INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Judo Data Dictionary
Rio 2016 – Games of the XXXI Olympiad

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1 Introduction

1.1 This document

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

1.2 Objective

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

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

2 Messages

2.1 Applicable Messages

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

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	

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

		message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.1.3 Trigger and Frequency

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

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

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

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
Competition (1,1)								
	Code							
	Unit (0,N)							
		Code						
		PhaseType						
		UnitNum						
		ScheduleStatus						
		StartDate						
		HideStartDate						

- EndDate
- HideEndDate
- ActualStartDate
- ActualEndDate
- Order
- Medal
- Venue
- Location
- SessionCode
- ModificationIndicator
- StartText (0,N)
  - Language
  - Value
- ItemName (1,N)
  - Language
  - Value
- VenueDescription (1,1)
  - VenueName
  - LocationName
- StartList (0,1)
  - Start (1,N)
    - StartOrder
    - SortOrder
    - Competitor (1,1)
      - Code
      - Type
      - Organisation
      - Description (0,1)
        - TeamName
        - IFId
      - Composition (0,1)
        - Athlete (1,N)
          - Code

		Order	
		Description (1,1)	
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFId

2.2.1.5 Message Values

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

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	Numeric ###	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	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)	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. 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'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is an estimation. Do not send if EndDate scheduled end time is not an estimation. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is only considered if HideStartDate = 'Y'. Starts at 1 in each session each day.
Medal	O	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	O	CC @VenueCode	Venue where the unit takes place
Location	M	CC @Location	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.

SessionCode	O	S(5)	Code of the session which contains this event unit. Usually in the format GDD00 where G is the Games (Olympic/Paralympic) DD is the discipline and 00 is the session number within the discipline. For example OAR02 for the second session in Olympic Archery.
ModificationIndicator	O	N, U	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	CC @Language	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

Element: Competition /Unit /ItemName (1,N)			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. For non-competition schedules (where the item description is not in common codes) then add the description.

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

VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

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

StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)

Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

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

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

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)

Attribute	M/O	Value	Description
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	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

2.2.1.6 Message Sort

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

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

2.2.2.1 Description

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

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

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition

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

2.2.2.3 Trigger and Frequency

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

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

2.2.2.4 Message Structure

The following table defines the structure of the message.

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

DisciplineEntry (0,N)
Code
Type
Pos
Value
RegisteredEvent (0,N)
Gender
Event
EventEntry (0,N)
Code
Type
Pos
Value
OfficialFunction (0,N)
FunctionId

2.2.2.5 Message Values

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

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However,

			this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this

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

Element: Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	M	S(16)	IJF unique judoka identification (Competitor's federation number for the discipline).Include if the discipline assigns international federation codes to athletes).

Element: Participant /Discipline /DisciplineEntry (0,N) **Send if there is specific discipline information.**				
Type		**Code**	**Pos**	**Description**
ENTRY		BIB	N/A	Description of @Pos: N/A Element's Expected: As soon as it is known (only will be sent in the update message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Official's bib

Element: Participant /Discipline /RegisteredEvent (0,N) **All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.**			
Attribute	**M/O**	**Value**	**Description**
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**			
Type	**Code**	**Pos**	**Description**
ENTRY	QUAL_TYPE	N/A	Description of @Pos: N/A Element's Expected: As soon as it is known (it can be sent in

				both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualifiyingType	Type of qualification.
ENTRY		RANK_WLD	N/A	Description of @Pos: N/A Element's Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	World Ranking
ENTRY		RESULT_BEST	N/A	Description of @Pos: N/A Element's Expected: Send just if it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(30)	Best achievement prior to the Olympic.

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

2.2.2.6 Message Sort

The message is sorted by Participant @Code

2.2.3 Event Unit Start List and Results

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	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 JU	Not used in JU
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL 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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	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. The Start List is considered to be changed if any of the following changes: * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> Changing descriptions is not considered a start list change.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

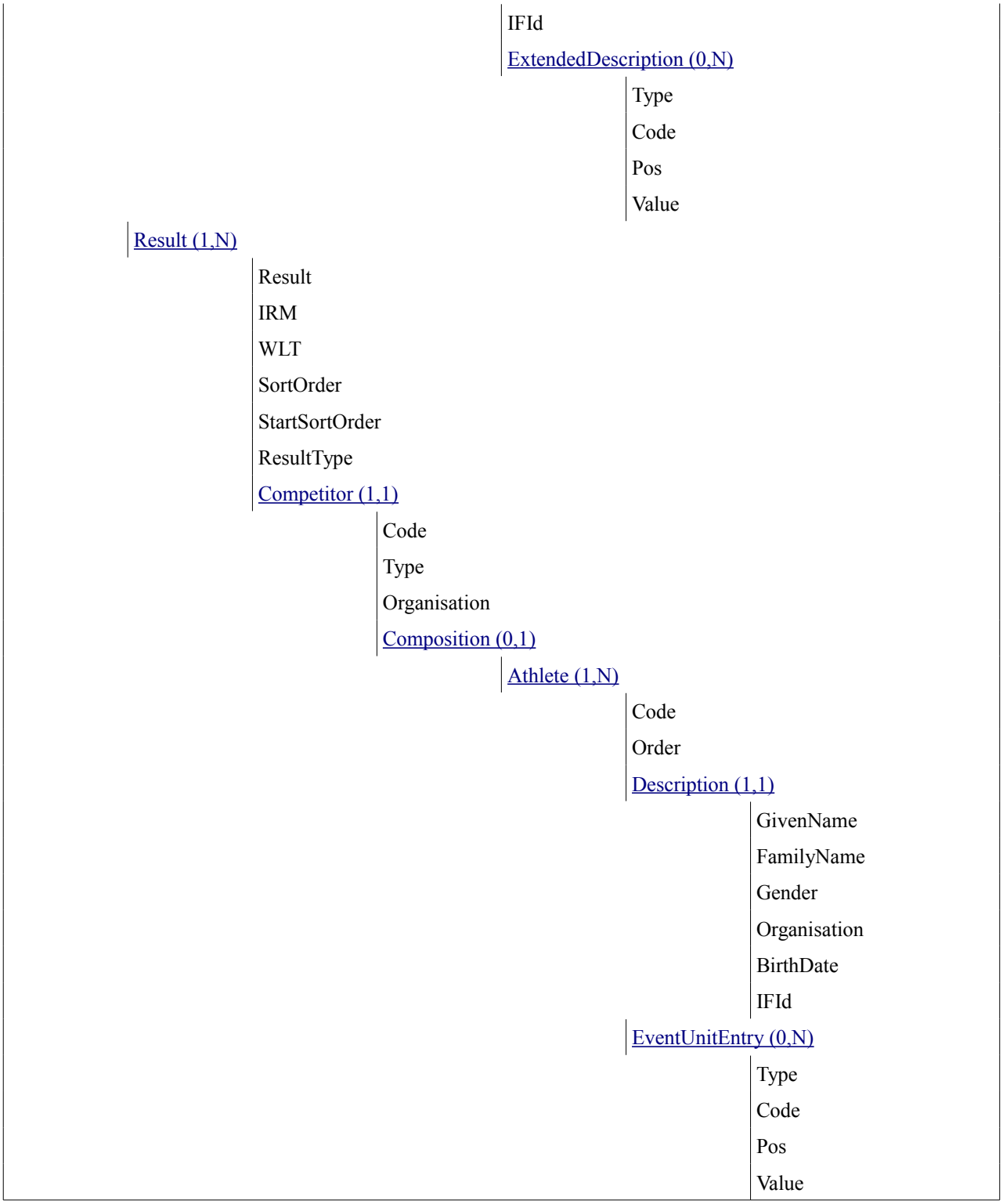
2.2.3.3 Trigger and Frequency

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

2.2.3.4 Message Structure

The following table defines the structure of the message.

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


IFId
ExtendedDescription (0,N)
Type
Code
Pos
Value
Result (1,N)
Result
IRM
WLT
SortOrder
StartSortOrder
ResultType
Competitor (1,1)
Code
Type
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
EventUnitEntry (0,N)
Type
Code
Pos
Value

				ExtendedResults (0,1)	
					ExtendedResult (1,N)
					Type
					Code
					Pos
					Value

2.2.3.5 Message Values

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

Element: ExtendedInfos /UnitDateTime (0,1) Scheduled start date and time. (where available update with actual start time) Actual start -and/or end- dates and times.			
Attribute	**M/O**	**Value**	**Description**
StartDate	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**
UI		DURATION	Numeric 0	Description of @Pos: Send 1 for the Regular time Send 2 for Golden Score time Element's Expected: At end of the match only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Send the Contest Time
UI		GOLD_SCORE	N/A	Description of @Pos: N/A Element's Expected: As appropriate

	Attribute	M/O	Value	Description
	Value	M	S(1)	Gold Score flag Send Y If in Golden Score.
UI		RES_CODE	N/A	Description of @Pos: N/A Element's Expected: As appropriate
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ResultCode	Decision for how the contest was won. If it is a gold score send the result after that.
UI		TECH_CODE	N/A	Description of @Pos: N/A Element's Expected: As appropriate
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Technique	Send the Winning Technique's Code. If in Golden Score send the result after that.
UI		TECH_DESCRIPTION	N/A	Description of @Pos: N/A Element's Expected: As appropriate
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send the Winning Technique Description Use the description column from CC @Technique. If in Golden Score send the result after that
UI		UNIT_NUM	N/A	Description of @Pos: N/A Element's Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Contest number.

Sample (Sample)

```
<ExtendedInfos>
        <UnitDateTime StartDate="2012-08-03T16:10:00+01:00" />
        <ExtendedInfo Type="UI" Code="DURATION" Pos="1" Value="5:00" />
        <ExtendedInfo Type="UI" Code="SCORE" Value="WAZ" />
        <ExtendedInfo Type="UI" Code="TECH_CODE" Value="P29" />
        <ExtendedInfo Type="UI" Code="TECH_DESCRIPTION" Value="Non-Combativity" />
....
</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	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Official's order (if the discipline specificity required it). Send by order for each official in each function, example: 1 for Referee

			2 for Judge 1 3 for Judge 2

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

Officials extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

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

Type	Code	Pos	Description
ED	BIB	N/A	Description of @Pos: N/A Element's Expected: Always

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Referee Bib

Sample (Sample)

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

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	String	The result of the competitor in the event unit. Indicates the score of the competitor and if they committed penalties. This can be sent in Golden Score as applicable. the format should follow ORIS. Ex. 101s1
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. IRM of the competitor for the particular event unit. (see codes section) Send if DNS before competition also.
WLT	O	SC @WLT	The code whether a competitor won, lost or tied the contest.
SortOrder	M	Numeric	Used to sort all the results of an event unit. This attribute is a sequential number with the order of the competitor. Send 1 for White competitor and 2 for Blue competitor
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Send 1 for White competitor and 2 for Blue competitor
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM for the corresponding event unit.

Element: Result /Competitor (1,1) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
Type	M	A	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Athlete's ID.

		zeroes	
Order	M	Numeric	Order attribute used to sort. Send 1 if Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1) **Athletes extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		BODYWEIGHT	N/A	Description of @Pos: N/A Element's Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Bodyweight value
EUE		COLOUR	N/A	Description of @Pos: N/A Element's Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Colour	Athlete's colour
EUE		RANK_WLD	N/A	Description of @Pos: N/A Element's Expected: Send just if it is available
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(3)	World Ranking
EUE		RESULT_BEST	N/A	Description of @Pos: N/A Element's Expected: Send just if it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(30)	Best achievement prior to the Olympic. Same information like the one provided in the dt_partic message.

Sample (Sample)

```
....
<Result ResultType="POINTS" Result="101s1" WLT="W" SortOrder="1" StartOrder="1" StartSortOrder="1">
        <Competitor Code="1102342" Type="A" Organisation="SUI" Bib="1728">
                <Composition>
                        <Athlete Code="1102342" Bib="1728" Order="1">
                                <Description GivenName="Jon" FamilyName="Smits" Gender="M"
Organisation="SUI" BirthDate="1994-12-15" />
                                <EventUnitEntry Type="EUE" Code="COLOUR" Value="WHITE" />
                                <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="105.7" />
                                <EventUnitEntry Type="EUE" Code="RESULT_BEST" Value="2008 Olympic
Games 3rd" />
                                <EventUnitEntry Type="EUE" Code="RANK_WLD" Value="7" />
....
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member or individual athlete's extended result.**				
Type		**Code**	**Pos**	**Description**
ER		OUTCOME	N/A	Description of @Pos: N/A Element's Expected: Send just if it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Progression of the athlete in the competition
ER		y Where y = CC @PenaltyType	Numeric 0	Description of @code: Send the code for each type of penalty (see codes section) Description of @Pos: Send 1 for Regular time

				Send 2 for Golden Score time Element's Expected: Sent only when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #	Number of penalties obtained by competitor during the contest for given CC @PenaltyType. Send value 0 and PenaltyType ='S' when there are no penalties for this competitor. This values should be send when the match started.
ER		z Where z = CC @PointsType	Numeric 0	Description of @code: Send the code for each CC @PointsType (see codes section) Description of @Pos: Send 1 for Regular time Send 2 for Golden Score time Element's Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of scores obtained by competitor during contest for given CC @PointsType Should be 0 for those PointsType without scoring. These values should be sent when the match started.

Sample (Sample)

```
....
<Result ResultType="POINTS" Result="110s1" WLT="W" SortOrder="1" StartOrder="1" StartSortOrder="1">
 <Competitor Code="1102342" Type="A" Organisation="SUI" Bib="1728">
   <Composition>
        <Athlete Code="1102342" Bib="1728" Order="1">
            <Description GivenName="Jon" FamilyName="Smits" Gender="M" Organisation="SUI"
BirthDate="1994-12-15" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="WHITE" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="105.7" />
        <ExtendedResults>
                <ExtendedResult Type="ER" Code="S4" Pos="1" Value="1"/>
                <ExtendedResult Type="ER" Code="IPP" Pos="1" Value="1" />
                <ExtendedResult Type="ER" Code="WAZ" Pos="1" Value="1" />
                <ExtendedResult Type="ER" Code="YUK" Pos="1" Value="0" />
                <ExtendedResult Type="ER" Code="OUTCOME" Value="RINER Ted (FRA) is ranked 1st" />
        </ExtendedResults>
....
Or
        <ExtendedResults>
                <ExtendedResult Type="ER" Code="S" Pos="1" Value="0"/>
                <ExtendedResult Type="ER" Code="IPP" Pos="1" Value="0" />
                <ExtendedResult Type="ER" Code="WAZ" Pos="1" Value="1" />
                <ExtendedResult Type="ER" Code="YUK" Pos="1" Value="0" />
                <ExtendedResult Type="ER" Code="OUTCOME" Value="RINER Ted (FRA) is ranked 1st" />
        </ExtendedResults>
```

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Play by Play

2.2.4.1 Description

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	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 JU	Not used in JU
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	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. If an event unit continues after midnight (24:00), all messages

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

2.2.4.3 Trigger and Frequency

This message is sent:
* After every action
* After the contest (unit).

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
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				

- UnitActions (0,1)
  - UnitAction (1,N)
    - Code
    - Type
    - Pos
    - Value
    - Result
    - Time
    - Competitor (0,N)
      - Code
      - Type
      - Order
      - Organisation
      - Composition (0,1)
        - Athlete (1,N)
          - Code
          - Order
          - Description (1,1)
            - GivenName
            - FamilyName
            - Gender
            - Organisation
            - BirthDate
            - IFId

2.2.4.5 Message Values

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

Element: ExtendedInfos /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	CC @DisciplineGender	Gender code for the event unit

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

Element: UnitActions /UnitAction (1,N)				
Type		**Code**	**Pos**	**Description**
UAC		SC @Period	Numeric #0	Description of @code: Send one period code Description of @Pos: Unique sequential number for all the actions of the period, from 1 to n (from the first action of the period to the last one). Element's Expected: After every action
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @PointsType or SC @PenaltyType	Value of the @Code (+ @Pos) referenced UnitAction Points or Penalty, Send one code
	Time	O	mm:ss	Action's time in minutes and seconds Example (02:05) Time of the action. Ascending from the beginning (0:00) to the end of one Period.

	Result	O	SC @Technique	See sport documents, usually a fixed list of results. Send the Technique Code

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
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	CC @Organisation	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 related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete 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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Sample)

```
....
<UnitActions>

        <UnitAction Type="UAC" Code="N" Pos="1" Value="S" Time="02:12" Result="P16">
                <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
                        <Composition>
                                <Athlete Code="1008743" Order="1" >
                                        <Description  GivenName="Jane"  FamilyName="Smits"  Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
                                </Athlete>
                        </Composition>
                </Competitor>
        </UnitAction>
.....
        <UnitAction Type="UAC" Code="N" Pos="3" Value="S" Time="02:00" Result="P05">
                <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
                        <Composition>
                                <Athlete Code="1008743" Order="1" >
                                        <Description  GivenName="Jane"  FamilyName="Smits"  Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
                                </Athlete>
                        </Composition>
                </Competitor>
        </UnitAction>
......
        <UnitAction Type="UAC" Code="GS" Pos="1" Value="S" Time="05:12" Result="P16">
                <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
                        <Composition>
                                <Athlete Code="1008743" Order="1" >
                                        <Description  GivenName="Jane"  FamilyName="Smits"  Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
                                </Athlete>
                        </Composition>
                </Competitor>
        </UnitAction>
....
```

2.2.4.6 Message Sort

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

2.2.5 Brackets

2.2.5.1 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.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) 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).

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

2.2.5.3 Trigger and Frequency

* After the Draw
* After every contest

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	Level 9	Level 10	Level 11
Competition (1,1)										
	Code									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			Gender							
		VenueDescription (0,1)								
			Venue							
			VenueName							
	Bracket (1,N)									
		Code								
		BracketItems (1,N)								
			Code							
			BracketItem (1,N)							
				Code						
				Order						

- Date
- Time
- Result
- Unit (0,1)
  - Phase
  - Unit
- ExtBracketItems (0,1)
  - ExtBracketItem (1,N)
    - Type
    - Code
    - Pos
    - Value
- NextUnit (0,1)
  - Phase
  - Unit
- NextUnitLoser (0,1)
  - Phase
  - Unit
- CompetitorPlace (1,N)
  - Pos
  - Code
  - WLT
  - PreviousUnit (0,1)
    - Phase
    - Unit
    - WLT
  - Competitor (0,1)
    - Code
    - Type
    - Organisation
    - Composition (0,1)
      - Athlete (1,N)
        - Code

- Order
- Description (1,1)
  - GivenName
  - FamilyName
  - Gender
  - Organisation
  - BirthDate
  - IFId
- ExtBracketAths (0,1)
  - ExtBracketAth (1,N)
    - Type
    - Code
    - Pos
    - Value

2.2.5.5 Message Values

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

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

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in text.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code

VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item (finals). It should be always a bracket of finals.

Element: Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Numeric #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. It will be sent the contest number for each bracket item (e.g.: 1, 4, ...)
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 competitor for the particular event unit. Indicates the final score with the ORIS format.

Element: Bracket /BracketItems /BracketItem /Unit (0,1) **Unit related to the BracketItem.**			
Attribute	**M/O**	**Value**	**Description**
Phase	M	CC @Phase	Phase code for the bracket item
Unit	O	CC @Unit	Unit code for the bracket item

Element: Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N) **ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.**			
Type	**Code**	**Pos**	**Description**

EBI		DECISION	N/A	Description of @Pos: N/A Element's Expected: Just when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ResultCode	Decision of the contest

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

Next event unit related to the current bracket item. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.
*** BracketItem /NextUnit should be informed in the case of elimination round of 64 judokas, elimination round of 32 judokas, elimination round of 16 judokas, quarterfinal, semifinal and Repechage.**

Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.

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

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

*** BracketItem /NextUnitLoser should be informed in the case of the quarterfinal and semifinal. Losers to the finalists from those phases have a "second chance", and they compete in the "repechage".**

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

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	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 (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	Indicates the winner or loser of the bracket item. Always send when known Indicates the winner or loser of the bracket item. Always send when known.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1) **Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.** *** CompetitorPlace /PreviousUnit should be informed in the case of the final, semifinal, quarterfinal, elimination round of 16 judokas, elimination round of 32 judokas and Bronze Medal.**			
Attribute	**M/O**	**Value**	**Description**
Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
WLT	O	SC @WLT	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1) **CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID

Order	M	Numeric	Order attribute used to sort. Send 1 if Competitor @Type="A".

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

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

CompetitorPlace @Pos individual athlete's extended bracket information, depending on whether Competitor @Type="A" according to competitors' rules.

Type	**Code**	**Pos**	**Description**
EBA	STRIKE_OUT	N/A	Description of @Pos: N/A Element's Expected: Send always and when there is a competitor with the Result/IRM in (DNS or DSQ)

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send Y when the athlete is DSQ or DNS. Otherwise do not send.

Sample (Sample)

```
....
<Bracket Code="FNL">
        <BracketItems Code="FNL">
                <BracketItem Code="38" Order="1" Date="2012-07-28" Time="19:30">
                        <Unit Phase="1" Unit="01" />
                        <CompetitorPlace Pos="1" Code="TBD">
                                <PreviousUnit Phase="2" Unit="01" WLT="W"/>
                        </CompetitorPlace>
                        <CompetitorPlace Pos="2" Code="TBD">
                                <PreviousUnit Phase="2" Unit="02" WLT="W"/>
                        </CompetitorPlace>
                </BracketItem>
        </BracketItems>
        <BracketItems Code="SFL">
                <BracketItem Code="31" Order="1" Date="2012-07-28">
                        <Unit Phase="2" Unit="01" />
                        <NextUnit Phase="1" Unit="01" />
                        <NextUnitLoser Phase="2" Unit="52" />
                        <CompetitorPlace Pos="1" Code="TBD">
                                <PreviousUnit Phase="3" Unit="01" WLT="W"/>
....
```

2.2.5.6 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.

2.2.6 Statistics

2.2.6.1 Description

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEPUU (sent at event unit level)
DocumentSubcode	Not used in JU	Not used in JU
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU	Attribute used to extend DocumentType for some messages. The header attribute DocumentSubtype will be informed, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes: * TOU: tournament statistics.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was

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

2.2.6.3 Trigger and Frequency

This message should be sent after the final match in each event with the DocumentCode DDGEEE0000 (for TOU).

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
Competition (1,1)					
	Code				
	ExtendedInfos (0,1)				
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			Gender		
		VenueDescription (0,1)			
			Venue		
			VenueName		

- Stats (1,1)
  - Code
  - StatsItems (0,1)
    - StatsItem (1,N)
      - Type
      - Code
      - Pos
      - Value
      - ExtendedStat (0,N)
        - Code
        - Pos
        - Value

2.2.6.5 Message Values

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

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

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

Element: Stats (1,1)

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

Element: Stats /StatsItems /StatsItem (1,N) **Statistics for the event unit / phase or event - depending on the headers' DocumentCode.**				
Type		**Code**	**Pos**	**Description**
ST		COMPETITION_TOTAL	Numeric 0	Description of @Pos: Send 1 for all the contests Send 2 for Golden Score time Element's Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of contests completed.
ST		CONTEST_LONGEST	N/A	Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(9)	Send RSC for the longest contest for that event
ST		CONTEST_SHORTEST	N/A	Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(9)	Send RSC for the shortest contest for that event
ST		DURATION_CUM	N/A	Description of @Pos: N/A Element's Expected: Always, if the information is available

				for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Cumulative time to win the gold medal
ST		PARTIC_NUM	N/A	Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total of competitors for that event.
ST		y Where y = @ResultCode or CC@Technique	N/A	Description of @Code: Where y = @ResultCode or CC@Technique (only the technique used during the competition) Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	The number of times this code was realised in the competition. Use y for the winning scores or techniques.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0.00	Send the percentage for that result code or technique	
ST		y_TOT	N/A	Description of @code: Where y = CC@Technique ((only the technique used during the

				competition)) or CC@PenaltyType or CC@PointsType Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	The number of times this code was realised in the competition. Use y_TOT for all scores or penalties or techniques.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0.00	Send the percentage for that technique or score or penalty	

Sample (Sample)

```
....
<Stats Code="TOU">
        <StatsItems>
                <StatsItem Type="ST" Code="PARTIC_NUM" Value="37" />
                <StatsItem Type="ST" Code="COMPETITION_TOTAL" Pos="1" Value="40" />
                <StatsItem Type="ST" Code="COMPETITION_TOTAL" Pos="2" Value="13" />
                <StatsItem Type="ST" Code="IPP" Value="23">
                        <ExtendedStat Code="PERCENT" Value="57.50" />
                </StatsItem>
                <StatsItem Type="ST" Code="WAZ" Value="6">
                        <ExtendedStat Code="PERCENT" Value="15.00" />
                </StatsItem>
                <StatsItem Type="ST" Code="YUK" Value="7">
                        <ExtendedStat Code="PERCENT" Value="17.50" />
                </StatsItem>
                <StatsItem Type="ST" Code="KIK" Value="0">
                        <ExtendedStat Code="PERCENT" Value="0.00" />
                </StatsItem>
                <StatsItem Type="ST" Code="FUS" Value="0">
                        <ExtendedStat Code="PERCENT" Value="0.00" />
                </StatsItem>
                <StatsItem Type="ST" Code="YUS" Value="4">
                        <ExtendedStat Code="PERCENT" Value="10.00" />
                </StatsItem>
....

                <StatsItem Type="ST" Code="CONTEST_SHORTEST" Value="JUM060504" />
                <StatsItem Type="ST" Code="CONTEST_LONGEST" Value="JUM060506" />

                <StatsItem Type="ST" Code="DURATION_CUM" Value="18:08" />
        </StatsItems>
</Stats>
....
```

2.2.6.6 Message Sort

Sort according to the @Order attributes.

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

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

2.2.7.3 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 the morning session (send only the final ranked athletes) and after each medal match.

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
Competition (1,1)						
	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		IRM				
		SortOrder				
		Competitor (1,1)				
			Code			

Type
Organisation
Composition (1,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId

2.2.7.5 Message Values

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

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

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in text			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the result.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just if the competitor has been changing his status.
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the competitors at the end of the event The sort order is: 1 - Rank, 2 - NOC with IRM ranks at bottom

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

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

Sample (Sample)

```
....
<Result Rank="1" SortOrder="1">
		<Competitor Code="1008743" Type="A" Organisation="SUI" >
			<Composition>
				<Athlete Code="1008743" Order="1" >
					<Description GivenName="Jane" FamilyName="Smits" Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
				</Athlete>
		</Composition>
	</Competitor>
</Result>
<Result Rank="2" SortOrder="2">
	<Competitor Code="1021261" Type="A" Organisation="ESP" >
		<Composition>
			<Athlete Code="1021261" Order="1" >
				<Description GivenName="Mary" FamilyName="Jones" Gender="W"
Organisation="ESP" BirthDate="1993-12-15" />
			</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	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	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).

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

2.2.8.3 Trigger and Frequency

* 1 day before the start of competition for each event (the configuration for one particular event, phase or event unit must be provided before the start list)
* when the unit is resqueduled to another session

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
Competition (1,1)					
	Code				
	Configs (1,1)				
		Config (1,N)			
			Gender		
			Event		
			Phase		
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Code

	Pos Value

2.2.8.5 Message Values

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

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

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		BRACKET_SIZE (By Event)	N/A	Description of @Pos: N/A Element's Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BracketItems	Send the code for the first phase of the event
EC		SESSION (by session)	Numeric #0	Description of @Pos: Send the session number Element's Expected: When available
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Send for each unit in the session			

	Attribute	Value	Description
	Code	UNIT	
	Pos	N/A	N/A
	Value	S(9)	Send the full RSC of the EventUnit (for example JUM155101)

Sample (Sample at the session level)

```
....
<Configs>
        <Config Gender="0" Event="000" Phase="Z" Unit="06">
                <ExtendedConfig Type="EC" Code="SESSION" Pos="1" >
                        <ExtendedConfigItem Code="UNIT" Value="JUM166342">
                        <ExtendedConfigItem Code="UNIT" Value="JUM166343">
                        <ExtendedConfigItem Code="UNIT" Value="JUM166344">
....
                </ExtendedConfig>
        </Config>
</Configs>
....
```

Sample (Sample at the event level)

```
....
<Configs>
        <Config Gender="M" Event="060">
                <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R64" />
                </Config>
</Configs>
....
```

2.2.8.6 Message Sort

There is no general message sorting rule.

3 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	1 August 2014	First version
v1.1	20 August 2014	First IDM comments
v2.0	22 September 2014	IDM meeting comments
v2.1	12 February 2015	Defect applied. APP version.
v2.2	14 May 2015	CR4785 applied.
v2.3	6 August 2015	Minor corrections
v3.0	01 October 2015	Defects applied after the UVT
v3.1	5 Nov 2015	Small update due to defects
v3.2	18 December 2015	Small correction in the dt_brackets.

File Reference: ODF/INT167- R-SOG-2016-v3.2 APP (JU)

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version in ODF2 Format
v1.1	SFR	* DT_RESULT triggers updated to ' As soon as each competitor (includes also the partial start list - one know competitor and the other TBD) or official is known and any changes in start list data (START_LIST) ' * DT_RESULT /DURATION trigger updated to 'expected at end of the match only' * DT_RESULT /RES_CODE trigger updated as ' As appropriate ' * Official Bib included in the definition of the dt_result. Element Officials /Official/Description/ExtendedDescription added * DT_PLAY_BY_PLAY sample corrected * DT_STATS trigger updated, should follow ORIS C83 After Final match in each event * Small correction for DT_BRACKETS/ STRIKE_OUT code definition. * DT_CONFIG: remove the codes WEIGH-IN_PARTIC & WEIGH-IN_ELIG * DT_CONFIG: remove the codes UNIT_LOCATION & UNIT_EVENT
v2.0	SFA	* DT_PARTIC: the code RESULT_BEST redefined as 'Best achievement prior to the Olympic'. * DT_PARTIC: Competition /Participant /Discipline /RegisteredEvent /EventEntry/Rank renamed to RANK_WLD * DT_PARTIC: Competition /Participant /Discipline/RegisteredEvent /EventEntry remove the

		IRM (should be included in the result and in the ranking) * DT_RESULT: for the code Result/Result more explanation included for the information format (part from the dt_brackets). * DT_RESULT: Competitor /Result /Competitor /Composition /Athlete /EventUnitEntry/Rank renamed as RANK_WLD. * DT_RESULT:ExtendedInfo\RESULT_BEST put a note that refers to the preOlympic . to be requested only 'Send just if it is available'. Add also that is the same information like the value provided in the dt_partic. * DT_RESULT:Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/ y Where y = CC @PenaltyType, the value should be sent always. * DT_RESULT:Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/COMMENT renamed as Outcome and should be redefined as 'Progression of the athlete in the competition ' * DT_RESULT: in the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult, the z Where z = CC @PointsType to be sent for all the CC @PointsType (confirmed with the international federation) * PLAY_BY_PLAY / Unit Action includes a sample for the GS period * DT_RANKING: the trigger changed to 'after the morning session (send only the final ranked athletes) and after each medal match' * DT_RANKING : the code ExtendedInfos /VenueDescription/Venue added. * DT_STATS: the code ExtendedInfos /VenueDescription/Venue added. * DT_STATS: update the code y Where y = @ResultCode or CC@Technique (for the Teqnique to receive only the technique used during the competition) * DT_STATS: update the code y_TOT Where y = CC@Technique ((only the technique used during the competition)) * DT_STATS: for the code Competition /Stats /StatsItems /StatItem/ COMPETITION_TOTAL, pos 1 to be sent for the total contest. * DT_BRACKETS: trigger updated with 'After every contest during final phases' * DT_BRACKETS: ExtendedInfos /VenueDescription add the Venue * DT_CONFIG: trigger redefined from '25 minutes after the weigh-in is complete for each event' to 'when the unit is resqueduled to another session '. * DT_CONFIG: add the BRACKET_SIZE code. HeaderValue updated. * DT_CONFIG remove the ExtendedConfig/value of the session * DT_CONFIG header value updated to 'Please, follow the general definition though the DocumentCode will be at session level for each competition session (one message per session) and at the event level for the BRACKET_SIZE code.' * DT_CONFIG update the sample the message with the general session. * DT_CONFIG: remove the Pos from the ExtendedConfig/Unit * Value '0' expected also for the Penalties code in the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element * Play by Play message: UnitCation Time set as optional. * WLT code added in the dt_brackets message.
v2.1	APP	* Defect 111631: remove DAN and BELT code from the DT_PARTIC message. * Approved version
v2.2	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.
v2.3	APP	-DT_MEDALLISTS message was missing by mistake in the Applicable messages section

v3.0	APP	Defect 117143 applied: more information added for the Result format.The dt_result@Result and the Bracket /BracketItems /BracketItem/@Result definition is based on ORIS. samples updated.
v3.1	APP	DT_SCHEDULE: Clarification for the DateTime attribute in case of HideStartDate="Y"
v3.2	APP	Small correction in the dt_brackets/ PreviouseUnit element, remove Value- not used. no Omega impact, the message is already including the correct information.