

Olympic Data Feed

ODF Lawn Bowls 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 Lawn Bowls 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 Lawn Bowls 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

Document Reference	Document Title	Document Description
		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 Lawn Bowls 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 Lawn Bowls.

Any ODF Lawn Bowls 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
	QFL	Quarterfinals
	SFL	Semi-finals
	FNL	Final
CC @CompetitorPlace	Code	Description
	BYE	If there is no match. There is no competitor (only one participant is competing); the other team goes directly to the next round.
	UNK	The competitor is not known yet
CC @Desc	Code	Description
	10	Group A (Preliminary Group 1)
	11	Group B (Preliminary Group 2)
	12	Group C (Preliminary Group 3)
	13	Group D (Preliminary Group 4)
	14	Group E (Pool 9 th -12 th)
	15	Group F (Pool 13 th -16 th)
	16	Group G (Pool 17 th -20 th)
	0	Loser
1	Winner	
CC @DisciplineGender	Defined in ODF Common Codes Document See entity Discipline Gender <ul style="list-style-type: none"> The entity's attribute to be used is Gender It will be related to Discipline 	
CC @Event	Defined in ODF Common Codes Document See entity Event <ul style="list-style-type: none"> The entity's attribute to be used is Event It will be related to Discipline and Gender 	
CC @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 	

Code Entity	Code Entity Set of Values	
CC @IRM (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).	Code	Description
	DSQ	Disqualified from the competition
	DNF	Team withdrew from the competition
	DNS	Did not start
	SUS	Player suspended for a game
CC @Period	Code	Description
	TOT	Total
CC @PeriodStatus	Code	Description
	R	Running
	S	Stop
	E	Match end
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 @Pool	Code	Description
	A..H	Pool A..G
	9	Preliminaries
	8	Classification Pool Rounds
CC @Position	Code	Description
	S	Skip
	1	Lead
	2	Second
	3	Third
	4	Lead Director
5	Skip Director	
CC @ResultType	Code	Description
	POINTS	Points
	IRM_POINTS	For both, points and invalid result mark
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 	
CC @WLT	Code	Description
	W	Won
	L	Lost
	T	Tied

The following table describes the codes entities specific for Para-Sport events 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.

Code Entity	Code Entity Set of Values
CC @SportClass	Defined in ODF Common Codes Document See entity Sports Class. The code to be used is found in the Class column.

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 Lawn Bowls, 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	Para-Sport events	
				Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X		X	
DT_SCHEDULE_UPDATE	Competition schedule update	X		X	
DT_PARTIC	List of participants by discipline	X	X	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X	X	X
DT_PARTIC_TEAMS	List of teams	X	X	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	X	X	X	X
DT_MEDALS	Medal standings	Global		Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global		Global	
DT_HISTORIC_RECORD	Historical records				
DT_HIST_REC_UPDATE	Historical records update				
DT_GLOBAL_GM	Global good morning	Global		Global	
DT_GLOBAL_GN	Global good night	Global		Global	
DT_START_LIST	Start List	X	X	X	X
DT_RESULT	Event Unit Results	X	X	X	X

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

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_POSITION	N(1) 0	CC @Position	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Send the position number
E_GROUP			S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
E_SEED			N(2)	For @Type:

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
			90	Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Seed Number

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

Type /Code	Description	Expected
E_ENTRY /E_POSITION	Position Code in the Team	Always, as soon as this information is known (this information can be sent in both messages). Only for Pairs, Triples and Fours events.
E_ENTRY /E_GROUP	Preliminary Group of the Athlete	Always.
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. According to Federation rules.

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 Lawn Bowls 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 Lawn Bowls.

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_GROUP		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Preliminary Group of the Team
E_ENTRY	E_SEED		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Team's Seed Number

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

Type /Code	Description	Expected
E_ENTRY /E_GROUP	Preliminary Group of the Team	
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). According to Federation rules.

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 Lawn Bowls are:

- Competition /UnitInfos /UnitDateTime (following the general rules for this element)
- Competition /UnitInfos /UnitInfo
- Officials /Official
- Start /Competitor /EventUnitEntry (for all events except Singles)
- 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 Lawn Bowls, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
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 Competition /UnitInfos /UnitInfo element in the case of Lawn Bowls.

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_LB	LB_RINK		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Rink Number

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

Type /Code	Description	Expected
UI_LB /LB_RINK	Rink in which the current match is played.	Always

The following table describes in more detail the Competition /Start /Competitor /EventUnitEntry element in the case of Lawn Bowls (for all events except Singles).

Element: Competition /Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_LB	LB_UNIFORM		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Red or Blue

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

Type /Code	Description	Expected
EUE_LB /LB_ UNIFORM	Red or Blue	Always, as soon as this information is known

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

Element: Competition /Start /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	
EUE_LB	LB_POSITION		CC @Position	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos : Do not send anything	
				For @Value: Position in the match	
	LB_IRM			CC @IRM	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: IRM

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

Type /Code	Description	Expected
EUE_LB /LB_POSITION	Position in the match	Always, as soon as this information is known
EUE_LB /LB_IRM	"DSQ" or "SUS" of a player	Only in the case that the athlete has been Disqualified or Suspended.

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:

- UNOFFICIAL / OFFICIAL: After the match (unit).

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 Lawn Bowls are:

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

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).
	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	CC @WLT	The code whether a competitor won (W), lost (L) or tied (T) the match. Will be only 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), and for the ended matches with the order of the Winner (1) and of the Loser (2).
Periods /Period	Code	M	CC @Period	Indicate the period.
	HomeScore	M	N(2) 90	Total score (shots) of Home competitor at the end of period.
	AwayScore	M	N(2) 90	Total score (shots) of Away competitor at the end of period.

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_LB	LB_SCR_H	N(2) 90	N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send number of end (1,2,...)
				For @Value: Home Cumulative score after the end
	LB_SCR_A	N(2) 90	N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send number of end (1,2,...)
				For @Value: Away Cumulative score after the end

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

Type /Code	Description	Expected
EP_LB / LB_SCR_H	Home Cumulative score after the end.	Always
EP_LB / LB_SCR_A	Away Cumulative score after the end.	Always

The following table describes in more detail the Competitor /Stats /Stat element in the case of Lawn Bowls for the team statistics.

Element: Competitor /Stats /Stat				
Type	Code	Pos	Value	Description
ST_LB	LB_TOTAL		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total Shots
	LB_ENDS		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of Ends

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

Type /Code	Description	Expected
ST_LB /LB_TOTAL	Total Shots	Always, if the information is available
ST_LB /LB_ENDS	Number of Ends	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 Lawn Bowls, the message has to be sent for all the competition events, as listed in the header values section.

4.1.5.2 Header Values

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

- DDGEEE900: Preliminaries
- DDGEEE800: Classification Pool Rounds

The DocumentSubtype attribute will be:

- Preliminary Round Group A: A
- Preliminary Round Group B: B
- Preliminary Round Group C: C
- Preliminary Round Group D: D

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 preliminaries is official of the relevant group
- Official
 - After last game of the preliminaries

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 Lawn Bowls 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 Lawn Bowls, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
OdfBody	DocumentSubtype	M	CC @Pool	The DT_POOL_STANDING Message contains the standing of a group @Pool in a team competition.
Result	Rank	O	Numeric	This attribute is optional because the team could get an invalid rank mark.

Element	Attribute	M/O	Value	Comments
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group.
	IRM	O	CC @IRM	IRM Send just in the case @ResultType is points and 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.

Element: Result /Competitor /ExtendedResults /ExtendedResult							
Type	Code	Extension Code	Pos	Value	Description		
ER_LB	LB_GAMES	LB_PLAYED		N(1) 0	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.		
		LB_WON		N(1) 0		N(1) 0	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.
		LB_LOST				N(1) 0	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.
		LB_TIED				N(1) 0	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 tied. Do not send anything in case of IRM.
		LB_CP				N(2) 90	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code

Element: Result /Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
					For @Pos: Do not send anything	
					For @Value: Classification points	
	LB_SUB_RES	LB_WON		Numeric	For @Type: Send proposed code (as type)	
					For @Code: Send proposed extension code	
					For @Pos: Do not send anything	
					For @Value: Shots For	
		LB_LOST		Numeric	For @Type: Send proposed code (as type)	
					For @Code: Send proposed extension code	
					For @Pos: Do not send anything	
					For @Value: Shots Against	
		LB_DIFF			+/- Numeric	For @Type: Send proposed code (as type)
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Shots Difference

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

Type /Code	Extension Code	Description	Expected
ER_LB /LB_GAMES	LB_PLAYED	Matches played	If available
	LB_WON	Matches won	If available
	LB_LOST	Matches lost	If available
	LB_TIED	Matches tied	If available
	LB_CP	Classification points	If available
ER_LB /LB_SUB_RES	LB_WON	Shots For	If available
	LB_LOST	Shots Against	If available
	LB_DIFF	Shots Difference	If available

4.1.5.6 Message sort

Please follow the general definition.

4.1.6 Event Final Ranking

4.1.6.1 Description

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

In the case of Lawn Bowls, 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 according for all the competition events to the ODF Common Codes document (header values sheet).

4.1.6.3 Trigger and Frequency

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

- After each event

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 Lawn Bowls are:

- Competitor /ExtendedResults and its child element ExtendedResult

4.1.6.5 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 Lawn Bowls, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the result. It is optional because the team can be disqualified
	RankEqual	O	S(1)	Send Y if the Rank is equalled.
	IRM	O	CC @IRM	Send just if the team has been disqualified
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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 Lawn Bowls, 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 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 last match of preliminaries 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 Lawn Bowls 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 case of Quarterfinals and Semi-finals.
- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in case of the Semi-finals.
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in case of the Final (Gold Medal Match and the Bronze Medal Match), Semi-finals, and Quarterfinals.

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 Lawn Bowls, 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 quarterfinals, semifinals or finals phase.
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the game number for each bracket item, (e.g.: 17, 18, 19, 20, etc.).

Element	Attribute	M/O	Value	Comments
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_LB	LB_COMP_INF	CC @Desc	N(2) 90	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 game number from the preceding phase for this bracket item.

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

Type /Code	Description	Expected
ECP_LB /LB_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 35" 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 Lawn Bowls 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 Lawn Bowls, 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 (B) Group B (C) Group C (D) Group D (3) Quarterfinals (2) Semi-finals (1) Finals -Session phase: (Z) Sessions
	Unit	O	CC @Unit	It should be informed just in the case that the information is by Event Unit. It will be applied to the data of Session (@Code=LB_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. And also it will be applied to Match Number and Session number (@Code = LB_MATCH_NUMBER and LB_SESSION) for the rest of phases (Competition phases). In this case, the unit will be NN (a sequential number).

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

Type	Code	Pos	Value	Description
EC_LB	LB_MATCH_NUMBER (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: Match Number
	LB_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
	LB_ENDS (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: Number of ends for each event unit				

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

Type /Code /ExtendedConfigItem Code	Description	Expected
EC_LB /LB_MATCH_NUMBER	Match number by event unit.	Send by event unit per competition phase. After this information was approval.
EC_LB /LB_SESSION	Session number by event unit.	Send by event unit per competition phase. After this information was approval.
EC_LB /LB_ENDS	Number of ends for each event unit.	Send by event unit per competition phase. After this information was approval.

4.1.8.6 Message sort

Please follow the general definition.

5 Real time

The following chapter describes the ODF-RT part of Lawn Bowls.

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 Lawn Bowls 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	Para-Sport events	
				Message used in this sport	Message extended in this document
DT_RT_GM	RT Discipline/Venue good morning	X		X	
DT_RT_GN	RT Discipline/venue good night	X		X	
DT_RT_KA	RT Discipline/venue keep alive	X		X	
DT_RT_RESULT	RT Event Unit Results	X	X	X	X
DT_RT_CLOCK	RT Clock	X	X	X	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_MANDATORY"
 - T1: Start of the match (once)
 - T2: During the match (one message after each end)
 - T3: After the match (once)
- ResultStatus="LIVE_LAST"
 - T4: After the match (once)

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 Lawn Bowls are:

- UnitInfos and its child elements UnitDateTime and UnitInfo
- Periods and its child element Period
- Result /Competitor /Stats and its child element Stat

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 lists the RT 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	Expected
Result	ResultType	M	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit	T1, T2, T3, T4
	IRM	O	CC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)	T1, T2, T3, T4
	Result	O	N(3) 990	Result of the Team for the particular event unit.	T1, T2, T3, T4
	WLT	O	S(1)	The code whether a competitor won (W), lost (L) or tied (T)	T3, T4
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and the Visitor (2)	T1, T2, T3, T4

Element	Attribute	M/O	Value	Comments	Expected
Period	Code	M	CC @Period		T1, T2, T3, T4
	HomeScore	M	N(3) 990	Home competitor score up to this moment in time of the @Code period	T1, T2, T3, T4
	AwayScore	M	N(3) 990	Away competitor score up to this moment in time of the @Code period	T1, T2, T3, T4

Send UnitDateTime

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_LB	LB_SCR_H	N(2) 90	N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send number of end (1,2,...)
				For @Value: Home Cumulative score after the end
EP_LB	LB_SCR_A	N(2) 90	N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send number of end (1,2,...)
				For @Value: Away Cumulative score after the end

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

Type /Code	Description	Expected
EP_LB / LB_SCR_H	Home Cumulative score after the end.	T2
EP_LB / LB_SCR_A	Away Cumulative score after the end.	T2

The following table describes in more detail the Competitor /Stats /Stat element in the case of Lawn Bowls for the team statistics.

Element: Competitor /Stats /Stat				
Type	Code	Pos	Value	Description
ST_LB	LB_TOTAL		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total Shots
ST_LB	LB_ENDS		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code

Element: Competitor /Stats /Stat				
Type	Code	Pos	Value	Description
				For @Pos: Do not send anything
				For @Value: Number of Ends

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

Type /Code	Description	Expected
ST_LB /LB_TOTAL	Total Shots	T1, T2, T3, T4
ST_LB /LB_ENDS	Number of Ends	T1, T2, T3, T4

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	08 July 2013	SFA
R1 v1.2	16 July 2013	APP
R1 v1.3	14 November 2013	Defects
R1 v2.0	27 June 2014	CR361

File reference: ODF/INT131 R1 v2.0 APP (LB)

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"> Description of EC_LB /LB_ENDS has been updated in Discipline Configuration message. Approved version
R1 v1.3	APP	<ul style="list-style-type: none"> Codes: S1, S2 and S3 codes have been removed from CC @Period and TOT has been added instead (Defect #97993). DT_START_LIST: <ul style="list-style-type: none"> UI_LB /LB_RINK value has been changed to String. DT_RESULT & RT_RESULT: <ul style="list-style-type: none"> HomePeriodScore and AwayPeriodScore attributes have been removed from Periods/Period as they are redundant with HomeScore and AwayScore (Defect #98772). LB_SCR_H and LB_SCR_A descriptions have been updated because the score is cumulative. LB_ALL attributes have been removed from ST_LB / LB_TOTAL and ST_LB /LB_ENDS codes because there isn't any tie break in this competition (Defect #98753). RT_RESULT: <ul style="list-style-type: none"> UI_LB /LB_PERIOD and UI_LB /LB_STATUS codes have been removed as there isn't any set in this competition. DT_POOL_STANDINGS: <ul style="list-style-type: none"> ER_LB /LB_RES code and all extension codes have been removed as there isn't any set in this competition (Defect #98754).
R1 v2.0	APP	<ul style="list-style-type: none"> Codes: <ul style="list-style-type: none"> 4 and 5 codes have been added to CC @Position for Lead Director and Skip director. T code has been added for Tied in CC @WLT. Event Unit Results & RT Event Unit Results: <ul style="list-style-type: none"> A comment has been added as T may be sent in Result @WLT. Pool Standings: <ul style="list-style-type: none"> ER_LB /LB_GAMES /LB_TIED code has been added in Result /Competitor /ExtendedResults /ExtendedResult element. External delivery.

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