

# OLYMPIC DATA FEED

## **ODF Archery Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Archery Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the archery 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 2018 Youth Olympic Games

This document is to be applied for the 2018 Youth Olympic Games. All included concepts are applied.

## 1.5 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       |

## 1.6 Related Documents

| Document Title                          | Document Description   |
|---|--|
| ODF General Principles Document         | The document explains the environment and general principles for ODF.                    |
| ODF General Messages Interface Document | The document describes the ODF General Messages  |
| ODF Common Codes                        | The document describes the ODF Common codes used across all ODF documents.               |
| ODF Sport Codes                         | The document describes the ODF Sport codes used across all ODF documents                 |
| ODF Header Values                       | The document details the header values which show 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 archery.

- 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_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE | List of teams / List of teams 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_RECORD                                | Records  | 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. ARC, BDM, TEN etc)

HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)

HNOC NOC Head to Head units (e.g. ARC)

HTEAM Teams Head to Head units (e.g. BKB, VBV, HOC 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 only sent if a particular event order is expected.

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 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    | Full RSC at discipline level     |   |
| 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<br>"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. |

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

### 2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType='DT\_SCHEDULE') 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.

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 Values

| Element: Competition /Session (0,N) |     |                    |  |
|-------------------------------------|-----|--------------------|--|
| Attribute                           | M/O | Value              | Description  |
| SessionCode                         | M   | S(5)               | Format DDD00 where DDD is the discipline and 00 is the session number.   |
| StartDate                           | M   | DateTime           | Start date.<br>Example: 2006-02-26T10:00:00+01:00  |
| EndDate                             | O   | DateTime           | End date.<br>Example: 2006-02-26T10:00:00+01:00  |
| Leadin                              | O   | m:ss               | Amount of time from session start to first scheduled unit.   |
| Venue                               | M   | CC @VenueCode      | Venue where the session takes place  |
| VenueName                           | M   | S(25)              | Venue name   |
| ModificationIndicator               | O   | S(1)               | Attribute is mandatory in the DT_SCHEDULE_UPDATE message.<br>N = New or U = Update.  |
| SessionStatus                       | M   | CC @ScheduleStatus | Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished. |
| SessionType                         | O   | CC @SessionType    | Session Type of the session  |

| Element: Competition /Session /SessionName (1,N) |     |              |  |
|--|-----|--------------|--|
| Attribute  | M/O | Value        | Description  |
| Language   | M   | CC @Language | Language of the Session Description                          |
| Value  | O   | S(40)        | Name of the session. (if no other name then is session code) |

| Element: Competition /Unit (0,N) |     |                       |  |
|----------------------------------|-----|-----------------------|--|
| Attribute                        | M/O | Value                 | Description                                  |
| Code                             | M   | Full RSC for the unit |  |
| PhaseType                        | M   | CC @PhaseType         | Phase type for the unit                      |
| UnitNum                          | O   | S(6)                  | Match / Game / Bout / Race Number or similar |
| ScheduleStatus                   | M   | CC @ScheduleStatus    | Unit Status                                  |



| Element: Competition /Unit (0,N) |     |          |   |
|----------------------------------|-----|----------|---|
| Attribute                        | M/O | Value    | Description   |
| StartDate                        | O   | DateTime | <p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.)</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Where HideStartDate='Y' then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting.</p> <p>Example: 2006-02-26T10:00:00+01:00</p> |
| HideStartDate                    | O   | S(1)     | <p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>   |
| EndDate                          | O   | DateTime | <p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example:<br/>2006-02-26T10:00:00+01:00</p>  |
| HideEndDate                      | O   | S(1)     | <p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>   |
| ActualStartDate                  | O   | DateTime | <p>This attribute is expected once the event unit has started.<br/>Example: 2006-02-26T10:03:22+01:00</p>   |
| ActualEndDate                    | O   | DateTime | <p>This attribute is expected once the event unit has finished.<br/>Example: 2006-02-26T12:43:51+01:00</p>  |

| Element: Competition /Unit (0,N) |     |                   |  |
|----------------------------------|-----|-------------------|--|
| Attribute                        | M/O | Value             | Description  |
| Order                            | O   | Numeric<br>###0   | Order of the units when displayed. This field is considered in two situations:<br>1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline.<br>2. If some units start at the same time and a particular order of the units is expected.<br>It is 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) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order. |
| Medal                            | O   | SC @UnitMedalType | Gold medal event unit or bronze medal event unit.<br>Do not send if not a medal event unit   |
| Venue                            | M   | CC @VenueCode     | VVenue where the unit takes place<br>Use TBD if the Venue is not known yet (CC).   |
| Location                         | M   | CC @Location      | Location where the unit takes place<br>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 DDD00 where DDD is the discipline and 00 is the session number within the discipline. For example ATH02 for the second session in Athletics.   |
| ModificationIndicator            | O   | N, U              | Attribute is mandatory in the DT_SCHEDULE_UPDATE message only<br><br>N-New event unit<br>U-Update event unit<br>If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.<br><br>If ModificationIndicator="U", then update the event unit.   |

| <b>Element: Competition /Unit /StartText (0,N)</b>   |            |              |  |
|--|------------|--------------|--|
| <b>This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.</b> |            |              |  |
| <b>Attribute</b>   | <b>M/O</b> | <b>Value</b> | <b>Description</b>   |
| 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")<br>Using a code set or fixed text will also be directly displayed and allow end user translation. |

| <b>Element: Competition /Unit /ItemName (1,N)</b> |            |              |   |
|---|------------|--------------|---|
| <b>Attribute</b>                                  | <b>M/O</b> | <b>Value</b> | <b>Description</b>  |
| Language  | M          | CC @Language | Code Language of the @Value   |
| Value   | M          | S(40)        | Item Name / Unit Description.<br><br>For competition units show the short unit description from common codes which matches the RSC. |

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

| <b>Element: Competition /Unit /StartList /Start (1,N)</b> |            |              |   |
|---|------------|--------------|---|
| <b>Attribute</b>  | <b>M/O</b> | <b>Value</b> | <b>Description</b>  |
| StartOrder  | O          | Numeric      | Competitor's start order  |
| SortOrder   | M          | Numeric      | Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes. |

| <b>Element: Competition /Unit /StartList /Start /Competitor (1,1)</b> |            |   |  |
|---|------------|---|--|
| <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>                                    | <b>Description</b>   |
| Code  | M          | S(20) with no leading zeroes,<br>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<br>A for athlete  |
| Organisation  | O          | CC @Organisation                                | Should be sent when known  |

| Element: Competition /Unit /StartList /Start /Competitor /Description |     |       |  |
|---|-----|-------|--|
| Attribute   | M/O | Value | Description                              |
| TeamName  | M   | S(73) | Name of the team. Only applies for teams |

| Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N) |     |                              |   |
|--|-----|------------------------------|---|
| In case of the Competitor @Code='TBD' this element should not be sent.               |     |                              |   |
| Attribute  | M/O | Value                        | Description   |
| Code   | M   | S(20) with no leading zeroes | Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.             |
| Order  | M   | Numeric                      | Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". |

| Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1) |     |                  |  |
|---|-----|------------------|--|
| Attribute   | M/O | Value            | Description  |
| GivenName   | O   | S(25)            | Given name in WNPA format (mixed case). Send if not null.              |
| FamilyName  | M   | S(25)            | Family name in WNPA format (mixed case)                                |
| Gender  | M   | CC @PersonGender | Participant's gender   |
| Organisation  | M   | CC @Organisation | Organisation ID  |
| BirthDate   | O   | YYYY-MM-DD       | Date of birth.   |
| IFId  | O   | S(16)            | Athlete IF number, send if available, only for the current discipline. |

### 2.2.1.5 Message Sort

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 regardless of status.

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    | Full RSC. Discipline level    | RSC at discipline level   |
| DocumentType    | DT_PARTIC<br>DT_PARTIC_UPDATE | List of participants by discipline message                              |
| Version         | 1..V                          | Version number associated to the message's content.<br>Ascendant number |
| FeedFlag        | "P"-Production<br>"T"-Test    | Test message or production message.                                     |

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

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message 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 Values

| Element: Participant (1,N) |     |                              |  |
|----------------------------|-----|------------------------------|--|
| Attribute                  | M/O | Value                        | Description  |
| Code                       | M   | S(20) with no leading zeroes | <p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>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.</p> <p>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.</p>   |
| Parent                     | M   | S(20) with no leading zeroes | <p>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.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p> |
| Status                     | O   | CC @ParticStatus             | <p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>   |
| GivenName                  | O   | S(25)                        | Given name in WNPA format (mixed case)   |
| FamilyName                 | M   | S(25)                        | Family name in WNPA format (mixed case)  |
| PassportGivenName          | O   | S(25)                        | Passport Given Name (Uppercase)  |
| PassportFamilyName         | O   | S(25)                        | Passport Family Name (Uppercase)   |

| Element: Participant (1,N) |     |                        |   |
|----------------------------|-----|------------------------|---|
| Attribute                  | M/O | Value                  | Description   |
| PrintName                  | M   | S(35)                  | Print name (family name in upper case + given name in mixed case)   |
| PrintInitialName           | M   | S(18)                  | Print Initial name (for the given name it is sent just the initial, without dot)  |
| TVName                     | M   | S(35)                  | TV name   |
| TVInitialName              | M   | S(18)                  | TV initial name   |
| LocalFamilyName            | O   | S(25)                  | Family name in the local language in the appropriate case for the local language (usually mixed case)<br>Not for use in Rio 2016  |
| LocalGivenName             | O   | S(25)                  | Given name in the local language in the appropriate case for the local language (usually mixed case).<br>Not for use in Rio 2016  |
| Gender                     | M   | CC<br>@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.<br>"-" 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.<br>This information is not needed in the case of officials/referees.<br>"-" 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.<br><br>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<br>@ResultsFunction | Main function<br><br>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).  |



| <b>Element: Participant (1,N)</b> |            |              |   |
|-----------------------------------|------------|--------------|---|
| <b>Attribute</b>                  | <b>M/O</b> | <b>Value</b> | <b>Description</b>  |
| OlympicSolidarity                 | O          | S(1)         | 'Y' or 'N'<br>Flag to indicating if the participant participates in the Olympic Scholarship program.  |
| ModificationIndicator             | M          | S(1)         | 'N' or 'U'<br>Attribute is mandatory in the DT_PARTIC_UPDATE message only<br><br>N-New participant (in the case that this information comes as a late entry)<br>U-Update participant<br><br>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants<br><br>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants<br><br>To delete a participant, a specific value of the Status attribute is used. |

| <b>Element: Participant /Discipline (1,1)</b>   |            |                |  |
|---|------------|----------------|--|
| <b>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.</b> |            |                |  |
| <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>   | <b>Description</b>   |
| Code  | M          | CC @Discipline | It is the discipline code used to fill the OdfBody @DocumentCode attribute. (full RSC) |
| IFld  | O          | S(16)          | Competitor's federation number for the corresponding discipline                        |

| <b>Element: Participant /Discipline /RegisteredEvent (0,N)</b>  |            |              |   |
|---|------------|--------------|---|
| <b>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.</b> |            |              |   |
| <b>Attribute</b>  | <b>M/O</b> | <b>Value</b> | <b>Description</b>  |
| Event   | M          | CC @Event    | Full RSC of the event   |
| Bib   | O          | S(4)         | Bib number (for current athletes only)<br><br>Only included in update messages. |

| <b>Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)</b> |                  |            |   |   |
|--|------------------|------------|---|---|
| <b>Send if there are specific athlete's event entries.</b>                 |                  |            |   |   |
| <b>Type</b>  | <b>Code</b>      | <b>Pos</b> | <b>Description</b>  |   |
| ENTRY  | HAND             | N/A        | Element Expected:<br>If available (this information can be sent in both messages) |   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>  |
|  | Value            | M          | SC @Hand  | Send the handedness code  |
| ENTRY  | QUAL_CITY        | N/A        | Element Expected:<br>If available (this information can be sent in both messages) |   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>  |
|  | Value            | M          | S(25)   | Send the location MQS (Minimum Qualification Standard)              |
| ENTRY  | QUAL_COUNTRY     | N/A        | Element Expected:<br>If available (this information can be sent in both messages) |   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>  |
|  | Value            | M          | CC @Country   | Send the location MQS (Minimum Qualification Standard) Country code |
| ENTRY  | QUAL_DATE        | N/A        | Element Expected:<br>If available (this information can be sent in both messages) |   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>  |
|  | Value            | M          | YYYY-MM-DD  | Send the date when the MQS (Minimum Qualification Standard) was met |
| ENTRY  | QUAL_SCORE       | N/A        | Element Expected:<br>If available (this information can be sent in both messages) |   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>  |
|  | Value            | M          | Numeric<br>###0   | Send the MQS (Minimum Qualification Standard) score                 |
| ENTRY  | RANK_WLD         | N/A        | Element Expected:<br>If available (this information can be sent in both messages) |   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>  |
|  | Value            | M          | S(3)  | Send the athlete's World Archery Ranking                            |

**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 |

### 2.2.2.5 Message Sort

The message is sorted by Participant @Code

## 2.2.3 List of teams / List of teams update

### 2.2.3.1 Description

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

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

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

| Attribute       | Value                                       | Comment   |
|-----------------|---|---|
| CompetitionCode | CC @Competition                             | Unique ID for competition   |
| DocumentCode    | Full RSC (discipline level)                 | RSC at the discipline level   |
| DocumentType    | DT_PARTIC_TEAMS /<br>DT_PARTIC_TEAMS_UPDATE | List of participant teams message   |
| Version         | 1..V  | Version number associated to the message's content.<br>Ascendant number   |
| FeedFlag        | "P"-Production<br>"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. |

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

### 2.2.3.3 Trigger and Frequency

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

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

### 2.2.3.4 Message Values

| Element: Team (1,N)   |     |                              |  |
|-----------------------|-----|------------------------------|--|
| Attribute             | M/O | Value                        | Description  |
| Code                  | M   | S(20) with no leading zeroes | Team's ID<br>When the Team is an historical one, then this ID starts with "T".   |
| Organisation          | M   | CC @Organisation             | Team organisation's ID   |
| Number                | O   | Numeric #0                   | Team's number.<br>If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc.<br>Required in the case of current teams.  |
| Name                  | O   | S(73)                        | Team's name.   |
| TVTeamName            | O   | S(21)                        | TV Team Name   |
| Gender                | M   | CC @DisciplineGender         | Discipline Gender Code of the Team Char(1)   |
| Current               | M   | boolean                      | It defines if a team is participating in the games (true) or it is a Historical team (false)   |
| ModificationIndicator | M   | N, U, D                      | Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only<br>N-New team (in the case that this information comes as a late entry)<br>U-Update team<br>D-Delete team<br>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams<br>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams<br>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams |

| Element: Team /Composition /Athlete (0,N) |     |                              |  |
|---|-----|------------------------------|--|
| Attribute                                 | M/O | Value                        | Description  |
| Code                                      | M   | S(20) with no leading zeroes | Athlete's ID of the listed team's member.<br>Therefore, he/she makes part of the team's composition. |
| Order                                     | O   | Numeric                      | Team member order  |

| <b>Element: Team /TeamOfficials /Official (1,N)</b>   |            |                              |  |
|---|------------|------------------------------|--|
| <b>Send if there are specific officials for the team. Does not apply to historical teams.</b> |            |                              |  |
| <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>                 | <b>Description</b>   |
| Code  | M          | S(20) with no leading zeroes | Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials. |
| Function  | M          | CC @ResultsFunction          | Official's function for the team.  |

| <b>Element: Team /Discipline (0,1)</b>                         |            |                |  |
|--|------------|----------------|--|
| <b>Discipline is expected unless ModificationIndicator="D"</b> |            |                |  |
| <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>   | <b>Description</b>   |
| Code   | M          | CC @Discipline | Full RSC of the discipline   |
| IFld   | O          | S(16)          | Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams) |

| <b>Element: Team /Discipline /RegisteredEvent (0,1)</b>  |            |              |                       |
|--|------------|--------------|-----------------------|
| <b>Each current team is assigned to one event. Historical teams will not be registered to any event.</b> |            |              |                       |
| <b>Attribute</b>   | <b>M/O</b> | <b>Value</b> | <b>Description</b>    |
| Event  | M          | CC @Event    | Full RSC of the event |

| <b>Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)</b> |                  |            |                                       |
|---|------------------|------------|---------------------------------------|
| <b>Type</b>   | <b>Code</b>      | <b>Pos</b> | <b>Description</b>                    |
| ENTRY   | RANK_WLD         | N/A        | Element Expected:<br>When available   |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>                          |
|   | Value            | M          | S(3)                                  |
|   |                  |            | <b>Description</b>                    |
|   |                  |            | Send the team's World Archery Ranking |

### 2.2.3.5 Message Sort

The message is sorted by Team @Code.

## 2.2.4 Event Unit Start List and Results

### 2.2.4.1 Description

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

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

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

### 2.2.4.2 Header Values

The following table describes the message header attributes.

| Attribute       | Value                      | Comment   |
|-----------------|----------------------------|---|
| CompetitionCode | CC @Competition            | Unique ID for competition   |
| DocumentCode    | Full RSC                   |   |
| DocumentType    | DT_RESULT                  | Event Unit Start List and Results message   |
| DocumentSubtype | Not used                   | Not used  |
| Version         | 1..V                       | Version number associated to the message's content.<br>Ascendant number   |
| ResultStatus    | SC @ResultStatus           | It indicates whether the result is official or unofficial (or intermediate etc).<br>START_LIST<br>OFFICIAL<br>LIVE (used during the competition when nothing else applies).<br>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<br>"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.   |



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

### 2.2.4.3 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 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. The message is also sent with ResultStatus 'UNCONFIRMED' when the competition finishes then followed by UNOFFICIAL and OFFICIAL as appropriate.

Trigger also after any change.

### 2.2.4.4 Message Values

| Element: ExtendedInfos /UnitDateTime (0,1) |     |          |   |
|--|-----|----------|---|
| Attribute                                  | M/O | Value    | Description   |
| StartDate                                  | M   | DateTime | Actual start date-time. Do not include until unit starts. |

| <b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>          |                  |              |  |
|--|------------------|--------------|--|
| <b>Type</b>  | <b>Code</b>      | <b>Pos</b>   | <b>Description</b>   |
| DISPLAY  | CURRENT          | N/A          | Element Expected:<br>Sent for individual events.   |
|  | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   |
|  | Value            | M            | S(20)  |
|  |                  |              | Send the id of the current athlete shooting. Send after the result of the previous competitor is received. Do not send when the result of the last shoot in the match is received. |
| UI   | ARROW_NUM        | N/A          | Element Expected:<br>Always, if available  |
|  | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   |
|  | Value            | M            | Numeric #0   |
|  |                  |              | Total number of arrows in the unit (not considering shoot-off)   |
| UI   | ARROW_SET        | N/A          | Element Expected:<br>Always, if applies (after ranking round)  |
|  | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   |
|  | Value            | O            | Numeric #0   |
|  |                  |              | Send the total number of the arrows to be shoot by each athlete(in the individual event)/team(in the team event)   |
| <b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> |                  |              |  |
| <b>Expected: Always, if applies (after ranking round)</b>  |                  |              |  |
|  | <b>Attribute</b> | <b>Value</b> | <b>Description</b>   |
|  | Code             | ARROW_ID     |  |
|  | Pos              | Numeric #0   | Send the arrow number  |
|  | Value            | Numeric #0   | Send the number of the set to which belongs  |

| <b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>  |                  |              |  |   |
|--|------------------|--------------|--|---|
| Type   | Code             | Pos          | Description  |   |
| UI   | ARROW_SETTB      | N/A          | Element Expected:<br>Always, if applies (after ranking round)<br>Sent every time a new shoot off set is decided in the team events<br><br>Sent every time new arrows are decided for the individual shoot-off set. |   |
|  | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |
|  | Value            | O            | Numeric #0   | Send the total number of the shoot off sets.  |
| <b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b><br><b>Expected: Always, if applies (after ranking round)</b><br><b>Sent every time a new shoot off set is decided in the team events</b><br><b>Sent every time new arrows are decided for the individual shoot-off set.</b> |                  |              |  |   |
|  | <b>Attribute</b> | <b>Value</b> | <b>Description</b>   |   |
|  | Code             | ARROW_ID     |  |   |
|  | Pos              | Numeric #0   | Send the arrow number  |   |
|  | Value            | Numeric #0   | Send the number of the set to which belongs.   |   |
| UI   | CURRENT_SETTB    | N/A          | Element Expected:<br>Always, if applies (after ranking round)<br>Sent every time a new shoot off set is decided in the team events<br><br>Sent every time new arrows are decided for the individual shoot-off set. |   |
|  | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |
|  | Value            | M            | Numeric #0   | The number of the last set of Tie-Break used for the final score. Requested in both individual and team events. |

| <b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>   |               |  |   |
|---|---------------|--|---|
| <b>Type</b>   | <b>Code</b>   | <b>Pos</b>   | <b>Description</b>  |
| UI  | SECTOR        | Numeric<br>0   | Pos Description: Sector number<br>Element Expected: Always in Ranking Round |
| <b>Attribute</b>  | <b>M/O</b>    | <b>Value</b>   | <b>Description</b>  |
| Value   | O             | String   | Sector description in case of ranking round (e.g., 1st Half)                |
| <b>Sub Element: ExtendedInfos /ExtendedInfo /Extension<br/>Expected: Always in Ranking Round</b>                  |               |  |   |
| <b>Attribute</b>  | <b>Value</b>  | <b>Description</b>   |   |
| Code  | ARROW_NUM     |  |   |
| Pos   | N/A           | N/A  |   |
| Value   | Numeric<br>#0 | Send the number of arrows in the sector.                         |   |
| UI  | SET           | N/A  | Element Expected:<br>Always, if applies (after ranking round)               |
| <b>Attribute</b>  | <b>M/O</b>    | <b>Value</b>   | <b>Description</b>  |
| Value   | M             | Numeric<br>#0  | Send the total number of sets in the match                                  |
| <b>Sub Element: ExtendedInfos /ExtendedInfo /Extension<br/>Expected: Always, if applies (after ranking round)</b> |               |  |   |
| <b>Attribute</b>  | <b>Value</b>  | <b>Description</b>   |   |
| Code  | ARROW_NUM     |  |   |
| Pos   | Numeric<br>#0 | Send the set number  |   |
| Value   | Numeric<br>#0 | Send the number of arrows to be shot by each athlete in the set. |   |

**Sample (individual)**

```
....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T12:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="ARROW_NUM" Value="15" />
  <ExtendedInfo Type="UI" Code="SET" Value="5" >
    <Extension Code="ARROW_NUM" Pos="1" Value="3" />
    <Extension Code="ARROW_NUM" Pos="2" Value="3" />
    <Extension Code="ARROW_NUM" Pos="3" Value="3" />
    <Extension Code="ARROW_NUM" Pos="4" Value="3" />
    <Extension Code="ARROW_NUM" Pos="5" Value="3" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="ARROW_SET" Value="15" >
    <Extension Code="ARROW_ID" Pos="1" Value="1" />
    <Extension Code="ARROW_ID" Pos="2" Value="1" />
    <Extension Code="ARROW_ID" Pos="3" Value="1" />
    <Extension Code="ARROW_ID" Pos="4" Value="2" />
    <Extension Code="ARROW_ID" Pos="5" Value="2" />
  ...
  <Extension Code="ARROW_ID" Pos="14" Value="5" />
  <Extension Code="ARROW_ID" Pos="15" Value="5" />
  </ExtendedInfo> (if after 3 shoot-off arrows the tie is still on)
  <ExtendedInfo Type="UI" Code="ARROW_SETTB" Value="6" >
    <Extension Code="ARROW_ID" Pos="1" Value="1" />
    <Extension Code="ARROW_ID" Pos="2" Value="2" />
    <Extension Code="ARROW_ID" Pos="3" Value="3" />
    <Extension Code="ARROW_ID" Pos="4" Value="4" />
    <Extension Code="ARROW_ID" Pos="5" Value="5" />
    <Extension Code="ARROW_ID" Pos="6" Value="6" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="CURRENT_SETTB" Value="6" />
....
```

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

| 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 |
| UnitNum        | O   | S(6)                 | Match number                                      |

| <b>Element: ExtendedInfos /VenueDescription (0,1)</b> |            |               |  |
|---|------------|---------------|--|
| <b>Venue Names in Text.</b>                           |            |               |  |
| <b>Attribute</b>                                      | <b>M/O</b> | <b>Value</b>  | <b>Description</b>                               |
| 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 |

| <b>Element: Result (1,N)</b> |            |                 |   |
|------------------------------|------------|-----------------|---|
| <b>Attribute</b>             | <b>M/O</b> | <b>Value</b>    | <b>Description</b>  |
| Rank                         | O          | Text            | Rank for the competitor in the event unit.<br>To be send only when the result type is not IRM<br>To be sent also for the DSQ (not doping)   |
| RankEqual                    | O          | S(1)            | Send Y if the rank is equaled, else do not send.  |
| Result                       | O          | Numeric<br>###0 | The result of the competitor in the event unit.<br>Match score (set points) or Total points in the Ranking Round  |
| IRM                          | O          | SC @IRM         | The invalid rank mark, in case it is assigned.<br>Send just if ResultType is equal to IRM or IRM_SETS   |
| WLT                          | O          | SC @WLT         | The code whether a competitor won, lost the match.  |
| SortOrder                    | M          | Numeric         | Used to sort all the results of an event unit.<br>According to the sport rules.<br>Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started.<br><br>During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not. |
| StartOrder                   | O          | Numeric         | Competitor's start order.   |
| StartSortOrder               | M          | Numeric         | Used to sort all start list competitors in an event unit.   |
| ResultType                   | O          | SC @ResultType  | Type of the @Result attribute.<br>Result type, either POINTS, IRM or SETS or IRM_SETS   |

| <b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>          |                  |              |  |
|--|------------------|--------------|--|
| <b>Type</b>  | <b>Code</b>      | <b>Pos</b>   | <b>Description</b>   |
| ER   | ARROW            | Numeric #0   | Pos Description: Arrow number<br>Element Expected: If available.   |
|  | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   |
|  | Value            | M            | Numeric #0 (score) or 'X' (inner ten)  |
|  | ValueType        | O            | SC @ResultType<br>ValueType should be used to describe the type of data @Value   |
|  | Speed            | O            | Numeric ##0<br>Speed at this ExtendedResult.<br>Send the speed of the arrow in km/h. Format.   |
|  | Unchecked        | O            | Y<br>Send Y where the result @Value has not been appropriately validated (sport specific) else do not send.<br><br>Send "Y" if the arrow score is unsure. (Remove when sure) |
| ER   | ARROW_TOT        | N/A          | Element Expected:<br>Only after Ranking Round  |
|  | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   |
|  | Value            | M            | Numeric ##0<br>Send the match cumulative score of the arrows (not including Shoot-Off)   |
| ER   | SET              | Numeric 0    | Pos Description: Set number<br>Element Expected: Only after Ranking Round  |
|  | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   |
|  | Value            | O            | Numeric 0<br>Score for this set (set points)   |
| <b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> |                  |              |  |
| <b>Expected: Just for teams after Ranking Round</b>                    |                  |              |  |
|  | <b>Attribute</b> | <b>Value</b> | <b>Description</b>   |
|  | Code             | ARROW_TOT    |  |
|  | Pos              | N/A          | N/A  |
|  | Value            | Numeric ##0  | Send the set cumulative score of the arrows  |

| Element: Result /ExtendedResults /ExtendedResult (1,N) |  |  |  |  |
|--|--|--|--|--|
| Type   | Code   | Pos  | Description  |  |
| ER   | TB_ARROW   | Numeric #0   | Pos Description: Arrow number<br><br>Element Expected:<br>Only if applicable after Ranking Round   |  |
|  | <b>Attribute</b>   | <b>M/O</b>   | <b>Value</b>   |  |
|  | Value  | O  | Numeric #0 (score) or 'X' (inner ten)  | Arrow score for the tie-break shoot-off  |
|  | ValueType  | O  | SC @ResultType   | ValueType should be used to describe the type of data @Value   |
|  | Speed  | O  | Numeric ##0  | Speed at this ExtendedResult<br>Send the speed of the arrow in km/h.   |
|  | Unchecked  | O  | S(1)   | Send Y where the result @Value has not been appropriately validated else do not send.<br><br>Send "Y" if the arrow score is unsure. (Remove when sure) |
|  | <b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b><br><b>Expected: Send if equal score</b> |  |  |  |
| <b>Attribute</b>                                       | <b>Value</b>   | <b>Description</b>   |  |  |
| Code   | CLOSEST  |  |  |  |
| Pos  | N/A  | N/A  |  |  |
| Value  | S(1)   | Closest to centre.<br>Send Y in case of equal score and this is the closet arrow |  |  |
| ER   | TEN_NUM  | N/A  | Element Expected: If applicable  |  |
|  | <b>Attribute</b>   | <b>M/O</b>   | <b>Value</b>   |  |
|  | Value  | M  | Numeric #0   | Send the number of 10's for the competitor   |
| ER   | TIE_BREAK  | Numeric 0  | Pos Description:<br>Send the tie-break shoot-off series of arrows number (1 for 1st arrow/series of arrows, 2 for 2nd arrow/series of arrows, 3...)<br><br>Element Expected:<br>If tie-break after Ranking Round |  |
|  | <b>Attribute</b>   | <b>M/O</b>   | <b>Value</b>   |  |
|  | Value  | O  | Numeric #0   | Tie-break shoot-off score (total score of arrow/arrows) (total of the arrows in teams)   |
|  | ValueType  | O  | SC @ResultType   | ValueType should be used to describe the type of data @Value   |



| <b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b> |  |              |  |  |
|---|--|--------------|--|--|
|   | <b>Type</b>  | <b>Code</b>  | <b>Pos</b>                             | <b>Description</b>   |
|   | <b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>   |              |  |  |
|   | <b>Expected: If applicable after Ranking Round for teams competition</b> |              |  |  |
|   | <b>Attribute</b>   | <b>Value</b> | <b>Description</b>                     |  |
|   | Code   | TB_SET       |  |  |
|   | Pos  | N/A          | N/A                                    |  |
|   | Value  | Numeric #0   | Send the set points for the tie-break. |  |
| ER  |  | TOSS         | N/A                                    | Element Expected: If applicable in the Ranking Round       |
|   | <b>Attribute</b>   | <b>M/O</b>   | <b>Value</b>                           | <b>Description</b>   |
|   | Value  | M            | S(1)                                   | Send Y if, after a tie, disk toss is used to break the tie |
| ER  |  | XS_NUM       | N/A                                    | Element Expected: If data exists                           |
|   | <b>Attribute</b>   | <b>M/O</b>   | <b>Value</b>                           | <b>Description</b>   |
|   | Value  | M            | Numeric #0                             | Send the number of X's for the competitor                  |

| <b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>  |               |                                   |   |
|--|---------------|-----------------------------------|---|
| <b>Type</b>  | <b>Code</b>   | <b>Pos</b>                        | <b>Description</b>  |
| ER   | SECTOR        | Numeric<br>0                      | Pos Description: Sector number<br>Element Expected: Only for individual message for ranking round           |
| <b>Attribute</b>   | <b>M/O</b>    | <b>Value</b>                      | <b>Description</b>  |
| Value  | O             | Numeric<br>##0                    | Score for this sector   |
| ValueType  | O             | SC @ResultType                    | ValueType should be used to describe the type of data @Value  |
| Rank   | O             | Text                              | Rank of the competitor for this specific ExtendedResult.<br>Send the rank of the competitor in this sector. |
| RankEqual  | O             | S(1)                              | Send Y where Rank at this specific ExtendResult is equalled else not sent.                                  |
| <b>Sub Element: Result / ExtendedResults /ExtendedResult /Extension<br/>Expected: Only for ranking round</b> |               |                                   |   |
| <b>Attribute</b>   | <b>Value</b>  | <b>Description</b>                |   |
| Code   | TEN_NUM       |                                   |   |
| Pos  | N/A           | N/A                               |   |
| Value  | Numeric<br>#0 | Number of 10's within this sector |   |
| <b>Sub Element: Result / ExtendedResults /ExtendedResult /Extension<br/>Expected: Only for ranking round</b> |               |                                   |   |
| <b>Attribute</b>   | <b>Value</b>  | <b>Description</b>                |   |
| Code   | XS_NUM        |                                   |   |
| Pos  | N/A           | N/A                               |   |
| Value  | Numeric<br>#0 | Number of X's within this sector  |   |

**Sample**

```
<Result ResultType="SETS" Result="4" WLT="L" SortOrder="1" StartOrder="1" StartSortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TEN_NUM" Value="7" />
    <ExtendedResult Type="ER" Code="XS_NUM" Value="4" />
    <ExtendedResult Type="ER" Code="ARROW_TOT" Value="216" />
    <ExtendedResult Type="ER" Code="SET" Pos="1" Value="2" >
      <Extension Code="ARROW_TOT" Value="55" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="SET" Pos="2" Value="0" >
      <Extension Code="ARROW_TOT" Value="54" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="SET" Pos="3" Value="2" >
      <Extension Code="ARROW_TOT" Value="57" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="SET" Pos="4" Value="0" >
      <Extension Code="ARROW_TOT" Value="50" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ARROW" Pos="1" Value="10" ValueType="SETS" Speed="208" />
    <ExtendedResult Type="ER" Code="ARROW" Pos="2" Value="8" ValueType="SETS" Speed="211" />
    <ExtendedResult Type="ER" Code="ARROW" Pos="3" Value="9" ValueType="SETS" Speed="213" />
    <ExtendedResult Type="ER" Code="ARROW" Pos="4" Value="X" ValueType="SETS" Speed="212" />
    ...
    <ExtendedResult Type="ER" Code="ARROW" Pos="21" Value="10" ValueType="SETS" Speed="208" />
    <ExtendedResult Type="ER" Code="ARROW" Pos="22" Value="8" ValueType="SETS" Speed="211" />
    <ExtendedResult Type="ER" Code="ARROW" Pos="23" Value="9" ValueType="SETS" Speed="213" />
    <ExtendedResult Type="ER" Code="ARROW" Pos="24" Value="X" ValueType="SETS" Unchecked="Y"
Speed="212" />
    ...
  </ExtendedResults>
```

**Element: Result /RecordIndicators /RecordIndicator (1,N)**

**Result's record indicator.**

| Attribute  | M/O | Value          | Description  |
|------------|-----|----------------|--|
| Order      | M   | Numeric        | The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference). |
| Code       | M   | CC @RecordCode | Code which describes the record broken.  |
| RecordType | M   | CC @RecordType | Code which specifies the level at which the record is broken. (e.g. "OR").   |
| Equalled   | O   | S(1)           | Send "Y" in the case that the record has been equalled else do not send.   |

| <b>Element: Result /Competitor (1,1)</b>                   |            |   |  |
|--|------------|---|--|
| <b>Competitor related to the result of one event unit.</b> |            |   |  |
| <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>                                  | <b>Description</b>   |
| Code   | M          | S(20) with no leading zeroes or TBD or NOCOMP | Competitor's ID or TBD in case that the competitor is unknown at this time but will be available<br><br>NOCOMP is sent when there is no competitor (and will not come later) |
| Type   | M          | A   | A for athlete  |
| Bib  | O          | S(4)  | Bib number   |
| Organisation   | O          | CC @Organisation                              | Competitor's organisation  |

| <b>Element: Result /Competitor /Description (0,1)</b> |            |              |  |
|---|------------|--------------|--|
| <b>Attribute</b>                                      | <b>M/O</b> | <b>Value</b> | <b>Description</b>                       |
| TeamName  | M          | S(73)        | Name of the team. Only applies for teams |

| <b>Element: Result /Competitor /EventUnitEntry (0,N)</b> |                  |            |   |
|--|------------------|------------|---|
| <b>For team event information</b>                        |                  |            |   |
| <b>Type</b>  | <b>Code</b>      | <b>Pos</b> | <b>Description</b>  |
| EUE  | DESCRIPTION      | N/A        | Element Expected:<br>Just if the Competitor @Code is equal to TBD   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  |
|  | Value            | M          | String  |
|  |                  |            | <b>Description</b>  |
|  |                  |            | Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD - 'Winner Match x ' |
| EUE  | RANK             | N/A        | Element Expected: Only send for Ranking Round   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  |
|  | Value            | M          | S(3)  |
|  |                  |            | <b>Description</b>  |
|  |                  |            | Send the team's World Archery Ranking   |
| EUE  | RANK_RND         | N/A        | Element Expected: Send for all units after Ranking Round  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  |
|  | Value            | O          | Numeric #0  |
|  |                  |            | <b>Description</b>  |
|  |                  |            | Send the team's ranking from the Ranking Round  |
| EUE  | TARGET           | N/A        | Element Expected:<br>Do not send in case of ranking round event units   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  |
|  | Value            | M          | Numeric 0   |
|  |                  |            | <b>Description</b>  |
|  |                  |            | Team's target number  |

**Sample**

```
<EventUnitEntry Type="EUE" Code="TARGET" Value="1" />
<EventUnitEntry Type="EUE" Code="RANK" Value="5" />
```

| <b>Element: Result /Competitor /Composition /Athlete (1,N)</b> |            |                              |  |
|--|------------|------------------------------|--|
| <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>                 | <b>Description</b>   |
| Code   | M          | S(20) with no leading zeroes | Athlete's ID.  |
| Order  | M          | Numeric                      | Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".<br><br>In case of team members, it is used to specify the athlete letter (1 means A, 2 means B and 3 means C). |
| Bib  | O          | S(4)                         | Athlete Bib  |

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

| Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)<br>Individual athletes entry information. |                  |            |  |  |
|---|------------------|------------|--|--|
| Type  | Code             | Pos        | Description  |  |
| EUE   | DESCRIPTION      | N/A        | Element Expected:<br>Just if the Athlete @Code is equal to TBD         |  |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>   |
|   | Value            | M          | String   | Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD, e.g.: 'Winner 1/32 Group B' |
| EUE   | RANK             | N/A        | Element Expected: Only send for Ranking Round                          |  |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>   |
|   | Value            | M          | S(3)   | Send the competitors World Archery Ranking   |
| EUE   | RANK_RND         | N/A        | Element Expected:<br>Send for all individual units after Ranking Round |  |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>   |
|   | Value            | O          | Numeric #0   | Send the athlete's ranking from the Ranking Round  |
| EUE   | TARGET           | N/A        | Element Expected: Always, if available                                 |  |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>   |
|   | Value            | M          | Numeric ##0  | Target number  |
| EUE   | TARGET_POS       | N/A        | Element Expected: Just in case of ranking round                        |  |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>   |
|   | Value            | M          | S(1)   | Position (A, B, C or D) for ranking round  |

### Sample

```
<Competitor Code="1123070" Type="A" Organisation="SUI" >
  <Composition>
    <Athlete Code="1123070" Bib="59" Order="1">
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
      BirthDate="1994-12-15" />
      <EventUnitEntry Type="EUE" Code="TARGET" Value="1" />
      <EventUnitEntry Type="EUE" Code="RANK_RND" Value="15" />
    </Athlete>
  </Composition>
</Competitor>
```

| <b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b> |                  |            |   |   |
|---|------------------|------------|---|---|
| <b>Team member's extended result.</b>   |                  |            |   |   |
| <b>Type</b>   | <b>Code</b>      | <b>Pos</b> | <b>Description</b>  |   |
| ER  | SCORE            | N/A        | Element Expected:<br>Only for team members in the ranking round |   |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>  |
|   | Value            | O          | Numeric<br>##0  | Send the individual score for a team member   |
|   | ValueType        | O          | SC @ResultType  | ValueType should be used to describe the type of data @Value  |
|   | Rank             | O          | Text  | Rank of the competitor for this specific ExtendedResult.<br>Send the individual rank for a team member. |
|   | RankEqual        | O          | Y   | Send Y where Rank at this specific ExtendResult is equalled<br>else not sent.                           |
| ER  | TEN_NUM          | N/A        | Element Expected:<br>Only for team members in the ranking round |   |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>  |
|   | Value            | M          | Numeric<br>#0   | Send the number of 10's for the athlete   |
| ER  | XS_NUM           | N/A        | Element Expected:<br>Only for team members in the ranking round |   |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>  |
|   | Value            | M          | Numeric<br>#0   | Send the number of X's for the competitor   |

### 2.2.4.5 Message Sort

Sort by Result @SortOrder

## 2.2.5 Brackets

### 2.2.5.1 Description

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

### 2.2.5.2 Header Values

The following table describes the message header attributes.

| Attribute       | Value                      | Comment  |
|-----------------|----------------------------|--|
| CompetitionCode | CC @Competition            | Unique ID for competition  |
| DocumentCode    | Full RSC                   | Full RSC of the 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:<br>START_LIST (when the draw initially made)<br>INTERMEDIATE (during the competition)<br>OFFICIAL (when all matches official)  |
| FeedFlag        | "P"-Production<br>"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.<br>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).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.<br>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.  |



### 2.2.5.3 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 Official status. Therefore it is triggered up to two times (with both status) for each event unit. The message should be updated including information on each competitor in the different bracket items. Note however if there is no change then the second message will not be sent as it would be a duplicate.

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

- Send with ResultStatus = 'START\_LIST' when fist available
- 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 = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

### 2.2.5.4 Message Values

| Element: ExtendedInfos /SportDescription (0,1) |     |                      |  |
|--|-----|----------------------|--|
| 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) |     |               |   |
|--|-----|---------------|---|
| 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). 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. Each BracketItems should include all BracketItem grouped by their SC @BracketItems. |

| Element: Bracket /BracketItems /BracketItem (1,N) |     |                      |   |
|---|-----|----------------------|---|
| Attribute   | M/O | Value                | Description   |
| Code  | O   | Numeric<br>or<br>TBD | In general, it will be sent the bout number for each bracket item<br>(e.g.: 17, 18, 19, 20 ..).<br>However, it may include "TBD" for to be defined.   |
| Order   | M   | Numeric              | Sequential number inside of BracketItems to indicate the order, always start at 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.   |
| Unit  | O   | CC @Unit             | Full RSC of the unit for the BracketItem  |
| Result  | O   | S(50)                | Result of the match if the match is complete and formatted as in ORIS (separator & order, example 5-2).<br>The format requested for the shootoff result is: 5T-4T (28*-28) as example.<br>Also the result could include the IRM : 0(DSQ)-3 as example<br>Must include if the data is available and the match is complete. |
| NextUnit  | O   | CC @Unit             | Full RSC of the unit where the successful competitor will progress  |
| NextUnitLoser                                     | O   | CC @Unit             | Full RSC of the unit where the unsuccessful competitor will progress  |

**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<br>###      | This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...). |
| Code      | O   | SC @CompetitorPlace | Send when there is no competitor (BYE) or when it is not known yet (TBD).                           |
| Result    | O   | Numeric<br>#0       | Set score achieved by the competitor in the match   |
| WLT       | O   | SC @WLT             | Indicates the winner or loser of the bracket item. Always send when known.                          |
| IRM       | O   | SC @IRM             | The invalid rank mark, if applicable  |

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

| Type | Code             | Pos        | Description   |
|------|------------------|------------|---|
| ECP  | DESC             | N/A        | Element Expected:<br>Just in case of the competitor is not known yet                    |
|      | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  |
|      | Value            | M          | S(n)  |
|      |                  |            | <b>Description</b>  |
|      |                  |            | Competitor's description. Examples: 'Winner Ranking Round No 3' or 'Loser Match 7' etc. |

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

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

- CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.

| Attribute | M/O | Value                | Description  |
|-----------|-----|----------------------|--|
| Unit      | O   | CC @Unit<br>Full RSC | Full RSC 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.   |
| Value     | O   | SC @Pool or S(2)     | 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              | If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool. |

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

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

| Attribute    | M/O | Value                        | Description   |
|--------------|-----|------------------------------|---|
| Code         | M   | S(20) with no leading zeroes | Competitor's ID                                       |
| Type         | M   | S(1)                         | T for team<br>A for athlete                           |
| Seed         | O   | S(10)                        | Send the rank of the competitor in the ranking round. |
| Organisation | O   | CC @Organisation             | Competitors' organisation if known                    |

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

| Attribute | M/O | Value | Description                              |
|-----------|-----|-------|--|
| TeamName  | M   | S(73) | Name of the team. Only applies for teams |

| <b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp (1,N)</b> |                  |            |   |  |
|--|------------------|------------|---|--|
| <b>CompetitorPlace @Pos team competitor's extended bracket information, according to competitors' rules.</b>           |                  |            |   |  |
| Type   | Code             | Pos        | Description   |  |
| RES  | ARROWS           | N/A        | Element Expected:<br>Only for teams after each match  |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|  | Value            | M          | S(n)  | Send the arrow score achieved by the team in the match as formatted in ORIS (for example 28,30,27,29,28-T10* in the case of tie-break )                            |
| RR   | RECORD           | N/A        | Element Expected:<br>Only for teams and only the first mention (furthest from final) this team appears in the bracket). |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|  | Value            | M          | CC @RecordType  | Send the record type related with the result of the ranking round.<br>For the athletes who break both records OR and WR, only send the most relevant (WR if both). |
| RR   | SCORE            | N/A        | Element Expected:<br>Only for teams and only the first mention (furthest from final) this team appears in the bracket). |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|  | Value            | M          | Numeric<br>###0   | Send the total score of the Team in the Ranking Round  |

| <b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)</b> |     |                              |   |  |
|---|-----|------------------------------|---|--|
| 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                                |  |
| Bib   | O   | S(4)                         | Athlete number  |  |
| 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 |
| IFId  | O   | S(16)            | International Federation ID   |

| Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)   |                    |            |  |
|---|--------------------|------------|--|
| CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules. |                    |            |  |
| Type  | Code               | Pos        | Description  |
| RES   | ARROWS             | N/A        | Element Expected:<br>Only for individual competition after each match  |
|   | <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>   |
|   | Value              | M          | S(n)   |
|   | <b>Description</b> |            | Send the arrow score achieved by the athlete in the match as formatted in ORIS.  |
| RR  | RECORD             | N/A        | Element Expected:<br>Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket). |
|   | <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>   |
|   | Value              | M          | CC @RecordType   |
|   | <b>Description</b> |            | Send the highest record type related with the result   |
| RR  | SCORE              | N/A        | Element Expected:<br>Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket). |
|   | <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>   |
|   | Value              | M          | Numeric<br>###0  |
|   | <b>Description</b> |            | Send the total score of the athlete in the Ranking Round   |

### Sample

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="148" Order="1" Date="2012-08-12" Time="11:00" Unit="ARCMINDIVID-----SFNL000100--"
    " Result="6-2" NextUnit Unit=" ARCMINDIVID-----FNL-000100--" >
      <CompetitorPlace Pos="1" Result="6" WLT="W">
        <PreviousUnit Unit="ARCMINDIVID-----QFNL000300--" />
        <Competitor Code="1098720" Type="A" Organisation="SUI" >
          <Composition>
            <Athlete Code="1098720" Order="1" >
              <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
              BirthDate="1996-12-15" />
              <ExtBracketAths>
                <ExtBracketAth Type="RES" Code="ARROWS" Value="(27,29,28,29,29)" />
              </ExtBracketAths>
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Result="2" WLT="L">
        <PreviousUnit Unit="ARCMINDIVID-----QFNL000400--" />
        <Competitor Code="1104827" Type="A" Organisation="ESP" >
          <Composition>
            <Athlete Code="1104827" Order="1" >
              <Description GivenName="Jack" FamilyName="Smith" Gender="M" Organisation="ESP"
              BirthDate="1996-12-16" />
              <ExtBracketAths>
                <ExtBracketAth Type="RES" Code="ARROWS" Value="(28,27,29,26,26)" />
              </ExtBracketAths>
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

### 2.2.5.5 Message Sort

The following order applies:

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

## 2.2.6 Records

### 2.2.6.1 Description

The message contains the list of all records from the start of the Games (events depending on header).

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

### 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    | Full RSC<br>(Discipline Level) | RSC of the discipline  |
| DocumentSubcode | CC @RecordCode                 | If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification. |
| DocumentType    | DT_RECORD                      | Records message  |
| DocumentSubtype | FULL,<br>PARTIAL               | Send "FULL" if all records included.<br>Send "PARTIAL" if only one record code is included.  |
| Version         | 1..V                           | Version number associated to the message's content. Ascendant number   |
| FeedFlag        | "P"-Production<br>"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.  |



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

### 2.2.6.3 Trigger and Frequency

The DT\_RECORD (without DocumentSubcode) message is sent as a full message (all records in a discipline) prior to the competition. Any new version of the DT\_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

Note: It is send by central systems before the competition with the historical records and during the competition if any record is broken.

### 2.2.6.4 Message Values

| Element: ExtendedInfos /SportDescription (0,1) |     |       |  |
|--|-----|-------|--|
| Attribute                                      | M/O | Value | Description                                  |
| DisciplineName                                 | M   | S(40) | Discipline name (not code) from Common Codes |

| Element: Record (1,N) |     |                |   |
|-----------------------|-----|----------------|---|
| Attribute             | M/O | Value          | Description   |
| Code                  | M   | CC @RecordCode | <p>Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.</p> <p>Send several record codes (different messages) in the case several record codes were broken for the current event unit.</p> |

| Element: Record /Description (1,1) |     |       |   |
|------------------------------------|-----|-------|---|
| Attribute                          | M/O | Value | Description                                     |
| Name                               | M   | S(40) | Record description (not code) from Common Codes |

| Element: Record /RecordType (1,N)   |     |                |   |
|---|-----|----------------|---|
| It is possible to have more than one element with the same type (as in the case of National Records). |     |                |   |
| Attribute   | M/O | Value          | Description   |
| Order   | M   | Numeric<br>#0  | The hierarchy (priority) for types of record from 1 to n.<br>(Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n). |
| RecordType  | M   | CC @RecordType | Record type.  |
| Shared  | M   | S(1)           | Y-There is more than one competitor sharing the record<br>N-There is just one competitor holding the record   |
| NotEstablished  | O   | S(1)           | Send "Y" in the case there is no record in this category<br>else do not send.   |
| NotEstablishedLabel   | O   | S(25)          | The description to be used in the case that<br>NotEstablished="Y".  |

| Element: Record /RecordType /RecordData (0,N)                                 |     |                 |   |
|---|-----|-----------------|---|
| RecordData is not sent for NotEstablished Records unless a "standard" applies |     |                 |   |
| Attribute   | M/O | Value           | Description   |
| Order   | M   | Numeric<br>#0   | In the case that a record (RecordType) is provided several times<br>in the message, then Order is the chronological order for the<br>records (1,N). 1 will be usually the historical record and for each<br>record broken during the competition a new order value will be<br>provided. Usually first time the record is broken will have<br>Order="2", second time Order="3" etc.<br>Send 1 for records (RecordType) not shared (historical records) |
| ResultType  | M   | SC @ResultType  | Always POINTS   |
| Result  | M   | Numeric<br>###0 | Score<br>Send always unless the record is not established.<br>The performance of the competitor for the record.   |
| Unit  | O   | CC @Unit        | The full RSC of the unit in the current competition where the<br>record was broken.<br>Send always (Mandatory) in the case Historical="N".  |
| Country   | O   | CC @Country     | Send always unless the record is not established.<br>Country code where the record was broken   |
| Place   | O   | S(40)           | Send always (when known) unless the record is not established.<br>Place (town or city) where the record was broken (example: "Salt<br>Lake City").  |

| Element: Record /RecordType /RecordData (0,N)                                 |     |            |   |
|---|-----|------------|---|
| RecordData is not sent for NotEstablished Records unless a "standard" applies |     |            |   |
| Attribute   | M/O | Value      | Description   |
| Date  | O   | YYYY-MM-DD | Send always unless the record is not established.<br>Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)   |
| Time  | O   | Time       | Time the record was set.<br>Send always (Mandatory) in the case of Historical="N".  |
| Equalled  | O   | S(1)       | Send "Y" if the existing record is equalled.<br>Do not send if the record is not equalled.  |
| Competition   | O   | S(40)      | Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).  |
| Historical  | M   | S(1)       | Send "Y" if the record for competitor was not achieved during the current competition.<br>Send "N" if the record for the competitor was achieved during the current competition.  |
| Current   | O   | S(1)       | Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).   |
| ModificationIndicator   | O   | S(1)       | The possible values are:<br>"N" = New broken record (not provided in a previous message)<br>"R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar).<br>Do not send this attribute for other records included in the message (not broken or not re-instated) |

| Element: Record /RecordType /RecordData /Extension (0,N) |                  |            |  |
|--|------------------|------------|--|
| Type   | Code             | Pos        | Description  |
| ER   | XS_NUM           | N/A        | Element Expected:<br>Send if applicable. For inner 10s |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|  | Value            | M          | Numeric<br>#0  |
|  |                  |            | <b>Description</b>                                     |
|  |                  |            | Number of inner 10s                                    |

**Element: Record /RecordType /RecordData /Competitor (0,1)**

Competitor to whom the record is assigned.

Athlete's or team's information should be in DT\_PARTIC (Historic) if Competitor @Type="A" or DT\_PARTIC\_TEAMS (Historic) if Competitor @Type="T".

| Attribute    | M/O | Value                        | Description                        |
|--------------|-----|------------------------------|------------------------------------|
| Code         | M   | S(20) with no leading zeroes | Competitor's ID                    |
| Type         | M   | S(1)                         | "T" for team<br>"A" for athlete    |
| Organisation | O   | CC @Organisation             | Competitors' organisation if known |

**Element: Record /RecordType /RecordData /Competitor /Description (0,1)**

Competitors extended information.

| Attribute | M/O | Value | Description  |
|-----------|-----|-------|--|
| TeamName  | M   | S(73) | Name of the team. Only applies for teams / groups. |

**Element: Record /RecordType /RecordData /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 #0                   | Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A". |

**Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)**

Athletes extended information.

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

### 2.2.6.5 Message Sort

The following order applies:

- Record @Code
- RecordType @Order
- RecordData @Order

## 2.2.7 Event Final Ranking

### 2.2.7.1 Description

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

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

| Attribute       | Value                      | Comment   |
|-----------------|----------------------------|---|
| CompetitionCode | CC @Competition            | Unique ID for competition   |
| DocumentCode    | Full RSC of the Event      |   |
| DocumentType    | DT_RANKING                 | Event Final ranking message   |
| Version         | 1..V                       | Version number associated to the message's content.<br>Ascendant number   |
| ResultStatus    | SC @ResultStatus           | Result status, indicates whether the data is official or partial.<br>OFFICIAL<br>PARTIAL                                |
| FeedFlag        | "P"-Production<br>"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. |

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

### 2.2.7.3 Trigger and Frequency

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

### 2.2.7.4 Message Values

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

| <b>Element: Result (1,N)</b>  |            |              |   |
|---|------------|--------------|---|
| <b>For any event final ranking message, there should be at least one competitor being awarded a result for the event.</b> |            |              |   |
| <b>Attribute</b>  | <b>M/O</b> | <b>Value</b> | <b>Description</b>  |
| Rank  | O          | Text         | Final rank of the competitor in the corresponding event.  |
| RankEqual   | O          | S(1)         | Identifies if a rank has been equalled. Send Y if applicable  |
| IRM   | O          | SC @IRM      | The invalid rank mark, send if applicable.  |
| SortOrder   | M          | Numeric      | Unique sort order for all results based on rank to break rank ties.<br><br>This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. |

| <b>Element: Result /Competitor (1,1)</b> |            |                                      |   |
|--|------------|--------------------------------------|---|
| <b>Attribute</b>                         | <b>M/O</b> | <b>Value</b>                         | <b>Description</b>  |
| Code                                     | M          | S(20) with no leading zeroes, NOCOMP | Competitor's ID.<br>"NOCOMP" in the case where there is no competitor in the rank due to IRM. |
| Type                                     | M          | S(1)                                 | T for team<br>A for athlete   |
| Organisation                             | O          | CC @Organisation                     | Competitors' organisation if known  |

| <b>Element: Result /Competitor /Description (0,1)</b> |            |              |  |
|---|------------|--------------|--|
| <b>Attribute</b>                                      | <b>M/O</b> | <b>Value</b> | <b>Description</b>                                 |
| TeamName  | M          | S(73)        | Name of the team. Only applies for teams / groups. |

| <b>Element: Result /Competitor /Composition /Athlete (1,N)</b> |            |                              |   |
|--|------------|------------------------------|---|
| <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>                 | <b>Description</b>  |
| Code   | M          | S(20) with no leading zeroes | Athlete's ID  |
| Order  | M          | Numeric                      | Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". |

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

### Sample (Sample)

```

<Result Rank="1" SortOrder="1">
  <Competitor Code="1106858" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="1106858" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
        BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result SortOrder="2" IRM="DQB" >
  <Competitor Code="1090697" Type="A" Organisation="ESP" >
    <Composition>
      <Athlete Code="1090697" Order="1">
        <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="ESP"
        BirthDate="1994-12-16" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....

```

### 2.2.7.5 Message Sort

Sort by Result @SortOrder



## 2.2.8 Configuration

### 2.2.8.1 Description

The Configuration is a message containing general configuration.

The configuration should be provided before competition at event level only.

### 2.2.8.2 Header Values

The following table describes the message header attributes.

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

### 2.2.8.3 Trigger and Frequency

- Trigger one message for each event, send before other messages in the event.
- Trigger also after any change, but if it is resent then if any DT\_RESULT has been sent then the next version of DT\_RESULT must be sent immediately afterward.

### 2.2.8.4 Message Values

| Element: Configs /Config (1,N) |     |           |                         |
|--------------------------------|-----|-----------|-------------------------|
| Attribute                      | M/O | Value     | Description             |
| Unit                           | O   | CC @Event | Full RSC at event level |

| Element: Configs /Config /ExtendedConfig (1,N) |  |            |                          |
|--|--|------------|--------------------------|
| Type   | Code   | Pos        | Description              |
| EC   | BRACKET_SIZE                                   | N/A        | Element Expected: Always |
|  | <b>Attribute</b>                               | <b>M/O</b> | <b>Value</b>             |
|  | Value  | M          | SC @BracketItems         |
|  | Send the code for the first phase of the event |            |                          |
| EC   | TEAM_SIZE                                      | N/A        | Element Expected: Always |
|  | <b>Attribute</b>                               | <b>M/O</b> | <b>Value</b>             |
|  | Value  | M          | Numeric<br>0             |
|  | Send the number of athletes in a team          |            |                          |

#### Sample

```

....
<Configs>
  <Config Unit="ARCMINDIVID-----">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
  </Config>
</Configs>

```

### 2.2.8.5 Message Sort

There is no general message sorting rule

### 3 Document Control

| Version history |                  |               |
|-----------------|------------------|---------------|
| Version         | Date             | Comments      |
| v1.0            | 1 Aug 2017       | First version |
| V1.1            | 3 January 2018   | Updated       |
| V1.2            | 20 February 2018 | Updated       |
|                 |                  |               |
|                 |                  |               |
|                 |                  |               |

**File Reference: ODF R-SOG-2020-ARC V1.2 SFA**

| Change Log |        |  |
|------------|--------|--|
| Version    | Status | Changes on version   |
| v1.0       | SFR    | First version  |
| V1.1       | SFA    | DT_PARTIC: Updated to add Passport names (CR15219)   |
| V1.2       | SFA    | Applicable Messages, correct typo, DT_RECORD replaces DT_STATS<br>DT_SCHEDULE: TeamName added<br>DT_RESULT: Updated availability of ARROW<br>DT_BRACKETS: Added START_LIST trigger |
|            |        |  |
|            |        |  |