



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT305 R2 v1.3 APP (BD)

Olympic Data Feed

ODF Badminton Data Dictionary

4 June 2014
Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **BD** – Badminton
- **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 Messages Interface Document	This document describes the ODF General messages



2 Overall Perspective

2.1 Objective

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

2.2 End to End data flow

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 since this ODF Badminton 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 Badminton.

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



3 Codes

Several codes are used in the definition of the messages in this document, or more particularly for one sport in each ODF General 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 @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/athlete goes directly to the next phase/round.
	UNK	The competitor is not known yet
CC @Desc	Code	Description
	0	Loser
	1	Winner
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 	
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
	RET	Retired
	WDN	Withdrawn
	WO	Walkover
CC @Period	Code	Description
	G1	Game 1
	G2	Game 2
	G3	Game 3



Code Entity	Code Entity Set of Values	
	TOT	Match (Total)
CC @PeriodStatus	Code	Description
	D	Delayed
	E	Ended
	IP	In progress
	RCH	Rescheduled
	RE	Resumed
	SCH	Scheduled
	SU	Suspended
CC @ResultType	Code	Description
	POINTS	Points
	IRM_POINTS	For both, points and invalid result mark
CC @RoundCode	Code	Description
	A	Group A
	B	Group B
	C	Group C
	D	Group D
	E	Group E
	F	Group F
	G	Group G
	H	Group H
	QF	Quarterfinals
	SF	Semi-finals
	BM	Bronze Medal Match
	F	Final



4 Point in Time

4.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Badminton.

- 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_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		
DT_CUMULATIVE_RESULT	Cumulative Results		
DT_POOL_STANDING	Pool Standings	X	X
DT_BRACKETS	Brackets	X	X
DT_RANKING	Event Final ranking	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 Badminton are:

- Participant /Discipline /RegisteredEvent /EventEntry

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

4.1.1.5 Message Values

The following table lists the “List of participants by discipline” optional attributes that are used in the case of Badminton, as well as the attributes that have an extended definition.

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

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

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
E_SEED			N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
	E_HAND		S(1)	For @Type: Send proposed type



Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: L or R

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

Type /Code	Description	Expected
E_ENTRY /E_RANK	World Ranking	Always, as soon as this information is known and this athlete has ranking or not. Only for Individual Participant.
E_ENTRY /E_SEED	Seed Number	Always, as soon as this information is known and this athlete has Seed Number. Only for Individual Participant.
E_ENTRY / E_HAND	Handedness	Always, as soon as this information is known.

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 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 Badminton are:

- Team /Composition
- 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 Team /Discipline /RegisteredEvent /EventEntry element in the case of Badminton.

Element: Team /Discipline /RegisteredEvent /EventEntry						
Type	Code	Pos	Value	Description		
E_ENTRY	E_RANK		N(3)	For @Type: Send proposed type		
			999	For @Code: Send proposed code		
			Or	For @Pos : Do not send anything		
			**	For @Value: Team's World Ranking		
					** for the teams (pairs) who do not have a world ranking	
	E_SEED			N(2)	For @Type: Send proposed type	
				99	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_RANK	Team's World Ranking	Always, as soon as this information is known and the team has ranking or not.
E_ENTRY /E_SEED	Team's Seed Number	Always, as soon as this information is known and this team has Seed Number.

4.1.2.6 Message sort

Please follow the general definition.



4.1.3 Start List

4.1.3.1 Description

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

4.1.3.2 Header Values

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

4.1.3.3 Trigger and Frequency

Please follow the general definition.

4.1.3.4 Message Structure

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

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

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

4.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @Function	Send according to the codes for: -Service Judge -Umpire -...
Start	StartOrder	M	Numeric	Send 1 for Home and 2 for Away.
	SortOrder	M	Numeric	Same @StartOrder

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

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_BD	BD_COURT		N(1) 9	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Court Number (e.g.: 1 for Court 1, 2 for Court 2...)



Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
	BD_ROUND		CC @RoundCode	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Round Code, according to the related code for the phase and event unit of the @DocumentCode attribute, (e.g.: "A" for phase A (Group play stage - Group A and unit (01 to 06), ..., "BM" for phase 1 (Finals) and unit 02 (Bronze Medal match)

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

Type /Code	Description	Expected
UI_BD /BD_COURT	Court in which the current match is played.	Always
UI_BD /BD_ROUND	Round code.	Always

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

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

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

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

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

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



Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
				For @Value: Seed Number (for athlete)
	BD_DRAW		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Draw Number (for athlete). Is a sequential number from 1 to 8 used in Quarterfinal if applies.

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

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

4.1.3.6 Message sort

Please follow the general definition.



4.1.4 Event Unit Results

4.1.4.1 Description

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

4.1.4.2 Header Values

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

4.1.4.3 Trigger and Frequency

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

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

Then proceed with UNOFFICIAL / OFFICIAL results, as expected.

4.1.4.4 Message Structure

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

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

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. 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.
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and of the Away (2), and for the ended matches with the order of the Winner (1) and of the Loser (2).



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

Element: UnitInfos /UnitInfo					
Type	Code	Pos	Value	Description	
UI_BD	BD_M_DURATION		MMM 990	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Duration of the Match. MMM is minutes	
	BD_M_STATUS			CC @PeriodStatus	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Status of the match (see code section)
	BD_GM_COMPLETE			N(1) 9	For @Type: Send proposed type
For @Code: Send proposed code					
For @Pos: Do not send anything					
For @Value: Number of complete Games at the end of the match (from 2 to 3 games, according to the score system).					

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

Type /Code	Description	Expected
UI_BD /BD_M_DURATION	Duration in minutes of the match.	Always, at the end of the match
UI_BD /BD_M_STATUS	Status of the current Match.	Always
UI_BD /BD_GM_COMPLETE	Number of complete games in this match.	Always, at the end of the match

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

Element	Attribute	M/O	Value	Comments
Periods /Period	Code	M	CC @Period	Game number Usually there are 3 games and match total.
	HomeScore	M	N(1) 0	Home competitor score up (number of games won) at the end of this game (@Code period) (e.g.: 2 at the end of Period-2 (Game 2), it has won two games -this game and the previous one-).
	AwayScore	M	N(1) 0	Away competitor score up (number of games won) at the end of this game (@Code period) (e.g.: 0 at the end of Period-2 (Game 2), it has not won any game -has lost this game and the previous one-).



Element	Attribute	M/O	Value	Comments
	HomePeriodScore	O	N(2) 90	Home competitor points just for this game (@Code period, except for match total -TOT period code-) (e.g.: 21 points for Period-2 (Game 2), has won this game).
	AwayPeriodScore	O	N(2) 90	Away competitor points just for this game (@Code period, except for match total -TOT period code-) (e.g.: 18 points for Period-2 (Game 2), has lost this game).
	Duration	M	MMM 990	Duration of this game/match (@Code period), including breaks during the game/s. For match total (TOT period code), will be the sum of games duration plus breaks between games. MMM are minutes.

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_BD	BD_STATUS		CC @PeriodStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of this period
	BD_WINNER		S(1) (H,A)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Winner Indicator for this period when it is finished (Ended status). Send 'H' or 'A' if the game/match is won by Home or Away.
	BD_IRM	N(1) 0	CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Indicator of the one who has produced the IRM. Send 1 or 2 for Home or Away competitor.
				For @Value: Invalid Result Mark for the particular period (CC @Period).

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

Type /Code	Description	Expected
EP_BD /BD_STATUS	Status of each period (game/match).	Always
EP_BD /BD_WINNER	Winner Indicator (H-Home, A-Away) for each period when it is finished.	Always
EP_BD /BD_IRM	Invalid Result Mark for the particular period (CC @Period), indicating who has produced it (the Home or the Away competitor).	When it applies



Type /Code	Description	Expected
	The IRM should always be noted in the TOT period, and additionally in the G1/G2/G3 period if the IRM occurs during play.	

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 message as described in the ODF General Messages Interface Document.

4.1.5.2 Header Values

The DocumentCode attribute (DDGEEE900) in the ODF header will be sent for all the competition events at phase level of the preliminaries according to the ODF Common Codes document (header values sheet).

The DocumentSubtype attribute will be:

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

4.1.5.3 Trigger and Frequency

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

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

4.1.5.4 Message Structure

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

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

4.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank at the group. The rank is calculated firstly by classification points and secondly by goal average. It is optional because the team can be disqualified
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	IRM



Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

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



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

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

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

4.1.5.6 Message sort

Please follow the general definition.



4.1.6 Brackets

4.1.6.1 Description

This message is the Brackets 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 for all the competition events according 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 the last match of Group Play Stage is officialised.
- After every match during final phases.

4.1.6.4 Message Structure

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

- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (it should be included when the competitor is not yet known)
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)

Moreover, the following should be considered:

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

4.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the phase of event (round). It will be sent quarterfinals, semi-finals or final phase (e.g.: QFL <i>Quarterfinals</i> ...)
Bracket /BracketItems /BracketItem	Code	M	S(5)	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Match number (event code + number of match) for each bracket item, (e.g.: for Men's Singles events: MS141..., MS144 in QFL, 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_BD	BD_COMP_INF	CC @Desc	S(5)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send if the competitor is the winner or the loser of (@Value)
				For @Value: Send the Match number (event code + number of match) from the preceding phase for this bracket item.

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

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

4.1.6.6 Message sort

Please follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	8 Nov 2013	First version SFR
R2 v1.1	22 Nov 2013	SFA
R2 v1.2	28 Feb 2014	APP
R2 v1.3	4 June 2014	Conformance Test issue 603

File reference: ODF/INT305 R2 v1.3 APP (BD)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none">• First version
R2 v1.1	SFA	<ul style="list-style-type: none">• List of participants:<ul style="list-style-type: none">▪ E_ENTRY /E_MQS code has been removed.• List of teams:<ul style="list-style-type: none">▪ E_ENTRY /E_MQS code has been removed.
R2 v1.2	APP	<ul style="list-style-type: none">• It has been specified that the document is for Nanjing 2014 Youth Olympics.• DT_SCHEDULE_UPDATE message has been added as Message used in this sport.• DT_PARTIC_HORSES message reference has been removed.• DT_PARTIC and DT_PARTIC_TEAMS:<ul style="list-style-type: none">▪ References to update messages have been removed.
R2 v1.3	APP	<ul style="list-style-type: none">• E_ENTRY / E_HAND event entry added



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