

# Olympic Data Feed

## ODF Judo 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 Judo 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 Judo 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
<b>IF or International Federation</b>	The international governing body of an Olympic Sport as recognized by the IOC
<b>IOC</b>	International Olympic Committee
<b>IPC</b>	International Paralympic Committee
<b>CGA</b>	Commonwealth Games Associations
<b>ODF</b>	Olympic Data Feed
<b>ODF-PiT</b>	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
<b>ODF-RT</b>	Olympic Data Feed Real Time, messages that are generated when available
<b>RSC</b>	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
<b>Sport</b>	is administered by an international federation and can be composed of one or more disciplines
<b>WNPA</b>	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 Judo 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 Judo.

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

### 3 Codes

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

*CC @CodeEntity*

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

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. 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	Finals
CC @BracketItems	Code	Description
	BRN	Contests for Bronze Medal
	FNL	Final - Gold Medal
	QFL	Quarterfinals
	RPC	Repechage
	R16	Elimination Round of 16
	R32	Elimination Round of 32
	R64	Elimination Round of 64
	SFL	Semifinals
CC @Colour	Code	Description
	BLUE	Blue
	WHITE	White
CC @CompetitorPlace	Code	Description
	BYE	When there is no opponent , the athlete passes directly to the next round
	UNK	When the athlete is still unknown because the contest has not yet started or finished
CC@DecisionType	Code	Description
	IPO	Ippon
	WAZ	Waza-Ari
	YUK	Yuko
	FUS	Default
	KIK	Withdrawal
	PEN	Penalty
YUS	Decision	
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @GameStatus	Code	Description
	R	Running
	C	Completed(finish)



CC @IRM	<b>Code</b>	<b>Description</b>
	DNS	Did not start
	DSQ	Disqualified
CC @PenaltyType	<b>Code</b>	<b>Description</b>
	H	Hansoku-make direct, excluded from contest
	S	Shido
	X	Hansoku-make direct, excluded from competition
	S4	Shido 4, Hansoku-make (only for Statistic Message)
CC @PointsType	<b>Code</b>	<b>Description</b>
	IPO	Ippon
	YUK	Yuko
	WAZ	Waza-ari
CC @QualifyingType	<b>Code</b>	<b>Description</b>
	CQ	Continental Qualification
	DQ	Direct Qualification
	HST	Host Country Place
	TPC	Tripartite Commission Place
CC @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document. <ul style="list-style-type: none"> <li>The Attribute to be used is ID</li> </ul>	
CC @ResultType	<b>Code</b>	<b>Description</b>
	IRM	Invalid result mark
	POINTS	Points
CC @Statistics	<b>Code</b>	<b>Description</b>
	TOU	tournament statistics
CC @Technique	<b>Code</b>	<b>Description</b>
	AGA	Ashi-gatame
	AGR	Ashi-garami
	AGU	Ashi-guruma
	BYE	Bye
	DAB	De-ashi-barai
	DOJ	Do-jime
	DWK	Daki-wakare
	FUS	Fusen Gachi
	GJJ	Gyaku-juji-jime
	HAD	Hadaka-jime
	HGA	Hara-gatame
	HIG	Hiza-gatame
	HIZ	Hiza-guruma
	HKG	Hiki-komi-Gaeshi
	HNE	Hane-goshi-Gaeshi
	HNG	Hane-goshi
	HNM	Hane-makikomi
	HRA	Harai-goshi-gaeshi
	HRG	Harai-goshi

	HRM	Harai-makikomi
	HTA	Harai-tsurikomi-ashi
	ISN	Ippon-seoi-nage
	JG	Juji-gatame
	KAG	Kata-gatame
	KBA	Kani-basami
	KEG	Kesa-gatame
	KGU	Kata-guruma
	KHJ	Kata-ha-jime
	KIG	Kibisu-gaeshi
	KIK	Kiken gachi
	KJJ	Kata-juji-jime
	KKE	Kuzure-kesa-gatame
	KKS	Kuzure-kami-shiho-gatame
	KOG	Koshi-guruma
	KOJ	Koshi-jime
	KOU	Ko-uchi-gaeshi
	KSG	Ko-soto-gari
	KSH	Kami-shiho-gatame
	KSK	Ko-soto-gake
	KTA	Kuchiki-taoshi
	KTJ	Kata-te-jime
	KTS	Kuzure-tate-shiho-gatame
	KUB	Kubi-nage
	KUG	Ko-uchi-gari
	KUM	Ko-uchi-makikomi
	KWG	Kawazu-gake
	KYS	Kuzure-yoko-shiho-gatame
	MGA	Morote-gari
	NJJ	Nami-juji-jime
	OAB	Okuri-ashi-barai
	OEJ	Okuri-eri-jime
	OGA	O-soto-gaeshi
	OGO	O-goshi
	OGR	O-soto-guruma
	OGU	O-guruma
	OOS	Obi-otoshi
	OSG	O-soto-gari
	OSM	O-soto-makikomi
	OSO	O-soto-otoshi
	OTG	Obi-tori-gaeshi
	OUC	O-uchi-gaeshi
	OUG	O-uchi-gari
	P01	Apply-Technique-Outside
	P02	Avoid-Grip
	P03	Bend-Opps-Fingers
	P04	Danger-Area

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

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

	WAZ	Waza-ari
CC @WLT	<b>Code</b>	<b>Description</b>
	L	Lost
	W	Won

## 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 Judo, 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		
DT_PARTIC_TEAMS_UPDATE	List of teams update		
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_HISTORIC_RECORD	Historical records		
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		
DT_POOL_STANDING	Pool Standings	X	X
DT_RANKING	Event Final ranking	X	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 by discipline (and the update), for that discipline it is the list of athletes, 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.

### 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 Judo are:

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

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

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

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

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

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



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

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

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

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

#### 4.1.1.6 Message sort

Please, follow the general definition.

## 4.1.2 Start List

### 4.1.2.1 Description

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

### 4.1.2.2 Header Values

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

### 4.1.2.3 Trigger and Frequency

Please, follow the general definition.

### 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 Judo are:

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

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

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

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @ResultsFunction	Send according to the codes.
	Order	M	Numeric	Send by order for each official in each function, example: 1 for Referee 2 for Judge 1 3 for Judge 2
Start	StartOrder	M	Numeric	Send 1 for first competitor, send 2 for second competitor.
	SortOrder	M	Numeric	Send 1 for White competitor and 2 for Blue competitor

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

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

			Send proposed code
			For @ Value: Athlete's colour (see codes section)

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

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

#### 4.1.2.6 Message sort

Please, follow the general definition.

### 4.1.3 Event Unit Results

#### 4.1.3.1 Description

This message is the Event Unit Results 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, taking also into account the following

- After the contest (unit)

#### 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 Judo are:

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

#### 4.1.3.5 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
UnitAction	Time	M	MM:SS	Time of the action. Ascending from the beginning (0:00) to the end of one Period.
	Status	M	S(1)	Status of the action for indicate if the action is new (N)
Result	ResultType	O	CC @ResultType	Result type, either points or IRM for the corresponding event unit.
	IRM	O	CC @IRM	IRM of the competitor for the particular event unit. (see codes section)
	Result	O	String	Result of the competitor for the particular event unit. Indicates the score of the competitor and if they committed penalties. This can be sent in Golden Score as applicable. Example: 101, 000, 000H, 0001
	WLT	O	CC @WLT	The code whether a competitor won or lost the contest.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitor. Send 1 for White competitor and 2 for Blue competitor

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

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

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

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

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

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

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

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

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

Element: Competition /UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_JU	JU_TCH_CODE	CC @Technique	For @Type: Send proposed type  For @Code: Send proposed code  For @Value: Send the Winning Technique's Code
	JU_GOLD_SCORE	S(1)	For @Type: Send proposed type  For @Code: Send proposed code  For @Pos: Do not send anything  For @Value: Gold Score flag

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

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

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

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Pos	Value	Description	
ER_JU	JU_y Where y = CC @PenaltyType	N(1) 0	N(1)	For @Type: Send proposed type	
				For @Code: Send the code for each type of penalty (see codes section)	
				For @Pos: Send 1	
				For @Value: Send the value	
	JU_z Where z = CC @PointsType	N(1) 0	N(1) 0	For @Type: Send proposed type	
				For @Code: Send the code for each CC @PointsType (see codes section)	
				For @Pos: Send 1	
				For @Value: Number of scores obtained by competitor during contest for given CC @PointsType	
	JU_BEST_RESULT			String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the Best result.
JU_COMMENT			String	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos:	

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
				Do not send anything
				For @Value: Send a comment for the Outcome

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

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

#### 4.1.3.6 Message sort

Please, follow the general definition.



## 4.1.4 Event Final Ranking

### 4.1.4.1 Description

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

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

### 4.1.4.2 Header Values

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

### 4.1.4.3 Trigger and Frequency

Please, follow the general definition.

### 4.1.4.4 Message Structure

Please, follow the general definition.

### 4.1.4.5 Message Values

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

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

### 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 Judo, the message has to be sent only for competition events where there are 5 or 3 competitors in the weight category, as listed in the header values section. In case of more than 5 competitors Brackets message will be used instead.

### 4.1.5.2 Header Values

The DocumentCode attribute (DDGEEEA00) in the ODF header will be sent according for all the competition events at phase level of the preliminaries to the ODF Common Codes document (header values sheet).

The DocumentSubtype attribute will be A.

### 4.1.5.3 Trigger and Frequency

Please, follow the general definition.

- INTERIM:
  - After the Draw
  - After every contest in the weight category
- OFFICIAL:
  - After last contest in the weight category

### 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 Judo are:

- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults/ExtendedResult /Extensions

### 4.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank
	RankEqual	O	S(1)	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 competitors.

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_JU	JU_MATCHES	JU_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 contests won. Do not send anything in case of IRM.
		JU_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 contests 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_JU /JU_MATCHES	JU_WON	Number of contests won	If available
	JU_LOST	Number of contests lost	If available

#### 4.1.5.6 Message sort

Please, follow the general definition.

## 4.1.6 Statistics table

### 4.1.6.1 Description

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

### 4.1.6.2 Header Values

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

Moreover, header attribute DocumentSubtype will be informed, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes:

- TOU: tournament statistics.

### 4.1.6.3 Trigger and Frequency

This message should be sent after the end of each contest when it is official with the DocumentCode DDGEEEE0000 (for TOU).

### 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 Judo are:

- Competition /Stats /StatsItems /StatsItem

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

Element	Attribute	M/O	Value	Comments
Stats	Code	M	CC @Statistics	A code to identify the statistics being listed.

The following table describes in more detail the Competition /Stats /StatsItems /StatsItem

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat	Pos	Value	Description
ST_JU	JU_COMP			N(2) 90	For @Type: Send proposed type (see command codes)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the total of competitors for that event.
	JU_CONTEST		N(1) 0	N(2) 90	For @Type: Send proposed type (see command codes)
					For @Code: Send proposed code
					For @Pos: Send 1 for the contest regular time Send 2 for Golden Score time

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

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

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

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

#### 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 Judo, the message has to be sent only for competition events where there are more than 5 competitors in the weight category, as listed in the header values section. In case of 5 or less competitors Pool standings message will be used instead.

### 4.1.7.2 Header Values

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

### 4.1.7.3 Trigger and Frequency

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

- After the Draw (without contest numbers)
- Before competition day (with contest numbers)
- After every contest 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 Judo are:

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

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section)
Bracket /BracketItems /BracketItem	Code	O	N(2) 90	It will be sent the contest number for each bracket item (e.g.: 1, 4, ...)

Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK).

#### 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, taking also into account the following

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

### 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 Judo are:

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

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

The following table describes in more detail the ExtendedConfig element.

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

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

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

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

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

#### 4.1.8.6 Message sort

Please, follow the general definition.

## 5 Real time

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

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

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

## 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: Start of the Contest (including Start of period – Normal time / Golden Score)
  - T2: During Contest (Normal time / Golden Score)
  - T3: End of Contest
- for the other ResultStatus, please, follow the general definition.

### 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 Judo are:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

#### 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 June 2013	First version SFR
R1 v1.1	8 July 2013	SFA
R1 v1.2	16 July 2013	APP
R1 v1.3	14 November 2013	CR000076
R1 v1.4	16 January 2014	CR000214
R1 v1.5	16 June 2014	Minor correction
<b>R1 v1.6</b>	<b>2 July 2014</b>	<b>Minor correction</b>

**File reference:** ODF/INT130 R1 v1.6 APP (JU)

## Change Log

Version	Status	Changes on version
R1 v1.0	SFR	<ul style="list-style-type: none"> <li>First version</li> </ul>
R1 v1.1	SFA	<ul style="list-style-type: none"> <li>Submitted for Approval</li> </ul>
R1 v1.2	APP	<ul style="list-style-type: none"> <li>Approved version</li> </ul>
R1 v1.3	APP	CR000076: <ul style="list-style-type: none"> <li>DT_POOL_STANDING: modified note, now this message will be used only in the case of 5 or 3 competitors in one weight category</li> <li>Codes: removed CC @WinningScore</li> <li>Codes: removed YUS Yusei Gachi in CC @Technique</li> <li>DT_STATS: removed ST_JU / JU_y for the winning scores or techniques</li> </ul>
R1 v1.4	APP	CR000214: <ul style="list-style-type: none"> <li>DT_RESULTS / DT_RT_RESULTS: ExtendedResults for point scores and penalties will have always Pos attribute equal to "1"</li> </ul>
R1 v1.5	APP	<ul style="list-style-type: none"> <li>DT_RT_RESULTS: correction from CR000214: ExtendedResults for point scores and penalties will have always Pos attribute equal to "1"</li> </ul>
<b>R1 v1.6</b>	<b>APP</b>	<ul style="list-style-type: none"> <li><b>Codes: added PEN and removed YUS to CC @DecisionType</b></li> </ul>



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