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## Olympic Data Feed

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



| Document Reference | Document Title                          | Document Description                             |
|--------------------|---|--|
| ODF/INT300         | ODF General Messages Interface Document | This document describes the ODF General messages |



## 2 Overall Perspective

### 2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Wrestling 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 Wrestling 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 Wrestling.

Any ODF Wrestling 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  | Final   |
| CC @BracketItems                         | Code   | Description   |
|  | FNL1-2   | Final 1-2   |
|  | FNL3-4   | Final 3-4   |
|  | FNL5-6   | Final 5-6   |
|  | FNL7-8   | Final 7-8   |
|  | FNL9-10  | Final 9-10  |
| CC @CompetitorPlace                      | Code   | Description   |
|  | BYE  | If there is no match.<br>There is no competitor (only one participant is competing); the other athlete goes directly to the next phase/round. |
|  | UNK  | The competitor is not known yet   |
| CC @DisciplineGender                     | Defined in ODF Common Codes Document<br><br>See entity Discipline Gender <ul style="list-style-type: none"> <li>The entity's attribute to be used is Gender</li> <li>It will be related to Discipline</li> </ul> |   |
| CC @Event                                | Defined in ODF Common Codes Document<br><br>See entity Event <ul style="list-style-type: none"> <li>The entity's attribute to be used is Event</li> <li>It will be related to Discipline and Gender</li> </ul>   |   |
| CC @EventCode<br>(for Men's Greco-Roman) | Code   | Description   |
|  | 142  | 42 kg (M)   |
|  | 150  | 50 kg (M)   |
|  | 158  | 58 Kg (M)   |
|  | 169  | 69 Kg (M)   |
|  | 185  | 85 Kg (M)   |
|  | 246  | 46 Kg (M&W)   |
|  | 252  | 52 kg (W)   |





|   |   |   |
|---|---|---|
| (for Men's Freestyle & Women's Freestyle) | 254   | 54 Kg (M)   |
|   | 260   | 60Kg (W)  |
|   | 263   | 63 Kg (M)   |
|   | 270   | 70 Kg (W)   |
|   | 276   | 76 Kg (M)   |
|   | 299   | 100 Kg (M)  |
| CC @Function                              | Defined in ODF Common Codes Document<br>See entity Function <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>   |   |
| CC @MatGroups                             | <b>Code</b>   | <b>Description</b>  |
|   | A   | MAT A   |
|   | AF  | MAT A – Finals  |
|   | B   | MAT B   |
|   | BF  | MAT B – Finals  |
|   | C   | MAT C   |
|   | CF  | MAT C – Finals  |
| CC @MatNo                                 | <b>Code</b>   | <b>Description</b>  |
|   | 1   | Mat A   |
|   | 2   | Mat B   |
|   | 3   | Mat C   |
| CC @Organisation                          | Defined in ODF Common Codes Document<br><br>See entity Organization <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>   |   |
| CC @Period                                | <b>Code</b>   | <b>Description</b>  |
|   | P1  | 1st Period  |
|   | P2  | 2nd Period  |
|   | P3  | 3rd Period  |
| CC @PeriodPart                            | <b>Code</b>   | <b>Description</b>  |
|   | 1   | First part in Greco-Roman (90") or Regular time in Freestyle (2min) |
|   | 2   | Second part in Greco-Roman (30") or Extra time in Freestyle (30")   |
| CC @PeriodStatus                          | <b>Code</b>   | <b>Description</b>  |
|   | E   | Ended   |
|   | IP  | In progress   |
|   | W   | Withdrawn   |
| CC @Phase                                 | Defined in ODF Common Codes Document<br><br>See entity Phase <ul style="list-style-type: none"> <li>The entity's attribute to be used is Phase</li> <li>It will be related to Discipline, Gender and Event</li> </ul> |   |
| CC @QualifyingType                        | <b>Code</b>   | <b>Description</b>  |
|   | CQT   | Continental Qualification Tournament                                |
|   | HST   | Host Country Place  |



|                     |   |  |
|---------------------|---|--|
|                     | IQT   | International Qualification Tournament   |
|                     | TPC   | Tripartite Commission Place  |
|                     | UNV   | Universality Place   |
|                     | WCH   | World Championships  |
| CC @ResultCode      | <b>Code</b>   | <b>Description</b>   |
|                     | E2  | Both wrestlers have been disqualified due to infringement of the rules   |
|                     | EV  | Disqualification from the whole competition due to infringement of the rules   |
|                     | EX  | 3 cautions due to error against the rules (for all the bout)   |
|                     | PO  | Decision by Points - the loser without technical point   |
|                     | PP  | Decision by Points - the loser with technical points   |
|                     | SP  | Victory by Technical Superiority with the loser scoring technical points   |
|                     | ST  | Great Superiority - a difference of 6 points - the loser without points<br><br>Great Superiority- the loser without points |
|                     | VA  | Victory by Withdrawal  |
|                     | VB  | Victory by Injury  |
|                     | VF  | Victory by Forfeit   |
|                     | VT  | Victory by Fall  |
| CC @ResultType      | <b>Code</b>   | <b>Description</b>   |
|                     | 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 @Statistics      | <b>Code</b>   | <b>Description</b>   |
|                     | TOU   | Tournament Statistics  |
| CC @Style           | <b>Code</b>   | <b>Description</b>   |
|                     | 100   | Greco-Roman  |
|                     | 200   | Freestyle  |
| CC @Unit            | Defined in ODF Common Codes<br><br>See entity Unit <ul style="list-style-type: none"> <li>The entity's attribute to be used is Event Unit</li> <li>It will be related to Discipline, Gender, Event and Phase</li> </ul> |  |



## 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 Wrestling.

- 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                     | X                          | X                                 |
| 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 (and the update), 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

Please, follow the general definition.

### 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 Wrestling are:

- Participant /Discipline /RegisteredEvent /EventEntry
- Participant /Discipline /DisciplineEntry (official's discipline entries)

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

| Element     | Attribute | M/O | Value    | Comments  |
|-------------|-----------|-----|----------|---|
| Participant | BirthDate | O   | YYYYMMDD | Date of birth.<br>It will be included if this information is available. |

The Participant /Discipline /RegisteredEvent /EventEntry element is not used in the case of Wrestling.

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

| Element: Participant /Discipline /RegisteredEvent /EventEntry |          |     |                    |   |
|---|----------|-----|--------------------|---|
| Type  | Code     | Pos | Value              | Description   |
| E_ENTRY   | E_Q_TYPE |     | CC @QualifyingType | For @Type:<br>Send proposed type                                  |
|   |          |     |                    | For @Code:<br>Send proposed code                                  |
|   |          |     |                    | For @Pos :<br>Do not send anything                                |
|   |          |     |                    | For @Value:<br>Qualification type (method)<br>(see codes section) |
| E_RANK  |          |     | S(4)               | For @Type:<br>Send proposed type                                  |
|   |          |     |                    | For @Code:<br>Send proposed code                                  |
|   |          |     |                    | For @Pos :<br>Do not send anything                                |



| Element: Participant /Discipline /RegisteredEvent /EventEntry |      |     |       |   |
|---|------|-----|-------|---|
| Type  | Code | Pos | Value | Description   |
|   |      |     |       | For @Value:<br>Qualification Rank for WCH-World Championships qualification type (from 1 to 8). |

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

| Type /Code        | Description   | Expected   |
|-------------------|---|--|
| E_ENTRY /E_Q_TYPE | Qualification type.   | If available, when this information is known and this athlete has qualification method (this information can be sent in both messages) |
| E_ENTRY /E_RANK   | Qualification Rank for “World Championships” qualification type (@QualifyingType code WCH). | If available, when this information is known and this athlete has qualification rank (this information can be sent in both messages)   |

The following table describes in more detail the Participant /Discipline /DisciplineEntry element in the case of Wrestling.

| Element: Participant /Discipline /DisciplineEntry |       |     |        |   |
|---|-------|-----|--------|---|
| Type  | Code  | Pos | Value  | Description                             |
| E_ENTRY   | E_BIB |     | String | For @Type:<br>Send proposed type        |
|   |       |     |        | For @Code:<br>Send proposed code        |
|   |       |     |        | For @Pos :<br>Do not send anything      |
|   |       |     |        | For @Value:<br>Referee Number (as Bib). |

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

| Type /Code     | Description                            | Expected  |
|----------------|--|---|
| E_ENTRY /E_BIB | Referee Number (as Bib for Officials). | Always, as soon as this information is known and this official has a referee number (this information can be sent in both messages) |

#### 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 Wrestling are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- Officials /Official
- Start /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 Wrestling, as well as the attributes that have an extended definition.

| Element                                 | Attribute  | M/O | Value                  | Comments   |
|---|------------|-----|------------------------|--|
| Officials /Official                     | Function   | M   | CC<br>@ResultsFunction | Send according to the codes for:<br>-Judge<br>-Mat Chairman<br>-Referee                            |
|   | Order      | M   | N(4)                   | Send by referee number.  |
| Start                                   | StartOrder | M   | Numeric                | Send 1 for the athlete associated with the corner Red colour (Home) and 2 for the Blue one (Away). |
|   | SortOrder  | M   | Numeric                | Same @StartOrder   |
| Start /Competitor /Composition /Athlete | Bib        | M   | String                 | Athlete’s draw number.   |

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

| Element: Start /Competitor /Composition /Athlete /EventUnitEntry |           |     |       |                                  |
|--|-----------|-----|-------|----------------------------------|
| Type   | Code      | Pos | Value | Description                      |
| EUE_WR   | WR_COLOUR |     | S(1)  | For @Type:<br>Send proposed type |



|  |  |  |  |   |
|--|--|--|--|---|
|  |  |  |  | For @Code:<br>Send proposed code  |
|  |  |  |  | For @Pos :<br>Do not send anything  |
|  |  |  |  | For @Value:<br>Colour associated to the Athlete. Values could be 'B' for Blue or 'R' for Red. |

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

| Type /Code        | Description                                     | Expected                                      |
|-------------------|---|---|
| EUE_WR /WR_COLOUR | Colour associated to the athlete (Red or Blue). | Always, as soon as this information is known. |

#### 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 each bout.

#### 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 Wrestling are:

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

#### 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.

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

| Element | Attribute  | M/O | Value          | Comments  |
|---------|------------|-----|----------------|---|
| Result  | ResultType | O   | CC @ResultType | Result type, points for the corresponding event unit (see codes section). Only will be informed (it is mandatory) at the end of the bout (match). |
|         | Result     | O   | N(1)<br>0      | Result for the particular event unit, i.e. the classification points in the corresponding bout (match).   |
|         | WLT        | O   | S(1)           | The code whether a competitor won (W) or lost (L) the bout (match). Only will be informed (it is mandatory) at the end of the bout (match).       |
|         | SortOrder  | M   | Numeric        | This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).                                  |

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

| Element: UnitInfos /UnitInfo |              |     |                              |                               |
|------------------------------|--------------|-----|------------------------------|-------------------------------|
| Type                         | Code         | Pos | Value                        | Description                   |
| UI_WR                        | WR_WINNER_ID |     | S(20) with no leading zeroes | For @Type: Send proposed type |





| Element: UnitInfos /UnitInfo |               |           |                  |  |
|------------------------------|---------------|-----------|------------------|--|
| Type                         | Code          | Pos       | Value            | Description  |
|                              |               |           |                  | For @Code:<br>Send proposed code   |
|                              |               |           |                  | For @Pos:<br>Do not send anything  |
|                              |               |           |                  | For @Value:<br>Athlete's ID, to identify an athlete, winner of the bout (match).   |
|                              | WR_RES_CODE   |           | CC @ResultCode   | For @Type:<br>Send proposed type   |
|                              |               |           |                  | For @Code:<br>Send proposed code   |
|                              |               |           |                  | For @Pos:<br>Do not send anything  |
|                              |               |           |                  | For @Value:<br>Result code of the bout (match), to indicate the classification type of the bout's winner (see codes section).  |
|                              | WR_RES_POINTS | N(1)<br>9 | N(1)<br>0        | For @Type:<br>Send proposed type   |
|                              |               |           |                  | For @Code:<br>Send proposed code   |
|                              |               |           |                  | For @Pos:<br>Send 1 to indicate the classification points for the winner.<br>Send 2 to indicate the classification points of the loser.  |
|                              |               |           |                  | For @Value:<br>Result points of the bout.<br>Send the classification points according to @Pos.<br><br>(e.g.: Classification points for Home-red wrestler: 0<br>Away-blue wrestler: 5.<br>The result points will be (5:0) as:<br>Pos=1, Value=5<br>Pos=2, Value=0 |
|                              | WR_M_DURATION |           | MM:SS<br>99:90   | For @Type:<br>Send proposed type   |
|                              |               |           |                  | For @Code:<br>Send proposed code   |
|                              |               |           |                  | For @Pos:<br>Do not send anything  |
|                              |               |           |                  | For @Value:<br>Duration of the Match (Bout Time).<br>MM is minutes, SS is seconds  |
|                              | WR_M_STATUS   |           | CC @PeriodStatus | For @Type:<br>Send proposed type   |
|                              |               |           |                  | For @Code:<br>Send proposed code   |
|                              |               |           |                  | For @Pos:<br>Do not send anything  |
|                              |               |           |                  | For @Value:<br>Status of the bout (match)<br>(see code section)  |

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



| Type /Code           | Description  | Expected                       |
|----------------------|--|--------------------------------|
| UI_WR /WR_WINNER_ID  | Athlete's ID of the winner of the bout (match).  | Always, at the end of the bout |
| UI_WR /WR_RES_CODE   | Result code of the bout (match), to indicate the classification type of the bout's winner. | Always, at the end of the bout |
| UI_WR /WR_RES_POINTS | Classification points of the result of the bout (match).                                   | Always, at the end of the bout |
| UI_WR /WR_M_DURATION | Duration in minutes and seconds of the bout (match), including pauses.                     | Always, at the end of the bout |
| UI_WR /WR_M_STATUS   | Status of the current bout (match).  | Always                         |

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

| Element         | Attribute       | M/O | Value          | Comments   |
|-----------------|-----------------|-----|----------------|--|
| Periods /Period | Code            | M   | CC @Period     | Period code, usually there are 3 periods.  |
|                 | HomeScore       | M   | N(2)<br>90     | Home competitor score up (technical points awarded) at the end of the @Code period.<br>(e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).         |
|                 | AwayScore       | M   | N(2)<br>90     | Away competitor score up (technical points awarded) at the end of the @Code period.<br>(e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2). |
|                 | HomePeriodScore | O   | N(1)<br>0      | Home competitor technical points scored just for the @Code period.<br>(e.g.: 3 points for Period-2 ("2nd Period")).  |
|                 | AwayPeriodScore | O   | N(1)<br>0      | Away competitor technical points scored just for the @Code period.<br>(e.g.: 1 point for Period-2 ("2nd Period")).   |
|                 | Duration        | M   | MM:SS<br>00:00 | Duration of the period (@Code period).<br>MM is minutes, SS is seconds.  |

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

| Element: Periods /Period /ExtendedPeriods /ExtendedPeriod |                                     |           |           |   |
|---|-------------------------------------|-----------|-----------|---|
| Type  | Code                                | Pos       | Value     | Description   |
| EP_WR   | WR_H_TCP_ <del>CC @PeriodPart</del> | N(1)<br>9 | N(1)<br>9 | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:<br/>Send proposed code</p> <p>For @Pos:<br/>Sequential number for the incident, all the actions during the <del>part of</del> period that award points, from 1 to n (from the first incident to the last one).</p> <p>For @Value:<br/>Home competitor technical points awarded for each incident during each <del>part of</del> period (see codes section).</p> <p><del>There are in Greco-Roman events:</del><br/> <del>Technical points (TCP):</del><br/> <del>1 during first part (90");</del><br/> <del>2 during second part (30");</del></p> <p><del>And in Freestyle style events:</del><br/> <del>1 during regular time (2 minutes);</del><br/> <del>2 during extra time (30");</del></p> |



| Element: Periods /Period /ExtendedPeriods /ExtendedPeriod |                         |           |                  |   |
|---|-------------------------|-----------|------------------|---|
| Type  | Code                    | Pos       | Value            | Description   |
|   |                         |           |                  | (e.g.: at the end of Period-2 ("2nd Period") scored 3 points in 3 incidents in a Greco-Roman event, awarded during:<br>_TCP_1 (first part 90");<br>Pos=1-Value=1, Pos=2-Value=1, Pos=3-Value=1,<br>in _TCP_2 (second part 30") does not have any point awarded.   |
|   | WR_A_TCP_CC @PeriodPart | N(1)<br>9 | N(1)<br>9        | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Sequential number for the incident, all the actions during the part of period that award points, from 1 to n (from the first incident to the last one).<br>For @Value:<br>Away competitor technical points awarded for each incident during each part of period (see codes section). |
|   | WR_WINNER               |           | S(1)<br>(H,A)    | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Winner Indicator for this period when it is finished (Ended status). Send "H" or "A" if the period is won by Home (Red colour) or Away (Blue colour).   |
|   | WR_STATUS               |           | CC @PeriodStatus | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Status of this period (see codes section)   |

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

| Type /Code                     | Description   | Expected |
|--------------------------------|---|----------|
| EP_WR /WR_H_TCP_CC @PeriodPart | Home competitor technical points awarded during each incident of parts of period for each period. | Always   |
| EP_WR /WR_A_TCP_CC @PeriodPart | Away competitor technical points awarded during each incident of parts of period for each period. | Always   |
| EP_WR /WR_WINNER               | Winner Indicator (H-Home, A-Away) for each period when it is finished.                            | Always   |
| EP_WR /WR_STATUS               | Status of each period.  | Always   |

#### 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 Wrestling, 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 Wrestling.

| Element | Attribute | M/O | Value   | Comments   |
|---------|-----------|-----|---------|--|
| Result  | Rank      | O   | Text    | Rank of the competitor in the corresponding weight category event (the same rank will be repeated for the tied ones).<br>It is optional because the wrestler could get an invalid rank mark or has withdrawn from the bout.              |
|         | RankEqual | O   | Y/N     | It must be sent always that the Rank attribute is sent in order to indentify if the Rank is equalled.<br>Send Y if the Rank has been equalled.   |
|         | SortOrder | M   | Numeric | This attribute is a sequential number with the order of the competitors at the end of the weight category event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified wrestlers. |

### 4.1.4.6 Message sort

Please, follow the general definition.



## 4.1.5 Pool standings

### 4.1.5.1 Description

This message is the Pool standings competition message as described in the ODF General Messages Interface Document.

In the case of Wrestling, the message has to be sent only for competition events where there are 5 or less competitors in the weight category, as listed in the header values section. In case of more than 5 competitors Brackets message will be used instead (number of competitors still pending to be confirmed with Glasgow).

### 4.1.5.2 Header Values

The DocumentCode attribute (DDGEEEA00) in the ODF header will be sent according for all the competition events at phase level of the preliminaries to the ODF Common Codes document (header values sheet).

The DocumentSubtype attribute will be A.

### 4.1.5.3 Trigger and Frequency

Please, follow the general definition.

- INTERIM:
  - After the Draw
  - After every contest in the weight category
- OFFICIAL:
  - After last contest in the weight category

### 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 Wrestling are:

- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults/ExtendedResult /Extensions

### 4.1.5.5 Message Values

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

| Element | Attribute | M/O | Value   | Comments   |
|---------|-----------|-----|---------|--|
| Result  | Rank      | O   | Numeric | Rank   |
|         | RankEqual | O   | S(1)    | Send 'Y' if the Rank is equalled.  |
|         | SortOrder | M   | Numeric | This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified competitors. |

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions.

| Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult |      |                |     |       |             |
|--|------|----------------|-----|-------|-------------|
| Type   | Code | Extension Code | Pos | Value | Description |



| Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult |            |                |     |           |   |
|--|------------|----------------|-----|-----------|---|
| Type   | Code       | Extension Code | Pos | Value     | Description   |
| ER_WR  | WR_MATCHES | WR_TOT_TECH    |     | N(1)<br>9 | For @Type:<br>Send proposed code (as type)  |
|  |            |                |     |           | For @Code:<br>Send proposed extension code  |
|  |            |                |     |           | For @Pos:<br>Do not send anything   |
|  |            |                |     |           | For @Value:<br>Send the total number of technical points<br>Do not send anything in case of IRM.      |
|  |            | WR_TOT_CLASS   |     | N(1)<br>9 | For @Type:<br>Send proposed code (as type)  |
|  |            |                |     |           | For @Code:<br>Send proposed extension code  |
|  |            |                |     |           | For @Pos:<br>Do not send anything   |
|  |            |                |     |           | For @Value:<br>Send the total number of classification points<br>Do not send anything in case of IRM. |

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

| Type /Code        | Extension Code | Description                                    | Expected     |
|-------------------|----------------|--|--------------|
| ER_WR /WR_MATCHES | WR_TOT_TECH    | Send the total number of technical points      | If available |
|                   | WR_TOT_CLASS   | Send the total number of classification points | If available |

#### 4.1.5.6 Message sort

Please, follow the general definition.



## 4.1.6 Brackets

### 4.1.6.1 Description

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

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

### 4.1.6.2 Header Values

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

### 4.1.6.3 Trigger and Frequency

Please, follow the general definition.

### 4.1.6.4 Message Structure

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

- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)

### 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 Wrestling, 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) It is referred to the phase of weight category event (round).                   |
| Bracket /BracketItems /BracketItem                  | Code      | O   | N(3) 990            | Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Bout (Match) number for each bracket item. |
| Bracket /BracketItems /BracketItem /CompetitorPlace | Code      | O   | CC @CompetitorPlace | It will be sent when there is no competitor for this bracket item (BYE) or when it is not known yet (UNK).   |

### 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 | 05 December 2013 | Submitted for approval version             |
| R2 v1.2 | 20 December 2013 | Small corrections in 1.1 and 1.2 chapters. |
| R2 v1.3 | 28 February 2014 | APP, some minor issues                     |
| R2 v2.0 | 25 April 2014    | APP, new YORIS version 1.2                 |
| R2 v2.1 | 4 June 2014      | Conformance Test issue 843                 |

**File reference:** ODF/INT333 R2 v2.1 APP (WR)

### 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>• Second version</li></ul>   |
| R2 v1.2 | SFA    | <ul style="list-style-type: none"><li>• Small correction in 1.1 and 1.2 chapters.</li><li>• Official functions updated</li></ul>   |
| R2 v1.3 | APP    | <ul style="list-style-type: none"><li>• Remove the DT_PARTIC_HORSES message</li><li>• Add the DT_SCHEDULE_UPDATE message</li></ul> |
| R2 v2.0 | APP    | <ul style="list-style-type: none"><li>• Result system update</li><li>• Only 2 periods</li><li>• No period's parts</li></ul>        |
| R2 v2.0 | APP    | <ul style="list-style-type: none"><li>• E_Q_TYPE and E_RANK event entries are optional</li></ul>                                   |



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