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OLYMPIC
COMMITTEE

Olympic Data Feed



ODF Paralympic Boccia Data Dictionary

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, IPC as the organizer of the Paralympic Games, 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

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **IPC** - International Paralympic Committee
- **NOC** – National Olympic Committee
- **NPC** - National Paralympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **BO** – Paralympic Boccia
- **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/COD222 | ODF Common Codes Document | This document describes the ODF Common codes used across all ODF documents |
| ODF/COD223 | ODF Header Values | This document details the header values showing which RSCs are used in which messages. |
| ODF/COD224 | ODF Sport Codes | This document describes the ODF Sport codes used across all ODF documents |
| ODF/INT184 | ODF General Messages Interface Document | This document describes the ODF General 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 Paralympic Boccia.

- The column “Message type” indicates the DocumentType that identifies a message.
- The column “Message documented” indicates the document where you should go to have the general definition for a particular Message type.
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

| Message Type | Message name | Message used in this sport | Message extended in this document |
|--------------------------|---|----------------------------|-----------------------------------|
| DT_SCHEDULE | Competition Schedule | X | |
| DT_SCHEDULE_UPDATE | Competition Schedule Update | X | |
| DT_PARTIC | List of Participants by Discipline | X | X |
| DT_PARTIC_UPDATE | List of Participants by Discipline Update | X | X |
| DT_PARTIC_TEAMS | List of Teams | X | |
| DT_PARTIC_TEAMS_UPDATE | List of Teams Update | X | |
| DT_PARTIC_HORSES | List of Equestrian Horses | | |
| DT_PARTIC_HORSES_UPDATE | List of Horses Update | | |
| DT_MEDALS | Medal Standings | Global | |
| DT_MEDALLISTS_DAY | Medallists of the Day | Global | |
| DT_HISTORIC_RECORD | Historical Records | | |
| DT_GLOBAL_GM | Global Good Morning | Global | |
| DT_GLOBAL_GN | Global Good Night | Global | |
| DT_RESULT | Event Unit Start List and Results | X | X |
| DT_CURRENT | Current Information | | |
| DT_RESULT_ANALYSIS | Extended Event Unit Results | | |
| DT_PLAY_BY_PLAY | Play by Play | | |
| DT_PHASE_RESULT | Phase Results | | |
| DT_CUMULATIVE_RESULT | Cumulative Results | | |
| DT_POOL_STANDING | Pool Standings | X | X |
| DT_RANKING | Event Final Ranking | X | X |
| DT_STATS | Statistics Table | | |
| DT_MEDALLISTS | Medallists of one Event | X | |
| DT_MEDALLISTS_DISCIPLINE | Medallists by Discipline | X | |
| DT_RECORD | Records | | |
| DT_COMMUNICATION | Official Communication | X | |
| DT_BRACKETS | Brackets | X | X |
| DT_LOCAL_ON | Discipline/Venue Start Transmission | X | |
| DT_LOCAL_OFF | Discipline/Venue Stop Transmission | X | |
| DT_FED_RANKING | Federation Ranking | | |
| DT_CONFIG | Configuration | X | X |
| DT_WEATHER | Event Unit Weather Conditions | | |
| DT_GPS_DATA | GPS Data | | |
| DT_KA | Keep Alive | X | |
| DT_SERIAL | List of Current PiT Serial | X | |



2.1.1 Competition schedule / Competition schedule update

2.1.1.1 Description

This message is the Competition schedule message as described in the ODF General Messages Interface Document.

2.1.1.2 Header Values

Please, follow the general definition though the DocumentCode will be at discipline level.

2.1.1.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

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

2.1.1.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of Paralympic Boccia are:

- Competition /Unit /StartList /Start /Competitor /Composition/Athlete/Description

2.1.1.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the Competition schedule optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Paralympic Boccia, as well as the attributes that have an extended definition.

Competition /Unit /StartList /Start /Competitor /Composition/Athlete/Description Element:

| Element | Attribute | M/O | Value | Comments |
|---|-----------|-----|----------------|---|
| Competitor /Composition/Athlete/Description | Class | M | CC @SportClass | Code to identify the handicap class in the event. This attribute is mandatory |

2.1.1.1 Message sort

Please, follow the general definition.

2.1.2 List of Participants by Discipline / List of Participants by Discipline Update

2.1.2.1 Description

This message is the List of Participants by Discipline (and the update), for that discipline it is the list of athletes, and officials, as described in the ODF General Messages Interface Document.

2.1.2.2 Header Values

The definition in the ODF General Messages Interface Document is valid.

2.1.2.3 Trigger and Frequency

The definition in the ODF General Messages Interface Document is valid.

2.1.2.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of Paralympic Boccia are:

- Competition /Participant /Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.



2.1.2.5 Message Values

The following table lists the “List of Participants by Discipline / Update” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case Paralympic Boccia, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|--|-----------|-----|----------------|---|
| Participant /Discipline /RegisteredEvent | Class | M | CC @SportClass | Code to identify the handicap class in the event. This attribute is mandatory |
| | Bib | M | S(4) | Bib number for the athlete. Example: 122, 221, 320 ... |

The following table describes in more detail the Competition /Participant /Discipline /RegisteredEvent /EventEntry element in the case of Paralympic Boccia.

| Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry | | | | | |
|--|-------|-----|-------|--|--|
| Type | Code | Pos | Value | Description | Expected |
| ENTRY | GROUP | | S(1) | For @Type: Send proposed type For @Code: Send proposed code For @Pos Do not send anything For @Value: Pool of the participant in the Preliminaries. | As soon as it is known (this information can be sent in both messages). Only for individual events. |

2.1.2.6 Message sort

Please follow the general definition.



2.1.3 List of Teams / List of Teams Update

2.1.3.1 Description

This message is the List of accredited Teams by Discipline (and the update), for that discipline it is the list of teams, as described in the ODF General Messages Interface Document.

2.1.3.2 Header Values

The definition in the ODF General Messages Interface Document is valid.

These messages only apply for Pairs and Teams events.

2.1.3.3 Trigger and Frequency

The definition in the ODF General Messages Interface Document is valid and in the case when the venue results becomes owner of the data.

2.1.3.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of Paralympic Boccia are:

- Competition /Team /TeamOfficials /Official
- Competition /Team /Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.

2.1.3.5 Message Values

The following table lists the “List of accredited Teams by Discipline/ Update” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case Paralympic Boccia, as well as the attributes that have an extended definition.

The following table describes in more detail the Competition /Team /Discipline /RegisteredEvent /EventEntry element in the case of Paralympic Boccia.

| Element: Competition /Team /Discipline /RegisteredEvent /EventEntry | | | | | |
|---|-------|-----|-------|---|--|
| Type | Code | Pos | Value | Description | Expected |
| ENTRY | GROUP | | S(1) | For @Type: Send proposed type | As soon as it is known (this information can be sent in both messages). |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos Do not send anything | |
| | | | | For @Value: Pool of the team in the Preliminaries. | |

2.1.3.6 Message sort

Please follow the general definition.



2.1.4 Event Unit Start List and Results

2.1.4.1 Description

This message is the Event Unit Start List and Results message as described in the ODF General Messages Interface Document.

2.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

2.1.4.3 Trigger and Frequency

Please follow the general definition, taking also into account the following:

- START LIST: As soon as both of the line-up and starters are known and any change/addition to these only before the start of the match.
- LIVE: After the beginning of each period until period ends.
- LIVE: After every change in any data during period [scores, substitute, DQ etc].
- INTERMEDIATE: After the period in the period break.
- UNOFFICIAL / OFFICIAL: After the match (unit).

2.1.4.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of Paralympic Boccia are:

- Competition /ExtendedInfos /UnitDateTime
- Competition /ExtendedInfos /ExtendedInfo
- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Officials /Official
- Competition /Periods /Period
- Competition /Result /Competitor /EventUnitEntry
- Competition /Result /Competitor /Composition /Athlete /EventUnitEntry



2.1.4.5 Message Values

The following table lists the Event Unit Start List and Results optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|--|-----------------|-----|-----------------------------|--|
| ExtendedInfos /UnitDateTime | StartDate | M | DateTime | Actual start date and time |
| | EndDate | M | DateTime | Actual end date-time |
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Boccia |
| | EventName | M | S(40) | Text short description, not code |
| | SubEventName | M | S(40) | Text short description of the Event Unit |
| | Gender | M | X | Is always X |
| ExtendedInfos /VenueDescription | Venue | M | CC @VenueCode | Venue code |
| | VenueName | M | S(25) | Text short description, not code |
| | Location | M | CC @Location | Location Code |
| | LocationName | M | S(30) | Text short description, not code |
| Officials /Official | Function | M | SC @ResultsFunction | Send the officials (1 Referee) according to the codes |
| | Order | M | Numeric | Send by Order as on official score sheet |
| Periods | Home | O | S(20) with no leading zeros | Competitor code of the home competitor. Must be sent if known |
| | Away | O | S(20) with no leading zeros | Competitor code of the away competitor. Must be sent if known |
| Period | Code | M | SC @Period | |
| | HomeScore | M | Numeric ##0 | Overall score of the first named competitor at the end of the period. |
| | AwayScore | M | Numeric ##0 | Overall score of the second named competitor at the end of the period. |
| | HomePeriodScore | O | Numeric #0 | Score of the first named competitor just for each period. |
| | AwayPeriodScore | O | Numeric #0 | Score of the second named competitor just for each period. |
| Result | ResultType | O | SC @ResultType | Result type, either points or IRM with points for the corresponding event unit |
| | IRM | O | SC @IRM | IRM of the participant (individual participant/team) for the particular event unit Send just in the case @ResultType is both Points and IRM (see codes section) |
| | Result | O | S(4) | Result of the Competitor for the particular event unit, including the Tie-Break indicator if apply. To be send after each end. E.g. 6* , 1 |
| | WLT | O | SC @WLT | The code whether a competitor won, lost or tied. |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the First named (1) and the Visitor (2) |
| | StartSortOrder | M | Numeric | Same @StartOrder |
| Result /Competitor /Composition /Athlete | Bib | M | S(4) | Bib number |
| | Order | M | Numeric ##0 | Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". |
| Composition /Athlete /Description | Class | M | CC @SportClass | Code to identify the handicap class in the event. This attribute is mandatory |



The following table describes in more detail the Competition /ExtendedInfos /ExtendedInfo element in the case of Paralympic Boccia.

| Element: Competition /ExtendedInfos /ExtendedInfo | | | | | |
|---|----------|-----|------------|--|--------------------|
| Type | Code | Pos | Value | Description | Expected |
| UI | PERIOD | | CC @Period | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send current period. | During Match only. |
| | UNIT_NUM | | Numeric #0 | For @Type: Send proposed type For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Match number | |

The following table describes in more detail the Competition /Result /Competitor /EventUnitEntry element for the pairs and teams events.

| Element: Competition /Result /Competitor /EventUnitEntry | | | | |
|--|-----------|----------|--|----------------|
| Type | Code | Value | Description | Expected |
| EUE | HOME_AWAY | SC @Home | For @Type: Send proposed type For @Code: Send proposed code For @Value: Send Home or Away | When available |

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /EventUnitEntry element for individuals events.

| Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry | | | | |
|--|-----------|----------|--|----------------|
| Type | Code | Value | Description | Expected |
| EUE | HOME_AWAY | SC @Home | For @Type: Send proposed type For @Code: Send proposed code For @Value: Send Home or Away | When available |

2.1.4.6 Message sort

Please follow the general definition.



2.1.5 Pool Standings

2.1.5.1 Description

This message is the Pool Standings message as described in the ODF General Messages Interface Document.

2.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values sheet).

The DocumentSubtype attributes will be:

- For individuals – BC1 & BC4 and Team:
 - Preliminary Round Group A: A
 - Preliminary Round Group B: B
 - Preliminary Round Group C: C
 - Preliminary Round Group D: D
- For individuals – BC2 & BC3:
 - Preliminary Round Group A: A
 - Preliminary Round Group B: B
 - Preliminary Round Group C: C
 - Preliminary Round Group D: D
 - Preliminary Round Group E: E
 - Preliminary Round Group F: F
 - Preliminary Round Group G: G
 - Preliminary Round Group H: H
- For Pairs:
 - Preliminary Round Group A: A
 - Preliminary Round Group B: B

2.1.5.3 Trigger and Frequency

Please follow the general definition.

2.1.5.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of Paralympic Boccia are:

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Result /Competitor /ExtendedResults /ExtendedResult
- Competition /Result /Competitor /Composition/ Athlete
- Competition /Result /Competitor /Composition/ Athlete/Description
- Competition /Result /Competitor /Composition/ Athlete /ExtendedResults /ExtendedResult

2.1.5.5 Message Values

The following table lists the Pool Standings optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Paralympic Boccia, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------------------------------|----------------|-----|-------|---|
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Boccia |
| | EventName | M | S(40) | Text short description, not code |
| | SubEventName | M | S(40) | Text short description of the Event Phase, not code |
| | Gender | M | X | Is always X |



| Element | Attribute | M/O | Value | Comments |
|------------------------------------|--------------|-----|------------------------------|---|
| ExtendedInfos /VenueDescription | Venue | M | CC @VenueCode | Venue code |
| | VenueName | M | S(25) | Text short description, not code |
| Result | Rank | O | Text | Rank at the group. It is optional because the team can be disqualified |
| | RankEqual | O | Y | Send "Y" if rank is equaled else do not send |
| | ResultType | O | SC @ResultType | Result type, either points or IRM with points obtained by the competitor at all the games of the group |
| | Result | O | Numeric | Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. |
| | IRM | O | SC @IRM | IRM Send just in the case @ResultType is points and IRM (see codes section) |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. |
| | Won | O | Numeric 0 | Number of games won by the competitor in the group |
| | Lost | O | Numeric 0 | Number of games lost by the competitor in the group |
| | Played | O | Numeric 0 | Number of games played by the competitor in the group |
| | For | O | Numeric ##0 | Total number of points for |
| | Against | O | Numeric ##0 | Total number of points against |
| | Diff | O | Numeric +/- ##0 | Difference of points for/against |
| Opponent | Code | M | S(20) with no leading zeroes | Competitor ID or TBD if unknown |
| | Type | M | T, A | T for team or A for athlete |
| | Pos | M | Numeric | 1 to n. Normally expected to be the same as SortOrder for the same competitor. |
| | Organisation | O | CC @Organisation | Competitors' organisation (code). Must include if the data is available |
| | Date | O | Date | Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete. |
| | Time | O | hh:mm | Time of match (example hh:mm) Must include if the data is available. |
| | Result | O | S(50) | Result of the match if match is complete and formatted as in PRIS (separator & order & winner of tie-break, example "5-2", "4*-4"). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules. |
| Opponent /Unit | Phase | M | CC @Phase | Phase code for the pool item |
| | Unit | M | CC @Unit | Unit code for the pool item |

The following table describes in more detail the Competition /Result /Competitor /Opponent/ExtendedResults /ExtendedResult element for pairs and teams events

| Element: Competition /Result /Competitor /Opponent/ExtendedResults /ExtendedResult | | | | | | |
|--|----------|----------------|-----|---------------|--|--------------|
| Type | Code | Extension Code | Pos | Value | Description | Expected |
| ER | UNIT_NUM | | | Numeric #0 | For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Court number | If available |



The following table describes in more detail the Competition /Result /Competitor/ Composition /Athlete /Description for individual events.

| Element | Attribute | M/O | Value | Comments |
|-----------------------------------|-----------|-----|----------------|---|
| Composition /Athlete /Description | Class | M | CC @SportClass | Code to identify the handicap class in the event. This attribute is mandatory |

The following table describes in more detail the Competition /Result /Competitor/ Opponent /Composition /Athlete /ExtendedResults /ExtendedResult for individual events.

| Element: Competition /Result /Competitor /Opponent/Composition/Athlete/ExtendedResults /ExtendedResult | | | | | | |
|--|----------|----------------|-----|------------|--|--------------|
| Type | Code | Extension Code | Pos | Value | Description | Expected |
| ER | UNIT_NUM | | | Numeric #0 | For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Court number | If available |

2.1.5.6 Message sort

Please follow the general definition.



2.1.6 Event Final Ranking

2.1.6.1 Description

This message is the Event Final Ranking message as described in the ODF General Messages Interface Document.

2.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values sheet).

2.1.6.3 Trigger and Frequency

Please follow the general definition, taking also into account the following:

- After each position is known.

2.1.6.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of Paralympic Boccia are:

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Result /Competitor /ExtendedResults /ExtendedResult
- Competition /Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult

2.1.6.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Paralympic Boccia, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|--------------------------------------|----------------|-----|----------------|--|
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Boccia |
| | EventName | M | S(40) | Text short description, not code |
| | Gender | M | X | Is always X |
| ExtendedInfos /VenueDescription | Venue | M | CC @VenueCode | Venue code |
| | VenueName | M | S(25) | Text short description, not code |
| Result | Rank | O | Text | Rank of the competitor in the result. It is optional because the team can be disqualified |
| | RankEqual | O | Y | Send "Y" if rank is equalled else do not send |
| | Played | O | Numeric #0 | Send number of matches played |
| | Won | O | Numeric #0 | Send number of matches won |
| | Lost | O | Numeric #0 | Send number of matches lost |
| | IRM | O | SC @IRM | Send just if the team/individual competitor has been disqualified |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. |
| Composition /Athlete /Description | Class | M | CC @SportClass | Code to identify the handicap class in the event. This attribute is mandatory |

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element for pairs and teams events

| Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult | | | | | | |
|---|------|----------------|-----|----------------|--|--------------|
| Type | Code | Extension Code | Pos | Value | Description | Expected |
| ER | FOR | | | Numeric ##0 | For @Code: Send proposed Extension code | If available |



| Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult | | | | | | |
|---|---------|--|--|----------------------|---|--------------|
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Total number of points for | |
| | AGAINST | | | Numeric ##0 | For @Code: Send proposed Extension code | If available |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Total number of points against | |
| | DIFF | | | Numeric +/- ##0 | For @Code: Send proposed Extension code | If available |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Difference of points for/against | |
| | RATIO | | | Numeric +/- 0.000 | For @Code: Send proposed Extension code | If available |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: The "Ratio" to be calculated to three decimal points (Format 0.##0). | |

The following table describes in more detail the Competition /Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult for individual events

| Element: Competition /Result /Competitor /Composition/Athlete/ExtendedResults /ExtendedResult | | | | | | |
|---|---------|----------------|-----|----------------------|---|--------------|
| Type | Code | Extension Code | Pos | Value | Description | Expected |
| ER | FOR | | | Numeric ##0 | For @Code: Send proposed Extension code | If available |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Total number of points for | |
| | AGAINST | | | Numeric ##0 | For @Code: Send proposed Extension code | If available |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Total number of points against | |
| | DIFF | | | Numeric +/- ##0 | For @Code: Send proposed Extension code | If available |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Difference of points for/against | |
| | RATIO | | | Numeric +/- 0.000 | For @Code: Send proposed Extension code | If available |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: The "Ratio" to be calculated to three decimal points (Format 0.##0). | |

2.1.6.6 Message sort

Please follow the general definition.



2.1.7 Brackets

2.1.7.1 Description

This message is the Brackets message as described in the ODF General Messages Interface Document.

2.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values sheet).

2.1.7.3 Trigger and Frequency

Please follow the general definition, taking also into account the following

- Before the competition
- After every match in the preliminaries which determines a position in the bracket.
- After every match during final phases

2.1.7.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of Paralympic Boccia are:

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in the case of the classifications and semi-finals.
- BracketItem /NextUnitLoser should be informed just in the case of the quarterfinals and semi-finals.

2.1.7.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Paralympic Boccia, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---|----------------|-----|---------------------|--|
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Boccia |
| | EventName | M | S(40) | Text short description, not code |
| | Gender | M | X | Is always X |
| ExtendedInfos /VenueDescription | Venue | M | CC @VenueCode | Venue code |
| | VenueName | M | S(25) | Text short description, not code |
| Bracket | Code | M | SC @Bracket | Bracket code to identify a bracket item. One for each individual bracket as defined in the competition format. |
| Bracket /BracketItems | Code | M | SC @BracketItems | Bracket code to identify a set of bracket items. It is referred to the semifinals, quarterfinals or finals phases. |
| Bracket /BracketItems /BracketItem | Code | M | Numeric #0 | Game number for each bracket item (e.g.: 17, 18, 19, 20 ...) |
| | Date | O | Date | YYYY-MM-DD. Must be filled if known |
| | Time | O | Time | HH:MM. Must be filled if known |
| | Result | O | S(50) | Fill when match is complete, filled and formatted in the same format as in PRIS. E.g. 6*-6 , 9-0 |
| Bracket /BracketItems /BracketItem /CompetitorPlace | Code | O | CC @CompetitorPlace | It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD). |



| Element | Attribute | M/O | Value | Comments |
|--|-----------|-----|------------------|--|
| Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description | Class | M | CC @SportClass | Code to identify the handicap class in the event. This attribute is mandatory |
| Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit | Phase | O | CC @Phase | Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item. Send A or B instead of 9 for preliminaries. |
| | Unit | O | CC @Unit | Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must be sent if winner/loser from a single unit. Do not send when from group. |
| | Value | O | SC @Pool or S(3) | If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate. |
| | WLT | O | SC @WLT | Send W or L for winner or loser of previous match (if not Pool). Do not send if participant is unknown from a pool. |

2.1.7.6 Message sort

Please follow the general definition.



2.1.8 Configuration

2.1.8.1 Description

This message is the Discipline configuration message as described in the ODF General Messages Interface Document.

2.1.8.2 Header Values

Please, follow the general definition though the DocumentCode will be at session level for each competition session (one message per session).

2.1.8.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

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

2.1.8.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of Paralympic Boccia are:

- Configs /Config /ExtendedConfig /ExtendedConfigItem

2.1.8.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the Discipline configuration optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Paralympic Boccia, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|------------|--|
| Config | Gender | M | CC @Gender | |
| | Event | M | CC @Event | |
| | Phase | O | CC @Phase | Only for sessions phase (@Phase='Z'). |
| | Unit | O | CC @Unit | Only for sessions phase (@Phase='Z'). In this case, the event unit will be SS, the session number. |

The following table describes in more detail the ExtendedConfig element.

| Element: ExtendedConfig | | | | | | |
|-------------------------|-------------------------|--------------|---------------|--|---------------------------------------|------------------------------------|
| Type | Code | Pos | Value | Description | Expected | |
| EC | SESSION (by Session) | Numeric 0 | | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Session number For @Value: Do not send anything | When available in the session message | |
| | | UNIT | Numeric #0 | S(9) For @Code: Send proposed code For @Pos: Send the order of the unit within the session 1..n Do not send anything For @Value: Send the full RSC of the EventUnit (for example BOX101302) | | Send for each match in the session |

Sample (of session message)



```
.....  
<Config Gender="0" Event="000" Phase="Z" Unit="05">  
  <ExtendedConfig Type="EC" Code="SESSION" Pos="1"/>  
    <ExtendedConfigItem Code="UNIT" Pos="1" Value="BOX101302">  
    <ExtendedConfigItem Code="UNIT" Pos="2" Value="BOX102302">  
  
.....  
  </ExtendedConfig>  
</Config>  
.....
```

2.1.8.6 Message sort

Please, follow the general definition.



2.1.9 Event's Medallists

Refer to the same section of the ODF General Messages Interface Document taking in account the following redefinitions for Paralympics:

Competition /Medal /Competitor /Athlete /Description Element:

The following attributed are redefined

| Element | Attribute | M/O | Value | Comments |
|-----------------------------------|-----------|-----|----------------|---|
| Composition /Athlete /Description | Class | M | CC @SportClass | Code to identify the handicap class in the event. This attribute is mandatory |

2.1.10 Medallists by Discipline

Refer to the same section of the ODF General Messages Interface Document taking in account the following redefinitions for Paralympics:

Competition /Discipline /Gender /Event /Medal /Competitor /Composition /Athlete /Description Element:

The following attributed are redefined

| Element | Attribute | M/O | Value | Comments |
|-----------------------------------|-----------|-----|----------------|---|
| Composition /Athlete /Description | Class | M | CC @SportClass | Code to identify the handicap class in the event. This attribute is mandatory |



3 DOCUMENT CONTROL

| Version history | | |
|-----------------|------------------|---|
| Version | Date | Comments |
| v1.0 | 19 December 2014 | First Version |
| V1.1 | 12 January 2015 | SFA version. IDM meeting conclusion |
| V1.2 | 06 August 2015 | Small updates: athlete' class |
| V2.0 | 05 November 2015 | Small corrections in the definition and samples dt_config |

File reference: ODF/INT202 R-SPG-2016 v2.0 APP (BO)

| Change Log | | |
|------------|--------|--|
| Version | Status | Changes on version |
| v1.0 | SFR | First version |
| V1.1 | SFA | <p>SFA version updated with the IDM conclusions:</p> <ul style="list-style-type: none"> --dt_partic and dt_partic team: update the definition of the Group code to 'pool of the participant in the preliminaries' --dt_result: start list status is requested only for the both known competitors. --small correction in all the document for the DisciplineName and the Gender definition --dt_result: update the type of the Result code --dt_result: remove the StartOrder --dt_result: remove the team's official element. Not used in BO. --dt_result: remove the StartSortOrder code: the competition have the same order in the team during all the match --dt_result: remove the MAT_NUM code, the information in not used in BO. --dt_result : remove the element Competition /Periods /Period /ExtendedPeriods, not used in BO --dt_ranking: confirmed to be used in BO --dt_ranking: small correction in the definition of the IRM- should be used for all the events --dt_configure: message to be included in the ODF definition. |
| V1.2 | SFA | Small updates: athlete' class added in all the messages |
| V2.0 | APP | Small correction- dt_config message. |



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