



Olympic Data Feed



ODF Taekwondo Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
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ODF/INT176- R-SOG-2016-v2.3 APP (TK)
30 June 2016



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Table of Contents

1 Introduction.....	5
1.1 This document.....	5
1.2 Objective.....	5
1.3 Main Audience.....	5
1.4 Glossary.....	5
1.5 Related Documents.....	5
2 Messages.....	7
2.1 Applicable Messages.....	7
2.2 Messages.....	9
2.2.1 Competition schedule / Competition schedule update.....	9
2.2.1.1 Description.....	9
2.2.1.2 Header Values.....	10
2.2.1.3 Trigger and Frequency.....	11
2.2.1.4 Message Structure.....	12
2.2.1.5 Message Values.....	13
2.2.1.6 Message Sort.....	17
2.2.2 List of participants by discipline / List of participants by discipline update.....	18
2.2.2.1 Description.....	18
2.2.2.2 Header Values.....	18
2.2.2.3 Trigger and Frequency.....	19
2.2.2.4 Message Structure.....	19
2.2.2.5 Message Values.....	21
2.2.2.6 Message Sort.....	25
2.2.3 Event Unit Start List and Results.....	26
2.2.3.1 Description.....	26
2.2.3.2 Header Values.....	26
2.2.3.3 Trigger and Frequency.....	27
2.2.3.4 Message Structure.....	28
2.2.3.5 Message Values.....	30
2.2.3.6 Message Sort.....	43
2.2.4 Brackets.....	45
2.2.4.1 Description.....	45
2.2.4.2 Header Values.....	45
2.2.4.3 Trigger and Frequency.....	46
2.2.4.4 Message Structure.....	46
2.2.4.5 Message Values.....	48
2.2.4.6 Message Sort.....	53



2.2.5	Statistics.....	<u>54</u>
2.2.5.1	Description.....	<u>54</u>
2.2.5.2	Header Values.....	<u>54</u>
2.2.5.3	Trigger and Frequency.....	<u>55</u>
2.2.5.4	Message Structure.....	<u>55</u>
2.2.5.5	Message Values.....	<u>56</u>
2.2.5.6	Message Sort.....	<u>60</u>
2.2.6	Event Final Ranking.....	<u>61</u>
2.2.6.1	Description.....	<u>61</u>
2.2.6.2	Header Values.....	<u>61</u>
2.2.6.3	Trigger and Frequency.....	<u>62</u>
2.2.6.4	Message Structure.....	<u>62</u>
2.2.6.5	Message Values.....	<u>63</u>
2.2.6.6	Message Sort.....	<u>65</u>
2.2.7	Configuration.....	<u>66</u>
2.2.7.1	Description.....	<u>66</u>
2.2.7.2	Header Values.....	<u>66</u>
2.2.7.3	Trigger and Frequency.....	<u>67</u>
2.2.7.4	Message Structure.....	<u>67</u>
2.2.7.5	Message Values.....	<u>68</u>
2.2.7.6	Message Sort.....	<u>69</u>
3	Document Control.....	<u>70</u>



1 Introduction

1.1 This document

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

1.2 Objective

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



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



2 Messages

2.1 Applicable Messages

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

- 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_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_BRACKETS	Brackets	<u>X</u>
DT_STATS	Statistics	<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_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	



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DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

Managing when start times are not known.

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

In these disciplines usually only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used.

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

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

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



Advice for end users - how to sort event units and use DT_SCHEDULE:

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

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

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

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

Competition schedule update:

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

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

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

It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	DDGEEPUU	Only used for DT_SCHEDULE_UPDATE. Should be the Code of the first Unit in the message. This attribute is mainly used for searching.
DocumentType	DT_SCHEDULE DT_SCHEDULE_UPDAT E	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production	Test message or production message.



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

2.2.1.3 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.

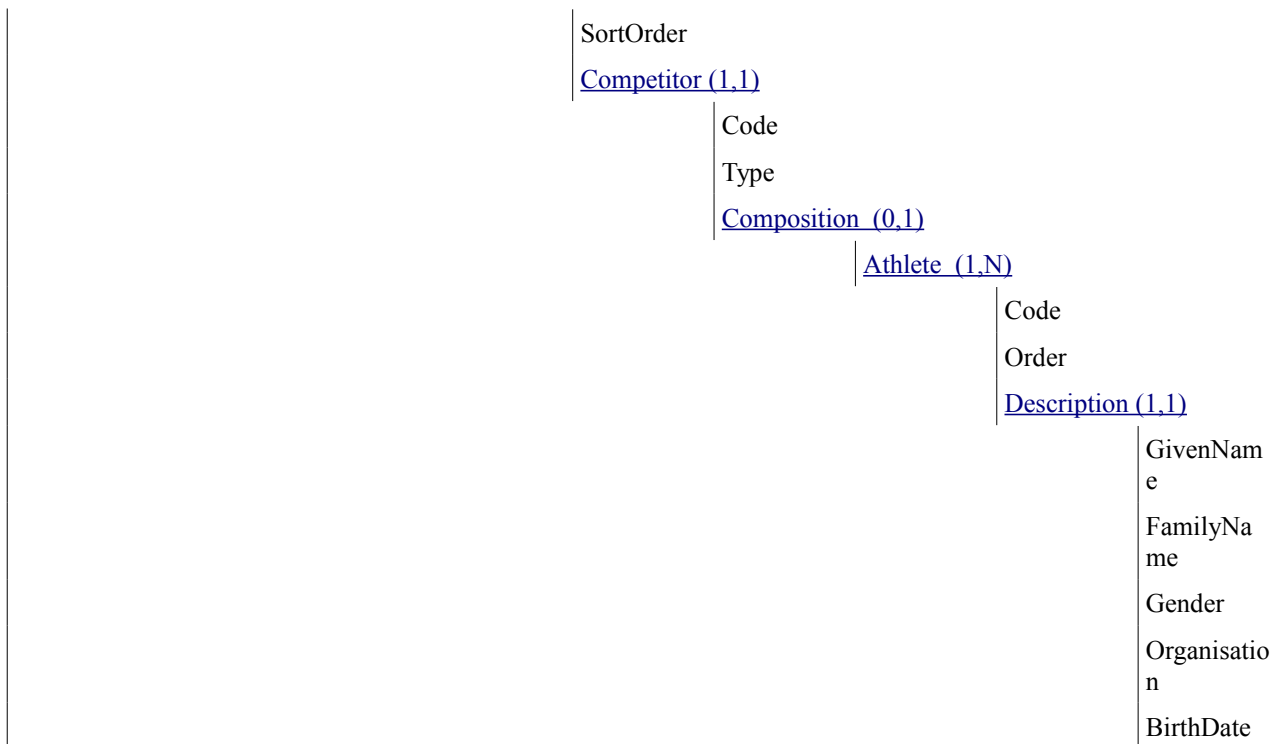
Generally start list details should be sent immediately when known and usually soon after the preceding unit changes to Official.



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)					



2.2.1.5 Message Values

Element: Competition (1,1)

Table Note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the two ModificationIndicator attributes, which are specific to the "Competition schedule update message".

Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Unit (0,N)

Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar



ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.)</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Where HideStartDate='Y' then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>



ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is only considered if HideStartDate = 'Y'. It should not be sent in sports which never use this concept but should be sent for all units in a discipline where the concept is used anywhere in the discipline. Generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location).
Medal	O	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	CC @Location	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
SessionCode	O	S(5)	Code of the session which contains this event unit. Usually in the format GDD00 where G is the Games (Olympic/Paralympic) DD is the discipline and 00 is the session number within the discipline. For example OAR02 for the second session in Olympic Archery.
ModificationIndicator	O	N, U	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) or a code set to be defined discipline by	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



		discipline	displayed and allow end user translation.
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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
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	A	A for athlete

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.

2.2.1.6 Message Sort

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



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.

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message



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

2.2.2.3 Trigger and Frequency

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

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

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
---------	---------	---------	---------	---------	---------



Competition (1,1)	
	Code
Participant (1,N)	
	Code
	Parent
	Status
	GivenName
	FamilyName
	PrintName
	PrintInitialName
	TVName
	TVInitialName
	LocalFamilyName
	LocalGivenName
	Gender
	Organisation
	BirthDate
	Height
	Weight
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	Current
	OlympicSolidarity
	ModificationIndicator
	Discipline (1,1)
	Code
	IFId
	DisciplineEntry (0,N)



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

2.2.2.5 Message Values

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

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



			When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case) Not for use in Rio 2016
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case). Not for use in Rio 2016
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the



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



			attribute is used.
--	--	--	--------------------

Element: Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	WTF Licence number (competitor's federation licence number for the discipline). It will be included.

Element: Participant /Discipline /DisciplineEntry (0,N)

Send if there is specific discipline information.

Type	Code	Pos	Description
ENTRY	BIB	N/A	Element Expected: As soon as it is known (only will be sent in the update message)
	Attribute	M/O	Value
	Value	O	S(3) 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
Bib	O	S(3)	Bib number for the athlete Example: 1, 2

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
	QUAL_TYPE	N/A	Element Expected:



ENTRY				As soon as it is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	O	SC @QualifyingType	Type of qualification.
ENTRY		QUAL_REGION	N/A	Element Expected: As soon as it is known (it can be sent in both messages) Only if the athlete has qualified for these games
	Attribute	M/O	Value	Description
	Value	O	SC @Region	The region where the competitor was qualified. Continental Qualifier.

2.2.2.6 Message Sort

The message is sorted by Participant @Code



2.2.3 Event Unit Start List and Results

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in TK	Not used in TK
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 INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



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

2.2.3.3 Trigger and Frequency

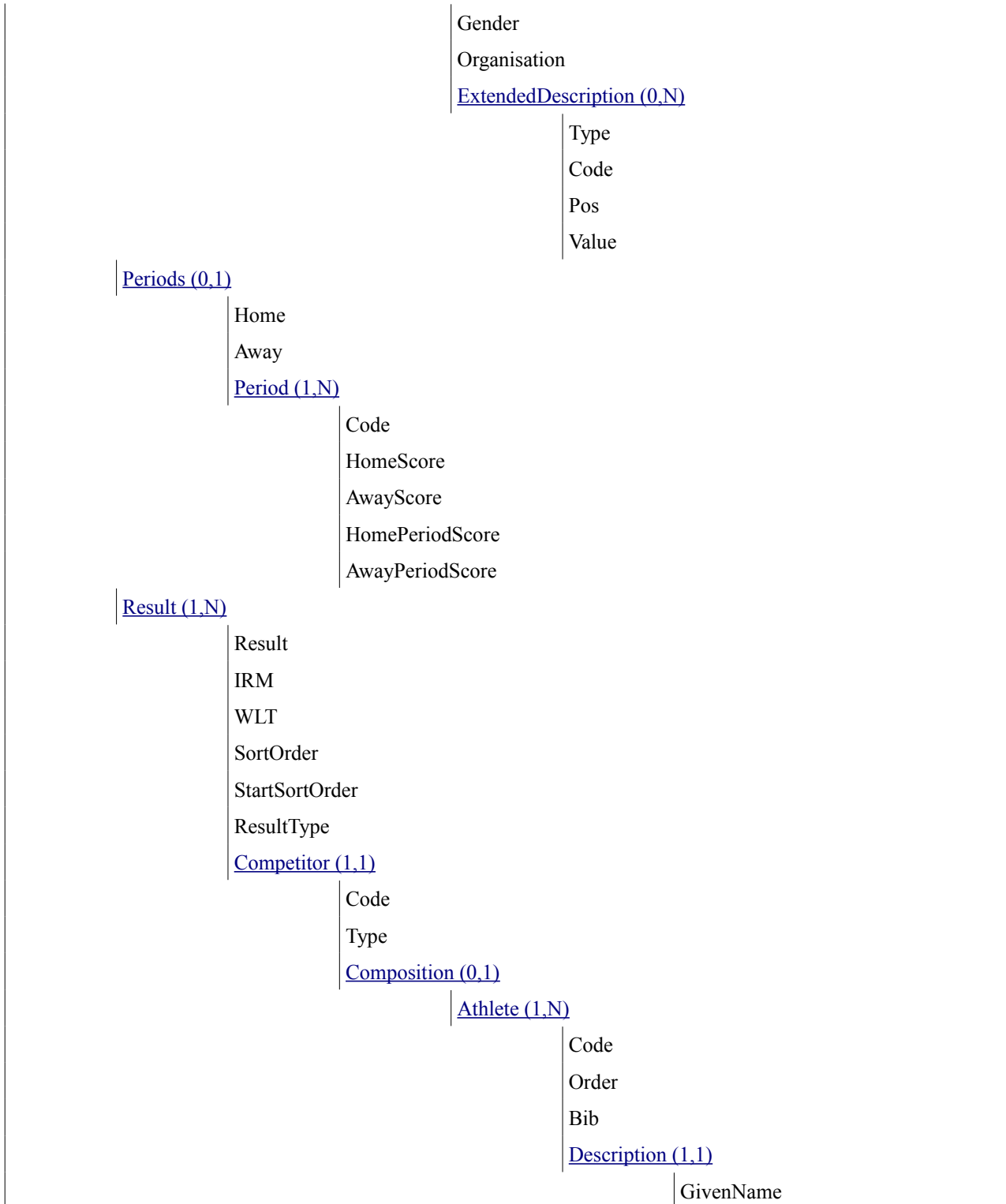
- As soon as each competitor is known and any changes in start list data (START_LIST)
- When the unit starts and after every change in any data (LIVE)
- When each round finishes (INTERMEDIATE)
- After the unit is over (UNOFFICIAL/OFFICIAL)



2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<u>Competition (1,1)</u>								
	Code							
	<u>ExtendedInfos (0,1)</u>							
		<u>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					
	<u>Officials (0,1)</u>							
		<u>Official (1,N)</u>						
			Code					
			Function					
			Order					
			<u>Description (1,1)</u>					
				GivenName				
				FamilyName				





	FamilyName
	Gender
	Organisation
	BirthDate
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Extension (0,N)
	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 /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	UNIT_NUM	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	O	S(4)	Send the contest number.



UI		DECISION	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	SC @ResultCode	Score decision
UI		INCIDENT_TIME	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	m:ss	Period time when the match stopped.
UI		PERIOD	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	SC @Period	Send current round or if none in progress the most recently completed one.
DISPLAY		LAST_COMP	SC @Period	Pos Description: Send the period Element Expected: When available and only when the unit is LIVE
	Attribute	M/O	Value	Description
	Value	O	S(20)	Send the competitor ID of the last competitor to score. At the beginning of each round send value 0(no point marked yet)
DISPLAY		SC@Technique	Numeric 0	Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	M/O	Value	Description
	Value	O	S(20)	Send the competitor ID of the athlete related with the last scored point or to all the updated points
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When applicable and only when the unit is LIVE. Send multiple if applicable.				



Attribute	Value	Description
Code	SC @Period	
Pos	N/A	N/A
Value	S(1)	Send "U" for all the updated points Send "N" for the last scored point only for the current round.

Sample (1 point OK1 last marked by the 1098260 athlete)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T22:15:00+01:00" />
  ...
  <ExtendedInfo Type="DISPLAY" Code="OK1" Pos="1" Value="1098260">
    <Extension Code="R2" Value="N" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="INCIDENT_TIME" Value="1:11" />
</ExtendedInfos>
....
....
<Result ResultType="POINTS" Result="17" WLT="W" SortOrder="1">
  <Competitor Code="1098260" Type="A" Bib="201" Organisation="NZL" >
    <Composition>
      <Athlete Code="1098260" Bib="201" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="BLUE" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="KYONG_GO" Value="Y" />
          <ExtendedResult Type="EARN" Code="ATTK" Value="14" />
          <ExtendedResult Type="EARN" Code="PTY" Value="3" />
          <ExtendedResult Type="SCORE" Code="OK1" Pos="R1" Value="1" >
            <Extension Code="ORDER" Value="1" />
          <Extension Code="TIME" Pos="1" Value="16" />
          </ExtendedResult>
          <ExtendedResult Type="SCORE" Code="OK1" Pos="R2" Value="2" >
            <Extension Code="ORDER" Value="1" />
          <Extension Code="TIME" Pos="1" Value="22" />
          <Extension Code="TIME" Pos="2" Value="97" />
          </ExtendedResult>
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

Sample (1 point updated to DK1 for the 1098260 athlete)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T22:15:00+01:00" />
  ....
  <ExtendedInfo Type="DISPLAY" Code="DK1" Pos="1" Value="1098260">
    <Extension Code="R2" Value="U" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="DK1" Pos="2" Value="1098260">
    <Extension Code="R2" Value="N" />
  </ExtendedInfo>
</ExtendedInfos>

....
<Result ResultType="POINTS" Result="17" WLT="W" SortOrder="1">
  <Competitor Code="1098260" Type="A" Bib="201" Organisation="NZL" >
    <Composition>
      <Athlete Code="1098260" Bib="201" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="BLUE" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="KYONG_GO" Value="Y" />
          <ExtendedResult Type="EARN" Code="ATTK" Value="14" />
          <ExtendedResult Type="EARN" Code="PTY" Value="3" />
          <ExtendedResult Type="SCORE" Code="OK1" Pos="R1" Value="1" >
            <Extension Code="ORDER" Value="1" />
          <Extension Code="TIME" Pos="1" Value="16" />
          </ExtendedResult>
          <ExtendedResult Type="SCORE" Code="OK1" Pos="R2" Value="1" >
            <Extension Code="ORDER" Value="1" />
          <Extension Code="TIME" Pos="1" Value="22" />
          </ExtendedResult>
          <ExtendedResult Type="SCORE" Code="DK1" Pos="R2" Value="1" >
            <Extension Code="ORDER" Value="2" />
          <Extension Code="TIME" Pos="1" Value="97" />
          </ExtendedResult>
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

Sample (2 points updated to OK1 for the 1098260 athlete)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T22:15:00+01:00" />
  ....
  <ExtendedInfo Type="DISPLAY" Code="OK1" Pos="1" Value="1098260">
    <Extension Code="R1" Value="U" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="DK1" Pos="2" Value="1098260">
    <Extension Code="R1" Value="U" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="OK1" Pos="3" Value="1098260">
    <Extension Code="R2" Value="U" />
  </ExtendedInfo>
</ExtendedInfos>
....
<Result ResultType="POINTS" Result="17" WLT="W" SortOrder="1">
  <Competitor Code="1098260" Type="A" Bib="201" Organisation="NZL" >
    <Composition>
      <Athlete Code="1098260" Bib="201" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="BLUE" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="KYONG_GO" Value="Y" />
          <ExtendedResult Type="EARN" Code="ATTK" Value="14" />
          <ExtendedResult Type="EARN" Code="PTY" Value="3" />
          <ExtendedResult Type="SCORE" Code="OK1" Pos="R1" Value="1" >
            <Extension Code="ORDER" Value="1" />
          <Extension Code="TIME" Pos="1" Value="16" />
          </ExtendedResult>
          <ExtendedResult Type="SCORE" Code="DK1" Pos="R1" Value="1" >
            <Extension Code="ORDER" Value="2" />
          <Extension Code="TIME" Pos="1" Value="22" />
          </ExtendedResult>
          <ExtendedResult Type="SCORE" Code="OK1" Pos="R2" Value="1" >
            <Extension Code="ORDER" Value="1" />
          <Extension Code="TIME" Pos="1" Value="97" />
          </ExtendedResult>
        ....
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```



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

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

Element: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Send according to the codes.
Order	M	Numeric	Send by order for each official in each function, example: judge 1, 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

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



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

Sample (General)

```

<Officials>
  <Official Code="7350035" Order="1" Function="JU">
    <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M"
Organisation="RUS">
      <ExtendedDescription Type="ED" Code="BIB" Value="1" />
    </Description>
  </Official>
  <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: Periods (0,1)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Competitor code of the home competitor (Blue). Must send if known
Away	O	S(20) with no leading zeroes	Competitor code of the away competitor (Red). Must send if known

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Times, usually there are 2 half times.
HomeScore	M	Numeric #0	Overall score of the blue competitor at the end of the round. In case Decision=(BYE or BBY), HomeScore=0
AwayScore	M	Numeric #0	Overall score of the red competitor at the end of the round In case Decision=(BYE or BBY), AwayScore=0



HomePeriodScore	O	Numeric #0	Score of the blue competitor just for that round.
AwayPeriodScore	O	Numeric #0	Score of the red competitor just for that round.

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	Result of the competitor for the particular event unit. Ex. "-1", "2", "0" To be sent as soon as available during the contest
IRM	O	SC @IRM	IRM of the competitor for the particular event unit. Send just in the case @ResultType both Points and IRM (see codes section)
WLT	O	SC @WLT	The code whether a competitor won or lost the contest.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitor. Send 1 for Blue competitor and 2 for Red competitor.
StartSortOrder	M	Numeric	Send 1 for Blue competitor and 2 for Red competitor.
ResultType	O	SC @ResultType	Result type, either points or IRM with points 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 or NOCOMP	Competitor's ID In case Decision=(BYE or BBY) Code=NOCOMP
Type	M	S(1)	A for athlete

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(3)	Bib number. Example: 1, 2

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

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

Individual athletes entry information.

Type	Code	Pos	Description
EUE	COLOUR	N/A	Element Expected: As soon as it is known
	Attribute	M/O	Value
	Value	O	SC @Colour Athlete's colour

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

Team member or individual athlete's extended result.

Type	Code	Pos	Description
ER	KYONG_GO	N/A	Element Expected: When was available
	Attribute	M/O	Value
	Value	O	S(1) Used to keep track of odd and even Kyong Go. This is so that a point can be awarded to the opponent when even



				number of KG scored (2KG result in a point to the opponent). Send when a contestant is awarded a Kyong Go. The Value of "Y" means that the athlete is currently holding one Kyong Go penalty. If a second Kyong Go penalty is awarded the value to "N"
EARN		ATTK	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	The total points earned by attack
EARN		PTY	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	The total points earned by penalty
SCORE		SC@Technique	SC @Period	Pos Description: Send the period code Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	The total number of this technique in this period (including penalties).
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When available				
	Attribute	Value	Description	
	Code	ORDER		
	Pos	N/A	N/A	
	Value	Numeric ##0	Order of the Technique, by technique code and by time of the last one. For the same technique, both competitors will have the same value. The same technique in different Periods will have the same value. The newest technique is always 1, the oldest technique is always maximum number	



Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When available				
	Attribute	Value	Description	
	Code	TIME		
	Pos	Numeric	Order of value by TIME in the group of code and Round	
	Value	Numeric ##0	Time of the action in seconds	
IVR		BEFORE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the remaining IVR before contest
IVR		AFTER	N/A	Element Expected: After the IVR
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the remaining IVR after contest
IVR		REQUEST	Numeric #0	Pos Description: Order of request Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	SC @RequestType	Send the contestants Request Type
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When available				
	Attribute	Value	Description	
	Code	ORDER		
	Pos	N/A	N/A	
	Value	Numeric #0	The global order of all the Request (raised for both competitors) based on time. Starts with 1 for the oldest request. 2 for the next,... The newest IVR is always maximum, the oldest IVR is always 1.	



Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When available		
Attribute	Value	Description
Code	PERIOD	
Pos	N/A	N/A
Value	SC @Period	Send round of the request
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When available		
Attribute	Value	Description
Code	REQUESTER	
Pos	Numeric 0	Send 1 for own request, 2 for opponent request of do not send for referee request
Value	COACH or REF	Send COACH if IVR requested by the coach or REF if requested by the referee/judge
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When available		
Attribute	Value	Description
Code	RESULT	
Pos	N/A	N/A
Value	SC @RequestResult	Send the result of the request

Sample (General)



```

<Result ResultType="POINTS" Result="17" WLT="W" SortOrder="1">
  <Competitor Code="1098260" Type="A" Bib="201" Organisation="NZL" >
    <Composition>
      <Athlete Code="1098260" Bib="201" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="BLUE" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="KYONG_GO" Value="Y" />
          <ExtendedResult Type="EARN" Code="ATTK" Value="14" />
          <ExtendedResult Type="EARN" Code="PTY" Value="3" />
          <ExtendedResult Type="SCORE" Code="DK1" Pos="R1" Value="1" >
            <Extension Code="TIME" Pos="1" Value="16" />
            <Extension Code="ORDER" Value="1" />
          </ExtendedResult>
          <ExtendedResult Type="SCORE" Code="OK1" Pos="R1" Value="2" >
            <Extension Code="TIME" Pos="1" Value="22" />
            <Extension Code="TIME" Pos="2" Value="97" />
            <Extension Code="ORDER" Value="2" />
          </ExtendedResult>
          ..
          <ExtendedResult Type="IVR" Code="BEFORE" Value="1" />
          <ExtendedResult Type="IVR" Code="AFTER" Value="1" />
          <ExtendedResult Type="IVR" Code="REQUEST" Pos="1" Value="HK"
>
          <Extension Code="ORDER" Value="1" />
          <Extension Code="PERIOD" Value="R1" />
          <Extension Code="RESULT" Value="A" />
          <Extension Code="REQUESTOR" Value="COACH" Pos="1" />
        </ExtendedResult>
        <ExtendedResult Type="IVRR" Code="REQUEST" Pos="2"
Value="HK" >
          <Extension Code="ORDER" Value="3" />
          <Extension Code="PERIOD" Value="R2" />
          <Extension Code="RESULT" Value="A" />
          <Extension Code="REQUESTOR" Value="REF" />
        </ExtendedResult>
      </ExtendedResults>
    </Athlete>
  </Composition>
</Competitor>
</Result>

```

2.2.3.6 Message Sort

Sort by Result @SortOrder



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ODF/INT176- R-SOG-2016-v2.3 APP (TK)



2.2.4 Brackets

2.2.4.1 Description

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) 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	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.4.3 Trigger and Frequency

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

Send when a match/event unit is completed, including 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.

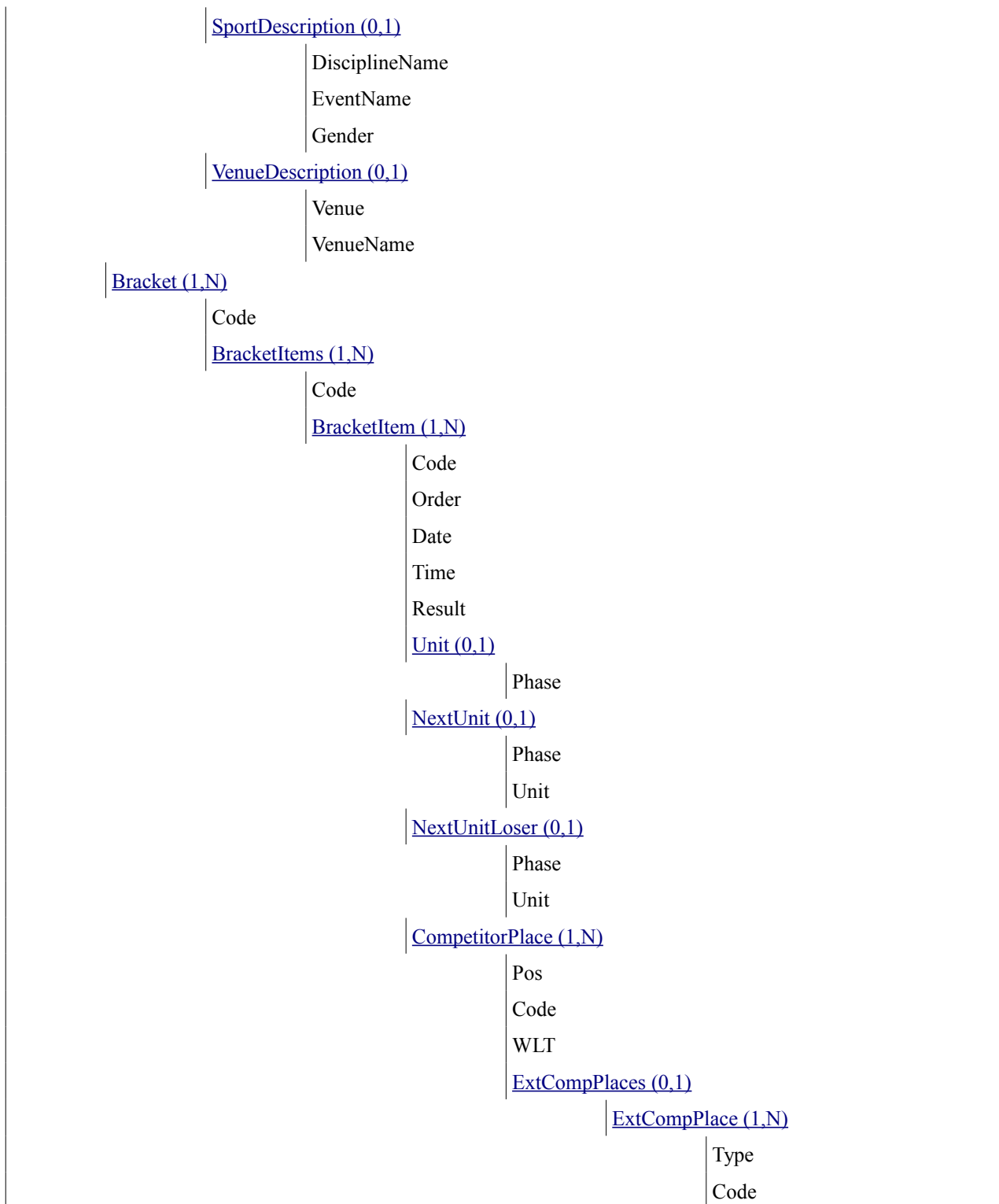
- * Send with ResultStatus = "INTERMEDIATE" until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- * Send with ResultStatus = "UNCONFIRMED" when the last event unit for an event (Gold Medal match) has Unconfirmed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

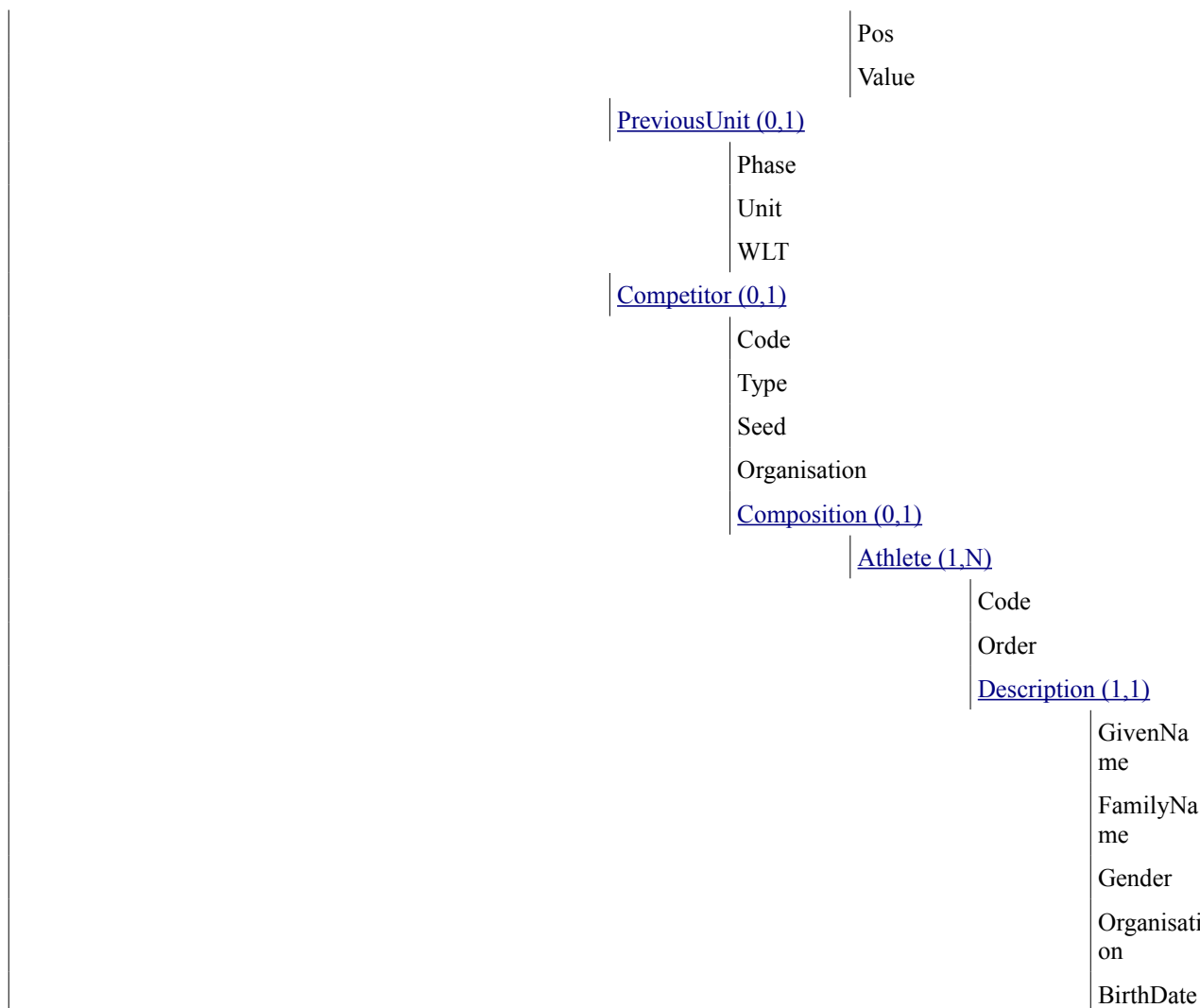
Trigger also after any change.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (1,1)									
	Code								
	ExtendedInfos (0,1)								





2.2.4.5 Message Values

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

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description



DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text.

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

Element: Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item.

Element: Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items.

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

Attribute	M/O	Value	Description
Code	O	Numeric #0	It will be sent the contest for each bracket item (e.g.: 314, 315,...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (example GDP 1 : 0, 3 : 3 (4 1:11)). Must include if the data is available and the match is complete.

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

Unit related to the BracketItem.

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



Phase	M	CC @Phase	Phase code for the bracket item
-------	---	---------------------------	---------------------------------

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.

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

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

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

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

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	It will be sent when there is no competitor (BYE) - also for the repechage bracket with no competitors. or when it is not known yet (TBD) or when both athletes are disqualified or Withdraw and "No contestant" passes to the next round.
WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known.

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

Type	Code	Pos	Description
ECP	DESC	N/A	Element Expected: Just when the competitor is not known



			yet and only for repechages. (when the CompetitorPlace @Code is TBD and only for the Repechage and only for the bracket waiting direct competitor from the final bracket's phases)
Attribute	M/O	Value	Description
Value	O	S(50)	Send the description of the competitor to be replaced in Repechage. For example: "Loser in SF from Pool B"

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Description
Phase	O	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	W or L	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

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

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Seed	O	Numeric ##	Always when it exits



Organisation	O	CC @Organisation	Competitors' organisation if known
--------------	---	----------------------------------	------------------------------------

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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

Sample (General)



```
<Bracket Code="FNL">
  <BracketItems Code="R16">
    <BracketItem Order="1" Result="GDP 1:0, 3:3 (4 1:11)" >
      <Unit Unit="01" Phase="4" />
      <NextUnit Unit="01" Phase="3" />
      <CompetitorPlace Pos="1">
        <Competitor Code="1126413" Type="A" Seed="2" Organisation="ESP" >
          <Composition>
            <Athlete Code="1126413" Order="1" >
              <Description                               GivenName="John"
FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1994-12-15" />
              </Athlete>
            </Composition>
          </Competitor>
        </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="1093294" Type="A" Organisation="SUI" >
          <Composition>
            <Athlete Code="1093294" Order="1" >
              <Description                               GivenName="John"
FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1992-12-13" />
              </Athlete>
            </Composition>
          </Competitor>
        </CompetitorPlace>
      </BracketItem>
    <BracketItem Order="2">
      <Unit Unit="02" Phase="6" />
      <NextUnit Unit="01" Phase="5" />
    </BracketItem>
  </BracketItems>
</Bracket>
```

2.2.4.6 Message Sort

The following order applies:

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



2.2.5 Statistics

2.2.5.1 Description

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

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	DDGEEE0000, DDG000000	DDG000000 for gender statistics DDGEEE0000 for event statistics
DocumentSubcode	Not used in TK	Not used in TK
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU: tournament statistics.	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



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

2.2.5.3 Trigger and Frequency

This message should be sent after the end of each match with the DocumentCode DDGEEEE0000, DDG000000

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)	Code				
	ExtendedInfos (0,1)				
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			Gender		
		VenueDescription (0,1)			
			Venue		
			VenueName		
	Stats (1,1)				
		Code			
		StatsItems (0,1)			
			StatsItem (1,N)		
				Type	
				Code	



	Pos Value ExtendedStat (0..N)	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: Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed.

Element: Stats /StatsItems /StatsItem (1,N)			
Statistics for the event unit / phase or event - depending on the headers' DocumentCode.			
Type	Code	Pos	Description
	SC @ResultCode	N/A	Element Expected:



ST				Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	The number of wins for this result code
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 ##0.0		Send the percentage of wins.
ST		DECISION_TOTAL	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	The total number of wins
ST		TECHNIQUE	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	The total number of time a technique was used (kicks, punches)
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	SC @Technique		
	Pos	N/A	N/A	
	Value	Numeric ##0		The number of times a technique was used (Kicks, Punches only)



ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
Attribute		M/O	Value	Description
Value		O	Numeric ##0	The total number of time a penalty was given
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU				
Attribute		Value	Description	
Code		SC @Technique		
Pos		N/A	N/A	
Value		Numeric ##0	The number of times a penalty type was given. WAR and DED only.	
ST		IVR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
Attribute		M/O	Value	Description
Value		O	Numeric ##0	Total instant video reviews
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU				
Attribute		Value	Description	
Code		SC @RequestResult		
Pos		N/A	N/A	
Value		Numeric ##0	Total number of Instant video review.accepted/ rejected.	

Sample (General-1)



```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="DSQ" Value="0">
      <ExtendedStat Code="PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="PTF" Value="18">
      <ExtendedStat Code="PERCENT" Value="94.7" />
    </StatsItem>
    <StatsItem Type="ST" Code="PTG" Value="0">
      <ExtendedStat Code="PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="PUN" Value="0">
      <ExtendedStat Code="PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="RSC" Value="0">
      <ExtendedStat Code="PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="GDP" Value="1">
      <ExtendedStat Code="PERCENT" Value="5.3" />
    </StatsItem>
    <StatsItem Type="ST" Code="SUP" Value="0">
      <ExtendedStat Code="PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="WDR" Value="0">
      <ExtendedStat Code="PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="DECISION_TOTAL" Value="19" />
    .....
  </StatsItems>
</Stats>
```

Sample (General-2)



```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="TECHNIQUE" Value="102" >
      <ExtendedStat Code="DK1" Value="26" />
      <ExtendedStat Code="DK2" Value="1" />
      <ExtendedStat Code="DK3" Value="6" />
      <ExtendedStat Code="DK4" Value="2" />
      <ExtendedStat Code="DP" Value="3" />
      <ExtendedStat Code="OK1" Value="51" />
      <ExtendedStat Code="OK2" Value="1" />
      <ExtendedStat Code="OK3" Value="12" />
      <ExtendedStat Code="OK4" Value="0" />
      <ExtendedStat Code="OP" Value="0" />
    </StatsItem>
    <StatsItem Type="ST" Code="PTY" Value="61" >
      <ExtendedStat Code="DED" Value="3" />
      <ExtendedStat Code="WAR" Value="58" />
    </StatsItem>
    <StatsItem Type="ST" Code="IVR" Value="11" >
      <ExtendedStat Code="A" Value="2" />
      <ExtendedStat Code="R" Value="9" />
    </StatsItem>
  </StatsItems>
</Stats>
```

2.2.5.6 Message Sort

Sort according to the @Order attributes.



2.2.6 Event Final Ranking

2.2.6.1 Description

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

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



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

2.2.6.3 Trigger and Frequency

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

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
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	
<u>Composition (1,1)</u>	
<u>Athlete (1,N)</u>	
Code	
Order	
<u>Description (1,1)</u>	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	

2.2.6.5 Message Values

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

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

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

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



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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the competitor can be disqualified or has abandoned the Contest. To be sent also for the "TBD" competitor.
RankEqual	O	S(1)	Send Y if the rank is equalled else do not send.
IRM	O	SC @IRM	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. The sort order is: 1 - Rank, 2 - Family name, 3 - Given name 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 or NOCOMP	Competitor's ID or NOCOMP in case that the competitor not exists
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	1 for 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
-----------	---	------	---

Sample (General)

```

<Result Rank="11" SortOrder="16" >
  <Competitor Code="NOCOMP" Type="A" >
    </Competitor>
</Result>
<Result Rank="17" SortOrder="17" >
  <Competitor Code="1126413" Type="A" Organisation="USA" >
    <Composition>
      <Athlete Code="1102342" Order="1">
        <Description      GivenName="Pat"      FamilyName="Smith"      Gender="M"
Organisation="USA" BirthDate="1992-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```

2.2.6.6 Message Sort

Sort by Result @SortOrder



2.2.7 Configuration

2.2.7.1 Description

The Configuration is a message containing general configuration.

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	The DocumentCode will be at session level for each competition session (one message per session) and at the event level for the BRACKET_SIZE and EVENT_ABBREV codes (for example).
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.

2.2.7.3 Trigger and Frequency

- At the start of OVR operations
- Immediately after a session schedule is known
- Upon any changes to the session schedule

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)	Code Configs (1,1)	Config (1,N)	Gender Event Phase Unit ExtendedConfig (1,N)	Type Code Pos Value ExtendedConfigItem (0,N)	Code Pos Value



2.2.7.5 Message Values

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

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	M	CC @Event	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	O	CC @Phase	Only for sessions phase (@Phase="Z").
Unit	O	CC @Unit	Only for sessions phase (@Phase="Z"). In this case, the event unit will be SS, the session number.

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	EVENT_ABBREV (by Event)	N/A	Element Expected: When available in the event message	
	Attribute	M/O	Value	Description
	Value	O	String	Is the Event code for this event. Example: "-67 kg", "+67 kg".
EC	BRACKET_SIZE (By Event)	N/A	Element Expected: When available in the event message	
	Attribute	M/O	Value	Description
	Value	O	SC @BracketItems	Send the code for the first phase of the event
EC	SESSION (by Session)	Numeric	Pos Description: Session number	
			Element Expected: When available in the session message	
	Attribute	M/O	Value	Description
	Value	O	N/A	N/A



Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Send for each match in the session		
Attribute	Value	Description
Code	UNIT	
Pos	N/A	N/A
Value	S(9)	Send the full RSC of the EventUnit (for example TKM102101)

Sample (Session message)

```
....  
<Config Gender="0" Event="000" Phase="Z" Unit="05">  
  <ExtendedConfig Type="EC" Code="SESSION" Pos="5"/>  
    <ExtendedConfigItem Code="UNIT" Value="TKM101542">  
    <ExtendedConfigItem Code="UNIT" Value="TKM101543">  
    <ExtendedConfigItem Code="UNIT" Value="TKM101544">  
  ...  
</ExtendedConfig>  
</Config>  
....
```

Sample (Event message)

```
<Configs>  
  <Config Gender="M" Event="058">  
    <ExtendedConfig Type="EC" Code="EVENT_ABBREV" Value="-58 kg" />  
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />  
  </Config>  
</Configs>
```

2.2.7.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
V1.0	19 December 2014	First version
V1.1	8 January 2015	Defect applies
V1.2	28 January 2015	SFA version after IDM
V1.3	14 May 2015	APP version. Defects and CRs applied
v1.4	01 October 2015	Small correction in the samples due to defects.
v1.5	05 November 2015	CR applies
v2.0	18 December 2015	CR applied after UVT
v2.1	05 February 2016	CR applied
v2.2	05 May 2016	CR applied
v2.3	30 June 2016	small corrections

File Reference: ODF/INT176- R-SOG-2016-v2.3 APP (TK)

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFR	Appeals' requester information added in the Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
V1.2	SFA	Small corrections due to IDM
V1.3	APP	Defect 112079 applied: -Small correction in some definitions -In the ExtendedInfo element from the dt_result, include flags for the points status (Updated or New). CR 5249 applied: -BIB code added in the Official extended information Competition /Officials /Official/Description/ExtendedDescription element. Defect 112160 applied: -Result /Competitor/@Code definition updated. The value NOCOMP should be received for



		<p>the BYE/BBY match Defect 112534 applied: -Dt_brackets updated: DESC code updated in the CompetitorPlace /ExtCompPlaces /ExtCompPlace element. Expected only for the Repechage and only for the non-played bouts. Defect 112927 applied: -Qual_Rank to be defined as S(4) -Bib to be defined as S(3) Defect 113384 applied: -dt_result : ExtendedInfo/@SC_Technique ,Round /@Value definition updated to: Send "N" for the last scored point only for the current round. Defect 113389: -dt_ranking updated: remove the TBD competitor, NOCOMP competitor added. Defect 113480: -BYE code to be used for the unused repechage branch. Defect 112839: -ORDER code added in the Extension of the ExtendedResult Score. Defect 113647 -DURATION code removed. -INCIDENT_TIME code added: contains the period time when the contest stopped. CR 4785 applied: new codes included in the dt_schedule message.</p>
v1.4	APP	<p>Defect 116868: remove the Pos codes from the dt_config sample Defect 117270: remove the KO sample from the dt_stats sample</p>
v1.5	APP	CR 8397 - remove the code Qualifying Rank
v2.0	APP	<p>CR008696: UVT:TK:CIS: Order the IVR requests by time ascending in Results page (TKR1).Include in the dt_result/Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /@REQUEST/Extension/ a new Order code containing the global order of all the IVR by time.</p> <p>CR008818: UVT:TK:CIS: Sort order the actions to show the last ones on the top of the Match Progress table-TKR1. add more information in the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /SC@Technique/Extension/@Order.</p>
v2.1	APP	CR008877: Pos defined for the TIME attribute from dt_result/ Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension.
v2.2	APP	CR011014: in DT_RESULT ExtendedInfos/ExtendedInfo UI/PERIOD. Change availability from 'When LIVE' to 'When available' so it is sent after the match also.
v2.3	APP	small corrections - no messages impact