



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT150- R-SOG-2016-v2.1 APP (BX)

Olympic Data Feed



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

ODF/INT150- R-SOG-2016-v2.1 APP (BX)
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1 Introduction

1.1 This document

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

1.2 Objective

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



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Document Reference	Document Title	Document Description
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 Boxing .

- 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	X
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	X
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	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	



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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.

The StartList component of the message is only included in the case that the Unit Type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

HATH Individual Head to Head units (e.g. AR, BD, TE etc)

HCOUP Pairs/Couples Head to Head units (e.g. BD, TE etc)

HNOC NOC Head to Head units (e.g. AR)

HTEAM Teams Head to Head units (e.g. BK, BV, HB etc)

Managing when start times are not known.

In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.

In these disciplines usually only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units



flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used.

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this).

If the discipline requires some text describing the order then StartText is used. Typical uses include 'Not before 17:00' or 'SUN 29 - 2nd match on CC' or 'Follows'.

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. The specific way this is managed in each sport is detailed in the specific sport data dictionary.

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	CC @Competition	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	SC @Source	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).

Generally start list details for H2H should be sent immediately when known and usually soon after the preceding unit changes to Official.

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
<u>Competition (1,1)</u>								
	Code							
	<u>Unit (0,N)</u>							
		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>
StartOrder
SortOrder
<u>Competitor (1,1)</u>
Code
Type
Organisation
<u>Composition (0,1)</u>
<u>Athlete (1,N)</u>
Code
Order
<u>Description (1,1)</u>
GivenName
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	CC @Competition	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	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<p>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.)</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>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.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
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</p>



			purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. 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.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	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).
Medal	O	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	CC @Location	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	<p>Attribute is mandatory in the DT_SCHEDULE_UPDATE message only</p> <p>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.</p> <p>If ModificationIndicator="U", then update the event unit.</p>
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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	CC @Language	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

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

Attribute	M/O	Value	Description
Language	M	CC @Language	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.

Element: Competition /Unit /VenueDescription (1,1)

Attribute	M/O	Value	Description
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.



Element: Competition /Unit /StartList /Start (1,N)
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)

Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
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.

Element: Competition /Unit /StartList /Start /Competitor (1,1)

Attribute	M/O	Value	Description
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
Organisation	O	CC @Organisation	Should be sent when known

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)
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.

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 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	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	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	CC @Competition	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	SC @Source	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.

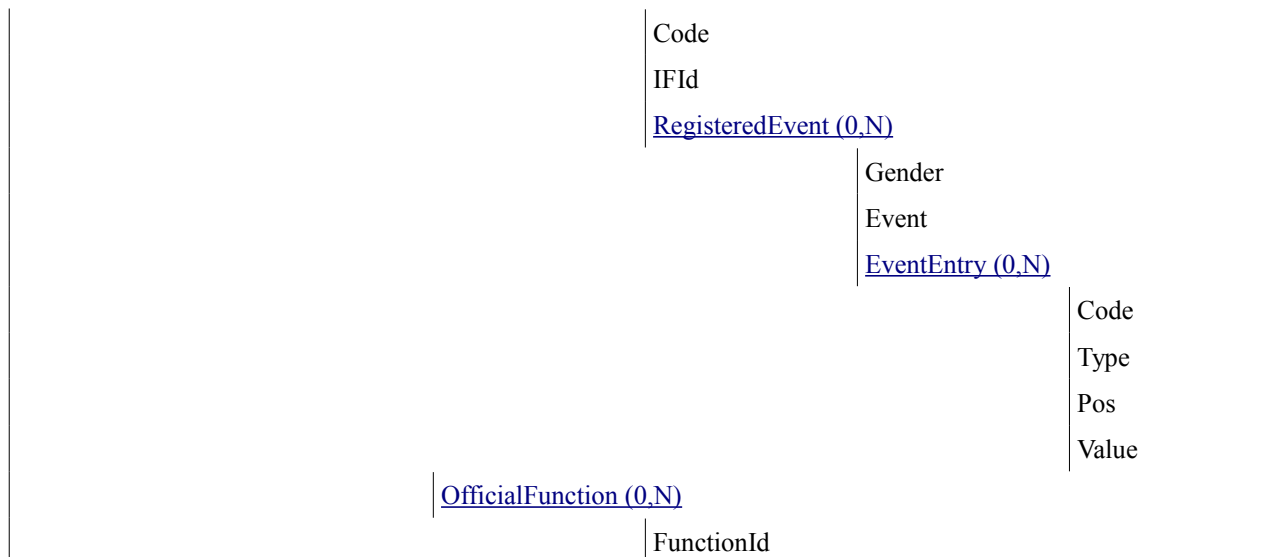
The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.



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
Competition (1,1)					
	Code				
	Participant (1,N)				
		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			
		Discipline (1,1)			



2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	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 zeroes	Participant's parent ID, which is used to link to the latest 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. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. 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".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
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)	Family name in the local language in the appropriate case for the local language (usually mixed case) Not for use in Rio 2016
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case). Not for use in Rio 2016
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	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	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	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	CC @ResultsFunction	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	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	AIBA ID Licence number (competitor's federation licence number for the discipline). It will be included.

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	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific athlete's event entries.			
Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	M	Numeric #0
ENTRY	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this athlete has Qualification tournament (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	M	SC @QualifyingType Qualification tournament code



ENTRY	QUAL_COUNTRY	N/A	Element Expected: Always, as soon as this information is known and this athlete has Qualification country (this information can be sent in both messages)
Attribute	M/O	Value	Description
Value	M	CC @Country	Qualification country code

Element: Participant /OfficialFunction (0,N)			
Send if the official has optional functions. Do not send, otherwise.			
Attribute	M/O	Value	Description
FunctionId	M	CC @ResultsFunction	Additional officials' function code

2.2.2.6 Message Sort

The message is sorted by Participant @Code



2.2.3 Event Unit Start List and Results

2.2.3.1 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.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	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	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL LIVE (used during the competition when nothing else applies). UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed)
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	SC @Source	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"> * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> <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>

2.2.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

- * As soon as each competitor is known and any changes in start list data (START_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be



triggered on all updates.

This message is expected when the results become official. The official status is included in the ODF headers (ResultStatus attribute).

* When the match starts and after every change in any data (LIVE)

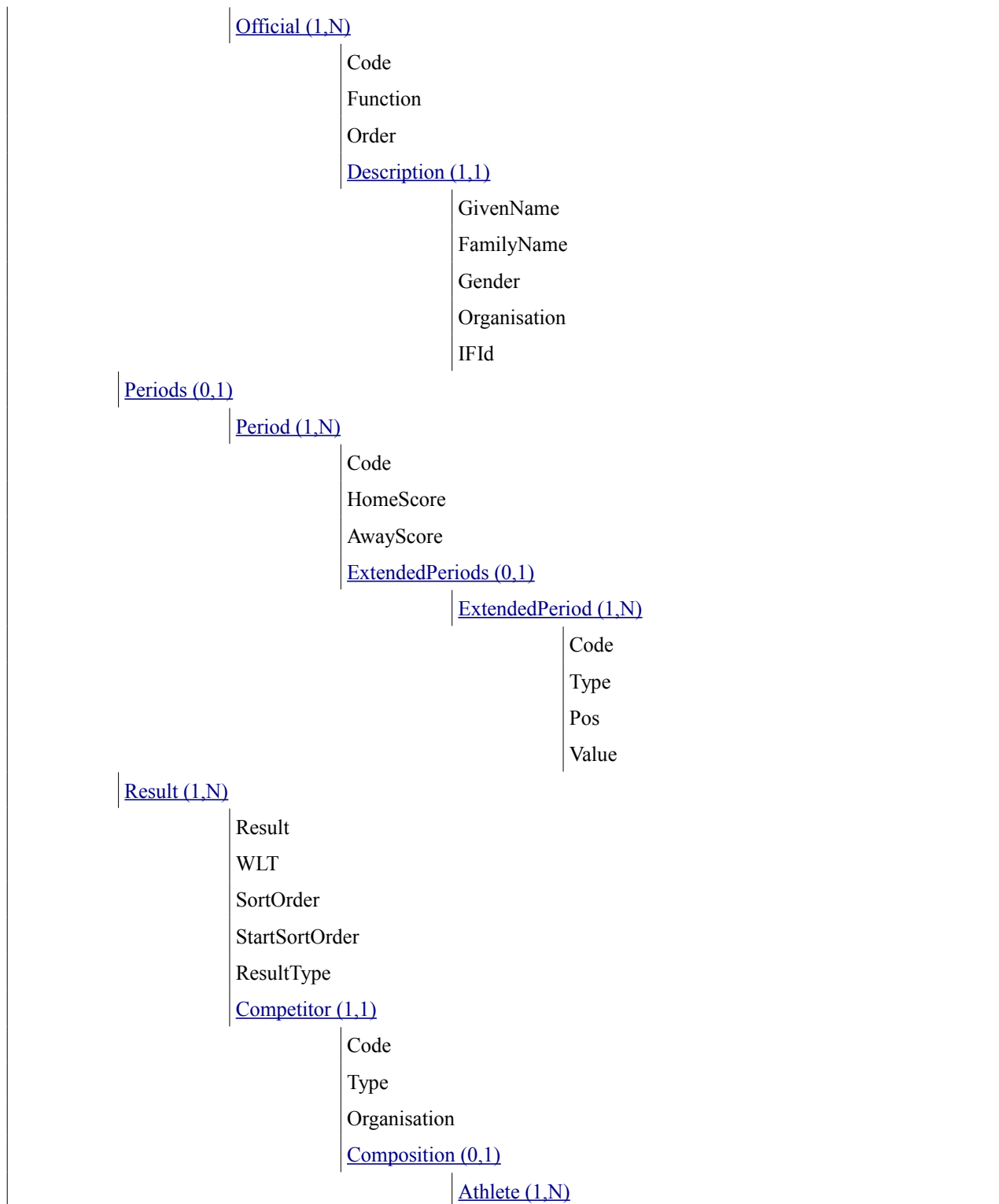
* At the end of each match (OFFICIAL)

Trigger also after any change.

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	Level 7	Level 8	Level 9
<u>Competition (1,1)</u>								
	Code							
	<u>ExtendedInfos (0,1)</u>							
		<u>UnitDateTime (0,1)</u>						
			StartDate					
			EndDate					
		<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>							





Code
Order
<u>Description (1,1)</u>
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
<u>EventUnitEntry (0,N)</u>
Type
Code
Pos
Value
<u>ExtendedResults (0,1)</u>
<u>ExtendedResult (1,N)</u>
Type
Code
Pos
Value
<u>Extension (0,N)</u>
Code
Pos
Value

2.2.3.5 Message Values

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

Element: ExtendedInfos /UnitDateTime (0,1)



Scheduled start date and time. (where available update with actual start time)			
Actual start -and/or end- dates and times.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.
EndDate	M	DateTime	Actual end date-time .

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	RES_CODE	N/A	Element Expected: When available.
	Attribute	M/O	Value
	Value	M	SC @ResultCode Send the bout result mark
UI	PERIOD	N/A	Element Expected: Send during the bout only also during breaks.
	Attribute	M/O	Value
	Value	M	SC @Period Send the code (R1...R3) of the current round or the round most recently finished if in a break.
UI	ROUND	N/A	Element Expected: When the result is Official
	Attribute	M/O	Value
	Value	M	SC @Period Send the round in which bout stopped according to the winning decision. To be sent when the ResultType is RM or RM_Points
UI	TIME	N/A	Element Expected: When the result is Official
	Attribute	M/O	Value
	Value	M	MM:SS Send the Stop Time, ascending from 0:00 according to the winning decision. To be sent when the ResultType is RM or RM_Points

Sample (Result: WP 3:0 Decision: R2 01:09)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="WP" />
  <ExtendedInfo Type="UI" Code="ROUND" Value="R2" />
  <ExtendedInfo Type="UI" Code="TIME" Value="01:09" />
....
</ExtendedInfos>
<Result ResultType="RM_POINTS" Result="3" WLT="W" SortOrder="1">
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1995-12-15" />
        ....
      </Athlete>
    </Composition>
  </Competitor>
  </Result>
<Result ResultType="RM_POINTS" Result="0" WLT="L" SortOrder="2">
  <Competitor Code="1072750" Type="A" Organisation="GBR">
    <Composition>
      <Athlete Code="1072750" Order="1">
        <Description FamilyName="Keattle" GivenName="George" Gender="M"
Organisation="GBR" BirthDate="1995-12-15" />
        ....
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

Sample (Result: WP Decision: 3:0)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="WP" />
....
</ExtendedInfos>
<Result ResultType="POINTS" Result="3" WLT="W" SortOrder="1">
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1995-12-15" />
        ....
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

Sample (Result: TKO-I Decision: R2 01:09)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="TKO-I"/>
  <ExtendedInfo Type="UI" Code="ROUND" Value="R2"/>
  <ExtendedInfo Type="UI" Code="TIME" Value="01:09"/>
....
</ExtendedInfos>
<Result ResultType="RM" WLT="W" SortOrder="1">
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1995-12-15" />
        ....
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

Sample (Result: NC)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="NC"/>
....
</ExtendedInfos>
<Result ResultType="RM" WLT="T" SortOrder="1">
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1995-12-15" />
        ....
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

Sample (Result: No winner)



```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="DKO"/>
  <ExtendedInfo Type="UI" Code="ROUND" Value="R3"/>
  <ExtendedInfo Type="UI" Code="TIME" Value="00:48"/>
  ....
</ExtendedInfos>
<Result ResultType="RM" WLT="T" SortOrder="1">
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1995-12-15" />
        ....
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result ResultType="RM" WLT="T" SortOrder="2">
  <Competitor Code="1072750" Type="A" Organisation="GBR">
    <Composition>
      <Athlete Code="1072750" Order="1">
        <Description FamilyName="Keattle" GivenName="Din" Gender="M"
Organisation="GBR" BirthDate="1995-12-15" />
        ....
      </Athlete>
    </Composition>
  </Competitor>
</Result>
  ....

```

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	CC @DisciplineGender	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	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	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	CC @ResultsFunction	Send according to the codes. Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	O	Numeric	Official's order. The Referee should be the first one and next the judges ordered by the judge number

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	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Round Number
HomeScore	M	N/A	Not used in BX.
AwayScore	M	N/A	Not used in BX.

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



ExtendedPeriod information.				
Type	Code	Pos	Description	
EP	SCR_H	A;B;C	Pos Description: Scoring position (A,B,C) Element Expected: After each round or if bout is OFFICIAL	
	Attribute	M/O	Value	Description
	Value	M	N(2) 90	Send Score for red competitor at this round for Scoring position @Pos.
EP	SCR_A	A;B;C	Pos Description: Scoring position (A,B,C) Element Expected: After each round or if bout is OFFICIAL	
	Attribute	M/O	Value	Description
	Value	M	N(2) 90	Send Score for blue competitor at this round for Scoring position @Pos.
EP	JUDGE	A;B;C	Pos Description: Scoring position (A,B,C) Element Expected: When the result is OFFICIAL	
	Attribute	M/O	Value	Description
	Value	M	Numeric	Send the judge code (as "J1".."J5"), the same values as the Official/Function values.

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	The points of the competitor. To be sent for the ResultType Points and RM_Points
WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L) the bout. Send T just in case of no winner, for example DKO or BDSQ
SortOrder	M	Numeric	1 for RED and 2 for BLUE



StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. 1 for RED and 2 for BLUE
ResultType	O	SC @ResultType	Type of the @Result attribute. If informed, it will be: RM_Points, Points or RM. When the ResultType is RM_Points, the contest result will be(please see the sample): Result: WP 3:0 Decision: R2 01:09 When the ResultType is Points, the contest result will be (please see the sample): Result: WP Decision: 3:0 When the ResultType is RM, the contest result will be (please see the sample): Result: DSQ Decision: R2 01:09

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	A	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Order attribute used to sort. Send 1 if Competitor @Type="A".

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

Athletes 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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)

Individual athletes entry information.

Type	Code	Pos	Description
EUE	DETAILED	N/A	Element Expected: When the competitor code is equal to NOCOMP, no competitor available
	Attribute	M/O	Value
	Value	M	Text
			Description
			Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to NOCOMP Eg: 'BDSQ from bout no. 11'

Sample (Sample)

```

...
<Result SortOrder="1">
  <Competitor Code="NOCOMP" Type="A" >
    <EventUnitEntry Type="EUE" Code="DETAILED" Value="BDSQ from bout no. 11" />
  </Competitor >
...

```

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

Team member or individual athlete's extended result.

Type	Code	Pos	Description
ER	JUDGE	S(1)	Pos Description: Send A,B,C Element Expected: When available
	Attribute	M/O	Value
	Value	M	Numeric
			Description
			Send the Total score of the Scoring



		#0	Position @Pos for this competitor
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Send only for the judge with best total value between the both competitors.			
Attribute	Value	Description	
Code	BEST		
Pos	N/A		
Value	S(1)	Send 'Y' if this value is the best one.	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only send for the preferred competitor and only if needed (if the scores are tied)			
Attribute	Value	Description	
Code	PREF		
Pos	N/A	N/A	
Value	S(1)	Send 'Y' if this competitor is the preferred one.	
ER	WARNING	SC @Period Or "TOT"	Pos Description: Send the round number or 'TOT' for the total Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the warnings given in the round. For the 'TOT' pos, send Total number of warnings given to the competitor
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: when available			
Attribute	Value	Description	
Code	DEDUCTION		
Pos	N/A	N/A	
Value	Numeric #0	Number of Deductions (P1+2*P2)	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: when 1pt warnings are granted			
Attribute	Value	Description	
Code	P1		



	Pos	N/A	N/A	
	Value	Numeric #0	Number of 1pt warnings	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: when 2pt warnings are granted				
	Attribute	Value	Description	
	Code	P2		
	Pos	N/A	N/A	
	Value	Numeric #0	Number of 2pt warnings	
ER		KD	SC @Period Or "TOT"	Pos Description: Send the round number or 'TOT' for the total Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the counts given in the round. For the "TOT" pos, send Total number of counts given to the competitor

Sample (During the bout)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="R2" />
....
</ExtendedInfos>
....
<Periods>
  <Period Code="R1">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="A" Value="10" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="B" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="C" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="A" Value="10" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="B" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="C" Value="10" />
    </ExtendedPeriods>
  </Period>
  <Period Code="R2">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="A" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="B" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="C" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="A" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="B" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="C" Value="10" />
    </ExtendedPeriods>
  </Period>
</Periods>
....
<Result SortOrder="1">
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1995-12-15" />
        ....
      <ExtendedResults>
        <ExtendedResult Type="ER" Code="JUDGE" Pos="A" Value="27"/>
        <ExtendedResult Type="ER" Code="JUDGE" Pos="B" Value="28"/>
        <ExtendedResult Type="ER" Code="JUDGE" Pos="C" Value="27"/>
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="WARNING" Pos="R1" Value="2"/>
      <ExtendedResult Type="ER" Code="WARNING" Pos="R2" Value="1"/>
      <ExtendedResult Type="ER" Code="WARNING" Pos="TOT" Value="3"/>
      <ExtendedResult Type="ER" Code="KD" Pos="R1" Value="2"/>
      <ExtendedResult Type="ER" Code="KD" Pos="R2" Value="1"/>
      <ExtendedResult Type="ER" Code="KD" Pos="TOT" Value="3"/>
    </Composition>
  </Competitor>
</Result>
```



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Sample (When Bout is Official)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="WP" />
  <ExtendedInfo Type="UI" Code="ROUND" Value="R2" />
  <ExtendedInfo Type="UI" Code="TIME" Value="01:09" />
....
</ExtendedInfos>
...
<Periods>
  <Period Code="R1">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="A" Value="10" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="B" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="C" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="A" Value="10" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="B" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="C" Value="10" />
      <ExtendedPeriod Type="EP" Code="JUDGES" Pos="A" Value="J1"/>
      <ExtendedPeriod Type="EP" Code="JUDGES" Pos="B" Value="J3"/>
      <ExtendedPeriod Type="EP" Code="JUDGES" Pos="C" Value="J5"/>
    </ExtendedPeriods>
  </Period>
  <Period Code="R2" >
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="A" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="B" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="C" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="A" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="B" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="C" Value="10" />
      <ExtendedPeriod Type="EP" Code="JUDGES" Pos="A" Value="J1"/>
      <ExtendedPeriod Type="EP" Code="JUDGES" Pos="B" Value="J2"/>
      <ExtendedPeriod Type="EP" Code="JUDGES" Pos="C" Value="J5"/>
    </ExtendedPeriods>
  </Period>
</Periods>
....
<Result ResultType="RM_POINTS" Result="3" WLT="W" SortOrder="1">
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1995-12-15" />
        ....
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="JUDGE" Pos="A" Value="27">
            <Extension Code="BEST" Value="Y" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="JUDGE" Pos="B" Value="14"/>
          <ExtendedResult Type="ER" Code="JUDGE" Pos="C" Value="13">
```



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Sample (DEDUCTION new code)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="R2" />
....
</ExtendedInfos>
....
<Periods>
  <Period Code="R1">
    ....
  </Period>
</Periods>
....
<Result SortOrder="1">
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1995-12-15" />
        ....
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="JUDGE" Pos="A" Value="27"/>
          <ExtendedResult Type="ER" Code="JUDGE" Pos="B" Value="28"/>
          <ExtendedResult Type="ER" Code="JUDGE" Pos="C" Value="27"/>
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="WARNING" Pos="R1" Value="2">
            <Extension Code="P1" Value="1"/>
            <Extension Code="P2" Value="1"/>
            <Extension Code="DEDUCTION" Value="3"/>
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="WARNING" Pos="R2" Value="1">
            <Extension Code="P1" Value="1"/>
            <Extension Code="DEDUCTION" Value="1"/>
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="WARNING" Pos="TOT" Value="2">
            <Extension Code="P1" Value="2"/>
            <Extension Code="P2" Value="1"/>
            <Extension Code="DEDUCTION" Value="4"/>
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="KD" Pos="R1" Value="2">
            <ExtendedResult Type="ER" Code="KD" Pos="R2" Value="1">
              <ExtendedResult Type="ER" Code="KD" Pos="TOT" Value="3">
                </ExtendedResult>
            </ExtendedResult>
          </ExtendedResults>
        </Athlete>
      </Composition>
    </Competitor>
```



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2.2.3.6 Message Sort

Sort by Result @SortOrder



2.2.4 Brackets

2.2.4.1 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.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	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	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) 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	SC @Source	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.

2.2.4.3 Trigger and Frequency

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

Send when a match/event unit is completed, including Official status. Therefore it is triggered up to two times (with both status) for each event unit. 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)

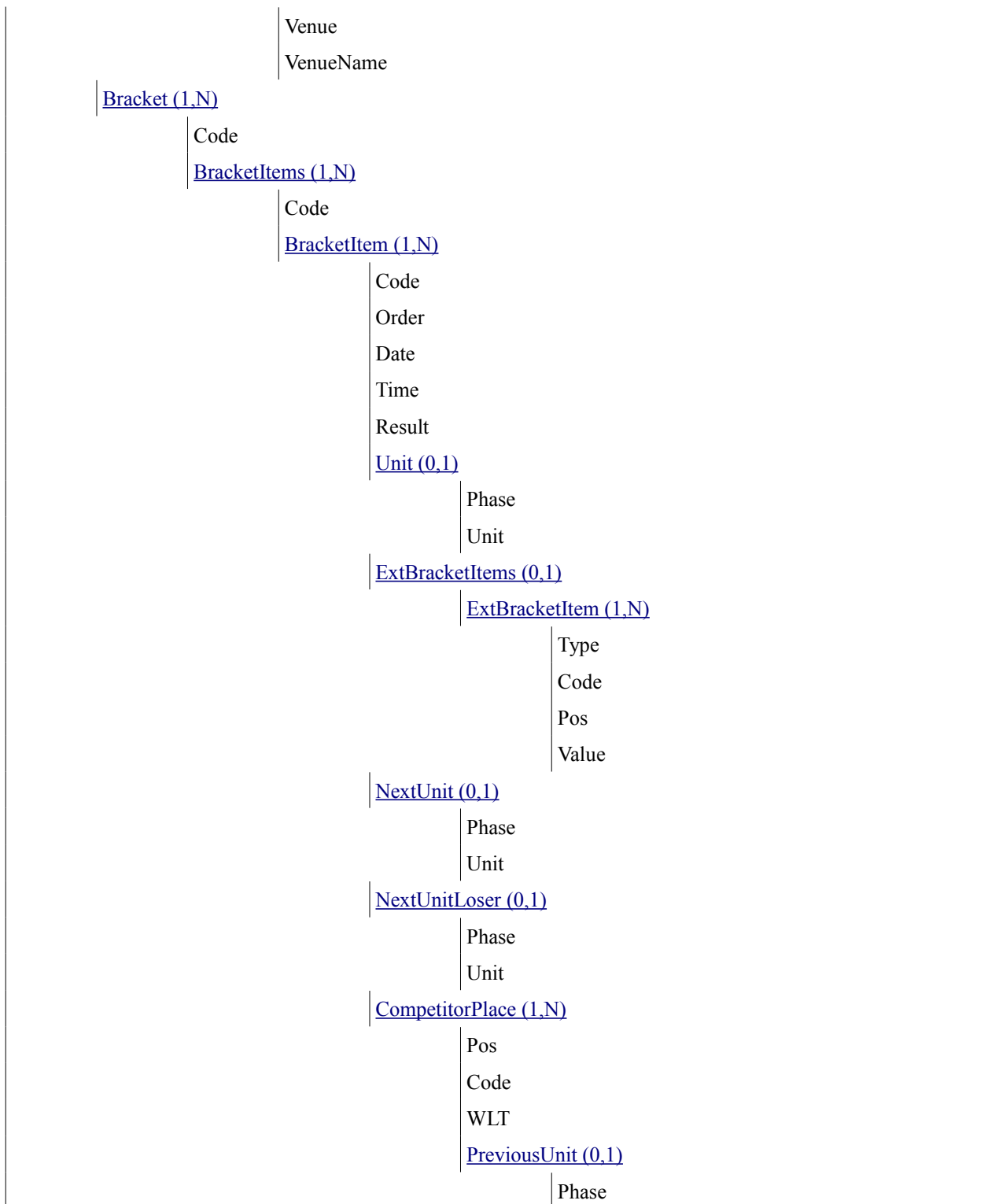
* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

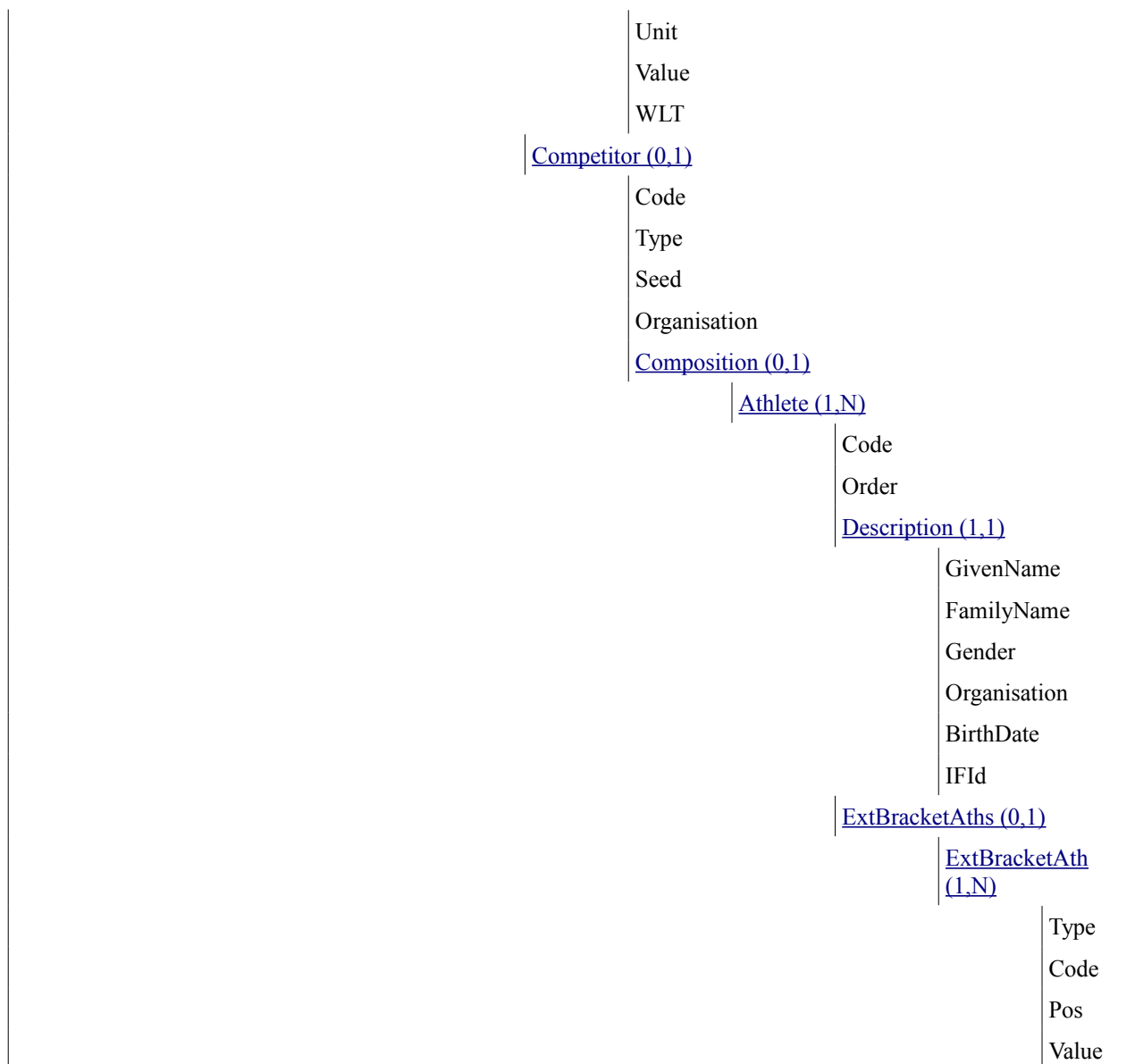
Trigger also after any change.

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	Level 9	Level 10	Level 11
Competition (1,1)										
	Code									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			Gender							
		VenueDescription (0,1)								





2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	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	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	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	SC @Bracket	Bracket code to identify a bracket item (finals). There should be a different code for each bracket based on sport/ORIS presentation of the bracket.

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Each BracketItems should include all BracketItem grouped by their SC @BracketItems.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric or TBD	In general, it will be sent the bout number for each bracket item (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" for to be defined, if the bout number is not known.
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 the match is complete and formatted as in ORIS (with result and decision, WP 3:0 or TKO R3 1:23 etc). Must include if the data is available and the match is complete.

Element: Bracket /BracketItems /BracketItem /Unit (0,1)

Unit related to the BracketItem.

Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code for the bracket item
Unit	O	CC @Unit	Unit code for the bracket item

Element: Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)

ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.

Type	Code	Pos	Description
EBI	SESSIONTYPE	N/A	Element Expected: Just when available

Attribute	M/O	Value	Description
Value	M	CC @SessionType	Session Type like in C75 (ORIS) -morning or afternoon.

Element: Bracket /BracketItems /BracketItem /NextUnit (0,1)

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.

- BracketItem /NextUnit should be informed in case of preliminaries, quarterfinals and semi- finals.

Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
Unit	M	CC @Unit	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	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.



Unit	M	CC @Unit	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	SC @CompetitorPlace	Send when there is no competitor (BYE) or when it is not known yet (TBD). Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor.
WLT	O	SC @WLT	W, L or T (DKO etc) Indicates the winner or loser of the bracket item. Always send when known

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.

- [CompetitorPlace /PreviousUnit](#) should be informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.

Attribute	M/O	Value	Description
Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	CC @Unit	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.
Value	O	SC @Pool or S(2)	If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate.
WLT	O	SC @WLT	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	A	A for athlete
Seed	O	S(10)	The seed of the competitor or equivalent information
Organisation	O	CC @Organisation	Competitors' organisation if known

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 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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Sample)



```

....
<BracketItem Code="131" Order="2" Date="2016-08-09" Time="01:20" Result="WP 3:0" >
  <Unit Phase="4" Unit="02" />
  <NextUnit Phase="3" Unit="01" />
  <CompetitorPlace Pos="1" WLT="W" >
    <PreviousUnit Phase="5" Unit="03" />
    <Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
      <Composition>
        <Athlete Code="1066978" Order="1" >
          <Description FamilyName="Black" GivenName="John" Gender="M"
Organisation="ESP" BirthDate="1991-12-16" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
  <CompetitorPlace Pos="2" WLT="L" >
    <PreviousUnit Phase="5" Unit="04" />
    <Competitor Code="1129984" Type="A" Organisation="NZL" Seed="6" >
      <Composition>
        <Athlete Code="1129984" Order="1" >
          <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1991-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
</BracketItem>
....

```

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
RES	IRM	N/A	Pos Description: N/A Element Expected: when available
Attribute	M/O	Value	Description



	Value	O	'DQB'	Invalid Result Mark - DQB for the particular event unit; in the case it is assigned. Send only for the DQB else do not send.
--	-------	---	-------	---

2.2.4.6 Message Sort

The following order applies:

- * Bracket @Code if more than one '@Code' is possible.
- * BracketItems according to its @Code attribute.
- * Then, the BracketItem /Unit @Unit are sorted according to their scheduled start time.



2.2.5 Statistics

2.2.5.1 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.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values). There will be one message for each event.
DocumentSubcode	Not used.	Not used.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU TEAM_RANKING	The header attribute DocumentSubtype will be included, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes: * TOU: Tournament statistics, at event level. Send the DocumentCode at event level (DDGEEEE000). * TEAM_RANKING: Ranking statistics per NOC at discipline level. Send the DocumentCode at discipline level (DD0000000).
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	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	SC @Source	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>

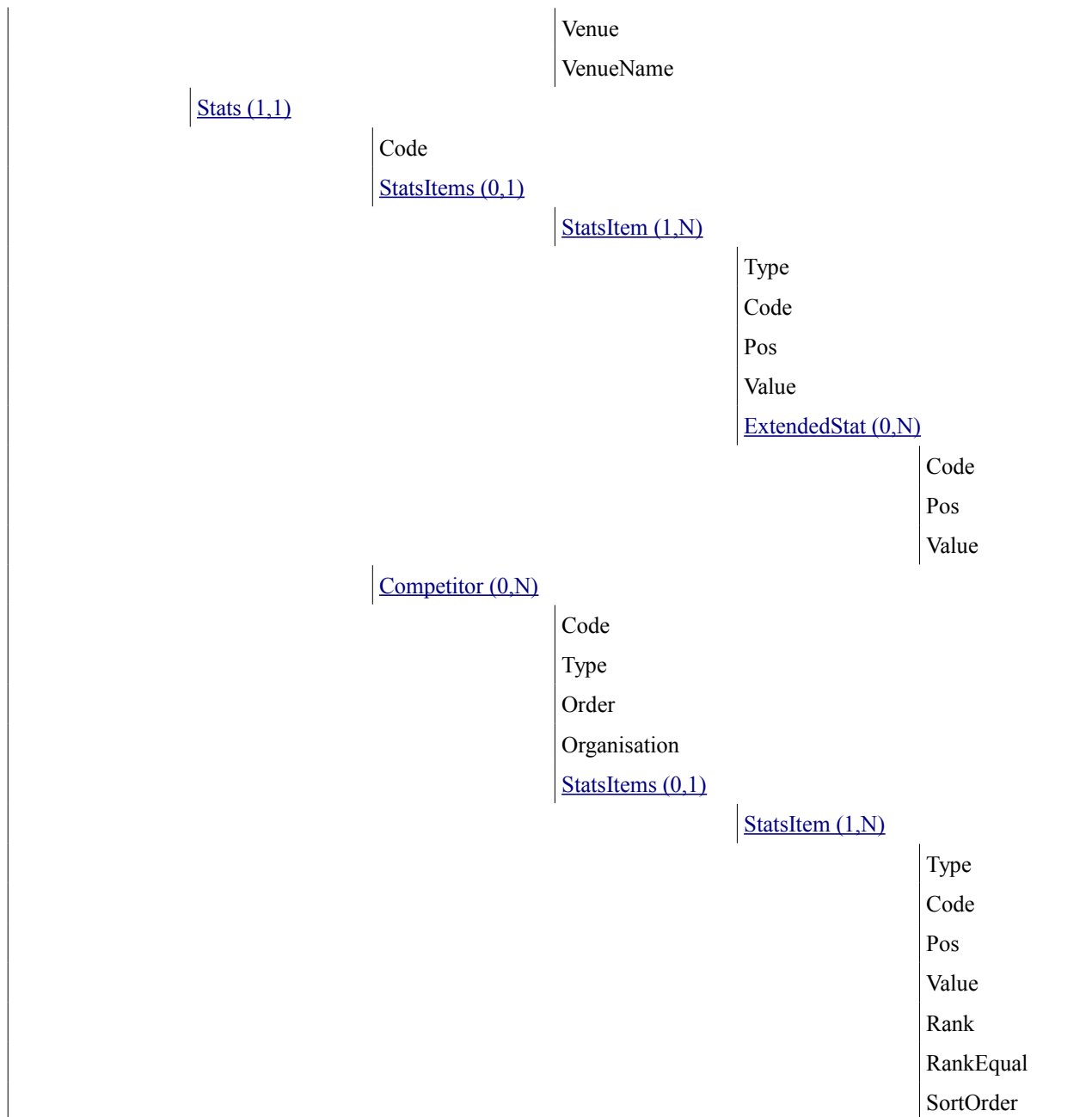
2.2.5.3 Trigger and Frequency

This message has to be sent at the end of the tournament.

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				
	ExtendedInfos (0,1)				
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			Gender		
		VenueDescription (0,1)			



2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description



Code	M	CC @Competition	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	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Stats (1,1)

Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

Element: Stats /StatsItems /StatsItem (1,N)

Statistics for the event unit / phase or event - depending on the headers' DocumentCode.

Type	Code	Pos	Description
ST	SC @ResultCode	N/A	Element Expected: If available, in the case of DocumentSubtype= TOU
	Attribute	M/O	Value
	Value	M	Numeric ##0
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= TOU		
	Attribute	Value	Description
	Code	PERCENT	
	Pos	N/A	N/A



	Value	Numeric ##0.00	Percentage of wins

Element: Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	M/O	Value	Description
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
Organisation	O	CC @Organisation	Competitor's organization if known

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Team competitor's stats item, according to competitors' rules.				
	Type	Code	Pos	Description
	ST	NBOXERS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of participants by NOC
	ST	P	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of victories in Preliminaries phase
	ST	SF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING



	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of victories in Semifinals phase
ST		F	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of victories in Finals phase
ST		BOUTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of played bouts
ST		LOST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of lost bouts
ST		BPB	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of bouts/participant
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Total number of team points
	Rank	O	Numeric ##0	Rank of the team due to points



	RankEqual	O	S(1)	Only if the rank is equaled.
	SortOrder	M	Numeric	SortOrder of the team due to points
ST		PPB	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of points/participant
ST		GOLD	0,1,2	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of number of Gold Medal
ST		SILVER	0,1,2	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of number of Silver Medal
ST		BRONZE	0,1,2	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of number of Bronze Medal



ST	TOT	0,1,2	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of medals

Sample (Sample)



```
...
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="WP" Value="25" >
      <ExtendedStat Code="PERCENT" Value="92.60" />
    </StatsItem>
    <StatsItem Type="ST" Code="KO" Value="1" >
      <ExtendedStat Code="PERCENT" Value="3.70" />
    </StatsItem>
    <StatsItem Type="ST" Code="WO" Value="1" >
      <ExtendedStat Code="PERCENT" Value="3.70" />
    </StatsItem>
  </StatsItems>
...

<Stats Code=" TEAM_RANKING">
  <Competitor Code="GBR" Type="T" Order="1" >
  <StatsItems>
    <StatsItem Type="ST" Code="BOXERS" Value="10" />
    <StatsItem Type="ST" Code="P" Value="15" />
    <StatsItem Type="ST" Code="SF" Value="4" />
    <StatsItem Type="ST" Code="F" Value="3" />
    <StatsItem Type="ST" Code="BOUTS" Value="7" />
    <StatsItem Type="ST" Code="LOST" Value="29" />
    <StatsItem Type="ST" Code="BPB" Value="2.9" />
    <StatsItem Type="ST" Code="PTS" Value="32" />
    <StatsItem Type="ST" Code="PPB" Value="3.2" />
    <StatsItem Type="ST" Code="GOLD" Pos="0" Value="2" />
    <StatsItem Type="ST" Code="GOLD" Pos="1" Value="1" />
    <StatsItem Type="ST" Code="GOLD" Pos="2" Value="1" />
    <StatsItem Type="ST" Code="SILVER" Pos="0" Value="4" />
    <StatsItem Type="ST" Code="SILVER" Pos="1" Value="2" />
    <StatsItem Type="ST" Code="SILVER" Pos="2" Value="2" />
    <StatsItem Type="ST" Code="BRONZE" Pos="0" Value="0" />
    <StatsItem Type="ST" Code="BRONZE" Pos="1" Value="0" />
    <StatsItem Type="ST" Code="BRONZE" Pos="2" Value="0" />
    <StatsItem Type="ST" Code="TOT" Pos="0" Value="6" />
    <StatsItem Type="ST" Code="TOT" Pos="1" Value="3" />
    <StatsItem Type="ST" Code="TOT" Pos="2" Value="3" />
  </StatsItems>
</ Competitor >
...

```

2.2.5.6 Message Sort

Sort according to the @Order attributes.



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2.2.6 Event Final Ranking

2.2.6.1 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.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	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	SC @ResultStatus	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. 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>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	SC @Source	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>

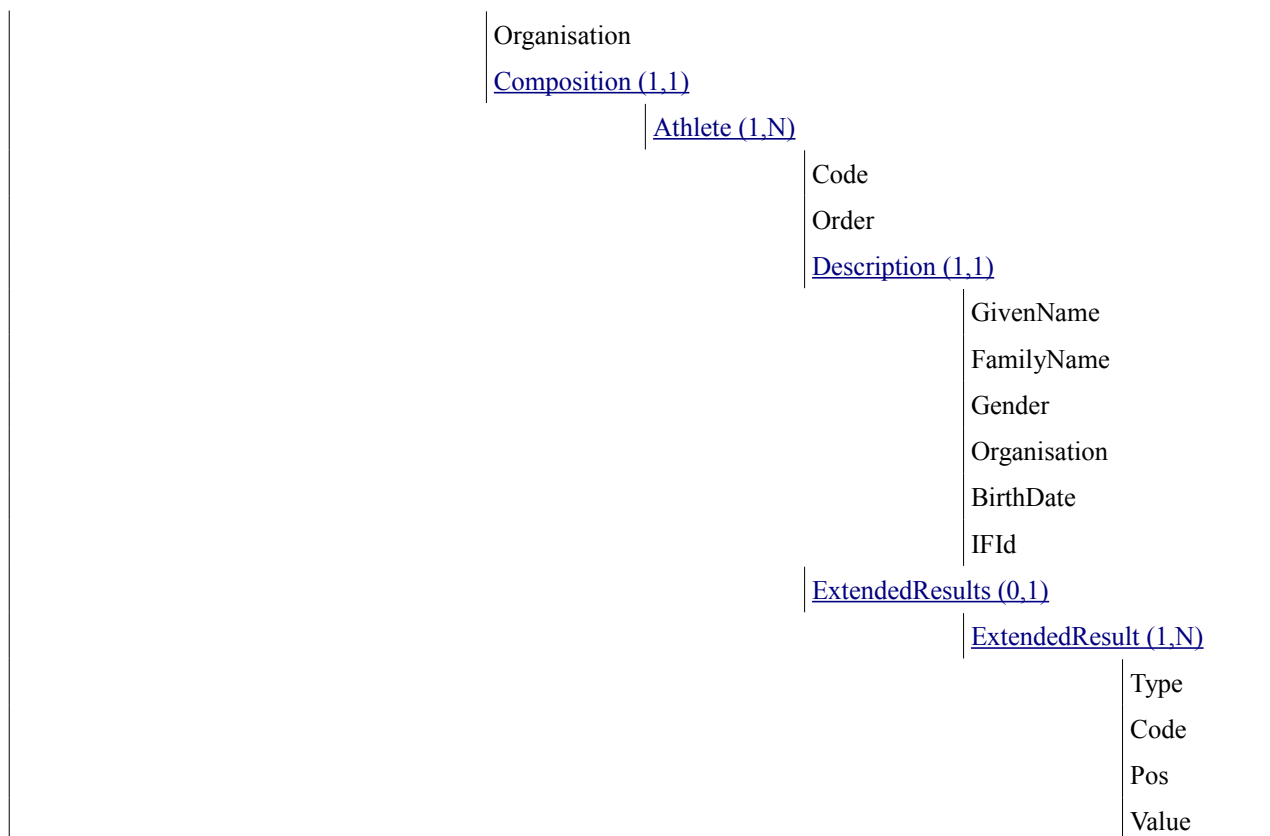
2.2.6.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.
 Trigger also after any major 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
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Result (1,N)						
		Rank					
		RankEqual					
		SortOrder					
		Competitor (1,1)					
			Code				
			Type				



2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	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. Must be included if it is a single event
Gender	M	CC @DisciplineGender	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	CC @VenueCode	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	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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	A	A for athlete
Organisation	O	CC @Organisation	Competitors's organisation if known

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when 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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /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" according to competitors' rules.

Type	Code	Pos	Description
ER	SEED	N/A	Element Expected: When applicable
	Attribute	M/O	Value
	Value	M	Numeric #0
			Send Seed if it exists

Sample (Sample)

```
<Result Rank="1" SortOrder="1">
  <Competitor Code="1106858" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="1106858" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1994-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="SEED" Value="3" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result Rank="2" SortOrder="2">
  <Competitor Code="1090697" Type="A" Organisation="ESP" >
    <Composition>
      <Athlete Code="1090697" Order="1">
        <Description GivenName="James" FamilyName="Black" Gender="M"
Organisation="ESP" BirthDate="1994-12-16" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```



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2.2.6.6 Message Sort

Sort by Result @SortOrder



2.2.7 Configuration

2.2.7.1 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="").

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	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 The DocumentCode will be at session level for each competition session (one message per session) and at the event level for the BRACKET_SIZE, COMPETITORS_NUM, ROUNDS and DURATION codes
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	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



		<p>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	SC @Source	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>

2.2.7.3 Trigger and Frequency

Follow the general definition, taking also into account the following:

- 1 day before the start of competition - but not before the Initial Weigh-In and/or Medical Examination on day of the draw is approved
- When one unit is rescheduled to another session

Trigger also after any major change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list.

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
Competition (1,1)	Code				
	Configs (1,1)				
		Config (1,N)			
			Gender		
			Event		
			Phase		
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	



	Pos Value ExtendedConfigItem (0,N)
	Code Pos Value

2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	M	CC @Event	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	O	CC @Phase	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.
Unit	O	CC @Unit	Unit code of the RSC. Include if information is by Event Unit. Otherwise, do not include.

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	SESSION (by session)	Numeric #0	Pos Description: Send the session number Element Expected: When available
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Send for each unit 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 BXM049101)	
EC		BRACKET_SIZE (By Event)	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	SC @BracketItems	Send the code for the first phase of the event
EC		COMPETITORS_NU M (By Event)	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	N(2) 90	Total number of boxers at one specific event
EC		ROUNDS (By Event)	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of Rounds (Women=4, Men=3)
EC		DURATION (By Event)	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Mm:ss	Round duration (Women=2:00, Men=3:00)

Sample (Sample at the session level)

```

....
<Confgs>
  <Config Gender="0" Event="000" Phase="Z" Unit="06">
    <ExtendedConfig Type="EC" Code="SESSION" Pos="1" >
      <ExtendedConfigItem Code="UNIT" Value="BXM049402">
      <ExtendedConfigItem Code="UNIT" Value="BXM049403">
      <ExtendedConfigItem Code="UNIT" Value="BXM049404">
    ....
      </ExtendedConfig>
    </Config>
  </Confgs>

```

Sample (Sample at the event level)



```
....  
<Configs>  
  <Config Gender="M" Event="060">  
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />  
    <ExtendedConfig Type="EC" Code="COMPETITORS_NUM" Value="32" />  
    <ExtendedConfig Type="EC" Code="ROUNDS" Value="3"/>  
    <ExtendedConfig Type="EC" Code="DURATION" Value="2:00"/>  
  </Config>  
</Configs>  
....
```

2.2.7.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history			
Version	Date		Comments
v1.0	31 October	2014	First Version
v1.1	30 January	2015	Version after IDM Meeting
v1.2	18 February	2015	Second version after IDM meeting
v1.3	6 March 2015		CR5347 applied Small corrections due to PT0
v1.4	14 May 2015		Approved version, CR 4785 and defects applied
v2.0	18 December	2015	Changes after the UVT
v2.1	30 June 2016		small corrections

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Change Log		
Version	Status	Changes on version
v1.0	SFR	First Version
v1.1	SFA	<ul style="list-style-type: none"> * Remove the BODYWEIGHT from the dt_partic message * Include the Periods/Extendedperiods elements * Round results codes removed from the Competition /Results /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element * Dt_result: the UNCONFIRMED status removed * UNIT_NUM code removed * WINNER_ID code removed * RES_CODE definition updated with new information * Remove the DECISION code * TIME and ROUND codes added * Remove the UNIT_STATUS code * Add the code DETAILED in the Result /Competitor /Composition /Athlete /EventUnitEntry element * Remove the DECISION code * Remove the @PeriodStatus from the sport codes. * PREF code used instead of the PREFERRED. * Dt_brackets: the Time code defined with the time format. * DT_CONFIG: COMPETITORS_NUM code added at the event level.



v1.2	SFA	<ul style="list-style-type: none"> * In the Competition /ExtendedInfos /ExtendedInfo add the Judge code * Update the triggered of the dt_config * Remove the Periods /Period/@Duration * Remove the Period/HomeScore and Period/AwayScore form the Periods/Period element. * ROUNDS and DURATION added in the dt_config, event level message * Small update samples 'title * Small update dt_results samples * Update the dt_result trigger: UNCONFIRMED status added. * ExtendedResult/JUDGE pos updated. * New stats added in the dt_stats message (C96B ORIS) * SESSIONTYPE added in the d_brackets extensions. Sample corrected. * Remove Periods/Home and Away.
v1.3	SFA	<ul style="list-style-type: none"> * CR 5347: ExtendedResult/JUDGE pos updated * Small corrections due to PT0
v1.4	APP	<ul style="list-style-type: none"> * Defect 112764 applied: Result /Competitor /Composition /Athlete /EventUnitEntr/@Detailed requested only for the Bye competitor. * Defect 112781 applied: remove the UNCONFIRMED status from the dt_result message * CR 4785 applied: message dt_schedule updated.
v2.0	APP	<p>CR008832 - include the code IRM in the Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth element only for the 'DQB' situation.</p> <p>CR008415 - in the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension of the JUDGE code add the extension BEST to identify the best value for the competitor.</p> <p>CR008417 - in the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/@WARNING/Extension add the P1, P2 and DEDUCTION code to include the Number of 1pt warnings, Number of 2pt warnings and Number total of Deductions (P1+2*P2).</p> <p>CR 8519 - BX - ORIS Boxing document update (AIBA request): the double disqualification code has been changed from "DDQ" to "BDSQ" across the document.</p>
v2.1	APP	small corrections - no messages impact