



INTERNATIONAL OLYMPIC COMMITTEE

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## Olympic Data Feed

### **ODF Archery Data Dictionary**

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Technology and Information Department  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Archery Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Archery, as well as defines the codes used in these messages.

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Archery Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Archery competition for Nanjing 2014 Youth Olympics is run.

## 1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

## 1.4 Glossary

The following abbreviations are used in this document

- **AR** – Archery
- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **WA** – World Archery
- **WNPA** – World News Press Agencies

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT300	ODF General	This document describes the ODF



Document Reference	Document Title	Document Description
	Messages Interface Document	General messages



## 2 Overall Perspective

### 2.1 Objective

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

### 2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF General Messages Interface Document since this ODF Archery Data Dictionary is a particularization of this document.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Archery.

Any ODF Archery 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, or more particularly for one sport in each ODF Sport Data Dictionary. 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 @BracketItemsCode	<b>Code</b>	<b>Description</b>
	1_16	1/16 Elimination Round
	1_8	1/8 Elimination Round
	QFL	Quarterfinal
	SFL	Semi-final
	FNL	Final
CC @Code (for brackets)	<b>Code</b>	<b>Description</b>
	FNL	Current Phase in the competition
CC @CompetitorPlace	<b>Code</b>	<b>Description</b>
	BYE	There is no competitor, the other team/athlete passes directly to the next round
	UNK	The competitor is not known yet
CC @Function	Defined in ODF Common Codes Document  See entity Function  The entity's attribute to be used is Code	
CC @Hand	<b>Code</b>	<b>Description</b>
	L	Left
	R	Right
CC @IRM	<b>Code</b>	<b>Description</b>
	DNF	Did not finish
	DNS	Did not start
	DSQ	Disqualified
CC @QualificationMark	<b>Code</b>	<b>Description</b>
	Q	Qualification
CC @ResultType	<b>Code</b>	<b>Description</b>
	IRM	Invalid Result Mark
	IRM_SETS	Send both, Sets and IRM
	SETS	Sets
CC @WLT	<b>Code</b>	<b>Description</b>





Code Entity	Code Entity Set of Values	
	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 Archery.

- 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	
<b>DT_SCHEDULE_UPDATE</b>	<b>Competition schedule update</b>	<b>X</b>	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_TEAMS	List of teams	X	X
DT_START_LIST	Start List	X	X
DT_RESULT	Event Unit Results	X	X
DT_PHASE_RESULT	Phase Results	X	X
DT_CUMULATIVE_RESULT	Cumulative Results		
DT_POOL_STANDING	Pool Standings		
DT_BRACKETS	Brackets	X	X
DT_RANKING	Event Final Ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	



### 4.1.1 List of participants by discipline

#### 4.1.1.1 Description

This message is the List of participants (current athletes, officials and historical athletes) by discipline 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 Archery 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” optional attributes that are used in the case of Archery, 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 available
	Height	O	N(3) 999	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.
	Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.
	MainFunctionId	O	CC @Function	Main function. In case of Current=True, this attribute is mandatory
Competition /Participant /Discipline /RegisteredEvent	Bib	O	S(2)	It will be included if available

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

Element: EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		S(3)	For @Type: Send proposed type
				For @Code: Send proposed code



Element: EventEntry				
Type	Code	Pos	Value	Description
				For @Pos: Do not send anything
				For @Value: Send the athlete's World Archery Ranking
	E_HAND		CC @Hand	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the handedness code
	E_Q_DATE		YYYYMMDD	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the date when the MQS (Minimum Qualification Standard) was met
	E_Q_CITY		S(25)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the location MQS (Minimum Qualification Standard)
	E_Q_COUNTRY		CC @Country	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the location MQS (Minimum Qualification Standard) Country code
	E_MQS		N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the MQS (Minimum Qualification Standard) score

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

Type /Code	Description	Expected
E_ENTRY /E_RANK	Athlete's WA world ranking	If available



Type /Code	Description	Expected
E_ENTRY /E_HAND	Athlete's handedness code	If available
E_ENTRY /E_Q_DATE	Send the date when the MQS (Minimum Qualification Standard) was met	If available
E_ENTRY /E_Q_CITY	Send the location MQS (Minimum Qualification Standard)	If available
E_ENTRY /E_Q_COUNTRY	Send the location MQS (Minimum Qualification Standard) Country code	If available
E_ENTRY /E_MQS	Send the WA MQS (Minimum Qualification Standard) score	If available

#### 4.1.1.6 Message sort

Please, follow the general definition.



## 4.1.2 List of teams

### 4.1.2.1 Description

This message is the List of teams by discipline 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.

### 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 Archery are:

- Team /Composition
- TeamOfficials and its child element
- 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 lists the “List of teams” optional that are used in the case Archery, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Team /TeamOfficials /Official	Function	O	CC @Function	Official's function for the team. It is informed if known.

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

Element: EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		S(3)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the team's World Archery Ranking

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

Type /Code	Description	Expected
E_ENTRY /E_RANK	Team's WA world ranking	Always



**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, taking also into account the following:

- As soon as available and whenever modified.
- 30 minutes after the draw approval.

#### 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 Archery are:

- Start /Competitor /EventUnitEntry
- Start /Competitor /Composition /Athlete /EventUnitEntry

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 Archery, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	StartOrder	O	Numeric	According to the sport rules
	SortOrder	M	Numeric	According to the sport rules
Start /Competitor	Code	M	S(20) with no leading zeroes or TBD or BYE	Send the competitor identifier if known or TBD (for To Be Defined) or BYE (if no competitor)
	Bib	O	S(2)	Team competitor’s bib number (Competitor @Type should be T).
Start /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes or TBD or BYE	Send the athlete identifier if known or TBD (for To Be Defined) or BYE (if no competitor)
	Bib	O	S(2)	Individual athlete’s number (if Competitor @Type="A") or team member’s number (if Competitor @Type="T").





Element	Attribute	M/O	Value	Comments
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".  In case of team members, it is used to specify the athlete letter (1 means A, 2 means B and 3 means C).

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

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_AR	AR_TARGET		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Team's target number
	AR_DETAILED		For @Type: Send proposed type	
			For @Code: Send proposed code	
			For @Pos : Do not send anything	
			For @Value: Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD	
	AR_IRM		For @Type: Send proposed type	
For @Code: Send proposed code				
For @Pos : Do not send anything				
For @Value: Indicator as supplied by OVR for DNS or other possible results before the race.				

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

Type /Code	Description	Expected
EUE_AR /AR_TARGET	Target number	Do not send in case of ranking round event units
EUE_AR /AR_DETAILED	Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD	Just if the Competitor @Code is equal to TBD
EUE_AR /AR_IRM	Invalid result mark supplied by OVR before the race.	When applies

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



Element: Start /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	
EUE_AR	AR_TARGET		N(2) 90	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos : Do not send anything	
				For @Value: Target number	
	AR_POSITION			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Position (A, B, C or D) for ranking round
	AR_DETAILED			S(n)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD
AR_IRM			CC @IRM	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos : Do not send anything	
				For @Value: Indicator as supplied by OVR for DNS or other possible results before the race.	

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

Type /Code	Description	Expected
EUE_AR /AR_TARGET	Target number	Always, if available
EUE_AR /AR_POSITION	Position for ranking round.  It may be A, B, C or D pending the decision on number of targets.	Just in case of ranking round
EUE_AR /AR_DETAILED	Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD, e.g.: "Winner 1/32 Group B"	Just if the Athlete @Code is equal to TBD
EUE_AR /AR_IRM	Invalid result mark supplied by OVR before the race.	When 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.

##### 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 Archery are:

- Result /Competitor /ExtendedResults and its child element ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

##### 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.

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	S(2)	Rank for the competitor at the event unit. Send just if ResultType is not IRM.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Result type, either IRM or SETS or IRM_SETS
	Result	O	N(4) 9990  or  N(2) 90	Match score or Match total set points
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_SETS
	WLT	O	CC @WLT	The code whether a competitor won or lost the match / game
	SortOrder	M	N(2) 90	According to the sport rules.

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



Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_AR	AR_TENS			N(2) 90	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the number of 10's for the team	
	AR_XS			N(2) 90	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the number of X's for the team	
	AR_SECTOR		N(1) 0	N(3) 990	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Sector number	
					For @Value: Score at this sector	
	AR_END		N(1) 0	N(3) 990	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Sector number	
					For @Value: Score at this end	
		AR_SET_POINTS		N(1) 0		For @Type: Send proposed ExtendedResult code
						For @Code: Send proposed Extension code
	AR_ARROW		N(2) 90	N(2) 90 (score)  or :X' (inner ten)	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Arrow number	
					For @Value: Arrow score	



Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		AR_SPEED		N(3) 990	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send the arrow speed in km/h
		AR_UNSURE		S(1)	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send Y in case arrow score is unsure
	AR_TIE_BREAK		N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the tie-break shoot-off series of arrows number (1 for 1 <sup>st</sup> series of arrows, 2 for 2 <sup>nd</sup> series of arrows and 3 for 3 <sup>rd</sup> series of arrows). For @Value: Tie-break shoot-off score
		AR_ARROW	N(1) 0	N(2) 90 (score)  or 'X' (inner ten)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Arrow number For @Value: Arrow score for the tie-break shoot-off
		AR_ARROW_SPEED	N(1) 0	N(3) 990	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Arrow number For @Value: Tie-break arrow speed in km/h
		AR_UNSURE	N(1) 0	S(1)	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code



Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Arrow number
					For @Value: Send Y in case arrow score is unsure
		AR_CLOSEST		S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Closest to centre. Send Y in case of equal score
	AR_TOTAL_SCORE			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the match total score
	AR_SETS_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 sets won
	AR_DISK_TOSS			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y if, after a tie, disk toss is used to break the tie

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

Type /Code	Extension Code	Description	Expected
ER_AR /AR_TENS		Send the number of 10's for the team	Just for Mixed International Team
ER_AR /AR_XS		Send the number of X's for the team	Just for Mixed International Team
ER_AR /AR_SECTOR		Score within this sector. For Mixed International Team 1/8 elimination round, @Pos will be 1..10 (one for each group of 2 arrows)	Just for Mixed International Team
ER_AR /AR_END		Score at this end.	Just for Mixed



Type /Code	Extension Code	Description	Expected
		@Pos will be from 1 to 5	International Team
	AR_SET_POINTS	Set points at this set. @Value can be 2 (highest score at the set), 1 (tied score) or 0 (lowest score)	Just for Mixed International Team Olympic round
ER_AR /AR_ARROW		Arrow score: 0..10 or 'X' (in case of inner tens)  @Pos will be from 1 to the total number of arrows at the match	Just for Mixed International Team
	AR_SPEED	Arrow speed in km/h	Just for Mixed International Team
	AR_UNSURE	"Y" in the case arrow score is unsure	Sent just if unsure arrow score
ER_AR /AR_TIE_BREAK		Series of arrows shoot-off score. The possible values for @Pos will be 1..3 in case of Mixed International Team	Just if applies
	AR_ARROW	Arrow score for the tie-break shoot-off: 0..10 or 'X' (in case of inner tens)	Just if applies
	AR_ARROW_SPEED	Tie-break arrow speed in km/h	Just if applies
	AR_UNSURE	"Y" in the case arrow score is unsure	Sent just if unsure arrow score
	AR_CLOSEST	Closest to centre	Send just if equal score
ER_AR /AR_TOTAL_SCORE		Send the match total score	Just for Mixed International Team Olympic round
ER_AR /AR_SETS_WON		Send the number of sets won	Just for Mixed International Team Olympic round
ER_AR /AR_DISK_TOSS		Send Y if, after a tie, disk toss is used to break the tie	Just if applies

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_AR	AR_SECTOR		N(1) 0	N(3) 990	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Sector number	
					For @Value: Score at this sector	
		AR_TENS		N(2) 90		For @Type: Send the corresponding ExtendedResult @Code
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Number of 10's within this sector



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		AR_XS		N(2) 90	For @Type: Send the corresponding ExtendedResult @Code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of X's within this sector
		AR_RANK		S(2)	For @Type: Send the corresponding ExtendedResult @Code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Rank within this sector
		AR_RANK_EQUAL		S(1)	For @Type: Send the corresponding ExtendedResult @Code For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send Y in case of the rank within this sector is an equalled rank
	AR_END		N(1) 0	N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: End number For @Value: Score at this end
		AR_SET_POINTS		N(1) 0	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send the set points
	AR_ARROW		N(2) 90	N(2) 90 (score)  or 'X' (inner ten)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Arrow number For @Value: Arrow score





Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		AR_SPEED		N(3) 990	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Arrow speed in km/h
		AR_UNSURE		S(1)	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send Y in case arrow score is unsure
	AR_TENS			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total number of 10's
	AR_XS			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total number of X's
	AR_SCORE			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the individual score for a team member
	AR_RANK			S(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the individual rank for a team member



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	AR_RANK_EQUAL			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y in case of the individual rank for a team member is an equalled rank
	AR_TIE_BREAK		N(1) 0		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the tie-break shoot-off series of arrows number. It will be always 1 for Recurve Individual For @Value: Do not send anything
	AR_ARROW		N(2) 90	N(2) 90 (score)  or  'X' (inner ten)	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Arrow number For @Value: Arrow score
	AR_ARROW_SPEED		N(2) 90	N(3) 990	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Arrow number For @Value: Tie-break arrow speed in km/h
	AR_UNSURE		N(2) 90	S(1)	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Arrow number For @Value: Send Y in case arrow score is unsure
	AR_CLOSEST			S(1)	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Closest to centre. Send Y in case of equal score
	AR_TIE_BRK_POINT			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the shoot-off point
	AR_TOTAL_SCORE			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the match total score
	AR_DISK_TOSS			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y if, after a tie, disk toss is used to break the tie

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

Type /Code	Extension Code	Description	Expected
ER_AR /AR_SECTOR		Score within this sector.  @Pos could be: 1 (1 <sup>st</sup> half) and 2 (2 <sup>nd</sup> half).	Just for ranking round
	AR_TENS	Number of 10's within this sector	Just for ranking round
	AR_XS	Number of X's within this sector	Just for ranking round
	AR_RANK	Rank within this sector	Just for ranking round
	AR_RANK_EQUAL	Send Y in case of the rank within this sector is an equalled rank	Just for ranking round, if applies
ER_AR /AR_END		Score at this end.  @Pos will be from 1 to 5	Do not send for ranking round
	AR_SET_POINTS	Set points at this set. @Value can be 2 (highest score at the set), 1(tied score) or 0 (lowest score)	Just for Recurve Individual Olympic round
ER_AR /AR_ARROW		Arrow score: 0..10 or 'X' (in case of inner tens)  @Pos will be from 1 to the total number	If available



Type /Code	Extension Code	Description	Expected
		of arrows at the match	
	AR_SPEED	Arrow speed in km/h	If available
	AR_UNSURE	"Y" in the case arrow score is unsure	Sent just if unsure arrow score
ER_AR /AR_TENS		Total number of 10's	If applies
ER_AR /AR_XS		Total number of X's	If applies
ER_AR /AR_SCORE		Send the individual score for a team member	Just for team members at the ranking round
ER_AR /AR_RANK		Send the individual rank for a team member	Just for team members at the ranking round
ER_AR /AR_RANK_EQUAL		Send Y in case of the individual rank for a team member is an equalled rank	Just for team members at the ranking round, if applies
ER_AR /AR_TIE_BREAK		Send the tie-break shoot-off series of arrows number. @Pos will be always 1 in case of Recurve Individual.	If applies
	AR_ARROW	Arrow score for the tie-break shoot-off: : 0..10 or 'X' (in case of inner tens)	If applies
	AR_ARROW_SPEED	Tie-break arrow speed in km/h	If applies
	AR_UNSURE	"Y" in the case arrow score is unsure	Sent just if unsure arrow score
	AR_CLOSEST	Closest to centre for the tie-break shoot-off	Just in case of equal score
ER_AR /AR_TIE_BRK_POINT		Send the shoot-off point	Just if applies and just for Recurve Individual Olympic round
ER_AR /AR_TOTAL_SCORE		Send the match total score	Just for Recurve Individual Olympic round
ER_AR /AR_DISK_TOSS		Send Y if, after a tie, disk toss is used to break the tie	Just if applies



### 4.1.5 Phase Results

#### 4.1.5.1 Description

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

#### 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).

#### 4.1.5.3 Trigger and Frequency

Please, follow the general definition.

#### 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 Archery are:

- Result /Competitor /ExtendedResults and its child element ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

#### 4.1.5.5 Message Values

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

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	S(2)	Rank for the competitor at the phase. Send just if ResultType is not IRM
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	M	CC @ResultType	Result type, either SETS or IRM or IRM_SETS
	Result	O	N(4) 9990  or  N(2) 90  or  BYE	Score result or match total set points or BYE  Send just if ResultType is not IRM
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM
	QualificationMark	O	CC @QualificationMark	If applies
	SortOrder	M	N(2) 90	According to the sport rules

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



Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_AR	AR_TIE_BREAK		N(1) 0	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the tie-break shoot-off series of arrows number
					For @Value: Tie-break shoot-off score
		AR_ARROW	N(1) 0	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Arrow number
					For @Value: Arrow score
		AR_CLOSEST		S(1)	For @Type: Send proposed type
For @Code: Send proposed code					
For @Pos: Do not send anything					
For @Value: Closest to centre. Send Y in case of equal score					

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

Type /Code	Extension Code	Description	Expected
ER_AR /AR_TIE_BREAK		Tie-break shoot-off score.  The possible values for @Pos will be 1..3 in case of Mixed International Team	Just for finals in case of tie-break shoot-off
	AR_ARROW	Arrow score for the tie-break shoot-off	
	AR_CLOSEST	Closest to centre for each shoot-off.  Send just if equal score	

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_AR	AR_TIE_BREAK		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Send the tie-break shoot off series of arrows number. It will be always 1 for Recurve Individual.
					For @Value: Do not send anything
		AR_ARROW	N(1) 0	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Arrow number
					For @Value: Arrow score
		AR_CLOSEST		S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Closest to centre. Send Y in case of equal score

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

Type /Code	Extension Code	Description	Expected
ER_AR /AR_TIE_BREAK		Tie-break shoot-off.  @Pos will be always 1 in case of Recurve Individual.	Just for finals in case of tie-break shoot-off
	AR_ARROW	Arrow score for the tie-break shoot-off	
	AR_CLOSEST	Closest to centre for each shoot-off. Send just if equal score	



## 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 Archery, 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.

### 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 Archery are:

- N/A

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

Element	Attribute	M/O	Value	Comments
Result	Rank	M	String	Final rank of the competitor in the corresponding event
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	IRM	O	CC @IRM	Send if applies
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

### 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 Archery, 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.

### 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 Archery are:

- ExtCompPlaces and its child element

Moreover, the following should be considered:

- In case of Mixed International Team, BracketItem /NextUnit should be informed in case of 1/16 Elimination Round, 1/8 Elimination Round, 1/4 Elimination Round and Semi-finals.
- In case of Recurve Individual, BracketItem /NextUnit should be informed in case of 1/16 Elimination Round, 1/8 Elimination Round, Quarterfinals and Semi-finals.
- BracketItem /NextUnitLoser should be informed in case of Semi-finals.
- In case of Mixed International Team, CompetitorPlace /PreviousUnit should be informed in case of Finals, Semi-finals, Quarterfinals and 1/8 Elimination Round.
- In case of Recurve Individual, CompetitorPlace /PreviousUnit should be informed in case of Finals, Semi-finals, Quarterfinals and 1/8 Elimination Round.

### 4.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Code	Bracket code to identify a bracket item (for example, it could be finals)
Bracket /BracketItems	Code	M	CC @BracketItemsCode	Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode.



Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem	Code	M	Numeric or TBD	In general, it will be sent the match number for each bracket item (e.g.: 17, 18, 19, 20 ...). However, it may include "TBD" for to be defined, if the heat number is not known.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace or CC @IRM	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK) or when it has an Invalid Result Mark (for example, DSQ).

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

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_AR	AR_DESCRIPTION		S(n)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Competitor's description

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

Type /Code	Description	Expected
ECP_AR /AR_DESCRIPTION	Competitor's description.  Examples: "Winner Ranking Round No 3" or "Loser Match 7".	Just in case of the competitor is not known yet

#### 4.1.7.6 Message sort

Please, follow the general definition.



## DOCUMENT CONTROL

### Version history

Version	Date	Comments
R2 v1.0	05 December 2013	Submitted for review version
R2 v1.1	20 December 2013	Submitted for approval version
R2 v1.2	17 January 2014	Some changes
R2 v1.3	28 February 2014	Approved version

File reference: ODF/INT303 R2 v1.3 APP (AR)

### Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none"><li>• First version</li></ul>
R2 v1.1	SFA	<ul style="list-style-type: none"><li>• Added some clarifications at the This document and at the Objective sections</li><li>• Updated the Glossary section</li><li>• Updated the E_RANK EventEntry Description at the List of participants by discipline message</li><li>• Updated the E_MQS EventEntry Description at the List of participants by discipline message</li><li>• Updated the E_RANK EventEntry Description at the List of teams message</li><li>• Updated the AR_SECTOR Competitor ExtendedResult Description at the Event Unit Results message</li><li>• Updated the AR_TIE_BREAK Competitor ExtendedResult @Pos Description at the Event Unit Results message</li><li>• Updated the AR_TIE_BREAK Athlete ExtendedResult Description at the Event Unit Results message</li><li>• Updated the AR_TIE_BREAK Competitor ExtendedResult Description at the Phase Results message</li></ul>
R2 v1.2	SFA	<ul style="list-style-type: none"><li>• Added some clarifications at the Event Unit Results Message Values section</li><li>• Added some clarifications at the Phase Results Message Values section</li><li>• Added some clarifications at the Brackets Header Values section</li></ul>
R2 v1.3	APP	<ul style="list-style-type: none"><li>• Removed the List of equestrian horses message from the Point in Time Applicable Messages section</li><li>• Added the Competition schedule update message at the Point in Time Applicable Messages section</li></ul>



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