



# Olympic Data Feed



**ODF Curling Data Dictionary**  
**PyeongChang – XXIII Olympic Winter Games**  
Technology and Information Department  
© International Olympic Committee

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## Table of Contents

1 Introduction.....	6
1.1 This document.....	6
1.2 Objective.....	6
1.3 Main Audience.....	6
1.4 Glossary.....	6
1.5 Related Documents.....	6
2 Messages.....	8
2.1 Applicable Messages.....	8
2.2 Messages.....	10
2.2.1 Competition schedule / Competition schedule update.....	10
2.2.1.1 Description.....	10
2.2.1.2 Header Values.....	12
2.2.1.3 Trigger and Frequency.....	13
2.2.1.4 Message Structure.....	13
2.2.1.5 Message Values.....	14
2.2.1.6 Message Sort.....	15
2.2.2 List of participants by discipline / List of participants by discipline update.....	16
2.2.2.1 Description.....	16
2.2.2.2 Header Values.....	16
2.2.2.3 Trigger and Frequency.....	17
2.2.2.4 Message Structure.....	17
2.2.2.5 Message Values.....	19
2.2.2.6 Message Sort.....	22
2.2.3 List of teams / List of teams update.....	23
2.2.3.1 Description.....	23
2.2.3.2 Header Values.....	23
2.2.3.3 Trigger and Frequency.....	24
2.2.3.4 Message Structure.....	24
2.2.3.5 Message Values.....	25
2.2.3.6 Message Sort.....	27
2.2.4 Event Unit Start List and Results.....	28
2.2.4.1 Description.....	28
2.2.4.2 Header Values.....	28
2.2.4.3 Trigger and Frequency.....	29
2.2.4.4 Message Structure.....	29
2.2.4.5 Message Values.....	33
2.2.4.6 Message Sort.....	46



2.2.5 Play by Play.....	<u>47</u>
2.2.5.1 Description.....	<u>47</u>
2.2.5.2 Header Values.....	<u>47</u>
2.2.5.3 Trigger and Frequency.....	<u>48</u>
2.2.5.4 Message Structure.....	<u>48</u>
2.2.5.5 Message Values.....	<u>50</u>
2.2.5.6 Message Sort.....	<u>53</u>
2.2.6 Current Information.....	<u>54</u>
2.2.6.1 Description.....	<u>54</u>
2.2.6.2 Header Values.....	<u>54</u>
2.2.6.3 Trigger and Frequency.....	<u>55</u>
2.2.6.4 Message Structure.....	<u>55</u>
2.2.6.5 Message Values.....	<u>56</u>
2.2.6.6 Message Sort.....	<u>62</u>
2.2.7 Pool Standings.....	<u>63</u>
2.2.7.1 Description.....	<u>63</u>
2.2.7.2 Header Values.....	<u>63</u>
2.2.7.3 Trigger and Frequency.....	<u>64</u>
2.2.7.4 Message Structure.....	<u>64</u>
2.2.7.5 Message Values.....	<u>66</u>
2.2.7.6 Message Sort.....	<u>70</u>
2.2.8 Brackets.....	<u>71</u>
2.2.8.1 Description.....	<u>71</u>
2.2.8.2 Header Values.....	<u>71</u>
2.2.8.3 Trigger and Frequency.....	<u>72</u>
2.2.8.4 Message Structure.....	<u>72</u>
2.2.8.5 Message Values.....	<u>74</u>
2.2.8.6 Message Sort.....	<u>77</u>
2.2.9 Statistics.....	<u>79</u>
2.2.9.1 Description.....	<u>79</u>
2.2.9.2 Header Values.....	<u>79</u>
2.2.9.3 Trigger and Frequency.....	<u>80</u>
2.2.9.4 Message Structure.....	<u>80</u>
2.2.9.5 Message Values.....	<u>83</u>
2.2.9.6 Message Sort.....	<u>105</u>
2.2.10 Event Final Ranking.....	<u>106</u>
2.2.10.1 Description.....	<u>106</u>
2.2.10.2 Header Values.....	<u>106</u>
2.2.10.3 Trigger and Frequency.....	<u>107</u>
2.2.10.4 Message Structure.....	<u>107</u>
2.2.10.5 Message Values.....	<u>108</u>



2.2.10.6	Message Sort.....	<a href="#">110</a>
2.2.11	Configuration.....	<a href="#">111</a>
2.2.11.1	Description.....	<a href="#">111</a>
2.2.11.2	Header Values.....	<a href="#">111</a>
2.2.11.3	Trigger and Frequency.....	<a href="#">112</a>
2.2.11.4	Message Structure.....	<a href="#">112</a>
2.2.11.5	Message Values.....	<a href="#">112</a>
2.2.11.6	Message Sort.....	<a href="#">116</a>
2.2.12	Event Unit Weather conditions.....	<a href="#">117</a>
2.2.12.1	Description.....	<a href="#">117</a>
2.2.12.2	Header Values.....	<a href="#">117</a>
2.2.12.3	Trigger and Frequency.....	<a href="#">118</a>
2.2.12.4	Message Structure.....	<a href="#">118</a>
2.2.12.5	Message Values.....	<a href="#">118</a>
2.2.12.6	Message Sort.....	<a href="#">119</a>
3	Document Control.....	<a href="#">120</a>



# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF Foundation Principles	The document explains the environment and general principles for ODF
ODF/INT401	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD404	Common Codes	The document describes the ODF Common codes used across all ODF documents.



<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



## 2 Messages

### 2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	<u>X</u>
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	<u>X</u>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<u>X</u>
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	<u>X</u>
DT_PLAY_BY_PLAY	Play by Play	<u>X</u>
DT_CURRENT	Current Information	<u>X</u>
DT_POOL_STANDING	Pool Standings	<u>X</u>
DT_BRACKETS	Brackets	<u>X</u>
DT_STATS	Statistics	<u>X</u>
DT_RANKING	Event Final Ranking	<u>X</u>
DT_COMMUNICATION	Communication	





DT_CONFIG	Configuration	<a href="#">X</a>
DT_WEATHER	Event Unit Weather conditions	<a href="#">X</a>
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, SBD etc)

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

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

HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.

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

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



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

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

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

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

Advice for end users - how to sort event units and use DT\_SCHEDULE:

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

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

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

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

Competition schedule update:

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

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

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

It has to be understood that if one DT\_SCHEDULE message arrives, then all previous DT\_SCHEDULE\_UPDATE messages should be discarded.



When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:

- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC at the 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.
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	<a href="#">SC @Source</a>	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") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT\_SCHEDULE\_UPDATE") by OVR. There is no automatic triggering and this (DT\_SCHEDULE) message must not be sent after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

Generally start list details for H2H should be sent immediately when known and usually soon after the preceding unit changes to Official.

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

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

### 2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">Unit (0,N)</a>				
		Code			
		PhaseType			
		ScheduleStatus			
		Venue			
		Location			
		<a href="#">ItemName (1,N)</a>			
			Language		
			Value		
		<a href="#">VenueDescription (1,1)</a>			
			VenueName		
			LocationName		
		<a href="#">StartList (0,1)</a>			



	<a href="#">Start (1,N)</a> SortOrder PreviousWLT PreviousUnit <a href="#">Competitor (1,1)</a> Code Type
--	---

### 2.2.1.5 Message Values

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	<a href="#">CC @PhaseType</a>	Phase type for the unit
ScheduleStatus	M	<a href="#">CC @ScheduleStatus</a>	Unit Status
Venue	M	<a href="#">CC @VenueCode</a>	Venue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	<a href="#">CC @Location</a>	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.

Element: Competition /Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	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. As in all messages with a description only the ENG description is expected.  For non-competition schedules (where the item description is not in common codes) then add the description.

Element: Competition /Unit /VenueDescription (1,1)			
Attribute	M/O	Value	Description



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

**Element: Competition /Unit /StartList /Start (1,N)**  
**StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)**

Attribute	M/O	Value	Description
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.
PreviousWLT	O	S(1)	Winner or Loser of the Unit specified at PreviousUnit.
PreviousUnit	O	S(34)	The full RSC of the Unit from the previous competition phase that fulfill the specified position in the match up. To add only when the Unit from previous competition phase to give the competitor is 100% confirmed as participating at this time and not subject to change due to TV times or any other reason.or any other reason. To remove when the actual competitors are known.

**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

### 2.2.1.6 Message Sort

Sort by Session @SessionCode.

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

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



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

### 2.2.2.1 Description

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

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

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

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

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC	/ List of participants by discipline message





	DT_PARTIC_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	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	<a href="#">SC @Source</a>	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 prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

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

### 2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					



Participant (1,N)

- Code
- Parent
- Status
- GivenName
- FamilyName
- PrintName
- PrintInitialName
- TVName
- TVInitialName
- LocalFamilyName
- LocalGivenName
- Gender
- Organisation
- BirthDate
- Height
- Weight
- PlaceofBirth
- CountryofBirth
- PlaceofResidence
- CountryofResidence
- Nationality
- MainFunctionId
- Current
- OlympicSolidarity
- ModificationIndicator

Discipline (1,1)

Code

RegisteredEvent (0,N)

Event

Status

EventEntry (0,N)



	Code
	Type
	Pos
	Value

### 2.2.2.5 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	<a href="#">CC @ParticStatus</a>	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".  To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only  N-New participant (in the case that this information comes as a late entry) U-Update participant  If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants  If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.

**Element: Participant /Discipline (1,1)**

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

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline

**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	<a href="#">CC @Event</a>	Full RSC of the Event



Status	O	<a href="#">SC @AthleteStatus</a>	Participant's status in the team. Only send if applicable, do not send empty.
--------	---	-----------------------------------	---

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	POSITION	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">CC @Position</a>	Position Code for the player
ENTRY	HAND	N/A	Element Expected: As soon it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Hand</a>	Hand
ENTRY	ROLE	N/A	Element Expected: If applicable (this information can be sent in update message).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Role</a>	Athlete's role in the team. Only send if applicable, do not send empty.

**Sample (Sample)**

```

<Discipline Code="CUR-----" IFId="203258" >
  <RegisteredEvent Event="CURMTEAM4-----" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="3" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="ROLE" Value="V" />
  </RegisteredEvent>
</Discipline>

```

**2.2.2.6 Message Sort**

The message is sorted by Participant @Code



## 2.2.3 List of teams / List of teams update

### 2.2.3.1 Description

The List of teams message contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

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 being modified.

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	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.



		<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	<a href="#">SC @Source</a>	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 approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

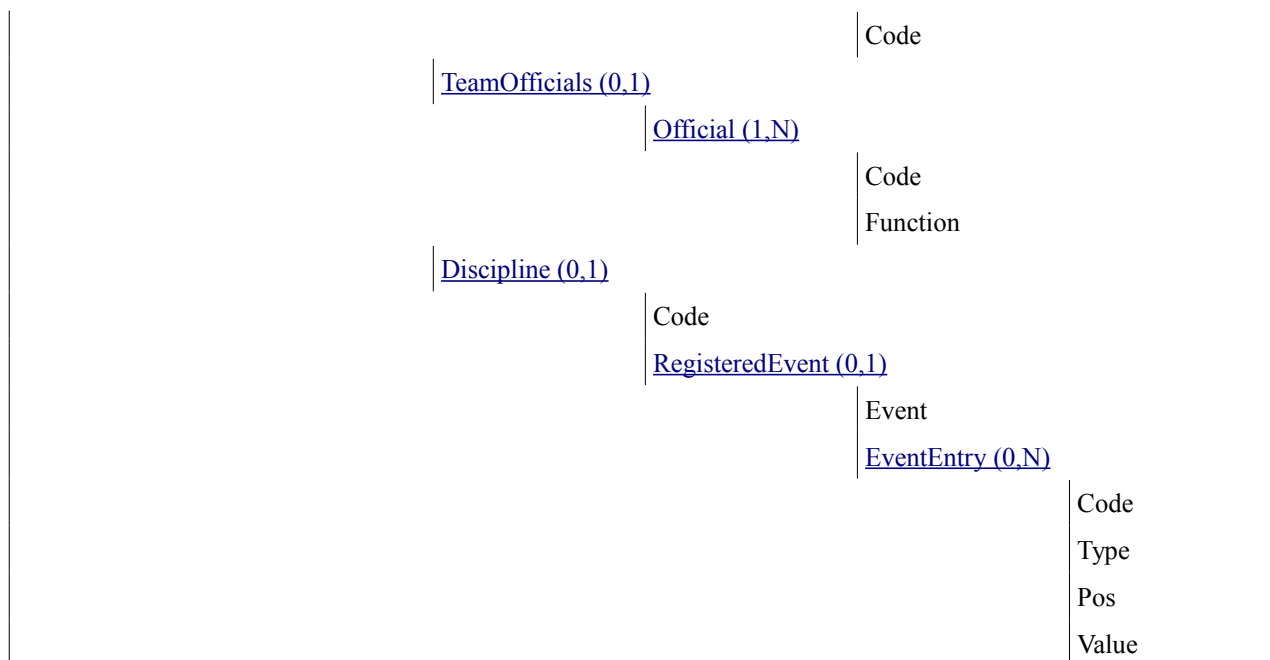
The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

### 2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">Team (1,N)</a>				
		Code			
		Organisation			
		Number			
		Name			
		TVTeamName			
		Gender			
		Current			
		ModificationIndicator			
		<a href="#">Composition (0,1)</a>			
			<a href="#">Athlete (0,N)</a>		





### 2.2.3.5 Message Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553)  When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	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)	Team's TV Name. In head-to-head pairs competitions this should be in the format SMITH/JONES [max char(10) per name] else it is the organisation name unless special rules apply.



Gender	M	<a href="#">CC @DisciplineGender</a>	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	<p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry)            U-Update team            D-Delete team</p> <p>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p>

**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	<p>Athlete's ID of the listed team's member.</p> <p>Therefore, he/she makes part of the team's composition.</p>

**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	<p>Official's ID of the listed team's official.</p> <p>Therefore, he/she makes part of the team's officials.</p>
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function for 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	<a href="#">CC @Discipline</a>	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	<a href="#">CC @Event</a>	Full RSC of the Event

**Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)**  
**Send if there are specific team's event entries.**

Type	Code	Pos	Description	
ENTRY	GROUP	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Pool of the team in the preliminaries

**Sample (Sample)**

```
<Team Code="CURMTEAM4----CHN01" Organisation="CHN" Number="1" Name="China" Gender="M"
Current="true" ModificationIndicator="U">
  <Composition>
    <Athlete Code="2005035" Order="1" />
    <Athlete Code="2005037" Order="2" />
    <Athlete Code="2005038" Order="3" />
    <Athlete Code="2005040" Order="4" />
    <Athlete Code="2005047" Order="5" />
  </Composition>
  <TeamOfficials>
    <Official Code="2005094" Function="COACH" />
    <Official Code="2456788" Function="TM_MGR" />
  </TeamOfficials>
  <Discipline Code="CUR-----" >
    <RegisteredEvent Event="CURMTEAM4-----" />
    <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
  </RegisteredEvent>
  </Discipline>
</Team>
```

**2.2.3.6 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.

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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	Not used in CUR
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in CUR
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	START_LIST, LIVE, INTERMEDIATE, UNOFFICIAL or 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

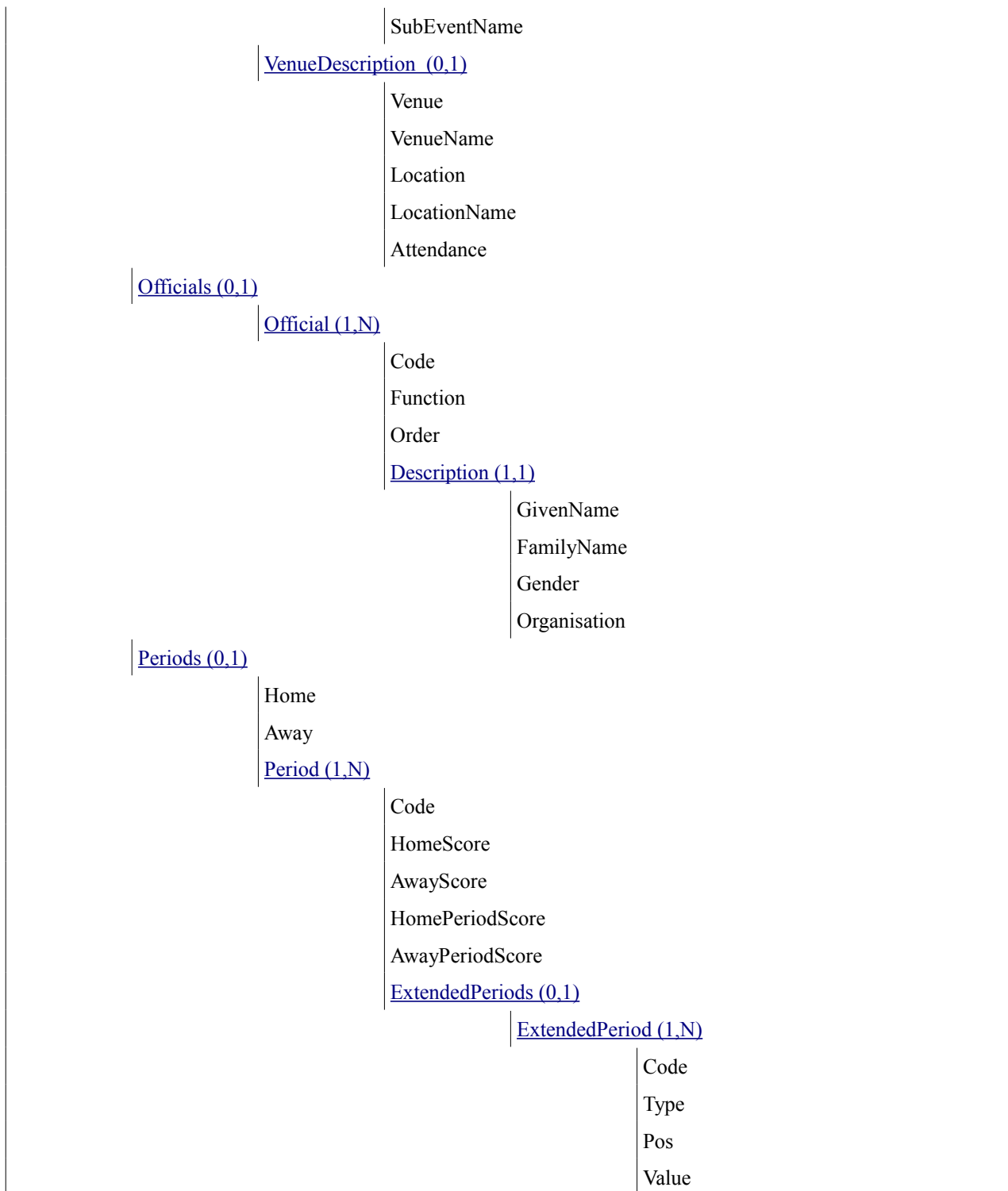
### 2.2.4.3 Trigger and Frequency

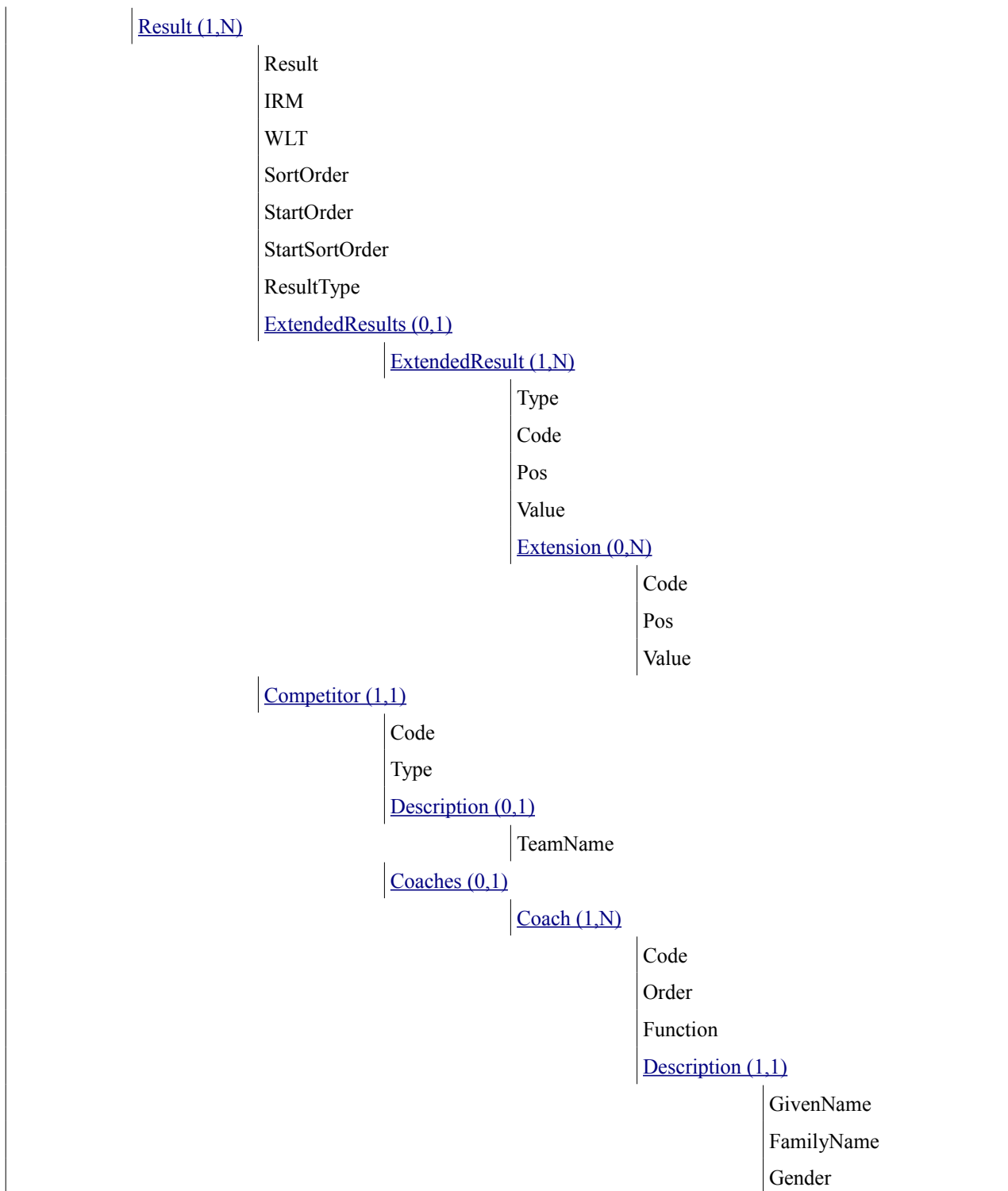
- START\_LIST: As soon as the team/teams are known, before the match begins.
- START\_LIST: As soon as any of the line-up or starters are known and any change/addition to these only before the start of the match.
- START\_LIST: As soon as Last Stone Draw information is available (after warm-up period of each team)
- LIVE: After the beginning of each end until the completion of the end.
- LIVE: After every change in any data during the end [scores etc.].
- INTERMEDIATE: After the result of each end has been confirmed by the teams.
- UNOFFICIAL: As soon as the match is finished including last actions without further corrections, unless OFFICIAL messages are imminent.
- OFFICIAL: After the unit is official.

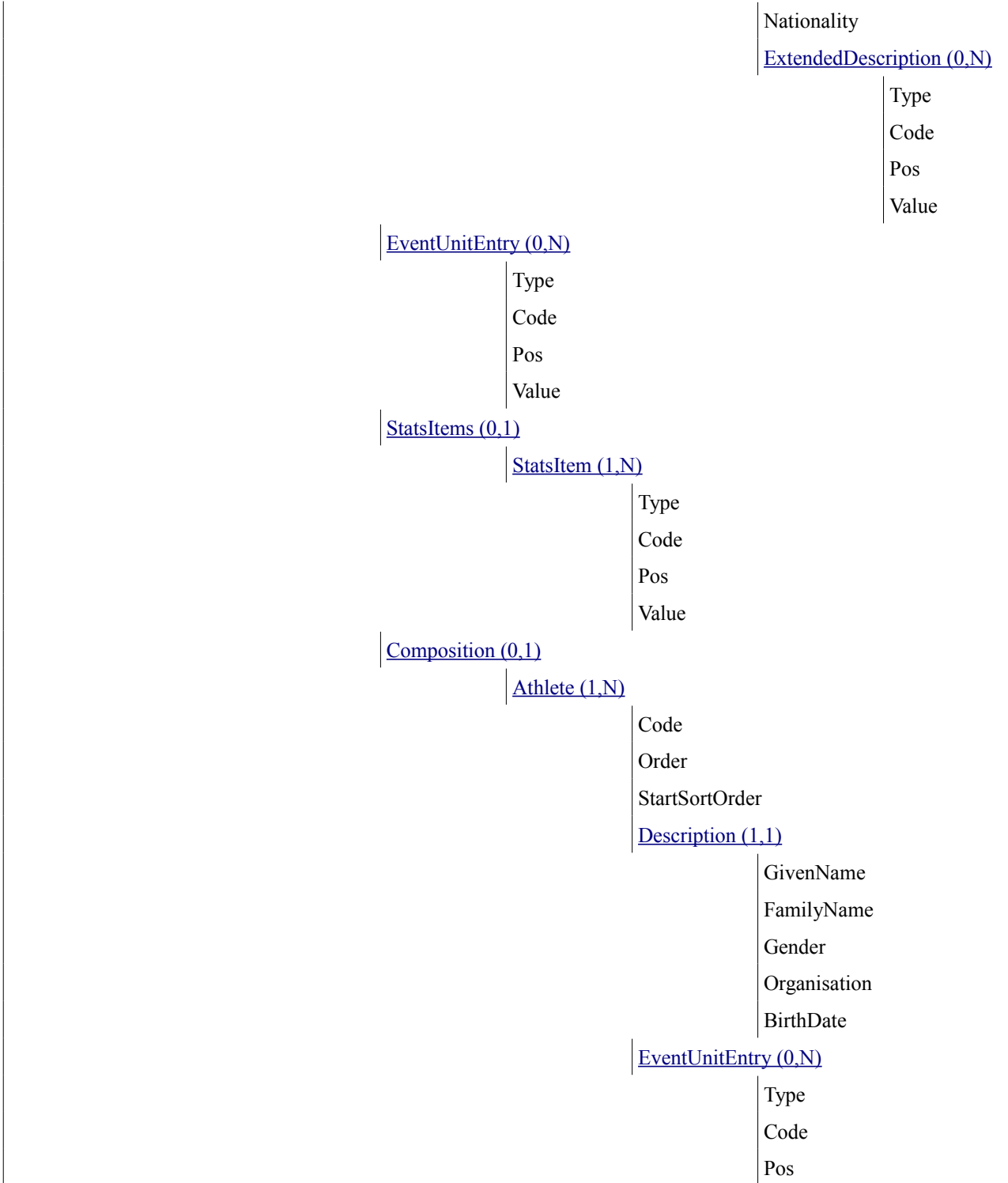
### 2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">UnitDateTime (0,1)</a>					
		<a href="#">ExtendedInfo (0,N)</a>					
			Type				
			Code				
			Pos				
			Value				
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			Gender				











				Value
			<a href="#">StatsItems (0,1)</a>	
				<a href="#">StatsItem (1,N)</a>
				Type
				Code
				Pos
				Value

### 2.2.4.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		PERIOD	N/A	Element Expected: Send when LIVE or INTERMEDIATE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send current end
UI		EE	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send "Y" is the game has extra ends else do not send
UI		TB	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send "Y" if the game is a tie-break game else do not send.
UI		LRRS	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send "Y" if the game is in the last round robin session else do not send.
UI		SITUATION	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Send the description of the overall



				game situation.
DISPLAY		LAST_COMP_HOM E	N/A	Element Expected: When available at the end of each end
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send Y if the Home team was the last team to score or in case of a blank end (0:0) or no score (X:X).
DISPLAY		LAST_COMP_AWA Y	N/A	Element Expected: When available at the end of each end.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send Y if the Away team was the last team to score or in case of a blank end (0:0) or no score (X:X).

**Sample (Sample)**

```

...
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-25T17:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="5" />
...
</ExtendedInfos>
...

```

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

**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

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

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes



Attendance	O	#####0	Number of spectators
------------	---	--------	----------------------

Element: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	Send according to the codes.
Order	M	Numeric	Send by order for each official.

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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Officials' organisation

Element: Periods (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: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	Numeric #0	The end number
HomeScore	M	S(2)	Overall score of the home competitor at the end of the end indicated at @Code. Can be the score, W or L
AwayScore	M	S(2)	Overall score of the away competitor at the end of the end indicated at @Code. Can be the score, W or L



HomePeriodScore	O	S(1)	Score of the home competitor just for the end indicated at @Code. Can be the score, X, /, or blank (nothing)
AwayPeriodScore	O	S(1)	Score of the away competitor just for the end indicated at @Code. Can be the score, X, /, or blank (nothing)

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
ExtendedPeriod information.				
Type	Code	Pos	Description	
EP	HOME_REMAIN	N/A	Element Expected: After each end is complete.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	h:mm:ss	Send the remaining time for the home team. Do not send leading zeros.
EP	AWAY_REMAIN	N/A	Element Expected: After each end is complete.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	h:mm:ss	Send the remaining time for the away team. Do not send leading zeros.
EP	LSCE	N/A	Element Expected: Only for the current end	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send which team gets the last stone in the current end corresponding to the period. Send 1 for the first (Home) Team, 2 for the second (Away) Team

**Sample (Sample)**



```

...
<Period Code="6" HomeScore="1" AwayScore="6" HomePeriodScore="0" AwayPeriodScore="4">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="HOME_REMAIN" Value="31:45" />
    <ExtendedPeriod Type="EP" Code="AWAY_REMAIN" Value="35:54" />
  </ExtendedPeriods>
</Period>
<Period Code="7" HomeScore="1" AwayScore="6" HomePeriodScore=" " AwayPeriodScore=" ">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LSCE" Value="1" />
  </ExtendedPeriods>
</Period>
...

```

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

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	Numeric #0 or W or L	The result of the competitor in the event unit
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned
WLT	O	<a href="#">SC @WLT</a>	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
StartOrder	O	Numeric	Redundant, not required
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	<a href="#">CC @RecordType</a>	Type of the @Result attribute.

**Element: Result /ExtendedResults /ExtendedResult (1,N)**

Type	Code	Pos	Description
ER	LSD_TOTAL	N/A	Element Expected: When available, usually only for Round Robin
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0.0
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			



<b>Expected: Only if it is needed</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TOSS	Send proposed code	
Pos	N/A		
Value	S(1)	Send "Y" if determined by toss.	
ER	LSD	Numeric 0	Pos Description: LSD number, 1 or 2 Element Expected: For each LSD shot if applicable
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric ##0.0	Last Stone Draw in cm for this rock @Pos
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: For each LSD shot if applicable</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PLAYER	Send proposed code	
Pos	N/A		
Value	S(20)	ID of the competitor who took the shot	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: For each LSD shot if applicable</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TURN	Send proposed code	
Pos	N/A		
Value	<a href="#">SC @Turn</a>	Send Turn	
ER	LSFE	N/A	Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(1)	Send Y to indicate this team throws the "Last Stone First End" else do not send
ER	SITUATION	N/A	Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	String	Send the description of the game situation.

**Sample (General)**



```

...
<ExtendedResults>
  <ExtendedResult Type="ER" Code="LSD_TOTAL" Value="158.4" >
  <ExtendedResult Type="ER" Code="LSD_Pos="1" Value="62.0" >
    <Extension Code="PLAYER" Value="123456" />
    <Extension Code="TURN" Value="CW" />
  ...
  </ExtendedResult>
</ExtendedResults>
...

```

**Element: Result /Competitor (1,1)**  
**Competitor related to the result of one event unit.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available  NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T	T for team

**Element: Result /Competitor /Description (0,1)**  
**Competitors extended information.**

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

**Element: Result /Competitor /Coaches /Coach (1,N)**  
**Competitor's Coach**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	ID of the coach
Order	M	Numeric	Send order for coaches, sequential number (order as they are presented on NOC entry form)
Function	M	<a href="#">CC @ResultsFunction</a>	Coach function

**Element: Result /Competitor /Coaches /Coach /Description (1,1)**  
**Coach 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	<a href="#">CC @PersonGender</a>	Gender of the official
Nationality	M	<a href="#">CC @Country</a>	Coach's nationality

Element: Result /Competitor /Coaches /Coach /Description /ExtendedDescription (0,N)			
Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: If applicable for the coach.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @AthleteStatus</a> Send code is applicable. Only send if suspended or disqualified

Element: Result /Competitor /EventUnitEntry (0,N)			
For team event information			
Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @Home</a> Send Home or Away

**Sample (General)**

```
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
```

Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	TOURN_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0 Total number of stones considered in the tournament for the team
ST	TOURN_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0 or Cumulative percentage of the team until the end of the current game





			"_"	
ST		GAME_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Total number of stones considered in the game for the team
ST		GAME_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "_"	Game percentage of the team
ST		DRAW_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Draws number for the team
ST		DRAW_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "_"	Draws percentage for the team
ST		TAKEOUT_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Takeouts number for the team
ST		TAKEOUT_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "_"	Takeouts percentage for the team
		CW_NUM	N/A	Element Expected:



ST				Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Clockwise (In-Turn) number for the team
ST		CW_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Clockwise (In-Turn) percentage for the team
ST		CCW_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Counter-Clockwise (Out-Turn) number for the team
ST		CCW_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Counter-Clockwise (Out-Turn) percentage for the team

**Sample (General)**

```

...
<StatsItems>
  <StatsItem Type="ST" Code="TOURN_NUM" Value="156" />
  <StatsItem Type="ST" Code="TOURN_PERCENT" Value="74" />
  <StatsItem Type="ST" Code="GAME_NUM" Value="34" />
  <StatsItem Type="ST" Code="GAME_PERCENT" Value="77" />
  <StatsItem Type="ST" Code="DRAW_NUM" Value="49" />
  <StatsItem Type="ST" Code="DRAW_PERCENT" Value="79" />
  <StatsItem Type="ST" Code="TAKEOUT_NUM" Value="30" />
  <StatsItem Type="ST" Code="TAKEOUT_PERCENT" Value="73" />
...
</StatsItems>
...

```

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

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



Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric	Current Order
StartSortOrder	M	Numeric 0	Order the players should appear in the Start List.

**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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

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

**Individual athletes entry information.**

Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @AthleteStatus</a> Send code if applicable
EUE	ROLE	Numeric #0	Pos Description: Send the end where the athlete started in this role. Usually only 1 Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @Role</a> Role of the player in the team starting at this @Pos
EUE	POSITION	Numeric #0	Pos Description: Send the end where the athlete started in this position. Usually only 1 Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @Role</a> Role of the player in the team starting at this @Pos



	Value	O	<a href="#">CC @Position</a>	Position of the player in the team starting at this @Pos.
EUE		HAND	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Hand</a>	Handedness of the player

**Sample (General)**

```

...
<Athlete Code="1135320" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="1" Value="3" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="6" Value="4" />
  <EventUnitEntry Type="EUE" Code="ROLE" Pos="1" Value="V" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
...

```

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
ST		TOURN_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "_"	Total number of stones considered in the tournament for the player
ST		TOURN_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "_"	Cumulative percentage of the player until the end of the current game
ST		GAME_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total number of stones considered in the game for the player
ST		GAME_PERCENT	N/A	Element Expected: Always, if the information is available



	Attribute	M/O	Value	Description
	Value	O	Numeric ##0 or "-"	Game percentage of the player
ST		DRAW_NUM	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Draws number for the player
ST		DRAW_PERCENT	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0 or "-"	Draws percentage for the player
ST		TAKEOUT_NUM	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Takeouts number for the player
ST		TAKEOUT_PERCENT	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0 or "-"	Takeouts percentage for the player
ST		CW_NUM	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Clockwise (In-Turn) number for the player
ST		CW_PERCENT	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description



	Value	O	Numeric ##0 or "-"	Clockwise (In-Turn) percentage for the player
ST		CCW_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Counter-Clockwise (Out-Turn) number for the player
ST		CCW_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Counter-Clockwise (Out-Turn) percentage for the player

**Sample (General)**

```

...
<StatsItems>
...
  <StatsItem Type="ST" Code="GAME_NUM" Value="19" />
  <StatsItem Type="ST" Code="GAME_PERCENT" Value="80" />
  <StatsItem Type="ST" Code="DRAW_NUM" Value="49" >
  <StatsItem Type="ST" Code="DRAW_PERCENT" Value="79" >
  <StatsItem Type="ST" Code="TAKEOUT_NUM" Value="30" >
  <StatsItem Type="ST" Code="TAKEOUT_PERCENT" Value="73" >
...
</StatsItems>
...

```

**2.2.4.6 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 or incident.

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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).
DocumentSubcode	Numeric	1..n indicate the end number  If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	String	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after



		<p>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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.5.3 Trigger and Frequency

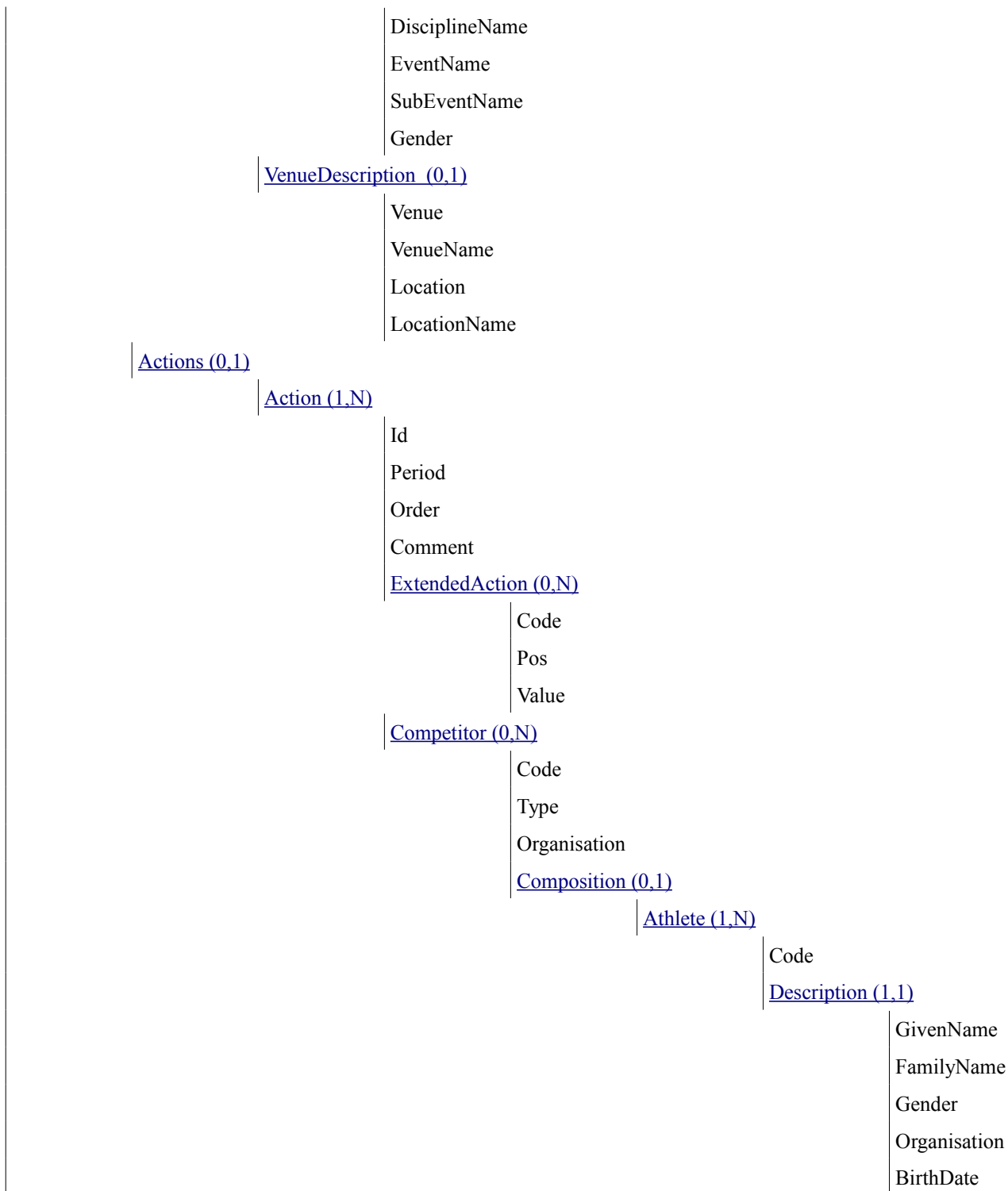
- After every action, when the statistics and the stone position have been entered, but not for the last stone of the end (LIVE). Current end only. Include DocumentSubcode.
- After the last stone of each end (INTERMEDIATE). Include DocumentSubcode.
- After the unit with all ends included (OFFICIAL) [without DocumentSubcode]

### 2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">ExtendedInfo (0,N)</a>					
			Type				
			Code				
			Pos				
			Value				
			<a href="#">Extension (0,N)</a>				
				Code			
				Pos			
				Value			
		<a href="#">SportDescription (0,1)</a>					







<a href="#">ImageData (0,1)</a>	-
---------------------------------	---

### 2.2.5.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
DISPLAY		LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE and INTERMEDIATE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Send the @Order for the previous action.
DISPLAY		CURRENT	N/A	Element Expected: When available and only when the unit is LIVE and INTERMEDIATE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Send the @Order for the current action.
MIS		ORDER	N/A	Element Expected: Only if applicable and when the message is OFFICIAL
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Send the @Order for the most important shot. This is a link to the most important shot listed in the message.
MIS		DESC	N/A	Element Expected: Only if applicable and when the message is OFFICIAL
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Text	Text description of the shot

#### Sample (Sample)



```

...
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="22" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="23" />
...

```

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

**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	Text short description of the Event Unit, not code
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

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

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

**Element: Actions /Action (1,N)**

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
Period	M	Numeric #0	Send the end number
Order	M	Numeric ##0	Unique sequential number for all the actions in the unit, from 1 to n (from the first action the last one).
Comment	O	S(200)	Send the comment on the shot.

**Element: Actions /Action /ExtendedAction (0,N)**

**Extended Action information.**

Type	Code	Pos	Description
------	------	-----	-------------



		TURN	N/A	Type Description: Do not send Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Turn</a>	Send Turn
		STONE_NUM	N/A	Type Description: Do not send Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the stone's number in the end (from 1 to 10 in doubles, 1 to 16 in teams).
		TASK	N/A	Type Description: Do not send Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Task</a>	Send the appropriate task
		POINTS	N/A	Type Description: Do not send Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Point</a>	Points code of the shot

**Element: Actions /Action /Competitor (0,N)**

Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	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
------	---	------------------------------	---

**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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

**Element: Actions /Action /ImageData (0,1)**

Attribute	M/O	Value	Description
-	M	Text	The ImageData element contains a body consisting of one Base64-encoded PNG file. 600px x 300px

**Sample (General)**

```

...
    <Action Id="123456" Period="2" Order="20" >
      <ExtendedAction Code="TURN" Value="CW" />
      <ExtendedAction Code="STONE_NUM" Value="4" />
      <ExtendedAction Code="POINTS" Value="2" />
      <ExtendedAction Code="TASK" Value="Takeout" />
      <Competitor Code="CURMTEAM4---SUI01" Type="T" Organisation="SUI" >
        <Composition>
          <Athlete Code="1102203" >
            <Description GivenName="John" FamilyName="Parker" Gender="M"
            Organisation="SUI" BirthDate="1994-10-15" />
          </Athlete>
        </Composition>
      </Competitor>
      <ImageData>iVBORw0KggoAA image 49xoUC/AuGXhACr</ImageData>
    </Action>
...

```

**2.2.5.6 Message Sort**

Actions /Action @Order.



## 2.2.6 Current Information

### 2.2.6.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information and in some sports with a running clock, also the clock information.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	Not used in CUR
DocumentType	DT_CURRENT	Current 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>



		Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

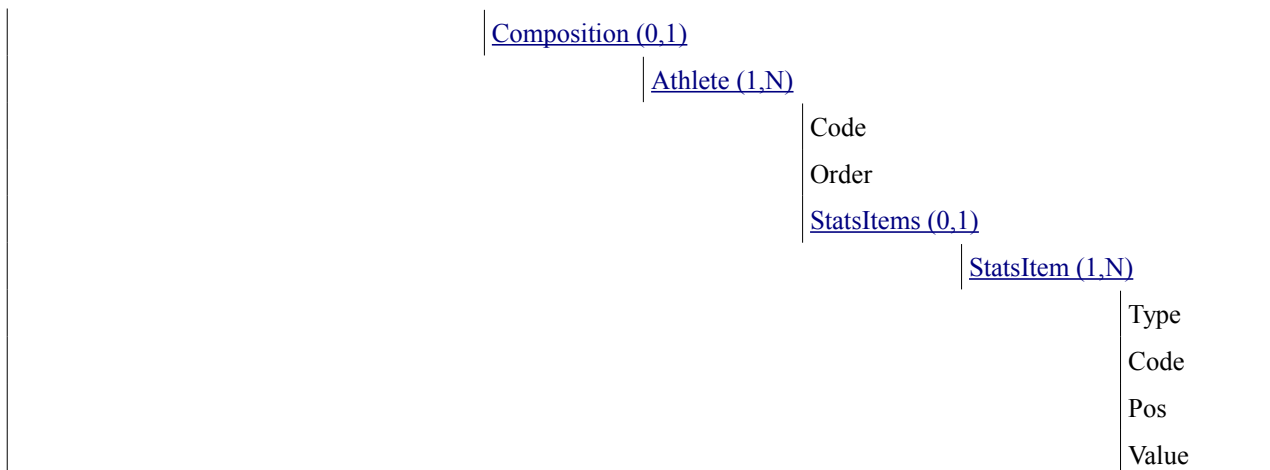
### 2.2.6.3 Trigger and Frequency

- For the first stone of the end, send 30sec before the end start.
  - For each subsequent stone, send when the time for the other team starts
  - Send as soon as the statistical information for each stone is entered
- Send only the current athlete and the one to follow.

### 2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">ExtendedInfo (1,N)</a>					
			Type				
			Code				
			Pos				
			Value				
	<a href="#">Result (0,N)</a>						
		SortOrder					
		StartSortOrder					
		<a href="#">Competitor (1,N)</a>					
			Code				
			Type				
			Organisation				
			<a href="#">StatsItems (0,1)</a>				
				<a href="#">StatsItem (1,N)</a>			
					Type		
					Code		
					Pos		
					Value		



### 2.2.6.5 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type		Code	Pos	Description
UI		PERIOD	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send current end
UI		LAST_CON_STONE	N/A	Element Expected: Always after the first stone in this end
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the number of the last considered stone for this end.
DISPLAY		CURRENT	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(20) without leading zeroes	Send the competitor ID of the current athlete.
DISPLAY		NEXT	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(20) without leading zeroes	Send the competitor ID of the next athlete.





DISPLAY	String	N/A	Code Description: Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: DRAW or TAKEOUT Element Expected: When available and only when the unit is LIVE.
Attribute	M/O	Value	Description
Value	O	S(20)	Send the competitor ID of the athlete who was updated in statistics (last played)

**Sample (General)**

```

...
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="3" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2111355" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="2231355" />
  <ExtendedInfo Type="DISPLAY" Code="DRAW" Value="1234567" />
...

```

<b>Element: Result (0,N)</b>			
Attribute	M/O	Value	Description
SortOrder	M	Numeric	Used to sort both teams
StartSortOrder	M	Numeric	1 for Home 2 for Visitor

<b>Element: Result /Competitor (1,N)</b>			
<b>Competitor related to the result of one event unit.</b>			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

**Element: Result /Competitor /StatsItems /StatsItem (1,N)**



Type	Code	Pos	Description
ST	TOURN_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
			Total number of stones considered in the tournament for the team
ST	TOURN_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0 or "-"
			Cumulative percentage of the team until the end of the current game
ST	GAME_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
			Total number of stones considered in the game for the team
ST	GAME_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0 or "-"
			Game percentage of the team
ST	DRAW_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
			Draws number for the team
ST	DRAW_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0 or "-"
			Draws percentage for the team



ST		TAKEOUT_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Takeouts number for the team
ST		TAKEOUT_PERCEN T	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Takeouts percentage for the team
ST		CW_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Clockwise (In-Turn) number for the team
ST		CW_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Clockwise (In-Turn) percentage for the team
ST		CCW_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Counter-Clockwise (Out-Turn) number for the team
ST		CCW_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Counter-Clockwise (Out-Turn) percentage for the team

**Sample (General)**



```

...
<StatsItems>
  <StatsItem Type="ST" Code="TOURN_NUM" Value="156" />
  <StatsItem Type="ST" Code="TOURN_PERCENT" Value="74" />
  <StatsItem Type="ST" Code="GAME_NUM" Value="34" />
  <StatsItem Type="ST" Code="GAME_PERCENT" Value="77" />
  <StatsItem Type="ST" Code="DRAW_NUM" Value="49" />
  <StatsItem Type="ST" Code="DRAW_PERCENT" Value="79" />
  <StatsItem Type="ST" Code="TAKEOUT_NUM" Value="30" />
  <StatsItem Type="ST" Code="TAKEOUT_PERCENT" Value="73" />
...
</StatsItems>
...

```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	TOURN_NUM	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "_"	Total number of stones considered in the tournament for the player
ST	TOURN_PERCENT	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "_"	Cumulative percentage of the player until the end of the current game
ST	GAME_NUM	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric	Total number of stones considered in



			#0	the game for the player
ST		GAME_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Game percentage of the player
ST		DRAW_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Draws number for the player
ST		DRAW_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Draws percentage for the player
ST		TAKEOUT_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Takeouts number for the player
ST		TAKEOUT_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Takeouts percentage for the player
ST		CW_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Clockwise (In-Turn) number for the player



ST		CW_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Clockwise (In-Turn) percentage for the player
ST		CCW_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Counter-Clockwise (Out-Turn) number for the player
ST		CCW_PERCENT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0 or "-"	Counter-Clockwise (Out-Turn) percentage for the player

**Sample (General)**

```

...
<StatsItems>
...
  <StatsItem Type="ST" Code="GAME_NUM" Value="19" />
  <StatsItem Type="ST" Code="GAME_PERCENT" Value="80" />
  <StatsItem Type="ST" Code="DRAW_NUM" Value="49" >
  <StatsItem Type="ST" Code="DRAW_PERCENT" Value="79" >
  <StatsItem Type="ST" Code="TAKEOUT_NUM" Value="30" >
  <StatsItem Type="ST" Code="TAKEOUT_PERCENT" Value="73" >
...
</StatsItems>
...

```

**2.2.6.6 Message Sort**

Sort by Result @SortOrder.



## 2.2.7 Pool Standings

### 2.2.7.1 Description

The Pool Standings message contains the standings of a group in a competition.

This report is sent independently for each of the groups / pools of the competition in a particular phase, and the group / pool can be determined from the message headers (DocumentCode and DocumentSubtype).

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (at phase level)	Sent according to the ODF Common Codes document (header values), for all the competition events.
DocumentSubcode	N/A	Not used in CUR.
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	S(20)	DocumentSubtype in the case of the message sent for the purpose of "Tentative Standings" in the final round of pool/group play then send as "PROJECTED".  "Tentative Standings" provide the Round Robin final standings as if all games currently underway were finished, assuming that the teams currently leading each game do in fact win. In the case of ties, the team with the last stone is assumed to be winning
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Expected statuses are: INTERMEDIATE (during the phase) UNCONFIRMED (if last match is unconfirmed) UNOFFICIAL (if last match is unofficial) OFFICIAL (after 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	<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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.7.3 Trigger and Frequency

- Before the start of the competition to build the initial tables
- Send after each game is OFFICIAL

-Additionally send during play in the final round of pool play with DocumentSubtype = "PROJECTED". When the message is send as PROJECTED:

- Do not include the Opponent Element
- Update each time there is any change in the projected rankings and for the first time when all LSFs are known.

### 2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">ExtendedInfos (0,1)</a>				
		<a href="#">ExtendedInfo (0,N)</a>			
			Code		
			Pos		
			Value		





<u>Result (1,N)</u>	<u>SportDescription (0,1)</u>	
		DisciplineName
		EventName
		SubEventName
		Gender
	<u>VenueDescription (0,1)</u>	
		Venue
		VenueName
		Rank
		RankEqual
		ResultType
		IRM
		QualificationMark
		SortOrder
		Won
	Lost	
	Played	
	<u>ExtendedResults (0,1)</u>	
	<u>ExtendedResult (1,N)</u>	
		Type
		Code
		Pos
		Value
	<u>Competitor (1,1)</u>	
		Code
		Type
		Organisation
	<u>Description (0,1)</u>	
		TeamName
	<u>Opponent (0,N)</u>	
		Code



	Type
	Pos
	Organisation
	Date
	Time
	Result
	Unit
	HomeAway
	<a href="#">Description (0,1)</a>
	TeamName

### 2.2.7.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		SESSION	N/A	Element Expected: After at least one unit is complete
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(34)	Send the RSC of the session, either the current session or if not current then most recently completed.
UI		LAST_UNIT	N/A	Element Expected: After at least one unit is complete. Not applicable for "PROJECTED".
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">CC @Unit</a>	Send the RSC of the most recently unit made official for the pool included in this message.
UI		UNITS_TOTAL	N/A	Element Expected: If not "PROJECTED"
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Send the total number of units (games) to be played in the pool included in the message.
UI		UNITS_COMPLETE	N/A	Element Expected: If not "PROJECTED"



Attribute	M/O	Value	Description
Value	O	Numeric ##0	Send the total number of units (games) which are official in the pool included in this message.

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

**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Phase, not code
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

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

**Venue Names in Text. Only included where the phase is contested at a single venue**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

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

**For any message, there should be at least one competitor being awarded a result for the pool.**

Attribute	M/O	Value	Description
Rank	O	S(2)	Rank in the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	<a href="#">SC @ResultType</a>	Result type, only send if an IRM.
IRM	O	<a href="#">SC @IRM</a>	Send just in the case @ResultType is points and IRM (see codes section)
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Indicator for qualification of the competitor for the finals
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric	Number of games won by the team in the group



		0	
Lost	O	Numeric 0	Number of games lost by the team in the group
Played	O	Numeric 0	Number of games played by the team in the group

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER		TB_WON	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Tie Break Games won
ER		TB_LOST	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Tie Break Games lost
ER		WIN_TIED	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Numbers of wind again tied teams
ER		DSC	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Draw shot challenge

<b>Element: Result /Competitor (1,1)</b>				
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Code	M	S(20) with no leading zeroes	Competitor's ID	
Type	M	T,A	T for team A for athlete	
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation	



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

Element: Result /Competitor /Opponent (0,N)				
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)				
Type	Code	Pos	Description	
T	S(20) with no leading zeroes	Numeric	Type Description: T for team Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor.	
	Attribute	M/O	Value	Description
	Organisation	M	<a href="#">CC @Organisation</a>	Competitors' organisation (code). Must include if the data is available
	Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
	Time	O	Time	Time of match (example HH:MM) Must include if the data is available.
	Unit	O	<a href="#">CC @Unit</a>	Full RSC unit code for the unit
	HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
	Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

**Element: Result /Competitor /Opponent /Description (0,1)****Competitors extended information.**

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

**Sample (General)**

```

...
<Result Rank="4" Played="9" Won="5" Lost="4" SortOrder="4" QualificationMark="Q" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TB_WON" Value="1" />
    <ExtendedResult Type="ER" Code="TB_LOST" Value="0" />
  </ExtendedResults>
  <Competitor Code="CURMTEAM4---GBR01" Type="T" Organisation="GBR">
    <Description TeamName="Great Britain"/>
    <Opponent Code="CURMTEAM4---RUS01" Type="T" Pos="1" Organisation="RUS"
Date="2018-02-03" Time="14:00" Unit="CURMTEAM4-----RR"00090001" HomeAway="H" Result="9-7" >
      <Description TeamName="Russia"/>
    </Opponent>
    <Opponent Code="CURMTEAM4---SWE01" Type="T" Pos="2" Organisation="GBR"
Date="2018-02-02" Time="09:00" Unit="CURMTEAM4-----RR"00120002" HomeAway="H" Result="8-10"
>
      <Description TeamName="Sweden"/>
    </Opponent>
    <Opponent Code="CURMTEAM4---ITA01" Type="T" Pos="3" Organisation="ITA" Date="2018-
02-01" Time="09:00" Unit="CURMTEAM4-----RR"00170001" HomeAway="A" Result="10-8" >
      <Description TeamName="Italy"/>
    </Opponent>
  </Competitor>
</Result>
...

```

**2.2.7.6 Message Sort**

The attribute used to sort the results is Result @SortOrder.



## 2.2.8 Brackets

### 2.2.8.1 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.

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) UNCONFIRMED (when last match unconfirmed) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.8.3 Trigger and Frequency

- Before the competition starts (START\_LIST).
- After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
- After every match during final phases (INTERMEDIATE)
- After the final match (UNOFFICIAL/OFFICIAL)

Trigger also after any change.

### 2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<a href="#">Competition (0,1)</a>									
	<a href="#">ExtendedInfos (0,1)</a>								
		<a href="#">SportDescription (0,1)</a>							
			DisciplineName						
			EventName						
			Gender						
		<a href="#">VenueDescription (0,1)</a>							
			Venue						
			VenueName						
	<a href="#">Bracket (1,N)</a>								
		Code							
		<a href="#">BracketItems (1,N)</a>							
			Code						
			<a href="#">BracketItem (1,N)</a>						
				Order					
				Date					





Time
Unit
Result
NextUnit
NextUnitLoser
<u>CompetitorPlace (1,N)</u>
Pos
Code
WLT
Result
IRM
<u>PreviousUnit (0,1)</u>
Unit
Value
WLT
<u>Competitor (0,1)</u>
Code
Type
<u>Description (0,1)</u>
TeamName
<u>Composition (0,1)</u>
<u>Athlete (1,N)</u>
Code
Order
<u>Description (1,1)</u>
GivenName
FamilyName
Gender
Organisation
BirthDate



### 2.2.8.5 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.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	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	<a href="#">SC @Bracket</a>	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1
Date	O	Date	YYYY-MM-DD. Must be filled is known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	M	<a href="#">CC @Unit</a>	Full RSC code of the event unit for the current bracket item.
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS.
NextUnit	M	<a href="#">CC @Unit</a>	Full RSC code of the next event unit for the current



			bracket item.
NextUnitLoser	M	<a href="#">CC @Unit</a>	Full RSC code of the next event unit for the current bracket item, but related to the loser competitor.

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	<a href="#">SC @CompetitorPlace</a>	Send when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(5)	Team result in the unit
IRM	O	<a href="#">SC @IRM</a>	IRM code 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.

Attribute	M/O	Value	Description
Unit	O	<a href="#">CC @Unit</a>	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. If from a pool then send RSC of the Pool phase.
Value	O	<a href="#">SC @Pool</a>	If there is no competitor team (TBD) and coming from Pool then send appropriate code.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is 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	T, A	T for team



			A for athlete
--	--	--	---------------

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.

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

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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

**Sample (General)**



```
...
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Order="1" Date="2014-02-07" Time="12:00" Unit="CURMTEAM4-----
SFNL00090002" Result="10-8" NextUnit="CURMTEAM4-----FNL-00010001"
NextUnitLoser="CURMTEAM4-----FNL-00020002" >
      <CompetitorPlace Pos="1" WLT="W" Result="10" >
        <PreviousUnit Unit="CURMTEAM4-----RR-----" Value="1" />
        <Competitor Code="CURMTEAM4---SWE01" Type="T" Organisation="SWE"
>
          <Description TeamName="Sweden"/>
        </Competitor>
      </CompetitorPlace>
    <CompetitorPlace Pos="2" WLT="L" Result="8" >
      <PreviousUnit Unit="CURMTEAM4-----RR-----" Value="4" />
      <Competitor Code="CURMTEAM4---GBR01" Type="T" Organisation="GBR"
>
        <Description TeamName="Great Britain"/>
      </Competitor>
    </CompetitorPlace>
  </BracketItem>
  <BracketItem Order="2" Date="2014-02-07" Time="15:00" Unit="CURMTEAM4-----
SFNL00020001" NextUnit="CURMTEAM4-----FNL-00110002" NextUnitLoser="CURMTEAM4-----
FNL-00020003" >
    <CompetitorPlace Pos="1">
      <PreviousUnit Unit="CURMTEAM4-----RR-----" Value="2" />
      <Competitor Code="CURMTEAM4---CAN01" Type="T" Organisation="CAN"
>
        <Description TeamName="Canada"/>
      </Competitor>
    </CompetitorPlace>
  <CompetitorPlace Pos="2">
    <PreviousUnit Unit="CURMTEAM4-----RR-----" Value="3" />
    <Competitor Code="CURMTEAM4---CHN01" Type="T" Organisation="CHN"
>
      <Description TeamName="China"/>
    </Competitor>
  </CompetitorPlace>
</BracketItem>
</BracketItems>
...
```

### 2.2.8.6 Message Sort

The following order applies:

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



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT414 R-WOG-2018-CUR-v2.1 APP



## 2.2.9 Statistics

### 2.2.9.1 Description

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

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

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (i.e. send at event level).
DocumentSubcode	S(4)	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an NOC has more than one team.  The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	Will be informed, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes: -CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an NOC has more than one team. -TOU: For Tournament statistics -DSC: Ranking of the Draw Shot Challenge. -RANKING: Ranking of individual and team statistics.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is



		not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.9.3 Trigger and Frequency

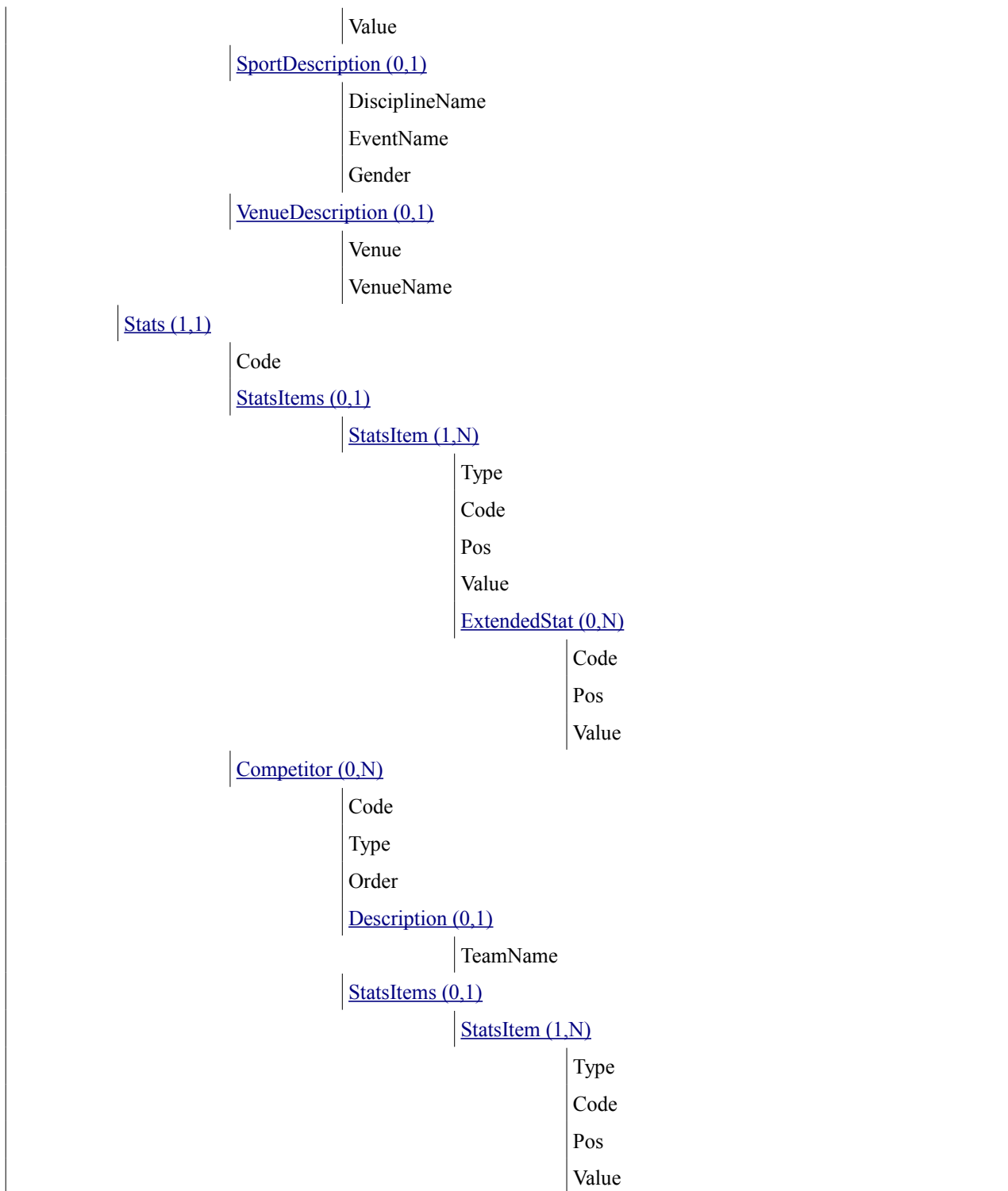
After each match.

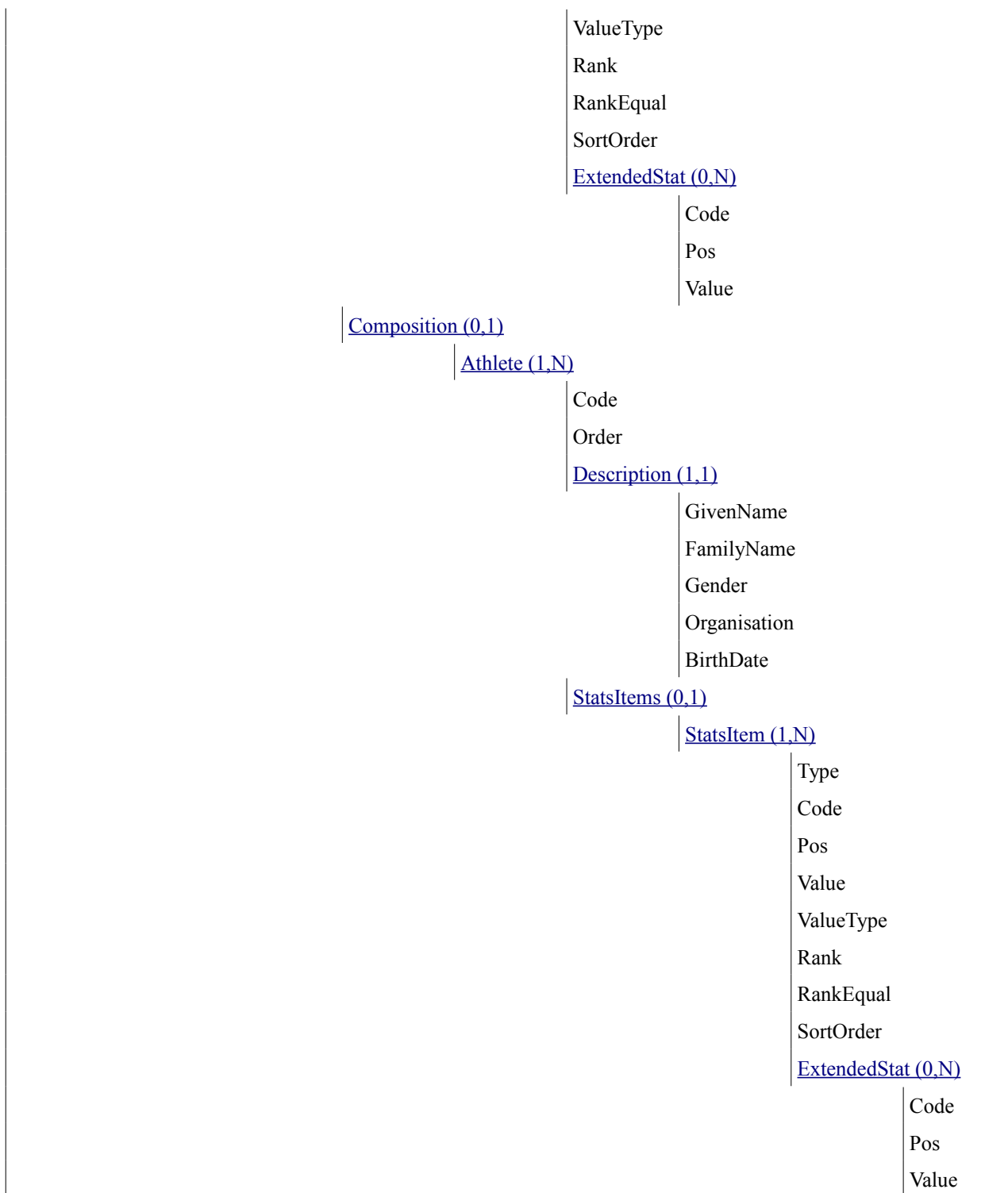
### 2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0,1)</a>								
	<a href="#">ExtendedInfos (0,1)</a>							
		<a href="#">ExtendedInfo (0,N)</a>						
			Type					
			Code					
			Pos					









### 2.2.9.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		SESSION	N/A	Element Expected: Always after at least one unit is complete.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(34)	Send the RSC of the session, either the current session or if not current then most recently completed.
UI		LAST_UNIT	N/A	Element Expected: Always after at least one unit is complete.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(34)	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team.
UI		UNITS_TOTAL	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Send the total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team.
UI		UNITS_COMPLETE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team.

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



EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

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

Venue Names in text.

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	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	<a href="#">SC @Statistics</a>	A code to identify the statistics being listed

**Element: Stats /StatsItems /StatsItem (1,N)**

Statistics for the event unit / phase or event - depending on the headers' DocumentCode.

Type	Code	Pos	Description
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
			Total Games Played
ST	TIMEOUT	N/A	Element Expected: Always send if DocumentSubtype =TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
			Total time outs
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always send if DocumentSubtype = TOU</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	PERCENT	
	Pos	N/A	
	Value	S(3)	Success percentage after timeout or "-"
	STOLEN	N/A	Element Expected:



ST			Always, if the information is available for the DocumentSubtype =TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
ST		PTS	N/A
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
<b>Description</b>			
Total stolen ends			
Element Expected: Always, if the information is available for the DocumentSubtype =TOU			
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available for the DocumentSubtype =TOU			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	0	
	Pos	N/A	
	Value	Numeric ##0	The number of times 0 points was scored in an end
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available for the DocumentSubtype =TOU			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	1	
	Pos	N/A	
	Value	Numeric ##0	The number of times 1 point was scored in an end
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available for the DocumentSubtype =TOU			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	2	
	Pos	N/A	
	Value	Numeric ##0	The number of times 2 point was scored in an end
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available for the DocumentSubtype =TOU			



Attribute	Value	Description
Code	3	
Pos	N/A	
Value	Numeric ##0	The number of times 3 point was scored in an end
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype =TOU</b>		
Attribute	Value	Description
Code	4	
Pos	N/A	
Value	Numeric ##0	The number of times 4 point was scored in an end
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype =TOU</b>		
Attribute	Value	Description
Code	4+	
Pos	N/A	
Value	Numeric ##0	The number of times more than 4 points was scored in an end

**Sample (General)**

```

....
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="8" />
    <StatsItem Type="ST" Code="TIMEOUT" Value="7" />
      <ExtendedStat Code="PERCENT" Value="65" />
    </StatsItem>
    <StatsItem Type="ST" Code="STOLEN" Value="9" />
    <StatsItem Type="ST" Code="PTS" Value="106" >
      <ExtendedStat Code="0" Value="17" />
      <ExtendedStat Code="1" Value="28" />
      <ExtendedStat Code="2" Value="23" />
      <ExtendedStat Code="3" Value="8" />
      <ExtendedStat Code="4" Value="2" />
      <ExtendedStat Code="4+" Value="0" />
    </StatsItem>
  </StatsItems>
....

```

**Element: Stats /Competitor (0,N)**



<b>Competitor of the statistics.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.  The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	T,A	T for team A for athlete
Order	M	Numeric	Sort order: For each team: 1 - Team NOC code

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

<b>Element: Stats /Competitor /StatsItems /StatsItem (1,N)</b>			
<b>Team competitor's stats item, according to competitors' rules.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST	MP	N/A	Element Expected: Always send if DocumentSubtype= CUM or RANKING OR TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
ST	TIMEOUT	N/A	Element Expected: Always send if DocumentSubtype= TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always send if DocumentSubtype= TOU</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	PERCENT	



	Pos	N/A		
	Value	Numeric ##0		Success percentage after timeout
ST		PLUS_MINUS	N/A	Element Expected: Always send if DocumentSubtype= TOU only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric +##0 or -##0	Plus/minus value
ST		LSFE	Numeric 0	Pos Description: Send 1 for "For" stat, 2 for "Against" stat Element Expected: Always send if DocumentSubtype= TOU only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Number of LSFE for this @Pos
ST		STOLEN	Numeric 0	Pos Description: Send 1 for "For" stat, 2 for "Against" stat Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Total stolen ends
ST		PTS	Numeric 0	Pos Description: Send 1 for "For" stat, 2 for "Against" stat  Element Expected: Always, if the information is available for the DocumentSubtype=TOU





Attribute	M/O	Value	Description
Value	O	Numeric ##0	Total number of points scored
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=TOU</b>			
Attribute	Value	Description	
Code	0		
Pos	N/A		
Value	Numeric ##0	The number of times 0 points were scored in an end for that @Pos	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=TOU</b>			
Attribute	Value	Description	
Code	1		
Pos	N/A		
Value	Numeric ##0	The number of times 1 point were scored in an end for that @Pos	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=TOU</b>			
Attribute	Value	Description	
Code	2		
Pos	N/A		
Value	Numeric ##0	The number of times 2 point were scored in an end for that @Pos	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=TOU</b>			
Attribute	Value	Description	
Code	3		
Pos	N/A		
Value	Numeric ##0	The number of times 3 point were scored in an end for that @Pos	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=TOU</b>			
Attribute	Value	Description	
Code	4		



	Pos	N/A		
	Value	Numeric ##0	The number of times 4 point were scored in an end for that @Pos	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=TOU</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	4+		
	Pos	N/A		
	Value	Numeric ##0	The number of times more than 4 points was scored in an end	
ST		LSD_CW	Numeric #0	Pos Description: Send the round. Element Expected: Always, if the information is available for the DocumentSubtype=DSC only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Clockwise last stone distance for the round in cm.
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DISCARDED		
	Pos	N/A		
	Value	S(1)	Send "Y" if this score is eliminated else do not send	
ST		LSD_CCW	Numeric #0	Pos Description: Send the round. Element Expected: Always, if the information is available for the DocumentSubtype=DSC only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Counter Clockwise last stone distance for the round in cm.
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	



	Code	DISCARDED		
	Pos	N/A		
	Value	S(1)	Send "Y" if this score is eliminated else do not send	
ST		DSC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=DSC only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Draw shot challenge in cm.
	ValueType	O	S(2)	Send CM to indicate distance in cm.
	Rank	O	S(2)	Send the Rank for display of the DSC. Usually numeric but may be missing in the case of IRM
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric #0	Send the sort order for DSC
ST		AVG	N/A	Element Expected: Always for DocumentSubtype=RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Average percentage success
	ValueType	O	S(7)	Send PERCENT
	Rank	O	S(2)	Send the Rank for display of the average percent for the position
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric #0	Send the sort order
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always if data for the round and for DocumentSubtype=RANKING</b>				
	<b>Attribute</b>		<b>Value</b>	<b>Description</b>
	Code		ROUND	
	Pos		Numeric	Send the round number



		#0	
	Value	Numeric ##0	Percentage in the round
DELIVERY		ALL_DRAW	N/A Element Expected: Always, if the information is available for the DocumentSubtype=CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0 Total of all draws delivered
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available for the DocumentSubtype=CUM only			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CCW_NUM	
	Pos	N/A	
	Value	Numeric ##0	Total of all CCW (out-turn) draws delivered
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available for the DocumentSubtype=CUM only			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CCW_PERCENT	
	Pos	N/A	
	Value	Numeric ##0	Percentage of all CCW (out-turn) draws delivered
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available for the DocumentSubtype=CUM only			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CW_NUM	
	Pos	N/A	
	Value	Numeric ##0	Total of all CW draws delivered
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available for the DocumentSubtype=CUM only			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CW_PERCENT	



	Pos	N/A	
	Value	Numeric ##0	Percentage of all CW draws delivered
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	PERCENT	
	Pos	N/A	
	Value	Numeric ##0	Percentage of all draws delivered
DELIVERY		ALL_TAKEOUT	N/A Element Expected: Always, if the information is available for the DocumentSubtype=CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b> <b>Description</b>
	Value	O	Numeric ##0 Total of all takeouts delivered
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Total of all CCW (out-turn) takeouts delivered</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CCW_NUM	
	Pos	N/A	
	Value	Numeric ##0	Total of all CCW (out-turn) takeouts delivered
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CCW_PERCENT	
	Pos	N/A	
	Value	Numeric ##0	Percentage of all CCW (out-turn) takeouts delivered
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>



	Code	CW_NUM	
	Pos	N/A	
	Value	Numeric ##0	Total of all CW takeouts delivered
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CW_PERCENT	
	Pos	N/A	
	Value	Numeric ##0	Percentage of all CW takeouts delivered
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	PERCENT	
	Pos	N/A	
	Value	Numeric ##0	Percentage of all takeouts delivered
DELIVERY		TOTAL	N/A Element Expected: Always, if the information is available for the DocumentSubtype=CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b> <b>Description</b>
	Value	O	Numeric ##0 Total of all deliveries
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CCW_NUM	
	Pos	N/A	
	Value	Numeric ##0	Total of all CCW (out-turn) deliveries
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>



Code	CCW_PERCENT	
Pos	N/A	
Value	Numeric ##0	Percentage of all CCW (out-turn) deliveries
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>		
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	CW_NUM	
Pos	N/A	
Value	Numeric ##0	Total of all CW (in-turn) deliveries
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>		
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	CW_PERCENT	
Pos	N/A	
Value	Numeric ##0	Percentage of all CW (in-turn) deliveries
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>		
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	PERCENT	
Pos	N/A	
Value	Numeric ##0	Percentage of all deliveries

Sample (DSC)



```
...
<Stats Code= "DSC ">
...
  <Competitor Code="CURMTEAM4---NOR01" Type="T" Order="5" Organisaion="NOR" >
    <Description TeamName="Norway" >
      <StatsItems>
        <StatsItem Type="ST" Code="DSC" Value="11.94" ValueType="CM" Rank="5"
SortOrder="5"/>
        <StatsItem Type="ST" Code="LSD_CW" Pos="1" Value="12.0">
          <ExtendedStat Code="DISCARDED" Value="Y" />
        </StatsItem>
        <StatsItem Type="ST" Code="LSD_CW" Pos="2" Value="11.9" />
        <StatsItem Type="ST" Code="LSD_CW" Pos="3" Value="8.5" />
      </StatsItems>
    </Competitor>
...

```

**Sample (TOU)**





```
.....
<Competitor Code="CURMTEAM4---SWE01" Type="T" Order="1" Organisation="SWE" >
  <Description TeamName="Sweden" />
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="2" />
    <StatsItem Type="ST" Code="TIMEOUT" Value="7" />
      <ExtendedStat Code="PERCENT" Value="65" />
    </StatsItem>
    <StatsItem Type="ST" Code="PLUS_MINUS" Value="+6" />
    <StatsItem Type="ST" Code="LSFE" Pos="1" Value="0" />
    <StatsItem Type="ST" Code="STOLEN" Pos="1" Value="1" />
    <StatsItem Type="ST" Code="PTS" Pos="1" Value="15" >
      <ExtendedStat Code="0" Value="2" />
      <ExtendedStat Code="1" Value="2" />
      <ExtendedStat Code="2" Value="3" />
      <ExtendedStat Code="3" Value="1" />
      <ExtendedStat Code="4" Value="1" />
      <ExtendedStat Code="4+" Value="0" />
    </StatsItem>
    <StatsItem Type="ST" Code="LSFE" Pos="2" Value="2" />
    <StatsItem Type="ST" Code="STOLEN" Pos="2" Value="0" />
    <StatsItem Type="ST" Code="PTS" Pos="2" Value="9" >
      <ExtendedStat Code="0" Value="3" />
      <ExtendedStat Code="1" Value="5" />
      <ExtendedStat Code="2" Value="2" />
      <ExtendedStat Code="3" Value="0" />
      <ExtendedStat Code="4" Value="0" />
      <ExtendedStat Code="4+" Value="0" />
    </StatsItem>
  </StatsItems>
</Competitor>
.....
```

**Sample (CUM)**



```

...
<Stats Code="CUM">
  <Competitor Code="CURMTEAM4---CAN01" Type="T" Order="1" Organisation="CAN">
    <Description TeamName="Canada" />
    <StatsItems>
      <StatsItem Type="DELIVERY" Code="ALL_DRAW" Value="89" >
        <ExtendedStat Code="PERCENT" Value="81" />
        <ExtendedStat Code="CW_NUM" Value="27" />
        <ExtendedStat Code="CW_PERCENT" Value="77" />
        <ExtendedStat Code="CCW_NUM" Value="62" />
        <ExtendedStat Code="CCW_PERCENT" Value="83" />
      </StatsItem>
      <StatsItem Type="DELIVERY" Code="ALL_TAKEOUT" Value="69">
        <ExtendedStat Code="PERCENT" Value="79" />
        <ExtendedStat Code="CW_NUM" Value="25" />
        <ExtendedStat Code="CW_PERCENT" Value="73" />
        <ExtendedStat Code="CCW_NUM" Value="44" />
        <ExtendedStat Code="CCW_PERCENT" Value="83" />
      </StatsItem>
      <StatsItem Type="DELIVERY" Code="TOTAL" Value="158" >
        <ExtendedStat Code="PERCENT" Value="80" />
        <ExtendedStat Code="CW_NUM" Value="52" />
        <ExtendedStat Code="CW_PERCENT" Value="75" />
        <ExtendedStat Code="CCW_NUM" Value="106" />
        <ExtendedStat Code="CCW_PERCENT" Value="83" />
      </StatsItem>
    </StatsItems>
  </Competitor>
</Stats>
...

```

**Sample (RANKING)**

```

...
<Stats Code="RANKING">
  <Competitor Code="CURMTEAM4---SWE01" Type="T" Order="1" Organisation="SWE" >
    <Description TeamName="Sweden" />
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="2" />
      <StatsItem Type="ST" Code="AVG" Value="88" ValueType="PERCENT" Rank="1"
SortOrder="1" >
        <ExtendedStat Code="ROUND" Pos="1" Value="85" />
        <ExtendedStat Code="ROUND" Pos="2" Value="91" />
      </StatsItem>
    </StatsItems>
  </Competitor>
</Stats>
...

```

**Element: Stats /Competitor /Composition /Athlete (1,N)**

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



Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Sort order

**Element: Stats /Competitor /Composition /Athlete /Description (1,1)**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

**Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)**

Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Description
ST	POS	N/A	Element Expected: Always for DocumentSubtype=RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">CC @Position</a>
	<b>Description</b>		Send the athlete position
ST	POS_DIFF	Numeric #0	Pos Description: Send the round number Element Expected: If applicable in the and for DocumentSubtype=RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">CC @Position</a>
	<b>Description</b>		Send the position when a player started the game at different position from the original line-up position
ST	MP	N/A	Element Expected: Always for DocumentSubtype=RANKING and CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric
	<b>Description</b>		Total games played



			#0	
ST		AVG	N/A	Element Expected: Always for DocumentSubtype=RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Average percentage success
	ValueType	O	S(7)	Send PERCENT
	Rank	O	S(2)	Send the Rank for display of the average percent for the position.
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric #0	For SortOrder: Send the sort order
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always if data for the round and for DocumentSubtype=RANKING</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ROUND		
	Pos	Numeric #0	Send the round number	
	Value	Numeric ##0	Percentage success in the round	
DELIVERY		ALL_DRAW	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Total of all draws delivered
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	CCW_NUM		
	Pos	N/A		



Value	Numeric ##0	Total of all CCW (out-turn) draws delivered	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CCW_PERCENT		
Pos	N/A		
Value	Numeric ##0	Percentage of all CCW (out-turn) draws delivered	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CW_NUM		
Pos	N/A		
Value	Numeric ##0	Total of all CW (in-turn) draws delivered	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CW_PERCENT		
Pos	N/A		
Value	Numeric ##0	Percentage of all CW (in-turn) draws delivered	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		
Pos	N/A		
Value	Numeric ##0	Percentage of all draws delivered	
DELIVERY	ALL_TAKEOUT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM only
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric	Total of all takeouts delivered



		##0	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CCW_NUM		
Pos	N/A		
Value	Numeric ##0	Total of all CCW (out-turn) takeouts delivered	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CCW_PERCENT		
Pos	N/A		
Value	Numeric ##0	Percentage of CCW (out-turn)-turn takeouts delivered	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CW_NUM		
Pos	N/A		
Value	Numeric ##0	Total of all CW (in-turn) takeouts delivered	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CW_PERCENT		
Pos	N/A		
Value	Numeric ##0	Percentage of all CW (in-turn) takeouts delivered	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		



	Pos	N/A	
	Value	Numeric ##0	Percentage of all takeouts delivered
DELIVERY		TOTAL	N/A Element Expected: Always, if the information is available for the DocumentSubtype=CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0 Total of all deliveries
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CCW_NUM	
	Pos	N/A	
	Value	Numeric ##0	Total of all CCW (out-turn) deliveries
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CCW_PERCENT	
	Pos	N/A	
	Value	Numeric ##0	Percentage of all CCW (out-turn) deliveries
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CW_NUM	
	Pos	N/A	
	Value	Numeric ##0	Total of all CW (in-turn) deliveries
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CW_PERCENT	



Pos	N/A	
Value	Numeric ##0	Percentage of all CW (in-turn) deliveries
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM only</b>		
Attribute	Value	Description
Code	PERCENT	
Pos	N/A	
Value	Numeric ##0	Percentage of all deliveries

**Sample (CUM)**

```

...
<Athlete Code="2016143" Order="1">
  <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="CAN"
  BirthDate="1994-12-15" />
  <StatsItems>
    <StatsItem Type="DELIVERY" Code="ALL_DRAW" Value="16">
      <ExtendedStat Code="PERCENT" Value="75" />
      <ExtendedStat Code="CW_NUM " Value="5" />
      <ExtendedStat Code="CW_PERCENT" Value="70" />
      <ExtendedStat Code="CCW_NUM " Value="11" />
      <ExtendedStat Code="CCW_PERCENT" Value="77" />
    </StatsItem>
    <StatsItem Type="DELIVERY" Code="ALL_TAKE" Value="22">
      <ExtendedStat Code="PERCENT" Value="84" />
      <ExtendedStat Code="CW_NUM " Value="11" />
      <ExtendedStat Code="CW_PERCENT" Value="77" />
      <ExtendedStat Code="CCW_NUM " Value="11" />
      <ExtendedStat Code="CCW_PERCENT" Value="91" />
    </StatsItem>
    <StatsItem Type="DELIVERY" Code="TOTAL" Value="38">
      <ExtendedStat Code="PERCENT" Value="80" />
      <ExtendedStat Code="CW_NUM " Value="16" />
      <ExtendedStat Code="CW_PERCENT" Value="75" />
      <ExtendedStat Code="CCW_NUM " Value="22" />
      <ExtendedStat Code="CCW_PERCENT" Value="84" />
    </StatsItem>
  </StatsItems>
...

```

**Sample (RANKING)**





```
...
    <Composition>
      <Athlete Code="2002589" Order="1">
        <Description GivenName="John" FamilyName="Parker" Gender="M"
Organisation="SWE" BirthDate="1994-10-15" />
        <StatsItems>
          <StatsItem Type="ST" Code="POS" Value="1" />
          <StatsItem Type="ST" Code="MP" Value="2" />
          <StatsItem Type="ST" Code="AVG" Value="84"
ValueType="PERCENT" Rank="3" SortOrder="3" >
            <ExtendedStat Code="ROUND" Pos="1" Value="79" />
            <ExtendedStat Code="ROUND" Pos="2" Value="90" />
          </StatsItem>
        </StatsItems>
      </Athlete>
      <Athlete Code="2002592" Order="2">
...

```

### 2.2.9.6 Message Sort

Sort according to the @Order attributes.



## 2.2.10 Event Final Ranking

### 2.2.10.1 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.

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC of the Event	Sent according for all the competition events to the ODF Common Codes document (header values) with one message per event.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.



		<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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.10.3 Trigger and Frequency

After each final position is known (PARTIAL or OFFICIAL).

### 2.2.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Result (1,N)</a>					
		Rank				
		RankEqual				
		Played				
		Won				
		Lost				
		IRM				
		SortOrder				
		<a href="#">Competitor (1,1)</a>				
			Code			
			Type			
			Organisation			



	<a href="#">Description (0,1)</a>	
		TeamName
	<a href="#">Composition (1,1)</a>	
		<a href="#">Athlete (1,N)</a>
		Code
		Order
	<a href="#">Description (1,1)</a>	
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate

### 2.2.10.5 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	O	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit.

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

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified



RankEqual	O	Y	Send "Y" if the Rank is equalled else do not send.
Played	O	Numeric #0	Send number of matches played including Round Robin, tie-breaker and play-offs
Won	O	Numeric #0	Send number of matches won including Round Robin, tie-breaker and play-offs
Lost	O	Numeric #0	Send number of matches lost including Round Robin, tie-breaker and play-offs
IRM	O	<a href="#">SC @IRM</a>	Send just if the team has been disqualified or DNS
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

**Element: Result /Competitor (1,1)**

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID.
Type	M	T,A	T for team A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's 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, corresponding to an individual athlete or a team member.  Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor



			@Type="A".
--	--	--	------------

**Element: Result /Competitor /Composition /Athlete /Description (1,1)**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

**Sample (Sample)**

```

....
<Result Rank="2" SortOrder="2" Played="12" Won="9" Lost="3" >
  <Competitor Code="CURWTEAM4---SWE01" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden"/>
    <Composition>
      <Athlete Code="2002600" Order="1" />
    </Composition>
  </Competitor>
</Result>
....

```

**2.2.10.6 Message Sort**

Sort by Result @SortOrder



## 2.2.11 Configuration

### 2.2.11.1 Description

The Configuration is a message containing general configuration.

### 2.2.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values) for all the competition events, with one message per event.
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.



### 2.2.11.3 Trigger and Frequency

The message is sent prior to any ODF Sports message

### 2.2.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">Configs (1,1)</a>				
		<a href="#">Config (1,N)</a>			
			<a href="#">ExtendedConfig (1,N)</a>		
				Type	
				Code	
				Pos	
				Value	
				<a href="#">ExtendedConfigItem (0,N)</a>	
					Code
					Pos
					Value

### 2.2.11.5 Message Values

Element: Configs /Config /ExtendedConfig (1,N)				
Type		Code	Pos	Description
EC		ENDS_NUM	N/A	Element Expected: Always (Event Level)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the number of ends to be played in this tournament.
EC		FINALS	N/A	Element Expected: Always (Event Level)





	Attribute	M/O	Value	Description
	Value	O	String	Send the play-off system, Olympic or Page
EC		TEAMS	N/A	Element Expected: Always (Event Level)
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Number of teams in the competition
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>				
	Attribute	Value	Description	
	Code	FINALS	Send proposed code	
	Pos	N/A		
	Value	Numeric #0	Number of teams which progress to the finals	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>				
	Attribute	Value	Description	
	Code	RELEGATED	Send proposed code	
	Pos	N/A		
	Value	Numeric #0	Number of teams which are relegated to a lower division if applicable.	
EC		GROUPS	N/A	Element Expected: If groups are applicable (i.e. if more than 1) (Event Level)
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Number of groups in the preliminary phase of the competition.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>				
	Attribute	Value	Description	



	Code	COLOUR	Send proposed code	
	Pos	Numeric #0	Send the group number to distinguish the groups 1..n	
	Value	String	Colour of the group, for example blue	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FINALS	Send proposed code	
	Pos	N/A		
	Value	Numeric #0	Number of teams per group which progress to the finals	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	NAME	Send proposed code	
	Pos	Numeric #0	Send the group number to distinguish the groups 1..n	
	Value	String	Name of the Group, for example "Group A"	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	RELEGATED	Send proposed code	
	Pos	N/A		
	Value	Numeric #0	Number of teams per group which are relegated to a lower division if applicable.	
EC		CHALLENGE	N/A	Element Expected: If challenge game applicable (Event Level)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the rank that needs to play a challenge games
EC		PLAYERS	N/A	Element Expected: Always



				(Event Level)
Attribute	M/O	Value	Description	
Value	O	Numeric 0	Number of players per team playing at one time (2 or 4)	
EC	COMPETITION	N/A	Element Expected: Always Competition level, is sent for each event.	
Attribute	M/O	Value	Description	
Value	O	String	Full competition name, for example "Olympic Games"	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>				
Attribute	Value	Description		
Code	END_DATE	Send proposed code		
Pos	N/A			
Value	Date	End Date of the competition.		
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>				
Attribute	Value	Description		
Code	LOCATION	Send proposed code		
Pos	N/A			
Value	String	City of the competition, for example "Sochi, Russia"		
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>				
Attribute	Value	Description		
Code	START_DATE	Send proposed code		
Pos	N/A			
Value	Date	Start Date of the competition.		
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>				
Attribute	Value	Description		
Code	TIME_ZONE	Send proposed code		
Pos	N/A			



Value	String	Time zone code for the main competition venue, for example in winter London is GMT or PyeongChang is KST.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	UTC_OFFSET	Send proposed code
Pos	N/A	
Value	S(9)	UTC offset for the main competition venue. For example "UTC-05:00" for New York.

**Sample (Example)**

```

<Configs>
  <Config Unit="CURMTEAM4-----"/>
    <ExtendedConfig Type="EC" Code="ENDS_NUM" Value="10" />
    <ExtendedConfig Type="EC" Code="FINALS" Value="Olympic" />
    <ExtendedConfig Type="EC" Code="TEAMS_NUM" Value="10" >
      <Extension Code="FINALS" Value="4" />
      <Extension Code="RELEGATED" Value="0" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="GROUPS_NUM" Value="1" >
      <Extension Code="FINALS" Value="4" />
      <Extension Code="RELEGATED" Value="0" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="PLAYERS" Value="4" />
  ....
  </Config>
</Configs>

```

**2.2.11.6 Message Sort**

There is no general message sorting rule.



## 2.2.12 Event Unit Weather conditions

### 2.2.12.1 Description

The Event Unit Weather Conditions is a message containing the weather conditions in the Event Unit.

### 2.2.12.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	
DocumentType	DT_WEATHER	Weather conditions in the match 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.



### 2.2.12.3 Trigger and Frequency

The message is sent if weather data conditions change during an event unit.

### 2.2.12.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>				
	<a href="#">Weather (1,1)</a>			
		<a href="#">Conditions (1,N)</a>		
			Code	
			Humidity	
			<a href="#">Condition (0,3)</a>	
				Code
				Value
			<a href="#">Temperature (0,N)</a>	
				Code
				Unit
				Value

### 2.2.12.5 Message Values

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @WeatherPoint</a>	Weather points, send GEN only
Humidity	O	Numeric ##0	Humidity in %

Element: Weather /Conditions /Condition (0,3)			
Send three times in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	S(3)	Weather condition type, send ICE only
Value	M	<a href="#">CC @SnowConditions</a>	Use CC @SnowConditions for ICE

Element: Weather /Conditions /Temperature (0,N)			
---	--	--	--



Send with three different @Code in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	S(4)	Temperature type, send AIR, ICE
Unit	M	<a href="#">SC @TemperatureUnit</a>	Unit for temperature, send both
Value	M	Numeric -##0.0 or ##0.0	Temperature of the @Code. Negative is applicable

**Sample (Example)**

```

<Weather>
  <Conditions Code="GEN" Humidity="31" >
    <Condition Code="ICE" Value="nor" />
    <Temperature Code="AIR" Unit="C" Value="15.3" />
    <Temperature Code="AIR" Unit="F" Value="59.5" />
    <Temperature Code="ICE" Unit="C" Value="-5.8" />
    <Temperature Code="ICE" Unit="F" Value="21.6" />
  </Conditions>
</Weather>

```

**2.2.12.6 Message Sort**

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.



### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Result Status	D	E	P	S	U
OVR gets Initial data	DT_CODES			o		o	o
	DT_SCHEDULE					o	o
	DT_PARTIC						
	DT_PARTIC_TEAM						
OVR sends	DT_CONFIG		X	X			
	DT_BRACKETS			X			
	DT_POOL_STANDINGS	INTERMEDIATE			X		
	DT_STATS (CUM & TOU)			X			
	<a href="#">DT_PDF C08 Schedule</a>		X				
After Team Meeting:							
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_TEAM_UPDATE		X				
	<a href="#">DT_PDF C32Cx Entry List</a>			X			

#### 3.2 After last Game of a Session

Trigger	Message	Result Status	D	E	P	S	U
Session is finished	DT_SCHEDULE_UPDATE	FINISHED	X			O	
	<a href="#">DT_PDF C74x Results and Standings</a>					X	
	<a href="#">DT_PDF C83 Most Important Shots</a>					X	
	<a href="#">DT_PDF C84A Percentage Summary</a>					X	
	<a href="#">DT_PDF C76A Competition Summary</a>			X			
	DT_STATS (TOU)			X			
	<a href="#">DT_PDF C84D Scoring Analysis</a>			X			
	<a href="#">DT_PDF C84E Summary of big Ends</a>			X			
	<a href="#">DT_PDF C84G Time-out Statistics</a>			X			





Trigger	Message	Result Status	D	E	P	S	U
<i>Only for Round Robin sessions</i>	<a href="#">DT_PDF C76C Competition Matrix</a>			X			
	DT_STATS (RANKING)			X			
	<a href="#">DT_PDF C84C Cumulative Percentage</a>			X			

### 3.3 After the last Round Robin or Tie-breaker Session

Trigger	Message	Result Status	D	E	P	S	U
Final rank for some teams known	DT_RANKING	PARTIAL		X			
Teams for tie-breaker are known	DT_SCHEDULE_UPDATE	SCHEDULED	X			o	o
After Round Robin or Tie-breaker	DT_POOL_STANDINGS	OFFICIAL			X		
	DT_BRACKETS	INTERMEDIATE		X			
Teams for play-offs are known	DT_SCHEDULE_UPDATE	SCHEDULED	X			o	o

### 3.4 After the Bronze Medal Game

Trigger	Message	Result Status	D	E	P	S	U
After last event unit is official	DT_MEDALLIST	PARTIAL		X			
	DT_BRACKETS	INTERMEDIATE		X			

### 3.5 After the Gold Medal Game

Trigger	Message	Result Status	D	E	P	S	U
After last event unit is official	DT_MEDALLIST	OFFICIAL		X			
	DT_MEDALLIST_DISCIPLINE		X				
	DT_BRACKETS	OFFICIAL		X			
	DT_RANKING	OFFICIAL		X			
	<a href="#">DT_PDF C92x Medallist</a>			X			
	<a href="#">DT_PDF C93 Medallist</a>		X				
	<a href="#">DT_PDF C95 Medal Standings</a>		X				



## 4 Document Control

Version history		
Version	Date	Comments
v1.0	07 Mar 2015	First version
v1.1	27 May 2015	Updated
v1.2	04 Jun 2015	Updated
v1.3	10 Jul 2015	Updated
v1.4	21 Aug 2015	Updated
v1.5	09 Sep 2015	Updated
v1.6	04 Jan 2016	Status Change
v1.7	24 Mar 2016	Updated
v1.8	19 May 2016	Updated
v1.9	20 Jun 2016	Updated
v1.10	22 Sep 2016	Updated
v1.11	10 Nov 2016	Updated
v2.0	23 Feb 2017	Full document and updates
v2.1	10 Apr 2017	Updated.

### File Reference: ODF/INT414 R-WOG-2018-CUR-v2.1 APP

Change Log		
Version	Status	Changes on version
v1.0	Draft	First version
v1.1	Draft	Feedback included
v1.2	Draft	Feedback included
v1.3	SFR	Feedback included and codes updated
v1.4	SFR	Feedback included
v1.5	SFR	Updated with CR7452
v1.6	SFA	Status Change
v1.7	SFA	CR8928 - add attribute Attendance in DT_RESULT (remove extension) CR8928 - DT_PARTIC add "Status" at Discipline/RegisteredEvent and remove extension CR8930 - Change header in pool standing message



		<p>CR8934 - DT_BRACKETS adding IRM attribute and START_LIST</p> <p>CR9360 - Play by Play message improvements</p> <p>Add sportcode @Turn as applicable.</p> <p>CR9941 - Add Result attribute at CompetitorPlace in DT_BRACKETS</p> <p>CR9942 - Add home/away indicator in Pool Standings</p>
v1.8	SFA	Typographical correction
v1.9	SFA	<p>Removed duplications in @Pos in DT_STATS messages. (PTS, LSD) ODF Timeline updated</p> <p>Added GROUP extension in DT_PARTIC_TEAMS</p> <p>In pool standings message additional extendedinfos have been added.</p> <p>In stats message additional extendedinfos have been added.</p> <p>Extensions TASK and POINTS changed to use sport codes (from string).</p> <p>Other minor editing</p> <p>Removed MIS (most important shot) from the DT_RESULTS and added link and description of the MIS in DT_PLAY_BY_PLAY.</p>
v1.10	APP	<p>Add SITUATION in ExtendedInfos in DT_RESULTmessage</p> <p>Update ExtendedInfos /PreviousResults /PreviousResult/Result in DT_RESULT</p> <p>DT_CURRENT: Add LAST_CON_STONE</p> <p>Corrected the temperature mask in the weather message.</p>
v1.11	APP	<p>DT_RESULT ResultType attribute modified to optional attribute</p> <p>DT_STATS TIMEOUT/PERCENT modified to String format, to be able to receive "-"</p> <p>DT_STATS added to Timeline definition at Preparation Phase.</p>
v2.0	APP	<p>Full document</p> <p>CR014575 - In DT_RESULTS remove Previous Results</p>
v2.1	APP	<p>CR014587 - DT_SCHEDULE. Add the attributes @PreviousWLT and @PreviousUnit at Unit/StartList/Start.</p> <p>CR014636 - DT_POOL_STANDING. This change is to remove the use the DocumentSubcode.</p>