



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT321 R2 v1.2 APP (JU)

Olympic Data Feed

ODF Judo Data Dictionary

28 February 2014
Technology and Information Department
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TABLE OF CONTENT

1	Introduction	5
1.1	This document.....	5
1.2	Objective	5
1.3	Main Audience.....	5
1.4	Glossary	5
1.5	Related Documents.....	5
2	Overall Perspective	7
2.1	Objective	7
2.2	End to End data flow	7
3	Codes	8
4	Point in Time.....	13
4.1	Point in Time Applicable Messages	13
4.1.1	List of participants by discipline	14
4.1.1.1	Description.....	14
4.1.1.2	Header Values.....	14
4.1.1.3	Trigger and Frequency	14
4.1.1.4	Message Structure	14
4.1.1.5	Message Values	14
4.1.1.6	Message sort	14
4.1.2	List of teams by discipline	15
4.1.2.1	Description.....	15
4.1.2.2	Header Values.....	15
4.1.2.3	Trigger and Frequency	15
4.1.2.4	Message Structure	15
4.1.2.5	Message Values	15
4.1.2.6	Message sort	15
4.1.3	Start List.....	16
4.1.3.1	Description.....	16
4.1.3.2	Header Values.....	16
4.1.3.3	Trigger and Frequency	16
4.1.3.4	Message Structure	16
4.1.3.5	Message Values	16
4.1.3.6	Message sort	18
4.1.4	Event Unit Results	19
4.1.4.1	Description.....	19
4.1.4.2	Header Values.....	19
4.1.4.3	Trigger and Frequency	19
4.1.4.4	Message Structure	19
4.1.4.5	Message Values	19
4.1.4.6	Message sort	25
4.1.5	Event Final Ranking.....	26
4.1.5.1	Description.....	26
4.1.5.2	Header Values.....	26
4.1.5.3	Trigger and Frequency	26
4.1.5.4	Message Structure	26
4.1.5.5	Message Values	26
4.1.5.6	Message sort	26
4.1.6	Brackets.....	27
4.1.6.1	Description.....	27



4.1.6.2	Header Values	27
4.1.6.3	Trigger and Frequency	27
4.1.6.4	Message Structure	27
4.1.6.5	Message Values	27
4.1.6.6	Message sort	28
DOCUMENT CONTROL		29



1 Introduction

1.1 This document

This document includes the ODF Judo Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Judo, 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 Judo Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Judo 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

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
ODF	Olympic Data Feed
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
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/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



Document Reference	Document Title	Document Description
	Messages Interface Document	ODF General messages



2 Overall Perspective

2.1 Objective

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

2.2 End to End data flow

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 Judo 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 Judo.

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



3 Codes

Several codes are used in the definition of the messages in this document, 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 @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description
	BRN	Contests for Bronze Medal
	FNL	Final - Gold Medal
	QFL	Quarterfinals
	RPC	Repechage
	R16	Elimination Round of 16
	R32	Elimination Round of 32
	R64	Elimination Round of 64
	SFL	Semifinals
CC @Colour	Code	Description
	BLUE	Blue
	WHITE	White
CC @CompetitorPlace	Code	Description
	BYE	When there is no opponent , the athlete passes directly to the next round
	UNK	When the athlete is still unknown because the contest has not yet started or finished
CC@DecisionType	Code	Description
	IPO	Ippon
	WAZ	Waza-Ari
	YUK	Yuko
	FUS	Default
	KIK	Withdrawal
	YUS	Decision
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 @GameStatus	Code	Description
	R	Running
	C	Completed(finish)



CC @IRM	Code	Description
	DNS	Did not start
	DSQ	Disqualified
CC @PenaltyType	Code	Description
	H	Hansoku-make direct, excluded from contest
	S	Shido
	X	Hansoku-make direct, excluded from competition
	S4	Shido 4, Hansoku-make (only for Statistic Message)
CC @PointsType	Code	Description
	IPO	Ippon
	YUK	Yuko
	WAZ	Waza-ari
CC @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document. <ul style="list-style-type: none"> The Attribute to be used is ID 	
CC @ResultType	Code	Description
	IRM	Invalid result mark for Individual and Team events
	POINTS	Points for individual event contents of team event individual contents.
	SCORE	Score for team event
CC @Technique	Code	Description
	AGA	Ashi-gatame
	AGR	Ashi-garami
	AGU	Ashi-guruma
	BYE	Bye
	DAB	De-ashi-barai
	DOJ	Do-jime
	DWK	Daki-wakare
	FUS	Fusen Gachi
	GJJ	Gyaku-juji-jime
	HAD	Hadaka-jime
	HGA	Hara-gatame
	HIG	Hiza-gatame
	HIZ	Hiza-guruma
	HKG	Hiki-komi-Gaeshi
	HNE	Hane-goshi-Gaeshi
	HNG	Hane-goshi
	HNM	Hane-makikomi
	HRA	Harai-goshi-gaeshi
	HRG	Harai-goshi
	HRM	Harai-makikomi
	HTA	Harai-tsurikomi-ashi
	ISN	Ippon-seoi-nage
JG	Juji-gatame	



KAG	Kata-gatame
KBA	Kani-basami
KEG	Kesa-gatame
KGU	Kata-guruma
KHJ	Kata-ha-jime
KIG	Kibisu-gaeshi
KIK	Kiken gachi
KJJ	Kata-juji-jime
KKE	Kuzure-kesa-gatame
KKS	Kuzure-kami-shiho-gatame
KOG	Koshi-guruma
KOJ	Koshi-jime
KOU	Ko-uchi-gaeshi
KSG	Ko-soto-gari
KSH	Kami-shiho-gatame
KSK	Ko-soto-gake
KTA	Kuchiki-taoshi
KTJ	Kata-te-jime
KTS	Kuzure-tate-shiho-gatame
KUB	Kubi-nage
KUG	Ko-uchi-gari
KUM	Ko-uchi-makikomi
KWG	Kawazu-gake
KYS	Kuzure-yoko-shiho-gatame
MGA	Morote-gari
NJJ	Nami-juji-jime
OAB	Okuri-ashi-barai
OEJ	Okuri-eri-jime
OGA	O-soto-gaeshi
OGO	O-goshi
OGR	O-soto-guruma
OGU	O-guruma
OOS	Obi-otoshi
OSG	O-soto-gari
OSM	O-soto-makikomi
OSO	O-soto-otoshi
OTG	Obi-tori-gaeshi
OUC	O-uchi-gaeshi
OUG	O-uchi-gari
P01	Apply-Technique-Outside
P02	Avoid-Grip
P03	Bend-Opps-Fingers
P04	Danger-Area
P05	Defensive-Posture
P06	Disarrange-Judogi
P07	Disregard-Instructions
P08	Dojime



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



	TGO	Tsuri-goshi
	TGT	Te-gatame
	TKG	Tsurikomi-goshi
	TKJ	Tsukomi-jime
	TNG	Tomoe-nage
	TNO	Tani-otoshi
	TOS	Tai-otoshi
	TSG	Tate-shiho-gatame
	TWG	Tawara-gaeshi
	UDG	Ude-gaeshi
	UGA	Ude-gatame
	UGO	Uki-goshi
	UGR	Ude-garami
	UGT	Uki-gatame
	UKG	Ushiro-keso-gatame
	UMA	Uchi-mata
	UMG	Uchi-mata-gaeshi
	UMK	Uchi-makikomi
	UMM	Uchi-mata-makikomi
	UMS	Uchi-mata-sukashi
	UNA	Ura-nage
	UND	Undetermined
	UNK	Undetermined
	UNN	Undetermined
	UOT	Uki-otoshi
	URG	Ura-gatame
	USH	Ushiro-goshi
	UTS	Utsuri-goshi
	UWA	Uki-waza
	WAK	Waki-gatame
	YAS	Yama-arashi
	YGA	Yoko-gake
	YGU	Yoko-guruma
	YOT	Yoko-otoshi
	YSG	Yoko-shiho-gatame
	YWA	Yoko-wakare
CC @WLT	Code	Description
	L	Lost
	W	Won



4 Point in Time

4.1 Point in Time Applicable Messages

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

- 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_PARTIC_HORSES	List of equestrian horses		
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		
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 Judo are:

N/A

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

4.1.1.5 Message Values

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

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

4.1.1.6 Message sort

Please, follow the general definition.



4.1.2 List of teams by discipline

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 Judo are:

- 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 EventEntry element in the case of Judo.

Element: EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_COMPETITOR	N(1)	S(20)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: 1 for Women – 44 kg 2 for Men – 55 kg 3 for Women – 52 kg 4 for Men – 66 kg 5 for Women – 63 kg 6 for Men – 81 kg 7 for Women – 78 kg 8 for Men – 100 kg
				For @Value: Competitor ID

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

Type /Code	Description	Expected
E_ENTRY / E_COMPETITOR	Competitor ID of the competiros of weight category according to pos	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.

4.1.3.4 Message Structure

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

- UnitDateTime (following the general rules for this element)
- Officials /Official (only for Individual Events)
- 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 Judo, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @ResultsFunction	Send according to the codes.
	Order	M	Numeric	Send by order for each official in each function, example: 1 for Referee 2 for Judge 1 3 for Judge 2
Start	StartOrder	M	Numeric	Individual and Team Event: Send 1 for first competitor, send 2 for second competitor.
	SortOrder	M	Numeric	Individual Event: Send 1 for White competitor and 2 for Blue competitor Team Event: Send 1 for first team, send 2 for second team
Start /Competitor	Code	M	S(20)	Athlete ID.



Element	Attribute	M/O	Value	Comments
/Composition /Athlete	Order	M	Numeric	Individual event: Send 1 Team event: 1 for Women – 44 kg competitor 2 for Men – 55 kg competitor 3 for Women – 52 kg competitor 4 for Men – 66 kg competitor 5 for Women – 63 kg competitor 6 for Men – 81 kg competitor 7 for Women – 78 kg competitor 8 for Men – 100 kg competitor
	Bib	N/A	Do not send	Do not send

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

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

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

Type /Code	Description	Expected
EUE_JU /JU_IRM	Invalid result mark before the competition	Send only for Team event As soon as this information is available.

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

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



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

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

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

- Individual:
 - After the contest (unit)
- Team
 - After each 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 Judo are:

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

Element	Attribute	M/O	Value	Comments
UnitAction	Time	M	MM:SS	Individual: Time of the action. Ascending from the beginning (0:00) to the end of one Period. Team: Element not used
	Status	M	S(1)	Individual: Status of the action for indicate if the action is new (N) Team: Element not used



Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Individual: Result type, either points or IRM for the corresponding event unit. Team: Result type, either score or IRM for the corresponding event unit.
	IRM	O	CC @IRM	IRM of the competitor for the particular event unit. (see codes section)
	Result	O	String	Individual: Result of the competitor for the particular event unit. Indicates the score of the competitor and if they committed penalties. This can be sent in Golden Score as applicable. Example: 101, 000, 000H, 0001 Team: Overall result of the team (number of won contents)
	WLT	O	CC @WLT	The code whether a competitor won or lost the contest or match
	SortOrder	M	Numeric	Individual: This attribute is a sequential number with the order of the competitor. Send 1 for White competitor and 2 for Blue competitor Team: Send 1 for first team in the start list and 2 for second team in the start list

The following table describes in more detail the UnitInfo element in the case of Judo. This element is used in Individual and Team events

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_JU	JU_CONTEST_TIME	String(3)	MM:SS 99:90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Individual event: Send 1 for the Regular time Send 2 for Golden Score time Tem event: Send A-B where A is contents number and B is 1 for Regular time and 2 is time for Golden Score time Example: Send 1-1 for contents 1 regular time Send 1-2 for contents 1 Golden Score time Send 2-1 for contents 2 regular time Send 2-2 for contents 2 Golden Score time Etc.



Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				For @Value: Send the Contest Time
	JU_SCORE	N(1)	CC@DecisionType	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Individual: Send 0 Team: Send Contents number (1,2,3,4,5,6,7 or 8)
				For @Value: Decision for how the contest was won (See Codes Section)
	JU_TCH_CODE	N(1)	CC @Technique	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Individual: Send 0 Team: Send Contents number (1,2,3,4,5,6,7 or 8)
				For @Value: Send the Winning Technique's Code. (see codes section)
	JU_TECHNIQUE	N(1)	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Individual: Send 0 Team: Send Contents number (1,2,3,4,5,6,7 or 8)
				For @Value: Send the Winning Technique Description Use the description column from CC @Technique
	JU_GOLD_SCORE	N(1)	S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Individual: Send 0 Team: Send Contents number (1,2,3,4,5,6,7 or 8)
				For @Value: Gold Score flag Send Y If in Golden Score.
	JU_STATUS	N(1)	CC @GameStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Individual: Send 0 Team: Send Contents number (1,2,3,4,5,6,7 or 8)
				For @Value: Send the contest status (see codes section)

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



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

The following table describes in more detail the UnitAction element in the case of Judo. This element is only used in Individual events

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

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

Type /Code	Description	Expected
UAC_ACTION /JU_ACTION	Actions (score/penalty) in the contest	Only for individual events. Send 2 minutes after contest

The following table describes in more detail the ExtendedAction element in the case of Judo. This element is only used in Individual events

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



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

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

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

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_JU	JU_y Where y = CC @PenaltyType	N(1) 0	N(1)	For @Type: Send proposed type
				For @Code: Send the code for each type of penalty (see codes section)
				For @Pos: Send 1 for Regular time Send 2 for Golden Score time
				For @Value: Send the value
	JU_z Where z = CC @PointsType	N(1) 0	N(1) 0	For @Type: Send proposed type
				For @Code: Send the code for each CC @PointsType (see codes section)
				For @Pos: Send 1 for Regular time Send 2 for Golden Score time
				For @Value: Number of scores obtained by competitor during contest for given CC @PointsType
	JU_BEST_RESULT		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Best result.
	JU_COMMENT		String	For @Type:



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
				Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send a comment for the Outcome
	JU_CONTENTS_RESULT_TYPE		CC @ResultType	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Individual contents Resulttype for a team event contents
	JU_CONTENTS_RESULT		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Individual contents Result for a team event contents
	JU_CONTENTS_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Individual contents IRM for a team event contents
	JU_CONTENTS_WLT		CC @WLT	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Individual contents Win/Loss flag for a team event contents

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

Type /Code	Description	Expected
ER_JU /JU_y	Number of penalties obtained by competitor during the contest for given CC @PenaltyType	Only for individual events if the information is available
ER_JU /JU_z	Number of scores obtained by competitor during contest for given CC @PointsType	Only for individual events. As soon as it is known
ER_JU /JU_BEST_RESULT	Athlete's Best Result	Send just if it is available for individual events
ER_JU /JU_COMMENT	Comment for the Outcome	Send just if it is available for individual events
ER_JU JU_CONTENTS_RESULT_TYPE	/ Team member result type, either points or IRM, for his contents in the team event	Only for team events



ER_JU / JU_CONTENTS_RESULT	Team member result, for his contents in the team event	Only for team events
ER_JU / JU_CONTENTS_IRM	Team member IRM, for his contents in the team event	Only for team events
ER_JU / JU_CONTENTS_WLT	Team member WLT code, for his contents in the team event	Only for team events

4.1.4.6 Message sort

Please, follow the general definition.



4.1.5 Event Final Ranking

4.1.5.1 Description

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

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

4.1.5.2 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).

4.1.5.3 Trigger and Frequency

Please, follow the general definition.

4.1.5.4 Message Structure

Please, follow the general definition.

4.1.5.5 Message Values

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

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

4.1.5.6 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.

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

4.1.6.2 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

- Individual:
 - After the Draw (without contest numbers)
 - Before competition day (with contest numbers)
 - After every contest during final phases
- Team
 - After the Draw (without match numbers)
 - Before competition day (with match numbers)
 - 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 Judo are:

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

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



Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section)
Bracket /BracketItems /BracketItem	Code	O	N(2) 90	It will be sent the contest or match number for each bracket item (e.g.: 1, 4, ...)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK).

4.1.6.6 Message sort

Please, follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	22 November 2013	Submitted for review version
R2 v1.1	5 December 2013	Submitted for approval version
R2 v1.2	28 February 2013	APP, some minor issues

File reference: ODF/INT321 R2 v1.2 APP (JU)

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">• Summit for Approval version. No changes since previous version
R2 v1.2	APP	<ul style="list-style-type: none">• Update the "This document" and "Objective" sections• Remove the DT_PARTIC_HORSES message• Add the DT_SCHEDULE_UPDATE message



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