



INTERNATIONAL OLYMPIC COMMITTEE

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## Olympic Data Feed

### **ODF Taekwondo 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 Taekwondo Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Taekwondo, 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 Taekwondo Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Taekwondo 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
<b>IF or International Federation</b>	The international governing body of an Olympic Sport as recognized by the IOC
<b>IOC</b>	International Olympic Committee
<b>IPC</b>	International Paralympic Committee
<b>ODF</b>	Olympic Data Feed
<b>ODF-PiT</b>	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
<b>RSC</b>	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
<b>Sport</b>	is administered by an international federation and can be composed of one or more disciplines
<b>WNPA</b>	World News Press Agencies

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/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 Taekwondo 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 Taekwondo 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 Taekwondo.

Any ODF Taekwondo 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	Finals
CC @BracketItems	Code	Description
	BRN	Bronze Medal
	FNL	Final
	QFL	Quarterfinals
	R16	Preliminary Round
	SFL	Semifinals
CC @Colour	Code	Description
	BLUE	Chung
	RED	Hong
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
	NCT	When both athlete are disqualified or Withdraw and "No contestant" passes to the next round
CC @Decision	Code	Description
	DSQ	Win by disqualification
	GDP	Golden Point
	KO	Win by knockout
	PTF	Win by Final Score
	PTG	Win by Points Gap
	PUN	Win by punitive declaration
	RSC	Win by referees stop contest
	SDP	Win by Sudden Death Point
	SUP	Win by superiority
	WDR	Win by withdraw
CC @Desc	Code	Description





	0	Loser
CC @Description	<b>Code</b>	<b>Description</b>
	SA	Semifinal Pool A
	SB	Semifinal Pool B
	QA	Finalist in Quart. from Pool A
	QB	Finalist in Quart. from Pool B
	PA	Finalist in Prel. from Pool A
	PB	Finalist in Prel. from Pool B
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @GameStatus	<b>Code</b>	<b>Description</b>
	F	Finished
	R	Running
CC @IRM	<b>Code</b>	<b>Description</b>
	DSQ	Disqualified
	WDR	Withdrawn
CC @Organisation	Defined in ODF Common Codes Document  See entity Organization <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @Period  Note: The 4 <sup>th</sup> round is more common called "Sudden Death" and only use it if exist tied after three rounds.	<b>Code</b>	<b>Description</b>
	R1	Round 1
	R2	Round 2
	R3	Round 3
	R4	Round 4
CC @ProgressCode	<b>Code</b>	<b>Description</b>
	1..4	Number of points
	G	Gam-jeom (deduction penalty)
	K	Kyong-go (warning penalty)
CC @RequestContestat	<b>Code</b>	<b>Description</b>
	OWN	Request for Own Contestant
	OPP	Request for Opponent Contestant
CC @RequestResult	<b>Code</b>	<b>Description</b>
	A	Accepted
	R	Rejected
CC @RequestType	<b>Code</b>	<b>Description</b>
	DED	Gam-jeom (deduction penalty)
	TK	Turn kick - additional 1 point
	RCR	Appeal Rejected by Central Referee
	HK	Head kick - 3 points
	HK4	Head kick - 4 points
	WAR	Kyong-go (warning penalty)
CC @ResultType	<b>Code</b>	<b>Description</b>
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Points



CC @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document. <ul style="list-style-type: none"> <li>The Attribute to be used is ID</li> </ul> CC @ResultsFunction																											
CC@Techniques	<table border="1"> <thead> <tr> <th data-bbox="667 412 1029 450">Code</th> <th data-bbox="1034 412 1465 450">Description</th> </tr> </thead> <tbody> <tr><td data-bbox="667 456 1029 495">DED</td><td data-bbox="1034 456 1465 495">Deduction penalty (Gam-jeom)</td></tr> <tr><td data-bbox="667 501 1029 539">DK1</td><td data-bbox="1034 501 1465 539">Defensive kick-1 point</td></tr> <tr><td data-bbox="667 546 1029 584">DK2</td><td data-bbox="1034 546 1465 584">Defensive kick-2 point</td></tr> <tr><td data-bbox="667 591 1029 629">DK3</td><td data-bbox="1034 591 1465 629">Defensive kick-3 point</td></tr> <tr><td data-bbox="667 636 1029 674">DK4</td><td data-bbox="1034 636 1465 674">Defensive kick-4 point</td></tr> <tr><td data-bbox="667 680 1029 719">DP</td><td data-bbox="1034 680 1465 719">Defensive punch -1 point</td></tr> <tr><td data-bbox="667 725 1029 763">OK1</td><td data-bbox="1034 725 1465 763">Offensive kick-1 point</td></tr> <tr><td data-bbox="667 770 1029 808">OK2</td><td data-bbox="1034 770 1465 808">Offensive kick-2 points</td></tr> <tr><td data-bbox="667 815 1029 853">OK3</td><td data-bbox="1034 815 1465 853">Offensive kick-3 points</td></tr> <tr><td data-bbox="667 860 1029 898">OK4</td><td data-bbox="1034 860 1465 898">Offensive kick - 4 points</td></tr> <tr><td data-bbox="667 904 1029 943">OP</td><td data-bbox="1034 904 1465 943">Offensive punch-1 point</td></tr> <tr><td data-bbox="667 949 1029 987">WAR</td><td data-bbox="1034 949 1465 987">Warning penalty (Kyong-go)</td></tr> </tbody> </table>	Code	Description	DED	Deduction penalty (Gam-jeom)	DK1	Defensive kick-1 point	DK2	Defensive kick-2 point	DK3	Defensive kick-3 point	DK4	Defensive kick-4 point	DP	Defensive punch -1 point	OK1	Offensive kick-1 point	OK2	Offensive kick-2 points	OK3	Offensive kick-3 points	OK4	Offensive kick - 4 points	OP	Offensive punch-1 point	WAR	Warning penalty (Kyong-go)	
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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 Taekwondo.

- 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		
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 by discipline for that discipline it is the list of athletes, and officials, 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 Taekwondo are:

- DisciplineEntry
- 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 (defined in the ODF General Messages Interface Document) that are used in the case Taekwondo, 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 for the athlete
	Height	O	N(3) 999	Height in centimetres for the athlete Send when this information is available
	Weight	O	N(3) 999	Weight in kilograms for the athlete Send when this information is available
RegisteredEvent	Bib	O	String	Bib number for the athlete Example: 1, 2

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

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

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

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



4.1.1.6

**Message sort**

Please, follow the general definition.



## 4.1.2 Start List

### 4.1.2.1 Description

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

### 4.1.2.2 Header Values

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

### 4.1.2.3 Trigger and Frequency

Please, follow the general definition.

### 4.1.2.4 Message Structure

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

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

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

### 4.1.2.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Taekwondo, 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 for: -Judge -Review Jury -Referee
	Order	M	Numeric	Send by order for each official in each function, example: judge 1, judge 2, ...
Start	StartOrder	M	Numeric	Send 1 for first competitor, send 2 for second competitor.
	SortOrder	M	Numeric	Send 1 for Blue competitor and 2 for Red competitor
Start /Competitor /Composition /Athlete /Athlete	Bib	M	String	Bib number. Example: 1, 2

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

Element: Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_TK	TK_COLOUR	CC @Colour	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value:



Element: Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
			Athlete's colour (see codes section)
	TK_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_TK /TK_COLOUR	Athlete's colour.	As soon as it is known
EUE_TK /TK_IRM	Invalid result mark before when the athlete was disqualified during the Weight-in	As soon as this information is available.

**4.1.2.6 Message sort**

Please, follow the general definition.



### 4.1.3 Event Unit Results

#### 4.1.3.1 Description

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

#### 4.1.3.2 Header Values

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

#### 4.1.3.3 Trigger and Frequency

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

- After the contest (unit)

#### 4.1.3.4 Message Structure

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

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Periods /Period
- Period /ExtendedPeriods /ExtendedPeriod
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

#### 4.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Period	Code	M	CC @Period	Times, usually there are 2 half times.
	HomeScore	M	N(2) 90	Overall score of the first competitor at the end of the round.
	AwayScore	M	N(2) 90	Overall score of the second competitor at the end of the round
	HomePeriodScore	O	N(2) 90	Score of the first competitor just for that round.
	AwayPeriodScore	O	N(2) 90	Score of the second competitor just for that round.
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit.
	IRM	O	CC @IRM	IRM of the competitor for the particular event unit.  Send just in the case @ResultType both Points and IRM (see codes section)
	Result	O	String	Result of the competitor for the particular event unit. Ex. "-1", "2", "0"
	WLT	O	CC @WLT	The code whether a competitor won or lost the contest.





Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitor. Send 1 for Blue competitor and 2 for Red competitor.

The following table describes in more detail the Result/Competitor element in the case of Taekwondo.

Element	Attribute	M/O	Value	Comments
Result /Competitor  (Competitor related to one event unit result.)	Code	M	S(20) with no leading zeroes or TBD	Competitor's ID
	Type	M	A	A for athlete

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

Element: Competition /UnitInfos /UnitInfo						
Type	Code	Extension	Pos	Value	Description	
UI_TK	TK_DECISION			CC @Decision	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Score status (see codes section)	
	TK_DURATION				MM:SS 99:90	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Match duration time.
	TK_PERIOD				CC @Period	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Send current round
TK_IVRR_REQ UEST			N(1) 0	CC @RequestType	For @Type: Send proposed type	
					For @Code: Send proposed code (See codes section)	
					For @Pos: Sequential number for each type of request	
					For @Value: Type of request made by the athlete (see codes section)	
	TK_CONTEST			CC @RequestContestat	For @Type: Send proposed type	
					For @Code: Send proposed code	



Element: Competition /UnitInfos /UnitInfo					
Type	Code	Extension	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send the type of contest for that competitor.
		TK_COMPETITOR		S(20)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Result of the request. Send the competitor ID who made the request.
		TK_ROUND		CC @Period	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Round number Send the round when the competitor made the request.
		TK_RESULT		CC @RequestResult	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Result of the request.

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

Type /Code	Description	Expected
UI_TK /TK_DECISION	Decision	Send just if it is available
UI_TK /TK_DURATION	Match duration time.	Send just if it is available
UI_TK /TK_PERIOD	The round the match ended in	Send just if it is available
UI_TK /TK_IVRR_REQUEST	Type of request for Result of Instant Video Replay Review. Ex. "Punch - 1 point"	When was available
UI_TK /TK_CONTEST	Request for Own or Opponent Contestant	
UI_TK /TK_COMPETITOR	Competitor who made the request	
UI_TK /TK_ROUND	Round when was made the request	
UI_TK /TK_RESULT	Result of the request	

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

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_TK	TK_y_H TK_y_A		N(2) 90	For @Type: Send proposed type
				For @Code:



Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
	Where y = CC@Techniques			Send proposed code (See codes section) For @Pos: Do not send anything For @Value: Send the number of times the technique was actioned by each contestant for first/Second competitor.
	TK_ATC_H TK_ATC_A		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Points Earned by Attack for First/Second competitor until that round
	TK_PTY_H TK_PTY_A		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Points Earned by Penalty for First/Second competitor until that round
	TK_PROGRESS_H TK_PROGRESS_A	N(3) 990	CC @ProgressCode	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the time (seconds). For @Value: Send the information (points, penalties) for @pos for first/Second competitor.

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

Type /Code	Description	Expected
EP_TK /TK_y_H EP_TK /TK_y_A	The number of times the technique was actioned by each contestant for first/Second competitor. Where y = CC@Techniques	When was available
EP_TK /TK_ATC_H EP_TK /TK_ATC_A	Points Earned by Attack for First/Second competitor until that round	When was available
EP_TK /TK_PTY_H EP_TK /TK_PTY_A	Points Earned by Penalty for First/Second competitor until that round	When was available
EP_TK /TK_PROGRESS_H EP_TK /TK_PROGRESS_A	Send the information (points, penalties) for @pos first/second competitor	When was available

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_TK	TK_COLOUR		CC @Colour	For @Type: Send proposed type For @Code:



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
				Send proposed code For @Value: Athlete's colour (see codes section)
	TK_KYONG_GO		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The Value of "Y" means that the athlete is currently holding one Kyong Go penalty. If a second Kyong Go penalty is awarded the value to "N"
	TK_IVRR_APPEALS	N(1) 0	Number	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for the status before the contest Send 2 for the status after the appeal decision. For @Value: Remaining quota of appeals before/after (@pos) the contest/appeal decision.

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

Type /Code	Description	Expected
ER_TK /TK_COLOUR	Athlete's colour.	As soon as it is known
ER_TK /TK_KYONG_GO	Used to keep track of odd and even Kyong Go. This is so that a point can be awarded to the opponent when even number of KG scored (2KG result in a point to the opponent). Send when a contestant is awarded a Kyong Go.	When was available
ER_TK /TK_IVRR_APPEALS	Status of quota of appeals. Remaining quota of appeals before/after the contest.	

**4.1.3.6 Message sort**

Please, follow the general definition.



#### 4.1.4 Event Final Ranking

##### 4.1.4.1 Description

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

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

##### 4.1.4.2 Header Values

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

##### 4.1.4.3 Trigger and Frequency

Please, follow the general definition.

##### 4.1.4.4 Message Structure

Please, follow the general definition.

##### 4.1.4.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Taekwondo, 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. It is optional because the competitor can be disqualified or has abandoned the Contest.
	RankEqual	O	S(1)	It must send always that the attribute Rank is send, it identify if a rank has been equalled.
	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 - Family name, 3 - Given name with IRM ranks at bottom
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned
Result /Competitor	Code	M	S(20) with no leading zeroes ,NOC ID or TBD	Competitor's ID, In the case of NOC it will be the NOC ID, TBD in case that the competitor is unknown or not exists

##### 4.1.4.6 Message sort

Please, follow the general definition.



## 4.1.5 Brackets

### 4.1.5.1 Description

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

In the case of Taekwondo, 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

- After the Draw
- After every contest is official

### 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 Taekwondo are:

- ExtCompPlaces /ExtCompPlace
- Moreover, the following should be considered:
  - BracketItem /NextUnit should be informed in the case of round 16, quarterfinals and semifinals.
  - BracketItem /NextUnitLoser should be informed in the case of the round 16, quarterfinals, semifinals.
  - CompetitorPlace /PreviousUnit should be informed in the case of the final, semifinals, quarterfinals and round 16.

### 4.1.5.5 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 Taekwondo, 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 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) or when both athletes are disqualified or Withdraw and "No contestant" passes to the next round.



The following table describes in more detail the CompetitorPlace /ExtCompPlaces /ExtCompPlace element

Element: CompetitorPlace /ExtCompPlaces /ExtCompPlace					
Type	Code	Pos	Value	Description	
ECP_TK	TK_COMP_INF	CC @Desc	CC @Description	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Send if the competitor is the group, winner or the loser. (see codes section)	
				For @Value: Send the phase+pool. (see codes section)	
	TK_SEED			N(1)  0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Seeding number

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

Type /Code	Description	Expected
ECP_TK /TK_COMP_INF	The competitor is the loser of the phase in the specified pool. Example: @pos=0 @Value=SA -> "Loser in Semifinal from Pool A" @pos=0 @Value=QB -> "Loser to finalist in Quarterfinal from Pool B" @pos=0 @Value=PA -> "Loser to finalist in Preliminary Round from Pool A"	Just when the competitor is not known yet and only for repechages. (when the CompetitorPlace @Code is UNK)
ECP_TK /TK_SEED	Seeding number	Only if apply

#### 4.1.5.6 Message sort

Please, follow the general definition.



## DOCUMENT CONTROL

### Version history

Version	Date	Comments
R2 v1.0	5 December 2013	Submitted for review version
R2 v1.1	20 December 2013	Submitted for approval version
R2 v1.2	28 February 2014	APP, some minor issues
R2 v1.3	25 April 2014	APP, some minor issue
R2 v1.4	4 July 2014	SDP (Sudden death Point) has been changed to GDP(Golden Point).

**File reference:** ODF/INT329 R2 v1.4 APP (TK)

### 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>• APP version with small correction in 1.1 and 1.2 chapters.</li><li>• Official functions updated</li></ul>
R2 v1.2	APP	<ul style="list-style-type: none"><li>• Remove the DT_PARTIC_HORSES message</li><li>• Add the DT_SCHEDULE_UPDATE message</li></ul>
R3 v1.3	APP	<ul style="list-style-type: none"><li>• New CC@RequestType added: 'Head kick - 4 points'</li></ul>
R3 v1.4	APP	<ul style="list-style-type: none"><li>• SDP (Sudden death Point) has been changed to GDP(Golden Point).</li></ul>





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