

Olympic Data Feed

Baku 2015

ODF Sambo Data Dictionary

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Technology and Information Department

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Baku 2015
1ST EUROPEAN GAMES

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1 Introduction

1.1 This document

This document includes the ODF Sambo Data Dictionary. This Data Dictionary refines the messages described in the ODF2 General Messages Interface Document specifically for Sambo.

1.2 Objective

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

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the News and Press Agencies, Rights Holding Broadcasters and European Sports Federations.

1.4 Glossary

The following abbreviations are used in this document

- **EF** – European Federation
- **EOC** – European Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **SC** – Sambo

1.5 Related Documents

| Document Reference | Document Title | Document Description |
|--------------------|---|---|
| ODF/INT401 | ODF Principles for the Baku 2015 European Games | This document describes the general technical standards to be used at the European Games in Baku 2105 |
| ODF/COD404 | ODF Common Codes | This document describes the ODF codes used across the rest of the ODF documents |
| ODF/INT407 | ODF2 General Messages Interface Document | This document describes the ODF central and sport messages in the ODF2 format |
| ODF/COD405 | ODF Header Values | This document details the header values, showing which RSCs are used in which messages |

2 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 the Sport Codes paragraph of the ODF2 General Messages Interface Document to know the format of these codes.

| Code Entity | Code | Order | Description |
|-----------------|--------|-------|---|
| @BracketItems | FNL | | Finals |
| @BracketItems | QFL | | Quarterfinals |
| @BracketItems | R16 | | Round of 16, 1/8 Finals |
| @BracketItems | SFL | | Semifinals |
| @ResultCode | E2 | | Elimination of both athletes from a fight or competition (disqualification) |
| @ResultCode | EX | | Elimination of the opponent for passivity (ahead of time!) |
| @ResultCode | MA | | Victory with a minimum advantage |
| @ResultCode | V0 | | Victory on points – loser without technical point |
| @ResultCode | VP | | Victory on points - loser with technical point |
| @ResultCode | TV | | Total victory |
| @ResultFunction | JU | | Judge |
| @ResultFunction | MC | | Mat Chairman |
| @ResultFunction | RE | | Referee |
| @ResultType | IRM | | Invalid result mark |
| @ResultType | POINTS | | Points |
| @WLT | L | | Lost |
| @WLT | W | | Won |

3 Messages

3.1 Applicable Messages

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message documented” indicates the document where you should go to have the general definition for a particular 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_UPDATE | List of participants by discipline update | X | X |
| DT_PARTIC_TEAMS | List of teams | | |
| DT_PARTIC_TEAMS_UPDATE | List of teams update | | |
| DT_MEDALS | Medal standings | Global | |
| DT_MEDALLISTS_DAY | Medallists of the day | Global | |
| DT_HISTORIC_RECORD | Historical records | | |
| DT_GLOBAL_GM | Global good morning | Global | |
| DT_GLOBAL_GN | Global good night | Global | |
| DT_RESULT | Event Unit Start List and Results | X | X |
| DT_PLAY_BY_PLAY | Play by Play | | |
| DT_CURRENT | RT Current Information | | |
| DT_RESULT_ANALYSIS | Extended Event Unit Results | | |
| DT_PHASE_RESULT | Phase Results | | |
| DT_CUMULATIVE_RESULT | Cumulative Results | | |
| DT_POOL_STANDING | Pool Standings | | |
| DT_RANKING | Event Final ranking | X | X |
| DT_STATS | Statistics table | | |
| DT_MEDALLISTS | Medallists of one event | X | |
| DT_MEDALLISTS_DISCIPLINE | Medallists by discipline | X | |
| DT_RECORD | Records | | |
| DT_COMMUNICATION | Official Communication | X | |
| DT_BRACKETS | Brackets | X | X |
| DT_LOCAL_ON | Discipline/venue start transmission | X | |
| DT_LOCAL_OFF | Discipline/venue stop transmission | X | |
| DT_CONFIG | Configuration | X | X |
| DT_WEATHER | Event Unit Weather conditions | | |
| DT_KA | Keep Alive | Global | |

3.1.1 List of participants by discipline / List of participants by discipline update

3.1.1.1 Description

This message is the List of participants (current athletes, officials and historical athletes) by discipline (and the update) as described in the ODF2 General Messages Interface Document.

3.1.1.2 Header Values

The definition in the ODF2 General Messages Interface Document is valid.

3.1.1.3 Trigger and Frequency

The definition in the ODF2 General Messages Interface Document is valid.

3.1.1.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Sambo are:

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

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

3.1.1.5 Message Values

The following table lists the “List of participants by discipline / update” optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Sambo, as well as the attributes that have an extended definition.

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

| Element: Participant /Discipline /DisciplineEntry | | | | | |
|---|------|-----|--------|---|---|
| Type | Code | Pos | Value | Description | Expected |
| ENTRY | BIB | | String | For @Type: Send proposed type | Always, as soon as this information is known and this official has a referee number (this information can be sent in both messages) |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos : Do not send anything | |
| | | | | For @Value: Referee Number (as Bib for officials). | |

3.1.1.6 Message sort

Please, follow the general definition.

3.1.2 Event Unit Start List and Results

3.1.2.1 Description

This message is the Event Unit Start List and Results message as described in the ODF2 General Messages Interface Document.

3.1.2.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

3.1.2.3 Trigger and Frequency

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

- As soon as each competitor (includes also the partial start list - one know competitor and the other TBD) or official is known and any changes in start list data (START_LIST)
- When the match starts and after every change in any data (LIVE)
- ~~When each period finishes (INTERMEDIATE)~~
- After each match.

3.1.2.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Sambo are:

- ExtendedInfos /UnitDateTime (following the general rules for this element but note that @EndDate is mandatory in this sport[after the match])
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials and its child element Official
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

3.1.2.5 Message Values

The following table lists the “Event Unit Start List and Results” optional and/or extended attributes (defined in the ODF2 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 Sambo.

| Element | Attribute | M/O | Value | Comments |
|--|----------------|-----|--------------------|--|
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Sambo |
| | EventName | M | S(40) | Text short description, not code |
| | SubEventName | M | S(40) | Text short description Event Unit name, not code |
| | Gender | M | M or W | |
| ExtendedInfos /VenueDescription | Venue | M | CC @VenueCode | Venue code |
| | VenueName | M | S(25) | Text short description, not code |
| | Location | M | CC @Location | Location Code |
| | LocationName | M | S(30) | Text short description, not code |
| Officials /Official | Function | M | CC @ResultFunction | Send according to the codes for: Referee Judge Mat Chairman. |
| | Order | M | Numeric ###0 | Send by referee number. |
| Result | ResultType | O | CC @ResultType | Result type, either points or IRM for the corresponding event unit (see codes section). Only will be informed (it is mandatory) at the end of the match. |
| | Result | O | Numeric 0 | Result for the particular event unit, i.e. the classification points in the corresponding match. |
| | WLT | O | CC @WLT | The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match. |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2). |
| | StartSortOrder | M | Numeric | Same @StartOrder |
| Result /Competitor /Composition /Athlete | Bib | M | String | Athlete's draw number. |

The following table describes in more detail the Official/Description/ ExtendedDescription element in the case of Sambo.

| Element: Official/Description/ ExtendedDescription | | | | | | |
|--|------|--------------|-----|---------------|--|----------|
| Type | Code | Extsion Code | Pos | Value | Description | Expected |
| ED | BIB | | | Numeric #0 | For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Referee Bib | Always |

To be clarified with SC Federation (ESF) whether Referees get numbers

```

<Officials>
  <Official Code="7350035" Order="1" Function="RE">
    <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M"
  Organisation="RUS">
      <ExtendedDescription Type="ED" Code="BIB" Value="1" />
    </Description>
  </Official>
  <Official Code="7350063" Order="2" Function="JU">
    <Description GivenName="Artur" FamilyName="Bazaev" Gender="M"
  Organisation="RUS">
      <ExtendedDescription Type="ED" Code="BIB" Value="3" />
    </Description>
  </Official>
  ...
</Officials>

```

The following table describes in more detail the ExtendedInfos /ExtendedInfo element in the case of Sambo.

| Element: ExtendedInfos /ExtendedInfo | | | | | | |
|--------------------------------------|-----------|--------------|-----|------------------------------|---|--|
| Type | Code | Extsion Code | Pos | Value | Description | Expected |
| UI | UNIT_NUM | | | Numeric #0 | For @Type: Send proposed type | Always |
| | | | | | For @Code: Send proposed code | |
| | | | | | For @Pos : Do not send anything | |
| | | | | | For @Value: Match number. | |
| | WINNER_ID | | | S(20) with no leading zeroes | For @Type: Send proposed type | Always, at the end of the match (when the result code is not E2) |
| | | | | | For @Code: Send proposed code | |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Athlete's ID, to identify an athlete, winner of the match. In the case of the result code=E2, the winner_id will not be sent. | |
| | RES_CODE | | | CC @ResultCode | For @Type: Send proposed type | Always, at the end of the match |
| | | | | | For @Code: Send proposed code | |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Code of the match, to indicate the result code of the winner (see codes). | |
| | DURATION | | | m:ss | For @Type: Send proposed type | Always, at the end of the match |
| | | | | | For @Code: Send proposed code | |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Duration of the Match | |

3.1.2.5.1 Sample

```

.....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="23" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1036521" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="VE" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="04:00" />
.....
</ExtendedInfos>
.....

```

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

| Element: Result /Competitor /Composition /Athlete /EventUnitEntry | | | | | | |
|---|--------|-----|-------|------------------------------------|---|--|
| Type | Code | Pos | Value | Description | Expected | |
| EUE | COLOUR | | S(1) | For @Type: Send proposed type | Always, as soon as this information is known. | |
| | | | | For @Code: Send proposed code | | |
| | | | | For @Pos : Do not send anything | | |
| | | | | | | |

| Element: Result /Competitor /Composition /Athlete /EventUnitEntry | | | | | |
|---|------------|--|------------------|---|---|
| | | | | For @Value: Colour associated to the Athlete. Values could be 'B' for Blue or 'R' for Red. | |
| | BODYWEIGHT | | Numeric ##0.# | For @Type: Send proposed type | Always, as soon as this information is known. |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos : Do not send anything | |
| | | | | For @Value: Bodyweight value | |

Sample

```

.....
<Result ResultType="POINTS" Result="1" WLT="L" SortOrder="1" StartOrder="1"
StartSortOrder="1">
  <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
    <Composition>
      <Athlete Code="1133274" Bib="17" Order="1" >
        <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W"
Organisation="USA" BirthDate="1970-11-23" IFID="293006" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="R" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

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

| Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | | | | |
|--|--------------|-----|-------|---|---|--|
| Type | Code | Pos | Value | Description | Expected | |
| ER | TOT_TECH_PTS | | S(1) | For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send the total technical points awarded. To be sent incremental during the bout | Always, as soon as this information is known. | |
| ER | HLD_TECH_PTS | | S(1) | For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send the technical points awarded for hold down. To be sent incremental during the bout | Always, as soon as this information is known. | |
| ER | STD_TECH_PTS | | S(1) | For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Send the technical points awarded for non-hold down techniques. To be sent incremental during the bout | Always, as soon as this information is known. | |
| ER | WARNINGS | | S(1) | For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything | Send just when warning has been awarded. | |

| Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | | | |
|--|--------------|--|------|---|---|
| | | | | For @Value: Send the warnings. To be sent incremental during the bout | |
| ER | ACTIVITY_PTS | | S(1) | For @Type: Send proposed type | Send just when activity point has been awarded. |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos : Do not send anything | |
| | | | | For @Value: Send the activity points. To be sent incremental during the bout | |

Sample

```

.....
<Result ResultType="POINTS" Result="1" WLT="L" SortOrder="1" StartOrder="1"
StartSortOrder="1">
  <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
    <Composition>
      <Athlete Code="1133274" Bib="17" Order="1" >
        <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W"
Organisation="USA" BirthDate="1970-11-23" IFId="293006" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="R" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="TOT_TECH_PTS" Value="4" />
          <ExtendedResult Type="ER" Code="HLD_TECH_PTS" Value="2" />
          <ExtendedResult Type="ER" Code="STD_TECH_PTS" Value="6" />
          <ExtendedResult Type="ER" Code="WARNINGS" Value="1" />
          <ExtendedResult Type="ER" Code="ACTIVITY_PTS" Value="2" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

3.1.2.6 Message sort

Please, follow the general definition.

3.1.3 Event Final Ranking

3.1.3.1 Description

This message is the Event Final Ranking message as described in the ODF2 General Messages Interface Document.

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

Only top 8 athletes are ranked.

3.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Header Values document.

3.1.3.3 Trigger and Frequency

Please, follow the general definition.

3.1.3.4 Message Structure

Please, follow the general definition.

3.1.3.5 Message Values

The following table lists the “Event Final Ranking” optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Sambo.

| Element | Attribute | M/O | Value | Comments |
|---------------------------------|----------------|-----|----------------|--|
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Sambo |
| | EventName | M | S(40) | Text short description, not code |
| | Gender | M | M or W | |
| ExtendedInfos /VenueDescription | VenueName | M | S(25) | Text short description, not code |
| Result | Rank | O | Text | Rank of the competitor in the corresponding weight category event (the same rank will be repeated for the tied ones). It is optional because the wrestler could get an invalid rank mark or has withdrawn from the match. |
| | RankEqual | O | Y/N | It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled. Send Y if the Rank has been equalled. |
| | IRM | O | CC @ResultCode | Send just if the wrestler is granted with a Result code including a disqualification. |
| | 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. |

3.1.3.6 Message sort

Please, follow the general definition.

3.1.4 Brackets

3.1.4.1 Description

This message is the Brackets message as described in the ODF2 General Messages Interface Document.

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

3.1.4.2 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).

3.1.4.3 Trigger and Frequency

Please, follow the general definition.

3.1.4.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Sambo are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)
Moreover, the following should be considered:
 - Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Qualifications, 1/8 Finals, Quarterfinals, Semi-finals and Repechages (of different Rounds 1, 2 and/or 3).
 - Bracket /BracketItems /BracketItem /NextUnitLoser should be informed in the case of Semi-finals. All wrestlers who lost against both finalists in the previous rounds will have Repechage matches. Therefore, there are two separated groups of Repechage; the winner of each one will receive the bronze medal.
 - Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed when the information is known except the first rounds.

3.1.4.5 Message Values

The following table lists the “Brackets” optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Sambo, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---|----------------|-----|---------------------|---|
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Sambo |
| | EventName | M | S(40) | Text short description, not code |
| | Gender | M | M or W | |
| ExtendedInfos /VenueDescription | VenueName | M | S(25) | Text short description, not code |
| Bracket | Code | M | CC @Bracket | Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket, based on sport/EGRIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played). |
| 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). In the first rounds and according to the number of competing athletes there might be a Repechage for this round. In the Case of the Bracket code=" BRN1", the Bracket /BracketItems Codes to be used are R16, QFL, SF. |
| Bracket /BracketItems /BracketItem | Code | O | Numeric ##0 | Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Match number for each bracket item. |
| | Result | O | S(50) | Classification Points of the match if match is complete and formatted as in EGRIS (separator & order, example 3-1). Must include if the data is available and the match is complete. |
| 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 (TBD). |
| | WLT | O | W or L | Indicates the winner or loser of the bracket item. Always send when known. |

The following table describes in more detail the Bracket /BracketItems /BracketItem/ExtBracketItems/ExtBracketItem element.

| Element: Bracket /BracketItems /BracketItem/ExtBracketItems/ ExtBracketItem | | | | | |
|---|----------|-----|----------------|---|---------------------|
| Type | Code | Pos | Value | Description | Expected |
| EBI | DECISION | | CC @ResultCode | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Decision of the match | Just when available |

The following table describes in more detail the Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace element.

| Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace | | | | | |
|---|------|-----|------------|---|---|
| Type | Code | Pos | Value | Description | Expected |
| ECP | DRAW | | Numeric ## | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Draw Number for the competitor in this bracket item. | Send always and when there is no competitor in this place (when the CompetitorPlace @Code is BYE) |

3.1.4.6 Message sort

Please, follow the general definition.

3.1.5 Configuration

3.1.5.1 Description

This message is the Configuration message as described in the ODF2 General Messages Interface Document.

3.1.5.2 Header Values

Please, follow the general definition though the DocumentCode will be at session level for each competition session (one message per session) and at the event level for the BRACKET_SIZE code.

3.1.5.3 Trigger and Frequency

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

- 1 day before the start of competition for each event
- when the unit is rescheduled to another session

3.1.5.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Sambo are:

- Configs /Config /ExtendedConfig /ExtendedConfigItem

3.1.5.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the “Discipline configuration” optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Sambo, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|-----------------|-----------|-----|----------------------|--|
| Configs /Config | Gender | M | CC @DisciplineGender | Gender code of the RSC (i.e.: 0). |
| | Event | M | CC @Event | Event code of the RSC The general event 000 will be used |
| | Phase | M | CC @Phase | Phase code of the RSC. -Session phase (for Discipline Style events): (Z) Sessions |
| | Unit | M | CC @Unit | It should be informed just in the case that the information is by Event Unit. In this case, all ExtendedConfig codes are related to an event unit (of competition phase or session phase). The rest of codes will be applied for sessions phase (@Phase='Z'). In this case, the event unit will be SS, the session number |

The following table describes in more detail the Configs /Config /ExtendedConfig element and its child element ExtendedConfigItem.

| Element: Configs /Config /ExtendedConfig/ ExtendedConfigItem | | | | | | |
|--|---------|-------------------------|------------|---------------------------------------|-----------------------------------|------------------------------------|
| Type | Code | ExtendedConfigItem Code | Pos | Value | Description | Expected |
| EC | SESSION | | Numeric #0 | | For @Type: Send proposed type | Send for each session |
| | | | | For @Code: Send proposed code | | |
| | | | | For @Pos: Send the session number. | | |
| | | | | For @Value: Do not send anything | | |
| | | UNIT | | S(9) | For @Code: Send proposed code | Send for each match in the session |
| | | | | | For @Pos: Do not send anything | |

| Element: Configs /Config /ExtendedConfig/ ExtendedConfigItem | | | | | |
|--|----------------------------|--|--|-------------------|---|
| | | | | | For @Value: Send the full RSC of the EventUnit (for example WRM155101) |
| | BRACKET_SIZE (By Event) | | | @Bracket Items | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Value: Send the code for the first phase of the event |
| | | | | | When available |

3.1.5.5.1 Sample

DT_CONFIG at the session level

```
.....
<Configs>
  <Config Gender="0" Event="000" Phase="Z" Unit="06">
    <ExtendedConfig Type="EC" Code="SESSION" Pos="1" />
    <ExtendedConfigItem Code="UNIT" Value="WRM166342">
    <ExtendedConfigItem Code="UNIT" Value="WRM166343">
    <ExtendedConfigItem Code="UNIT" Value="WRM166344">
  .....
```

DT_CONFIG at the event level

```
.....
<Configs>
  <Config Gender="M" Event="166">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R64"/>
  </Config>
</Configs>
.....
```

3.1.5.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

| Version | Date | Comments |
|-----------------|------------------|---|
| R-SEG-2015 V1.0 | 12 January 2015 | Submitted for review version |
| R-SEG-2015 V1.1 | 30 January 2015 | Submitted for approval version and some additions |
| R-SEG-2015 V1.2 | 13 February 2015 | Approved version |
| R-SEG-2015 V1.3 | 27 February 2015 | Approved version |
| R-SEG-2015 V1.4 | 19 March 2015 | Approved version |

File reference: ODF/INT440 R-SEG-2015 V1.4 APP

Change Log

| Version | Status | Changes on version |
|-----------------|--------|--|
| R-SEG-2015 V1.0 | SFR | <ul style="list-style-type: none"> • First version |
| R-SEG-2015 V1.1 | SFA | <ul style="list-style-type: none"> • Submitted for approval • The sentence in §1.3 Main Audience is adapted to the European Games • The reference to WNPA is removed • § 2 - Codes: The related table is filled in |
| R-SEG-2015 V1.2 | APP | <ul style="list-style-type: none"> • Approved version • The Referees number/bib is confirmed so the table in §3.1.1.5 remains • § 2 - Codes: The Codes 'EX' and 'V0' are added while the description of 'VP' is modified |
| R-SEG-2015 V1.3 | APP | <ul style="list-style-type: none"> • Approved version • § 2 - Codes: The Code 'VT' is changed to 'TV' and the 'VM' to 'MA' |
| R-SEG-2015 V1.4 | APP | <ul style="list-style-type: none"> • Approved version • DT_RESULT: The Mandatory attribute 'Venue' is added under the 'ExtendedInfos /VenueDescription' element • DT_RESULT: The trigger "When each period finishes" is removed since there are no periods for SC |

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