

Olympic Data Feed



ODF Curling Data Dictionary
Lillehammer 2016 – Winter Youth
Olympic Games

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Curling Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Curling 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 World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document

- CUR – Curling
- IF – International Federation
- IOC – International Olympic Committee
- NOC – National Olympic Committee
- ODF – Olympic Data Feed
- RSC – Results System Codes
- WNPA – World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT401	ODF General Messages Interface Document	This document describes the ODF General messages
ODF/COD404	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	This document details the header values which shows which RSCs are used in which messages.

THESE CODES WILL BE MOVED TO THE CODE DATABASE AT A LATER TIME.

Sport Codes

Discipline	Code_Entity	Code	Order	Description
CUR	@AthleteStatus	DSQ		Disqualified
CUR	@AthleteStatus	SUS		Suspended
CUR	@Bracket	BRN		Bronze
CUR	@Bracket	FNL		Finals
CUR	@BracketItems	FNL		Finals
CUR	@BracketItems	QFNL		Quarter-finals
CUR	@BracketItems	8FNL		Round of 16 (1/8 Final)
CUR	@BracketItems	R32		Round of 32
CUR	@BracketItems	SFNL		Semi-finals
CUR	@CompetitionPlace	BYE		There is no competitor, pass directly to the next round
CUR	@CompetitionPlace	TBD		The competitor is not known yet
CUR	@Hand	B		Both handed
CUR	@Hand	L		Left handed
CUR	@Hand	R		Right handed
CUR	@IRM	DNS		Did not Start
CUR	@IRM	DQB		Disqualified (Behaviour)
CUR	@IRM	DSQ		Disqualified
CUR	@IRM	SUS		Suspended
CUR	@QualificationMark	Q		Qualified for the play-offs
CUR	@QualificationMark	TB		Involved in the tie-breaker
CUR	@ResultType	IRM		Invalid Result Mark
CUR	@ResultType	IRM_WL		W or L result for a team under some specific circumstances (the result is not a score).
CUR	@ResultType	POINTS		Competitor's score
CUR	@ResultType	SCORE_WL		W or L result for a team under some specific circumstances (the result is not a score).
CUR	@Role	S		Skip
CUR	@Role	V		Vice-Skip
CUR	@WLT	L		Lost
CUR	@WLT	T		Tied
CUR	@WLT	W		Won

Results Functions (proposed, to be confirmed)

Discipline	Function Code	Description	Category
CUR	COACH	Coach	C
CUR	TK	Chief Timer	J
CUR	UC	Chief Umpire	J
CUR	TK_AST	Deputy Chief Timer	J
CUR	UDC	Deputy Chief Umpire	J
CUR	UM	Game Umpire	J
CUR	ICE_TCH	Chief Ice Technician	S
CUR	ICE_AST	Deputy Chief Ice Technician	S
CUR	TM_MGR	Team Leader	T
CUR	TM_OFFIC	Team Official	T
CUR	COACH_NAT	National Coach	T
CUR	TRANSL	Translator	T

2 Messages

2.1 Applicable Messages

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

- 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_UPDATE	List of Participants by Discipline Update	X	X
DT_PARTIC_TEAMS	List of Teams	X	X
DT_PARTIC_TEAMS_UPDATE	List of Teams Update	X	X
DT_MEDALS	Medal Standings	Global	
DT_MEDALLISTS_DAY	Medallists of the Day	Global	
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_CURRENT	Current Information		
DT_PLAY_BY_PLAY	Play by Play		
DT_POOL_STANDING	Pool Standings	X	X
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_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	X	

2.1.1 List of Participants by Discipline / Update

2.1.1.1 Description

This message is the List of Participants by Discipline (and the update) as described in the ODF General Messages Interface Document.

2.1.1.2 Header Values

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

2.1.1.3 Trigger and Frequency

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

2.1.1.4 Message Structure

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

- Competition /Participant /Discipline /RegisteredEvent /EventEntry

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

2.1.1.5 Message Values

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

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	POSITION		CC @Position	For @Type: Send proposed type	As soon as it is known (this information can be sent in both messages).
				For @Code: Send proposed code	
				For @Value: Position Code for the player	
	STATUS		SC @AthleteStatus	For @Type: Send proposed type	If applicable (this information can be sent in update message).
For @Code: Send proposed code					
For @Value: Participant's status in the team. Only send if applicable, do not send empty.					
HAND	SC @Hand	For @Type: Send proposed type	As soon it is known (this information can be sent in both messages).		
For @Code: Send proposed code					
For @Value: Hand					
ROLE	SC @Role	For @Type: Send proposed type	If applicable (this information can be sent in update message).		
For @Code: Send proposed code					
For @Value: Athlete's role in the team. Only send if applicable, do not send empty.					

2.1.1.5.1 Sample

```
<Discipline Code="CUR-----" IFId="203258" >
  <RegisteredEvent Event="CURMTeam4-----" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="3" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="ROLE" Value="V" />
  </RegisteredEvent>
</Discipline>
```

2.1.1.6 Message sort

Please, follow the general definition.

2.1.2 List of Teams / Update

2.1.2.1 Description

This message is the List of Teams (and the update) as described in the ODF General Messages Interface Document.

2.1.2.2 Header Values

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

2.1.2.3 Trigger and Frequency

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

2.1.2.4 Message Structure

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

- Competition /Team /TeamOfficials /TeamOfficial
- Competition /Team /Discipline /RegisteredEvent /EventEntry

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

2.1.2.5 Message Values

The following table lists the "List of Teams / Update" optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Team /TeamOfficials /Official	Function	M	CC @ResultFunction	Official's function for the team

2.1.2.5.1 Sample

```
<Team Code="CURMTeam4-----CHN01" Organisation="CHN" Number="1" Name="China" Gender="M"
Current="true" ModificationIndicator="U">
  <Composition>
    <Athlete Code="2005035" Order="1" />
    <Athlete Code="2005037" Order="2" />
    <Athlete Code="2005038" Order="3" />
    <Athlete Code="2005040" Order="4" />
    <Athlete Code="2005047" Order="5" />
  </Composition>
  <TeamOfficials>
    <Official Code="2005094" Function="COACH" />
    <Official Code="2456788" Function="TM_MGR" />
  </TeamOfficials>
  <Discipline Code="CUR-----" >
    <RegisteredEvent Event="CURMTeam4-----" />
  </Discipline>
</Team>
```

2.1.2.6 Message sort

Please, follow the general definition.

2.1.3 Event Unit Start List and Results

2.1.3.1 Description

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

2.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values). Note that StartListMod flag is NOT used in the case of a position change after the match begins.

2.1.3.3 Trigger and Frequency

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

- START_LIST: As soon as the team/teams are known, before the match begins.
- START_LIST: As soon as any of the line-up or starters are known and any change/addition to these only before the start of the match.
- START_LIST: As soon as Last Stone Draw information is available (after warm-up period of each team)
- INTERMEDIATE: After the result of each end has been confirmed by the teams.
- UNOFFICIAL: As soon as the match is finished including last actions without further corrections, unless OFFICIAL messages are imminent.
- OFFICIAL: After the unit is official.

2.1.3.4 Message Structure

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

- Competition /ExtendedInfos /UnitDateTime (following the general rules for this element)
- Competition /ExtendedInfos /ExtendedInfo
- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Officials /Official
- Competition /Periods /Period
- Competition /Result /Competitor /EventUnitEntry
- Competition /Result /Competitor /Coaches /Coach
- Competition /Result /Competitor /Composition /Athlete /EventUnitEntry

2.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
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
ExtendedInfos /PreviousResults	Code	M	S(20) with no leading zeroes	Competitor ID
	Win	M	Numeric #0	Number of games won by the team
	Loss	M	Numeric #0	Number of games lost by the team

Element	Attribute	M/O	Value	Comments
ExtendedInfos /PreviousResults /PreviousResult	Unit	O	S(40)	Full RSC of the previous event unit. Must always send unless it does not exist (like for a bye).
	Order	M	Numeric #0	Order of the units. This will be chronological with the most recent at the bottom.
	Opponent	M	S(20) with no leading zeroes or BYE	Competitor ID of the opponent or in the case of a bye send BYE
	WLT	M	SC @WLT	Indicates if the competitor at PreviousResults /Code is the winner (W) or loser (L)
	Result	O	Numeric 0	Result for the particular event unit, i.e. the team score in the corresponding match.
	OppResult	O	Numeric 0	Result for the particular event unit, i.e. the score against in the corresponding match.
	ResultType	M	SC @ResultType	Result type for the corresponding match
Officials /Official	IRM	O	SC @IRM	IRM of the Team for the particular match
	Function	M	CC @ResultsFunction	Send according to the codes.
Periods	Order	M	Numeric	Send by order for each official.
	Home	M	S(20) with no leading zeroes	Home Competitor ID
Periods /Period	Away	M	S(20) with no leading zeroes	Away Competitor ID
	Code	M	Numeric #0	The end number
	HomeScore	M	S(2)	Overall score of the home competitor at the end of the end indicated at @Code. Can be the score, W or L
	AwayScore	M	S(2)	Overall score of the away competitor at the end of the end indicated at @Code. Can be the score, W or L
	HomePeriodScore	O	S(1)	Score of the home competitor just for the end indicated at @Code. Can be the score, X, /, or blank (nothing)
Result	AwayPeriodScore	O	S(1)	Score of the away competitor just for the end indicated at @Code. Can be the score, X, /, or blank (nothing)
	ResultType	M	CC @ResultType	Type of the @Result attribute.
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned
	Result	O	Numeric #0 or W or L	The result of the competitor in the event unit
	WLT	O	CC @WLT	The code whether a competitor won or lost
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
Result /Competitor /Coaches /Coach	StartOrder	O	Numeric	Redundant, not required
	StartSortOrder	M	Numeric	Same @SortOrder
	Function	M	CC @ResultsFunction	Coach function
	Code	M	S(20) with no leading zeroes	ID of the coach
Result /Competitor /Composition /Athlete	Order	M	Numeric	Send order for coaches, sequential number if more than one (order as they are presented on NOC entry form)
	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	M	Numeric 0	Current Order
	StartSortOrder	M	Numeric 0	Order the players should appear in the Start List.

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

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extensi on	Pos	Value	Description	Expected

Element: ExtendedInfos /ExtendedInfo						
UI	ATTENDANCE			Numeric #####0	For @Type: Send proposed type	Send if it is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Number of spectators	
	PERIOD			Numeric #0	For @Type: Send proposed type	Send when LIVE or INTERMEDIAT E
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send current end	
	EE			S(1)	For @Type: Send proposed type	If applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send "Y" is the game has extra ends else do not send	
	TB			S(1)	For @Type: Send proposed type	If applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send "Y" if the game is a tie- break game else do not send.	
LRRS			S(1)	For @Type: Send proposed type	If applicable	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Send "Y" if the game is in the last round robin session else do not send.		
DISPLAY	LAST_COMP_HOME			S(1)	For @Type: Send proposed type	When available at the end of each end
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send Y if the Home team was the last team to score or in case of a blank end (0:0) or no score (X:X).	
	LAST_COMP_AWAY			S(1)	For @Type: Send proposed type	When available at the end of each end.
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send Y if the Away team was the last team to score or in case of a blank end (0:0) or no score (X:X).	

Sample

```

.....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-25T17:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="5090" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="5" />
.....
</ExtendedInfos>
.....

```

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

Element: Competition / Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Pos	Value	Description	Expected
EP	HOME_REMAIN		h:mm:ss	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the remaining time for the home team. Do not send leading zeros.	After each end is complete.
	AWAY_REMAIN		h:mm:ss	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the remaining time for the away team. Do not send leading zeros.	
	LSCE		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send which team gets the last stone in the current end corresponding to the period. Send 1 for the first (Home) Team, 2 for the second (Away) Team	

Sample

```

.....
<Period Code="6" HomeScore="1" AwayScore="6" HomePeriodScore="0" AwayPeriodScore="4">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="HOME_REMAIN" Value="31:45" />
    <ExtendedPeriod Type="EP" Code="AWAY_REMAIN" Value="35:54" />
  </ExtendedPeriods>
</Period>
<Period Code="7" HomeScore="1" AwayScore="6" HomePeriodScore="" AwayPeriodScore="">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LSCE" Value="1" />
  </ExtendedPeriods>
</Period>
.....

```

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

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension	Pos	Value	Description	Expected
ER	LSD_TOTAL			Numeric ##0.0	For Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total of Last Stone Draw shots in cm.	When available, usually only for Round Robin
		TOSS		S(1)	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if determined by toss.	Only if it is needed
	LSD		Numeric 0	Numeric ##0.0	For Type: Send proposed type For @Code: Send proposed code For @Pos: LSD number, 1 or 2 For @Value: Last Stone Draw in cm for this rock @Pos	For each LSD shot if applicable
		PLAYER		S(20)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: ID of the competitor who took the shot	
		TURN		Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: 1=clockwise, 2=counter-clockwise	
	LSFE			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y to indicate this team throws the "Last Stone First End" else do not send.	When available
	SITUATION			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the description of the game situation.	When available

Sample

```

.....
<ExtendedResults>
  <ExtendedResult Type="ER" Code="LSD_TOTAL" Value="158.4" >
  <ExtendedResult Type="ER" Code="LSD_Pos="1" Value="62.0" >
    <Extension Code="PLAYER" Value="123456" />
    <Extension Code="TURN" Value="1" />
  </ExtendedResult>
</ExtendedResults>
.....

```

The following table describes in more detail the Competition /Result /Competitor /Coaches /Coach /Description /ExtendedDescription element.

Element: Competition /Result /Competitor /Coaches /Coach /Description /ExtendedDescription				
Type	Code	Value	Description	Expected
EUE	STATUS	SC @AthleteStatus	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send code is applicable. Only send if suspended or disqualified	If applicable for the coach.

The following table describes in more detail the Competition /Result /Competitor /EventUnitEntry element.

Element: Competition /Result /Competitor /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	HOME_AWAY	SC @Home	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send Home or Away	When available

Sample

```

.....
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME" />
.....

```

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	STATUS		SC @AthleteStatus	For @Type: Send proposed type For @Code: Send proposed code For Pos: Do not send anything For @Value: Send code is applicable	If applicable
	ROLE	Numeric #0	SC @Role	For @Type: Send proposed type For @Code: Send proposed code For Pos: Send the end where the athlete started in this role. Usually only 1 For @Value: Role of the player in the team starting at this @Pos	If applicable
	POSITION	Numeric #0	CC @Position	For @Type: Send proposed type	Always

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry					
				For @Code: Send proposed code	
				For Pos: Send the end where the athlete started in this position. Usually only 1	
				For @Value: Position of the player in the team starting at this @Pos.	
	HAND		SC @Hand	For @Type: Send proposed type	Always
				For Pos: Do not send anything	
				For @Code: Send proposed code	
				For @Value: Handedness of the player	

Sample

```

.....
<Athlete Code="1135320" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="1" Value="3" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="6" Value="4" />
  <EventUnitEntry Type="EUE" Code="ROLE" Pos="1" Value="V" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
.....
    
```

2.1.3.6 Message sort

Please, follow the general definition.

2.1.4 Pool standings

2.1.4.1 Description

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

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

2.1.4.2 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).

2.1.4.3 Trigger and Frequency

Please, follow the general definition.

- Send after each game is OFFICIAL
- Send at the end of preliminaries of the team event to establish an overall order

2.1.4.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Result /ExtendedResults /ExtendedResult
- Result /Competitor /Opponent

2.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Phase, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	S(2)	Rank in the group. It is optional because the team can be disqualified
	RankEqual	O	S(1)	Send 'Y' if the Rank is equalled else do not send.
	ResultType	M	SC @ResultType	Result type, only send if an IRM.
	IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)
	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 teams.
	Won	O	Numeric 0	Number of games won by the team in the group
	Lost	O	Numeric 0	Number of games lost by the team in the group
	Played	O	Numeric 0	Number of games played by the team in the group
Opponent	QualificationMark	O	SC @QualificationMark	Indicator for qualification of the competitor for the finals
	Code	M	S(20) with no leading zeroes	Competitor ID or TBD if unknown
	Type	M	T	T for team

Element	Attribute	M/O	Value	Comments
	Pos	M	Numeric	1 to n. Normally expected to be the same as SortOrder for the same competitor.
	Organisation	O	CC @Organisation	Competitors' organisation (code). Must include if the data is available
	Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
	Time	O	Time	Time of match (example HH:MM) Must include if the data is available.
	Unit	M	@RSC	Full RSC unit code for the unit
	Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension code	Pos	Value	Description	Expected
ER	TB_WON			Numeric #0	For @Type: Send proposed type	If applicable, not in team competition, if send for overall preliminary standing
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Tie Break Games won	
	TB_LOST			Numeric #0	For @Type: Send proposed type	If applicable, not in team competition, if send for overall preliminary standing
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Tie Break Games lost	
	WIN_TIED			String	For @Type: Send proposed type	If applicable, not in team competition, if send for overall preliminary standing
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Numbers of wind again tied teams	
	DSC			String	For @Type: Send proposed type	If applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Draw shot challenge	

2.1.4.6 Sample

```

.....
<Result Rank="4" Played="9" Won="5" Lost="4" SortOrder="4" QualificationMark="Q" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TB_WON" Value="1" />
    <ExtendedResult Type="ER" Code="TB_LOST" Value="0" />
  </ExtendedResults>
  <Competitor Code="CURMTeam4---GBR01" Type="T" Organisation="GBR">
    <Description TeamName="Great Britain"/>
    <Opponent Code="CURMTeam4---RUS01" Type="T" Pos="1" Organisation="RUS" Date="2018-
02-03" Time="14:00" Unit="CURMTeam4-----RR-0009M04-" Result="9-7" >
      <Description TeamName="Russia"/>
    </Opponent>
    <Opponent Code="CURMTeam4---SWE01" Type="T" Pos="2" Organisation="GBR" Date="2018-
02-02" Time="09:00" Unit="CURMTeam4-----RR-0012M06-" Result="8-10" >
      <Description TeamName="Sweden"/>
    </Opponent>
    <Opponent Code="CURMTeam4---ITA01" Type="T" Pos="3" Organisation="ITA" Date="2018-
02-01" Time="09:00" Unit="CURMTeam4-----RR-0017M09-" Result="10-8" >
      <Description TeamName="Italy"/>
    </Opponent>
  </Competitor>
</Result>
.....

```

2.1.4.7 Message sort

Please, follow the general definition.

2.1.5 Brackets

2.1.5.1 Description

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

2.1.5.2 Header Values

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

2.1.5.3 Trigger and Frequency

- Before the competition starts.
- After every match in the preliminaries which determines a position in the bracket.
- After every match during final phases

2.1.5.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (included when the competitor is not yet known)
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (included only when the competitor is known). Also, the following should be considered:
 - Bracket /BracketItems /BracketItem /NextUnit should be informed after the first phase in the brackets.
 - Bracket /BracketItems /BracketItem /NextUnitLoser should be informed in the case of the Semifinals.
 - Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit.

2.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Bracket	Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.
Bracket /BracketItems	Code	M	SC @BracketItems	Bracket code to identify a set of bracket items.
Bracket /BracketItems /BracketItem	Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
	Date	O	Date	YYYY-MM-DD. Must be filled is known
	Time	O	S(5)	HH:MM. Must be filled if known
	Unit	M	RSC	Full RSC code of the event unit for the current bracket item.
	Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS.
	NextUnit	M	RSC	Full RSC code of the next event unit for the current bracket item.
	NextUnitLoser	M	RSC	Full RSC code of the next event unit for the current bracket item, but related to the loser competitor.

Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem /CompetitorPlace	Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
	Code	O	CC @CompetitorPlace	Send when there is no competitor team (BYE) or when it is not known yet (TBD).
	WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known.
Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit	Unit	O	RSC	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then send RSC of the Pool phase.
	Value	O	SC @Pool	If there is no competitor team (TBD) and coming from Pool then send appropriate code.
	WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is from a pool.

2.1.5.6 Sample

```

.....
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Order="1" Date="2014-02-07" Time="12:00" Unit="CURMTeam4-----
SFNL0001M16-" Result="10-8" NextUnit="CURMTeam4-----FNL-0001M18-"
NextUnitLoser="CURMTeam4-----FNL-0002M18-" >
      <CompetitorPlace Pos="1" WLT="W" >
        <PreviousUnit Unit="CURMTeam4-----RR-----" Value="1" />
        <Competitor Code="CURMTeam4---SWE01" Type="T" Organisation="SWE" >
          <Description TeamName="Sweden"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" >
        <PreviousUnit Unit="CURMTeam4-----RR-----" Value="4" />
        <Competitor Code="CURMTeam4---GBR01" Type="T" Organisation="GBR" >
          <Description TeamName="Great Britain"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
    <BracketItem Order="2" Date="2014-02-07" Time="15:00" Unit="CURMTeam4-----
SFNL0002M16-" NextUnit="CURMTeam4-----FNL-0001M18-" NextUnitLoser="CURMTeam4--
-----FNL-0002M18-" >
      <CompetitorPlace Pos="1">
        <PreviousUnit Unit="CURMTeam4-----RR-----" Value="2" />
        <Competitor Code="CURMTeam4---CAN01" Type="T" Organisation="CAN" >
          <Description TeamName="Canada"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <PreviousUnit Unit="CURMTeam4-----RR-----" Value="3" />
        <Competitor Code="CURMTeam4---CHN01" Type="T" Organisation="CHN" >
          <Description TeamName="China"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
.....

```

2.1.5.7 Message sort

Please, follow the general definition.

2.1.6 Event Final Ranking

2.1.6.1 Description

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

2.1.6.2 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) with one message per event.

2.1.6.3 Trigger and Frequency

- After each final position is known (PARTIAL or OFFICIAL).

2.1.6.4 Message Structure

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

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription

2.1.6.5 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 Curling, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled else do not send.
	Played	O	Numeric #0	Send number of matches played including Round Robin, tie-breaker and play-offs
	Won	O	Numeric #0	Send number of matches won including Round Robin, tie-breaker and play-offs
	Lost	O	Numeric #0	Send number of matches lost including Round Robin, tie-breaker and play-offs
	IRM	O	CC @IRM	Send just if the team has been disqualified or DNS
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

2.1.6.6 Sample

```

.....
<Result Rank="2" SortOrder="2" Played="12" Won="9" Lost="3" >
  <Competitor Code="CURWTeam4---SWE01" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden"/>
    <Composition>
      <Athlete Code="2002600" Order="1" />
    </Composition>
  </Competitor>
</Result>
.....

```

2.1.6.7 Message sort

Please, follow the general definition.

2.1.7 Configuration

2.1.7.1 Description

This message is the Event unit configuration message as described in the ODF General Messages Interface Document.

2.1.7.2 Header Values

Send one message per event.

2.1.7.3 Trigger and Frequency

Please, follow the general definition.

2.1.7.4 Message Structure

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

- ExtendedConfigItem

2.1.7.5 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 ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

The following table describes in more detail the Competition ExtendedConfig element.

Element: ExtendedConfig							
Type	Code	ExtendedConfig Item Code	Pos	Value	Description	Expected	
EC	ENDS_NUM			Numeric #0	For @Type: Send proposed type	Always (Event Level)	
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: Send the number of ends to be played in this tournament.		
	FINALS				String	For @Type: Send proposed type	Always (Event Level)
						For @Code: Send proposed code	
						For @Pos: Do not send anything	
						For @Value: Send the play-off system, Olympic or Page	
	TEAMS				Numeric #0	For @Type: Send proposed type	Always (Event Level)
						For @Code: Send proposed code	
						For @Pos: Do not send anything	
						For @Value: Number of teams in the competition	
FINALS					Numeric #0	For @Code: Send proposed code	
						For @Pos: Do not send anything	
RELEGATED					Numeric #0	For @Code: Send proposed code	
						For @Pos: Do not send anything	
GROUPS				Numeric #0	For @Type: Send proposed type	If groups are applicable (i.e. if more than 1) (Event Level)	
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: Number of groups in the preliminary phase of the competition.		
	FINALS				Numeric #0		For @Code: Send proposed code
							For @Pos: Do not send anything
RELEGATED				Numeric #0	For @Code: Send proposed code		
					For @Pos: Do not send anything		
NAME			Numeric	String	For @Code: Send proposed code		

Element: ExtendedConfig						
			#0		For @Pos: Send the group number to distinguish the groups 1..n For @Value: Name of the Group, for example "Group A"	
	COLOUR		Numeric #0	String	For @Code: Send proposed code For @Pos: Send the group number to distinguish the groups 1..n For @Value: Colour of the group, for example blue	
CHALLENGE				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the rank that needs to play a challenge games	If challenge game applicable (Event Level)
PLAYERS				Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of players per team playing at one time (2 or 4)	Always (Event Level)
COMPETITION				String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Full competition name, for example "Olympic Games"	Always (Event Level)
	LOCATION			String	For @Code: Send proposed code For @Pos: Do not send anything For @Value: City of the competition, for example "Sochi, Russia"	
	START_DATE			Date	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Start Date of the competition.	
	END_DATE			Date	For @Code: Send proposed code For @Pos: Do not send anything For @Value: End Date of the competition.	
	TIME_ZONE			String	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time zone code for the main competition venue, for example in winter London is GMT or PyeongChang is KST.	
	UTC_OFFSET			S(9)	For @Code: Send proposed code	

Element: ExtendedConfig					
					For @Pos: Do not send anything For @Value: UTC offset for the main competition venue. For example "UTC-05:00" for New York.

2.1.7.6 Sample

```

.....
<Configs>
  <Config Unit="CURMTeam4-----">
    <ExtendedConfig Type="EC" Code="ENDS_NUM" Value="10" />
    <ExtendedConfig Type="EC" Code="FINAL_S" Value="Olympic" />
    <ExtendedConfig Type="EC" Code="TEAMS_NUM" Value="10" >
      <Extension Code="FINAL_S" Value="4" />
      <Extension Code="RELEGATED" Value="0" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="GROUPS_NUM" Value="1" >
      <Extension Code="FINAL_S" Value="4" />
      <Extension Code="RELEGATED" Value="0" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="PLAYERS" Value="4" />
  </Config>
</Configs>
.....

```

2.1.7.7 Message sort

Please, follow the general definition.

2.2 Message Timeline

2.2.1 Preparation Phase

Trigger	Message	Result Status	D	E	P	S	U
OVR gets Initial data	DT_CODES			o		o	o
	DT_SCHEDULE					o	o
	DT_PARTIC						
	DT_PARTIC_TEAM						
OVR sends	DT_CONFIG		X	X			
	DT_BRACKETS			X			
	DT_RESULT for each game (teams only)	START_LIST					X
	DT_POOL_STANDINGS	INTERMEDIATE			X		
	DT_PDF C08 Schedule		X				
After Team Meeting:							
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_TEAM_UPDATE		X				
	DT_PDF C32Cx Entry List			X			
Only for Mixed Doubles	DT_PDF C75 Brackets			X			

2.2.2 Before and During each Session

Trigger	Message	Result Status	D	E	P	S	U
All Line-ups are known (-30')	DT_RESULT for each game	START_LIST					X
	DT_PDF C54 Line-ups					X	
First LSD is entered (-20')	DT_RESULT (Round Robin only)	START_LIST					X
Second LSD and LSFE are entered (-10')	DT_RESULT (Round Robin only)	START_LIST					X
	DT_STATS (DSC) (Round Robin only)				X		
	DT_PDF C76D Draw Shot Challenge (Round Robin only)				X		
At scheduled start time (0')	DT_SCHEDULE_UPDATE	GETTING_READY	X			o	o
Event unit starts (about +3')	DT_SCHEDULE_UPDATE	RUNNING	X			o	o
	DT_RESULT	LIVE					X
Score entered	DT_RESULT	INTERMEDIATE					X
Half time break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK					X
Game time starts after half time break	DT_SCHEDULE_UPDATE	RUNNING					X
	DT_CURRENT						X

2.2.3 After each Game of a Session

Trigger	Message	Result Status	D	E	P	S	U
Game is finished and score entered	DT_SCHEDULE_UPDATE	FINISHED	X				o
	DT_RESULT	UNOFFICIAL					X
Game Score confirmed	DT_RESULT	OFFICIAL					X
	DT_POOL_STANDINGS (not for Play-offs)	INTERMEDIATE			X		
	DT_BRACKETS (Play-offs or Mixed Doubles)	INTERMEDIATE		X			
	DT_PDF C73x Results						

2.2.4 After last Game of a Session (Mixed Team Event)

Trigger	Message	Result Status	D	E	P	S	U
Session is finished	DT_SCHEDULE_UPDATE	FINISHED	X				o
	DT_PDF C74x Results and Standings						X
	DT_PDF C76A Competition Summary			X			
Only for Round Robin sessions	DT_PDF C76C Competition Matrix			X			

2.2.5 After last Game of a Session (Mixed Doubles Event)

Trigger	Message	Result Status	D	E	P	S	U
Session is finished	DT_SCHEDULE_UPDATE	FINISHED	X				o
	DT_PDF C75 Brackets			X			
Teams for next phase are known	DT_RESULT for each game (teams only)	START_LIST					X

2.2.6 After the last Round Robin or Tie-breaker Session (Mixed Team Event)

Trigger	Message	Result Status	D	E	P	S	U
Final rank for some teams known	DT_RANKING	PARTIAL		X			
Teams for tie-breaker are known	DT_SCHEDULE_UPDATE	SCHEDULED	X			o	o
	DT_RESULT for each game (teams only)	START_LIST					X
After Round Robin or Tie-breaker	DT_POOL_STANDINGS	OFFICIAL			X		
	DT_BRACKETS	INTERMEDIATE		X			
Teams for play-offs are known	DT_RESULT for each game (teams only)	START_LIST					X

2.2.8 After the Bronze Medal Game

Trigger	Message	Result Status	D	E	P	S	U
After last event unit is official	DT_MEDALLIST	PARTIAL		X			
	DT_BRACKETS	INTERMEDIATE		X			

2.2.9 After the Gold Medal Game

Trigger	Message	Result Status	D	E	P	S	U
After last event unit is official	DT_MEDALLIST	OFFICIAL		X			
	DT_MEDALLIST_DISCIPLINE		X				
	DT_BRACKETS	OFFICIAL		X			
	DT_RANKING	OFFICIAL		X			
	DT_PDF C92x Medallist			X			
	DT_PDF C93 Medallist		X				

Legend:

D Discipline **E** Event **P** Phase **S** Session **U** Unit **X** Sent on that level **o** Includes info from that

3 Document Control

Version history		
Version	Date	Comments
WYOG-2016-CUR v1.0	9 Sept 2015	First version
WYOG-2016-CUR v1.0	3 Dec 2015	Approved with no changes
WYOG-2016-CUR v1.1	5 Feb 2016	Approved with small changes

File reference: ODF/INT013-WYOG-2016-CUR v1.1 APP

Change Log		
Version	Status	Changes on version
WYOG-2016-CUR v1.0	SFR	First version
WYOG-2016-CUR v1.0	APP	Approved with no changes
WYOG-2016-CUR v1.1	APP	Small changes for trigger and extensions of DT_POOL_STANDINGS in team event (an overall DT_POOL_STANDINGS message is send after all group matches and tie breakers are done) Improvements to message timeline

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