



INTERNATIONAL
OLYMPIC
COMMITTEE

ODF R-SOG-2020-JUD V1.3 SFA

OLYMPIC DATA FEED

ODF Judo Data Dictionary

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

© International Olympic Committee

ODF R-SOG-2020-JUD V1.3 SFA

15 June 2018



License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.
The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.
5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 2018 Youth Olympic Games

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

- DT_PARTIC
 - QUAL_TYPE is not applicable
 - RESULT_BEST is not applicable
- DT_RESULT
 - EUE/RESULT_BEST is not applicable
- DT_STATS: Message is not applicable
- DT_PLAY_BY_PLAY: Message is not applicable

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 judo .

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

| Message Type | Message Name | Message extended |
|--|--|------------------|
| DT_SCHEDULE / DT_SCHEDULE_UPDATE | Competition schedule / Competition schedule update | X |
| DT_PARTIC / DT_PARTIC_UPDATE | List of participants by discipline / List of participants by discipline update | X |
| DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE | 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_PLAY_BY_PLAY | Play by Play | X |
| DT_BRACKETS | Brackets | X |
| DT_STATS | Statistics | X |
| DT_RANKING | Event Final Ranking | X |
| DT_COMMUNICATION | Official Communication | |



| | | |
|--------------------------|-------------------------------------|---|
| DT_CONFIG | Configuration | X |
| DT_MEDALLISTS | Event's Medallists | |
| DT_MEDALLISTS_DISCIPLINE | Medallists by discipline | |
| DT_LOCAL_OFF | Discipline/venue stop transmission | |
| DT_LOCAL_ON | Discipline/venue start transmission | |
| DT_KA | Keep Alive | |

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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

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

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

HATH Individual Head to Head units (e.g. 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 "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. Example: 2006-02-26T10:00:00+01:00 |
| EndDate | O | DateTime | End date. 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. 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: 2006-02-26T10:00:00+01:00</p> |
| HideEndDate | O | S(1) | <p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p> |
| ActualStartDate | O | DateTime | <p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p> |
| ActualEndDate | O | DateTime | <p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p> |



| Element: Competition /Unit (0,N) | | | |
|----------------------------------|-----|-------------------|--|
| Attribute | M/O | Value | Description |
| Order | O | Numeric ###0 | Order of the units when displayed. This field is considered in two situations: 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. 2. If some units start at the same time and a particular order of the units is expected. 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. Do not send if not a medal event unit |
| Venue | M | CC @VenueCode | VVenue where the unit takes place Use TBD if the Venue is not known yet (CC). |
| Location | M | CC @Location | Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline. |
| SessionCode | O | S(5) | Code of the session which contains this event unit. Usually in the format 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 N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit. |



Element: Competition /Unit /StartText (0,N)

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.

| Attribute | M/O | Value | Description |
|-----------|-----|--------------|--|
| Language | M | CC @Language | Code Language of the @Value |
| Value | M | S(20) | Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation. |

Element: Competition /Unit /ItemName (1,N)

| Attribute | M/O | Value | Description |
|-----------|-----|--------------|---|
| Language | M | CC @Language | Code Language of the @Value |
| Value | M | S(40) | Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. |

Element: Competition /Unit /VenueDescription (1,1)

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

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

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

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

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

| Element: Competition /Unit /StartList /Start /Competitor /Description (0,1) | | | |
|---|-----|-------|---|
| Attribute | M/O | Value | Description |
| TeamName | M | S(73) | Team Name where known, must send when available |

| 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. |
| Class | O | CC @SportClass | Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes. |

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 DT_PARTIC_UPDATE | List of participants by discipline message |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |



| 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) |
| PrintName | M | S(35) | Print name (family name in upper case + given name in mixed case) |
| PassportGivenName | O | S(25) | Passport Given Name (Uppercase) |



| Element: Participant (1,N) | | | |
|----------------------------|-----|------------------------|---|
| Attribute | M/O | Value | Description |
| PassportFamilyName | O | S(25) | Passport Family Name (Uppercase) |
| PrintInitialName | M | S(18) | Print Initial name (for the given name it is sent just the initial, without dot) |
| TVName | M | S(35) | TV name |
| TVInitialName | M | S(18) | TV initial name |
| LocalFamilyName | O | S(25) | Family name in the local language in the appropriate case for the local language (usually mixed case) Not for use in Rio 2016 |
| LocalGivenName | O | S(25) | Given name in the local language in the appropriate case for the local language (usually mixed case). Not for use in Rio 2016 |
| Gender | M | CC @PersonGender | Participant's gender |
| Organisation | M | CC @Organisation | Organisation ID |
| BirthDate | O | YYYY-MM-DD | Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates |
| Height | O | S(3) | Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available. |
| Weight | O | S(3) | Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available. |
| PlaceofBirth | O | S(75) | Place of Birth |
| CountryofBirth | O | CC @Country | Country ID of Birth |
| PlaceofResidence | O | S(75) | Place of Residence |
| CountryofResidence | O | CC @Country | Country ID of Residence |
| Nationality | O | CC @Country | Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent. |
| MainFunctionId | O | CC @ResultsFunction | Main function In the Case of Current="true" this attribute is Mandatory. |
| Current | M | boolean | It defines if a participant is participating in the games (true) or is a Historical participant (false). |



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

| Element: Participant /Discipline (1,1) | | | |
|--|------------|----------------|---|
| All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines. | | | |
| Attribute | M/O | Value | Description |
| Code | M | CC @Discipline | It is the discipline code used to fill the OdfBody @DocumentCode attribute. |
| IFId | O | S(16) | IJF unique judoka identification (IF number) |

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



| Element: Participant /Discipline /RegisteredEvent (0,N) | | | |
|--|-----|----------------|---|
| All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event. | | | |
| Attribute | M/O | Value | Description |
| Event | M | CC @Event | Full RSC of the event |
| Class | O | CC @SportClass | Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games). This attribute is optional because is not used in other type of events without para athletes but mandatory for para athletes. Send only in the Case of Current="true". |

| Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) | | | |
|---|------------------|------------|---|
| Send if there are specific athlete's event entries. | | | |
| Type | Code | Pos | Description |
| ENTRY | QUAL_TYPE | N/A | Description of @Pos: N/A Element's Expected: As soon as it is known (it can be sent in both messages) |
| | Attribute | M/O | Value |
| | Value | M | SC @QualifyingType Qualification tournament code |
| ENTRY | RANK_WLD | N/A | Description of @Pos: N/A Element's Expected: As soon as it is known (it can be sent in both messages) |
| | Attribute | M/O | Value |
| | Value | M | S(3) World Ranking |
| ENTRY | RESULT_BEST | N/A | Description of @Pos: N/A Element's Expected: Send if available |
| | Attribute | M/O | Value |
| | Value | M | S(30) Best achievement prior to this competition |

| 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.

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



| Attribute | Value | Comment |
|-----------|------------|---|
| 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 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. 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. 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 |
| 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 N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams |



| Element: Team /Composition /Athlete (0,N) In the case of current teams the number of athletes is 2 or more. | | | |
|---|-----|------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition. |
| Order | O | Numeric | Team member order |

| Element: Team /TeamOfficials /Official (1,N) Send if there are specific officials for the team. Does not apply to historical teams. | | | |
|---|-----|------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Official's ID of the listed team's official. For all team officials |
| Function | M | CC @ResultsFunction | Official's function for the team. |
| Order | O | Numeric #0 | Official's order in the team. |

| Element: Team /Discipline (0,1) Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D" | | | |
|---|-----|----------------|----------------------------|
| Attribute | M/O | Value | Description |
| Code | M | CC @Discipline | Full RSC of the discipline |

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

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. Ascendant number |
| ResultStatus | SC @ResultStatus | It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL LIVE (used during the competition when nothing else applies). UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |

| 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)
- When the contest starts and after every change in any data (LIVE)
- After the contest (UNOFFICIAL/OFFICIAL)

Trigger also after any change.

2.2.4.4 Message Values

| Element: ExtendedInfos /UnitDateTime (0,1) | | | |
|--|-----|----------|--|
| Attribute | M/O | Value | Description |
| StartDate | O | DateTime | Actual start date-time. Do not include until unit starts. |
| Duration | O | m:ss | Match duration. This could be either normal time or GS (golden score) time. The extension notes if GS. |

| Element: ExtendedInfos /ExtendedInfo (0,N) | | | | |
|--|-----------|-----|---|---|
| Type | Code | Pos | Description | |
| UI | RES_CODE | N/A | Element Expected: When available in individual contests (including within the team competition). | |
| | Attribute | M/O | Value | Description |
| | Value | M | SC @ResultCode | Decision for how the contest was won. If it is a gold score send the result after that. |



| Element: ExtendedInfos /ExtendedInfo (0,N) | | | | |
|--|------------------|-----------------|---|---|
| Type | Code | Pos | Description | |
| UI | GOLD_SCORE | N/A | Description of @Pos: N/A Element's Expected: If applicable in individual contests (including within the team competition). | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(1) | Gold Score flag Send Y If in Golden Score else do not send. |
| UI | TECH_CODE | N/A | Description of @Pos: N/A Element's Expected: As appropriate in individual contests (including within the team competition). | |
| | Attribute | M/O | Value | Description |
| | Value | M | SC @Technique | Send the Winning Technique's Code. If in Golden Score send the result after that. |
| UI | TECH_DESCRIPTION | N/A | Description of @Pos: N/A Element's Expected: As appropriate in individual contests (including within the team competition). | |
| | Attribute | M/O | Value | Description |
| | Value | M | String | Send the Winning Technique Description Use the description column from CC @Technique. If in Golden Score send the result after that |
| TEAM | COMP | Numeric # | Pos Description: Sequential number to indicate the contest number/order between each member of one team against each from the other one. Element Expected: Always, when this information is available (just for Team unit [not team subunits]) | |
| | Attribute | M/O | Value | Description |
| | Value | M | CC @Unit | Full RSC of the subunit |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always, when this information is available (just for Team units) | | | | |
| | Attribute | Value | Description | |
| | Code | WEIGHT_CATEGORY | | |
| | Pos | N/A | N/A | |
| | Value | CC @Event | Full RSC of the event for this bout within the team match | |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always, when this information is available (just for Team units) | | | | |
| | Attribute | Value | Description | |
| | Code | HOME | | |



| Element: ExtendedInfos /ExtendedInfo (0,N) | | | |
|--|------------------------------|--|---|
| Type | Code | Pos | Description |
| Pos | N/A | N/A | |
| Value | S(20) with no leading zeroes | | Athlete's ID (to identify an athlete) that competes in this bout as a member from the HOME Team |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always, when this information is available (just for Team units) | | | |
| Attribute | Value | Description | |
| Code | AWAY | | |
| Pos | N/A | N/A | |
| Value | S(20) with no leading zeroes | Athlete's ID (to identify an athlete) that competes in this bout as a member from the AWAY team. | |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always, when this information is available (just for Team events) | | | |
| Attribute | Value | Description | |
| Code | DURATION | | |
| Pos | N/A | N/A | |
| Value | m:ss | Duration of the Bout (within the match, for team events), including any overtime. | |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always, when this information is available (just for Team units) | | | |
| Attribute | Value | Description | |
| Code | GOLD_SCORE | | |
| Pos | N/A | N/A | |
| Value | S(1) | Gold Score flag Send Y if in Golden Score in the bout else do not send. | |

Sample (Individual Unit or Team Subunit)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-03T16:10:00+01:00" Duration="3:12" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="WAZ" />
  <ExtendedInfo Type="UI" Code="TECH_CODE" Value="P29" />
  <ExtendedInfo Type="UI" Code="TECH_DESCRIPTION" Value="Non-Combatively" />
</ExtendedInfos>
```



Sample (Team Unit)

```
<ExtendedInfos>
  <ExtendedInfo Value="JUDXTEAM5-----8FNL00010001" Pos="1" Code="COMP" Type="TEAM">
    <Extension Value=" JUDW44KG-----" Code="WEIGHT_CATEGORY"/>
    <Extension Value="5285271" Code="HOME"/>
    <Extension Value="5285128" Code="AWAY"/>
    <Extension Value="Y" Code="GOLD_SCORE"/>
  </ExtendedInfo>
  <ExtendedInfo Value="JUDXTEAM5-----8FNL00010002" Pos="2" Code="COMP" Type="TEAM">
    <Extension Value="JUDWO70KG-----" Code="WEIGHT_CATEGORY"/>
    <Extension Value="5285269" Code="HOME"/>
    <Extension Value="5285116" Code="AWAY"/>
    <Extension Value="4:00" Code="DURATION"/>
    <Extension Value="Y" Code="GOLD_SCORE"/>
  </ExtendedInfo>
  ...
</ExtendedInfos>
```

| 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) | Contest number |

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

| Element: Officials /Official (1,N) | | | |
|------------------------------------|-----|------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Official's code |
| Function | M | CC @ResultsFunction | Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message. |
| Order | M | Numeric | Official's order. Send by order for each official in each function, example: 1 for Referee 2 for Judge 1 3 for Judge 2 |
| Bib | O | S(4) | Referee Bib |



| Element: Officials /Official /Description (1,1) | | | |
|---|-----|------------------|---|
| Officials extended information. | | | |
| Attribute | M/O | Value | Description |
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| Gender | M | CC @PersonGender | Gender of the official |
| Organisation | M | CC @Organisation | Officials' organisation |
| IFId | O | S(16) | International Federation ID |

Sample

```
<Officials>
  <Official Code="7350035" Order="1" Function="RE" Bib="12" >
    <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS" />
  </Official>
  <Official Code="7350063" Order="2" Function="JU" Bib="33" >
    <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS" />
  </Official>
```

| Element: Result (1,N) | | | |
|-----------------------|-----|----------------|--|
| Attribute | M/O | Value | Description |
| Result | O | String | The result of the competitor in the event unit. Indicates the score of the competitor and if they committed penalties. This can be sent in Golden Score as applicable. The format should follow ORIS, for example: 10s1 [or in teams 4 (43)] |
| IRM | O | SC @IRM | The invalid rank mark, if applicable. IRM of the competitor for the particular event unit. Send if DNS before competition also. |
| WLT | O | SC @WLT | The code whether a competitor won (W) or lost (L) the bout. Send L just in case of no winner. |
| SortOrder | M | Numeric | Used to sort all the results of an event unit. This attribute is a sequential number with the order of the competitor. Send 1 for White competitor and 2 for Blue competitor |
| StartSortOrder | M | Numeric | Used to sort all start list competitors in an event unit. Send 1 for White competitor and 2 for Blue competitor |
| ResultType | O | SC @ResultType | Type of the @Result attribute. Result type, either points or IRM for the corresponding event unit. |



| Element: Result /ExtendedResults /ExtendedResult (1,N) | | | | |
|--|-----------------------------------|--------------|---|---|
| Type | Code | Pos | Description | |
| ER | OUTCOME | N/A | Description of @Pos: N/A Element's Expected: Send if available | |
| | Attribute | M/O | Value | Description |
| | Value | M | String | Progression of the athlete in the competition |
| ER | y Where y = CC @PenaltyType | Numeric 0 | Description of @code: Send the code for each type of penalty (see codes section) Description of @Pos: Send 1 for Regular time Send 2 for Golden Score time Element's Expected: Sent only when available | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric # | Number of penalties obtained by competitor during the contest for given CC @PenaltyType. Send value 0 and PenaltyType ='S' when there are no penalties for this competitor. This values should be send when the match started. |
| ER | z Where z = CC @PointsType | Numeric 0 | Description of @code: Send the code for each CC @PointsType Description of @Pos: Send 1 for Regular time Send 2 for Golden Score time Element's Expected: As soon as it is known | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric 0 | Number of scores obtained by competitor during contest for given CC @PointsType Should be 0 for those PointsType without scoring. These values should be sent when the match started. |
| ER | TOT_SCORE | N/A | Description of @Pos: N/A Element's Expected: In team overall unit only. Include after the first bout. | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total points for the team (not team overall results) |



Sample (individual)

```
<Result ResultType="POINTS" Result="11s1" WLT="W" SortOrder="1" StartOrder="1" StartSortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="S3" Pos="1" Value="1"/>
    <ExtendedResult Type="ER" Code="IPP" Pos="1" Value="1" />
    <ExtendedResult Type="ER" Code="WAZ" Pos="1" Value="1" />
    <ExtendedResult Type="ER" Code="OUTCOME" Value="RINER Ted (FRA) is ranked 1st" />
  </ExtendedResults>
```

Sample (team match)

```
<Result ResultType="POINTS" Result="1" SortOrder="1" StartOrder="1" StartSortOrder="1">
  <ExtendedResults>
    <ExtendedResult Value="10" Code="TOT_SCORE" Type="ER"/>
  </ExtendedResults>
```

| Element: Result /Competitor (1,1) | | | |
|-----------------------------------|-----|-------------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes or TBD | Competitor's ID or TBD in case that the competitor is unknown at this time but will be available |
| Type | M | S(1) | A for athlete or T for Team |
| Organisation | O | CC @Organisation | Competitor's organisation |

| Element: Result /Competitor /Description (0,1) | | | |
|--|-----|-------|------------------|
| Attribute | M/O | Value | Description |
| TeamName | O | S(73) | Name of the team |

| Element: Result /Competitor /Composition /Athlete (1,N) | | | |
|---|-----|------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Athlete's ID. |
| Order | M | Numeric | Order attribute used to sort. Send 1 if Competitor @Type="A". |



| Element: Result /Competitor /Composition /Athlete /Description (1,1) | | | |
|--|-----|------------------|---|
| 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 |
| Class | O | CC @SportClass | Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes but is mandatory where applicable. |

| Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) | | | |
|---|------------------|------------|---|
| Individual athletes entry information. | | | |
| Type | Code | Pos | Description |
| EUE | BODYWEIGHT | N/A | Description of @Pos: N/A Element's Expected: Always |
| | Attribute | M/O | Value |
| | Value | M | Numeric ##0.0 Bodyweight value |
| EUE | COLOUR | N/A | Description of @Pos: N/A Element's Expected: Always |
| | Attribute | M/O | Value |
| | Value | M | SC @Colour Athlete's colour |
| EUE | RANK_WLD | N/A | Description of @Pos: N/A Element's Expected: Send if available |
| | Attribute | M/O | Value |
| | Value | M | S(3) World Ranking |
| EUE | RESULT_BEST | N/A | Description of @Pos: N/A Element's Expected: Send if available |
| | Attribute | M/O | Value |
| | Value | M | S(30) Best achievement prior to the Olympic. Same information like the one provided in the dt_partic message. |



Sample

```
<EventUnitEntry Type="EUE" Code="COLOUR" Value="WHITE" />
<EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="105.7" />
<EventUnitEntry Type="EUE" Code="RESULT_BEST" Value="2008 Olympic Games 3rd" />
<EventUnitEntry Type="EUE" Code="RANK_WLD" Value="7" />
```

| Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) | | | |
|--|--------------|--|---|
| Team members extended result. Only send in team events. | | | |
| Type | Code | Pos | Description |
| ER | CONTEST | Numeric # | Pos Description: The number that identifies the Bout number (within the match, as in ExtendedInfos), in which this athlete fights as a team member. Element Expected: Only for Team events Send only for the current and completed bouts |
| Attribute | M/O | Value | Description |
| Value | O | String | Send the team member result in this contest. Not cumulative. |
| Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension | | | |
| Expected: Only for Team events (for any team member) | | | |
| Attribute | Value | Description | |
| Code | IRM | | |
| Pos | N/A | N/A | |
| Value | SC @IRM | Send the IRM granted in the related bout. | |
| Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension | | | |
| Expected: Only for Team events. When changes and after each bout. | | | |
| Attribute | Value | Description | |
| Code | WLT | | |
| Pos | N/A | N/A | |
| Value | S(1) | Winner indicator for each contest (within the match). Send 'Y' or 'L' if the team member wins or loses the contest (within the match) | |

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Play by Play

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | RSC of the unit |
| DocumentSubcode | Not used | Not used |
| DocumentType | DT_PLAY_BY_PLAY | Play by Play message |
| DocumentSubtype | S(8) | Send "ACTION" |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| ResultStatus | SC @ResultStatus | Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |



| 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. |

2.2.5.3 Trigger and Frequency

This message is sent:

- LIVE: When the contest starts
- LIVE: After every action
- UNOFFICIAL/OFFICIAL: After the contest (unit)

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 |
| SubEventName | M | S(40) | Text short description of the Event Unit, not code |
| 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 |
| Location | M | CC @Location | Location code |
| LocationName | M | S(30) | Location short name (not code) from Common Codes |



| Element: Actions (0,1) | | | |
|-------------------------------|------------|------------------------------|--------------------|
| Attribute | M/O | Value | Description |
| Home | M | S(20) with no leading zeroes | Home Competitor ID |
| Away | M | S(20) with no leading zeroes | Away Competitor ID |

| Element: Actions /Action (1,N) | | | |
|---------------------------------------|------------|---|--|
| Attribute | M/O | Value | Description |
| Id | M | S(36) | Unique identifier for the action within the message |
| Period | M | SC @Period | Period of the action within the match |
| Order | M | Numeric | Unique sequential number for all of the actions from 1 to n. It is used to sort Actions |
| Action | M | SC @PointsType or SC @PenaltyType | Points or Penalty, send one code |
| When | O | mm:ss | Action's time in minutes and seconds Example (02:05) Time of the action. Ascending from the beginning (0:00) to the end of one Period. |
| Result | O | SC @Technique | Send the Technique Code |

| Element: Actions /Action /Competitor (0,N) | | | |
|---|------------|------------------------------|--|
| Competitor participating in the Action. Used when the Action is related to a competitor. | | | |
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Competitor's ID |
| Type | M | S(1) | A for team |
| Order | O | Numeric | Order in which the competitor should appear for the action, if there is more than one competitor |
| Organisation | M | CC @Organisation | Competitors' organisation |

| Element: Actions /Action /Competitor /Composition /Athlete (1,N) | | | |
|---|------------|------------------------------|---|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Athlete's ID (individual athlete or team member) related to the action |
| Order | O | Numeric | Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. |



| Element: Actions /Action /Competitor /Composition /Athlete /Description (1,1) Athletes extended information | | | |
|--|-----|------------------|---|
| Attribute | M/O | Value | Description |
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| Gender | M | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |
| IFId | O | S(16) | International Federation ID |
| Class | O | CC @SportClass | Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes but is mandatory where applicable. |

Sample

```
<Action Id="123456" Period="N" Order="3" Action="S" When="2:12" Result="P16S">
  <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
    <Composition>
      <Athlete Code="1008743" Order="1" >
        <Description GivenName="Jane" FamilyName="Smits" Gender="W" Organisation="SUI"
        BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
```

2.2.5.5 Message Sort

Actions /Action @Order followed by @Pos

2.2.6 Brackets

2.2.6.1 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.

2.2.6.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------|--|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | 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: START_LIST (when the draw initially made) INTERMEDIATE (during the competition) OFFICIAL (when all matches official) |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced. |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.6.3 Trigger and Frequency

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

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 but only if there is a change from the previous version. The message should be updated including information on each competitor in the different bracket items.

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

- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

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 |
| 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. |

| Element: Bracket /BracketItems (1,N) | | | |
|--------------------------------------|-----|------------------|---|
| Attribute | M/O | Value | Description |
| Code | M | SC @BracketItems | Each BracketItems should include all BracketItem grouped by their SC @BracketItems. |



| Element: Bracket /BracketItems /BracketItem (1,N) | | | |
|---|-----|----------|--|
| Attribute | M/O | Value | Description |
| Code | O | S(3) | In general, this is the contest number for each bracket item as a unique identifier. (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" for to be defined, if the contest number is not known. |
| 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 contest for the particular event unit. Indicates the final result with the ORIS format. |
| 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 /ExtBracketItems /ExtBracketItem (1,N) ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules. | | | |
|--|------------|----------------|----------------------------------|
| Type | Code | Pos | Description |
| EBI | DECISION | N/A | Element Expected: When available |
| | M/O | Value | Description |
| | M | CC @ResultCode | Decision of the contest |



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

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

| Attribute | M/O | Value | Description |
|-----------|-----|---------------------|--|
| Pos | M | Numeric ### | This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...). |
| Code | O | SC @CompetitorPlace | Send when there is no competitor (BYE) or when it is not known yet (TBD). |
| WLT | O | SC @WLT | Indicates the winner or loser of the bracket item. Always send when known |
| Result | O | S(10) | The result of the competitor in the event unit. nn PP format (IPP and WAZ, Penalties (s1,s2,s3 or H/X for direct Hansoku-make) |
| IRM | O | SC @IRM | The invalid rank mark, if applicable |

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 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 | S(2) | If the competitor in the current unit is unknown due to coming from previous matches then fill this field with 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) | A for athlete or T for Team |
| 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 / groups. |
| IFId | O | S(16) | Team IF number, send if available |

| Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N) | | | |
|--|-----|------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Athlete's ID |
| Order | M | Numeric | Order attribute use 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 |
| Class | O | CC @SportClass | Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes but is mandatory where applicable. |

| Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N) | | | |
|---|------------------|------------|---|
| Type | Code | Pos | Description |
| EBA | STRIKE_OUT | N/A | Description of @Pos: N/A Element's Expected: Send always and when there is a competitor with the IRM DNS or DSQ |
| | Attribute | M/O | Value |
| | Value | M | S(1) Send Y when the athlete is DSQ or DNS. Otherwise do not send. |



Sample

```
....  
<BracketItem Code="131" Order="2" Date="2016-08-09" Time="01:20" Unit="JUDM54KG-----SFNL0001----"  
Result="110s1/ 0s1 VVV 5:00" NextUnit Unit=" JUDM54KG-----FNL-0001----" >  
  <CompetitorPlace Pos="1" WLT="W" Result="110s1" >  
    <PreviousUnit Unit=" JUDM54KG-----QFNL0001----" />  
    <Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >  
      <Composition>  
        <Athlete Code="1066978" Order="1" >  
          <Description  FamilyName="Black"  GivenName="John"  Gender="M"  Organisation="ESP"  
BirthDate="1991-12-16" />  
        </Athlete>  
      </Composition>
```

2.2.6.5 Message Sort

The following order applies:

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

2.2.7 Statistics

2.2.7.1 Description

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

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

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 | Full RSC at event level |
| DocumentSubcode | Not used. | Not used. |
| DocumentType | DT_STATS | Statistics message |
| DocumentSubtype | TOU | TOU: tournament statistics. |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| ResultStatus | SC @ResultStatus | It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official) |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |



| 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 has to be sent at the end of the final contest in each event.

2.2.7.4 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: Stats (1,1) | | | |
|----------------------|-----|----------------|---|
| Attribute | M/O | Value | Description |
| Code | M | SC @Statistics | <p>A code to identify the statistics being listed.</p> <p>It must be the same as the DocumentSubtype attribute in the header.</p> |



| Element: Stats /StatsItems /StatsItem (1,N) Statistics for the event | | | | |
|---|-------------------|--------------|---|--|
| Type | Code | Pos | Description | |
| ST | COMPETITION_TOTAL | Numeric 0 | Description of @Pos: Send 1 for all the contests Send 2 for Golden Score time Element's Expected: Always, if the information is available for the DocumentSubtype=TOU | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Send the total number of contests completed. |
| ST | CONTEST_LONGEST | N/A | Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(9) | Send RSC for the longest contest for that event |
| ST | CONTEST_SHORTEST | N/A | Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(9) | Send RSC for the shortest contest for that event |
| ST | DURATION_CUM | N/A | Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU | |
| | Attribute | M/O | Value | Description |
| | Value | M | m:ss | Cumulative time to win the gold medal |
| ST | PARTIC_NUM | N/A | Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Send the total of competitors for that event. |



| Element: Stats /StatsItems /StatsItem (1,N) Statistics for the event | | | | |
|---|---|-------------------|--|--|
| Type | Code | Pos | Description | |
| ST | y Where y = @ResultCode or CC@Technique | N/A | Description of @Code: Where y = @ResultCode or CC@Technique (only the technique used during the competition) Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | The number of times this code was realised in the competition. Use y for the winning scores or techniques. |
| Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU | | | | |
| | Attribute | Value | Description | |
| | Code | PERCENT | | |
| | Pos | N/A | N/A | |
| | Value | Numeric ##0.00 | Send the percentage for that result code or technique | |
| ST | y_TOT | N/A | Description of @code: Where y = CC@Technique ((only the technique used during the competition)) or CC@PenaltyType or CC@PointsType Description of @Pos: N/A Element's Expected: Always, if the information is available for the DocumentSubtype=TOU | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | The number of times this code was realised in the competition. Use y_TOT for all scores or penalties or techniques. |
| Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU | | | | |
| | Attribute | Value | Description | |
| | Code | PERCENT | | |
| | Pos | N/A | N/A | |
| | Value | Numeric ##0.00 | Send the percentage for that technique or score or penalty | |



Sample

```
...
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="PARTIC_NUM" Value="37" />
    <StatsItem Type="ST" Code="COMPETITION_TOTAL" Pos="1" Value="40" />
    <StatsItem Type="ST" Code="COMPETITION_TOTAL" Pos="2" Value="13" />
    <StatsItem Type="ST" Code="IPP" Value="23">
      <ExtendedStat Code="PERCENT" Value="57.50" />
    </StatsItem>
    <StatsItem Type="ST" Code="WAZ" Value="6">
      <ExtendedStat Code="PERCENT" Value="15.00" />
    </StatsItem>
    <StatsItem Type="ST" Code="KIK" Value="0">
      <ExtendedStat Code="PERCENT" Value="0.00" />
    </StatsItem>
    <StatsItem Type="ST" Code="FUS" Value="0">
      <ExtendedStat Code="PERCENT" Value="0.00" />
    </StatsItem>
    <StatsItem Type="ST" Code="YUS" Value="4">
      <ExtendedStat Code="PERCENT" Value="10.00" />
    </StatsItem>
  ...
  <StatsItem Type="ST" Code="CONTEST_SHORTEST" Value="JUDM60KG-----QFNL000400--" />
  <StatsItem Type="ST" Code="CONTEST_LONGEST" Value="JUDM52KG-----QFNL000100--" />
  <StatsItem Type="ST" Code="DURATION_CUM" Value="18:08" />
</StatsItems>
</Stats>
```

2.2.7.5 Message Sort

Sort according to the @Order attributes.

2.2.8 Event Final Ranking

2.2.8.1 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.

2.2.8.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC of the Event | |
| DocumentType | DT_RANKING | Event Final ranking message |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| ResultStatus | SC @ResultStatus | Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |



| 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. |

2.2.8.3 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. For the lower ranked athletes it can be sent after the morning session and then each match in the afternoon.

Trigger also after any change.

2.2.8.4 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 |



| Element: Result (1,N) | | | |
|---|------------|--------------|--|
| For any event final ranking message, there should be at least one competitor being awarded a result for the event. | | | |
| Attribute | M/O | Value | Description |
| Rank | O | Text | Final rank of the competitor in the corresponding event. |
| RankEqual | O | S(1) | Identifies if a rank has been equalled. Send Y if applicable else do not send. |
| IRM | O | SC @IRM | The invalid rank mark, send if applicable. |
| SortOrder | M | Numeric | 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. |

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

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

| Element: Result /Competitor /Composition /Athlete (1,N) | | | |
|--|------------|------------------------------|---|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Athlete's ID |
| Order | M | Numeric | Order attribute. Send 1 when 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 |
| Class | O | CC @SportClass | Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes but is mandatory where applicable. |

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>
....

```

2.2.8.5 Message Sort

Sort by Result @SortOrder

2.2.9 Configuration

2.2.9.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. Send one message per event.

2.2.9.2 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 "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. |

2.2.9.3 Trigger and Frequency

Follow the general definition, taking also into account the following:

- As soon as the data is known send the message for that event, before sending any DT_RESULT.

Trigger also after any change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list. If the message is sent after any DT_RESULT then those DT_RESULT messages must be sent again with the next version.



2.2.9.4 Message Values

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

| Element: Configs /Config /ExtendedConfig (1,N) | | | |
|--|------------------|------------|--|
| Type | Code | Pos | Description |
| EC | BRACKET_SIZE | N/A | Element Expected: When available |
| | Attribute | M/O | Value |
| | Value | M | SC @BracketItems |
| | | | Send the code for the first phase of the event |

Sample

```

...
<Configs>
  <Config Unit="JUDM57KG-----">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
  </Config>
</Configs>

```

2.2.9.5 Message Sort

There is no general message sorting rule



3 Document Control

| Version history | | |
|-----------------|-------------------|---------------|
| Version | Date | Comments |
| v1.0 | 15 September 2017 | First version |
| V1.1 | 3 January 2018 | Updated |
| V1.2 | 22 April 2018 | Updated |
| V1.3 | 15 June 2018 | Updated |
| | | |
| | | |

File Reference: ODF R-SOG-2020-JUD V1.3 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 | Minor updates to always allow team and individual in DT_RESULT, DT_BRACKETS, DT_RANKING Include DT_PLAY_BY_PLAY as not applicable in YOG. |
| V1.3 | SFA | DT_RESULTS: Update ExtendedInfos to clarify team units and subunits. DT_RESULTS: Results/ExtendedResults, added TOT_SCORE |
| | | |