Olympic Data Feed

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

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

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

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

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

DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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

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

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

HATH Individual Head to Head units (e.g. AR, BD, TE etc)
HCOUP Pairs/Couples Head to Head units (e.g. BD, TE etc)
HNOC NOC Head to Head units (e.g. AR)
HTEAM Teams Head to Head units (e.g. BK, BV, HB etc)

Managing when start times are not known.

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

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

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

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

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

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

Advice for end users - how to sort event units and use DT_SCHEDULE:
- When displaying the schedule users must use the following sort order to display as intended:
1. By day (or filter by day)
2. By location if applicable (in a small number of sports)
3. By Time (regardless if HideStartDate="Y")
4. By Order
 - The Order is sent for all units where HideStartDate="Y" else not sent. Start with 1 each new session each day
 - End users should display StartText if HideStartDate="Y"

Competition schedule update:

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	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.

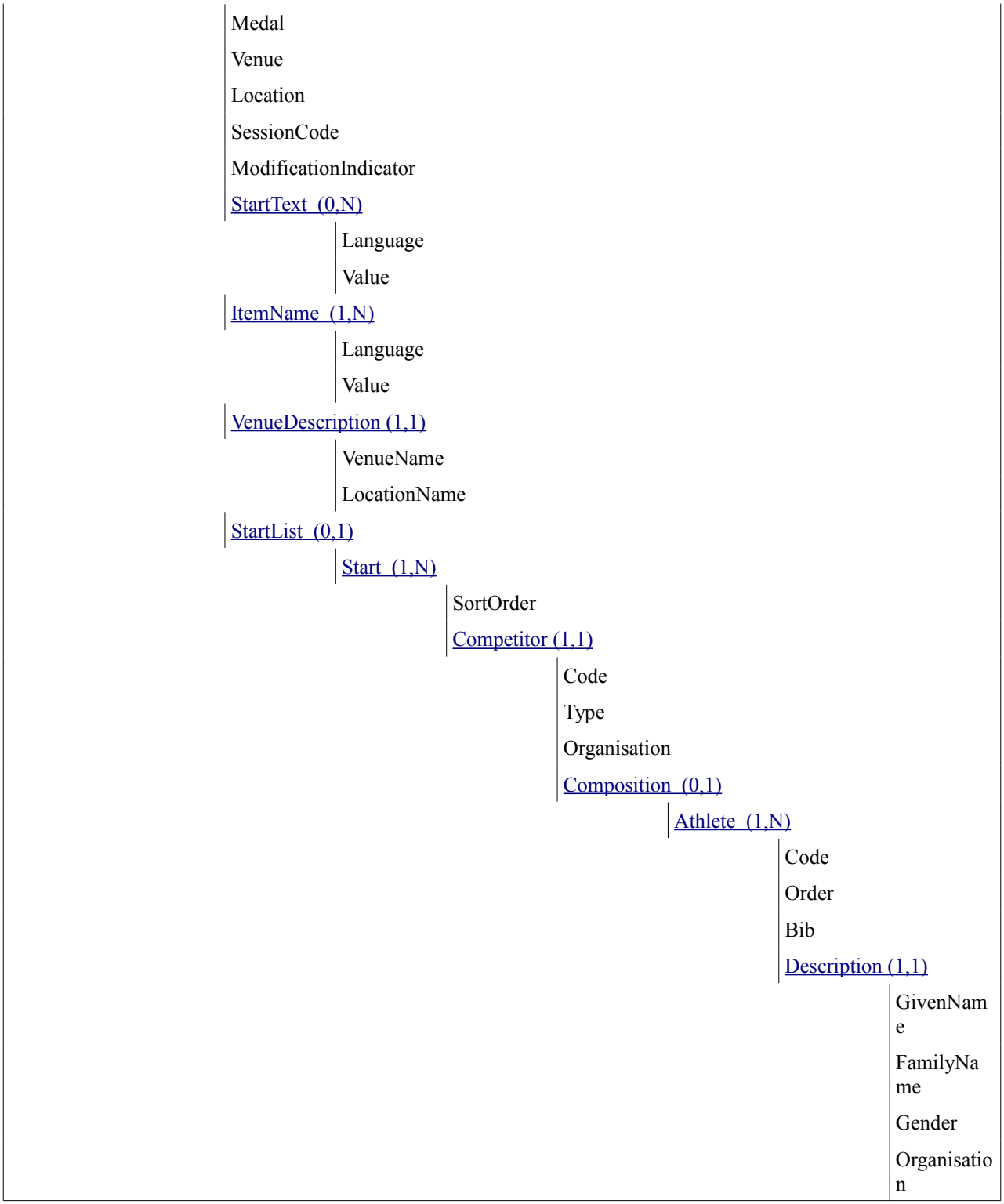
The triggers for status changes are described in each sport data dictionary where differences are needed.

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)
SortOrder
Competitor (1,1)
Code
Type
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation

	BirthDate

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'. 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	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**
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

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

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

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

Sort by Session @SessionCode.

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

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

2.2.2.1 Description

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

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

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition

DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	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		
			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.

Element: Participant /Discipline /DisciplineEntry (0,N) **Send if there is specific discipline information.**				
Type		**Code**	**Pos**	**Description**
ENTRY		BIB	N/A	Element Expected: Always, as soon as this information is known and this official has a referee number (this information can be sent only for update messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Referee Number (as Bib for officials).

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_RANK	N/A	Element Expected: Always, as soon as this information is known and this athlete has qualification rank (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	Qualification Rank for WCH-World Championships qualification type (from 1 to 8) qualification type (@QualifyingType code WCH).

ENTRY		QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this athlete has qualification method (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualifiyingType	Qualification type (method) (see codes section)

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 WR	Not used in WR
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). UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time

		zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	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

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

* As soon as each competitor (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)

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

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

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

* When each period finishes (INTERMEDIATE)
* After each match.

Trigger also after any change.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
			EndDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				

- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
- PreviousResults (0,N)
  - Code
  - Win
  - Loss
  - PreviousResult (0,N)
    - Unit
    - Order
    - Opponent
    - WLT
    - Result
    - OppResult
    - ResultType
- Officials (0,1)
  - Official (1,N)
    - Code
    - Function
    - Order
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - ExtendedDescription (0,N)
        - Type
        - Code
        - Pos
        - Value
- Periods (0,1)

- Period (1,N)
  - Code
  - HomeScore
  - AwayScore
  - HomePeriodScore
  - AwayPeriodScore
  - Duration
  - ExtendedPeriods (0,1)
    - ExtendedPeriod (1,N)
      - Code
      - Type
      - Pos
      - Value
- Result (1,N)
  - Result
  - WLT
  - SortOrder
  - StartSortOrder
  - ResultType
  - Competitor (1,1)
    - Code
    - Type
    - Organisation
    - Composition (0,1)
      - Athlete (1,N)
        - Code
        - Order
        - Bib
        - Description (1,1)
          - GivenName
          - FamilyName
          - Gender
          - Organisation

BirthDate
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.
EndDate	O	DateTime	Actual end date-time (The attribute should only be included when required in the particular sport). Generally do not include. Note that @EndDate is mandatory in this sport[after the match]

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

DISPLAY		LAST_COMP	SC @Period	Pos Description: Send Current Period Code Element Expected: Send the current period and the last athlete scored the last technical points
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) Or '0'	Send the competitor ID of the last athlete to score. Send 0 when a new period starts, before any point. Before match do not send the code. At the start of the first period please send 'ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="P1" Value="0"' During the 1st period Pos="P1" During break do not send the code At the start of the second period please send 'ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="P2" Value="0" ' During the 2nd period Pos="P2" When the result is official do not send the code
UI		DURATION	N/A	Element Expected: Always, at the end of the match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Duration of the Match
UI		RES_CODE	N/A	Element Expected: Always, at the end of the match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ResultCode	Code of the match, to indicate the result code of the winner (see codes).
UI		UNIT_NUM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Match number.

			#0	
UI		UNIT_STATUS	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @PeriodStatus	Status of the match
UI		WINNER_ID	N/A	Element Expected: Always, at the end of the match (when the result code is not E2)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Athlete's ID, to identify an athlete, winner of the match. in the case of the result code=E2, the winner_id will not be sent.

Sample (Sample)

```
....
<ExtendedInfos>
        <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
        <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="23" />
        <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1036521" />
        <ExtendedInfo Type="UI" Code="CLASSIF_CODE" Value="PP" />
        <ExtendedInfo Type="UI" Code="DURATION" Value="04:00" />
        <ExtendedInfo Type="UI" Code="UNIT_STATUS" Value="E" />
....
</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: ExtendedInfos /PreviousResults (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Win	M	Numeric #0	Number of matches won
Loss	M	Numeric #0	Number of matches lost

Element: ExtendedInfos /PreviousResults /PreviousResult (0,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	O	S(40)	Full RSC of the previous event unit. Must always send unless it does not exist (like for a bye)
Order	M	Numeric #0	Order of the units.This will be chronological with the most recent at the bottom.
Opponent	M	S(20) with no leading zeroes or BYE	Competitor ID of the opponent or in the case of a bye send BYE
WLT	M	SC @WLT	Indicates if the competitor at PreviousResults/Code is the winner (W) or loser (L)
Result	O	Numeric 0	Result for the particular event unit, i.e. the classification points in the corresponding match.
OppResult	O	Numeric 0	Result for the particular event unit, i.e. the classification points in the corresponding match.
ResultType	M	SC @ResultType	Result type, either score or IRM for the corresponding event unit.

Sample (General)

```
<PreviousResults Code="123456" Win="2" Loss="0">
    <PreviousResult Unit="WRW001901" Order="1" Opponent="2222" WLT="W" Result="5" OppResult="0" ResultType="POINTS"/>
    <PreviousResult Unit="WRW001301" Order="2" Opponent="4444" WLT="W" Result="4" OppResult="0" ResultType="POINTS"/>
</PreviousResults>
```

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 . Can be different from the function sent in the DT_PARTIC message. Send according to the codes for: Referee Judge Mat Chairman.
Order	M	Numeric ###0	As defined above.

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**	**Description**
	Value	M	Numeric #0	Official 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: Periods /Period (1,N) **Period in which the event unit message arrives.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Period	Period's code, usually there are 3 periods.
HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period. Home competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).
AwayScore	M	Numeric #0	Overall score of the away competitor at the end of the period. Away competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2).
HomePeriodScore	O	Numeric 0	Score of the home competitor just for this period. Home competitor technical points scored just for the @Code period. (e.g.: 3 points for Period-2 ("2nd Period")).

AwayPeriodScore	O	Numeric 0	Score of the away competitor just for this period. Away competitor technical points scored just for the @Code period. (e.g.: 1 point for Period-2 ("2nd Period")).
Duration	M	m:ss	Duration of the period(@Code period).

Sample (Sample)

```
....
<Periods>
        <Period Code="P1" HomeScore="0" AwayScore="3" HomePeriodScore="0" AwayPeriodScore="3"
Duration="02:00">
                <ExtendedPeriods>
                        <ExtendedPeriod Type="EP" Code="A_TCP_1" Pos="1" Value="3" />
                        </ExtendedPeriods>
        </Period>
        <Period Code="P2" HomeScore="1" AwayScore="6" HomePeriodScore="1" AwayPeriodScore="3"
Duration="02:00">
                <ExtendedPeriods>
                        <ExtendedPeriod Type="EP" Code="H_TCP" Pos="1" Value="1" />
                        <ExtendedPeriod Type="EP" Code="A_TCP" Pos="1" Value="1" />
                        <ExtendedPeriod Type="EP" Code="A_TCP" Pos="2" Value="1" />
                        <ExtendedPeriod Type="EP" Code="A_TCP" Pos="3" Value="1" />

                </ExtendedPeriods>
        </Period>
</Periods>
....
```

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N) **ExtendedPeriod information.**				
Type		**Code**	**Pos**	**Description**
EP		A_TCP	Numeric #	Pos Description: Sequential number for the incident, all the actions during the period that award points, from 1 to n (from the first incident to the last one). Element Expected: Always when applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #	Away competitor technical points awarded for each incident during each period

			or "C"	C- for Caution
EP		H_TCP	Numeric #	Pos Description: Sequential number for the incident, all the actions during the period that award points, from 1 to n (from the first incident to the last one). Element Expected: Always when applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric # or "C"	Home competitor technical points awarded for each incident during each period (see codes). C- for Caution

Element: Result (1,N) **For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.**			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric 0	Result for the particular event unit, i.e. the classification points in the corresponding match.
WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).
StartSortOrder	M	Numeric	Same as @SortOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM for the corresponding event unit (see codes section). Only will be informed (it is mandatory) at the end of the match.

Element: Result /Competitor (1,1) Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or TBD.	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 zeroes	Athlete's ID.
Order	M	Numeric	In Wrestling will be 1.
Bib	M	Numeric	Athlete's draw number.

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		BODYWEIGHT	N/A	Element Expected: Always, as soon as this information is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.#	Bodyweight value

EUE		COLOUR	N/A	Element Expected: Always, as soon as this information is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Colour associated to the Athlete. Values could be 'B' for Blue or 'R' for Red.

Sample (Sample)

```
....
<Result ResultType="POINTS" Result="1" WLT="L" SortOrder="1" StartOrder="1" StartSortOrder="1">
        <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
                <Composition>
                        <Athlete Code="1133274" Bib="17" Order="1" >
                                <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W"
Organisation="USA" BirthDate="1970-11-23" IFId="293006" />
                                <EventUnitEntry Type="EUE" Code="COLOUR" Value="R" />
                                <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
                        </Athlete>
                </Composition>
        </Competitor>
</Result>
....
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member or individual athlete's extended result.**				
Type		**Code**	**Pos**	**Description**
ER		CHALLENGE	N/A	Pos Description: Do not send anything Element Expected: The code expected only for the Live messages
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ChallengeType	Challenge status during the match. One accepted challenge can become Requested again.
ER		TECH_PTS	N/A	Element Expected: Always, as soon as this information is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send the technical points awarded. To be sent incremental during the bout

Sample (Sample)

```
....
<Result ResultType="POINTS" Result="1" WLT="L" SortOrder="1" StartOrder="1" StartSortOrder="1">
        <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
                <Composition>
                        <Athlete Code="1133274" Bib="17" Order="1" >
                                <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W"
Organisation="USA" BirthDate="1970-11-23" IFId="293006" />
                                <EventUnitEntry Type="EUE" Code="COLOUR" Value="R" />
                                <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
                                <ExtendedResults>
                                        <ExtendedResult Type="ER" Code="TECH_PTS" Value="5" />
                        <ExtendedResult Type="ER" Code="CHALLENGE" Value="REQUESTED" />
                                </ExtendedResults>
                         </Athlete>
                </Composition>
        </Competitor>
</Result>
....
```

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Brackets

2.2.4.1 Description

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

In the case of Wrestling, the message has to be sent for all the competition events, as listed in the header values section.

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

2.2.4.3 Trigger and Frequency

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

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

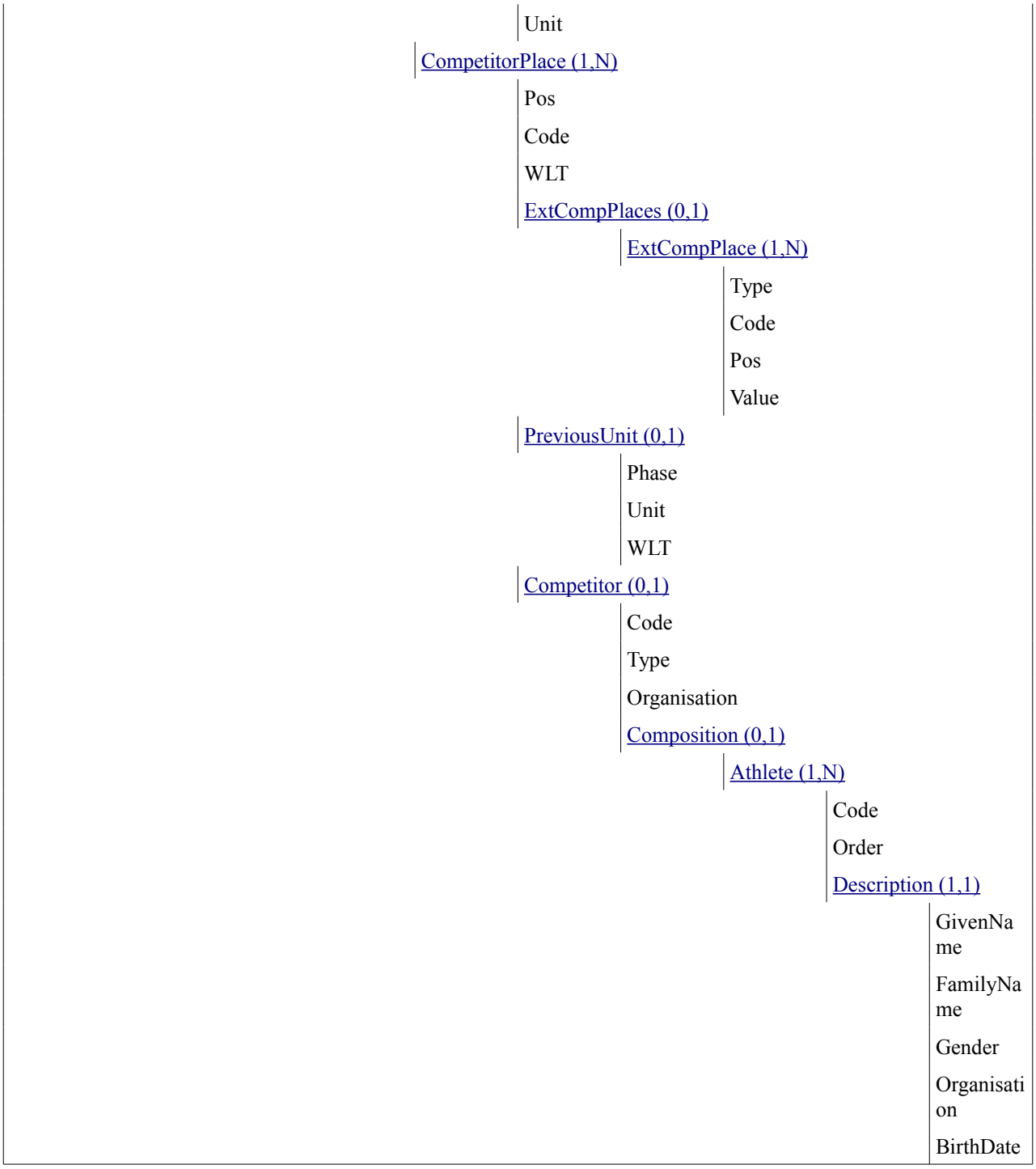
Trigger also after any change.

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)
  - 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
ExtCompPlaces (0,1)
ExtCompPlace (1,N)
Type
Code
Pos
Value
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

2.2.4.5 Message Values

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

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

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

Element: Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played)

Element: Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase. It is referred to the phase of weight category event (round). In the first rounds and according to the number of competing athletes there might be a Repechage for this round.

			In the Case of the Bracket code="BRN1", the Bracket /BracketItems Codes to be used are R16, QFL, SF.

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 is referred to the related unit of phase. It will be sent the Match number for each bracket item.
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)	Classification Points of the match if match is complete and formatted as in ORIS (separator & order, example 3-1). Must include if the data is available and the match is complete.

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

Element: Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N) **ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
EBI		DECISION	N/A	Element Expected: Just when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ResultCode	Decision of the match

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.

This should be informed in the case of Qualifications, 1/8 Finals, Quarterfinals, Semi-finals and Repechages (of different Rounds 1, 2 and/or 3).

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.

This should be informed in the case of Semi-finals. All wrestlers who lost against both finalists in the previous rounds will have Repechage matches. Therefore, there are two separated groups of Repechage; the winner of each one will receive the bronze medal.

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 for this bracket item (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

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

Type		Code	Pos	Description
ECP		DRAW	N/A	Element Expected: Send always and when there is no competitor in this place (when the CompetitorPlace @Code is BYE)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Send the Draw Number for the competitor in this bracket item.

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.

This should be informed when the information is known except the first rounds.

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.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Organisation	O	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

2.2.4.6 Message Sort

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

2.2.5 Statistics

2.2.5.1 Description

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

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

In the case of Wrestling, the message has to be sent for all the competition events, as listed in the header values section.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	The RSC will be: DDGEEE000 (where EEE will be '100' for Greco-Roman style and '200' for Freestyle)
DocumentSubcode	Not used in WR	Not used in WR
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	Attribute used to extend DocumentType. The attribute DocumentSubtype will be used to categorize different types of statistics reports. The following different DocumentSubtype header attributes: * TOU: Tournament statistics, at discipline style event level. - Send the DocumentCode at discipline style event level (DDGEEE000, where EEE will be '100' for Greco-Roman style and '200' for Freestyle). There will be one statistics message for each discipline style event (3 messages).
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.

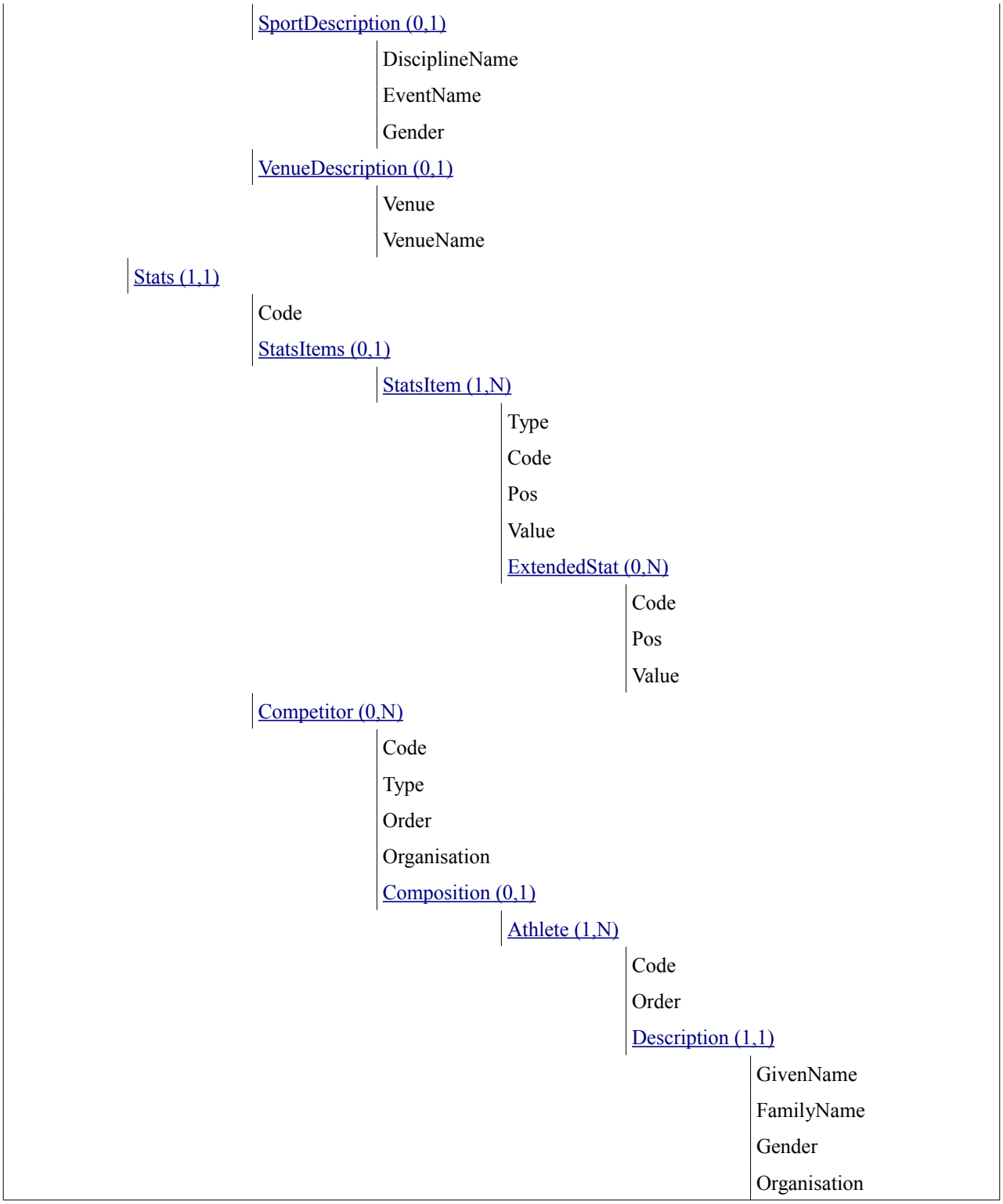
2.2.5.3 Trigger and Frequency

* Five (5) minutes after the final (after the end of a weight category -the competition event has finished-)

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
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
Competitor (0,N)
Code
Type
Order
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation

						BirthDate
					StatsItems (0,1)	
						StatsItem (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	O	S(40)	Event name (not code) from Common Codes.
Gender	O	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		RES_SC @ResultCode	N/A	Element Expected: Always, in the case of TOU statistics.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	
	Code	TOT_WINS_NUM		
	Pos	N/A	N/A	
	Value	Numeric #0	Total number of wins for this Result's code (@ResultCode code) of all weight categories in the discipline style.	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	
	Code	TOT_WINS_PERCENT		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Total percentage of wins for this Result's code (@ResultCode code) of all weight categories in the discipline style.	
ST_CC @Event		RES_SC @ResultCode	N/A	Element Expected: Always for the complete weight category events, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	CC @Event	Weight category event code (in the discipline style).
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always for the complete weight category events, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	
	Code	WINS_NUM		
	Pos	N/A	N/A	

	Value	Numeric #0	Number of wins for this Result's code (@ResultCode code) in this weight category (@Eventcode).	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for the complete weight category events, in the case of TOU statistics.			
	Attribute	**Value**	**Description**	
	Code	WINS_PERCENT		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Percentage of wins for this Result's code (@ResultCode code) in this weight category (@Event code).	
ST_NOC		CC @Organisation	N/A	Element Expected: Always, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	CC @Organisation	@Organisation code
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.			
	Attribute	**Value**	**Description**	
	Code	1P		
	Pos	Numeric 0	Send 1 for own action, 2 for opponent action	
	Value	Numeric 0	Number of 1 point actions made by this NOC in the discipline style	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.			
	Attribute	**Value**	**Description**	
	Code	2P		
	Pos	Numeric 0	Send 1 for own action, 2 for opponent action	
	Value	Numeric 0	Number of 2 point actions made by this NOC in the discipline style	

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, in the case of TOU statistics.**		
Attribute	**Value**	**Description**
Code	3P	
Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Number of 3 point actions made by this NOC in the discipline style
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, in the case of TOU statistics.**		
Attribute	**Value**	**Description**
Code	4P	
Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Number of 4 point actions made by this NOC in the discipline style
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, in the case of TOU statistics.**		
Attribute	**Value**	**Description**
Code	5P	
Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Number of 5 point actions made by this NOC in the discipline style
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, in the case of TOU statistics.**		
Attribute	**Value**	**Description**
Code	ACT_TIME	
Pos	Numeric	Send 1 for own action, 2 for opponent action

	0	
Value	Numeric 0	Activity time of this NOC in the discipline style
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
Attribute	**Value**	**Description**
Code	CAUTIONS	
Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Number of cautions made by this NOC in the discipline style
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
Attribute	**Value**	**Description**
Code	DUR_TBT	
Pos	N/A	N/A
Value	Numeric 0.#	Average duration of match (Total time / Total matches) played by this NOC
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
Attribute	**Value**	**Description**
Code	DUR_TSUM	
Pos	N/A	N/A
Value	Numeric ##0.#	Total duration of all matches played by this NOC
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
Attribute	**Value**	**Description**
Code	FALLS	
Pos	N/A	N/A

Value	Numeric #0	Number of falls for this NOC in the discipline style
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
Attribute	**Value**	**Description**
Code	FALLS_OPP	
Pos	N/A	N/A
Value	Numeric #0	Number of falls opponent for this NOC in the discipline style
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
Attribute	**Value**	**Description**
Code	FINALS	
Pos	N/A	N/A
Value	Numeric 0	Number of Finals reached by this NOC in the discipline style
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
Attribute	**Value**	**Description**
Code	MATCHES _AVG	
Pos	N/A	N/A
Value	Numeric #0.##	Matches average for this NOC in the discipline style (ie. 0 or 0.55)
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
Attribute	**Value**	**Description**
Code	MATCHES _LOST	

	Pos	N/A	N/A
	Value	Numeric #0	Number of matches lost by this NOC in the discipline style
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	MATCHES _WON	
	Pos	N/A	N/A
	Value	Numeric #0	Number of matches won by this NOC in the discipline style
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	MATCHES_WRESTLERS	
	Pos	N/A	N/A
	Value	Numeric 0.##	Ratio Matches/Wrestlers for this NOC in the discipline style (ie. 1 or 2.57)
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	NUM_MATCHES	
	Pos	N/A	N/A
	Value	Numeric #0	Number of matches contested by this NOC in the discipline style
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.		

Attribute	Value	Description
Code	NUM_WRESTLERS	
Pos	N/A	N/A
Value	Numeric #0	Number of wrestlers for this NOC in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	PERIOD	
Pos	Numeric #	Send period number. There are 2 periods.
Value	Numeric #0	Number of @Pos periods contested by this NOC in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	PERIOD_WRESTLERS	
Pos	N/A	N/A
Value	Numeric #0.##	Ratio Periods/Wrestlers for this NOC in the discipline style (ie. 3 or 5.86)

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	PERIODS_NUM	
Pos	N/A	N/A
Value	Numeric ##0	Number of periods contested by this NOC in the discipline style

	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.			
	Attribute	**Value**	**Description**	
	Code	PTS_INDEX		
	Pos	N/A	N/A	
	Value	Numeric 0.# #	(PTS_WQ POS=1) - (-PTS_WQ POS=2) = Performance index	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.			
	Attribute	**Value**	**Description**	
	Code	PTS_TOT		
	Pos	Numeric 0	Send 1 for positive total, 2 for negative total points	
	Value	Numeric 0	Number of total points made in the discipline style	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.			
	Attribute	**Value**	**Description**	
	Code	PTS_WQ		
	Pos	Numeric 0	Send 1 for own points, 2 for the opponent points	
	Value	Numeric 0.# #	Points per minute	
ST_NOC		TOTAL	N/A	Element Expected: Always, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	N/A	Do not send anything.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, in the case of TOU statistics.			
	Attribute	**Value**	**Description**	
	Code	1P		

Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Number of 1 point actions made in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	2P	
Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Number of 2 point actions made in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	3P	
Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Number of 3 point actions made in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	4P	
Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Number of 4 point actions made in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	5P	

Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Number of 5 point actions made in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	ACT_TIME	
Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Activity Time in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected:

Attribute	Value	Description
Code	CAUTIONS	
Pos	Numeric 0	Send 1 for own action, 2 for opponent action
Value	Numeric 0	Number of total Cautions made in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	DUR_TBT	
Pos	N/A	N/A
Value	Numeric 0.#	Average duration of match (Total time / Total matches) played in the style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	DUR_TSUM	

Pos	N/A	N/A
Value	Numeric ##0.#	Total duration of all matches played in the style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	NUM_MATCHES	
Pos	N/A	N/A
Value	Numeric 0	Total number of matches played in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	NUM_NOC	
Pos	N/A	N/A
Value	Numeric 0	Total number of NOCs in the discipline style

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description
Code	PTS_INDEX	
Pos	N/A	N/A
Value	Numeric 0.# #	(TOTAL PTS_WQ POS=1) - (TOTAL PTS_WQ POS=2) = Total performance index

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, in the case of TOU statistics.

Attribute	Value	Description

	Code	PTS_TOT	
	Pos	Numeric 0	Send 1 for positive total, 2 for negative total points
	Value	Numeric 0	Number of total points made in the discipline style
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, in the case of TOU statistics.**		
	Attribute	**Value**	**Description**
	Code	PTS_WQ	
	Pos	Numeric 0	Send 1 for own points, 2 for the opponent points
	Value	Numeric 0.# #	Points per minute made

Element: Stats /Competitor (0,N) **Competitor of the statistics.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	A	A for athlete
Order	M	Numeric	Order of the competitor in the statistics
Organisation	O	CC @Organisation	Competitor's organization if known

Element: Stats /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete
Order	M	Numeric	For Wrestling will be 1.

Element: Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**

GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) **Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
ST		1P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of 1 point actions made by this athlete in the discipline style
ST		2P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of 2 point actions made by this athlete in the discipline style
ST		3P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric 0	Number of 3 point actions made by this athlete in the discipline style
ST		4P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of 4 point actions made by this athlete in the discipline style
ST		5P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of 5 point actions made by this athlete in the discipline style
ST		ACT_TIME	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Activity time of this athlete in the discipline style
ST		CAUTIONS	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent actionElement Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric	Cautions of this athlete in the discipline

			0	style
ST		DUR_TBT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.#	Average duration of match (Total time / Total matches) played by this athlete
ST		DUR_TSUM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.#	Total duration of all matches played by this athlete
ST		NUM_MATCHES	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of matches played by this athlete in the discipline style
ST		PTS_INDEX	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.# #	(PTS_WQ POS=1) - (-PTS_WQ POS=2) = Performance index
ST		PTS_TOT	Numeric 0	Pos Description: Send 1 for positive total, 2 for negative total points Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of total points made in the discipline style

ST		PTS_WQ	Numeric 0	Pos Description: Send 1 for own points, 2 for the opponent points Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.# #	Points per minute made

Sample (Sample)

```
...
<Stats Code="TOU">
        <StatsItems>
                <StatsItem Type="ST_255" Code="RES_E2" Value="255">
                        <ExtendedStat Code="WINS_NUM" Value="0" />
                        <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
                </StatsItem>
                <StatsItem Type="ST_255" Code="RES_EV" Value="255">
                        <ExtendedStat Code="WINS_NUM" Value="0" />
                        <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
                </StatsItem>
...
                <StatsItem Type="ST_NOC" Code="BLR" Value="BLR">
                        <ExtendedStat Code="NUM_WRESTLERS" Value="4" />
              <ExtendedStat Code="CAUTIONS" Pos="1" Value="3" />
              <ExtendedStat Code="CAUTIONS" Pos="2" Value="2" />
                        <ExtendedStat Code="PERIODS_NUM" Value="19" />
                        <ExtendedStat Code="PERIOD_WRESTLERS" Value="4.75" />
                        <ExtendedStat Code="PERIOD" Pos="1" Value="9" />
                        <ExtendedStat Code="PERIOD" Pos="2" Value="9" />
                        <ExtendedStat Code="FALLS" Value="0" />
                        <ExtendedStat Code="FALLS_OPP" Value="0" />
                        <ExtendedStat Code="NUM_MATCHES" Value="9" />
                        <ExtendedStat Code="MATCHES_WRESTLERS" Value="2.25" />
                        <ExtendedStat Code="MATCHES_WON" Value="4" />
                        <ExtendedStat Code="MATCHES_LOST" Value="5" />
                        <ExtendedStat Code="MATCHES_AVG" Value="0.80" />
                        <ExtendedStat Code="FINALS" Value="1" />
                </StatsItem>
...
                <StatsItem Type="ST_NOC" Code="TOTAL" >

                        <ExtendedStat Code="NUM_MATCHES" Value="4" />
                        <ExtendedStat Code="1P" Pos="1" Value="10" />
                        <ExtendedStat Code="1P" Pos="2" Value="19" />
                        <ExtendedStat Code="2P" Pos="1"  Value="4.75" />
        ...             <ExtendedStat Code="2P" Pos="2" Value="29" />
...
                        <ExtendedStat Code="5P" Pos="1" Value="0"/>
              <ExtendedStat Code="5P" Pos="2" Value="29" />
              <ExtendedStat Code="CAUTIONS" Pos="1" Value="13" />
              <ExtendedStat Code="CAUTIONS" Pos="2" Value="15" />
...
 </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.

In the case of Wrestling, the message has to be sent for all the competition events, as listed in the header values section.

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). 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 is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.
Specific triggering conditions are defined in the sport data dictionary.
Trigger also after any major change.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
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

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 corresponding weight category event (the same rank will be repeated for the tied ones). It is optional because the wrestler could get an invalid rank mark or has withdrawn from the match
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable.
IRM	O	SC @ResultCode	Send just if the wrester is granted with a Result code including a disqualification.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the weight category event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified wrestlers.

Element: Result /Competitor (1,1) **Competitor related to one final event result.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	A	A for athlete
Organisation	O	CC @Organisation	Competitors's organisation if known

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete.
Order	M	Numeric	For Wrestiling will be 1.

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

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	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.

2.2.7.3 Trigger and Frequency

The message is sent prior to any ODF Sports message, if requested by one particular discipline (ODF Sport Data Dictionary).

Depending on the data required in this message (sport by sport) the sport data dictionary may add or modify the triggering requirements.

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

* 1 day before the start of competition for each event
* when the unit is resqueduled to another session

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 (i.e.: 0).
Event	M	CC @Event	Event code of the RSC The general event 000 will be used
Phase	M	CC @Phase	Phase code of the RSC. -Session phase (for Discipline Style events): (Z) Sessions
Unit	M	CC @Unit	It should be informed just in the case that the information is by Event Unit. In this case, all ExtendedConfig codes are related to an event unit (of competition phase or session phase). The rest of codes will be applied 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**
	BRACKET_SIZE	N/A	Element Expected:

EC		(By Event)		When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BracketItems	Send the code for the first phase of the event
EC		SESSION	Numeric #0	Pos Description: Send the session number. Element Expected: Send for each session
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Send for each match in the session**			
	Attribute	**Value**	**Description**	
	Code	UNIT		
	Pos		Do not send anything	
	Value	S(9)	Send the full RSC of the EventUnit (for example WRM155101)	

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="WRM166342">
                        <ExtendedConfigItem Code="UNIT" Value="WRM166343">
                        <ExtendedConfigItem Code="UNIT" Value="WRM166344">
....
                </ExtendedConfig>
        </Config>

</Configs>
```

Sample (Sample at the event level)

```
.... <Configs>
     <Config Gender="M" Event="166">
        <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R64"/>
     </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	30 May 2014	SFR version
v1.01	4 July 2014	Version after the IDM meeting
v1.02	13 August 2014	Version after the PT0 meeting.CR 5249 applied.
v1.03	29 August 2014	Defect applied
v1.04	22 September 2014	Defect applied
v1.05	29 September 2014	Defect applied
v1.06	13 November 2014	APP version
v1.07	19 December 2014	Small update due to defects
v1.08	12 February 2015	Small update due to defects
v1.09	27 February 2015	CR4789 applied
v1.10	14 May 2015	CR5392 and CR4785 applied
v1.11	5 Nov 2015	Small update due to defects
v1.12	18 December 2015	small correction in the ODF document dt_brackets.
v2.0	05 May 2016	CR applied

File Reference: ODF/INT182- R-SOG-2016-v2.0 APP(WR)

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	SRF version
v1.01	SFA	* The dt_result trigger 'As soon as each competitor is known and any changes in start list data' should be updated to 'As soon as each competitor or official is known and any changes in start list data' * EventUnitEntry BODYWEIGHT defined with 1 decimal place. * NextUnitLoser defined only for the semifinals. * The PreviousUnit defined for the semifinals and additionally used for Repechages.

		* Result code moved to the Bracket /BracketItems /BracketItem from the Bracket /BracketItems * DT_RESULT: result code should contain the classification points * Result/StartOrder removed * ExtendedInfos /ExtendedInfo/@WINNER_ID the definition should include a note: in the case of the result code=E2, the winner_id will not be sent. * Result /Competitor /Composition /Athlete/Extended results: add the technical points of each athlete. to be sent during the bout. * Result /Competitor /Composition /Athlete/Extended results: remove the classification points code. * Configs /Config /ExtendedConfig: remove the UNIT_MAT and UNIT_EVENT codes * Periods /Period /ExtendedPeriods /ExtendedPeriod: add the Bigger_Tech_Pts code indicating the athlete with the bigger number of technical points at the end of the period. * Periods /Period /ExtendedPeriods /ExtendedPeriod: remove the Bigger_Tech_Pts * In Bracket /BracketItems/BracketItem/CompetitorPlace defined the WLT code as a change included in the general ODF document. * Configs /Config Event definition updated: will use the general event 000. * Configs /Config Gender definition updated: will use the general code 0.
v1.02	SFA	* Dt_config: small update in the header of the the header should be Configs /Config /ExtendedConfig /ExtendedConfigItem * More information added in the definition of the last_comp code * Update the trigger of the start list dt_result message. Partial start list (only one know competitor, the other TBD) could be received. * Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed as it's known (except for the first rounds) * (CR 5249) Referee's Bib to be added in the ExtendedDescription element. * Small correction in the Bracket /BracketItems code definition. * More information added in the definition of the Bracket/Code. * Small update in the order of the officials (defect 108247).
v1.03	SFA	* Defect 108605 applied: entry "RANK" changed to "QUAL_RANK"
v1.04	SFA	* Defect 109011 applied: DT_CONFIG updated. New code BRACKET_SIZE added by event. Trigger and HeaderValue chapter updated.
v1.05	SFA	* Defect 109174 applied: include the information of the ORIS C84Dand C84E reports. * Defect 108608 applied: DT_PARTICIPANT: BIB element expected only in the update message.
v1.06	APP	APP version
v1.07	APP	*Defect 110164 applied. New code CHALLENGE added in the element athlete/extendedresults/extendedresult . small update in the Order code from the Official element.
v1.08	APP	*Defect 110979 applied. Small corrections in the dt_schedule and dt_result messages.For the dt_statistics message, only the TOU statistics are used, one message /each WR style * Description element for Athletes fixed to follow general definition

v1.09	APP	CR4789: Add Previous Results Elements in DT_RESULT message
v1.10	APP	CR5392: Replace the Clinch information with the Activity Time in the dt_stats message CR4785: document regenerated with the new updates of the dt_schedule message. Update unit_no=>unitNum,EstimatedStart/End=>HideStart/End, EstimatedStartExt=>StartText. Delete SessionType.
v1.11	APP	DT_SCHEDULE: Clarification for the DateTime attribute in case of HideStartDate="Y" Defect 118593: Element 'PreviousUnit' included in the for DT_Brackets.
v1.12	APP	small correction in the ODF document dt_brackets/PreviouseUnit remove Value- not used in Wr. no Omega impact, the messages are containing the correct information.
v2.0	APP	CR10565: Cautions added in the Statistics information: NOC level, total NOC and at the athlete level.