



INTERNATIONAL OLYMPIC COMMITTEE

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# Olympic Data Feed



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

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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



<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
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 Fencing .

- 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	<u>X</u>
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	<u>X</u>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<u>X</u>
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	<u>X</u>
DT_PLAY_BY_PLAY	Play by Play	<u>X</u>
DT_BRACKETS	Brackets	<u>X</u>
DT_RANKING	Event Final Ranking	<u>X</u>
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	<u>X</u>
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLIN	Medallists by discipline	



E		
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	





## 2.2 Messages

### 2.2.1 Competition schedule / Competition schedule update

#### 2.2.1.1 Description

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

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

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

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

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)

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	<a href="#">CC @Competition</a>	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_UPDAT E	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Refer to the ODF header definition
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the



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

### 2.2.1.3 Trigger and Frequency

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

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

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

The triggers for status changes are described in each sport data dictionary where differences are needed.

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

### 2.2.1.4 Message Structure

The following table defines the structure of the message.

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





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

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	Numeric ###	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	<a href="#">CC @ScheduleStatus</a>	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent in the case of some @ScheduleStatus, such as UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.  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.
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) is an estimation. Do not send if StartDate (scheduled start time) is not an estimation as the StartDate is correct.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is an estimation. Do not send if EndDate scheduled end time is not an estimation.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. This field is only considered if HideStartDate = 'Y'. It should not be sent in sports which never use this concept but should be sent for all units in a discipline where the concept is used anywhere in the discipline. Generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location).</p>
Medal	O	<a href="#">SC @UnitMedalType</a>	Gold medal event unit or bronze medal event unit.



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

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

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

Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(20)	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	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description.  For competition units show the short unit description from common codes which matches the RSC.  For non-competition schedules (where the item



			description is not in common codes) then add the description.
--	--	--	---------------------------------------------------------------

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

<b>Element: Competition /Unit /StartList /Start (1,N)</b>			
<b>StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.

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

<b>Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	Team IF number, send if available

**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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

### 2.2.1.6 Message Sort

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

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



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

### 2.2.2.1 Description

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

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

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

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

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

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

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



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

### 2.2.2.3 Trigger and Frequency

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

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



### 2.2.2.4 Message Structure

The following table defines the structure of the message.

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



	<u>RegisteredEvent (0,N)</u> Gender Event <u>EventEntry (0,N)</u> Code Type Pos Value
<u>OfficialFunction (0,N)</u>	FunctionId

### 2.2.2.5 Message Values

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

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



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



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

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

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

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



IFId	O	S(16)	FIE Id (Competitor's federation number for the corresponding discipline). Include if the discipline assigns international federation codes to athletes.
------	---	-------	------------------------------------------------------------------------------------------------------------------------------------------------------------

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

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

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

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	HAND	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @Hand</a>
	Description	Handedness of the athlete 'R' for Right hand 'L' for Left hand	
ENTRY	LICENCE	N/A	Element Expected: Always, as soon as this information is known and this athlete has FIE licence number or not (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(16)
	Description	International Fencing Federation (FIE) licence number	
ENTRY	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages). For Individual and Team events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @QualifyingType</a>
	Description	Qualification type	
	RANK_WLD	N/A	Element Expected:





ENTRY				Always, as soon as this information is known and this athlete has ranking or not (this information can be sent in both messages). Only for Individual events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(3)	World Ranking
ENTRY		SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number (this information only will be sent in the update message). Only for Individual events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##	Seed Number
ENTRY		SUBSTITUTE	N/A	Element Expected: As soon as this information is known (it can be sent in both messages). Only for Team events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Send only 'Y' if the competitor is a Substitute

**Element: Participant /OfficialFunction (0,N)**

Send if the official has optional functions. Do not send, otherwise.

Attribute	M/O	Value	Description
FunctionId	M	<a href="#">CC</a> <a href="#">@ResultsFunction</a>	Additional officials' function code

**2.2.2.6 Message Sort**

The message is sorted by Participant @Code



## 2.2.3 List of teams / List of teams update

### 2.2.3.1 Description

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

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

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

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



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

### 2.2.3.3 Trigger and Frequency

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

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

### 2.2.3.4 Message Structure

The following table defines the structure of the message.

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



ModificationIndicator			
<a href="#">Composition (0,1)</a>			
	<a href="#">Athlete (1,N)</a>		
		Code	
		Order	
<a href="#">TeamOfficials (0,1)</a>			
	<a href="#">Official (1,N)</a>		
		Code	
		Function	
<a href="#">Discipline (0,1)</a>			
	Code		
	<a href="#">RegisteredEvent (0,1)</a>		
		Event	
		Gender	
		<a href="#">EventEntry (0,N)</a>	
			Code
			Type
			Pos
			Value

### 2.2.3.5 Message Values

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

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553)  When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID



Number	O	Numeric #0	Team's number.  If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc.  Required in the case of current teams.
Name	O	S(73)	Team's name.  It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
Gender	M	<a href="#">CC@DisciplineGender</a>	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only  N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team  If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams  If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams  If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

**Element: Team /Composition /Athlete (1,N)**

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

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

**Element: Team /TeamOfficials /Official (1,N)**



**Send if there are specific officials for the team. Does not apply to historical teams.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials.
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function for the team.

**Element: Team /Discipline (0,1)**  
**Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**

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

**Element: Team /Discipline /RegisteredEvent (0,1)**  
**Each current team is assigned to one event. Historical teams will not be registered to any event.**

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

**Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)**  
**Send if there are specific team's event entries.**

Type	Code	Pos	Description
ENTRY	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @QualifyingType</a> Qualification type
ENTRY	RANK_WLD	N/A	Element Expected: Always, as soon as this information is known and the team has ranking or not (this information can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(3) World Ranking
ENTRY	SEED	N/A	Element Expected: Always, as soon as this information is



				known and this team has Seed Number (this information only will be sent in the update message)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##	Seed Number

### 2.2.3.6 Message Sort

The message is sorted by Team @Code.



## 2.2.4 Event Unit Start List and Results

### 2.2.4.1 Description

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

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

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

### 2.2.4.2 Header Values

The following table describes the message header attributes.

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





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

### 2.2.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START\_LIST' as soon as the start list information is available and for any change to this information.

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates:

- \* At the start of the competition (LIVE)
- \* With every change in any data (LIVE)



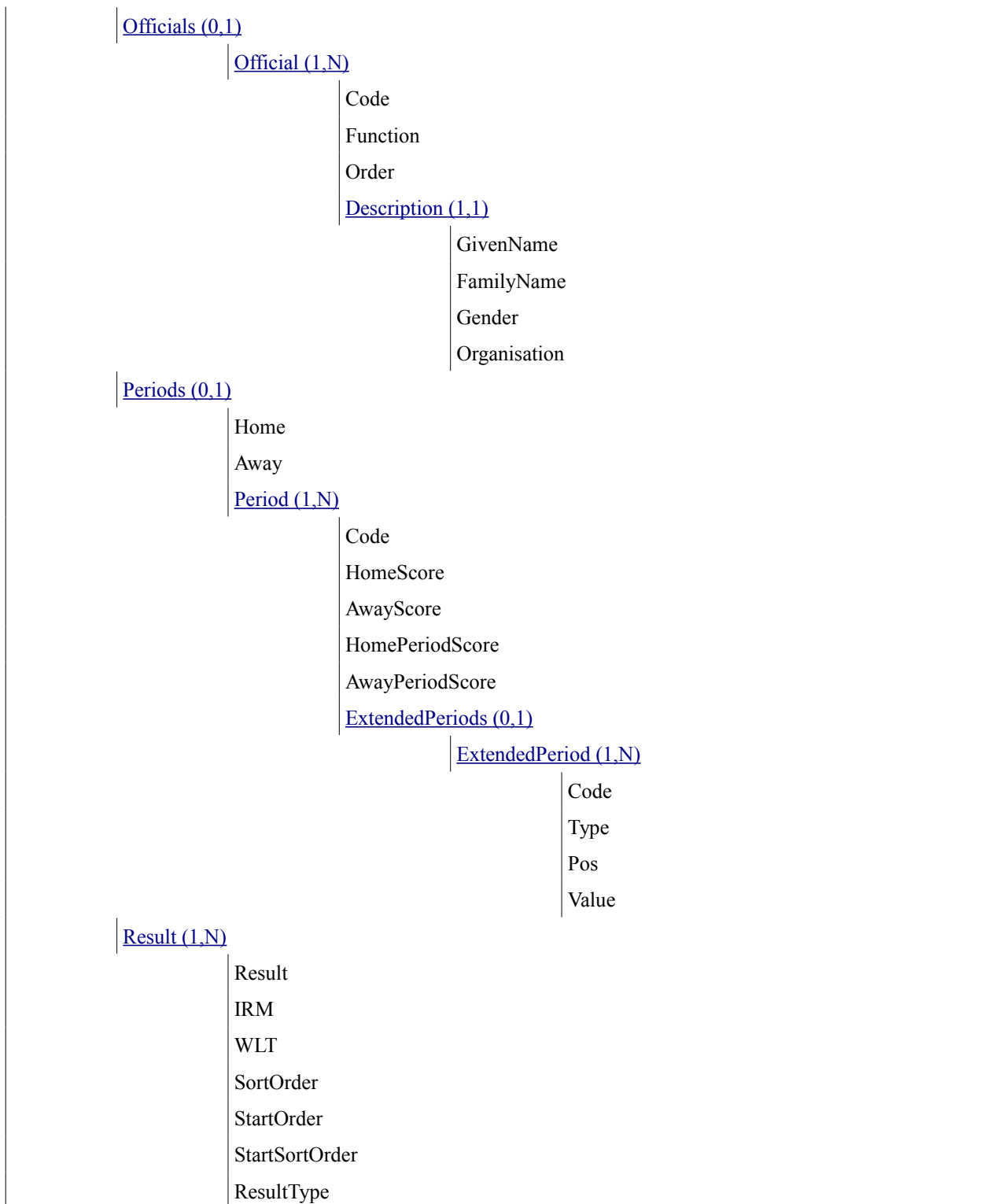
\* In case of Toss please send the message as soon the Priority winner is know

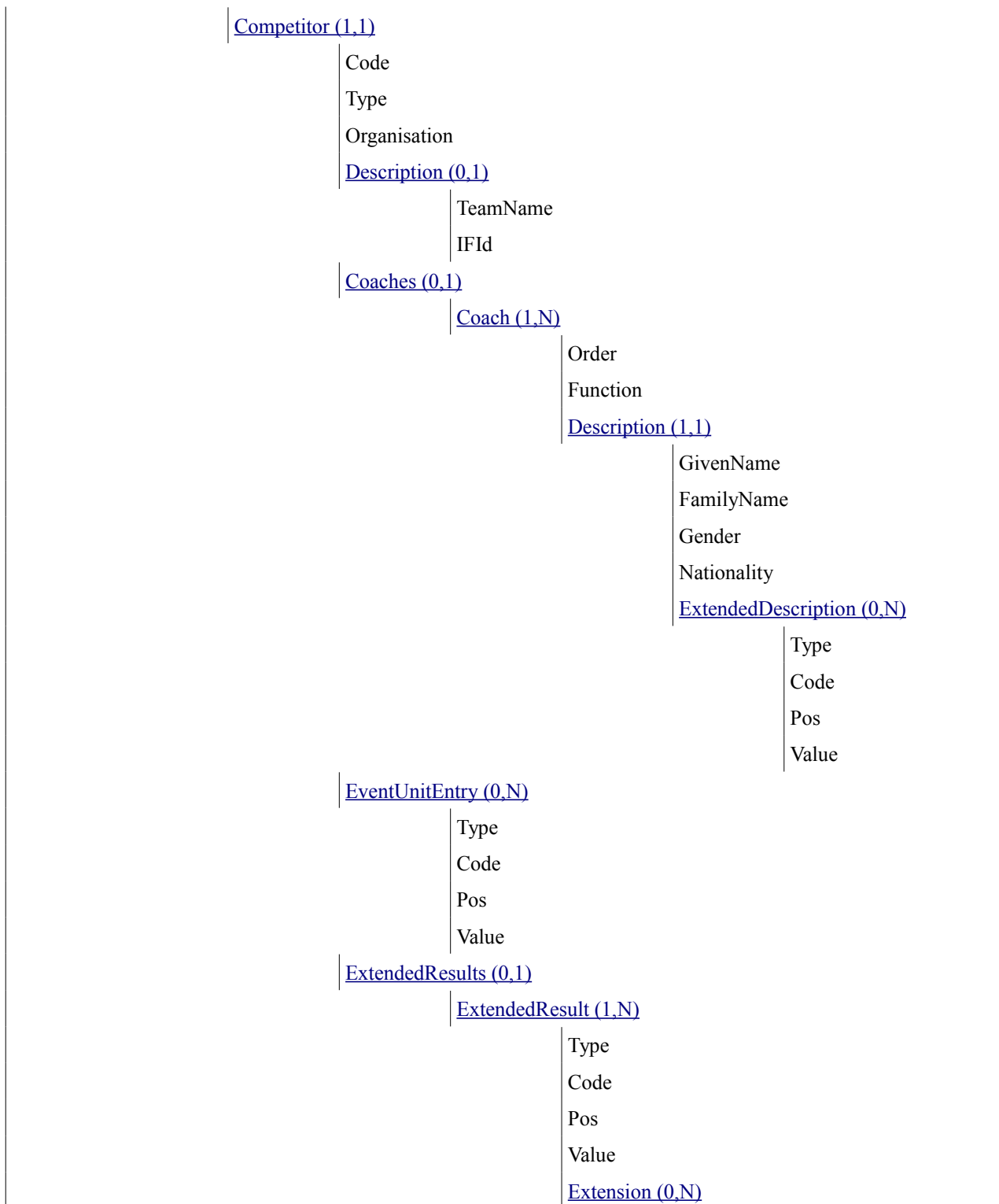
This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.

### 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
<u>Competition (1,1)</u>								
	Code							
	<u>ExtendedInfos (0,1)</u>							
		<u>UnitDateTime (0,1)</u>						
			StartDate					
		<u>ExtendedInfo (0,N)</u>						
			Type					
			Code					
			Pos					
			Value					
			<u>Extension (0,N)</u>					
				Code				
				Pos				
				Value				
		<u>SportDescription (0,1)</u>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		<u>VenueDescription (0,1)</u>						
			Venue					
			VenueName					
			Location					
			LocationName					









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

**Element: ExtendedInfos /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	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

**Element: ExtendedInfos /ExtendedInfo (0,N)**

Type	Code	Pos	Description	
DISPLAY	LAST_COMP	CC @Period (Indiv)	Pos Description: In individual events send the current period (round) code.	
		Numeric 0 (Teams)	In team events send the current bout number (@COMP in ExtendedInfos)  Element Expected: Send the last athlete who make a touch with every LIVE update (Different @Pos depending on event type)  Only in the LIVE messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the competitor ID of the last athlete to make a touch  Send '0' for both athletes scoring in the same time.
UI	COMP	Numeric #	Pos Description: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.  Element Expected: Always, when this information is	



				available (just for Team events)
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Always, when this information is available (just for Team events)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	A		
	Pos	N/A	N/A	
	Value	S(20) with no leading zeroes	Athlete's ID (to identify an athlete) that competes in this bout as a member from the team A.	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Always, when this information is available (just for Team events)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	B		
	Pos	N/A	N/A	
	Value	S(20) with no leading zeroes	Athlete's ID (to identify an athlete) that competes in this bout as a member from the team B.	
UI		DURATION	N/A	Element Expected: Always, for the individual event, at the end of the bout and for the team event, at the end of each bout from the team match
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss	Duration of the encounter (Bout Time or Total Match Time according to the events of Individual or Team respectively).
UI		DURATION_IND	Numeric #	Pos Description: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.  Element Expected: Only for the team event, at the end of



				each bout from the team match
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss	Duration of the Bout (within the match, for team events), including any overtime.
UI		DURATION_OVERTIME	N/A	Element Expected: Always, at the end of the individual bout / team match
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss	Overtime's duration of the encounter (Bout Overtime or Match Overtime, according to the events of Individual or Team respectively).
UI		DURATION_TOTAL	N/A	Element Expected: Always, at the end of the individual bout / team match
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss	Total duration of the encounter (Bout Time or Total Match Time according to the events of Individual or Team respectively), including any overtime on it.
UI		OVERTIME	N/A	Element Expected: As soon as the Overtime decision is taken.  For both events: individual and team.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send Y only if the encounter goes to Overtime.
UI		SESSION	SC @Group	Pos Description: Discipline Group, to know to that fencing group this session belongs. There are the following discipline groups codes: (100) Individual (400) Team  Element Expected: Send by event unit per competition phase, just if this information is





				available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the session number that comes in Common Codes' event unit names for sessions
UI		TOSS	N/A	<p>Element Expected: As soon as the Priority competitor is known.</p> <p>For both events: individual and team</p> <p>Do not send if there is a point marked in the OT period or the OT period is finished without winner (0-0 score in the OT period).</p>
	Attribute	M/O	Value	Description
	Value	M	S(1) (A, B)	The Victory by Toss indicator before the overtime period, in the case of a tie after the competition periods. Send 'A' or 'B' if the preferred winner is the first or the second athlete.
UI		UNIT_NUM	SC @Group	<p>Pos Description: Discipline Group, to know to what fencing group this encounter belongs, and therefore if it is an individual bout or a team match. There are the following discipline groups codes: (100) Individual (400) Team</p> <p>Element Expected: Send by event unit per competition phase, just if this information is available.</p>
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Encounter number: Bout number by event unit of Individual events, or, Match number by event unit of Team events. (according with the @Pos discipline group event).
UI		WINNER_ID	N/A	Element Expected: Always, at the end of the individual bout / team match



Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes	Athlete's ID / Team's ID, to identify an athlete or team, winner of the encounter (individual bout or team match) respectively.

**Sample (Sample for the individual events)**

```

....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T19:10:00+01:00" />
  <ExtendedInfo Type="UI" Code="SESSION" Pos="400" Value="5" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Pos="400" Value="1" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="31:58" />
  <ExtendedInfo Type="UI" Code="DURATION_OVERTIME" Value="00:01" />
  <ExtendedInfo Type="UI" Code="OVERTIME" Value="Y"/>
  <ExtendedInfo Type="UI" Code="DURATION_TOTAL" Value="31:59" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1092084" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1092084" />
</ExtendedInfos>
....
--during the round 1
<ExtendedInfos>
....
  <UnitDateTime Type="DISPLAY" Code="LAST_COMP" Pos="P1" Value="1092084"/>
....
</ExtendedInfos>
--during the round 2
<ExtendedInfos>
....
  <UnitDateTime Type="DISPLAY" Code="LAST_COMP" Pos="P2" Value="1092084"/>
....
</ExtendedInfos>

```

**Sample (Sample for the team events)**



```

....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-02T18:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="SESSION" Pos="100" Value="5" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Pos="100" Value="2" />
  <ExtendedInfo Type="UI" Code="COMP" Pos="1">
    <Extension Code="A" Value="1071386" />
    <Extension Code="B" Value="1099401" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="COMP" Pos="2">
    <Extension Code="A" Value="1071388" />
    <Extension Code="B" Value="1099405" />
  </ExtendedInfo>
....
  <ExtendedInfo Type="UI" Code="COMP" Pos="9">
    <Extension Code="A" Value="1071388" />
    <Extension Code="B" Value="1099401" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="DURATION" Value="66:24" />
  <ExtendedInfo Type="UI" Code="DURATION_TOTAL" Value="66:24" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="FEW401ITA01" />
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="1" Value="11:36" />
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="2" Value="04:17" />
....
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="9" Value="08:35" />
</ExtendedInfos>
....

```

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

**Sport Descriptions in Text.**

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

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

**Venue Names in Text.**

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



Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.  Send according to the codes for: - Referee - Video Referee - Assistant Referee (2 or 3 referees, 1 video referee and 2 assistants are expected in Team events, and 1 referee, 1 video referee and 2 assistants for Individual events)
Order	O	Numeric	Official's order (if the discipline specificity required it).

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

**Officials extended information.**

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

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

**For Individual events**

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID A competitor
Away	O	S(20) with no leading zeroes	Away Competitor ID B competitor

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

**Only for the individual events and expected only for the running/ran periods.**



Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Period</a>	Period's code Period code, usually there are 3 periods and optionally an overtime.
HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period  A competitor score up (score achieved) at the end of the @Code period. (e.g.: 4 at the end of Period-1 ('1st Period'), 11 at the end of Period-2 ('2nd Period'), ...)
AwayScore	M	Numeric #0	Overall score of the away competitor at the end of the period  B competitor score up (score achieved) at the end of the @Code period. (e.g.: 4 at the end of Period-1 ('1st Period'), 9 at the end of Period-2 ('2nd Period'), ...)
HomePeriodScore	O	Numeric #0  Or  '-'	Score of the home competitor just for this period  A competitor score up just for this period at this moment in time.  After the bout is unofficial, if a round has not been contested then send '-'.
AwayPeriodScore	O	Numeric #0  Or  '-'	Score of the away competitor just for this period  B competitor score up just for this period at this moment in time.  After the bout is unofficial, if a round has not been contested then send '-'.

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

**ExtendedPeriod information.**

Type	Code	Pos	Description
EP	LAST_TOUCH	N/A	Element Expected: Individual events. Always, after each touch.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S1 (A,B)
			<b>Description</b>
			Last Touch Indicator for this period when it is the last finished within the bout. Send 'A' or 'B' if the last touch is scored by A or B competitor. Sent for



				<p>each period in Individual events.</p> <p>Send '0' for both athletes scoring in the same time.</p>
--	--	--	--	------------------------------------------------------------------------------------------------------

**Sample (Sample for the individual events)**

```

....
<Periods>
<Period Code="P1" HomeScore="8" AwayScore="5" HomePeriodScore="8" AwayPeriodScore="5"/>
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="A" />
  </ExtendedPeriods>
<Period Code="P2" HomeScore="11" AwayScore="11" HomePeriodScore="3" AwayPeriodScore="6" />
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="B" />
  </ExtendedPeriods>
<Period Code="P3" HomeScore="15" AwayScore="13" HomePeriodScore="4" AwayPeriodScore="2" />
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="B" />
  </ExtendedPeriods>
<Period Code="OT" HomeScore="15" AwayScore="13" HomePeriodScore="-" AwayPeriodScore="-" />
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="A" />
  </ExtendedPeriods>
</Periods>
....

```

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

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

Attribute	M/O	Value	Description
Result	O	Numeric #0	Result for the particular event unit, i.e. the final score in the corresponding bout / match (in Individual / Team events respectively).  Send just in the case @ResultType is Points or IRM with points (see codes section).
IRM	O	<a href="#">SC @IRM</a>	Invalid Result Mark for the particular event unit (individual bout / team match); in the case it is assigned.  Send just in the case @ResultType is both IRM and points. (see codes section)  Send IRM if known before competition.
WLT	O	<a href="#">SC @WLT</a>	The code whether a competitor got a victory (V), a defeat



			(D) or a victory by toss (V(T)) the individual bout / team match.  Only will be informed (it is mandatory) at the end of the bout / match (in Individual / Team events respectively).
SortOrder	M	Numeric	Sort order now either start list at start or results order at end. For FE will have the values 1 (for the A competitor) and 2 (for the B competitor) for both Individual and Team events.
StartOrder	M	Numeric	The former StartOrder from the start list. Before the unit will contain the same values as the StartOrder. FE will have the values 1 (for the A competitor) and 2 (for the B competitor) for both Individual and Team events.
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either points or IRM with points for the corresponding individual bout / team match (see codes section).  Only will be informed (it is mandatory) at the end of the bout / match (in Individual / Team events respectively).

**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	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

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

**Competitors extended information.**

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFId	O	S(16)	International Federation ID



<b>Element: Result /Competitor /Coaches /Coach (1,N)</b>			
<b>Competitor's Coach</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	O	Numeric	Coach order (if more than one coach is needed).  Send 1 if just one coach, sequential number if more than one (order as they are presented on NOC entry form)
Function	O	<a href="#">CC @ResultsFunction</a>	Coach function

<b>Element: Result /Competitor /Coaches /Coach /Description (1,1)</b>			
<b>Coach extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the official
Nationality	M	<a href="#">CC @Country</a>	Coach's nationality

<b>Element: Result /Competitor /Coaches /Coach /Description /ExtendedDescription (0,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
		BC_NUM	N/A	Element Expected: When Black card granted
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Coach Warnings - Number of black cards.
		RC_NUM	N/A	Element Expected: When Red card granted
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Coach Warnings - Number of red cards.
		YC_NUM	N/A	Element Expected: When Yellow card granted
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Coach Warnings - Number of yellow cards.





<b>Element: Result /Competitor /EventUnitEntry (0,N)</b>				
<b>For team event information (only for Team events)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
EUE		COLOUR	N/A	Element Expected: As soon as it is known
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Colour</a>	Team /Athlete's colour
EUE		SEED	N/A	Element Expected: Team Event. Always, as soon as this information is known and this team has Seed Number.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##	Seed Number (for team)

**Sample (Sample for the team events)**

```
<Competitor Code="FEW401ITA01" Type="T" Organisation="ITA">
  <Description TeamName="Italy"/>
  <EventUnitEntry Type="EUE" Code="SEED" Value="3" />
....
```

<b>Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Result /Competitor /ExtendedResults /ExtendedResult (for Team events)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER		BC_NUM	N/A	Element Expected: When Black card granted
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Team Warnings - Number of black cards.
ER		BOUT	Numeric #	Pos Description: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.  Element Expected: Always, at the end of each bout within the match
<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Always, after each scored point.</b>				



	Attribute	Value	Description	
	Code	TEAM_SCORE		
	Pos	N/A	N/A	
	Value	Numeric #0	Team's cumulative score after each scored point(at match level). (for the team in the match).	
ER		RC_NUM	N/A	Element Expected: When Red card granted
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Team Warnings - Number of red cards.
ER		YC_NUM	N/A	Element Expected: When Yellow card granted
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Team Warnings - Number of yellow cards

Sample (Sample for the team events)



```

....
<Result ResultType="POINTS" Result="45" SortOrder="1" WLT="W" StartOrder="1" StartSortOrder="1">
  <Competitor Code="FEW401ITA01" Type="T" Organisation="ITA">
    <Description TeamName="Italy"/>
    <EventUnitEntry Type="EUE" Code="SEED" Value="3" />
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="BOUT" Pos="1">
        <Extensions>
          <Extension Code="TEAM_SCORE" Value="5" />
        </Extensions>
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="BOUT" Pos="2">
        <Extensions>
          <Extension Code="TEAM_SCORE" Value="10" />
        </Extensions>
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="BOUT" Pos="9">
        <Extensions>
          <Extension Code="TEAM_SCORE" Value="45" />
        </Extensions>
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="YC_NUM" Value="2" />
      <ExtendedResult Type="ER" Code="RC_NUM" Value="0" />
      <ExtendedResult Type="ER" Code="BC_NUM" Value="0" />
    </ExtendedResults>
  </Competitor>
</Result>
....

```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation



BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

<b>Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)</b>				
<b>Result /Competitor /Composition /Athlete /EventUnitEntry (for all events -Individual and Team- in the case of Team events, team members'detailed information when apply).</b>				
Type	Code	Pos	Description	
EUE	SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number (just for Individual events).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##	Seed Number (for athlete)
EUE	SEQ_NUMBER	N/A	Element Expected: Always, as soon as this information is known (just for Team events).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	N(1) 9	Sequence Number (for a team member), from 1 to 6 (three for each one of the competing teams in a match).
EUE	SUBSTITUTE	N/A	Element Expected: Always, as soon as this information is known (just for Team events).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Flag that indicates when the team member is a substitute (alternative). Send 'Y' if the competitor (as a team member) is a substitute.

**Sample (Sample for the individual events)**

```

....
<Composition>
  <Athlete Code="1092084" Order="1">
    <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="SUI"
    BirthDate="1996-12-12" />
    <EventUnitEntry Type="EUE" Code="SEED" Value="1" />
  </Athlete>
</Composition>
....

```

**Sample (Sample for the team events)**



```

.....
<Composition>
  <Athlete Code="1092091" Order="3">
    <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="SUI"
    BirthDate="1996-12-12" />
    <EventUnitEntry Type="EUE" Code="SUBSTITUTE" Value="Y"/>
    <EventUnitEntry Type="EUE" Code="SEQ_NUMBER" Value="6" />
  </Athlete>
</Composition>
.....

```

**Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)**  
**Team member or individual athlete's extended result.**  
**For all events -Individual and Team-; detailed results for individuals or team members respectively.**

Type	Code	Pos	Description
ER	BC_NUM	N/A	Element Expected: Just for Individual events When Black card granted
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0
	<b>Description</b>	Warnings and penalties - Number of black cards.	
ER	BOUT	Numeric #	Pos Description: The number that identifies the Bout number (within the match, as in ExtendedInfos), in which it fights as a team member. There will be three bouts for each team member. (not considering substitutes)  Element Expected: Just for Team events Send only for the ran/running bouts
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #
	<b>Description</b>		
	Cumulative score achieved by the team due to this bout's result.		
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Just for Team events (for any team member in case of black card warning)</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	BC	
	Pos	N/A	N/A
	Value	S(1)	Black Card indicator.



		Send 'Y' when this team member has received a Black Card in this bout.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Just for Team events (for any team member)</b>		
Attribute	Value	Description
Code	IRM	
Pos	N/A	N/A
Value	<a href="#">SC @IRM</a>	Send the IRM granted in the related bout.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Just for Team events</b>		
<b>Send only for the ran/running bouts</b>		
Attribute	Value	Description
Code	SCORE	
Pos	N/A	N/A
Value	Numeric #0	Send the team member Score (number of touches) at this bout. Not cumulative.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Just for Team events. When changes</b>		
<b>Send after each bout.</b>		
Attribute	Value	Description
Code	WINNER	
Pos	N/A	N/A
Value	Y	Winner indicator for each bout (within the match). Send 'Y' if the team member wins the bout (within the match)



ER		MEMBER_SCORE_CUMU	N/A	Element Expected: Just for Team events (at the end of each bout within the match)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the team member Score (touches) achieved within the match. It's the cumulative score of three bouts in which it fights as a team member.
ER		RC_NUM	N/A	Element Expected: Just for Individual events When Red card granted
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Warnings and penalties - Number of red cards.
ER		YC_NUM	N/A	Element Expected: Just for Individual events When Yellow card granted
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Warnings and penalties - Number of yellow cards.

**Sample (Sample for the individual events)**

```

.....
<ExtendedResults>
  <ExtendedResult Type="ER" Code="YC_NUM" Value="0" />
  <ExtendedResult Type="ER" Code="RC_NUM" Value="0" />
  <ExtendedResult Type="ER" Code="BC_NUM" Value="0" />
</ExtendedResults>
.....

```

**Sample (Sample for the team events)**



```
....  
<ExtendedResults>  
  <ExtendedResult Type="ER" Code="BOUT" Pos="2">  
    <Extensions>  
      <Extension Code="SCORE" Value="5" />  
      <Extension Code="WINNER" Value="Y" />  
    </Extensions>  
  </ExtendedResult>  
  <ExtendedResult Type="ER" Code="BOUT" Pos="4">  
    <Extensions>  
      <Extension Code="SCORE" Value="5" />  
      <Extension Code="WINNER" Value="Y" />  
    </Extensions>  
  </ExtendedResult>  
</ExtendedResults>  
....
```

#### 2.2.4.6 Message Sort

Sort by Result @SortOrder





## 2.2.5 Play by Play

### 2.2.5.1 Description

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

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

Only applies to individual event.

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	Not used in FE	Not used in FE
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.



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

### 2.2.5.3 Trigger and Frequency

This message is sent:

\* After every change in score

### 2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (1,1)</a>							
	Code						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				



### 2.2.5.5 Message Values

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

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



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

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

**Venue Names in Text.**

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

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

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID Competitor A
Away	O	S(20) with no leading zeroes	Away Competitor . Competitor B

**Element: UnitActions /UnitAction (1,N)**

Type	Code	Pos	Description
UAC	SC @Period	Numeric #0	Code Description: Send one period code  Pos Description: Unique sequential number for all the score changes, from 1 to n (from the first score to the last one).  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	ScoreH	O	Numeric #0
			<b>Description</b>
			Competitor A score in the match Send if there is a score change for either competitor



ScoreA	O	Numeric #0	Competitor B score in the match Send if there is a score change for either competitor
--------	---	---------------	------------------------------------------------------------------------------------------

**Element: UnitActions /UnitAction /Competitor (0,N)**

**Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitors' organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID ( individual athlete or team member) related to the action

**Element: UnitActions /UnitAction /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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

### 2.2.5.6 Message Sort

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



## 2.2.6 Brackets

### 2.2.6.1 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.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

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



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

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

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

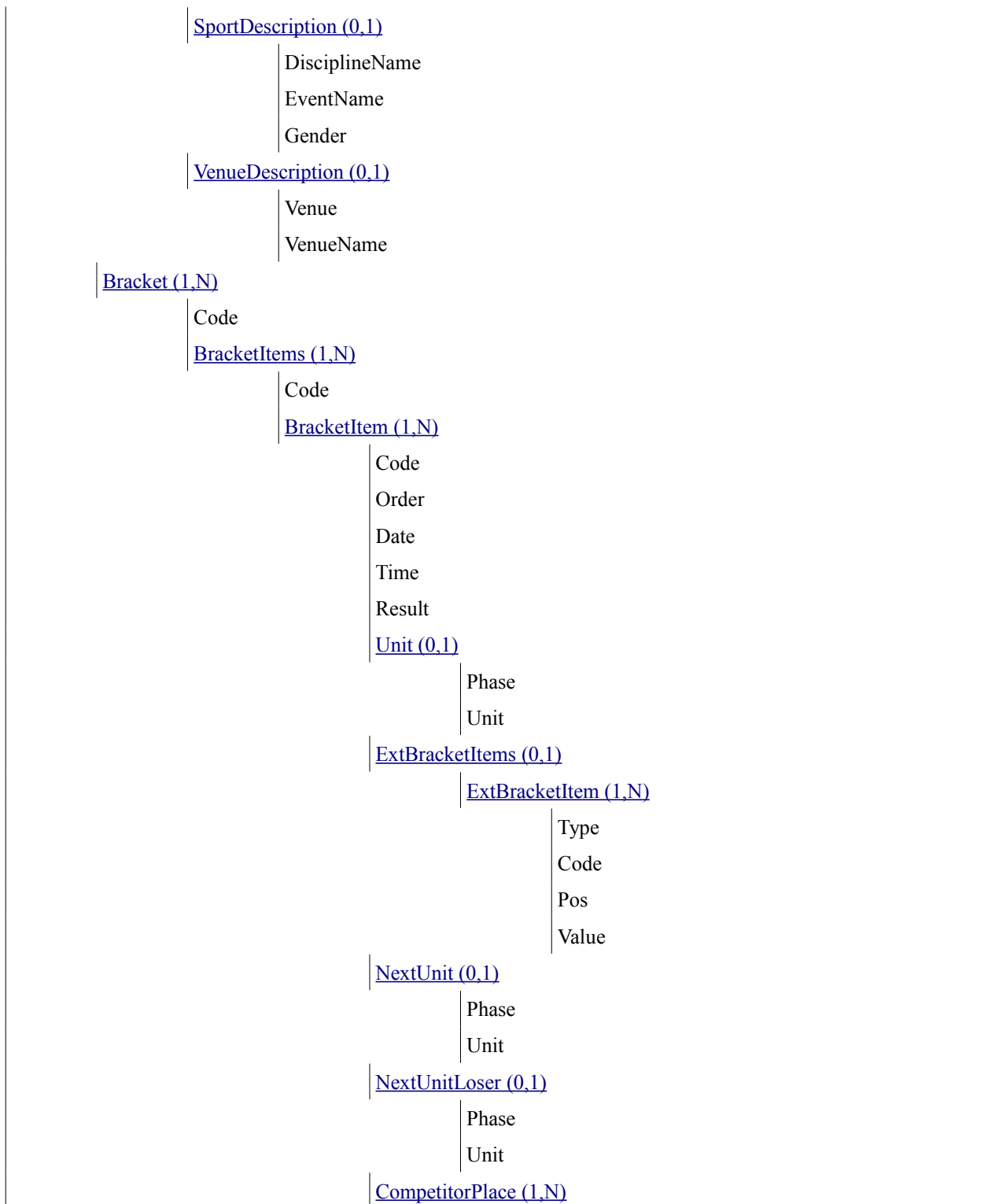
- \* Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- \* Send with ResultStatus = 'UNCONFIRMED' when the last event unit for an event (Gold Medal match) has Unconfirmed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

Trigger also after any change.

### 2.2.6.4 Message Structure

The following table defines the structure of the message.

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







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



	Gender
	Organisation
	BirthDate
	IFId
	<a href="#">ExtBracketAths (0,1)</a>
	<a href="#">ExtBracketAth (1,N)</a>
	Type
	Code
	Pos
	Value

### 2.2.6.5 Message Values

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

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

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

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



			classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played)
--	--	--	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase  It is referred to the phase of event. It will be sent Table of 64, ..., quarterfinals, semi-finals or finals phase (e.g.: R64 Table of 64-only for individuals-' QFL Quarterfinals')

Element: Bracket /BracketItems /BracketItem (1,N)			
Included for individual and team events			
Attribute	M/O	Value	Description
Code	M	Numeric #0	Bracket code to identify a bracket item. It will contain the Bout number for Individual events and the Match number for Team events.
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 (separator & order, example 5-2). Must include if the data is available and the match is complete. In case of the Toss to be sent (for example): V(T) 14 - 14. Could include also the IRM information (for example: 5-2 (DSQ))

Element: Bracket /BracketItems /BracketItem /Unit (0,1)			
Unit related to the BracketItem.			
Competition /Bracket /BracketItems /BracketItem /Unit (included for individual and team events)			
Attribute	M/O	Value	Description



Phase	M	<a href="#">CC @Phase</a>	Phase code for the bracket item
Unit	O	<a href="#">CC @Unit</a>	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	LOCATION	N/A	Element Expected: Send it always.
Attribute	M/O	Value	Description
Value	M	<a href="#">CC @Location</a>	Location Code

**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.

**For Individual events:** Should be informed in the case of Table of 64, Table of 32, Table of 16, Quarterfinals and Semi-finals.

**For Team events:** Should be informed in the case of Table of 16, Quarterfinals, Semi-finals and Classifications for the places 5-12 (of Table of 16 and Quarterfinals).

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

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

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

**For Individual events:** Should be informed just in the case of the Semi-finals.

**For Team events:** Should be informed just in the case of the Table of 16 (for Classification 9-12), Quarterfinals (for Classification 5-8) and Semi-finals.

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

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



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

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	<a href="#">SC</a> <a href="#">@CompetitorPlace</a>	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor.  It will be sent when there is no competitor for this bracket item (BYE) or when it is not known yet (TBD).
WLT	O	S(1)	Indicates the winner (W) or loser (L) of the bracket item. Always send when known

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)**  
**Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces / ExtCompPlace (it should be included when the competitor is not yet known for all events -Individual and Team-)**

Type	Code	Pos	Description	
ECP	DRAW	N/A	Element Expected: Just for 'Table of 64' in Individual events and 'Table of 16' in Team events, and when there is no competitor in this place (when the CompetitorPlace @Code is BYE)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##	Send the Draw Number for the competitor in this bracket item. Is a number between 1 to 16 used in 'Table of 16' for Team events (depending on the number of teams competing), and between 1 to 64 used in 'Table of 64' for Individual events

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)**  
 related to the CompetitorPlace@Pos competitor of the current bracket item. Always informed except for the items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph.Ind: send in case of the Final (Gold and Bronze Medal Match), Semi-finals, Quarterfinals, Table of 16 and 32. Team: should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Match), Semi-finals, Quarterfinals and Classifications for the places 5 to 12.

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



Phase	O	<a href="#">CC @Phase</a>	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	<a href="#">CC @Unit</a>	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Seed	O	S(10)	The seed of the competitor or equivalent information.  In the first phase in each event (T64 individual, T16 for Team) the draw number / seed must be included.
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)**  
**Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (included for individual and team events)**

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

**Sample (Sample)**



```

....
<Bracket Code="FNL">
  <BracketItems Code="R16">
    <BracketItem Code="01" Order="1">
      <Unit Phase="4" Unit="01" />
      <NextUnit Phase="3" Unit="01" />
      <CompetitorPlace Pos="1">
        <Competitor Code="FEW401ITA01" Type="T" Seed="1" Organisation="ITA">
          <Description TeamName="Italy"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Code="BYE" Pos="2">
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="DRAW" Value="16" />
        </ExtCompPlaces>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL">
....

```

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

**CompetitorPlace @Pos** team competitor's extended bracket information, according to competitors' rules.

**Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp** (it should be included only when the competitor is known in the case of Team events)

Type	Code	Pos	Description
EBC	IRM	N/A	Element Expected: Just when available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	<a href="#">SC @IRM</a>	Invalid Result Mark for the particular event unit (team match); in the case it is assigned.  Send IRM if known before competition.

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

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

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete**



<b>/Description (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)</b>				
<b>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.</b>				
<b>Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (it should be included only when the competitor is known in the case of Individual events)</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
EBA	IRM	N/A	Element Expected: Just when available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @IRM</a>	Invalid Result Mark for the particular event unit (individual bout); in the case it is assigned.  Send IRM if known before competition.

### 2.2.6.6 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.





## 2.2.7 Event Final Ranking

### 2.2.7.1 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.

### 2.2.7.2 Header Values

The following table describes the message header attributes.

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



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

### 2.2.7.3 Trigger and Frequency

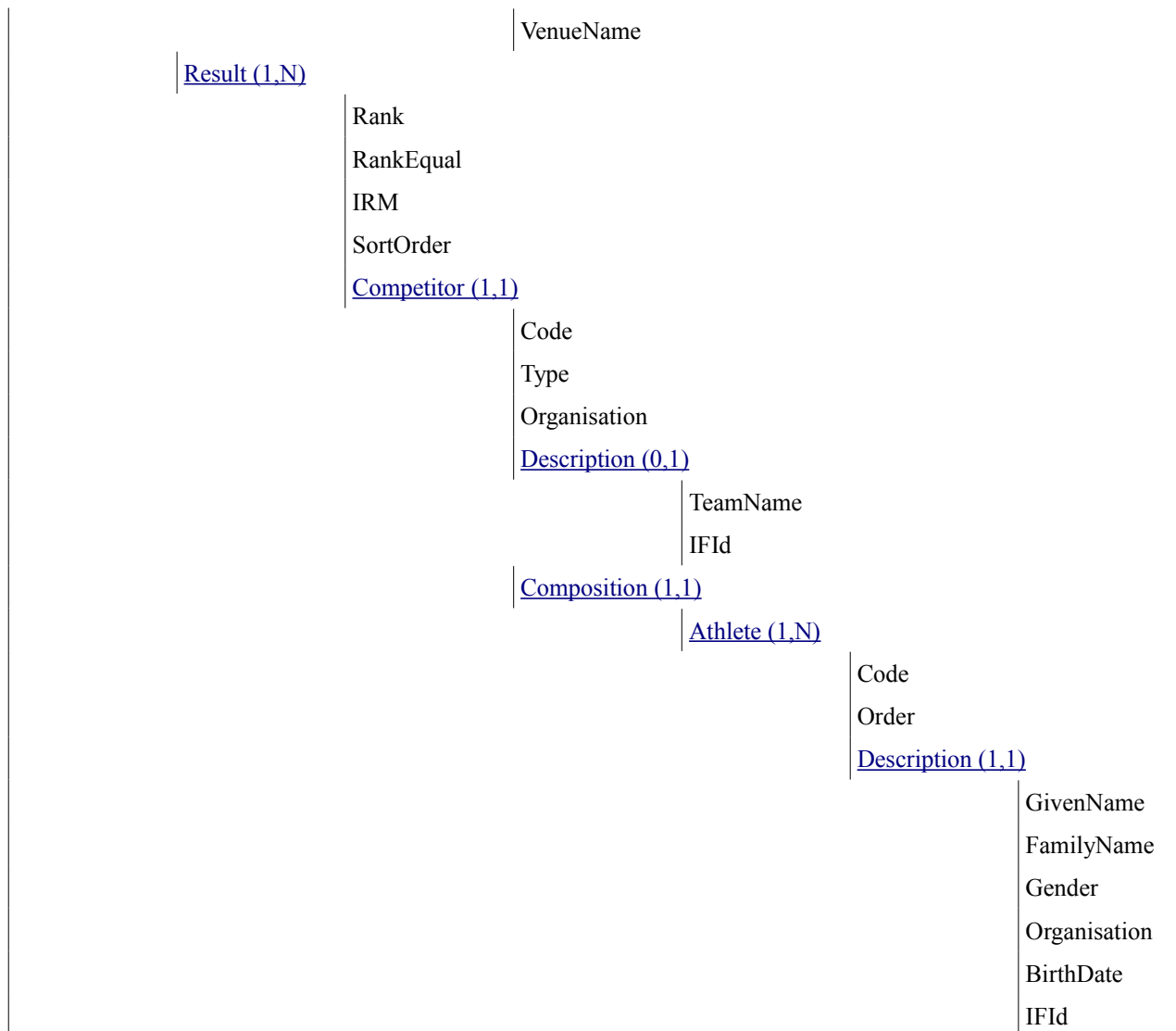
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

- \* After each phase with ResultStatus PARTIAL
- \* After each event
- \* Trigger also after any major change.

### 2.2.7.4 Message Structure

The following table defines the structure of the message.

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



### 2.2.7.5 Message Values

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

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description



EI		AFTER_PHASE	N/A	Element Expected: Always, after each phase (except for Final phase)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Phase</a>	Ranking after this phase of event. This indicates the phase after which the classification corresponds.  In this case, the possible values for phases are: 6 - Table of 64 5 - Table of 32 4 - Table of 16 3 - Quarterfinals 2 - Semi-finals

**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	<a href="#">CC @Unit</a>	Gender code for the event unit. Must be included if it is a single gender

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

**Venue Names in text**

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

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

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event. It is optional because the fencer could get an invalid rank mark.
RankEqual	O	Y	Send 'Y' if the Rank is equalled.



IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event's phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified/excluded fencers.

**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	Competitor's ID.
Type	M	T,A	T for team A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitors's organisation if known

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

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

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

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

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



			the data is available
IFId	O	S(16)	International Federation ID

**Sample (Sample)**

```

....
<ExtendedInfos>
  <ExtendedInfo Type="EI" Code="AFTER_PHASE" Value="4" />
....
</ExtendedInfos>
<Result Rank="17" SortOrder="17">
  <Competitor Code="1135661" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="1135661" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1996-12-06" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....

```

**2.2.7.6 Message Sort**

Sort by Result @SortOrder



## 2.2.8 Configuration

### 2.2.8.1 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="").

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	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 code.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.8.3 Trigger and Frequency

- \* 1 day before the start of competition for each event
- \* when the unit is rescheduled to another session (if applies)
- \* 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.

### 2.2.8.4 Message Structure

The following table defines the structure of the message.

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





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

### 2.2.8.5 Message Values

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

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit.
Event	M	<a href="#">CC @Event</a>	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit.  There are the following event codes for: -Discipline group: (100) for Individual (400) for Team
Phase	O	<a href="#">CC @Phase</a>	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.  -Session phase (for Discipline groups events): (Z) Sessions
Unit	O	<a href="#">CC @Unit</a>	Unit code of the RSC. Include if information is by Event Unit. Otherwise, do not include.  It should be informed just in the case that the information is by Event Unit.  Only code Session start date will be applied for sessions phase (@Phase='Z'). In this case, the event unit will be SS, the session number for each discipline group that the data contained in the message refers to. Values could be from '01' to the last session number of this discipline group (e.g.: from '01' to '12' for Individual events).

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	



EC		BRACKET_SIZE (Send by event)	N/A	Element Expected: Send by event, one time at the beginning of the games.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @BracketItems</a>	Send the code for the first phase of the event
EC		SESSION (Send by Event Unit-session)	Numeric #0	Pos Description: Send the session number that comes in Common Codes' event unit names for sessions for the related day.  It could be from 1...18  Element Expected: Send by Event Unit per session, always that the information is available.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: Send for each match in the session</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	UNIT		
	Pos	N/A	N/A	
	Value	S(9)	Send the full RSC of the EventUnit (for example FEM102101)	

**Sample (Sample at the event level)**

```

.....
<Configs>
<Config Gender="W" Event="402">
  <ExtendedConfig Type="EC" Code="Bracket" Value="R64" />
</Config>
.....
</Configs>
.....

```

**Sample (Sample at the session level)**



```
....  
<Configs>  
<Config Gender="0" Event="100" Phase="Z" Unit="05">  
  <ExtendedConfig Type="EC" Code="SESSION" Pos="1" />  
  <ExtendedConfigItem Code="UNIT" Value="FEM101542">  
  <ExtendedConfigItem Code="UNIT" Value="FEM101543">  
  <ExtendedConfigItem Code="UNIT" Value="FEM101544">  
....  
</ExtendedConfig>  
</Config>  
</Configs>  
....
```

### 2.2.8.6 Message Sort

There is no general message sorting rule.



### 3 Document Control

Version history		
Version	Date	Comments
v0.9	23 February 2014	Draft version
v1.0	28 March 2014	SFR
v1.1	2 May 2014	SFA version IDM points applied
v1.2	28 August 2014	SFA version updated due to the PT0 meeting
v1.3	19 September 2014	Small update due to defect
v1.4	14 November 2014	Small update due to defect
v1.5	12 February 2015	Approved version
v1.6	14 May 2015	CR4785 applied.
v1.7	6 August 2015	Minor corrections
v2.0	01 October 2015	Changes applied after the UVT
v2.1	5 Nov 2015	Small update due to defects
v2.2	18 December 2015	small add in the dt_brackets message
v2.3	05 February 2016	CR applied
v2.4	24 March 2016	CR and defect applied

#### File Reference: ODF/INT160- R-SOG-2016-v2.4 APP (FE)

Change Log		
Version	Status	Changes on version
v0.9	DRAFT	First ODF2 version
v1.0	SFR	SFR ODF version
v1.1	SFA	<ul style="list-style-type: none"> <li>* Small correction regarding the elements' order in the chapters 2.1.3.4 and 2.1.3.5</li> <li>* Bib removed from DT_PARTIC message</li> <li>* Bib removed from the DT_RESULT message</li> <li>* New definitions provided for the StartOrder and SortOrder attributes from the Result message.</li> </ul>



		<ul style="list-style-type: none"> <li>* New definition provided for SESSION value in DT_RESULT and DT_CONFIG messages.</li> <li>* Trigger updated for the DT_RESULT message, Toss option</li> <li>* Remove the Captain attribute from the DT_RESULT message, EventUnitEntry element</li> <li>* Update the header of the Result /Competitor /Composition /Athlete /EventUnitEntry element's table</li> <li>* Comments updated for the IRM attribute: 'Send just it has an IRM' from the DT_RANKING message.</li> <li>* Update the definition of the attribute AFTER_PHASE from the DT_RANKING message. Remove the reference to '1 - Finals'</li> <li>* Definition updated for the BracketItem Code attribute.</li> <li>* DT_BRACKETS: new example added for the Toss result in Result attribute: '14 V(T) - 14'</li> <li>* DT_BRACKETS: trigger updated for the Location attribute to 'Send it always'.</li> <li>* In the Bracket Code attribute removed the comment 'It should be always a bracket of finals.' The codes for CC @Bracket include Finals, Bronze, 5-8 and 7-8.</li> <li>* Remove the attribute FED_RANKING_DATE.</li> <li>* The codes of the CC @WLT should be: V(T) - Victory by toss, V - Victory and D - Defeat</li> <li>* New attribute LAST_TOUCH added in Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod.</li> <li>* New attribute SEQ_NUMBER added in the Result /Competitor /Composition /Athlete /EventUnitEntry element</li> </ul>
v1.2	SFA	<ul style="list-style-type: none"> <li>* More explanation added for the Last_COMP attribute</li> <li>* New attribute added in the dt_config message: BRACKET to be sent for each event with the bracket format to be used.</li> <li>* BLACK_NUM changed to BC_NUM</li> <li>* In DT_PARTIC: Birthdate should have the format YYYY-MM-DD.</li> <li>* In the Participant /Discipline /RegisteredEvent /EventEntry element, the RANK should be S(3) instead of numeric</li> <li>* Update the definition of the Substitute code: send only Y for the substitute athlete. The value should be Y always.</li> <li>* Add the element coach/ExtendedDescription with the codes: YC_NUM, RC_NUM, BC_NUM of the coach</li> <li>* New trigger for the TOSS code. Not expected after the point marked in the OT period.</li> <li>* Update the definition of the BOUT/IRM (DT_RESULT) attribute: not only DSQ. information to be received for each IRM assigned</li> <li>* Session codes (DT_CONFIG) definition updated.</li> <li>* YC_NUM, RC_NUM, BC_NUM expected only when there is a warning/penalty card granted</li> <li>* DT_BRACKETS: include the element Unit</li> <li>* More information added in the definition of the Periods codes (DT_RESULT).</li> <li>* LAST_COMP requested only for the LIVE messages.</li> <li>* Definition update for the LAST_COMP and LAST_TOUCH value: should be 0 for the both athletes scoring a point</li> <li>* DT_RESULT: include the element Competitor/Description</li> <li>* Update the trigger of the Bout codes from the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element. The code Bout expected for the running/ran bout.</li> <li>* Bout/Winner expected only at the end of the bout indicating the winner.</li> <li>* DT_BRACKETS: add the element Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description</li> </ul>
v1.3	SFA	<ul style="list-style-type: none"> <li>* Defect 108858 applied: entry 'RANK' renamed to 'RANK_WLD'</li> </ul>



v1.4	SFA	* Defect 108967 applied: the message DT_CONFIG updated. Triggering updated. * Small update in the dt_brackets message: add the code WLT in the CompetitorPlace element. * Defect 110006 applied: trigger updated for some codes.
v1.5	APP	Approved version
v1.6	APP	CR4785: document regenerated with the new updates of the dt_schedule message. Update unit_no=>unitNum,EstimatedStart/End=>HideStart/End, EstimatedStartExt=>StartText. Delete SessionType.
v1.7	APP	-DT_MEDALLISTS message was missing by mistake in the Applicable messages section
v2.0	APP	CR8057: add new code "Colour" in the dt_result - Result /Competitor/EventUnitEntry element.  CR8056: add more information regarding the TOSS code  CR8096: include the IRM in the bracket's final result as 15-10(DSQ).  CR8061: new trigger requested for the Result /Competitor /ExtendedResults /ExtendedResult /Extension/@TEAM_SCORE (after each scored point).
v2.1	APP	DT_SCHEDULE: Clarification for the DateTime attribute in case of HideStartDate="Y"  Defect 120308 applied: small correction in the Play by Play, Event Unit Start List and Results - Home and Away definition.No Omega impact
v2.2	APP	main attributes added in the dt_brackets/PreviousUnit. no omega impact, the message is already containing the information.
v2.3	APP	CR9406: Add new entry extension for IF Licence. The Participant /Discipline/@IFId will be defined as IF id. The new entry LICENCE will be defined as 'International Fencing Federation (FIE) licence number'.
v2.4	APP	CR 9717: add new ExtendedInfos/@Overtime to indicate the Overtime situation Defect 127003: Victory by toss displayed as V(T) 12-12 (for example) in the dt_brackets message