

Olympic Data Feed

ODF Badminton Data Dictionary for the XX Commonwealth Games

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Technology and Information Department
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1 Introduction

1.1 This document

This document is a Derivative Work (as defined in the License hereto) prepared by Glasgow 2014 Limited for the purpose of the XX Commonwealth Games.

1.2 Objective

The objective of this document is to provide a formal definition of the ODF Badminton Data Dictionary for the XX Commonwealth Games, with the intention that the information message producer and the message consumer can successfully interchange the information as the Badminton competition is run.

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, Glasgow 2014, 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

Acronym	Description
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
CGA	Commonwealth Games Associations
ODF	Olympic Data Feed
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
ODF-RT	Olympic Data Feed Real Time, messages that are generated when available
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	is administered by an international federation and can be composed of one or more disciplines
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/INT142	ODF General Messages Interface Document	This document describes the ODF general messages for the XX Commonwealth Games

2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Badminton Data Dictionary.

2.2 End to End data flow

In the following sections, for each ODF General 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 Badminton.

Any ODF Badminton 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 General 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
	R128	Round of 128 (only for Singles/Mixed Doubles)
	R64	Round of 64 (only for Singles/Doubles)
	R32	Round of 32 (only for Singles/Doubles)
	R16	Round of 16 (only for Singles/Doubles)
	QFL	Quarterfinals
	SFL	Semi-finals
	FNL	Final
CC @CardType	Code	Description
	B	Black
	R	Red
	Y	Yellow
CC @CompetitorPlace	Code	Description
	BYE	If there is no match. There is no competitor (only one participant is competing); the other team/athlete goes directly to the next phase/round.
	UNK	The competitor is not known yet
CC @Desc	Code	Description
	0	Loser
	1	Winner
CC @Discipline	Defined in ODF Common Codes Document See entity Discipline <ul style="list-style-type: none"> The entity's attribute to be used is Discipline However, valid disciplines will be those which Non-Sport attribute='N' 	
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 	

Code Entity	Code Entity Set of Values	
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	Code	Description
	MD	Men's Doubles
	MS	Men's Singles
	WD	Women's Doubles
	WS	Women's Singles
	XD	Mixed Doubles
	XT	Mixed Teams
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Hand	Code	Description
	L	Left
	R	Right
CC @IRM	Code	Description
(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).	DSQ	Disqualified
	RET	Retired
	WDN	Withdrawn
	WO	Walkover
CC @Match	Code	Description
	M1	Match number 1 (for team events)

	Mn	Match number n (for team events)
CC @MatchNumber	Code	Description
	1	Match number 1 (for team events)

	n	Match number n (for team events)
CC @MatchType	Code	Description
	D	Doubles (for team events)
	S	Singles (for team events)
CC @Offence	Code	Description
	BD_OF1	Excessive protest
	BD_OF2	Unwelcome touch to Officials
	BD_OF3	Physical abuse
	BD_OF4	Abuse of racket or equipment
	BD_OF5	Abuse of shuttle
	BD_OF6	Oral abuse
	BD_OF7	Visible obscenity
	BD_OF8	Audible obscenity
	BD_OF9	Intentionally delay of the game
	BD_OF10	Trying to influence line judges
	BD_OF11	Unsportsmanlike conduct

Code Entity	Code Entity Set of Values	
	BD_OF12	Inappropriate conduct
CC @Period	Code	Description
	G1	Game 1
	G2	Game 2
	G3	Game 3
	TOT	Match (Total)
CC @PeriodNo	Code	Description
	0	Total Games
	1	Game 1
	2	Game 2
CC @PeriodStatus	Code	Description
	D	Delayed
	E	Ended
	IP	In progress
	RCH	Rescheduled
	RE	Resumed
	SCH	Scheduled
	SU	Suspended
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 @ResultType	Code	Description
	POINTS	Points
	IRM_POINTS	For both, points and invalid result mark
CC @RoundCode	Code	Description
	A	Group A (<i>only for Mixed Teams</i>)
	B	Group B (<i>only for Mixed Teams</i>)
	C	Group C (<i>only for Mixed Teams</i>)
	D	Group D (<i>only for Mixed Teams</i>)
	E	Group E (<i>only for Mixed Teams</i>)
	F	Group F (<i>only for Mixed Teams</i>)
	G	Group G (<i>only for Mixed Teams</i>)
	H	Group H (<i>only for Mixed Teams</i>)
	R/128	Round of 128 (<i>only for Singles/Mixed Doubles</i>)
	R/64	Round of 64 (<i>only for Singles/Doubles</i>)
	R/32	Round of 32 (<i>only for Singles/Doubles</i>)
	R/16	Round of 16 (<i>only for Singles/Doubles</i>)
	QF	Quarterfinals
	SF	Semi-finals
BM	Bronze Medal Match	
F	Final	
CC @RoundNo	Code	Description
	8	Group play stage (<i>only for Mixed Teams</i>)

Code Entity	Code Entity Set of Values	
	7	Round of 128 (only for Singles/Mixed Doubles)
	6	Round of 64 (only for Singles/Doubles)
	5	Round of 32 (only for Singles/Doubles)
	4	Round of 16 (only for Singles/Doubles)
	3	Quarterfinals
	2	Semi-finals
	1	Medal Matches
	0	Total
CC @Statistics	Code	Description
	ANALYSIS	Match analysis statistics
	CUM	Penalty Statistics
	TOU	Tournament Statistics
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 Point in Time

4.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Badminton, as well as the category of each message, which identifies if the message structure definition can be found in the ODF General 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 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 used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of teams	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	X	X
DT_PARTIC_HORSES	List of equestrian horses		
DT_PARTIC_HORSES_UPDATE	List of horses update		
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_HISTORIC_RECORD	Historical records		
DT_HIST_REC_UPDATE	Historical records update		
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_START_LIST	Start List	X	X
DT_RESULT	Event Unit Results	X	X
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results		

Message Type	Message name	Message used in this sport	Message extended in this document
DT_POOL_STANDING	Pool Standings of group in a team competition	X	X
DT_RANKING	Event Final ranking	X	
DT_STATS	Statistics table	X	X
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_RECORD	Records		
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets	X	X
DT_GM	Discipline/venue good morning	X	
DT_GN	Discipline/venue good night	X	
DT_FED_RANKING	Federation Ranking		
DT_CONFIG	Discipline configuration	X	X
DT_WEATHER	Event Unit Weather conditions		
DT_SERIAL	List of Current PiT Serial	X	

4.1.1 List of participants by discipline / List of participants by discipline update

4.1.1.1 Description

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

4.1.1.2 Header Values

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

4.1.1.3 Trigger and Frequency

The definition in the ODF General Messages Interface Document is valid and in the case when the venue results becomes owner of the data.

4.1.1.4 Message Structure

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

- Participant /Discipline /RegisteredEvent /EventEntry

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

4.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Competition /Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if this information is available.
Competition /Participant /Discipline	International FederationId	O	S(16)	BWF ID (competitor’s federation number for the discipline). It will be included.

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

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_HAND		CC @Hand	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Handedness for the athlete (see codes section)
	E_RANK		N(3) 999	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: World Ranking

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
	E_SEED		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Seed Number
	E_MQS		N(6).N(4) 999999.9999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Ranking points

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

Type /Code	Description	Expected
E_ENTRY /E_HAND	Handedness for the athlete.	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	World Ranking	Always, as soon as this information is known and this athlete has ranking or not (this information can be sent in both messages). Only for Individual Participant.
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). Only for Individual Participant.
E_ENTRY /E_MQS	Ranking points	Always, as soon as this information is known (this information only will be sent in the update message). Only for Individual Participant.

4.1.1.6 Message sort

Please follow the general definition.

4.1.2 List of teams by discipline / List of teams by discipline update

4.1.2.1 Description

This message is the List of teams (and the update), for that discipline it is the list of teams, as described in the ODF General Messages Interface Document.

4.1.2.2 Header Values

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

4.1.2.3 Trigger and Frequency

The definition in the ODF General Messages Interface Document is valid and in the case when the venue results becomes owner of the data.

4.1.2.4 Message Structure

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

- Competition /Team /Discipline /RegisteredEvent /EventEntry

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

4.1.2.5 Message Values

The following table describes in more detail the Competition /Team /Discipline /RegisteredEvent /EventEntry element in the case of Badminton.

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	
E_ENTRY	E_RANK		N(3) 999	For @Type: Send proposed type	
			Or	For @Code: Send proposed code	
			**	For @Pos : Do not send anything	
				For @Value: Team's World Ranking ** for the teams who do not have a world ranking	
	E_SEED			N(2) 99	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Team's Seed Number
	E_MQS			N(5) 99999	For @Type: Send proposed type
				For @Code: Send proposed code	
				For @Pos : Do not send anything	
				For @Value: Team's Ranking points	

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

Type /Code	Description	Expected
E_ENTRY /E_RANK	Team's World Ranking	Always, as soon as this information is known and the team has ranking or not (this information can be sent in both messages)
E_ENTRY /E_SEED	Team's 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)
E_ENTRY /E_MQS	Team's Ranking points	Always, as soon as this information is known (this information only will be sent in the update message)

4.1.2.6 Message sort

Please follow the general definition.

4.1.3 Start List

4.1.3.1 Description

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

4.1.3.2 Header Values

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

4.1.3.3 Trigger and Frequency

Please follow the general definition.

4.1.3.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Officials /Official
- Start /Competitor /EventUnitEntry (only for Doubles or Teams events)
- Start /Competitor /Composition /Athlete /EventUnitEntry (only for Singles events)

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

4.1.3.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Badminton, 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: -Service Judge -Umpire -...
Start	StartOrder	M	Numeric	Send 1 for Home and 2 for Away.
	SortOrder	M	Numeric	Same @StartOrder

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

Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_BD	BD_COURT			N(1) 9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Court Number

Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
					(e.g.: 1 for Court 1, 2 for Court 2...)
	BD_ROUND			CC @RoundCode	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Round Code, according to the related code for the phase and event unit of the @DocumentCode attribute, (e.g.: "A" for phase A (Group play stage - Group A and unit (01 to 20), ..., "R/16" for phase 4 (Round of 16) and unit (01 to 08), ..., "BM" for phase 1 (Finals) and unit 02 (Bronze Medal match)
	BD_MATCH		CC @MatchNumber	CC @MatchNumber	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Send the match number For @Value: Send the match number (equal to @Pos)
	BD_TYPE			CC @MatchType	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send S for Singles match and D for Doubles match in the team match
	BD_GENDER			CC @SportGender	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send M for Men, W for Women and X for Mixed matches in the team match
	BD_HOME		N(1) 0	S(20) with no leading zeroes or TBD or BYE	For @Type: Send proposed code as type For @Code: Send proposed extension code For @Pos : Send 1 in case of single sub-matches in the team match. Send 1..2 for doubles sub-matches in the team match (one for each team player at the sub-match for the team with team order 1) For @Value:

Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
					Send the player identification for each player (for the team with team order 1) at the sub-match in the team match if known or TBD (for To Be Defined) or BYE (if no player)
		BD_AWAY	N(1) 0	S(20) with no leading zeroes or TBD or BYE	For @Type: Send proposed code as type For @Code: Send proposed extension code For @Pos : Send 1 in case of single sub-matches in the team match. Send 1..2 for doubles sub-matches in the team match (one for each team player at the sub-match for the team with team order 2) For @Value: Send the player identification for each player (for the team with team order 2) at the sub-match in the team match (if known) or TBD (for To Be Defined) or BYE (if no player)

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

Type /Code	Extension Code	Description	Expected
UI_BD /BD_COURT		Court in which the current match is played.	Always Singles, Doubles and Team events
UI_BD /BD_ROUND		Round code.	Always Singles, Doubles and Team events
UI_BD /BD_MATCH		Match number of the sub-match in the team match	Just for team events
	BD_TYPE	Send S for singles match and D for doubles match in the team match	Just for Team events
	BD_GENDER	Send M for Men, W for Women and X for Mixed matches in the team match	Just for Team events
	BD_HOME	Players at the sub-match for the team with team order 1	Just for team events, if available
	BD_AWAY	Players at the sub-match for the team with team order 2	Just for team events, if available

The following table describes in more detail the Competition /Start /Competitor /EventUnitEntry element in the case of Badminton (for Doubles or Teams events).

Element: Competition /Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_BD	BD_SEED		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything

Element: Competition /Start /Competitor /EventUnitEntry				
				For @Value: Seed Number (for teams)

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

Type /Code	Description	Expected
EUE_BD /BD_SEED	Seed number (for teams)	Always, as soon as this information is known and this team has Seed Number

The following table describes in more detail the Competition /Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of Badminton (for Singles events).

Element: Competition /Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_BD	BD_SEED		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Seed Number (for athlete)
	BD_DRAW		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Draw Number (for athlete). Is a sequential number from 1 to 64 used in Round of 64 if applies, or from 1 to 128 used in Round of 128 if applies.

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

Type /Code	Description	Expected
EUE_BD /BD_SEED	Seed Number	Always, as soon as this information is known and this athlete has Seed Number.
EUE_BD /BD_DRAW	Draw Number for athletes of Singles events in the first round (in Round of 64 or Round of 128 if it applies).	Always, as soon as this information is known and this athlete has Draw Number (in R64 or R128 if it applies).

4.1.3.6 Message sort

Please follow the general definition.

4.1.4 Event Unit Results

4.1.4.1 Description

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

4.1.4.2 Header Values

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

4.1.4.3 Trigger and Frequency

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

- At the start of the match and after each game, the message should be sent for intermediate results.
- After the match (unit).

Then proceed with UNOFFICIAL / OFFICIAL results, as expected.

4.1.4.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for all events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions (for all events)
- Result /Competitor /Stats /Stat (only for Doubles and Teams events)
- Result /Competitor /Composition /Athlete /Stats /Stat (only for Singles events)

4.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding match (see codes section). Only will be informed (it is mandatory) at the end of the match.
	Result	O	N(1) 0	Result for the particular event unit, i.e. the number of games won in the corresponding match. Send either in the case @ResultType is points or IRM with points (see codes section).

Element	Attribute	M/O	Value	Comments
	IRM	O	CC @IRM	Invalid Result Mark (or suspension) for the particular event unit, in case it is assigned. Send just in the case @ResultType is both IRM and Points for some period; the match will have finished (see codes section).
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and of the Away (2).

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

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_BD	BD_M_DURATION		MMM 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Duration of the Match. MMM is minutes
	BD_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 match (see code section)
	BD_GM_COMPLETE		N(1) 9	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Singles, Doubles events: Number of complete Games at the end of the match (from 2 to 3 games, according to the score system). Team events: Number of complete sub-matches at the end of the match.
	BD_SHUTTLES_USED		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of shuttles used in the match.

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

Type /Code	Description	Expected
UI_BD /BD_M_DURATION	Duration in minutes of the match.	Always, at the end of the match Singles and Doubles events only
UI_BD /BD_M_STATUS	Status of the current Match.	Always Singles, Doubles and Team events
UI_BD /BD_GM_COMPLETE	Number of complete games in this match.	Always, at the end of the match Singles, Doubles and Team events
UI_BD /BD_SHUTTLES_USED	Number of shuttles used for the current match.	Always, at the end of the match Singles and Doubles events only

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

Element	Attribute	M/O	Value	Comments
Periods /Period	Code	M	CC @Period or CC @Match	Singles and Doubles events: Game number Usually there are 3 games and match total. Team events: Match number
	HomeScore	M	N(1) 0	Singles and Doubles events: Home competitor score up (number of games won) at the end of this game (@Code period) (e.g.: 2 at the end of Period-2 (Game 2), it has won two games -this game and the previous one-). Team events: Number of sub-matches won in the corresponding match.
	AwayScore	M	N(1) 0	Singles and Doubles events: Away competitor score up (number of games won) at the end of this game (@Code period) (e.g.: 0 at the end of Period-2 (Game 2), it has not won any game -has lost this game and the previous one-). Team events: Number of sub-matches won in the corresponding match.
	HomePeriodScore	O	N(2) 90	Singles and Doubles events: Home competitor points just for this game (@Code period, except for match total -TOT period code-) (e.g.: 21 points for Period-2 (Game 2), has won this game). Team events: Home competitor score up (number of games won) at the end of this sub-match (@Code Match).
	AwayPeriodScore	O	N(2) 90	Singles and Doubles events: Away competitor points just for this game (@Code period, except for match total -TOT period code-) (e.g.: 18 points for Period-2 (Game 2), has lost this game). Team events: Home competitor score up (number of games won) at the end of this sub-match (@Code Match).

Element	Attribute	M/O	Value	Comments
	Duration	M	MMM 990	Duration of this game/match (@Code period), including breaks during the game/s. For match total (TOT period code), will be the sum of games duration plus breaks between games. MMM are minutes.

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_BD	BD_HOME_GAMES		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of games won by the team with team order 1 at the corresponding match
	BD_AWAY_GAMES		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of games won by the team with team order 2 at the corresponding match
	BD_LGR_TIME	CC @Period No	SS 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number
				For @Value: Duration of longest rally. SS is seconds
	BD_LGR_STROKES	CC @Period No	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number (usually there are 3 games)
				For @Value: Number of strokes in the longest rally.
	BD_AVR_TIME	CC @Period No	SS 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				For Singles/Doubles: Do not send anything For Teams: Send the game number
				For @Value: Duration of average rally. SS is seconds
	BD_AVR_STROKES	CC @Period No	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number
				For @Value: Number of strokes in the average rally.
	BD_SHUTTLES_USED	CC @Period No	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number
				For @Value: Number of shuttles used.
	BD_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)
	BD_WINNER	CC @Period No	S(1) (H,A)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number
				For @Value: Winner Indicator for this period when it is finished (Ended status). Send 'H' or 'A' if the game/match is won by Home or Away.
	BD_IRM	N(1) 0	CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Indicator of the one who has produced the IRM. Send 1 or 2 for Home or Away competitor.

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				For @Value: Singles and Doubles events: Invalid Result Mark for the particular period (CC @Period). Team events: Invalid Result Mark for the particular period (CC @Match).
	BD_HOME_PTS_G	CC @Period No	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the game number (usually there are 3 games) For @Value: Send the points won by the team with team order 1 at the game for the corresponding match in the team match.
	BD_AWAY_PTS_G	CC @Period No	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the game number For @Value: Send the points won by the team with team order 2 at the game for the corresponding match in the team match.
	BD_DURATION_G	CC @Period No	MM 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the game number For @Value: Send the duration of the game for the corresponding match in the team match.

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

Type /Code	Description	Expected
EP_BD /BD_HOME_GAMES	Send the number of games won by the team with team order 1 at the corresponding match (Game match number at the Period Code: M!..Mn)	Just for Team events
EP_BD /BD_AWAY_GAMES	Send the number of games won by the team with team order 2 at the corresponding match (Game match number at the Period Code: M!..Mn)	Just for Team events
EP_BD /BD_LGR_TIME	Duration in seconds of the longest rally of each period.	Always Singles, Doubles and Team events
EP_BD /BD_LGR_STROKES	Number of strokes in the longest rally of each period.	Always Singles, Doubles and Team events
EP_BD /BD_AVR_TIME	Duration in seconds of average rally of each period.	Always Singles, Doubles and Team events

Type /Code	Description	Expected
EP_BD /BD_AVR_STROKES	Number of strokes in the average rally of each period.	Always Singles, Doubles and Team events
EP_BD /BD_SHUTTLES_USED	Number of shuttles used of each period.	Always Singles, Doubles and Team events
EP_BD /BD_STATUS	Status of each period (game/match).	Always Singles, Doubles and Team events
EP_BD /BD_WINNER	Winner Indicator (H-Home, A-Away) for each period when it is finished.	Always Singles, Doubles and Team events
EP_BD /BD_IRM	Invalid Result Mark for the particular period (CC @Period), indicating who has produced it (the Home or the Away competitor). The IRM should always be noted in the TOT period, and additionally in the G1/G2/G3 period if the IRM occurs during play.	When it applies Singles, Doubles and Team events
EP_BD /BD_HOME_PTS_G	Send the points won for the team with team order 1 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match.	Just for Team events
EP_BD /BD_AWAY_PTS_G	Send the points won for the team with team order 2 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match.	Just for Team events
EP_BD /BD_DURATION_G	Send the duration of the game for the corresponding match in the team match.	Just for Team events

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions, which should be used for all events.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_BD_FLOW	BD_SCORE_CC @PeriodNo		N(2) 99	N(2) 99	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Rally counter. Send 1 for the first point of the game, 2 for the second point, etc.
					For @Value: Number of strokes in the rally.
	BD_P_WINNER			S(1)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send 'Y' when is the winner of the point at this rally of this game (period number).
	BD_SCORE_CC @Match_CC @PeriodNo		N(2) 99	N(2) 99	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Rally counter. Send 1 for the first point of the game, 2 for the second point, etc.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Number of strokes in the rally.
		BD_P_WINNER		S(1)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send 'Y' when is the winner of the point at this rally of this game (period number).

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

Type /Code	Extension Code	Description	Expected
ER_BD_FLOW /BD_SCORE_CC @PeriodNo		Score flow (point by point) of each period number (game).	Singles and Doubles events only
	BD_P_WINNER	Indicator of this rally point is the winner within the game.	
ER_BD_FLOW /BD_SCORE_CC @Match_CC @PeriodNo		Score flow (point by point) of each period number (game).	Just for Team events
	BD_P_WINNER	Indicator of this rally point is the winner within the game.	

The following table describes in more detail the Result /Competitor /Stats /Stat element, which should be used in the case of Teams events.

Element: Result /Competitor /Stats /Stat (in the case of Teams)					
Type	Code	Extended Stat Code	Pos	Value	Description
ST_BD	BD_RES		N(1) 0		For @Type: Send proposed type
			Or		For @Code: Send proposed code
			CC @MatchNumber		For @Pos: 0 in case of points for the whole team match (all the matches) or Match number of the team sub-match in case of points for each sub-match in the team match.
					For @Value: Do not send anything
		BD_MT_POINTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
			Or	Send proposed Extended Stat code	
			blank	For @Pos: Send the game number (usually there are 3 games). For @Value: Number of match points for game 2 or 3 only (@Pos period number).	
		BD_GM_POINTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code:

Element: Result /Competitor /Stats /Stat (in the case of Teams)					
Type	Code	Extended Stat Code	Pos	Value	Description
					Send proposed Extended Stat code
					For @Pos: Send the game number.
					For @Value: Number of game points for this game (@Pos period number).
		BD_PTS_NOSERVICE	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Send the game number.
					For @Value: Points scored without service for this game (@Pos period number).
		BD_PTS_SERVICE	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Send the game number.
					For @Value: Points scored with service for this game (@Pos period number).
		BD_BG_NOSERV_CHANGE	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Send the game number
					For @Value: Biggest scoring run without change of service for this game (@Pos period number).
		BD_BG_LEAD	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Send the game number
					For @Value: Biggest lead for this game (@Pos period number).
		BD_BG_CBACK_WIN	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Send the game number
					For @Value: Biggest comeback to win for this game (@Pos period number).
		BD_SERVICE_FAULTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code

Element: Result /Competitor /Stats /Stat (in the case of Teams)					
Type	Code	Extended Stat Code	Pos	Value	Description
					For @Pos: Send the game number
					For @Value: Service faults for this game (@Pos period number).
		BD_PCARDS_RES	CC @PeriodNo	String	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Send the game number
					For @Value: Penalty cards and the result at penalty for this game (@Pos period number) (e.g.: a yellow card penalty during Game-1 when the result was 4-3, send "Y(4-3)" for @Pos=1, or, two red cards penalty during Game-2, send "R(3-1) R(14-20)" for @Pos=2).
		BD_GAMES_WON		N(1) 0	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Do not send anything
					For @Value: Send the number of games that this competitor has won in the current match
		BD_MT_SERVICE_FAULTS		N(3) 990	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Do not send anything
					For @Value: Send the number of services faults cumulative throughout the current match by this competitor
		BD_GAME_POINT_COUNT		N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Do not send anything
					For @Value: Send the cumulative number of times that this competitor has had the game point advantage in the current match
		BD_MATCH_POINT_COUNT		N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Do not send anything
					For @Value: Send the cumulative number of times that this competitor has had the match

Element: Result /Competitor /Stats /Stat (in the case of Teams)					
Type	Code	Extended Stat Code	Pos	Value	Description
					point advantage in the current match

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

Type /Code	Description	Expected
ST_BD /BD_RES /BD_MT_POINTS	Number of match points for each game.	Always, if the information is available
ST_BD /BD_RES /BD_GM_POINTS	Number of game points each game.	Always, if the information is available
ST_BD /BD_RES /BD_PTS_NOSERVICE	Points scored without service for each game.	Always, if the information is available
ST_BD /BD_RES /BD_PTS_SERVICE	Points scored with service for each game.	Always, if the information is available
ST_BD /BD_RES /BD_BG_NOSERV_CHANGE	Biggest scoring run without change of service for each period number.	Always, if the information is available
ST_BD /BD_RES /BD_BG_LEAD	Biggest lead for each period number.	Always, if the information is available
ST_BD /BD_RES /BD_BG_CBACK_WIN	Biggest comeback to win for each period number, when apply).	Always, if the information is available
ST_BD /BD_RES /BD_SERVICE_FAULTS	Service faults for each period number, when apply.	Always, if the information is available
ST_BD /BD_RES /BD_PCARDS_RES	Penalty cards and the result at penalty for each period number, when apply.	Always, if the information is available
ST_BD /BD_RES /BD_GAMES_WON	Number of games that this competitor has won in the current match.	Always, if the information is available
ST_BD /BD_RES /BD_MT_SERVICE_FAULTS	Number of services faults cumulative throughout the current match by this competitor.	Always, if the information is available
ST_BD /BD_RES /BD_GAME_POINT_COUNT	Cumulative number of times that this competitor has had the game point advantage in the current match.	Always, if the information is available
ST_BD /BD_RES /BD_MATCH_POINT_COUNT	Cumulative number of times that this competitor has had the match point advantage in the current match.	Always, if the information is available

The following table describes in more detail the Result /Competitor /Stats /Stat element, which should be used in the case of Doubles and the Result /Competitor /Composition /Athlete /Stats /Stat element, which should be used in the case of Singles events.

Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)					
Type	Code	Extended StatCode	Pos	Value	Description
ST_BD	BD_MT_POINTS		CC @PeriodNo	N(2) 90 Or blank	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Number of match points for game 2 or 3 only.

Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)					
Type	Code	Extended StatCode	Pos	Value	Description
	BD_GM_POINTS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Number of game points for this game.
	BD_PTS_NOSERVICE		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Points scored without service for this game.
	BD_PTS_NOSERVICE		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Points scored with service for this game.
	BD_BG_NOSERV_CHANGE		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Biggest scoring run without change of service for this game.
	BD_BG_LEAD		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Biggest lead for this game.
	BD_BG_CBACK_WIN		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period Number For @Value: Biggest comeback to win for this game.
	BD_SERVICE_FAULTS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type

Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)					
Type	Code	Extended StatCode	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Period Number
					For @Value: Service faults for this game.
	BD_PCARDS_RES		CC @PeriodNo	String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Period Number
					For @Value: Penalty cards and the result at penalty for this game. (e.g.: a yellow card penalty during Game-1 when the result was 4-3, send "Y(4-3)" for @Pos=1, or, two red cards penalty during Game-2, send "R(3-1) R(14-20)" for @Pos=2).
	BD_GAMES_WON			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of games that this competitor has won in the current match
	BD_MT_SERVICE_FAULTS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of services faults cumulative throughout the current match by this competitor
	BD_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 competitor has had the game point advantage in the current match
	BD_MATCH_POINT_COUNT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos:

Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)					
Type	Code	Extended StatCode	Pos	Value	Description
					Do not send anything
					For @ Value: Send the cumulative number of times that this competitor has had the match point advantage in the current match

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

Type /Code	Description	Expected
ST_BD /BD_MT_POINTS	Number of match points for a period number, when apply.	Always, if the information is available
ST_BD /BD_GM_POINTS	Number of game points for each period number, when apply.	Always, if the information is available
ST_BD /BD_PTS_NOSERVICE	Points scored without service for each period number.	Always, if the information is available
ST_BD /BD_PTS_SERVICE	Points scored with service for each period number.	Always, if the information is available
ST_BD /BD_BG_NOSERV_CHANGE	Biggest scoring run without change of service for each period number.	Always, if the information is available
ST_BD /BD_BG_LEAD	Biggest lead for each period number.	Always, if the information is available
ST_BD /BD_BG_CBACK_WIN	Biggest comeback to win for each period number, when apply.	Always, if the information is available
ST_BD /BD_SERVICE_FAULTS	Service faults for each period number, when apply.	Always, if the information is available
ST_BD /BD_PCARDS_RES	Penalty cards and the result at penalty for each period number, when apply.	Always, if the information is available
ST_BD /BD_GAMES_WON	Number of games that this competitor has won in the current match.	Always, if the information is available
ST_BD /BD_MT_SERVICE_FAULTS	Number of services faults cumulative throughout the current match by this competitor.	Always, if the information is available
ST_BD /BD_GAME_POINT_COUNT	Cumulative number of times that this competitor has had the game point advantage in the current match.	Always, if the information is available
ST_BD /BD_MATCH_POINT_COUNT	Cumulative number of times that this competitor has had the match point advantage in the current match.	Always, if the information is available

4.1.4.6 Message sort

Please follow the general definition.

4.1.5 Pool standings

4.1.5.1 Description

This message is the Pool standings competition message as described in the ODF General Messages Interface Document.

In the case of Badminton, the message has to be sent for the Teams events, as listed in the header values section.

4.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent for Mixed Teams event at phase level of the Group Play Stage according to the ODF Common Codes document (header values sheet).

The DocumentSubtype attribute will be:

- For Teams (eight groups)
 - Group Play Stage A: A
 - Group Play Stage B: B
 - Group Play Stage C: C
 - Group Play Stage D: D
 - Group Play Stage E: E
 - Group Play Stage F: F
 - Group Play Stage G: G
 - Group Play Stage H: H

4.1.5.3 Trigger and Frequency

Please follow the general definition.

- Interim:
 - After the draw has been made & signed off
 - After each game of the Group Play Stage is official of the relevant group
- Official
 - After last game of the Group Play Stage

4.1.5.4 Message Structure

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

- Result /Competitor /ExtendedResults /ExtendedResult
- Result /Competitor /ExtendedResults /ExtendedResult /Extensions

4.1.5.5 Message Values

The following table lists the Pool standings of group in a team competition optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Badminton, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank at the group. The rank is calculated firstly by classification points and secondly by goal average. It is optional because the team can be disqualified

Element	Attribute	M/O	Value	Comments
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	IRM (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions, which should be used in the case of Teams events.

Element: Result /Competitor /ExtendedResults /ExtendedResult							
Type	Code	Extension Code	Pos	Value	Description		
ER_BD	BD_MATCHES				For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: Do not send anything		
			BD_PLAYED			N(1) 9	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Send the number of matches played. Do not send anything in case of IRM.
			BD_WON			N(1) 9	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Send the number of matches won. Do not send anything in case of IRM.
			BD_LOST			N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code		
					For @Pos: Do not send anything		
					For @Value: Send the number of matches lost. Do not send anything in case of IRM.		
	BD_GAMES BD_PTS				For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value:		

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Do not send anything
		BD_WON		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of Games/Points won. Do not send anything in case of IRM.
		BD_LOST		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Humber of Games/Points lost. Do not send anything in case of IRM.
		BD_DIFF		+/-N(2) +/-99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Difference of Games/Points won/lost. Do not send anything in case of IRM.

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

Type /Code	Extension Code	Description	Expected
ER_BD /BD_MATCHES	BD_PLAYED	Number of matches played by the team at the group	If available
	BD_WON	Number of matches won by the team at the group	If available
	BD_LOST	Number of matches lost by the team at the group	If available
ER_BD /BD_GAMES	BD_WON	Total of games/points won	If available
ER_BD /BD_PTS	BD_LOST	Total of games/Points lost	If available
	BD_DIFF	Difference of games/points won/lost	If available

4.1.5.6 Message sort

Please follow the general definition.

4.1.6 Statistics

4.1.6.1 Description

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

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

4.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according 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:

- **ANALYSIS:** For the cumulative data of match analysis for the Singles, Doubles and Teams statistics, for all the competitors who have reached the Semi-final or the Final phase. Send the DocumentCode at Eventunit level (DDGEEPUU) and only for the Semi-final and Final (Gold and Bronze medal match) phases.
- **TOU:** Tournament statistics, at event level. Send the DocumentCode at event level (DDGEEE000).
- **CUM:** Penalties statistics per player (although is participating as Singles, Doubles or Teams), at discipline level. Send the DocumentCode at discipline level (DD0000000).

4.1.6.3 Trigger and Frequency

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

- For Cumulative Match analysis statistics (ANALYSIS):
 - Message sent the evening before any day of competition where the day contains Semi-Final or Final (Gold/Silver or Bronze) matches.
- For Tournament statistics (TOU):
 - Message sent after the last match in each phase for all events has been completed and made official.
- For Penalty statistics (CUM):
 - Two (2) minutes after result of each match is approved (If penalty was imposed during the match).

4.1.6.4 Message Structure

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

- Stats /StatsItems /StatsItem (for all events in Tournament statistics - TOU)
- Stats /StatsItems /StatsItem /ExtendedStat (for all events in Tournament statistics - TOU)
- Stats /Competitor /StatsItems /StatsItem (only for Doubles and Teams events in Match statistics - ANALYSIS)

- Stats /Competitor /StatsItems /StatsItem /ExtendedStat (only for Doubles and Teams events in Match statistics - ANALYSIS)
- Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (only for Singles events in Match statistics - ANALYSIS, and for all events in Penalty statistics - CUM)
- Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat (only for Singles events in Match statistics - ANALYSIS, and for all events in Penalty statistics - CUM)

4.1.6.5 Message Values

The following table lists the Statistics table optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Badminton, 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_BD	BD_NO_MATCHES		CC @RoundNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round Number (for each phase and according to events, Singles, Doubles or Teams and the Total), (e.g.: from 6/7 to 0 for Singles/Doubles events (from Round of 64/128 to the total), and for 8, 3 to 0 for Teams events (from Group play stage -except Rounds- to the total)) (see codes section)
	For @Value: Number of matches for this Round (@Pos round number).				
	BD_NO_GAMES		CC @RoundNo	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round Number (for each phase and according to events, and the Total).
	For @Value: Number of games for this Round (@Pos round number).				
	BD_TP_SCORED		CC @RoundNo	N(4) 9990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round Number (for each phase and according to events, and the Total).

Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Total points scored for this Round (@Pos round number).
	BD_TD_TIME		CC @RoundNo	HH:MM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Total duration time (hours) for this Round (@Pos round number). HH is hours, MM is minutes
	BD_AVM_DUR		CC @RoundNo	MM'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Average match duration (minutes) for this Round (@Pos round number). MM is minutes
	BD_LGM_DUR		CC @RoundNo	MM'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Longest match duration (minutes) for this Round (@Pos round number). MM is minutes
		BD_MATCH_NO		S(5)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Match Number (as event code + number of the match) corresponding to longest match duration, (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138, "XT102" for Mixed Teams Match 102...).
	BD_SHM_DUR		CC @RoundNo	MM'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value:

Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Shortest match duration (minutes) for this Round (@Pos round number). MM is minutes
		BD_MATCH_NO		S(5)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Match Number (as event code + number of the match) corresponding to shortest match duration (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138, "XT102" for Mixed Teams Match 102...).
	BD_TSU_USED		CC @RoundNo	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round Number (for each phase and according to events, and the Total).
					For @Value: Total shuttles used for this Round (@Pos round number).
	BD_ASM_USED		CC @RoundNo	N(2).N(1) 99.9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round Number (for each phase and according to events, and the Total).
					For @Value: Average number of shuttles used per match for this Round (@Pos round number).
	BD_PT_YCARD		CC @RoundNo	N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round Number (for each phase and according to events, and the Total).
					For @Value: Number of yellow penalty cards for this Round (@Pos round number).
	BD_PT_RCARD		CC @RoundNo	N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round Number (for each phase and according to events, and the Total).
					For @Value: Number of red penalty cards for this Round (@Pos round number).

Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
	BD_PT_BCARD		CC @RoundNo	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, and the Total). For @Value: Number of black penalty cards for this Round (@Pos round number).
	BD_LGR_TIME		CC @RoundNo	SSS''	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, without the Total). For @Value: Longest rally (seconds) for this Round (@Pos round number).
	BD_LGR_STROKES		CC @RoundNo	N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Round Number (for each phase and according to events, without the Total). For @Value: Highest number of strokes in the longest rally for this Round (@Pos round number).

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

Type /Code /ExtendedStat Code	Description	Expected
ST_BD /BD_NO_MATCHES	Number of Matches for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_NO_GAMES	Number of Games for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_TP_SCORED	Total Points scored for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_TD_TIME	Total duration time (hours) for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_AVM_DUR	Average match duration (minutes) for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_LGM_DUR /BD_MATCH_NO	Longest match duration (minutes) with the corresponding match number, for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_SHM_DUR /BD_MATCH_NO	Shortest match duration (minutes) with the corresponding match number, for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_TSU_USED	Total shuttles used for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_ASM_USED	Average shuttles used per match for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.

Type /Code /ExtendedStat Code	Description	Expected
ST_BD /BD_PT_YCARD	Penalties (Yellow card) for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_PT_RCARD	Penalties (Red card) for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_PT_BCARD	Penalties (Black card) for each round and total, in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_LGR_TIME	Longest rally (seconds) for each round <u>without total</u> , in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.
ST_BD /BD_LGR_STROKES	Number of strokes in the longest rally for each round <u>without total</u> , in Tournament statistics.	Always for the complete rounds, in the case of TOU statistics.

The following table describes in more detail the Stats /Competitor /StatsItems /StatsItem element and its child element ExtendedStat, which should be used in the case of Doubles and Teams events in Match statistics - ANALYSIS, or the Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element and its child element ExtendedStat, in the case of Singles events in Match statistics – ANALYSIS (and also should be used for all events in Penalty statistics - CUM).

Element: Stats /Competitor /StatsItems /StatsItem (for Doubles / Teams events) Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (for Singles events / for all events in Penalty statistics)						
Type	Code	ExtendedStat Code	Pos	Value	Description	
ST_BD	BD_GAMES				For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Do not send anything	
		BD_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: Send the number of games for (won)				
		BD_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: Send the number of games against (lost)					
BD_RES					For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Do not send anything	

Element: Stats /Competitor /StatsItems /StatItem (for Doubles / Teams events) Stats /Competitor /Composition /Athlete /StatsItems /StatItem (for Singles events / for all events in Penalty statistics)					
Type	Code	ExtendedStat Code	Pos	Value	Description
		BD_WON		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the total number of points won
		BD_LOST		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the total number of points conceded (when lost)
	BD_PTY_CARDS		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sequential number to indicate the different type of penalty cards (from 1 to 3, 0 for no penalty cards).
					For @Value: Do not send anything
		BD_CARD_CC @CardType		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 cards for this type of penalty card.
	BD_PTY_CARD_CC @CardType		N(1) 9	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sequential number to differentiate when this card is imposed more than once in the same match.
					For @Value: RSC of the Event Unit, in the match where the disciplinary penalty is imposed.
		BD_TIME		MillisTime	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value:

Element: Stats /Competitor /StatsItems /StatItem (for Doubles / Teams events) Stats /Competitor /Composition /Athlete /StatsItems /StatItem (for Singles events / for all events in Penalty statistics)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					The time of penalty.
		BD_OFFENCE		CC @Offence	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Related offence to the penalty.
		BD_SCORE		String	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Score at offence (e.g.: an offence is produced at game-2, send the result at this time: "21-19, 7-7")

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

Type /Code /ExtendedStat Code	Description	Expected
ST_BD /BD_GAMES /BD_WON	Number of Games For, in Match analysis statistics, for competitors up to the phases semi-final and final.	Always, in the case of ANALYSIS statistics
ST_BD /BD_GAMES /BD_LOST	Number of Games Against, in Match analysis statistics, for competitors up to the phases semi-final and final.	Always, in the case of ANALYSIS statistics
ST_BD /BD_RES /BD_WON	Number of Points Won, in Match analysis statistics, for competitors up to the phases semi-final and final.	Always, in the case of ANALYSIS statistics
ST_BD /BD_RES /BD_LOST	Number of Points Lost, in Match analysis statistics, for competitors up to the phases semi-final and final.	Always, in the case of ANALYSIS statistics
ST_BD /BD_PTY_CARDS /BD_CARD_CC @CardType	Number of penalty cards for each card type, in Match analysis statistics, for competitors up to the phases semi-final and final.	Always, in the case of ANALYSIS statistics
ST_BD /BD_PTY_CARD_CC @CardType /BD_TIME /BD_OFFENCE /BD_SCORE	Disciplinary penalty information (the event unit -RSC of the match-, time, offence and score at penalty) for each card type imposed, in Penalty statistics.	Always, if the information is available in the case of CUM statistics

4.1.6.6 Message sort

Please follow the general definition.

4.1.7 Brackets

4.1.7.1 Description

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

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

4.1.7.2 Header Values

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

4.1.7.3 Trigger and Frequency

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

- For Singles/Doubles:
 - After the draw
 - After every match.
- For Mixed Teams:
 - After the last match of Group Play Stage is officialised.
 - After every match during final phases.

4.1.7.4 Message Structure

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

- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (it should be included when the competitor is not yet known)
- 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 the Round of 128 (only for Singles and Mixed Doubles events if it applies), Round of 64, Round of 32, Round of 16 (only for Singles and Doubles events), Quarterfinals and Semi-finals.
- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in the case of the Semi-finals.
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Match), Semi-finals, and Quarterfinals, Round of 16, Round of 32 (only for Singles and Doubles events) and Round of 64 (only for Singles and Mixed Doubles events if it applies).

4.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section) It is referred to the phase of event (round). It will be sent round of 128 , round of 64, ..., quarterfinals, semi-finals or final phase (e.g.: R128 Round of 128 - only for Singles/Mixed Doubles if it applies - R64 Round of 64 -only for singles/doubles-... QFL Quarterfinals...)
Bracket /BracketItems /BracketItem	Code	M	S(5)	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Match number (event code + number of match) for each bracket item, (e.g.: for Men's Singles events: MS110, MS112..., MS116 in R16, ..., MS141..., MS144 in QFL, etc.).
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).

The following table describes in more detail the Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace element.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_BD	BD_COMP_INF	CC @Desc	S(5)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send if the competitor is the winner or the loser of (@Value) (see codes section)
				For @Value: Send the Match number (event code + number of match) from the preceding phase for this bracket item.

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

Type /Code	Description	Expected
ECP_BD /BD_COMP_INF	The information in the place of the bracket regarding the rule to access to this place (the competitor is the winner or the loser of a match from the preceding phase, e.g.: "Loser MS135" in Men's Singles, etc.)	Just when the competitor is not known yet (when the CompetitorPlace @Code is UNK)

4.1.7.6 Message sort

Please follow the general definition.

4.1.8 Discipline configuration

4.1.8.1 Description

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

4.1.8.2 Header Values

Please follow the general definition.

4.1.8.3 Trigger and Frequency

Please follow the general definition.

4.1.8.4 Message Structure

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

- Configs /Config /ExtendedConfig /ExtendedConfigItem

4.1.8.5 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 General Messages Interface Document) that are used in the case of Badminton, 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.
	Event	M	CC @Event	Event code of the RSC.
	Phase	O	CC @Phase	Phase code of the RSC. There are the following phases for: -Competition phases: (A) Group A (only for Teams) (B) Group B (only for Teams) (C) Group C (only for Teams) (D) Group D (only for Teams) (E) Group E (only for Teams) (F) Group F (only for Teams) (G) Group G (only for Teams) (H) Group H (only for Teams) (7) Round of 128 (only for Singles/Mixed Doubles if it applies) (6) Round of 64 (only for Singles/Doubles) (5) Round of 32 (only for Singles/Doubles) (4) Round of 16 (only for Singles/Doubles) (3) Quarterfinals (2) Semi-finals (1) Finals -Daily schedule phase: (Y) Competition Day

Element	Attribute	M/O	Value	Comments
	Unit	O	CC @Unit	<p>It should be informed just in the case that the information is by Event Unit.</p> <p>It will be applied to the data of Session (@Code=BD_SESSION_DATA) for the daily schedule phase (@Phase='Y'). In this case, for phase 'Y', the event unit will be DD, the day of the month that the data contained in the message refers to. Values could be from 01 to 31.</p> <p>And also it will be applied to Match Number and Session number (@Code = BD_MATCH_NUMBER and BD_SESSION) for the rest of phases (Competition phases). In this case, the unit will be NN (a sequential number).</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_BD	BD_NUM_COURTS (Send by Session)			N(1) 9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Total number of courts per session
	BD_SESSION_DATA (Send by Event Unit-day)		N(2) 90	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Session Number. Numeric from 1 to 19 for each of the session
					For @Value: Total number of matches per each session
	CC @EventCode			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 matches per each event code (see codes section) for this session. (e.g.: for event code WS (Women's Singles): 6 (matches)
	BD_MATCH_NUMBER (Send by Event Unit in case of Singes/Doubles events)			S(5)	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: Match Number (as event code + number of the match) (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138, "XT102" for Mixed Teams Match 102...).
	BD_SESSION (Send by Event Unit of competition phase)			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Session Number.

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

Type /Code /ExtendedConfigItem Code	Description	Expected
EC_BD /BD_NUM_COURTS	It's the total number of courts for the competition by session.	Send by session, one time at the beginning of the games.
EC_BD /BD_SESSION_DATA /CC @EventCode	Data of each of the sessions per competition day (as Number of Matches per event's code and Total Number of matches per session number).	Send by event unit per day, always that the information is available.
EC_BD /BD_MATCH_NUMBER	Match number by event unit (as event code and the number of match).	Send by event unit per competition phase, just if this information is available (after the draw).
EC_BD /BD_SESSION	Session number by event unit (it will be the session where the previous match will be included).	Send by event unit per competition phase, just if this information is available (after the draw).

4.1.8.6 Message sort

Please follow the general definition.

5 Real time

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

5.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Badminton 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		

5.1.1 RT Event Unit Results

5.1.1.1 Description

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

5.1.1.2 Header Values

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

5.1.1.3 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 following any statistical changes.
 - T3: Trigger when the game finishes
 - T4: Trigger after match finishes
 - T5: Trigger at the beginning of each game
- 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.

5.1.1.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /ExtendedResults /ExtendedResult (only for Doubles and Teams events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (only for Singles events)
- Result /Competitor /Stats /Stat (only for Doubles and Teams events)
- Result /Competitor /Composition /Athlete /Stats /Stat (only for Singles events)

Please follow the general considerations for all ResultStatus.

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

5.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit –match- (see codes section). Only will be informed (it is mandatory) at the end of the match.	T4
	Result	O	N(1) 0	Result for the particular event unit, i.e. the number of games won in the corresponding match. Send either in the case @ResultType is points or IRM with points (see codes section).	T4
	IRM	O	CC @IRM	Invalid Result Mark (or suspension) for the particular event unit, in case it is assigned. Send just in the case @ResultType is both IRM and Points for some period; the match will have finished (see codes section).	T1, T4
	WLT	O	S(1)	The code whether a competitor won (W), lost (L) the match. Only will be informed (it is mandatory) at the end of the match.	T4
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and of the Away (2).	T1, T2, T3, T4

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

Element: UnitInfos /UnitInfo						
Type	Code	Pos	Value	Description		
UI_BD	BD_M_DURATION		MMM 990	For @Type: Send proposed type		
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Duration of the Match. MMM is minutes		
	BD_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 match (see code section)	
	BD_GM_COMPLETE			N(1) 9	For @Type: Send proposed type	
For @Code: Send proposed code						
For @Pos: Do not send anything						

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				For @Value: Singles, Doubles events: Number of complete Games at the end of the match (from 2 to 3 games, according to the score system). Team events: Number of complete sub-matches at the end of the match.
	BD_SHUTTLES_USED		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of shuttles used in the match.
	BD_CURRENT_MATCH		N(1) 9	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Match number in the team match. Only for team events.
	BD_CURRENT_GAME		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the current game number within the match.

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

Type /Code	Description	Expected
UI_BD /BD_M_DURATION	Duration in minutes of the match.	T1, T4
UI_BD /BD_M_STATUS	Status of the current Match.	T1, T4
UI_BD /BD_GM_COMPLETE	Number of complete games in this match.	T1, T4
UI_BD /BD_SHUTTLES_USED	Number of shuttles used for the current match.	T1, T4
UI_BD /BD_CURRENT_MATCH	Event code for the current sub-match in the team match.	T1, T4
UI_BD /BD_CURRENT_GAME	Current game number within the match.	T5

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

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Periods /Period	Code	M	CC @Period or CC @Match	Singles and Doubles events: Game number Usually there are 3 games and match total. Team events: Match number	T1, T3, T4
	HomeScore	M	N(1) 0	Singles and Doubles events: Home competitor score up (number of games won) at the end of this game (@Code period) (e.g.: 2 at the end of Period-2 (Game 2), it has won two games - this game and the previous one-). Team events: Number of sub-matches won in the corresponding match.	T1, T3, T4
	AwayScore	M	N(1) 0	Singles and Doubles events: Away competitor score up (number of games won) at the end of this game (@Code period) (e.g.: 0 at the end of Period-2 (Game 2), it has not won any game - has lost this game and the previous one-). Team events: Number of sub-matches won in the corresponding match.	T1, T3, T4
	HomePeriodScore	O	N(2) 90	Singles and Doubles events: Home competitor points just for this game (@Code period, except for match total -TOT period code-) (e.g.: 21 points for Period-2 (Game 2), has won this game). Team events: Home competitor score up (number of games won) at the end of this sub-match (@Code Match).	T1, T3
	AwayPeriodScore	O	N(2) 90	Singles and Doubles events: Away competitor points just for this game (@Code period, except for match total -TOT period code-) (e.g.: 18 points for Period-2 (Game 2), has lost this game). Team events: Home competitor score up (number of games won) at the end of this sub-match (@Code Match).	T1, T3
	Duration	M	MMM 990	Duration of this game/match (@Code period), including breaks during the game/s. For match total (TOT period code), will be the sum of games duration plus breaks between games. MMM are minutes.	T1, T3, T4

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Pos	Value	Description	
EP_BD	BD_HOME_GAMES		N(1) 0	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the number of games won by the team with team order 1 at the corresponding match	
	BD_AWAY_GAMES			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of games won by the team with team order 2 at the corresponding match
	BD_LGR_TIME	CC @Period No		SS 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number
					For @Value: Duration of longest rally. SS is seconds
BD_LGR_STROKES	CC @Period No		N(3) 990	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number	
				For @Value: Number of strokes in the longest rally.	
BD_AVR_TIME	CC @Period No		SS 90	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number	
				For @Value: Duration of average rally. SS is seconds	
BD_AVR_STROKES	CC @Period		N(3) 990	For @Type: Send proposed type	

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
		No		For @Code: Send proposed code
				For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number
				For @Value: Number of strokes in the average rally.
	BD_SHUTTLES_USED	CC @Period No	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number
				For @Value: Number of shuttles used.
	BD_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)
	BD_WINNER	CC @Period No	S(1) (H,A)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: For Singles/Doubles: Do not send anything For Teams: Send the game number
				For @Value: Winner Indicator for this period when it is finished (Ended status). Send 'H' or 'A' if the game/match is won by Home or Away.
	BD_IRM	N(1) 0	CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Indicator of the one who has produced the IRM. Send 1 or 2 for Home or Away competitor.
				For @Value: Singles and Doubles events: Invalid Result Mark for the particular period (CC @Period). Team events: Invalid Result Mark for the particular period (CC @Match).
	BD_HOME_PTS_G	CC @Period	N(2) 90	For @Type: Send proposed type

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
		No		For @Code: Send proposed code
				For @Pos: Send the game Number (usually there are 3 games)
				For @Value: Send the points won by the team with team order 1 at the game for the corresponding match in the team match.
	BD_AWAY_PTS_G	CC @Period No	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game Number
				For @Value: Send the points won by the team with team order 2 at the game for the corresponding match in the team match.
	BD_DURATION_G	CC @Period No	MM 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game Number
				For @Value: Send the duration of the game for the corresponding match in the team match.

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

Type /Code	Description	Expected
EP_BD /BD_HOME_GAMES	Send the number of games won by the team with team order 1 at the corresponding match (Game match number at the Period Code: M!..Mn)	T3
EP_BD /BD_AWAY_GAMES	Send the number of games won by the team with team order 2 at the corresponding match (Game match number at the Period Code: M!..Mn)	T3
EP_BD /BD_LGR_TIME	Duration in seconds of the longest rally of each period.	T3
EP_BD /BD_LGR_STROKES	Number of strokes in the longest rally of each period.	T3
EP_BD /BD_AVR_TIME	Duration in seconds of average rally of each period.	T3
EP_BD /BD_AVR_STROKES	Number of strokes in the average rally of each period.	T3
EP_BD /BD_SHUTTLES_USED	Number of shuttles used of each period.	T3
EP_BD /BD_STATUS	Status of each period (game/match).	T1, T3
EP_BD /BD_WINNER	Winner Indicator (H-Home, A-Away) for each period when it is finished.	T3
EP_BD /BD_IRM	Invalid Result Mark for the particular period (CC @Period), indicating who has produced it (the Home or the Away competitor). The IRM should always be noted in the TOT period, and additionally in the G1/G2/G3 period if the IRM occurs during play.	T1, T3
EP_BD /BD_HOME_PTS_G	Send the points won for the team with team order 1 at the game (game number at @Pos) for the corresponding match in the team match (Game match number at the Period Code: M!..Mn).	T3
EP_BD /BD_AWAY_PTS_G	Send the points won for the team with team order 2 at the game	T3

Type /Code	Description	Expected
	(game number at @Pos) for the corresponding match in the team match (Game match number at the Period Code: M!..Mn).	
EP_BD /BD_DURATION_G	Send the duration of the game for the corresponding match in the team match.	T3

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element, which should be used in the case of Doubles and Teams events, or the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element in the case of Singles events.

Element: Result /Competitor /ExtendedResults /ExtendedResult (in the case of Doubles and Teams) Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (in the case of Singles)					
Type	Code	Extension Code	Pos	Value	Description
ER_BD	BD_SERVICE_INDICATOR			S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send 'Y' if the competitor has the service, and "N" otherwise (if not and it has changed).
	BD_GAME_POINT			S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send 'Y' if the competitor has the Game Point, and "N" otherwise (if not and it has changed).
	BD_MATCH_POINT			S(1) (Y,N)	For @Type: Send proposed type
For @Code: Send proposed code					
For @Pos: Do not send anything					
For @Value: Send 'Y' if the competitor has the Match Point, and "N" otherwise (if not and it has changed).					

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

Type /Code	Description	Expected
ER_BD /BD_SERVICE_INDICATOR	Indicates which player is currently serving.	T1
ER_BD /BD_GAME_POINT	Indicates that this player has the advantage in winning the current game.	T1
ER_BD /BD_MATCH_POINT	Indicates that this player has the advantage in winning the current match.	T1

The following table describes in more detail the Result /Competitor /Stats /Stat element, which should be used in the case of Doubles and Teams events.

Element: Result /Competitor /Stats /Stat (in the case of Teams)					
Type	Code	Extended Stat Code	Pos	Value	Description
ST_BD	BD_RES		N(1) 0		For @Type: Send proposed type
			Or		For @Code: Send proposed code
			CC @MatchNumber		For @Pos: 0 in case of points for the whole team match (all the matches). or Match number of the team sub-match in case of points for each sub-match in the team match.
					For @Value: Do not send anything
		BD_MT_POINTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
		Or	For @Code: Send proposed Extended Stat code		
		blank	For @Pos: Send the game number (usually there are 3 games)		
			For @Value: Number of match points for game 2 or 3 only (@Pos period number).		
		BD_GM_POINTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
			For @Code: Send proposed Extended Stat code		
			For @Pos: Send the game number		
	For @Value: Number of game points for this game (@Pos period number).				
BD_PTS_NOSERVICE	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type		
	For @Code: Send proposed Extended Stat code				
	For @Pos: Send the game number				
	For @Value: Points scored without service for this game (@Pos period number).				
BD_PTS_SERVICE	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type		
	For @Code: Send proposed Extended Stat code				
	For @Pos: Send the game number				
	For @Value: Points scored with service for this game (@Pos period number).				
BD_BG_NOSERV_CHANGE	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type		
	For @Code: Send proposed Extended Stat code				

Element: Result /Competitor /Stats /Stat (in the case of Teams)					
Type	Code	Extended Stat Code	Pos	Value	Description
					For @Pos: Send the game number
					For @Value: Biggest scoring run without change of service for this game (@Pos period number).
		BD_BG_LEAD	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Send the game number
					For @Value: Biggest lead for this game (@Pos period number).
		BD_BG_CBACK_WIN	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Send the game number
					For @Value: Biggest comeback to win for this game (@Pos period number).
		BD_SERVICE_FAULTS	CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Send the game number
					For @Value: Service faults for this game (@Pos period number).
		BD_PCARDS_RES	CC @PeriodNo	String	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Send the game number
					For @Value: Penalty cards and the result at penalty for this game (@Pos period number) (e.g.: a yellow card penalty during Game-1 when the result was 4-3, send "Y(4-3)" for @Pos=1, or, two red cards penalty during Game-2, send "R(3-1) R(14-20)" for @Pos=2).
		BD_GAMES_WON		N(1) 0	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Do not send anything
					For @Value: Send the number of games that this competitor has won in the current match
		BD_MT_SERVICE_FAULTS		N(3)	For @Type:

Element: Result /Competitor /Stats /Stat (in the case of Teams)					
Type	Code	Extended Stat Code	Pos	Value	Description
				990	Send proposed code as type For @Code: Send proposed Extended Stat code For @Pos: Do not send anything For @Value: Send the number of services faults cumulative throughout the current match by this competitor
		BD_GAME_POINT_COUNT		N(2) 90	For @Type: Send proposed code as type For @Code: Send proposed Extended Stat code For @Pos: Do not send anything For @Value: Send the cumulative number of times that this competitor has had the game point advantage in the current match
		BD_MATCH_POINT_COUNT		N(2) 90	For @Type: Send proposed code as type For @Code: Send proposed Extended Stat code For @Pos: Do not send anything For @Value: Send the cumulative number of times that this competitor has had the match point advantage in the current match

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

Type /Code	Description	Expected
ST_BD /BD_RES /BD_MT_POINTS	Number of match points for a period number, when apply.	T2, T5
ST_BD /BD_RES /BD_GM_POINTS	Number of game points for each period number, when apply.	T2, T5
ST_BD /BD_RES /BD_PTS_NOSERVICE	Points scored without service for each period number.	T2, T5
ST_BD /BD_RES /BD_PTS_SERVICE	Points scored with service for each period number.	T2, T5
ST_BD /BD_BG_NOSERV_CHANGE	Biggest scoring run without change of service for each period number.	T2, T5
ST_BD /BD_BG_LEAD	Biggest lead for each period number.	T2, T5
ST_BD /BD_BG_CBACK_WIN	Biggest comeback to win for each period number, when apply).	T2, T5
ST_BD /BD_SERVICE_FAULTS	Service faults for each period number, when apply.	T2, T5
ST_BD /BD_PCARDS_RES	Penalty cards and the result at penalty for each period number, when apply.	T2
ST_BD /BD_GAMES_WON	Number of games that this competitor has won in the current match.	T2
ST_BD /BD_MT_SERVICE_FAULTS	Number of services faults cumulative throughout the current match by this competitor.	T2
ST_BD /BD_GAME_POINT_COUNT	Cumulative number of times that this competitor has had the game point advantage in the current match.	T2

Type /Code	Description	Expected
ST_BD /BD_MATCH_POINT_COUNT	Cumulative number of times that this competitor has had the match point advantage in the current match.	T2

The following table describes in more detail the Result /Competitor /Stats /Stat element, which should be used in the case of Doubles and the Result /Competitor /Composition /Athlete /Stats /Stat element, which should be used in the case of Singles events.

Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)					
Type	Code	Extended Stat Code	Pos	Value	Description
ST_BD	BD_MT_POINTS		CC @PeriodNo	N(2) 90 Or blank	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Period Number (usually there are 3 games)
					For @Value: Number of match points for game 2 or 3 only (@Pos period number).
	BD_GM_POINTS		CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Period Number
					For @Value: Number of game points for this game (@Pos period number).
	BD_PTS_NOSERVICE		CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Period Number
					For @Value: Points scored without service for this game (@Pos period number).
	BD_PTS_SERVICE		CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Period Number
					For @Value: Points scored with service for this game (@Pos period number).
	BD_BG_NOSERV_CHANGE		CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Period Number
					For @Value: Biggest scoring run without change of

Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)					
Type	Code	Extended Stat Code	Pos	Value	Description
					service for this game (@Pos period number).
	BD_BG_LEAD		CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type For @Code: Send proposed Extended Stat code For @Pos: Period Number For @Value: Biggest lead for this game (@Pos period number).
	BD_BG_CBACK_WIN		CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type For @Code: Send proposed Extended Stat code For @Pos: Period Number For @Value: Biggest comeback to win for this game (@Pos period number).
	BD_SERVICE_FAULTS		CC @PeriodNo	N(2) 90	For @Type: Send proposed code as type For @Code: Send proposed Extended Stat code For @Pos: Period Number For @Value: Service faults for this game (@Pos period number).
	BD_PCARDS_RES		CC @PeriodNo	String	For @Type: Send proposed code as type For @Code: Send proposed Extended Stat code For @Pos: Period Number For @Value: Penalty cards and the result at penalty for this game (@Pos period number) (e.g.: a yellow card penalty during Game-1 when the result was 4-3, send "Y(4-3)" for @Pos=1, or, two red cards penalty during Game-2, send "R(3-1) R(14-20)" for @Pos=2).
	BD_GAMES_WON			N(1) 0	For @Type: Send proposed code as type For @Code: Send proposed Extended Stat code For @Pos: Do not send anything For @Value: Send the number of games that this competitor has won in the current match
	BD_MT_SERVICE_FAULTS			N(3) 990	For @Type: Send proposed code as type

Element: Result /Competitor /Stats /Stat (in the case of Doubles) Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles)					
Type	Code	Extended Stat Code	Pos	Value	Description
					For @Code: Send proposed Extended Stat code
					For @Pos: Do not send anything
					For @Value: Send the number of services faults cumulative throughout the current match by this competitor
	BD_GAME_POINT_COUNT			N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Do not send anything
					For @Value: Send the cumulative number of times that this competitor has had the game point advantage in the current match
	BD_MATCH_POINT_COUNT			N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: Do not send anything
					For @Value: Send the cumulative number of times that this competitor has had the match point advantage in the current match

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

Type /Code	Description	Expected
ST_BD /BD_MT_POINTS	Number of match points for a period number, when apply.	T2, T5
ST_BD /BD_GM_POINTS	Number of game points for each period number, when apply.	T2, T5
ST_BD /BD_PTS_NOSERVICE	Points scored without service for each period number.	T2, T5
ST_BD /BD_PTS_SERVICE	Points scored with service for each period number.	T2, T5
ST_BD /BD_BG_NOSERV_CHANGE	Biggest scoring run without change of service for each period number.	T2, T5
ST_BD /BD_BG_LEAD	Biggest lead for each period number.	T2, T5
ST_BD /BD_BG_CBACK_WIN	Biggest comeback to win for each period number, when apply).	T2, T5
ST_BD /BD_SERVICE_FAULTS	Service faults for each period number, when apply.	T2, T5
ST_BD /BD_PCARDS_RES	Penalty cards and the result at penalty for each period number, when apply.	T2
ST_BD /BD_GAMES_WON	Number of games that this competitor has won in the current match.	T2
ST_BD /BD_MT_SERVICE_FAULTS	Number of services faults cumulative throughout the current match by this competitor.	T2
ST_BD /BD_GAME_POINT_COUNT	Cumulative number of times that this competitor has had the game point advantage in the current match.	T2

Type /Code	Description	Expected
ST_BD /BD_MATCH_POINT_COUNT	Cumulative number of times that this competitor has had the match point advantage in the current match.	T2

5.1.1.6 Message sort

Please follow the general definition.

6 PDF feed

Please refer to the same section of the ODF General Messages Interface Document.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R1 v1.0	14 Jun 2013	First version SFR
R1 v1.1	8 Jul 2013	SFA
R1 v1.2	16 Jul 2013	APP
R1 v1.3	26 Jul 2013	CR079 and some issues
R1 v1.4	14 Oct 2013	Defects
R1 v1.5	15 Nov 2013	External delivery
R1 v1.6	24 Feb 2014	Defects
R1 v1.7	3 Mar 2014	CR227
R1 v1.8	8 May 2014	External delivery
R1 v2.0	16 June 2014	CR332, external delivery

File reference: ODF/INT121 R1 v2.0 APP (BD)

Change Log

Version	Status	Changes on version
R1 v1.0	SFR	<ul style="list-style-type: none"> • First version
R1 v1.1	SFA	<ul style="list-style-type: none"> • No change
R1 v1.2	APP	<ul style="list-style-type: none"> • Approved version
R1 v1.3	APP	<ul style="list-style-type: none"> • All references to Preliminaries have been updated to Group Play Stage (CR079). • Pool Standings: It has been specified that this message only applies for Mixed Teams event. • Brackets: It has been specified when this message should be sent for each event.
R1 v1.4	APP	<ul style="list-style-type: none"> • Codes: <ul style="list-style-type: none"> ▪ R64 and R32 codes have been added to CC @BracketItems entity (Defect #98298). ▪ CC @Match, CC @MatchNumber and CC @MatchType codes entities have been added. • Start List: <ul style="list-style-type: none"> ▪ UI_BD /BD_MATCH code has been updated. • Event Unit Results: <ul style="list-style-type: none"> ▪ It has been specified which codes should be sent for Singles, Doubles and Teams events. ▪ EP_BD /BD_HOME_PTS and /BD_AWAY_PTS codes have been updated to BD_HOME_GAMES and BD_AWAY_GAMES. ▪ Some codes have been modified for Teams events: BD_LGR_TIME, BD_LGR_STROKES, BD_AVR_TIME, BD_AVR_STROKES, BD_SHUTTLES_USED, and BD_WINNER. ▪ ER_BD_FLOW /BD_SCORE_CC @Match_CC @PeriodNo code has been added. ▪ Statistics for Singles and Doubles have been updated. For BD_MT_POINTS for example, before it was sent as an Extended StatCode but now it should be sent as a code. • Brackets: <ul style="list-style-type: none"> ▪ The message should be sent after the draw in case of Singles and Doubles. ▪ Message Structure section has been updated for Singles and Doubles. • Discipline Configuration: <ul style="list-style-type: none"> ▪ EC_BD /BD_TEAMMATCH_NUMBER code has been removed as it is redundant with BD_MATCH_NUMBER for Teams events.
R1 v1.5	APP	<ul style="list-style-type: none"> • External delivery.
R1 v1.6	APP	<ul style="list-style-type: none"> • Pool Standings: <ul style="list-style-type: none"> ▪ The reference to RSC DDGEEE900 has been removed as the DocumentCode attribute should follow the Header Values sheet (defect # 102387).
R1 v1.7	APP	<ul style="list-style-type: none"> • Codes: <ul style="list-style-type: none"> ▪ E, F, G and H codes have been added to CC @RoundCode. • Pool Standings: <ul style="list-style-type: none"> ▪ Group Play Stages E, F, G and H have been added to Header Values section. • Discipline Configuration: <ul style="list-style-type: none"> ▪ Phases E, F, G and H have been added to Configs /Config /Phase attribute.
R1 v1.8	APP	<ul style="list-style-type: none"> • Event Unit Results & RT Event Unit Results: <ul style="list-style-type: none"> ▪ Result /StartOrder attribute comment has been updated as the order

File reference: ODF/INT121 R1 v2.0 APP (BD)

Change Log

Version	Status	Changes on version
		<p>should always be Home (1) and Away (2).</p> <ul style="list-style-type: none"> External delivery.
R1 v2.0	APP	<ul style="list-style-type: none"> Codes, Start List, Statistics, Brackets & Discipline Configuration: <ul style="list-style-type: none"> References to Round of 128 have been added in the different messages. External delivery.

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