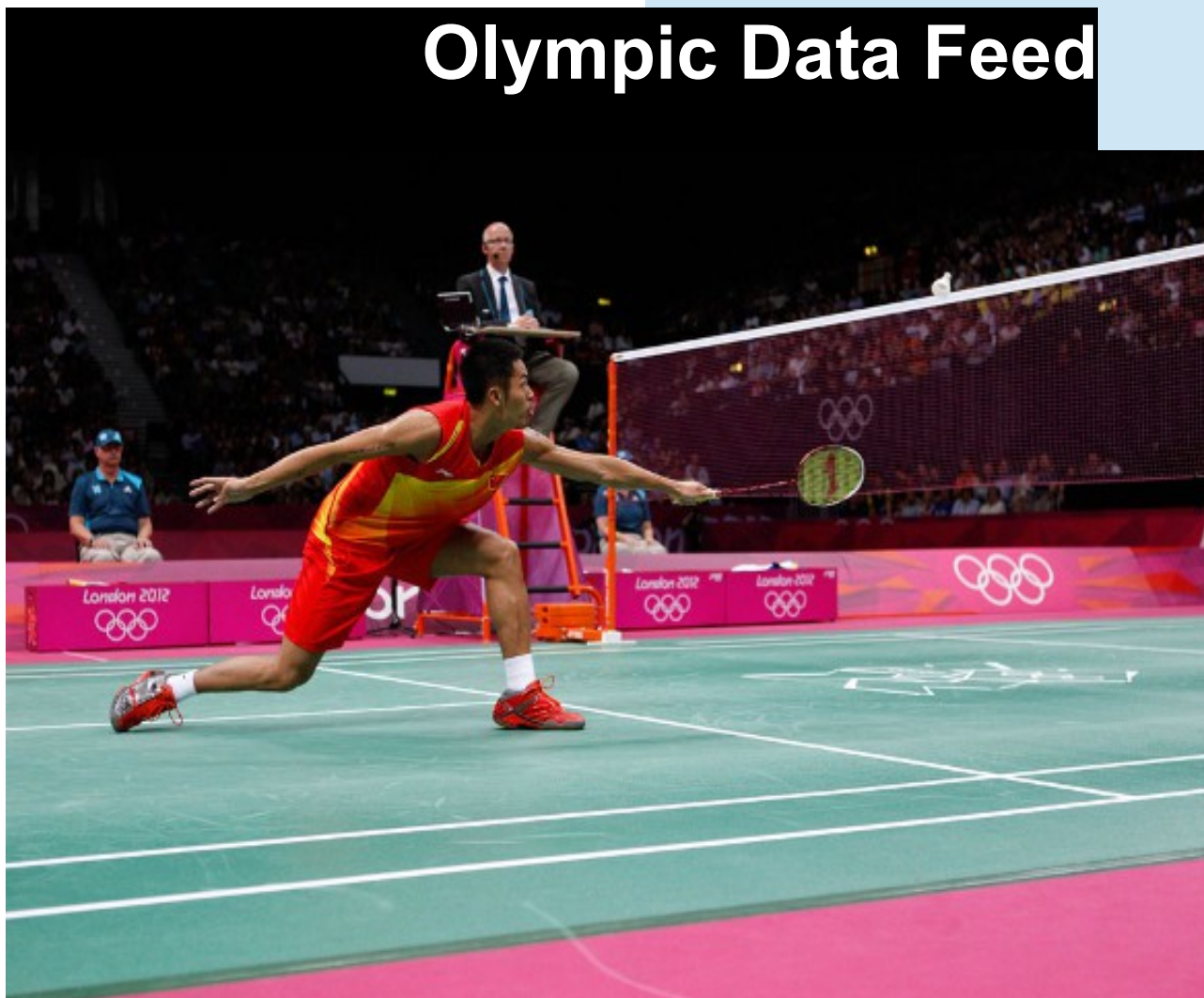




# Olympic Data Feed



**ODF Badminton Data Dictionary**  
**Rio 2016 – Games of the XXXI Olympiad**  
Technology and Information Department  
© International Olympic Committee

ODF/INT147- R-SOG-2016-v2.2 APP (BD)  
24 March 2016



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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

Acronym	Description
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/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes



<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
		used across all ODF documents.
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



## 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 Badminton .

- 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 extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	<a href="#">X</a>
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	<a href="#">X</a>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<a href="#">X</a>
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	<a href="#">X</a>
DT_PLAY_BY_PLAY	Play by Play	<a href="#">X</a>
DT_POOL_STANDING	Pool Standings	<a href="#">X</a>
DT_BRACKETS	Brackets	<a href="#">X</a>
DT_STATS	Statistics	<a href="#">X</a>
DT_RANKING	Event Final Ranking	<a href="#">X</a>
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	<a href="#">X</a>





DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



## 2.2 Messages

### 2.2.1 Competition schedule / Competition schedule update

#### 2.2.1.1 Description

The Competition schedule is a bulk message provided for one particular discipline. As a general rule, it contains the complete schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.

This message contains the competition timetable for a complete discipline as well as status for each competition unit and is updated from OVR via the schedule update message.

All event units in codes which have the 'schedule' flag set to 'Y' are included in schedule messages (and have status UNSCHEDULED or SCHEDULED).

The arrival of the competition schedule message resets all the previous schedule information for one particular discipline.

Managing when start times are not known.

Where HideStartDate='Y' is used then all start times for the units may be the same, usually the same as the first unit in the session or location (which generally will not use HideStartDate='Y') but this is not mandatory and approximate start times may be used.

Advice for end users - how to sort event units and use DT\_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:

1. By day (or filter by day)
2. By location if applicable (in a small number of sports)
3. By Time (regardless if HideStartDate='Y')
4. By Order

- The Order is sent for all units where HideStartDate='Y' else not sent. Start with 1 each new session each day

- End users should display StartText if HideStartDate='Y'

Competition schedule update:

Competition schedule update is an update message. It is not a complete schedule information message, but only the schedule data being modified.



The arrival of this message updates the previous schedule information for one particular event unit, but does not notify any other change for the rest of the event units except for those contained in the message.

The key of the information updated is Unit @Code. Therefore, any new unit, deleted unit or updated unit will be identified by all this attribute.

It has to be understood that if one DT\_SCHEDULE message arrives, then all previous DT\_SCHEDULE\_UPDATE messages should be discarded.

### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<u>CC @Competition</u>	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	DDGEEPUU	Only used for DT_SCHEDULE_UPDATE. Should be the Code of the first Unit in the message. This attribute is mainly used for searching.
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Refer to the ODF header definition
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages.  Serial starts with 1 each day for each Source.

### 2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType='DT\_SCHEDULE') approximately 1 month before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType='DT\_SCHEDULE\_UPDATE') by OVR. There is no automatic triggering and this (DT\_SCHEDULE) message must not be sent after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

### 2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (1,1)</a>								
	Code							
	<a href="#">Unit (0,N)</a>							
		Code						
		PhaseType						
		UnitNum						
		ScheduleStatus						
		StartDate						
		HideStartDate						



EndDate
HideEndDate
ActualStartDate
ActualEndDate
Order
Medal
Venue
Location
SessionCode
ModificationIndicator
<u>StartText (0,N)</u>
Language
Value
<u>ItemName (1,N)</u>
Language
Value
<u>VenueDescription (1,1)</u>
VenueName
LocationName
<u>StartList (0,1)</u>
<u>Start (1,N)</u>
SortOrder
<u>Competitor (1,1)</u>
Code
Type
<u>Description (0,1)</u>
TeamName
<u>Composition (0,1)</u>
<u>Athlete (1,N)</u>
Code
Order
<u>Description (1,1)</u>
GivenNam



	e
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

### 2.2.1.5 Message Values

Element: Competition (1,1)			
Table Note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the two ModificationIndicator attributes, which are specific to the "Competition schedule update message".			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	<a href="#">CC @ScheduleStatus</a>	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.)  This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)  Where HideStartDate='Y' then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting.



			Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. This field is only considered if HideStartDate = 'Y'. It should not be sent in sports which never use this concept but should be sent for all units in a discipline where the concept is used anywhere in the discipline. Generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location).</p>
Medal	O	<a href="#">SC @UnitMedalType</a>	<p>Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit</p>



Venue	M	<a href="#">CC @VenueCode</a>	VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	<a href="#">CC @Location</a>	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
SessionCode	O	S(5)	Code of the session which contains this event unit. Usually in the format GDD00 where G is the Games (Olympic/Paralympic) DD is the discipline and 00 is the session number within the discipline. For example OAR02 for the second session in Olympic Archery.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only  N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.  If ModificationIndicator="U", then update the event unit.

**Element: Competition /Unit /StartText (0,N)**

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.

Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(20) o	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by")

**Element: Competition /Unit /ItemName (1,N)**

Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description.  For competition units show the short unit description from common codes which matches the RSC.  For non-competition schedules (where the item description is not in common codes) then add the description.





<b>Element: Competition /Unit /VenueDescription (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

<b>Element: Competition /Unit /StartList /Start (1,N)</b>			
<b>StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

<b>Element: Competition /Unit /StartList /Start /Competitor (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T,A	T for team A for athlete

<b>Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Team Name where known, must send when available

<b>Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)</b>			
<b>Only send in the case that the Unit type is one of HATH (AR, BD, TE etc) or HCOUP (BD, TE etc), In case of the Competitor @Code='TBD' this element should not be sent.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".



Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

### 2.2.1.6 Message Sort

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.

In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end in Unit@Code order.



## 2.2.2 List of participants by discipline / List of participants by discipline update

### 2.2.2.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT\_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

List of participants by discipline update (DT\_PARTIC\_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition



DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

The DT\_PARTIC\_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.



### 2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (1,1)</a>					
	Code				
	<a href="#">Participant (1,N)</a>				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		<a href="#">Discipline (1,1)</a>			



	Code	
	IFId	
	<a href="#">RegisteredEvent (0,N)</a>	
	Gender	
	Event	
	<a href="#">EventEntry (0,N)</a>	
	Code	
	Type	
	Pos	
	Value	

### 2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID.  It identifies an athlete or an official and the holding participant's valid information for one particular period of time.  It is used to link other messages to the participant's information.  Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.  When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading	Participant's parent ID, which is used to link to the latest



		zeroes	<p>valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
LocalFamilyName	O	S(25)	<p>Family name in the local language in the appropriate case for the local language (usually mixed case)</p> <p>Not for use in Rio 2016</p>
LocalGivenName	O	S(25)	<p>Given name in the local language in the appropriate case for the local language (usually mixed case).</p> <p>Not for use in Rio 2016</p>
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in



			the case of officials/referees. "- " may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "- " may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	<a href="#">CC @ResultsFunction</a>	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only  N-New participant (in the case that this information comes as a late entry) U-Update participant  If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants  If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.

**Element: Participant /Discipline (1,1)**





**All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.**

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	BWF ID (competitor's federation number for the discipline).  It will be included if the information is available.

**Element: Participant /Discipline /RegisteredEvent (0,N)**

**All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.**

Attribute	M/O	Value	Description
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code
Event	M	<a href="#">CC @Event</a>	Event ID

**Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)**

**Send if there are specific athlete's event entries.**

Type	Code	Pos	Description
ENTRY	HAND	N/A	Element Expected: If available (this information can be sent in both messages) Only for Individual Participant.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @Hand</a>
ENTRY	RANK_WLD	N/A	Element Expected: If available (this information can be sent in both messages). Only for Individual Participant.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(4)
	RANK_PTS	N/A	Element Expected:



ENTRY				If available (this information can be sent in both messages). Only for Individual Participant.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #####0.0000	Send the athlete's World Badminton Ranking Points
ENTRY		SEED	N/A	Element Expected: If available (this information can be sent in both messages). Only for Individual Participant.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(6)	Seed Number. Could have the format "3/12"

### 2.2.2.6 Message Sort

The message is sorted by Participant @Code



## 2.2.3 List of teams / List of teams update

### 2.2.3.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

List of teams (DT\_PARTIC\_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

List of teams update (DT\_PARTIC\_TEAMS\_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after



		<p>midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.3.3 Trigger and Frequency

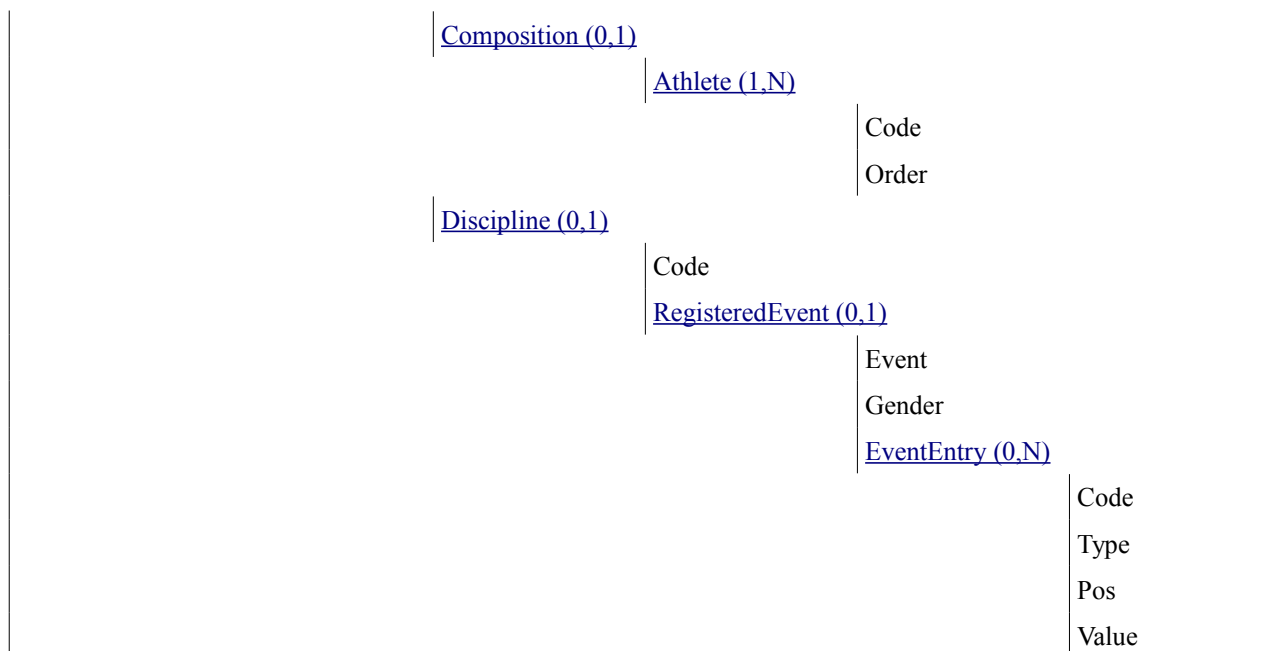
The DT\_PARTIC\_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

### 2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (1,1)</a>					
	Code				
	<a href="#">Team (1,N)</a>				
		Code			
		Organisation			
		Name			
		Gender			
		Current			
		ModificationIndicator			



### 2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition. Code is deprecated and value is duplicated in the header.

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Name	O	S(73)	Team's name.
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)



ModificationIndicator	M	N, U, D	<p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team</p> <p>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p>
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**Element: Team /Composition /Athlete (1,N)**

**In the case of current teams the number of athletes is 2 or more.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

**Element: Team /Discipline (0,1)**

**Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

**Element: Team /Discipline /RegisteredEvent (0,1)**

**Each current team is assigned to one event. Historical teams will not be registered to any event.**

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Event ID
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code

**Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)**

**Send if there are specific team's event entries.**



Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: If available (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(4)	Send the team's World Badminton Ranking
ENTRY	RANK_PTS	N/A	Element Expected: If available (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric #####0.0000	Send the teams's World Badminton Ranking Points
ENTRY	SEED	N/A	Element Expected: If available (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(6)	Team Seed Number Could have the format "3/12"

### 2.2.3.6 Message Sort

The message is sorted by Team @Code.



## 2.2.4 Event Unit Start List and Results

### 2.2.4.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

This is always a full message and all applicable elements and attributes are always sent.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in BD	Not used in BD
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.





LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
StartListMod	S(1)	<p>Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> <li>* Competitors or athletes are added, changed or removed including in &lt;ExtendedInfos /Competitor&gt;</li> <li>* Any change in &lt;Officials&gt;</li> <li>* Any change in StartOrder or StartSortOrder</li> <li>* Any changes in &lt;Coaches&gt;</li> <li>* Any changes in &lt;EventUnitEntry&gt;</li> </ul> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.4.3 Trigger and Frequency

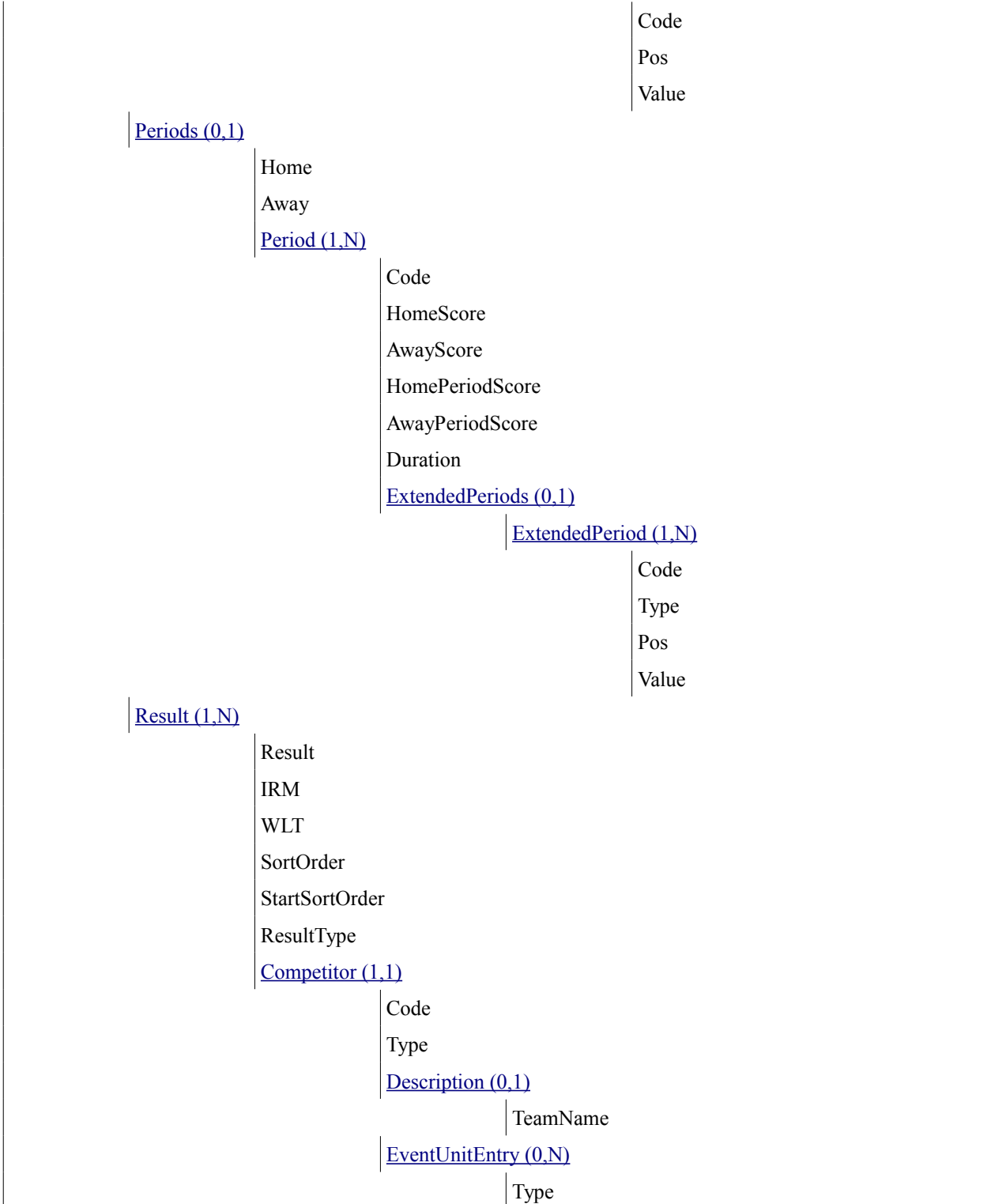
- Expected only when both competitors are known and for the Bye matches. Also for any changes in start list data (START\_LIST)
- When the match starts and after every change in any data (LIVE)
- When each game finishes (INTERMEDIATE)
- After the match over (UNOFFICIAL/OFFICIAL)

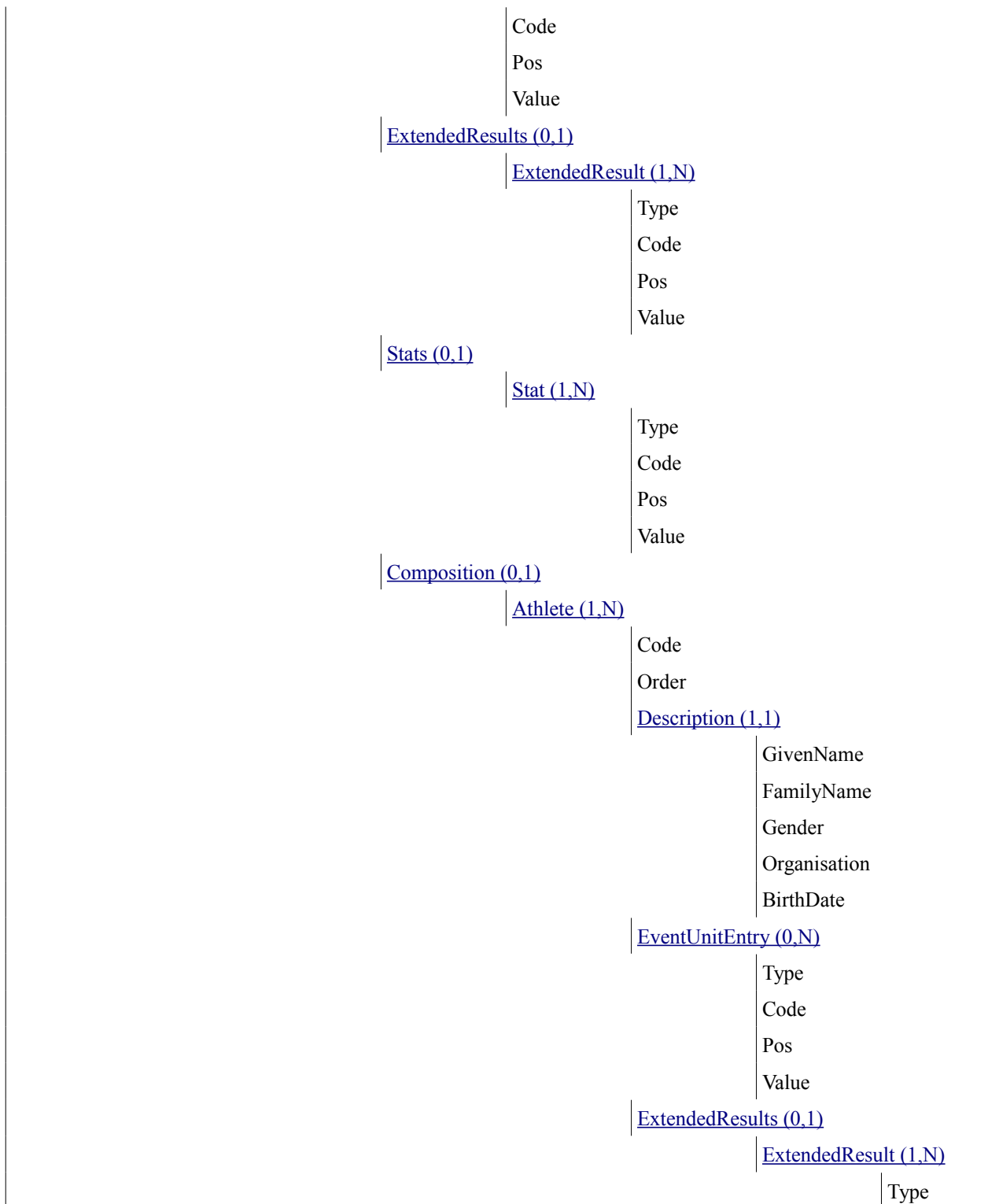


### 2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<u>Competition (1,1)</u>							
	Code						
	<u>ExtendedInfos (0,1)</u>						
		<u>UnitDateTime (0,1)</u>					
		<u>ExtendedInfo (0,N)</u>					
			Type				
			Code				
			Pos				
			Value				
		<u>SportDescription (0,1)</u>					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		<u>VenueDescription (0,1)</u>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<u>Officials (0,1)</u>						
		<u>Official (1,N)</u>					
			Code				
			Function				
			<u>Description (1,1)</u>				
				GivenName			
				FamilyName			
				Gender			
				Organisation			
				<u>ExtendedDescription (0,N)</u>			
					Type		







					Code
					Pos
					Value
				<a href="#">Stats (0,1)</a>	
					<a href="#">Stat (1,N)</a>
					Type
					Code
					Pos
					Value

### 2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	DURATION	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	mmm	Duration of the Match in minutes.
UI	RES_CODE	N/A	Element Expected: Always when available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @ResultCode</a>	Send the Result Code of the Match. Used only for Bye or W/O.
UI	RALLY_TIME_MAX	N/A	Element Expected: Always when available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	ss	Duration (sec) of the longest rally in the match.
UI	RALLY_STROKES_MAX	N/A	Element Expected: Always when available	



	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Strokes in the longest rally in the match.
UI		RALLY_TIME_AVG	N/A	Element Expected: Always when available
	Attribute	M/O	Value	Description
	Value	O	ss	Average time (sec) per rally in the match.
UI		RALLY_STROKES_AVG	N/A	Element Expected: Always when available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Average strokes per rally in the match.
UI		SHUTTLES_USED	N/A	Element Expected: Always, at the end of the match
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Number of shuttles used in the match.
UI		CURRENT_GAME	N/A	Element Expected: Always when LIVE
	Attribute	M/O	Value	Description
	Value	O	<a href="#">SC @Period</a>	Current Game
UI		UNIT_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	S(5)	Send the match number.
UI		SERVE	N/A	Element Expected: When available when LIVE only for the double event
	Attribute	M/O	Value	Description
	Value	O	S(1)	Serve Indicator Send H for Home Team Send A Away Team

**Sample (General)**



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-31T13:07:00+01:00" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="31" />
  <ExtendedInfo Type="UI" Code="RALLY_TIME_MAX" Value="33" />
  <ExtendedInfo Type="UI" Code="RALLY_STROKES_MAX" Value="26" />
  <ExtendedInfo Type="UI" Code="RALLY_TIME_AVG" Value="11" />
  <ExtendedInfo Type="UI" Code="RALLY_STROKES_AVG" Value="7" />
  <ExtendedInfo Type="UI" Code="SHUTTLES_USED" Value="11" />
  <ExtendedInfo Type="UI" Code="MATCH_STATUS" Value="E" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="WS346" />
</ExtendedInfos>
```

**Element: ExtendedInfos /SportDescription (0,1)**  
**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

**Element: ExtendedInfos /VenueDescription (0,1)**  
**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

**Element: Officials /Official (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	Send according to the codes for: -Umpire -Service Judge



**Element: Officials /Official /Description (1,1)**  
**Officials extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Officials' organisation

**Element: Officials /Official /Description /ExtendedDescription (0,N)**

Type	Code	Pos	Description
ED	BIB	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0

**Sample (General)**

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

**Element: Periods (0,1)**

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	S(20) with no leading zeroes	Competitor code of the away competitor. Must send if known

**Element: Periods /Period (1,N)**  
**Period in which the event unit message arrives.**

Attribute	M/O	Value	Description
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Code	M	<a href="#">SC @Period</a>	Period code, usually there are 2 or 3 games. Do not send TOT
HomeScore	M	Numeric 0	Home competitor score (number of completed games won) at the time of the message.
AwayScore	M	Numeric 0	Away competitor score (number of completed games won) at the time of the message.
HomePeriodScore	O	Numeric #0	Home competitor points just for this game (e.g.: 21 points for Period-2 (Game 2), has won this game).
AwayPeriodScore	O	Numeric #0	Away competitor points just for this game (e.g.: 18 points for Period-2 (Game 2), has lost this game).
Duration	M	mmm	Duration of this game (@Code period), including breaks during the game/s.

**Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)**

**ExtendedPeriod information.**

Type	Code	Pos	Description
EP	RALLY_TIME_MAX	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	ss Duration of longest rally. SS is seconds
EP	RALLY_STROKES_MAX	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0 Number of strokes in the longest rally.
EP	RALLY_TIME_AVG	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	ss Duration of average rally. SS is seconds



EP		RALLY_STROKES_AVG	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Number of strokes in the average rally.
EP		SHUTTLES_USED	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Number of shuttles used.
EP		IRM	Numeric 0	Pos Description: Indicator of the one who has produced the IRM. Send 1 or 2 for Home or Away competitor.  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @IRM</a>	Invalid Result Mark for the particular period (CC @Period).

**Sample (General)**



```
<Periods Home="123456" Away="234567" >
  <Period Code="G1" HomeScore="1" AwayScore="0" HomePeriodScore="21" AwayPeriodScore="11"
Duration="15">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="RALLY_TIME_MAX" Value="33" />
      <ExtendedPeriod Type="EP" Code="RALLY_STROKES_MAX" Value="26" />
      <ExtendedPeriod Type="EP" Code="RALLY_TIME_AVG" Value="11" />
      <ExtendedPeriod Type="EP" Code="RALLY_STROKES_AVG" Value="7" />
      <ExtendedPeriod Type="EP" Code="SHUTTLES_USED" Value="7" />
    </ExtendedPeriods>
  </Period>
  <Period Code="G2" HomeScore="2" AwayScore="0" HomePeriodScore="21" AwayPeriodScore="7"
Duration="13">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="RALLY_TIME_MAX" Value="36" />
      <ExtendedPeriod Type="EP" Code="RALLY_STROKES_MAX" Value="34" />
      <ExtendedPeriod Type="EP" Code="RALLY_TIME_AVG" Value="11" />
      <ExtendedPeriod Type="EP" Code="RALLY_STROKES_AVG" Value="7" />
      <ExtendedPeriod Type="EP" Code="SHUTTLES_USED" Value="4" />
    </ExtendedPeriods>
  </Period>
</Periods>
```

**Element: Result (1,N)**

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	Numeric 0	Result for the particular event unit, i.e. the number of games won in the corresponding match. Send either in the case @ResultType is points or IRM with points
IRM	O	<a href="#">SC @IRM</a>	Invalid Result Mark (or suspension) for the particular event unit, in case it is assigned.  Send just in the case @ResultType is both IRM and Points for some period; the match will have finished
WLT	O	S(1)	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 (1) and of the Away (2)
StartSortOrder	M	Numeric	Send 1 for Home and 2 for Away.
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either points or IRM with points for the corresponding match Only will be informed (it is mandatory) at the end of the match.

**Element: Result /Competitor (1,1)**

**Competitor related to the result of one event unit.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available  NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T,A	T for team A for athlete

**Element: Result /Competitor /Description (0,1)**

**Competitors extended information.**

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).

**Element: Result /Competitor /EventUnitEntry (0,N)**

**For team event information**

Type	Code	Pos	Description	
EUE	SEED	N/A	Element Expected: Always, as soon as this information is known and this team has a Seed Number	
	Attribute	M/O	Value	Description
	Value	O	Numeric ##	Seed Number (for team)

**Sample (General)**



<EventUnitEntry Type="EUE" Code="SEED" Value="4" />

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		GAME_PT_COUNT	SC @Period	Pos Description: Period  Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the cumulative number of times that this player has held a game point in the game
ER		MATCH_PT_COUNT	SC @Period	Pos Description: Period  Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the cumulative number of times that this player has held a match point in the current game

Element: Result /Competitor /Stats /Stat (1,N)				
Type		Code	Pos	Description
ST		PTS_PLAYED	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Points Played
ST		PTS_WON	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	O	Numeric #0	Total Points Won
ST		PTS_CONSEC	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Most consecutive points won
ST		PTS_MATCH	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total match points
ST		PTS_GAME	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total game points
ST		PTS_NOSERVICE	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric#0	Points scored without service for this period
ST		PTS_SERVICE	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available



	Attribute	M/O	Value	Description
	Value	O	Numeric#0	Points scored with service for this period
ST		LEAD_MAX	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric#0 or ' '	Biggest lead for this period .Send ' ' when no value available.
ST		CBACK_WIN_MAX	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric#0 or ' '	Biggest comeback to win for this period.Send ' ' when no value available
ST		SERVE_FAULTS	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric#0	Service faults for this period
ST		PTY	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	String	Penalty cards and the result at penalty for this period (e.g.: a yellow card penalty during Game-1 when the result was 4-3, send "Y(4-3)" for @Pos=G1, or, two red cards penalty during Game-2, send "R(3-1) R(14-20)" for @Pos=G2) as in C73 ORIS.



ST		CHALLENGE_WON	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total successful challenges
ST		CHALLENGE_LOS T	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total unsuccessful challenges

**Sample (General)**

```

<Stats>
  <Stat Type="ST" Code="CBACK_WIN_MAX" Pos="G1" Value="1" />
  <Stat Type="ST" Code="LEAD_MAX" Pos="G1" Value="10" />
  <Stat Type="ST" Code="PTS_NOSERVICE" Pos="G1" Value="10" />
  <Stat Type="ST" Code="PTS_SERVICE" Pos="G1" Value="11" />
  <Stat Type="ST" Code="LEAD_MAX" Pos="G2" Value="14" />
  <Stat Type="ST" Code="PTS_NOSERVICE" Pos="G2" Value="5" />
  <Stat Type="ST" Code="PTS_SERVICE" Pos="G2" Value="16" />
  <Stat Type="ST" Code="SERVE_FAULTS" Pos="G2" Value="2" />
  <Stat Type="ST" Code="CBACK_WIN_MAX" Pos="TOT" Value="1" />

```

**Element: Result /Competitor /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".

**Element: Result /Competitor /Composition /Athlete /Description (1,1)**

**Athletes extended information.**

Attribute	M/O	Value	Description
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GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type		Code	Pos	Description
EUE		SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number.
	Attribute	M/O	Value	Description
	Value	O	Numeric ##	Seed Number (for athlete)

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member or individual athlete's extended result.				
Type		Code	Pos	Description
ER		GAME_PT_COUNT	SC @Period	Pos Description: Period  Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the cumulative number of times that this player has held a game point in the game
ER		MATCH_PT_COUNT	SC @Period	Pos Description: Period  Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the cumulative number of times that this player has held a match point



				in the current game
ER		SERVE	N/A	Element Expected: Always When LIVE Only for individual event
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Serve Indicator Send Y if the competitor has the serve in this game

Element: Result /Competitor /Composition /Athlete /Stats /Stat (1,N)				
Type	Code	Pos	Description	
ST	PTS_PLAYED	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Points Played
ST	PTS_WON	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Points Won
ST	PTS_CONSEC	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Most consecutive points won
ST	PTS_MATCH	SC @Period	Pos Description: Send the Period, not "TOT"	



				Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total match points
ST		PTS_GAME	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total game points
ST		PTS_NOSERVICE	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric#0	Points scored without service for this period
ST		PTS_SERVICE	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric#0	Points scored with service for this period
ST		LEAD_MAX	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric#0 or ' '	Biggest lead for this period .Send ' ' when no value available
ST		CBACK_WIN_MAX	SC @Period	Pos Description: All periods played and "TOT"



				Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric#0 or '-'	Biggest comeback to win for this period. Send '-' when no value available
ST		SERVE_FAULTS	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric#0	Service faults for this period
ST		PTY	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	String	Penalty cards and the result at penalty for this period (e.g.: a yellow card penalty during Game-1 when the result was 4-3, send "Y(4-3)" for @Pos=G1, or, two red cards penalty during Game-2, send "R(3-1) R(14-20)" for @Pos=G2) as in C73 ORIS.
ST		CHALLENGE_WON	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total successful challenges
ST		CHALLENGE_LOS T	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description



	Value	O	Numeric #0	Total unsuccessful challenges
--	-------	---	---------------	-------------------------------

### 2.2.4.6 Message Sort

Sort by Result @SortOrder



## 2.2.5 Play by Play

### 2.2.5.1 Description

The Play by Play is a message containing official raw data from the results provider.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	No used in BD	No used in BD
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on



		<p>which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.5.3 Trigger and Frequency

After every change in score

### 2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (1,1)</a>	Code <a href="#">ExtendedInfos (0,1)</a>	<a href="#">SportDescription (0,1)</a>	DisciplineName EventName SubEventName Gender
		<a href="#">VenueDescription (0,1)</a>	Venue VenueName Location LocationName
	<a href="#">UnitActions (0,1)</a>	Home Away	



	<a href="#">UnitAction (1,N)</a>
	Code
	Type
	Pos
	ScoreH
	ScoreA

### 2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Unit, not code
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: UnitActions (0,1)			
Attribute	M/O	Value	Description
Home	M	S(20) with no leading	Home Competitor ID





		zeroes	
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: UnitActions /UnitAction (1,N)				
Type	Code	Pos	Description	
UAC	SC @Period	Numeric #0	Code Description: Send one period code  Pos Description: Unique sequential number for all the score changes, from 1 to n (from the first score to the last one).Element Expected:	
	Attribute	M/O	Value	Description
	ScoreH	O	Numeric #0	Home competitor score in the period. Only send if there is a score by the home competitor.
	ScoreA	O	Numeric #0	Away competitor score in the period. Only send if there is a score by the away competitor.

**Sample (General)**

```
<UnitActions Home="123456" Away="234567" >
..
  <UnitAction Type="UAC" Code="G1" Pos="3" ScoreA="2" />
  <UnitAction Type="UAC" Code="G1" Pos="4" ScoreH="3" />
..
</UnitAction>
```

**2.2.5.6 Message Sort**

UnitActions /UnitAction @Code followed by @Pos will be used to sort actions (if actions are requested).



## 2.2.6 Pool Standings

### 2.2.6.1 Description

The pool standings message contains the standings of a group in a competition. It is similar to the Phase Results message, except in the frequency and trigger. Here the message is triggered at the start of OVR operations and then after each event unit (game, match, etc.).

This report is sent independently for each of the groups / pools of the competition in a particular phase, and the group / pool can be determined from the message headers (DocumentCode and DocumentSubtype).

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEEP00	Message at the phase level.  DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	A,B,C,...	-For Singles (sixteen groups) -Group Play Stage A: A -Group Play Stage B: B ... -Group Play Stage L: L -Group Play Stage M: S -Group Play Stage N: X -Group Play Stage O: O -Group Play Stage P: P -For Doubles (four groups) -Group Play Stage A: A -Group Play Stage B: B -Group Play Stage C: C -Group Play Stage D: D
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Expected statuses are: INTERMEDIATE (during the phase) UNCONFIRMED (if last match is unconfirmed)



		UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages.  Serial starts with 1 each day for each Source.

### 2.2.6.3 Trigger and Frequency

The general rule is that this message is sent:

- \* Before the start of the competition to build in the initial tables. The message has status INTERMEDIATE
- \* When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE though unofficial may be used in some sports.
- \* When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL



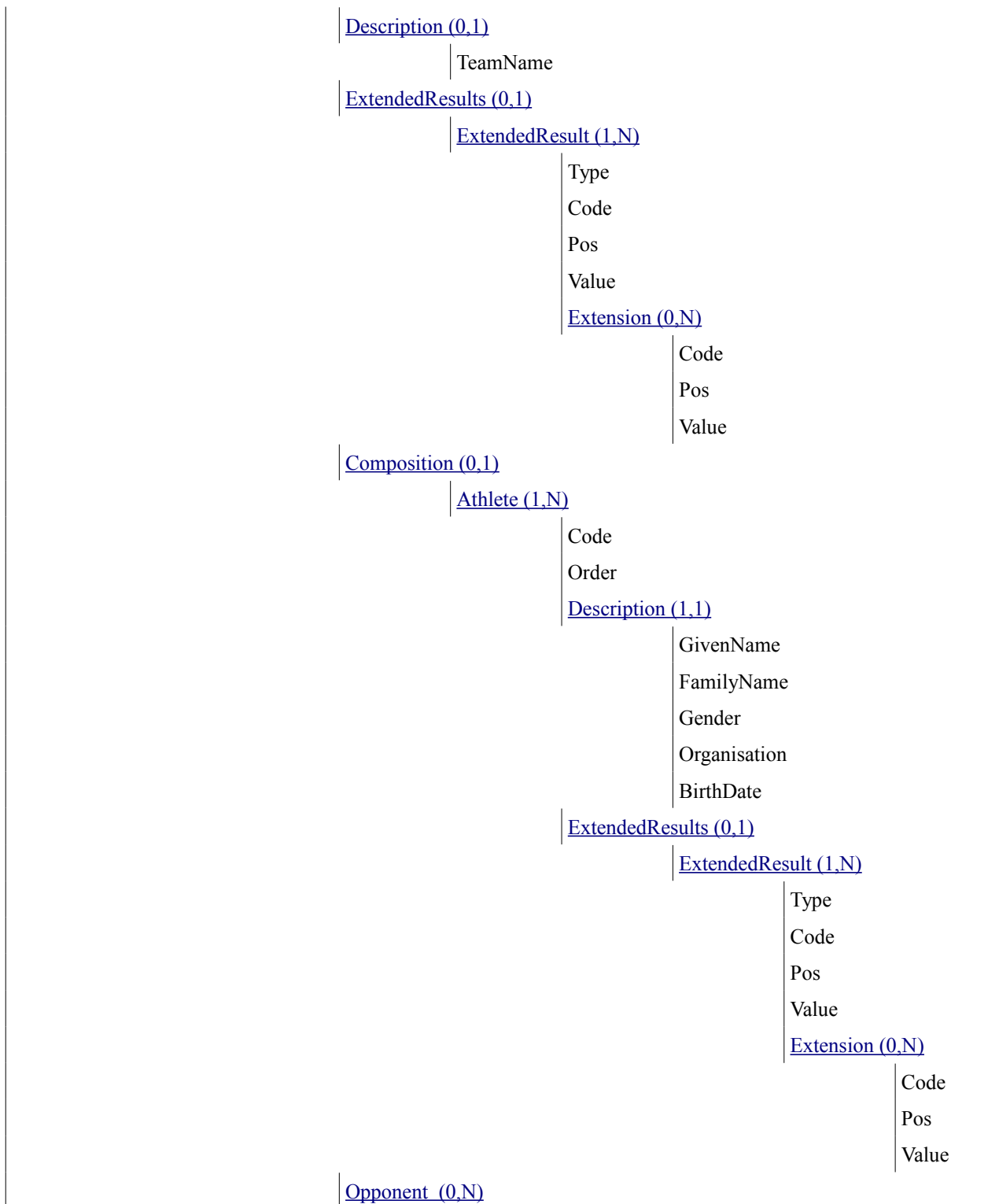
The status can be seen in ODF header (ResultStatus attribute).

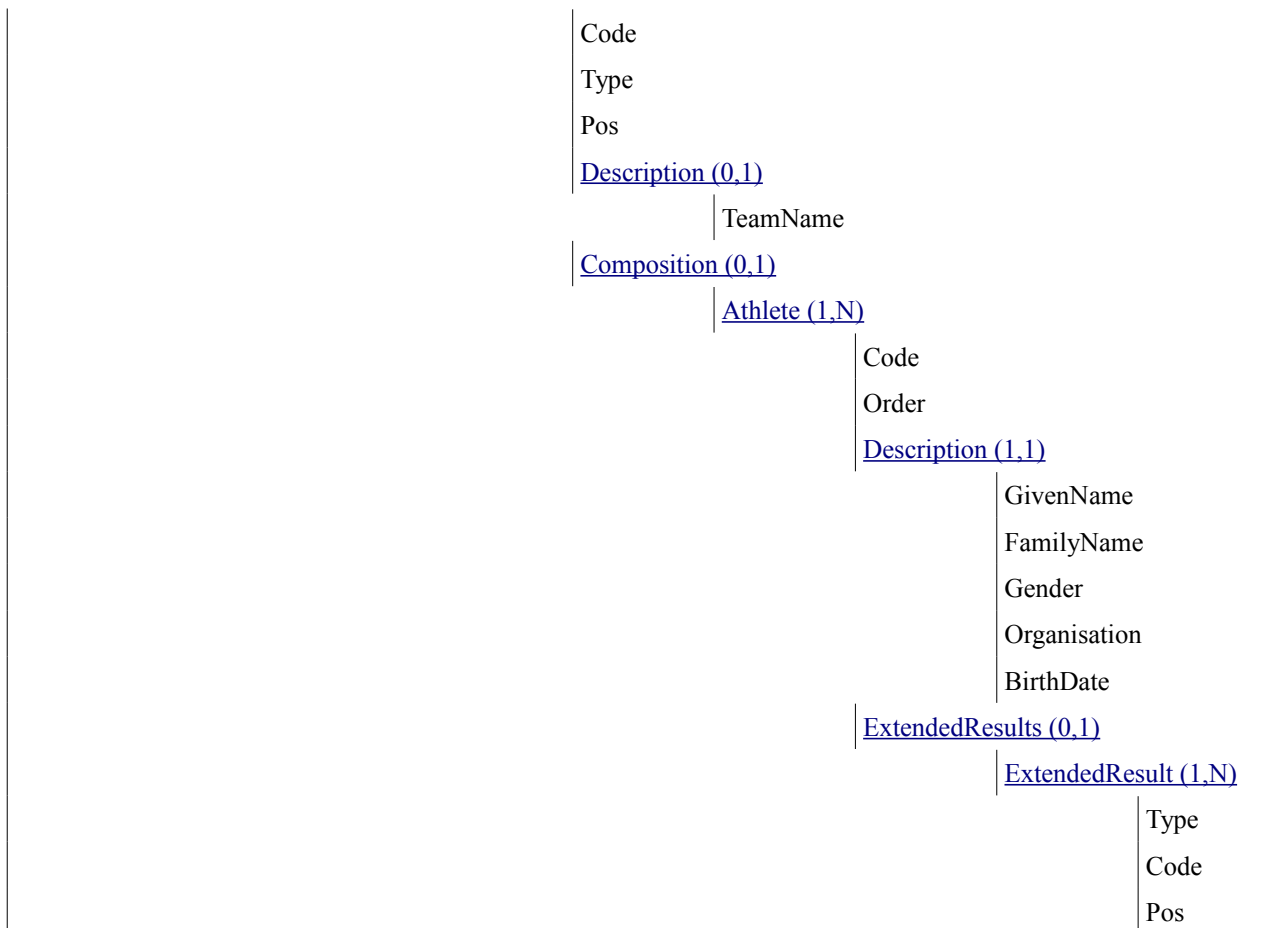
Trigger also after any change.

### 2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<u>Competition (1,1)</u>								
	Code							
	<u>ExtendedInfos (0,1)</u>							
		<u>SportDescription (0,1)</u>						
			DisciplineName					
			EventName					
			SubEventName					
			Gender					
		<u>VenueDescription (0,1)</u>						
			Venue					
			VenueName					
	<u>Result (1,N)</u>							
		Rank						
		RankEqual						
		IRM						
		SortOrder						
		Won						
		Lost						
		Played						
		For						
		Against						
		Diff						
		<u>Competitor (1,1)</u>						
			Code					
			Type					
			Organisation					





### 2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes



SubEventName	M	S(40)	Text short description of the Event Phase, not code
Gender	M	<a href="#">CC</a> <a href="#">@DisciplineGender</a>	Gender code for the event unit

**Element: ExtendedInfos /VenueDescription (0,1)**

**Venue Names in Text. Only included where the phase is contested at a single venue**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

**Element: Result (1,N)**

**For any message, there should be at least one competitor being awarded a result for the pool.**

Attribute	M/O	Value	Description
Rank	O	Numeric	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
IRM	O	<a href="#">SC @IRM</a>	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 matches won in the pool
Lost	O	Numeric #0	Number of matches lost in the pool
Played	O	Numeric #0	Number of matches played in the pool
For	O	Numeric ###0	Total number of points achieved by the competitor
Against	O	Numeric ###0	Total number of points against the competitor
Diff	O	Numeric +/-##0	Points difference, between points for and points against



--	--	--	--

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups.

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)				
Team competitor's extended results, according to competitors' rules.				
Type	Code	Pos	Description	
ER	QualificationMark	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @QualificationMark</a>	Send only for the qualified competitor.
ER	GAMES	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	N/A	N/A
<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: If available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DIFF		
	Pos	N/A	N/A	
	Value	Numeric +/-#0	Difference of games won/lost. Do not send anything in case of IRM.	





<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: If available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	LOST	
Pos	N/A	N/A
Value	Numeric #0	Number of Games lost. Do not send anything in case of IRM.
<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: If available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	WON	
Pos	N/A	N/A
Value	Numeric #0	Number of Games won. Do not send anything in case of IRM.

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

<b>Element: Result /Competitor /Composition /Athlete /Description (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available



<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER	QualificationMark	N/A	Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC</a> <a href="#">@QualificationMark</a>
	<b>Description</b>		Send only for the qualified ('Q') athlete.
ER	GAMES	N/A	Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	N/A
	<b>Description</b>		N/A
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DIFF	
	Pos	N/A	N/A
	Value	Numeric +/-#0	Difference of games won/lost. Do not send anything in case of IRM.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	LOST	
	Pos	N/A	N/A
	Value	Numeric #0	Number of Games lost. Do not send anything in case of IRM.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If available</b>			



Attribute	Value	Description
Code	WON	
Pos	N/A	N/A
Value	Numeric #0	Number of Games won. Do not send anything in case of IRM.

**Element: Result /Competitor /Opponent (0,N)**

Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)

Type	Code	Pos	Description
------	------	-----	-------------

**Element: Result /Competitor /Opponent /Description (0,1)**

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the opposition team. Only applies for teams / groups.

**Element: Result /Competitor /Opponent /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

**Element: Result /Competitor /Opponent /Composition /Athlete /Description (1,1)**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available



**Element: Result /Competitor /Opponent /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)**  
**Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".**

Type	Code	Pos	Description
------	------	-----	-------------

**Sample (General)**

```
<Result Rank="1" SortOrder="1" Played="3" Won="3" Lost="0" For="128" Against="80" Diff="48">
  <Competitor Code="BDW002KOR02" Type="T" Organisation="KOR" >
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="GAMES">
        <Extension Code="WON" Value="6" />
        <Extension Code="LOST" Value="0" />
        <Extension Code="DIFF" Value="6" />
      </ExtendedResult>
    </ExtendedResults>
  </Competitor>
</Result>
```

**2.2.6.6 Message Sort**

The attribute used to sort the results is Result @SortOrder.



## 2.2.7 Brackets

### 2.2.7.1 Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages.  Serial starts with 1 each day for each Source.

### 2.2.7.3 Trigger and Frequency

This message should be sent at the very beginning of a knock-out competition, as soon as brackets are available.

Send when a match/event unit is completed, including Unconfirmed, Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

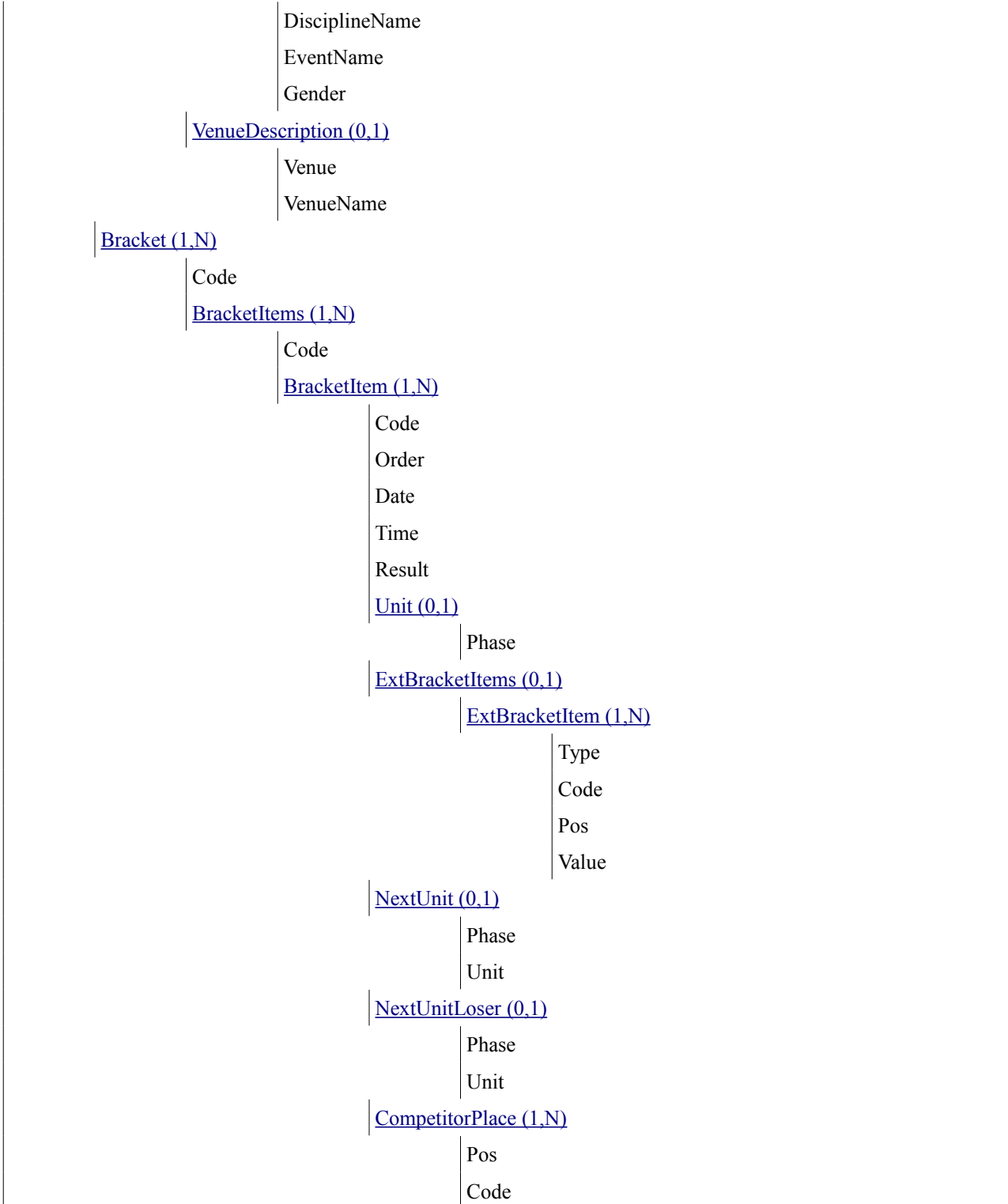
- \* Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- \* Send with ResultStatus = 'UNCONFIRMED' when the last event unit for an event (Gold Medal match) has Unconfirmed status.
- \* Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
- \* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

### 2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
<a href="#">Competition (1,1)</a>										
	Code									
	<a href="#">ExtendedInfos (0,1)</a>									
		<a href="#">SportDescription (0,1)</a>								





WLT				
<u>ExtCompPlaces (0,1)</u>				
	<u>ExtCompPlace (1,N)</u>			
		Type		
		Code		
		Pos		
		Value		
<u>PreviousUnit (0,1)</u>				
	Phase			
	Unit			
	WLT			
<u>Competitor (0,1)</u>				
	Code			
	Type			
	Seed			
	Organisation			
	<u>Description (0,1)</u>			
		TeamName		
	<u>Composition (0,1)</u>			
		<u>Athlete (1,N)</u>		
			Code	
			Order	
			<u>Description (1,1)</u>	
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
			<u>ExtBracketAths (0,1)</u>	
				<u>ExtBracketAth (1,N)</u>
				Type
				Code





	Pos Value
--	--------------

### 2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Bracket</a>	Bracket code to identify a bracket item.

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items. Referred to the phase of event (round). It will be sent round of 16, ..., quarterfinals, semi-finals or final phase (e.g.: R16 Round of 16 -only for singles-... QFL Quarterfinals...)



<b>Element: Bracket /BracketItems /BracketItem (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(5)	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Match number (event code + number of match) for each bracket item, (e.g.: for Men's Singles events: MS110, MS112..., MS116 in R16, ..., MS141..., MS144 in QFL, etc.).
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (example 21-15, 21-16 54'). Must include if the data is available and the match is complete.

<b>Element: Bracket /BracketItems /BracketItem /Unit (0,1)</b>			
<b>Unit related to the BracketItem.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Phase	M	<a href="#">CC @Phase</a>	Phase code for the bracket item

<b>Element: Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)</b>			
<b>ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
EBI	Location	N/A	Element Expected: Send it always.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">CC @Location</a>

<b>Element: Bracket /BracketItems /BracketItem /NextUnit (0,1)</b>			
<b>Next event unit related to the current bracket item. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Phase	M	<a href="#">CC @Phase</a>	Phase code of the next event unit for the current bracket



			item.
Unit	M	<a href="#">CC @Unit</a>	Unit code of the next event unit for the current bracket item.

**Element: Bracket /BracketItems /BracketItem /NextUnitLoser (0,1)**

Next event unit related to the current bracket item, but related to the loser competitor. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.

Attribute	M/O	Value	Description
Phase	M	<a href="#">CC @Phase</a>	Phase code of the next event unit for the current bracket item, but related to the loser competitor.
Unit	M	<a href="#">CC @Unit</a>	Unit code of the next event unit for the current bracket item, but related to the loser competitor.

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)**

- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	<a href="#">SC @CompetitorPlace</a>	It will be sent when there is no competitor for this bracket item (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.

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)**

Type	Code	Pos	Description
ECP	DESC	N/A	Element Expected: Just in case of the competitor is not known yet
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(n)
			Competitor's description.  For all the matches except the bronze please send the match number.  For the bronze bracket please send the information with the format "Loser MS161".
	IRM	N/A	Element Expected:



ECP				Just when DQB available
Attribute	M/O	Value	Description	
Value	O	<a href="#">SC @IRM</a>	Invalid Result Mark DQB for the particular event unit (double match); in the case it is assigned.  Send DQB if known before competition.	

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)**  
 Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Description
Phase	O	<a href="#">CC @Phase</a>	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	<a href="#">CC @Unit</a>	Unit 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.
WLT	O	W or L	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)**  
 CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Seed	O	Numeric ##	Always when it exists
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)**

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
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Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)				
CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.				
Type	Code	Pos	Description	
EBA	IRM	N/A	Element Expected: Just when DQB is available	
	Attribute	M/O	Value	Description
	Value	O	<a href="#">SC @IRM</a>	Invalid Result Mark DQB for the particular event unit (individual bout); in the case the DQB is assigned.  Send IRM DQB if known before competition.

**Sample (General)**



```
<Bracket Code="FNL">
  <BracketItems Code="R16">
    <BracketItem Order="1" Result="21-15, 21-16 54" >
      <Unit Unit="01" Phase="4" />
      <NextUnit Unit="01" Phase="3" />
      <CompetitorPlace Pos="1">
        <Competitor Code="1126413" Type="A" Seed="2" Organisation="ESP" >
          <Composition>
            <Athlete Code="1126413" Order="1" >
              <Description                               GivenName="John"
FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1994-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="1093294" Type="A" Organisation="SUI" >
          <Composition>
            <Athlete Code="1093294" Order="1" >
              <Description                               GivenName="John"
FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1992-12-13" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
    <BracketItem Order="2">
      <Unit Unit="02" Phase="6" />
      <NextUnit Unit="01" Phase="5" />
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL">
```

### 2.2.7.6 Message Sort

The following order applies:

- \* Bracket @Code
- \* BracketItems @Code attribute.
- \* Then, the BracketItem /Unit @Unit are sorted according to their scheduled start time.



## 2.2.8 Statistics

### 2.2.8.1 Description

The Statistics message contains a list of statistics for a competitor (could be an individual athlete or a team), that applies at a DocumentCode level, which could be for an event unit, a phase or an event.

There will be a separate message (identified by the header's DocumentSubtype and DocumentSubcode) for every table where multiple statistics apply.

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	RSC	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP000 (sent at event unit level)
DocumentSubcode	Not used in BD	Not used in BD
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	-ANALYSIS: For the cumulative data of match analysis for both the Singles and Doubles statistics, for all the competitors who have reached the Semi-final or the Final phase. Send the DocumentCode at Eventunit level (DDGEEEP000) and only for the Semi-final and Final (Gold and Bronze medal match) phases. -TOU: Tournament statistics, at event level. Send the DocumentCode at event level (DDGEEEE000). -CUM: Penalties statistics per player (although is participating as Singles or as Doubles), at discipline level. Send the DocumentCode at discipline level (DD0000000).
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)



FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.8.3 Trigger and Frequency

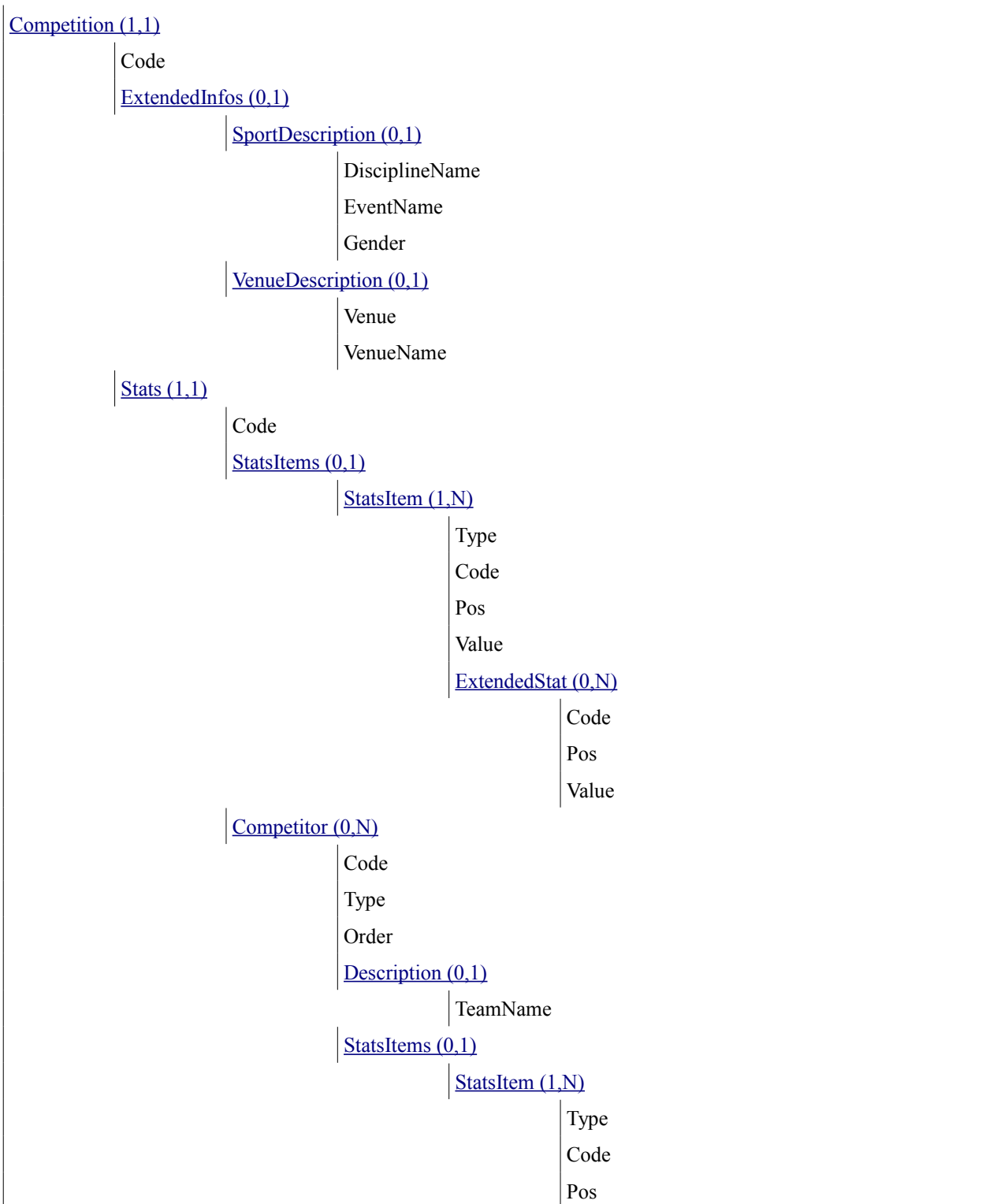
- For Cumulative Match analysis statistics (ANALYSIS):
  - Message sent the evening before any day of competition where the day contains Semi-Final or Final (Gold/Silver or Bronze) matches.
- For Tournament statistics (TOU):
  - Message sent after the last match in each phase for all events completed and made official.
- For Penalty statistics (CUM):
  - After each match.

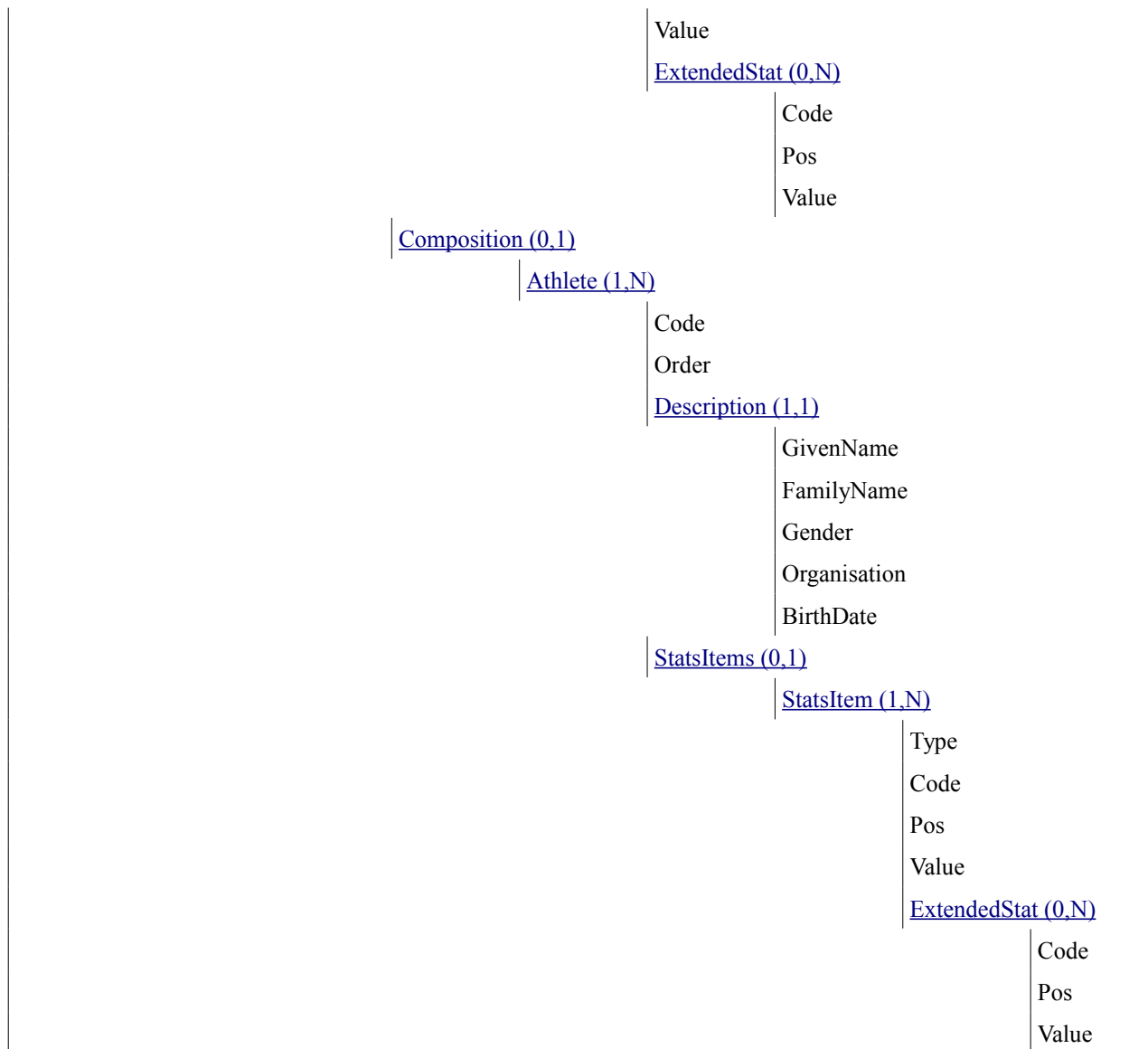
### 2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
---------	---------	---------	---------	---------	---------	---------	---------	---------







### 2.2.8.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

#### Element: ExtendedInfos /SportDescription (0,1)



<b>Sport Description in Text</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code

<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in text.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

<b>Element: Stats (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">SC @Statistics</a>	A code to identify the statistics being listed

<b>Element: Stats /StatsItems /StatsItem (1,N)</b>			
<b>Statistics for the event unit / phase or event - depending on the headers' DocumentCode.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST	MATCHES_NUM	CC @Phase	Pos Description: Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))  Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
	GAMES_NUM	CC @Phase	Pos Description:



ST				Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))  Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Number of games for this Round
ST		PTS_NUM	CC @Phase	Pos Description: Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))  Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ####0	Total points scored for this Round
ST		DURATION	CC @Phase	Pos Description: Round Number (for each phase and according to events, and the Total).  Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	h:mm	Total duration time (hours) for this Round
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>				



<b>Expected: Always for the complete rounds, in the case of TOU statistics.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	AVG		
	Pos	N/A	N/A	
	Value	mm	Average match duration (minutes) for this Round (@Pos round number). MM is minutes	
ST		DURATION_MAX	CC @Phase  Pos Description: Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))  Element Expected: Always for the complete rounds, in the case of TOU statistics.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	mm	Longest match duration (minutes) for this Round
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always for the complete rounds, in the case of TOU statistics.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	UNIT_NUM		
	Pos	N/A	N/A	
	Value	S(5)	Match Number (as event code + number of the match) corresponding to longest match duration, (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138).	
ST		DURATION_MIN	CC @Phase  Pos Description: Phase Number (for each phase and according to events, Singles or Doubles,	



			and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))  Element Expected: Always for the complete rounds, in the case of TOU statistics.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	mm	Shortest match duration (minutes) for this Round
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always for the complete rounds, in the case of TOU statistics.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	UNIT_NUM		
	Pos	N/A	N/A	
	Value	S(5)	Match Number (as event code + number of the match) corresponding to shortest match duration (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138).	
ST		SHUTTLES_USED	CC @Phase	Pos Description: Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))  Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Total shuttles used for this Round
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>				



<b>Expected: Always for the complete rounds, in the case of TOU statistics.</b>				
<b>Attribute</b>		<b>Value</b>	<b>Description</b>	
Code		AVG		
Pos		N/A	N/A	
Value		Numeric #0.0	Average number of shuttles used per match for this Round (@Pos round number).	
ST		YC	CC @Phase	<p>Pos Description: Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))</p> <p>Element Expected: Always for the complete rounds, in the case of TOU statistics.</p>
<b>Attribute</b>		<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value		O	Numeric 0	Number of yellow penalty cards for this Round
ST		RC	CC @Phase	<p>Pos Description: Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))</p> <p>Element Expected: Always for the complete rounds, in the case of TOU statistics.</p>
<b>Attribute</b>		<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value		O	Numeric 0	Number of red penalty cards for this Round



ST		BC	CC @Phase	<p>Pos Description: Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))</p> <p>Element Expected: Always for the complete rounds, in the case of TOU statistics.</p>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric 0	Number of black penalty cards for this Round
ST		IRS	CC @Phase	<p>Pos Description: Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))</p> <p>Element Expected: Always for the complete rounds, in the case of TOU statistics.</p>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Number of Instant Review System.
ST		RALLY_TIME_MAX	CC @Phase	<p>Pos Description: Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))</p> <p>Element Expected: Always for the complete rounds, in the</p>





				case of TOU statistics.
	Attribute	M/O	Value	Description
	Value	O	sss	Longest rally (seconds) for this Round
ST		RALLY_STROKES_MAX	CC @Phase	<p>Pos Description: Phase Number (for each phase and according to events, Singles or Doubles, and the Total), (e.g.: from 5 to 0 for Singles events (from Group play stage to the total), and for 5, 3 to 0 for Doubles events (from Group play stage -except R16- to the total))</p> <p>Element Expected: Always for the complete rounds, in the case of TOU statistics.</p>
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Highest number of strokes in the longest rally for this Round

**Sample (General)**

```

<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="MATCHES_NUM" Pos="5" Value="32" />
    <StatsItem Type="ST" Code="GAMES_NUM" Pos="5" Value="71" />
    <StatsItem Type="ST" Code="PTS_NUM" Pos="5" Value="2399" />
    <StatsItem Type="ST" Code="DURATION" Pos="5" Value="20:12" >
      <ExtendedStat Code="AVG" Value="40" />
    </StatsItem>
    <StatsItem Type="ST" Code="DURATION_MAX" Pos="5" Value="77">
      <ExtendedStat Code="UNIT_NUM" Value="MS116" />
    </StatsItem>
    <StatsItem Type="ST" Code="DURATION_MIN" Pos="5" Value="22">
      <ExtendedStat Code="UNIT_NUM" Value="MS120" />
    </StatsItem>
    <StatsItem Type="ST" Code="SHUTTLES_USED" Pos="5" Value="528" >
      <ExtendedStat Code="AVG" Value="16.5" />
    </StatsItem>
    <StatsItem Type="ST" Code="YC" Pos="5" Value="0" />
    <StatsItem Type="ST" Code="RC" Pos="5" Value="0" />
    <StatsItem Type="ST" Code="BC" Pos="5" Value="0" />
    <StatsItem Type="ST" Code="RALLY_TIME_MAX" Pos="5" Value="60" />
    <StatsItem Type="ST" Code="RALLY_STROKES_MAX" Pos="5" Value="51" />
    <StatsItem Type="ST" Code="MATCHES_NUM" Pos="4" Value="8" />
  </StatsItems>
</Stats Code="TOU">

```



<b>Element: Stats /Competitor (0,N)</b>			
<b>Competitor of the statistics.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.  The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	T,A	T for team A for athlete
Order	M	Numeric	Order of the competitor in the statistics

<b>Element: Stats /Competitor /Description (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

<b>Element: Stats /Competitor /StatsItems /StatsItem (1,N)</b>			
<b>Team competitor's stats item, according to competitors' rules.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ANALYSIS	GAMES	N/A	Element Expected: Always, in the case of ANALYSIS statistics
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	N/A
	<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of ANALYSIS statistics</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	LOST	
	Pos	N/A	N/A
	Value	Numeric #0	Send the number of games against (lost)
	<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of ANALYSIS statistics</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>



	Code	WON	
	Pos	N/A	N/A
	Value	Numeric #0	Send the number of games for (won)
ANALYSIS		PTS	N/A Element Expected: Always, in the case of ANALYSIS statistics
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	N/A
	<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of ANALYSIS statistics</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	LOST	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the total number of points conceded (when lost)
	<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of ANALYSIS statistics</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	WON	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the total number of points won
PTY		YC (Yellow) RC (Red) BC (Black)	Numeric 0 Pos Description: Sequential number to differentiate when this card is imposed more than once in the same match.  Element Expected: Always, if the information is available in the case of CUM statistics
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
			<b>Description</b>



Value	O	CC @RSC	RSC of the Event Unit, in the match where the disciplinary penalty is imposed.
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available in the case of CUM statistics</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	OFFENCE		
Pos	N/A	N/A	
Value	<a href="#">SC @Offence</a>	Related offence to the penalty.	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available in the case of CUM statistics</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SCORE		
Pos	N/A	N/A	
Value	String	Score at offence (e.g.: an offence is produced at game-2, send the result at this time: "21-19, 7-7")	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available in the case of CUM statistics</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME		
Pos	N/A	N/A	
Value	Time	The time of penalty.	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available in the case of CUM statistics</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	UNIT_NUM		
Pos	N/A	N/A	



	Value	S(5)	The match number

**Sample (ANALYSIS)**

```
<StatsItems>
  <StatsItem Type="ANALYSIS" Code="GAMES">
    <ExtendedStat Code="WON" Value="8" />
    <ExtendedStat Code="LOST" Value="1" />
  </StatsItem>
  <StatsItem Type="ANALYSIS" Code="PTS">
    <ExtendedStat Code="WON" Value="184" />
    <ExtendedStat Code="LOST" Value="114" />
  </StatsItem>
</StatsItems>
```

**Sample (CUM)**

```
<StatsItems>
  <StatsItem Type="PTY" Code="YC" Pos="1" Value="BDX002A01">
    <ExtendedStat Code="UNIT_NUM" Value="XD123" />
    <ExtendedStat Code="TIME" Value="17:26" />
    <ExtendedStat Code="OFFENCE" Value="OF1" />
    <ExtendedStat Code="SCORE" Value="13-21,4-9" />
  </StatsItem>
</StatsItems>
```

Element: Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation



BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
-----------	---	------	---

<b>Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)</b>			
<b>Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.</b>			
Type	Code	Pos	Description
ANALYSIS	GAMES	N/A	Element Expected: Always, in the case of ANALYSIS statistics
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	N/A
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of ANALYSIS statistics</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	LOST	
	Pos	N/A	N/A
	Value	Numeric #0	Send the number of games against (lost)
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of ANALYSIS statistics</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	WON	
	Pos	N/A	N/A
	Value	Numeric #0	Send the number of games for (won)
ANALYSIS	PTS	N/A	Element Expected: Always, in the case of ANALYSIS statistics
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	N/A
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of ANALYSIS statistics</b>			



Attribute	Value	Description	
Code	LOST		
Pos	N/A	N/A	
Value	Numeric ##0	Send the total number of points conceded (when lost)	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of ANALYSIS statistics</b>			
Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric ##0	Send the total number of points won	
PTY	YC (Yellow) RC (Red) BC (Black)	Numeric 0	Pos Description: Sequential number to differentiate when this card is imposed more than once in the same match.  Element Expected: Always, if the information is available in the case of CUM statistics
Attribute	M/O	Value	Description
Value	O	CC @RSC	RSC of the Event Unit, in the match where the disciplinary penalty is imposed.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available in the case of CUM statistics</b>			
Attribute	Value	Description	
Code	OFFENCE		
Pos	N/A	N/A	
Value	<a href="#">SC @Offence</a>	Related offence to the penalty.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>			



<b>Expected: Always, if the information is available in the case of CUM statistics</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	SCORE	
Pos	N/A	N/A
Value	String	Score at offence (e.g.: an offence is produced at game-2, send the result at this time: "21-19, 7-7")
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available in the case of CUM statistics</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	TIME	
Pos	N/A	N/A
Value	Time	The time of penalty.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available in the case of CUM statistics</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	UNIT_NUM	
Pos	N/A	N/A
Value	S(5)	The match number

### 2.2.8.6 Message Sort

Sort according to the @Order attributes.





## 2.2.9 Event Final Ranking

### 2.2.9.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.



		<p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

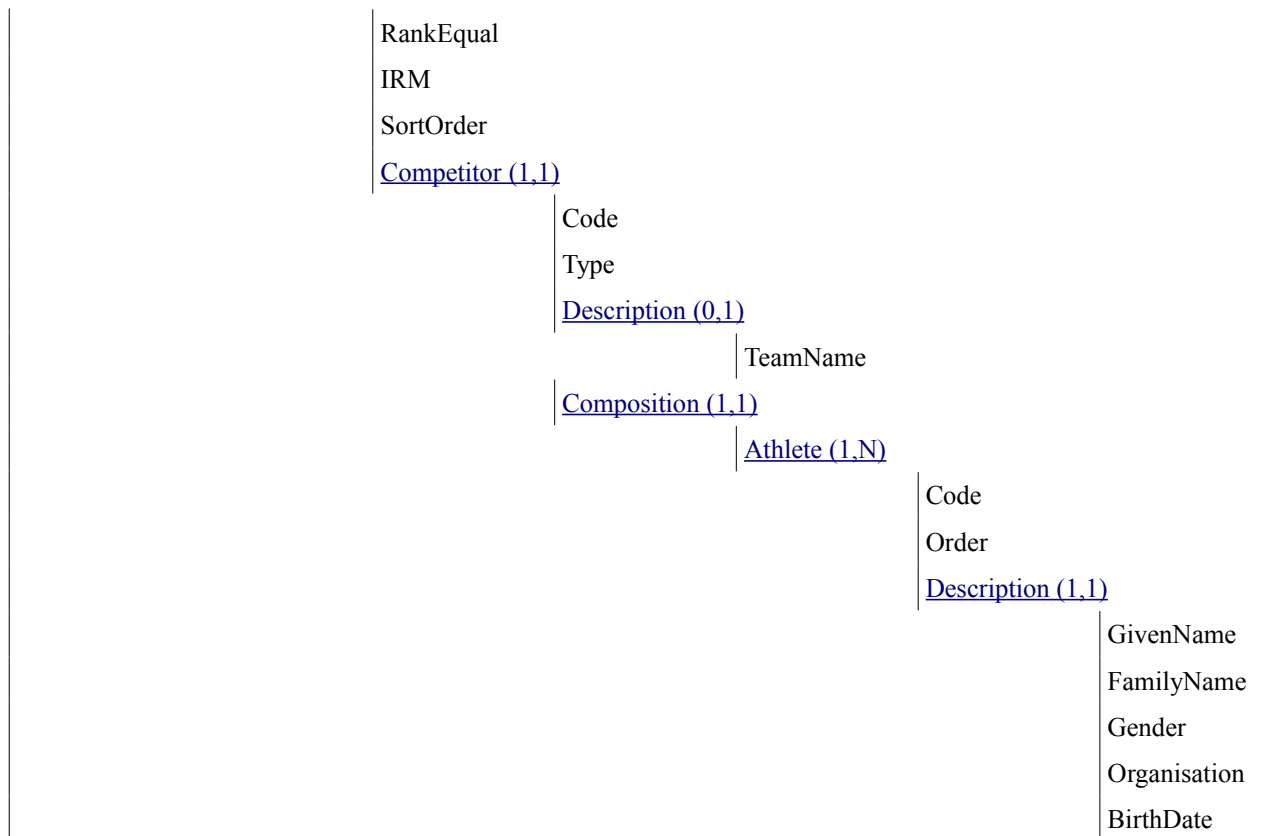
### 2.2.9.3 Trigger and Frequency

- After the event is finished (OFFICIAL)
- After any final ranking is known (PARTIAL)

### 2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (1,1)</a>						
	Code					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Result (1,N)</a>					
		Rank				



### 2.2.9.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Text short description, not code
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1)			
--	--	--	--



Venue Names in text			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	M	Numeric #0	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Send "Y" if rank is equalled else do not send.
IRM	O	<a href="#">SC @IRM</a>	IRM code if applicable
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the particular event. The order will be the Rank and alphabetically for equalled ranks.

Element: Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T,A	T for team A for athlete

Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member.



			Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

**Sample (General)**

```

<Competition Code="OG2012">
  <Result Rank="1" SortOrder="1" >
    <Competitor Code="1078935" Type="A" Organisation="ESP" >
      <Composition>
        <Athlete Code="1102342" Order="1">
          <Description    GivenName="John"    FamilyName="Black"
Gender="M" Organisation="ESP" BirthDate="1994-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  <Result Rank="2" SortOrder="2" >
    <Competitor Code="1126413" Type="A" Organisation="USA" >
      <Composition>
        <Athlete Code="1102342" Order="1">
          <Description    GivenName="Pat"    FamilyName="Smith"
Gender="M" Organisation="USA" BirthDate="1992-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Result>

```

**2.2.9.6 Message Sort**

Sort by Result @SortOrder



## 2.2.10 Configuration

### 2.2.10.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DocumentCode will be at session level for each competition session (one message per session) and at the event level for the BRACKET_SIZE code.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p>



		Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

### 2.2.10.3 Trigger and Frequency

- Immediately after a session schedule is known
- Upon any changes to the session schedule (for example one unit is rescheduled from one session to another)

### 2.2.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (1,1)</a>	Code <a href="#">Configs (1,1)</a>	<a href="#">Config (1,N)</a>	Gender Event Phase Unit <a href="#">ExtendedConfig (1,N)</a>	Type Code Pos Value <a href="#">ExtendedConfigItem (0,N)</a>	Code Pos Value

### 2.2.10.5 Message Values



<b>Element: Competition (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

<b>Element: Configs /Config (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code of the RSC, use 0
Event	M	<a href="#">CC @Event</a>	Event code of the RSC, use 000
Phase	O	<a href="#">CC @Phase</a>	Session phase (for Discipline groups events): (Z) Sessions
Unit	O	<a href="#">CC @Unit</a>	It should be informed just in the case that the information is by Event Unit.  Only for sessions phase (@Phase="Z"). In this case, the event unit will be SS, the session number.

<b>Element: Configs /Config /ExtendedConfig (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
EC	SESSION (send by event unit session)	Numeric #0	Pos Description: Send the session number.  Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	N/A
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Always when available			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	COURTS_NUM	
	Pos	N/A	N/A
	Value	Numeric 0	Total number of courts per session
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>			





Expected: Send for each match in the session				
Attribute		Value	Description	
Code		UNIT		
Pos		N/A	N/A	
Value		S(9)	Send the full RSC of the EventUnit (for example BD102101)	
EC		BRACKET_SIZE (By Event)	N/A	Element Expected: When available
Attribute		M/O	Value	Description
Value		O	<a href="#">SC @BracketItems</a>	Send the code for the first bracket phase of the event

**Sample (Session Level)**

```
<Config Gender="0" Event="000" Phase="Z" Unit="05">
  <ExtendedConfig Type="EC" Code="SESSION" Pos="1" />
  <ExtendedConfigItem Code="COURTS_NUM" Value="3">
  <ExtendedConfigItem Code="UNIT" Value="BDM101542">
  <ExtendedConfigItem Code="UNIT" Value="BDM101543">
  <ExtendedConfigItem Code="UNIT" Value="BDM101544">
  ...
</ExtendedConfig>
</Config>
```

**Sample (Unit Level)**

```
<Config Gender="M" Event="001" Phase="0" Unit="00">
  <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R16" />
</Config>
```

**2.2.10.6 Message Sort**

There is no general message sorting rule.



### 3 Document Control

Version history			
Version	Date		Comments
V1.0	19	December 2014	First version
V1.1	28	January 2015	SFA after IDM
V1.2	23	February 2015	Small corrections due to defects and CR.
V1.3	14 May 2015		CRs and defects applied
v2.0	18	December 2015	CR applied after the UVT
v2.1	16	February 2016	Defects and CR applied
v2.2	24 March 2016		small correction in the dt_brackets triggering

#### File Reference: ODF/INT147- R-SOG-2016-v2.2 APP (BD)

Change Log		
Version	Status	Changes on version
V1.0	SFR	Submitted for review version
V1.1	SFA	-Participant /Discipline /RegisteredEvent /EventEntry/@ Seed defined as String (seed "2/13" format is possible).
V1.2	SFA	Defect 111943 applied: double event - Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace/@IRM individual event - Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth /@IRM - Bracket /BracketItems /BracketItem /ExtBracketItems / ExtBracketItem /@Location Defect 111983 applied: - Add more information in the definition and in the values of the Result/@For, Result/@Against, Result/@Diff codes. - Small correction in the definition of the codes from the extendedResult elements.
V1.3	APP	CR 5249 applied:



		<p>-BIB code added in the Official extended information Competition /Officials /Official/Description/ExtendedDescription element.</p> <p>CR 4785: dt_schedule message updated</p> <p>Defect 113233 applied:</p> <p>-update the trigger of the BD dt_result Start List status as 'expected only when both competitors are known or for the Bye match'</p>
v2.0	APP	<p>CR8511 applied:</p> <p>- in the message dt_pool_standings add code Qualification Mark in the elements Result /Competitor /ExtendedResults /ExtendedResult and .../Athlete /ExtendedResults/ExtendedResult.</p> <p>CR8536 applied:</p> <p>-IRM code from the DT_BRACKETS requested only for the DQB</p> <p>small correction in the dt_brackets/PreviousUnit element</p> <p>Defect 120020: BIGGEST LEAD and BIGGEST COMEBACK default value set to '-' dash.</p>
v2.1	APP	<p>Defect 125011 applied: remove the UNCONFIRMED result status from the dt_brackets definition.No message impact.</p> <p>CR9178 applied: change ResultCode for Walkover from WO to W/O.</p>
v2.2	APP	<p>small correction in the dt_brackets triggering. no omega impact.</p>