



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT328 R2 v1.3 APP (TE)

Olympic Data Feed

ODF Tennis Data Dictionary

4 June 2014
Technology and Information Department
© International Olympic Committee



License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic Games and/or (ii) to develop similar standards for other events than the Olympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.

2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.

3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.

4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the

Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.

6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



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.....	10
4.1	Point in Time Applicable Messages	10
4.1.1	List of participants by discipline	11
4.1.1.1	Description.....	11
4.1.1.2	Header Values.....	11
4.1.1.3	Trigger and Frequency	11
4.1.1.4	Message Structure	11
4.1.1.5	Message Values	11
4.1.1.6	Message sort	12
4.1.2	List of teams by discipline	13
4.1.2.1	Description.....	13
4.1.2.2	Header Values.....	13
4.1.2.3	Trigger and Frequency	13
4.1.2.4	Message Structure	13
4.1.2.5	Message Values	13
4.1.2.6	Message sort	13
4.1.3	Start List.....	14
4.1.3.1	Description.....	14
4.1.3.2	Header Values.....	14
4.1.3.3	Trigger and Frequency	14
4.1.3.4	Message Structure	14
4.1.3.5	Message Values	14
4.1.3.6	Message sort	15
4.1.4	Event Unit Results	16
4.1.4.1	Description.....	16
4.1.4.2	Header Values.....	16
4.1.4.3	Trigger and Frequency	16
4.1.4.4	Message Structure	16
4.1.4.5	Message Values	16
4.1.4.6	Message sort	23
4.1.6	Brackets.....	25
4.1.6.1	Description.....	25
4.1.6.2	Header Values.....	25
4.1.6.3	Trigger and Frequency	25
4.1.6.4	Message Structure	25
4.1.6.5	Message Values	25



4.1.6.6 Message sort	26
DOCUMENT CONTROL	28



1 Introduction

1.1 This document

This document includes the ODF Tennis Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Tennis, 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 Tennis Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Tennis 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, Glasgow 2014, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document

Acronym	Description
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
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 Tennis 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 Tennis 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 Tennis.

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



3 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to ODF General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @BracketItemsCode	Code	Description
	RND_1	1st Round
	RND_2	2nd Round
	RND_3	3rd Round
	QFL	Quarterfinal
	SFL	Semifinal
	FNL	Final
CC@Code (For brackets)	Code	Description
	FNL	Current Phase in the competition
CC @CompetitorPlace	Code	Description
	BYE	There is no competitor, the other team/athlete passes directly to the next round
	UNK	The competitor is not known yet
CC @Function	Defined in ODF Common Codes Document See entity Function The entity's attribute to be used is Code	
CC @Hand	Code	Description
	R	Right
	L	Left
	B	Both
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
	RET	Retired
	DSQ	Disqualified
	WO	Walkover
	DEF	Defaulted
CC @Period	Code	Description
	S1	1 st Set
	S2	2 nd Set
	S3	3 rd Set
	S4	4 th Set (only for Men's Singles)



		Finals)
	S5	5 th Set (only for Men's Singles Finals)
CC @PeriodNo	Code	Description
	1	1 st Set
	2	2 nd Set
	3	3 rd Set
	4	4 th Set (only for Men's Singles Finals)
	5	5 th Set (only for Men's Singles Finals)
	0	Total of Periods
CC @QualifyingType	Code	Description
	HCP	Host Country Place
	UVP	Universality Place
CC @ResultType	Code	Description
	SCORE	Score
	IRM	Invalid Result Mark
CC @Status	Code	Description
	IP	In Progress
	S	Suspended
	R	Resumed
	C	Completed



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 Tennis.

- 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 by discipline, for that discipline it is the list of athletes, 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 Tennis are:

- 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 Tennis, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition / Participant	BirthDate	O	YYYYMMDD	It will be included if this information is available.

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

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_Q_TYPE	CC	For @Type: Send proposed type
		QualifyingType	For @Code: Send proposed code
		@	For @Value: Qualifying Type
	E_HAND	CC@Hand	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send the proposed code
E_PRO_RANK	N(4)	For @Type: Send proposed type	
	9999	For @Code: Send proposed code	
	Or *** (if the athlete has not ranking in	For @Value: Professional World Rank	



		any event)	
	E_JUNIOR_RANK	N(4) 9999	For @Type: Send proposed type
		Or *** (if the athlete has not ranking in any event)	For @Code: Send proposed code
			For @Value: Junior World Rank
	E_SEED	N(2)	For @Type: Send proposed type
		99	For @Code: Send proposed code
			For @Value: Seed Number

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

Type /Code	Description	Expected
E_ENTRY / E_Q_TYPE	Qualifying Type	Always, as soon as this information is known and this athlete has Qualifying Type (this information can be sent in both messages)
E_ENTRY / E_HAND	Handedness	Always, as soon as this information is known and this athlete has Handedness (this information can be sent in both messages)
E_ENTRY / E_PRO_RANK	Professional Rank	Always, as soon as this information is known and this athlete has professional rank (this information only will be sent in the update message) Applies to individuals in the singles events and to the team members in the doubles events.
E_ENTRY / E_JUNIOR_RANK	Junior Rank	Always, as soon as this information is known and this athlete has junior rank (this information only will be sent in the update message) Applies to individuals in the singles events and to the team members in the doubles events.
E_ENTRY / E_SEED	Seed Number	Always, as soon as this information is known and this athlete has Seed Number (this information only will be sent in the update message)

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 Tennis 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 Tennis.

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_SEED	N(2)	For @Type: Send proposed type
		99	For @Code: Send proposed code
			For @Value: Seed Number

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

Type /Code	Description	Expected
E_ENTRY / E_SEED	Seed Number	Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)

4.1.2.6 Message sort

Please, follow the general definition.



4.1.3 Start List

4.1.3.1 Description

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

4.1.3.2 Header Values

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

4.1.3.3 Trigger and Frequency

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

- For matches where one or both competitors must be determined in a match played the same day send first with Code="TBD" and resend when the competitors are known.

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 Tennis are:

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Officials

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

Element	Attribute	M/O	Value	Comments
Start	SortOrder	M	Numeric	1 for Home and 2 for Away
	StartOrder	N/A	N/A	Not used in TE
Start /Competitor	Code	M	S(20) with no leading zeroes or TBD	Send the competitor identifier if known or TBD (for To be determined)
Start /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes or TBD	Send the athlete identifier if known or TBD (for To be determined)
Officials	Function	M	CC @Function	Chair Umpire

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



Element: UnitInfo				
Type	Code	Pos	Value	Description
UI_TE	TE_COURT		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: 0 for Centre Court 1 for Court 1, 2 for Court 2,...

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

Type /Code	Description	Expected
UI_TE / TE_COURT	Court number	Always

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

- After Each Set Finishes (ResultStatus = "INTERMEDIATE")
- After Each Match Finishes (ResultStatus = "UNOFFICIAL")
- After the Result of the match is Approved (ResultStatus = "OFFICIAL")

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 Tennis are:

- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfos /UnitInfo
- Period
- ExtendedPeriod
- Competition/Result/Competitor/ExtendedResults/ExtendedResult and Competition/Result/Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- ~~Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat~~

4.1.4.5 Message Values

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

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

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Result type, either score or IRM for the corresponding event unit, Mandatory when the match is finished
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM
	Result	O	Numeric	Result for the particular event unit, i.e. the numbers of sets won
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the match Mandatory when the match is finished
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home and the Visitor.

Send UnitDateTime



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

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Pos	Value	Description	
UI_TE	TE_DURATION		HHhMMmin	For @Type: Send proposed type	
			99h99min	For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Match elapsed time HH is hours MM is minutes	
	TE_MATCH_STATUS			CC @Status	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Match status

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

Type /Code	Description	Expected
UI_TE / TE_DURATION	Duration of the match	Always
UI_TE / TE_MATCH_STATUS	Status of the current Match	Always

The following table describes in more detail the Period element in the case of Tennis.

Element	Attribute	M/O	Value	Comments
Period	Code	M	CC@Period	Set Number, usually there are 3 sets except for Men's Singles Finals that there are 5 sets
	HomeScore	M	Numeric	Home competitor score achieved in the current set
	AwayScore	M	Numeric	Away competitor score achieved in the current set
	Duration	M	MMmin 99min	Duration of the Set MM is minutes

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

Element: Competition /Periods/Period/ExtendedPeriods/ExtendedPeriod					
Type	Code	Pos	Value	Description	
EP_TE	TE_HOME_GENERAL_TIE_B		Numeric	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Tie-Break of the Home competitor	
	TE_AWAY_GENERAL_TIE_B			Numeric	For @Type: Send proposed type
					For @Code: Send proposed code



Element: Competition /Periods/Period/ExtendedPeriods/ExtendedPeriod				
Type	Code	Pos	Value	Description
				For @Pos: Do not send anything
				For @Value: Tie-Break of the Away competitor
	TE_SET_WIN		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Set Winner Indicator send H or A if the set is winner for Home or Away

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

Type /Code	Description	Expected
EP_TE / TE_HOME_GENERAL_TIE_B	Tie-Break of the Home competitor	In the case that the Home Competitor has Tie-Break
EP_TE / TE_AWAY_GENERAL_TIE_B	Tie-Break of the Away competitor	In the case that the Away Competitor has Tie-Break
EP_TE / TE_SET_WIN	Winner of the Set	When the Set finishes

The following table describes in more detail the Competition/Result/Competitor/ExtendedResults/ (it is used in the case of Doubles) element.

Element: Competition/Result/Competitor/ExtendedResults/ExtendedResult				
Type	Code	Pos	Value	Description
ER_TE	CC @Period	Numeric	S(2)	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the game number of the current Set
				For @Value: Send Score for each game. Precede by "*" if the competitor had the serve for this game.

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

Type /Code	Description	Expected
ER_TE / CC@Period	Score in the Game	Always

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

Element: Competition/Result/Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_TE	TE_RECEIVER		Y/N	For @Type: Send proposed type



Element: Competition/Result/Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
				For @Code: Send proposed extension code
				For @Pos: Do not send anything
				For @Value: Send Y if the competitor is the receiver in this game
	TE_SERVE		Y / N	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Do not send anything
				For @Value: Send Y if the competitor has the serve in this game

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

Type /Code	Description	Expected
ER_TE / TE_RECEIVER	Indicates which player is currently receiving (Only for Doubles)	Always
ER_TE/ TE_SERVE	Indicates which player is currently serving	Always

The following table describes in more detail the Competition /Result/ Competitor/Stats/Stat (it is used in the case of Doubles) and Competition/Result/Competitor /Composition /Athlete / Stats/Stat (it is used in the case of Singles) element.

Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat				
Type	Code	Pos	Value	Description
ST_TE	TE_NUMBER_1SER	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed extension code
	TE_NUMBER_2SER	CC @PeriodNo	S(3) 990 or '-'	For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve %
TE_ACES	TE_NUMBER_1SER	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
	TE_NUMBER_2SER	CC @PeriodNo	N(2) 90	For @Pos: Send the Period Number,'0' for total
				For @Value: Aces
TE_SER_WIN	CC @PeriodNo	N(2) 90	For @Type: Send proposed type	



Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete /Stats/Stat				
Type	Code	Pos	Value	Description
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Service Winners
	TE_DOUB_F	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Double Faults
	TE_1S_POINT_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve Points Won
	TE_1S_POINT_P	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve Points Played
	TE_1S_WIN_P	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 1 st Serve Winning %
	TE_MSPEED (only for Singles Events)	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Service Max Speed kmh (for both 1st Serve and 2nd Serve)
	TE_2S_POINT_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: 2 nd Serve Points Won
	TE_2S_POINT_P	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total



Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete /Stats/Stat				
Type	Code	Pos	Value	Description
				For @Value: 2 nd Serve Points Played
	TE_2S_WIN_P	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: 2 nd Serve Winning %
	TE_BREAK_CONVERTED	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Break Points Converted
	TE_BREAK_OPPORT	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Break Points Opportunities
	TE_BREAK_CONV_P	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Break Point Conversion %
	TE_NET_POINT_W (only for Singles Events)	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Net Points Won
	TE_NET_POINT_P (only for Singles Events)	CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Net Points Played
	TE_NET_POINT_W_P (only for Singles Events)	CC @PeriodNo	S(3) 990 or '-'	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Period Number,'0' for total For @Value: Net Points Winning %
	TE_TOT_POINT_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type



Element: Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete /Stats/Stat				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Total Points Won
	TE_WIN	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Winners
	TE_UNF_ERR	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Unforced Errors
	TE_FOR_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Forehand Winners
	TE_BACK_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Backhand Winners
	TE_VOLLEY_W	CC @PeriodNo	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the Period Number,'0' for total
				For @Value: Volley Winners

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

Type /Code	Description	Expected
ST_TE/TE_NUMBER_1SER	1st Serve %	Always
ST_TE/TE_NUMBER_2SER	2nd Serve %	Always
ST_TE/TE_ACES	Aces	Always
ST_TE/TE_SER_WIN	Service Winners	Always
ST_TE/TE_DOUB_F	Double Faults	Always



ST_TE/TE_1S_POINT_W	1st Serve Points Won	Always
ST_TE/TE_1S_POINT_P	1st Serve Points Played	Always
ST_TE/TE_1S_WIN_P	1st Serve Winning %	Always
ST_TE/TE_MSPEED	Service Max Speed (kmh), for both 1st Serve and 2nd Serve	Always, only for Singles Events
ST_TE/TE_2S_POINT_W	2nd Serve Points Won	Always
ST_TE/TE_2S_POINT_P	2nd Serve Points Played	Always
ST_TE/TE_2S_WIN_P	2nd Serve Winning %	Always
ST_TE/TE_BREAK_CONVERTED	Break Points Converted	Always
ST_TE/TE_BREAK_OPPORT	Break Points Opportunities	Always
ST_TE/TE_BREAK_CONV_P	Break Point Conversion %	Always
ST_TE/TE_NET_POINT_W	Net Points Won	Always, only for Singles Events
ST_TE/TE_NET_POINT_P	Net Points Played	Always, only for Singles Events
ST_TE/TE_NET_POINT_W_P	Net Points Winning %	Always, only for Singles Events
ST_TE/TE_TOT_POINT_W	Total Points Won	Always
ST_TE/TE_WIN	Winners	Always
ST_TE/TE_UNF_ERR	Unforced Errors	Always
ST_TE/TE_FOR_W	Forehand Winners	Always
ST_TE/TE_BACK_W	Backhand Winners	Always
ST_TE/TE_VOLLEY_W	Volley Winners	Always

4.1.4.6 Message sort

Please, follow the general definition.



4.1.5



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 Tennis, the message has to be sent for all the competition events, as listed in the header values section.

4.1.6.2 Header Values

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

4.1.6.3 Trigger and Frequency

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

- After the Draw
- After every match

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 Tennis are:

- Competitor and its child element

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in the case of 1st Round, 2nd round, 3rd Round (for singles), the quarterfinals and semi-finals.
- BracketItem /NextUnitLoser should be informed just in the case of the semi-finals.
- CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game and the bronze medal game (finals), semi-finals, Quarterfinals, 3rd round (for singles) and 2nd round.

4.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Code	Bracket code to identify a bracket item. (example, it could be finals and classification games)
Bracket /BracketItems	Code	M	CC @BracketItemsCode	Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode. CC @BracketItemsCode FNL includes as BracketItem@Order=1 the Gold Medal Match and as BracketItem@Order=2 the Bronze Medal Match
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace or CC @IRM	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK) or when it has an Invalid Result Mark (for example, DSQ).



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 2014	APP, some minor issues
R2 v1.3	4 June 2014	Entries changes after Conformance Test

File reference: ODF/INT328 R2 v1.3 APP (TE)

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">• DT_RANKING: Message removed at all.• DT_BRACKETS: CC @BracketItemsCode code clarified• DT_RESULTS: Elements Competition /Result/ Competitor/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat removed
R2 v1.2	APP	<ul style="list-style-type: none">• Update the "This document", "Objective" and "Main Audience" sections• Remove the DT_PARTIC_HORSES message• Add the DT_SCHEDULE_UPDATE message
R2 v1.3	APP	<ul style="list-style-type: none">• E_RANK event entry removed• E_PRO_RANK and E_JUNIOR_RANK event entry added



This page has been intentionally left blank