														
	296	96 Kg (M)														
	299	120 Kg (M)														
CC @Function	<p>Defined in ODF Common Codes Document</p> <p>See entity Function</p> <ul style="list-style-type: none"> The entity's attribute to be used is Code <p>In case of DT START LIST for Officials/@Function use:</p> <p>RE Referee JU Judge MC Mat Chairman</p>															
CC @IRM	<p>(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).</p>	<table border="1"> <thead> <tr> <th>Code</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>E2</td> <td>Both disqualified</td> </tr> <tr> <td>EV</td> <td>Disqualification from the whole competition</td> </tr> <tr> <td>VA</td> <td>Withdrawal</td> </tr> </tbody> </table>	Code	Description	E2	Both disqualified	EV	Disqualification from the whole competition	VA	Withdrawal						
Code	Description															
E2	Both disqualified															
EV	Disqualification from the whole competition															
VA	Withdrawal															
CC @MatGroups	<table border="1"> <thead> <tr> <th>Code</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>A</td> <td>MAT A</td> </tr> <tr> <td>AF</td> <td>MAT A – Finals</td> </tr> <tr> <td>B</td> <td>MAT B</td> </tr> <tr> <td>BF</td> <td>MAT B – Finals</td> </tr> <tr> <td>C</td> <td>MAT C</td> </tr> <tr> <td>CF</td> <td>MAT C – Finals</td> </tr> </tbody> </table>	Code	Description	A	MAT A	AF	MAT A – Finals	B	MAT B	BF	MAT B – Finals	C	MAT C	CF	MAT C – Finals	
Code	Description															
A	MAT A															
AF	MAT A – Finals															
B	MAT B															
BF	MAT B – Finals															
C	MAT C															
CF	MAT C – Finals															
CC @MatNo	<table border="1"> <thead> <tr> <th>Code</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Mat A</td> </tr> <tr> <td>2</td> <td>Mat B</td> </tr> <tr> <td>3</td> <td>Mat C</td> </tr> </tbody> </table>	Code	Description	1	Mat A	2	Mat B	3	Mat C							
Code	Description															
1	Mat A															
2	Mat B															
3	Mat C															
CC @Organisation	<p>Defined in ODF Common Codes Document</p> <p>See entity Organization</p> <ul style="list-style-type: none"> The entity's attribute to be used is Code 															
CC @Period	<table border="1"> <thead> <tr> <th>Code</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>P1</td> <td>1st Period</td> </tr> <tr> <td>P2</td> <td>2nd Period</td> </tr> <tr> <td>P3</td> <td>3rd Period</td> </tr> </tbody> </table>	Code	Description	P1	1st Period	P2	2nd Period	P3	3rd Period							
Code	Description															
P1	1st Period															
P2	2nd Period															
P3	3rd Period															



CC @PeriodPart	Code	Description
	1	First part in Greco-Roman (90") or Regular time in Freestyle (2min)
	2	Second part in Greco-Roman (30") or Extra time in Freestyle (30")
CC @PeriodStatus	Code	Description
	E	Ended
	IP	In progress
	W	Withdrawn
CC @Phase	Defined in ODF Common Codes Document See entity Phase <ul style="list-style-type: none"> The entity's attribute to be used is Phase It will be related to Discipline, Gender and Event 	
CC @QualifyingType	Code	Description
	CQT	Continental Qualification Tournament
	HST	Host Country Place
	IQT	Interenational Qualification Tournament
	TPC	Tripartite Commision Place
	WCH	World Championships
CC @ResultCode	Code	Description
	E2	Both wrestlers have been disqualified due to infringement of the rules
	EV	Disqualification from the whole competition due to infringement of the rules
	EX	3 cautions due to error against the rules (for all the bout)
	PO	Decision by Points - the loser without technical point
	PP	Decision by Points - the loser with technical points
	SP	Victory by Technical Superiority with the loser scoring technical points
	ST	Great Superiority - a difference of 6 points - the loser without points
	VA	Victory by Withdrawal
	VB	Victory by Injury
	VF	Victory by Forfeit
	VT	Victory by Fall
	CC @ResultType	Code
POINTS		Points
IRM		Invalid result mark



CC @Statistics	Code	Description
	TOU	Tournament Statistics
CC @Style	Code	Description
	100	Greco-Roman
	200	Freestyle
CC @Unit	Defined in ODF Common Codes See entity Unit <ul style="list-style-type: none">• The entity's attribute to be used is Event Unit• It will be related to Discipline, Gender, Event and Phase	



4 Wrestling 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 Wrestling, 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 (current athletes, officials and historical athletes) by discipline (and the update) as described in the ODF Central Messages Interface Document.

5.1.1.2 Header Values

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

5.1.1.3 Trigger and Frequency

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

5.1.1.4 Message Structure

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

- Participant /Discipline /RegisteredEvent /EventEntry
- Participant /Discipline /DisciplineEntry (official's discipline entries)

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

5.1.1.5 Message Values

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

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

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

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_Q_TYPE		CC @QualifyingType	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Qualification type (method) (see codes section)
E_RANK			S(4)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Qualification Rank for WCH-World Championships qualification type



Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				(from 1 to 8).

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

Type /Code	Description	Expected
E_ENTRY /E_Q_TYPE	Qualification type.	Always, as soon as this information is known and this athlete has qualification method (this information can be sent in both messages)
E_ENTRY /E_RANK	Qualification Rank for “World Championships” qualification type (@QualifyingType code WCH).	Always, as soon as this information is known and this athlete has qualification rank (this information can be sent in both messages)

The following table describes in more detail the Participant /Discipline /DisciplineEntry element in the case of Wrestling.

Element: Participant /Discipline /DisciplineEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_BIB		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Referee Number (as Bib).

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

Type /Code	Description	Expected
E_ENTRY /E_BIB	Referee Number (as Bib for Officials).	Always, as soon as this information is known and this official has a referee number (this information can be sent in both messages)

5.1.1.6 Message sort

Please, follow the general definition.



5.1.2 Start List

5.1.2.1 Description

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

5.1.2.2 Header Values

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

5.1.2.3 Trigger and Frequency

Please, follow the general definition.

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 Wrestling are:

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

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

5.1.2.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @Function	Send according to the codes for: -Judge -Mat Chairman -Referee
	Order	M	N(4)	Send by referee number.
Start	StartOrder	M	Numeric	Send 1 for the athlete associated with the corner Red colour (Home) and 2 for the Blue one (Away).
	SortOrder	M	Numeric	Same @StartOrder
Start /Competitor /Composition /Athlete	Bib	M	String	Athlete's draw number.

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_WR	WR_COLOUR		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything



				For @Value: Colour associated to the Athlete. Values could be 'B' for Blue or 'R' for Red.
--	--	--	--	---

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

Type /Code	Description	Expected
EUE_WR /WR_COLOUR	Colour associated to the athlete (Red or Blue).	Always, as soon as this information is known.

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 each bout.

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 Wrestling are:

- UnitInfos /UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod

5.1.3.5 Message Values

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

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

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Result type, either points or IRM for the corresponding event unit (see codes section). Only will be informed (it is mandatory) at the end of the bout (match).
	Result	O	N(1) 0	Result for the particular event unit, i.e. the classification points in the corresponding bout (match).
	IRM	O	CC @IRM	Invalid Result Mark for the particular event unit, in case it is assigned. Send just in the case @ResultType is IRM (see codes section).
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the bout (match). Only will be informed (it is mandatory) at the end of the bout (match).
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).

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

Element: UnitInfos /UnitInfo



Type	Code	Pos	Value	Description
UI_WR	WR_WINNER_ID		S(20) with no leading zeroes	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Athlete's ID, to identify an athlete, winner of the bout (match).
	WR_RES_CODE		CC @ResultCode	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Result code of the bout (match), to indicate the classification type of the bout's winner (see codes section).
WR_RES_POINTS	N(1) 9	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 to indicate the classification points for the winner. Send 2 to indicate the classification points of the loser. For @Value: Result points of the bout. Send the classification points according to @Pos. (e.g.: Classification points for Home-red wrestler: 0 Away-blue wrestler: 5. The result points will be (5:0) as: Pos=1, Value=5 Pos=2, Value=0	
WR_M_DURATION		MM:SS 99:90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Duration of the Match (Bout Time). MM is minutes, SS is seconds	
WR_M_STATUS		CC @PeriodStatus	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Status of the bout (match) (see code section)	



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

Type /Code	Description	Expected
UI_WR /WR_WINNER_ID	Athlete's ID of the winner of the bout (match).	Always, at the end of the bout
UI_WR /WR_RES_CODE	Result code of the bout (match), to indicate the classification type of the bout's winner.	Always, at the end of the bout
UI_WR /WR_RES_POINTS	Classification points of the result of the bout (match).	Always, at the end of the bout
UI_WR /WR_M_DURATION	Duration in minutes and seconds of the bout (match), including pauses.	Always, at the end of the bout
UI_WR /WR_M_STATUS	Status of the current bout (match).	Always

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

Element	Attribute	M/O	Value	Comments
Periods /Period	Code	M	CC @Period	Period code, usually there are 3 periods.
	HomeScore	M	N(2) 90	Home competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).
	AwayScore	M	N(2) 90	Away competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2).
	HomePeriodScore	O	N(1) 0	Home competitor technical points scored just for the @Code period. (e.g.: 3 points for Period-2 ("2nd Period")).
	AwayPeriodScore	O	N(1) 0	Away competitor technical points scored just for the @Code period. (e.g.: 1 point for Period-2 ("2nd Period")).
	Duration	M	MM:SS 00:00	Duration of the period (@Code period). MM is minutes, SS is seconds.

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_WR	WR_H_TCP_CC @PeriodPart	N(1) 9	N(1) 9	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Sequential number for the incident, all the actions during the part of period that award points, from 1 to n (from the first incident to the last one).</p> <p>For @Value: Home competitor technical points awarded for each incident during each part of period (see codes section).</p> <p>There are in Greco-Roman events, Technical points (_TCP_): 1 – during first part (90"), 2 – during second part (30")</p> <p>And in Freestyle style events:</p>



Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				1 – during regular time (2 minutes), 2 – during extra time (30”). (e.g.: at the end of Period-2 (“2nd Period”) scored 3 points in 3 incidents in a Greco-Roman event, awarded during: _TCP_1 (first part 90”): Pos=1-Value=1, Pos=2-Value=1, Pos=3-Value=1, In _TCP_2 (second part 30”) does not have any point awarded.
	WR_A_TCP_CC @PeriodPart	N(1) 9	N(1) 9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Sequential number for the incident, all the actions during the part of period that award points, from 1 to n (from the first incident to the last one). For @Value: Away competitor technical points awarded for each incident during each part of period (see codes section).
	WR_WINNER		S(1) (H,A)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Winner Indicator for this period when it is finished (Ended status). Send “H” or “A” if the period is won by Home (Red colour) or Away (Blue colour).
	WR_STATUS		CC @PeriodStatus	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Status of this period (see codes section)

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

Type /Code	Description	Expected
EP_WR /WR_H_TCP_CC @PeriodPart	Home competitor technical points awarded during each incident of parts of period for each period.	Always
EP_WR /WR_A_TCP_CC @PeriodPart	Away competitor technical points awarded during each incident of parts of period for each period.	Always
EP_WR /WR_WINNER	Winner Indicator (H-Home, A-Away) for each period when it is finished.	Always
EP_WR /WR_STATUS	Status of each period.	Always



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 Wrestling, 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 Wrestling.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor in the corresponding weight category event (the same rank will be repeated for the tied ones). It is optional because the wrestler could get an invalid rank mark or has withdrawn from the bout.
	RankEqual	O	Y/N	It must be sent always that the Rank attribute is sent in order to indentify if the Rank is equalled. Send Y if the Rank has been equalled.
	IRM	O	CC @IRM	Send just if the wrester has been disqualified.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the weight category event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified wrestlers.

5.1.4.6 Message sort

Please, follow the general definition.



5.1.5 Statistics

5.1.5.1 Description

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

In the case of Wrestling, 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).

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, at discipline style event level. Send the DocumentCode at discipline style event level (DDGEEEE000, where EEE will be '100' for Greco-Roman style and '200' for Freestyle).

5.1.5.3 Trigger and Frequency

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

- Five (5) minutes after the final (after the end of a weight category -the competition event has 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 Wrestling are:

- Stats /StatsItems /StatsItem
- Stats /StatsItems /StatsItem /ExtendedStat

5.1.5.5 Message Values

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

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

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

Element: Stats /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_WR_CC @EventCode	WR_RES_CC @ResultCode			CC	For @Type:
				@EventCode	Send proposed type
					For @Code:
					Send proposed code
					For @Pos:
					Do not send anything
					For @Value:
					Weight category event code (in the



Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					discipline style).
		WR_NUM_WINS		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of wins for this Result's code (@ResultCode code) in this weight category (@EventCode code).
		WR_PER_WINS		N(2).N(1) 90.0	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Percentage of wins for this Result's code (@ResultCode code) in this weight category (@EventCode code).
ST_WR_TOT	WR_RES_CC @ResultCode				For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Do not send anything
		WR_NUM_WINS		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total number of wins for this Result's code (@ResultCode code) of all weight categories in the discipline style.
		WR_PER_WINS		N(2).N(1) 90.0	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total percentage of wins for this Result's code (@ResultCode code) of all weight categories in the discipline style.
ST_WR_NOC	WR_CC @Organisation			CC @Organisatio n	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:



Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					@Organisation code
		WR_NUM_WRESTLERS		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of wrestlers for this NOC in the discipline style
		WR_NUM_PERIODS		N(3) 990	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of periods contested by this NOC in the discipline style
		WR_PER_WRESTLERS		N(2).N(2) 90.99	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Ratio Periods/Wrestlers for this NOC in the discipline style (ie. 3 or 5.86)
		WR_PERIOD	N(1) 9	N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Send period number (1, 2, 3) For @Value: Number of @Pos periods contested by this NOC in the discipline style
		WR_FALLS		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of falls for this NOC in the discipline style
		WR_FALLS_OPP		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of falls opponent for this NOC in the discipline style
		WR_NUM_BOUTS		N(2)	For @Type:



Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
				90	Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of bouts contested by this NOC in the discipline style
		WR_BOUTS_WRESTLERS		N(1).N(2) 0.99	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Ratio Bouts/Wrestlers for this NOC in the discipline style (ie. 1 or 2.57)
		WR_BOUTS_WON		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of bouts won by this NOC in the discipline style
		WR_BOUTS_LOST		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of bouts lost by this NOC in the discipline style
		WR_BOUTS_AVG		N(2).N(2) 90.99	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Bouts average for this NOC in the discipline style (ie. 0 or 0.55)
		WR_FINALS		N(1) 0	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of Finals reached by this NOC in the discipline style
	WR_TOT_NOC			N(3) 990	For @Type: Send proposed type For @Code:



Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Total number of NOCs in the discipline style

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

Type /Code /ExtendedStat Code	Description	Expected
ST_WR_CC @EventCode /WR_RES_CC @ResultCode /WR_NUM_WINS /WR_PER_WINS	Number and percentage of wins for each type of results within each weight category, in Tournament Statistics.	Always for the complete weight category events, in the case of TOU statistics.
ST_WR_TOT /WR_RES_CC @ResultCode /WR_NUM_WINS /WR_PER_WINS	Total number and percentage of wins for each type of result of all weight categories in the discipline style, in Tournament Statistics.	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_NUM_WRESTLERS	Number of wrestlers for this NOC in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_NUM_PERIODS	Number of periods contested by this NOC in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_PER_WRESTLERS	Ratio Periods/Wrestlers for this NOC in the discipline style (ie. 3 or 5.86)	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_PERIOD	Number of @Pos periods contested by this NOC in the discipline style, being @Pos= 1, 2, 3	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_FALLS	Number of falls for this NOC in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_FALLS_OPP	Number of falls opponent for this NOC in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_NUM_BOUTS	Number of bouts contested by this NOC in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_BOUTS_WRESTLERS	Ratio Bouts/Wrestlers for this NOC in the discipline style (ie. 1 or 2.57)	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_BOUTS_WON	Number of bouts won by this NOC in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_BOUTS_LOST	Number of bouts lost by this NOC in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_BOUTS_AVG	Bouts average for this NOC in the discipline style (ie. 0 or 0.55)	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_FINALS	Number of Finals reached by this NOC in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_TOT_NOC	Total number of NOCs in the discipline style	Always, in the case of TOU statistics.

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

5.1.6.2 Header Values

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

5.1.6.3 Trigger and Frequency

Please, follow the general definition.

5.1.6.4 Message Structure

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

- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)

Moreover, the following should be considered:

- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Qualifications, 1/8 Finals, Quarterfinals, Semi-finals and Repechages (of different Rounds 1, 2 and/or 3).
- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed in the case of 1/8 Finals, Quarterfinals, Semi-finals. All wrestlers who lost against both finalists in the previous rounds will have Repechage bouts. Therefore, there are two separated groups of Repechage; the winner of each one will receive the bronze medal.
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Matches), Repechages, Semi-finals, Quarterfinals and 1/8 Finals (if the Qualifications phase will take place according to the number of competing athletes).

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 Wrestling, 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.



Element	Attribute	M/O	Value	Comments
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section) It is referred to the phase of weight category event (round). In the first rounds and according to the number of competing athletes there might be a Repechage for this round. It will be sent qualifications ..., quarterfinals, semi-finals, repechage round 1 ..., or final phase. (e.g.: QLF 'Qualifications' ..., QFL 'Quarterfinals' ..., R1_RPC 'Repechage Round 1'...).
Bracket /BracketItems /BracketItem	Code	O	N(3) 990	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Bout (Match) number for each bracket item.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor for this bracket item (BYE) or when it is not known yet (UNK).

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

5.1.7.2 Header Values

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

5.1.7.3 Trigger and Frequency

Please, follow the general definition.

5.1.7.4 Message Structure

Please, follow the general definition.

5.1.7.5 Message Values

Please, follow the general definition.

5.1.7.6 Message sort

Please, follow the general definition.



5.1.8 Discipline/venue good morning

5.1.8.1 Description

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

5.1.8.2 Header Values

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

5.1.8.3 Trigger and Frequency

Please, follow the general definition.

5.1.8.4 Message Structure

Please, follow the general definition.

5.1.8.5 Message Values

Please, follow the general definition.

5.1.8.6 Message sort

Please, follow the general definition.



5.1.9 Discipline/venue good night

5.1.9.1 Description

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

5.1.9.2 Header Values

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

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.



5.1.10 Discipline configuration

5.1.10.1 Description

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

5.1.10.2 Header Values

Please, follow the general definition.

5.1.10.3 Trigger and Frequency

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

- One and a half (1.5) hours after the draw is approved and completed
- One (1) evening before competition
- Sixty (60) minutes after morning session

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 Wrestling are:

- Configs /Config /ExtendedConfig /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 Wrestling, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Configs /Config	Gender	M	CC @DisciplineGender	Gender code of the RSC (i.e.: M or W).
	Event	M	CC @Event	Event code of the RSC for each of discipline style, or event weight category. There are the following event codes for: -Discipline style: (100) for Greco-Roman (200) for Freestyle -Weight category (related to discipline style): (155) for Greco-Roman 55kg ... (199) for Greco-Roman 120kg ... (255) for Freestyle 55kg etc.
	Phase	M	CC @Phase	Phase code of the RSC. There are the following phases for: -Competition phases (for Weight Category events): (5) Qualifications (4) 1/8 Finals (3) Quarterfinals (2) Semi-finals (1) Finals -Session phase (for Discipline Style events): (Z) Sessions



Element	Attribute	M/O	Value	Comments
	Unit	M	CC @Unit	<p>It should be informed just in the case that the information is by Event Unit. In this case, all ExtendedConfig codes are related to an event unit (of competition phase or session phase).</p> <p>Only codes Bout Number, Bout Order, Session number and Mat code (@Code = WR_MATCH_NUMBER, WR_ORDER, WR_SESSION, and WR_MAT_CODE) will be applied for each event unit of competition phases (@Phase= '1' to '5'). In this case, the event unit will be NN (a sequential number).</p> <p>The rest of codes will be applied for sessions phase (@Phase='Z'). In this case, the event unit will be SS, the session number for each wrestling style that the data contained in the message refers to. Values could be from '01' to the last session number of this discipline style (e.g.: from '01' to '06' for Men's Greco-Roman).</p>

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

Element: Configs /Config /ExtendedConfig					
Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_WR	WR_S_DATE (Send by Event Unit-session)			DateTime	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Start date and time of this session.
	WR_E_DATE (Send by Event Unit-session)			DateTime	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
For @Value: End date and time of this session.					
WR_W_CATEGORIES (Send by Event Unit-session)			N(1) 0	CC @EventCode	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Sequential number to indicate the different weight categories involved in this session.
					For @Value: Weight category code (see codes section) (e.g.: according to the event (@event discipline style) it could be: "155" for '55 KG' -in Greco-Roman-



Element: Configs /Config /ExtendedConfig					
Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					, or, "255" for '55 KG' -in Freestyle-).
	WR_MAT (Send by Event Unit-session)		N(2) 90	CC @MatGroups	For @Type: Send proposed type
For @Code: Send proposed code					
For @Pos: Sequential number to indicate each one of the groups for the different ranges of bouts that will take place in this mat for this session and their order.					
For @Value: Mat codes used for this Session. There are the following mat codes: "A", "B", "C"... (usually there are 3). And also these codes "AF", "BF", "CF"... will be used to indicate, separately, the finals groups at the corresponding mat. (see codes section)					
	WR_W_CATEGORY			CC @EventCode	For @Type: Send proposed code (as type)
For @Code: Send proposed extension code					
For @Pos: Do not send anything					
Weight category from competition event. (see codes section) (e.g.: '155' 55 KG)					
	WR_PHASE_COMP			CC @Phase	For @Type: Send proposed code (as type)
For @Code: Send proposed extension code					
For @Pos: Do not send anything					
Phase of competition of this weight category. There are the following competition phases: (5) Qualifications (4) 1/8 Finals (3) Quarterfinals (2) Semi-finals (1) Finals					
	WR_UNIT_COMP			CC @Unit	For @Type: Send proposed code (as type)
For @Code: Send proposed extension code					
For @Pos: Do not send anything					
Unit of competition. It will be informed for "repêchages" and medal matches. Otherwise, it will be '00'. (e.g.: For Phase=3: Unit=00 (Quarterfinals),					



Element: Configs /Config /ExtendedConfig					
Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					Unit=50, ... (Repechage)
		WR_BOUTS_RANGE	N(1) 0	N(3) 990	<p>For @Type: Send proposed code (as type)</p> <p>For @Code: Send proposed extension code</p> <p>For @Pos: Send 1 to indicate first rank included in the range of bouts.</p> <p>Send 2, if apply, to indicate last rank included in the range of bouts.</p> <p>For @Value: Send the number of bout according to @Pos. Could be only Pos 1 for a single bout, or both (Pos 1 and Pos 2) for a range of bouts, (i.e.: for Qualifications 60 kg, will be: Pos=1, Value=14 Pos=2, Value=16 Range 14-16, it means these bouts number (from 14 to 16) will take place at this mat in this session. Or for a single bout, for Quarterfinals 55 kg, will be: Pos=1, Value=10).</p>
		WR_NO_BOUTS		N(2) 90	<p>For @Type: Send proposed code (as type)</p> <p>For @Code: Send proposed extension code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Total number of bouts at this group in this mat for this session.</p>
	WR_FINALS (Send by Event Unit-session)			S(1)	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Send 'Y' when this session has bouts for Finals.</p>
		WR_FS_DATE		DateTime	<p>For @Type: Send proposed code (as type)</p> <p>For @Code: Send proposed extension code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Start date and time for Finals in this session.</p>
		WR_FE_DATE		DateTime	<p>For @Type: Send proposed code (as type)</p> <p>For @Code:</p>



Element: Configs /Config /ExtendedConfig					
Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					Send proposed extension code
					For @Pos: Do not send anything
					For @Value: End date and time for Finals in this session.
	WR_MAT_TOTAL (Send by Event Unit-session)		CC @MatNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Mat Number according of existing mats (usually there are 3 mats). (e.g.: 1 for mat A, 2 for mat B, 3 for mat C). (see codes section)
					For @Value: Total number of bouts at this mat for this session.
	WR_SESSION (Send by Event Unit of competition phase)		CC @Style	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Discipline Style, to know to that wrestling style this session belongs. There are the following wrestling styles codes: (100) Greco-Roman (200) Freestyle
					For @Value: Session Number (within a discipline style event)
	WR_MATCH_NUMBER (Send by Event Unit of competition phase)			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Bout (Match) Number
	WR_ORDER (Send by Event Unit of competition phase)			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Bout Order (within the weight category)
	WR_MAT_CODE (Send by Event Unit of competition phase)			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos :



Element: Configs /Config /ExtendedConfig					
Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					Do not send anything
					For @Value: Mat Code (e.g.: "A" for Mat A, "B" for Mat B, "C" for Mat C..., usually there are 3 codes)

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

Type /Code /ExtendedConfigItem Code	Description	Expected
EC_WR /WR_S_DATE	Start date and time of each session.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_E_DATE	End date and time of each session.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_W_CATEGORIES	The different weight categories involved in each session.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_MAT /WR_W_CATEGORY /WR_PHASE_COMP /WR_UNIT_COMP /WR_BOUTS_RANGE /WR_NO_BOUTS	Data of each one of the mats used by session (as Weight category, phase and unit of the competition in the weight category, range of bouts and the total number of bouts). The data of each mat is grouped and ordered for the different ranges of bouts that will take place.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_FINALS /WR_FS_DATE /WR_FE_DATE	Indicator that the session has bouts for Finals, including the date and time of the Start and of the End.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_MAT_TOTAL	Total number of bouts at each mat per session.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_SESSION	Session number of event unit for wrestling style (it will be the session in which the corresponding bout will be included).	Send by event unit per competition phase, just if this information is available.
EC_WR /WR_MATCH_NUMBER	Bout (Match) number of the event unit.	Send by event unit per competition phase, just if this information is available.
EC_WR /WR_ORDER	Order of the bout (within the weight category) in the mat and session.	Send by event unit per competition phase, just if this information is available.
EC_WR /WR_MAT_CODE	Mat Code of the event unit (it will be the mat in what the corresponding bout will take place).	Send by event unit per competition phase, just if this information is available.

5.1.10.6 Message sort

Please, follow the general definition.



6 Real time

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

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

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



6.1.1 RT Event Unit Results

6.1.1.1 Description

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

6.1.1.2 Header Values

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

6.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE_UPDATE"
 - T1: Trigger after any changes in bout (match) information.
 - T2: Trigger when the period finishes.
 - T3: Trigger after bout (match) finishes.
 - T4: Trigger at the beginning of each period.
- ResultStatus="LIVE_FULL"
 - This value should be suggested to test frequency values around the average time used by the athlete to complete their participation in the course
- For other ResultStatus follow the general definition.

6.1.1.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod

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 lists the RT 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	LIVE_UPDATE RT trigger expected
Result	ResultType	O	CC @ResultType	Result type, either points or IRM for the corresponding event unit (see codes section). Only will be informed (it is mandatory) at the end of the bout (match).	T3



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	Result	O	N(1) 0	Result for the particular event unit, i.e. the classification points in the corresponding bout (match).	T3
	IRM	O	CC @IRM	Invalid Result Mark for the particular event unit, in case it is assigned. Send just in the case @ResultType is IRM (see codes section).	T1, T3
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the bout (match). Only will be informed (it is mandatory) at the end of the bout (match).	T3
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).	T1, T3

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

Element: UnitInfos /UnitInfo					
Type	Code	Pos	Value	Description	
UI_WR	WR_WINNER_ID		S(20) with no leading zeroes	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
	WR_RES_CODE		CC @ResultCode	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
	WR_RES_POINTS	N(1) 9	N(1) 0	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Send 1 to indicate the classification points for the winner. Send 2 to indicate the classification points of the loser.	
				For @Value: Result points of the bout. Send the classification points according to @Pos. (e.g.: Classification points for	



Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				Home-red wrestler: 0 Away-blue wrestler: 5. The result points will be (5:0) as: Pos=1, Value=5 Pos=2, Value=0
	WR_M_DURATION		MM:SS 99:90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time elapsed within the bout (including break pauses). MM is minutes, SS is seconds
	WR_M_STATUS		CC @PeriodStatus	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Status of the bout (match) (see code section)
	WR_CURRENT_BOUT(*)		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" when this bout is in progress (current), and "N" in case of it is not the current bout anymore.
	WR_CUR_PERIOD(*)		CC @Period	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the code of the current period (see codes section)

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

Type /Code	Description	Expected
UI_WR /WR_WINNER_ID	Athlete's ID of the winner of the bout (match).	T1, T3
UI_WR /WR_RES_CODE	Result code of the bout (match), to indicate the classification type of the bout's winner.	T1, T3
UI_WR /WR_RES_POINTS	Classification points of the result of the bout (match).	T1, T3
UI_WR /WR_M_DURATION	Time elapsed within the bout (including pauses) in minutes and seconds.	T1, T3
UI_WR /WR_M_STATUS	Status of the current bout (match).	T1, T3
UI_WR /WR_CURRENT_BOUT(*)	Indicates that this bout is in progress (current) or is	T1, T3



	not the current bout anymore.	
UI_WR /WR_CUR_PERIOD(*)	Code of the current period within the bout.	T1,T2

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

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Periods /Period	Code	M	CC @Period	Period code, usually there are 3 periods.	T1, T2
	HomeScore	M	N(2) 90	Home competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).	T1, T2, T3
	AwayScore	M	N(2) 90	Away competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2).	T1, T2, T3
	HomePeriodScore	O	N(1) 0	Home competitor technical points scored just for the @Code period. (e.g.: 3 points for Period-2 ("2nd Period")).	T1, T2, T4
	AwayPeriodScore	O	N(2) 90	Away competitor technical points scored just for the @Code period. (e.g.: 1 point for Period-2 ("2nd Period")).	T1, T2, T4
	Duration	M	MM:SS 00:00	Time elapsed within the period (@Code period). MM is minutes, SS is seconds.	T1, T2

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Pos	Value	Description	
EP_WR	WR_H_TCP_CC @PeriodPart	N(1) 9	N(1) 0	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Sequential number for the incident, all the actions during the part of period that award points, from 1 to n (from the first incident to the last one).	
				For @Value: Home competitor technical points awarded for each incident during each part of period (see codes section).	
There are in Greco-Roman events, Technical points (_TCP_): 1 – during first part (90"), 2 – during second part (30") And in Freestyle style events: 1 – during regular time (2 minutes), 2 – during extra time (30").					



Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				(e.g.: at the end of Period-2 ("2nd Period") scored 3 points in 3 incidents in a Greco-Roman event, awarded during: _TCP_1 (first part 90"): Pos=1-Value=1, Pos=2-Value=1, Pos=3-Value=1, In _TCP_2 (second part 30") does not have any point awarded.
	WR_A_TCP_CC @PeriodPart	N(1) 9	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Sequential number for the incident, all the actions during the part of period that award points, from 1 to n (from the first incident to the last one). For @Value: Away competitor technical points awarded for each incident during each part of period (see codes section).
	WR_WINNER		S(1) (H,A)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Winner Indicator for this period when it is finished (Ended status). Send 'H' or 'A' if the period is won by Home (Red colour) or Away (Blue colour).
	WR_STATUS		CC @PeriodStatus	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Status of this period (see codes section)
	WR_CUR_PERIOD_PART(*)		CC @PeriodPart	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the code of the current period part of this period (see codes section).
	WR_LAST_SCORED(*)	N(1) 0	CC @PeriodPart	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for RED and 2 for BLUE competitor For @Value: Send the code of the period part of this



Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				period in which the wrestler last scored a point.

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

Type /Code	Description	Expected
EP_WR /WR_H_TCP_CC @PeriodPart	Home competitor technical points awarded during each incident of parts of period for each period.	T1, T2
EP_WR /WR_A_TCP_CC @PeriodPart	Away competitor technical points awarded during each incident of parts of period for each period.	T1, T2
EP_WR /WR_WINNER	Winner Indicator (H-Home, A-Away) for each period when it is finished.	T2
EP_WR /WR_STATUS	Status of each period.	T1, T2
EP_WR /WR_CUR_PERIOD_PART(*)	Code of the current period part of this period.	T1,T2
EP_WR /WR_LAST_SCORED(*)	Period Part in which the wrestler last scored a point. The @Pos indicates if the wrestler that last scored was the Red one or the Blue one.	T1

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	Added the copyright and Submitted for Approval version
R2 v3.0	28 August 2009	Approved version
R2 v3.1	12 March 2010	Some minor corrections
R2 v3.2	13 April 2010	Some minor corrections
R2 v4.0	17 January 2011	Changes after the ORIS meeting
R2 v4.1	6 May 2011	Some minor corrections
R2 v4.2	3 October 2011	Defects 38585, 47150, 49261
R2 v5.0	9 November 2011	CR005466
R2 v6.0	9 January 2012	IR0101
R2 v6.1	12 March 2012	Defect 49241

File reference: ODF/INT055-R2-v6.1 APP (WR)



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">• Submitted for approval version• After IDM meeting: No changes• Added the copyright.• Changed the name of the DT_PARTIC_HORSES_UPDATE message to "List of horses update".
R2 v3.0	APP	<ul style="list-style-type: none">• Approved version
R2 v3.1	APP	<ul style="list-style-type: none">• RT Event Unit Results: have been added new codes in the Periods /Period /ExtendedPeriods /ExtendedPeriod element: EP_WR /WR_TCH_P_CC @PeriodPart to have the points awarded during each incident of the period parts for each period, EP_WR /WR_CUR_PERIOD_PART to have the current period part for the period, and EP_WR /WR_LAST_SCORED to indicate the period part in which the wrestler last scored a point. Have been added new codes UI_WR /WR_CURRENT_BOUT to indicate that this bout is in progress or not, and UI_WR /WR_CUR_PERIOD as the code of the current period within the bout, in the UnitInfos /UnitInfo element.
R2 v3.2	APP	<ul style="list-style-type: none">• Event Unit Results / RT Event Unit Results: has been renamed the code WR_TCH_P_CC @PeriodPart to WR_H_TCP_CC @PeriodPart to have the home competitor's technical points awarded during each incident of the period parts for each period, and has been added the corresponding code to the away competitor WR_A_TCP_CC @PeriodPart, in the Periods /Period /ExtendedPeriods /ExtendedPeriod element.
R2 v4.0	APP	<ul style="list-style-type: none">• Codes: added CC @Organisation• CC @PeriodPart: suppressed 1ST and 2ND codes and redefined 1 and 2 codes• Statistics: added periods and bouts statistics• RT Results: removed Stats element and renumbered triggers• Renamed Women's Freestyle to Female Wrestling• IR03:<ul style="list-style-type: none">▪ The Bib should be String.▪ Event Final Ranking: Add the attribute RankEqual when there are an attribute Rank to identify if this is equaled or not.• IR019:<ul style="list-style-type: none">▪ Participants: replaced Participant E_ENTRY /E_Q_RANK with E_ENTRY /E_RANK and changed it format• IR022 Changes after the WNPA meeting:<ul style="list-style-type: none">▪ Change the triggers and frequency as the revision of WNPA meeting▪ Codes: add a format column to Section 3 of the Data Dictionaries
R2 v4.1	APP	<ul style="list-style-type: none">• Brackets: added clarification on ResultStatus values• RT EU Results: redefined description for WR_M_DURATION• Statistics: defined format for @Pos attribute in ST_WR_NOC /WR_CC @Organization / WR_PERIOD from Stats / StatsItems /StatItem element
R2 v4.2	APP	<ul style="list-style-type: none">• Defect 38585: Brackets: updated Trigger and Frequency description• Defect 47150: Codes: defined values for Official/@Function to be used in DT_START_LIST• Defect 49261: EU Results / RT EU Results: removed wrong sentence in Result attribute comments• RT EU Results: updated comments about ResultStatus• Moved Document Control section to the end of the document
R2 v5.0	APP	<ul style="list-style-type: none">• CR005466:



Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none">- Codes: updated CC @QualifyingType codes.- General: renamed "Female Wrestling" to "Women's Freestyle".
R2 v6.0		<ul style="list-style-type: none">• IR0101: Add DT_SERIAL message in the PIT messages
R2 v6.1		<ul style="list-style-type: none">• Defect 49241: RT EU Results: added trigger for HomePeriodScore and AwayPeriodScore attributes in Periods /Period element



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