



Olympic Data Feed



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

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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. |



| Document Reference | Document Title | Document Description |
|---------------------------|-----------------------|-------------------------------------------------------------------------------------------|
| 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 | |
| DT_PARTIC DT_PARTIC_UPDATE | / List of participants by discipline / List of participants by discipline update | X |
| DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE | / List of teams / List of teams update | X |
| DT_MEDALS | Medal standings | |
| DT_MEDALLISTS_DAY | Medallists of the day | |
| DT_GLOBAL_GM | Global good morning | |
| DT_GLOBAL_GN | Global good night | |
| DT_RESULT | Event Unit Start List and Results | X |
| DT_PLAY_BY_PLAY | Play by Play | X |
| DT_CURRENT | Current Information | X |
| DT_POOL_STANDING | Pool Standings | X |
| DT_BRACKETS | Brackets | X |
| DT_STATS | Statistics | X |
| DT_RANKING | Event Final Ranking | X |
| DT_COMMUNICATION | Communication | |



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



2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 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.

2.2.1.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|---------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |



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

2.2.1.3 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.

2.2.1.4 Message Structure

The following table defines the structure of the message.



| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|-----------------------------------|-----------------------------------|----------------------------------|---------------------------------------|---------|---------|
| Competition (0,1) | | | | | |
| | 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 |
|--|----------------------------------------------------------------------------|

2.2.1.5 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</p> |



| | | | |
|--------------------|---|----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | | | Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false". |
| Status | O | CC @ParticStatus | Participant's accreditation status this 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 | CC @PersonGender | Participant's gender |
| Organisation | M | CC @Organisation | Organisation ID |
| BirthDate | O | YYYY-MM-DD | Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates |
| Height | O | S(3) | Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available. |
| Weight | O | S(3) | Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available. |
| PlaceofBirth | O | S(75) | Place of Birth |
| CountryofBirth | O | CC @Country | Country ID of Birth |
| PlaceofResidence | O | S(75) | Place of Residence |
| CountryofResidence | O | CC @Country | Country ID of Residence |



| | | | |
|-----------------------|---|-------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Nationality | O | CC @Country | Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent. |
| MainFunctionId | O | CC @ResultsFunction | Main function In the Case of Current="true" this attribute is Mandatory. |
| Current | M | boolean | It defines if a participant is participating in the games (true) or is a Historical participant (false). |
| OlympicSolidarity | O | S(1) | 'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program. |
| ModificationIndicator | M | S(1) | 'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used. |

Element: Participant /Discipline (1,1)

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

| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------------|----------------------------|
| Code | M | CC @Discipline | 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 | CC @Event | Full RSC of the Event |
| Status | O | SC @AthleteStatus | 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). |
| | Attribute | M/O | Value |
| | Value | O | CC @Position |
| | Description | | Position Code for the player |
| ENTRY | HAND | N/A | Element Expected: As soon it is known (this information can be sent in both messages). |
| | Attribute | M/O | Value |
| | Value | O | SC @Hand |
| | Description | | Hand |
| ENTRY | ROLE | N/A | Element Expected: If applicable (this information can be sent in update message). |
| | Attribute | M/O | Value |
| | Value | O | SC @Role |
| | Description | | 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>

```

2.2.1.6 Message Sort

The message is sorted by Participant @Code



2.2.2 List of teams / List of teams update

2.2.2.1 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.

2.2.2.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|-------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC (discipline level) | RSC at 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 | SC @Source | Code indicating the system which generated the message. |

2.2.2.3 Trigger and Frequency

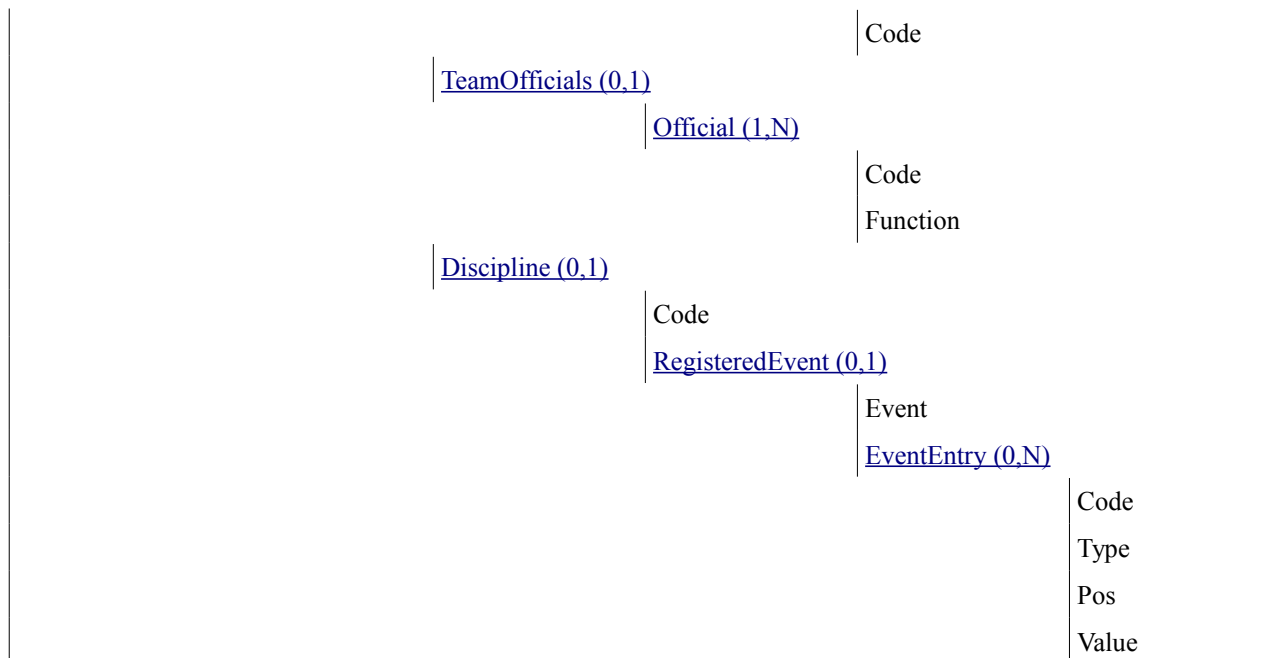
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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.

2.2.2.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|-----------------------------------|----------------------------|-----------------------------------|-------------------------------|---------|---------|
| Competition (0,1) | | | | | |
| | Team (1,N) | | | | |
| | | Code | | | |
| | | Organisation | | | |
| | | Number | | | |
| | | Name | | | |
| | | TVTeamName | | | |
| | | Gender | | | |
| | | Current | | | |
| | | ModificationIndicator | | | |
| | | Composition (0,1) | | | |
| | | | Athlete (0,N) | | |



2.2.2.5 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 | CC @Organisation | Team organisation's ID |
| Number | O | Numeric #0 | Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams. |
| Name | O | S(73) | Team's name. |
| TVTeamName | O | S(21) | 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 | CC @DisciplineGender | Discipline Gender Code of the Team |
| Current | M | boolean | It defines if a team is participating in the games (true) or it is a Historical team (false) |
| ModificationIndicator | M | N, U, D | <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 | CC @ResultsFunction | 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 | CC @Discipline | Full RSC of the Discipline |



Element: Team /Discipline /RegisteredEvent (0,1)
Each current team is assigned to one event. Historical teams will not be registered to any event.

| Attribute | M/O | Value | Description |
|-----------|-----|---------------------------|-----------------------|
| Event | M | CC @Event | Full RSC of the Event |

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) |
| | Attribute | M/O | Value |
| | 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>
```

2.2.2.6 Message Sort

The message is sorted by Team @Code.



2.2.3 Event Unit Start List and Results

2.2.3.1 Description

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | 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 | SC @ResultStatus | 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 | SC @Source | Code indicating the system which generated the message. |

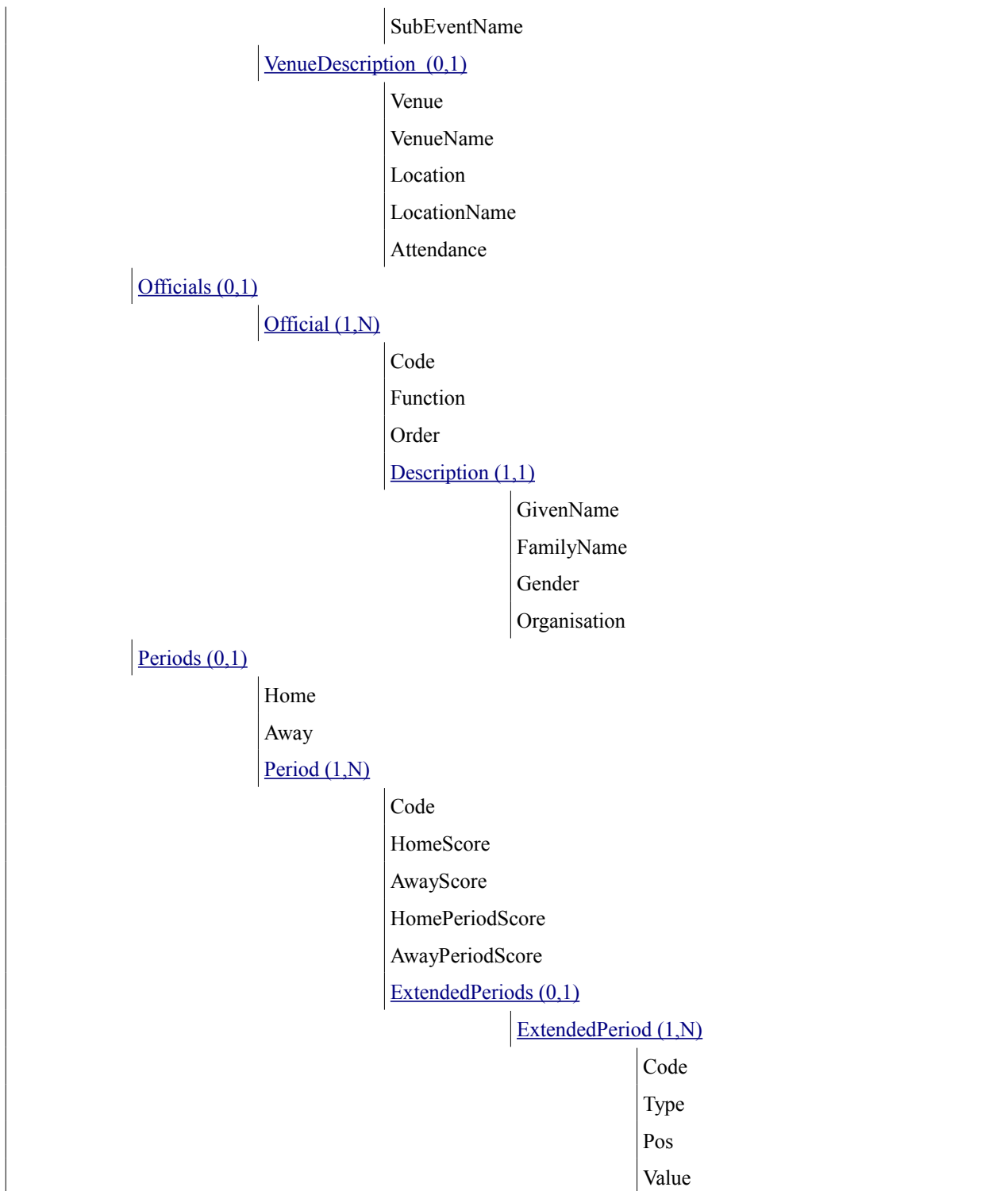
2.2.3.3 Trigger and Frequency

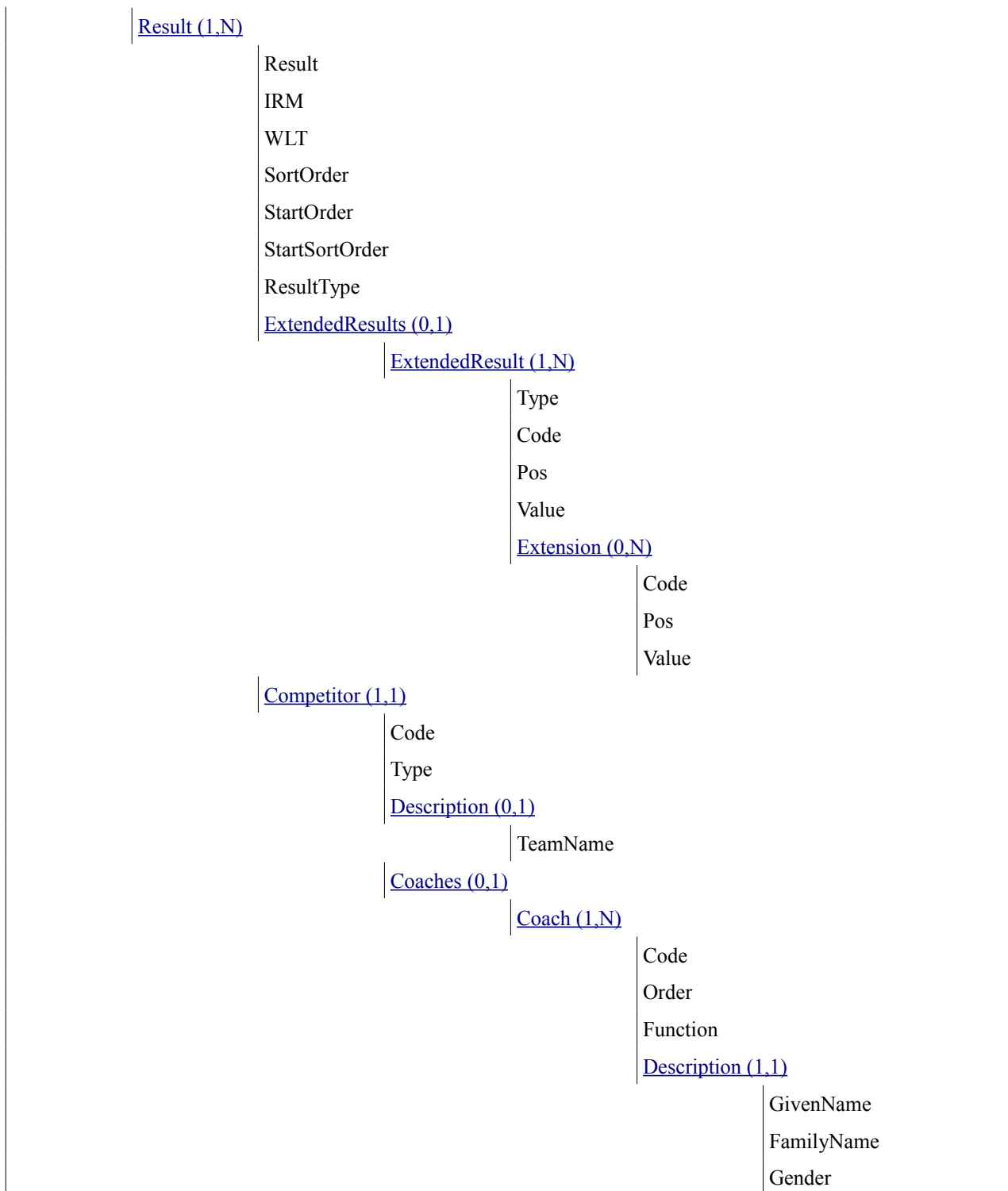
- START_LIST: As soon as the team/teams are known, before the match begins.
- START_LIST: As soon as any of the line-up or starters are known and any change/addition to these only before the start of the match.
- START_LIST: As soon as Last Stone Draw information is available (after warm-up period of 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.

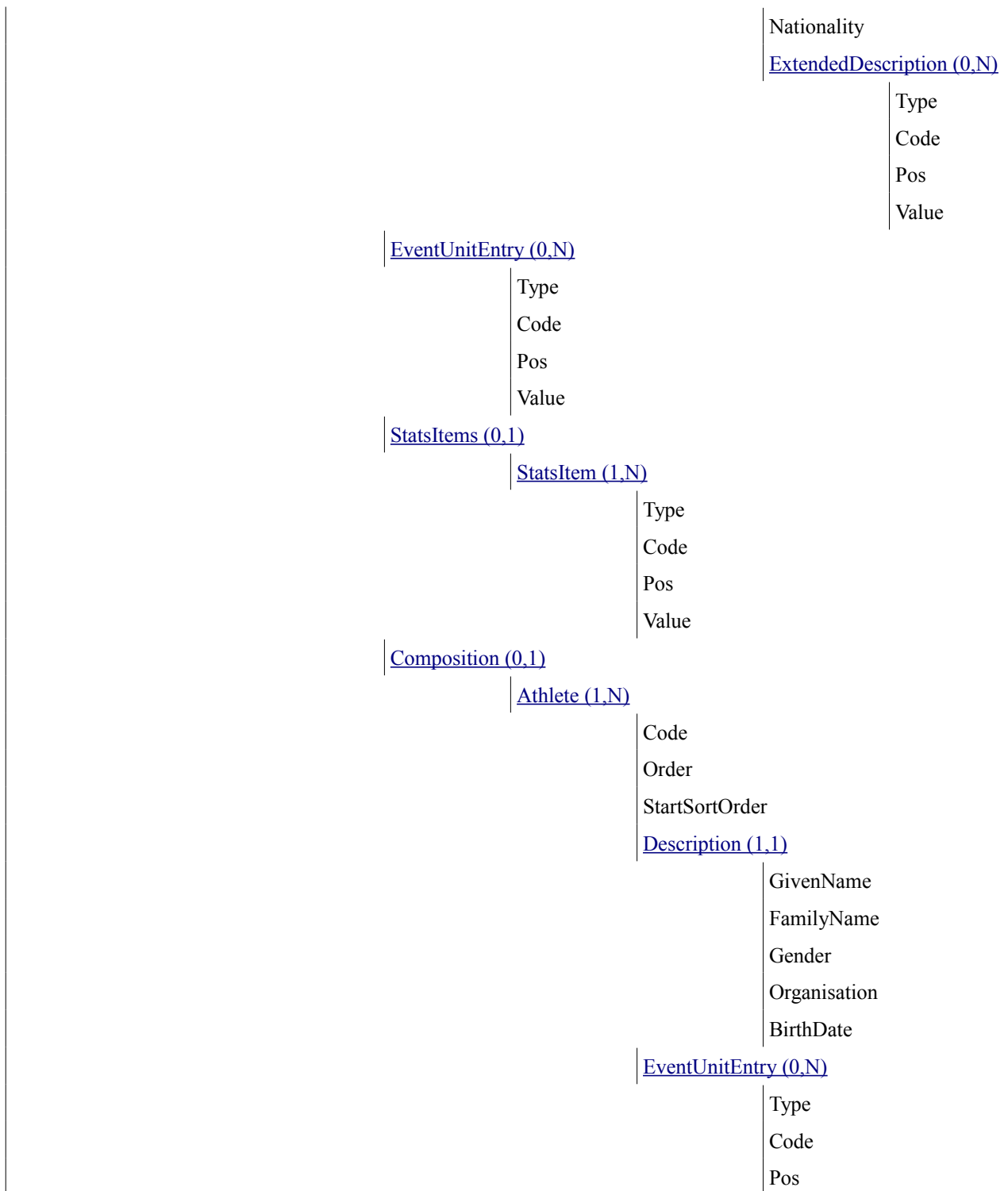
2.2.3.4 Message Structure

The following table defines the structure of the message.

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









| | | | | |
|--|--|--|----------------------------------|---------------------------------|
| | | | | Value |
| | | | StatsItems (0,1) | |
| | | | | StatsItem (1,N) |
| | | | | Type |
| | | | | Code |
| | | | | Pos |
| | | | | Value |

2.2.3.5 Message Values

| Element: ExtendedInfos /ExtendedInfo (0,N) | | | | |
|--------------------------------------------|------------------|------------|---------------|------------------------------------------------------------------------------|
| Type | | Code | Pos | Description |
| UI | | PERIOD | N/A | Element Expected: Send when LIVE or INTERMEDIATE |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric #0 | Send current end |
| UI | | EE | N/A | Element Expected: If applicable |
| | Attribute | M/O | Value | Description |
| | Value | O | S(1) | Send "Y" is the game has extra ends else do not send |
| UI | | TB | N/A | Element Expected: If applicable |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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. |
| | Attribute | M/O | Value | Description |
| | 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 | CC @DisciplineGender | Gender code for the event unit |
| SubEventName | M | S(40) | EventUnit short name (not code) from Common Codes |

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

| Attribute | M/O | Value | Description |
|--------------|-----|-------------------------------|--------------------------------------------------|
| Venue | M | CC @VenueCode | Venue Code |
| VenueName | M | S(25) | Venue short name (not code) from Common Codes |
| Location | M | CC @Location | Location code |
| LocationName | M | S(30) | Location short name (not code) from Common Codes |



| | | | |
|------------|---|--------|----------------------|
| 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 | CC @ResultsFunction | 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 | CC @PersonGender | Gender of the official |
| Organisation | M | CC @Organisation | 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. |
| | Attribute | M/O | Value |
| | Value | O | h:mm:ss |
| | Description | | |
| | 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. |
| | Attribute | M/O | Value |
| | Value | O | h:mm:ss |
| | Description | | |
| | Send the remaining time for the away team. Do not send leading zeros. | | |
| EP | LSCE | N/A | Element Expected: Only for the current end |
| | Attribute | M/O | Value |
| | Value | O | S(1) |
| | Description | | |
| | 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 | SC @IRM | The invalid rank mark, in case it is assigned |
| WLT | O | SC @WLT | 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 | CC @RecordType | 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 |
| | Attribute | M/O | Value |
| | Value | O | Numeric ##0.0 |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension | | | |



| Expected: Only if it is needed | | | |
|----------------------------------------------------------------------------------------------------------------------|--------------------------|----------------------------------------|---------------------------------------------------------------------------------------------|
| Attribute | Value | Description | |
| 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 |
| Attribute | M/O | Value | Description |
| Value | O | Numeric ##0.0 | Last Stone Draw in cm for this rock @Pos |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: For each LSD shot if applicable | | | |
| Attribute | Value | Description | |
| Code | PLAYER | Send proposed code | |
| Pos | N/A | | |
| Value | S(20) | ID of the competitor who took the shot | |
| Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: For each LSD shot if applicable | | | |
| Attribute | Value | Description | |
| Code | TURN | Send proposed code | |
| Pos | N/A | | |
| Value | SC @Turn | Send Turn | |
| ER | LSFE | N/A | Element Expected: When available |
| Attribute | M/O | Value | Description |
| 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 |
| Attribute | M/O | Value | Description |
| 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 | CC @ResultsFunction | 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 | CC @PersonGender | Gender of the official |
| Nationality | M | CC @Country | 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. |
| | Attribute | M/O | Value |
| | Value | O | SC @AthleteStatus 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 |
| | Attribute | M/O | Value |
| | Value | O | SC @Home 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 |
| | Attribute | M/O | Value |
| | 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 |
| | Attribute | M/O | Value |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric ##0 or "_" | Game percentage of the team |
| 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 team |
| 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 team |
| 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 team |
| 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 team |
| | | CW_NUM | N/A | Element Expected: |



| | | | | |
|----|------------------|-------------|-----------------------------|--------------------------------------------------------------|
| ST | | | | Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric #0 | Clockwise (In-Turn) number for the team |
| 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 team |
| ST | | CCW_NUM | N/A | Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |

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

Individual athletes entry information.

| Type | Code | Pos | Description |
|------|------------------|---------------|-------------------------------------------------------------------------------------------------------------------------------|
| EUE | STATUS | N/A | Element Expected: If applicable |
| | Attribute | M/O | Value |
| | Value | O | SC @AthleteStatus 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 |
| | Attribute | M/O | Value |
| | Value | O | SC @Role 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 |
| | Attribute | M/O | Value |
| | Value | O | SC @Role Role of the player in the team starting at this @Pos |



| | | | | |
|-----|------------------|------------|------------------------------|-----------------------------------------------------------|
| | Value | O | CC @Position | Position of the player in the team starting at this @Pos. |
| EUE | | HAND | N/A | Element Expected: Always |
| | Attribute | M/O | Value | Description |
| | Value | O | SC @Hand | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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>
...

```

2.2.3.6 Message Sort

Sort by Result @SortOrder



2.2.4 Play by Play

2.2.4.1 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.

2.2.4.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | 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 | SC @ResultStatus | Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| 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 | SC @Source | Code indicating the system which generated the message. |

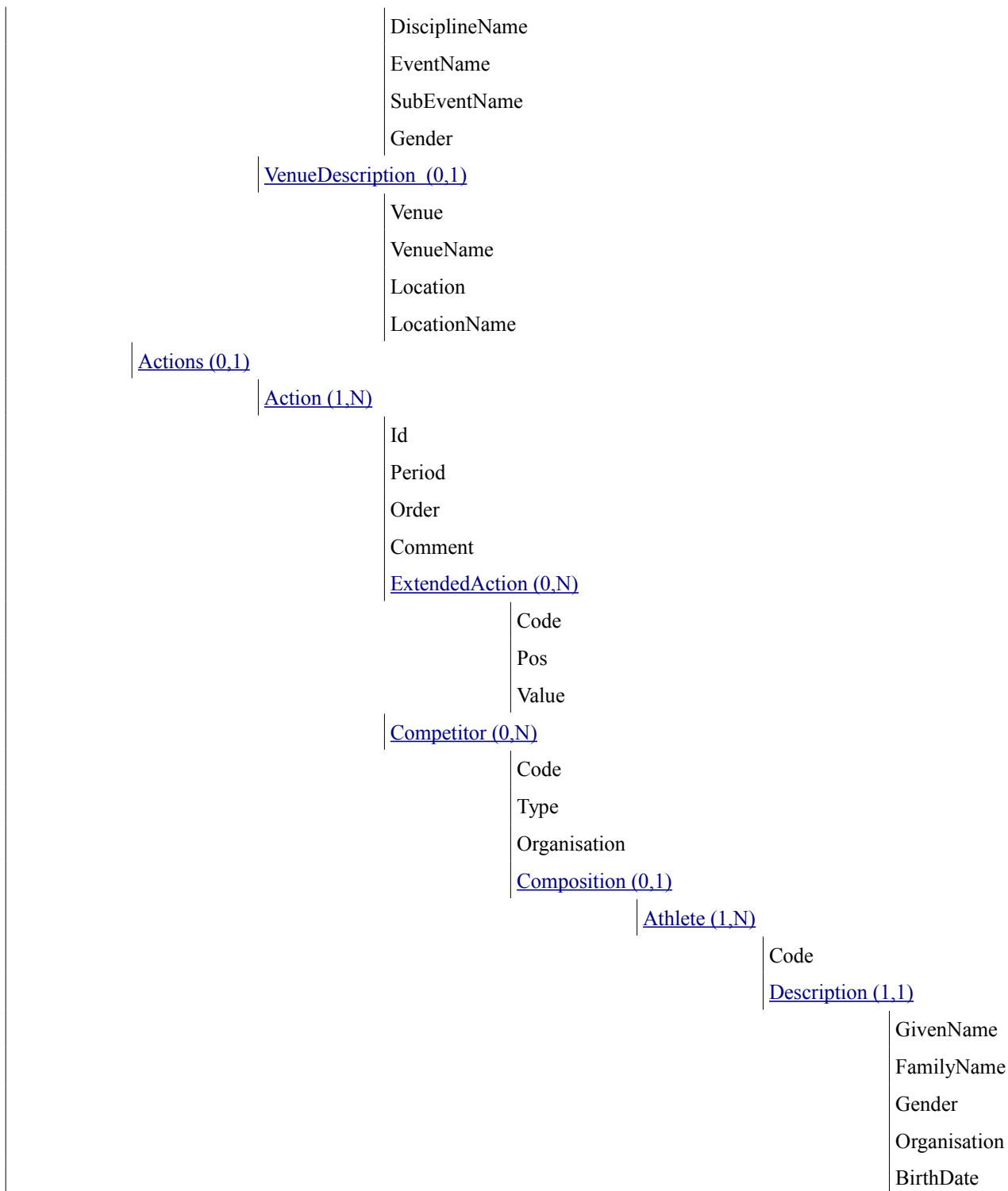
2.2.4.3 Trigger and Frequency

- 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]

2.2.4.4 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 |
|-----------------------------------|-------------------------------------|----------------------------------------|---------------------------------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | ExtendedInfo (0,N) | | | | | |
| | | | Type | | | | |
| | | | Code | | | | |
| | | | Pos | | | | |
| | | | Value | | | | |
| | | | Extension (0,N) | | | | |
| | | | | Code | | | |
| | | | | Pos | | | |
| | | | | Value | | | |
| | | SportDescription (0,1) | | | | | |





| | |
|---------------------------------|---|
| ImageData (0,1) | - |
|---------------------------------|---|

2.2.4.5 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 | CC @DisciplineGender | Gender code for the event unit |

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

| Attribute | M/O | Value | Description |
|--------------|-----|-------------------------------|--------------------------------------------------|
| Venue | M | CC @VenueCode | Venue Code |
| VenueName | M | S(25) | Venue short name (not code) from Common Codes |
| Location | M | CC @Location | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | SC @Turn | Send Turn |
| | | STONE_NUM | N/A | Type Description: Do not send Element Expected: Always |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | SC @Task | Send the appropriate task |
| | | POINTS | N/A | Type Description: Do not send Element Expected: When available |
| | Attribute | M/O | Value | Description |
| | Value | O | SC @Point | 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 | CC @Organisation | Competitors' organisation |

Element: Actions /Action /Competitor /Composition /Athlete (1,N)

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



| | | | |
|------|---|------------------------------|-------------------------------------------------------------------------|
| Code | M | S(20) with no leading zeroes | Athlete's ID (individual athlete or team member) related to the action |
|------|---|------------------------------|-------------------------------------------------------------------------|

Element: Actions /Action /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information

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

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>
...

```

2.2.4.6 Message Sort

Actions /Action @Order.



2.2.5 Current Information

2.2.5.1 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.

2.2.5.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | 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 | SC @Source | Code indicating the system which generated the message. |

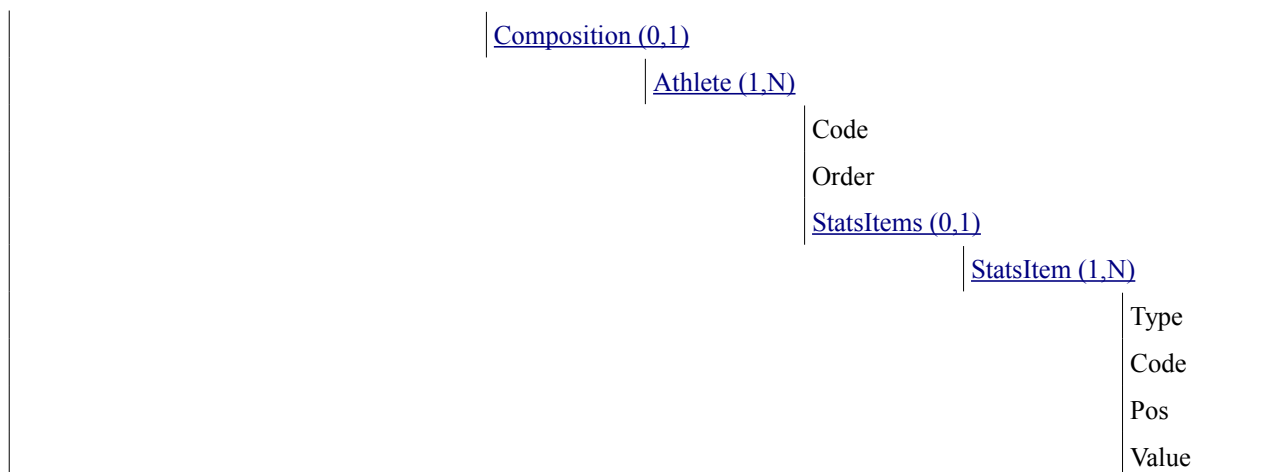
2.2.5.3 Trigger and Frequency

- 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.

2.2.5.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 |
|-----------------------------------|-------------------------------------|------------------------------------|----------------------------------|---------------------------------|---------|---------|---------|
| Competition (0,1) | | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | ExtendedInfo (1,N) | | | | | |
| | | | Type | | | | |
| | | | Code | | | | |
| | | | Pos | | | | |
| | | | Value | | | | |
| | Result (0,N) | | | | | | |
| | | SortOrder | | | | | |
| | | StartSortOrder | | | | | |
| | | Competitor (1,N) | | | | | |
| | | | Code | | | | |
| | | | Type | | | | |
| | | | Organisation | | | | |
| | | | StatsItems (0,1) | | | | |
| | | | | StatsItem (1,N) | | | |
| | | | | | Type | | |
| | | | | | Code | | |
| | | | | | Pos | | |
| | | | | | Value | | |



2.2.5.5 Message Values

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

```

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

| Element: Result /Competitor (1,N) | | | |
|-----------------------------------------------------|-----|----------------------------------|-----------------------------|
| Competitor related to the result of one event unit. | | | |
| 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 | CC @Organisation | 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 |
| | Attribute | M/O | Value |
| | 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 |
| | Attribute | M/O | Value |
| | 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 |
| | Attribute | M/O | Value |
| | 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 |
| | Attribute | M/O | Value |
| | Value | O | Numeric ##0 or "-" |
| | | | Game percentage of the team |
| ST | DRAW_NUM | N/A | Element Expected: Always, if the information is available |
| | Attribute | M/O | Value |
| | Value | O | Numeric #0 |
| | | | Draws number for the team |
| ST | DRAW_PERCENT | N/A | Element Expected: Always, if the information is available |
| | Attribute | M/O | Value |
| | Value | O | Numeric ##0 or "-" |
| | | | Draws percentage for the team |



| | | | | |
|----|------------------|---------------------|-----------------------------|--------------------------------------------------------------|
| 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 team |
| ST | | TAKEOUT_PERCEN T | N/A | Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric ##0 or "-" | Takeouts percentage for the team |
| 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 team |
| 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 team |
| ST | | CCW_NUM | N/A | Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 | |
| | Attribute | M/O | Value | Description |
| | 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 | |
| | Attribute | M/O | Value | Description |
| | 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 | |
| | Attribute | M/O | Value | Description |
| | 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 |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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>
...

```

2.2.5.6 Message Sort

Sort by Result @SortOrder.



2.2.6 Pool Standings

2.2.6.1 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).

2.2.6.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC (at phase level) | Sent according to the ODF Common Codes document (header values), for all the competition events. |
| DocumentSubcode | S(34) | DocumentSubcode attribute will be the group/phase (that is PREL if there is only one group) |
| 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 | SC @ResultStatus | 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 | SC @Source | Code indicating the system which generated the message. |

2.2.6.3 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 LSFE are known.

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 |
|-----------------------------------|-------------------------------------|----------------------------------------|---------|---------|---------|
| Competition (0,1) | | | | | |
| | ExtendedInfos (0,1) | | | | |
| | | ExtendedInfo (0,N) | | | |
| | | | Code | | |
| | | | Pos | | |
| | | | Value | | |
| | | SportDescription (0,1) | | | |



| | | |
|---------------------|-------------------------------|-----------------------------|
| | | DisciplineName |
| | | EventName |
| | | SubEventName |
| | | Gender |
| | <u>VenueDescription (0,1)</u> | Venue |
| | | VenueName |
| <u>Result (1,N)</u> | | |
| | | 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 |
| | Description (0,1) |
| | TeamName |

2.2.6.5 Message Values

| Element: ExtendedInfos /ExtendedInfo (0,N) | | | | |
|--------------------------------------------|------------------|----------------|--------------------------|---------------------------------------------------------------------------------------------------------|
| Type | | Code | Pos | Description |
| UI | | SESSION | N/A | Element Expected: After at least one unit is complete |
| | Attribute | M/O | Value | Description |
| | 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". |
| | Attribute | M/O | Value | Description |
| | Value | O | CC @Unit | 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" |
| | Attribute | M/O | Value | Description |
| | 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 | CC @DisciplineGender | 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 | CC @VenueCode | 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 | SC @ResultType | Result type, only send if an IRM. |
| IRM | O | SC @IRM | Send just in the case @ResultType is points and IRM (see codes section) |
| QualificationMark | O | SC @QualificationMark | 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 0 | Number of games won by the team in the group |



| | | | |
|--------|---|--------------|-------------------------------------------------|
| 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 |

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

| Element: Result /Competitor (1,1) | | | | |
|-----------------------------------|--|-----|----------------------------------|-----------------------------|
| 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 | CC @Organisation | 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 | CC @Organisation | 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 | CC @Unit | 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>
...

```

2.2.6.6 Message Sort

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



2.2.7 Brackets

2.2.7.1 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.

2.2.7.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC (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 | SC @ResultStatus | 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 | SC @Source | Code indicating the system which generated the message. |

2.2.7.3 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.

2.2.7.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 | Level 9 | Level 10 |
|-----------------------------------|-------------------------------------|----------------------------------------|-----------------------------------|---------|---------|---------|---------|---------|----------|
| Competition (0,1) | | | | | | | | | |
| | ExtendedInfos (0,1) | | | | | | | | |
| | | SportDescription (0,1) | | | | | | | |
| | | | DisciplineName | | | | | | |
| | | | EventName | | | | | | |
| | | | Gender | | | | | | |
| | | VenueDescription (0,1) | | | | | | | |
| | | | Venue | | | | | | |
| | | | VenueName | | | | | | |
| | Bracket (1,N) | | | | | | | | |
| | | Code | | | | | | | |
| | | BracketItems (1,N) | | | | | | | |
| | | | Code | | | | | | |
| | | | BracketItem (1,N) | | | | | | |
| | | | | 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 |



2.2.7.5 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 | CC @DisciplineGender | Gender code for the event unit |

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

| Element: Bracket (1,N) | | | |
|------------------------|-----|-----------------------------|-------------------------------------------------------------------------------------------------|
| Attribute | M/O | Value | Description |
| Code | M | SC @Bracket | Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS. |

| Element: Bracket /BracketItems (1,N) | | | |
|--------------------------------------|-----|----------------------------------|--------------------------------------------------|
| Attribute | M/O | Value | Description |
| Code | M | SC @BracketItems | 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 | CC @Unit | 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 | CC @Unit | Full RSC code of the next event unit for the current |



| | | | |
|---------------|---|--------------------------|---------------------------------------------------------------------------------------------------------|
| | | | bracket item. |
| NextUnitLoser | M | CC @Unit | 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 | SC @CompetitorPlace | 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 | SC @IRM | 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 | CC @Unit | 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 | SC @Pool | 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 | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |

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>
...
```

2.2.7.6 Message Sort

The following order applies:

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



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2.2.8 Statistics

2.2.8.1 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.

2.2.8.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | The DocumentCode 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 | SC @ResultStatus | It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is |



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

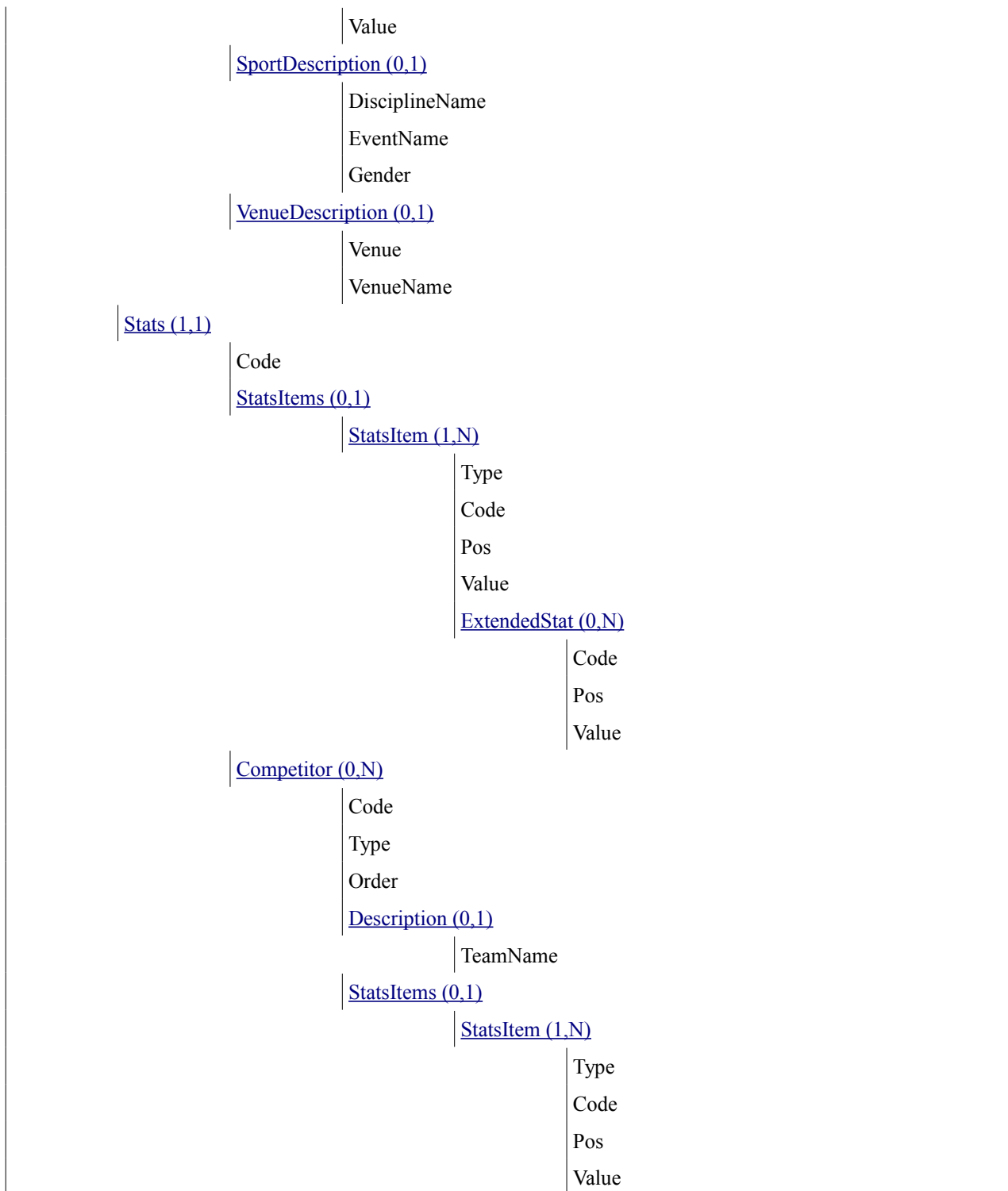
2.2.8.3 Trigger and Frequency

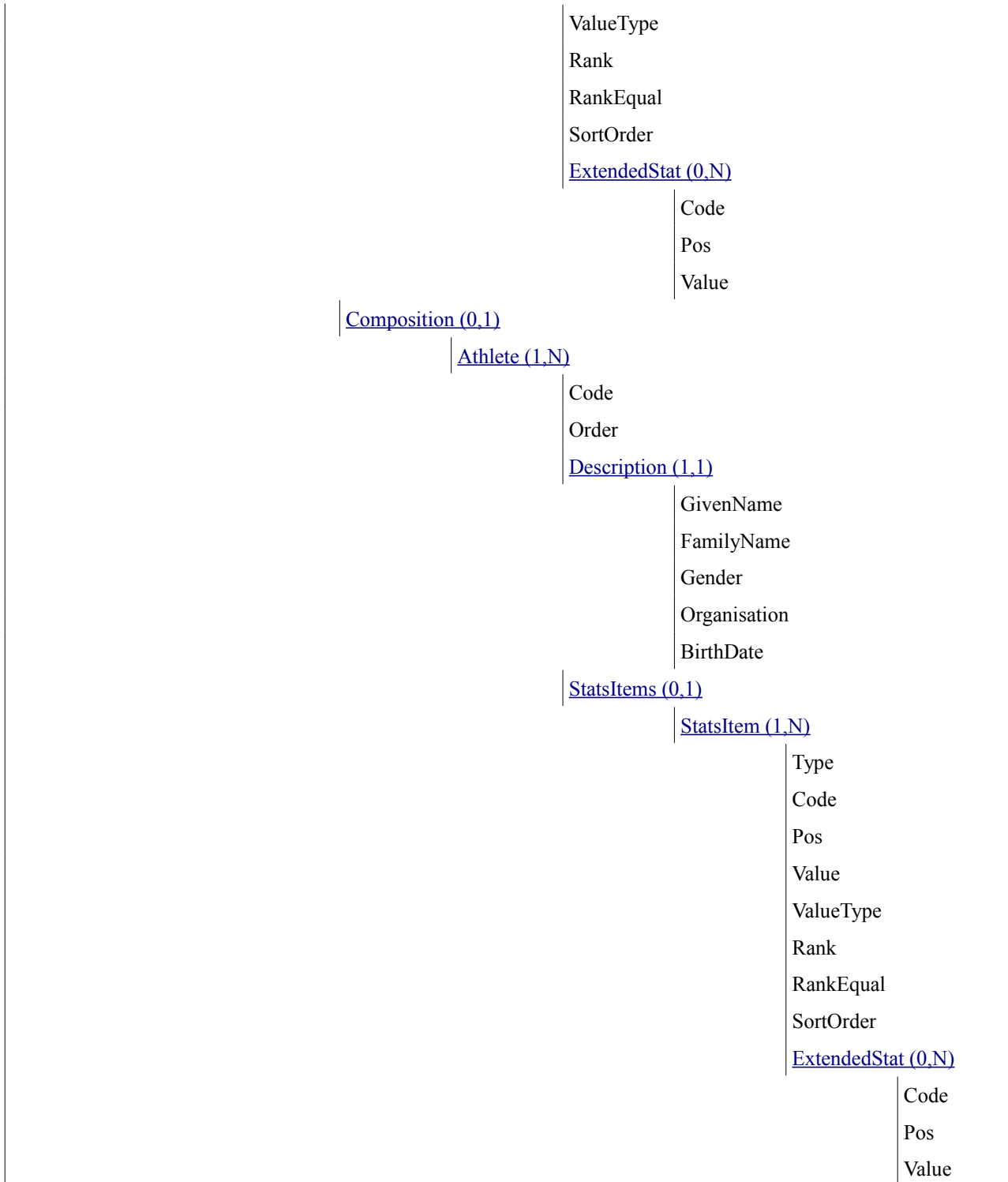
After each match.

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 |
|-----------------------------------|-------------------------------------|------------------------------------|---------|---------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | | |
| | ExtendedInfos (0,1) | | | | | | | |
| | | ExtendedInfo (0,N) | | | | | | |
| | | | Type | | | | | |
| | | | Code | | | | | |
| | | | Pos | | | | | |







2.2.8.5 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. | |
| | Attribute | M/O | Value | Description |
| | 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. | |
| | Attribute | M/O | Value | Description |
| | 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 | |
| | Attribute | M/O | Value | Description |
| | 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 | |
| | Attribute | M/O | Value | Description |
| | 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 | CC @DisciplineGender | Gender code for the event unit |

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text.

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

Element: Stats (1,1)

| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------------|------------------------------------------------|
| Code | M | SC @Statistics | A code to identify the statistics being listed |

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 |
| | Attribute | M/O | Value |
| | Value | O | Numeric #0 |
| | | | Total Games Played |
| ST | TIMEOUT | N/A | Element Expected: Always send if DocumentSubtype =TOU |
| | Attribute | M/O | Value |
| | Value | O | Numeric #0 |
| | | | Total time outs |
| Sub Element: Stats /StatsItems /StatsItem /ExtendedStat | | | |
| Expected: Always send if DocumentSubtype = TOU | | | |
| | Attribute | Value | Description |
| | 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 |
| | Attribute | M/O | Value |
| | Value | O | Numeric ##0 |
| ST | | PTS | N/A |
| | Attribute | M/O | Value |
| | Value | O | Numeric ##0 |
| Element Expected: Always, if the information is available for the DocumentSubtype =TOU | | | |
| Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype =TOU | | | |
| | Attribute | Value | Description |
| | Code | 0 | |
| | Pos | N/A | |
| | Value | Numeric ##0 | The number of times 0 points was scored in an end |
| Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype =TOU | | | |
| | Attribute | Value | Description |
| | Code | 1 | |
| | Pos | N/A | |
| | Value | Numeric ##0 | The number of times 1 point was scored in an end |
| Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype =TOU | | | |
| | Attribute | Value | Description |
| | Code | 2 | |
| | Pos | N/A | |
| | Value | Numeric ##0 | The number of times 2 point was scored in an end |
| Sub Element: Stats /StatsItems /StatsItem /ExtendedStat 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 |
| Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype =TOU | | |
| Attribute | Value | Description |
| Code | 4 | |
| Pos | N/A | |
| Value | Numeric ##0 | The number of times 4 point was scored in an end |
| Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype =TOU | | |
| 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)



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

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

| Element: Stats /Competitor /StatsItems /StatsItem (1,N) | | | |
|----------------------------------------------------------------------------|------------------|--------------|----------------------------------------------------------------------------|
| Team competitor's stats item, according to competitors' rules. | | | |
| Type | Code | Pos | Description |
| ST | MP | N/A | Element Expected: Always send if DocumentSubtype= CUM or RANKING OR TOU |
| | Attribute | M/O | Value |
| | Value | O | Numeric #0 |
| ST | TIMEOUT | N/A | Element Expected: Always send if DocumentSubtype= TOU |
| | Attribute | M/O | Value |
| | Value | O | Numeric #0 |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat | | | |
| Expected: Always send if DocumentSubtype= TOU | | | |
| | Attribute | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| | Attribute | M/O | Value | Description |
| | 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 |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU | | | |
| 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 | |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU | | | |
| 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 | |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU | | | |
| 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 | |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat 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 were scored in an end for that @Pos | |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU | | | |
| 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 | |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU | | | | |
| | Attribute | Value | Description | |
| | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric ##0.0 | Clockwise last stone distance for the round in cm. |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If applicable | | | | |
| | Attribute | Value | Description | |
| | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric ##0.0 | Counter Clockwise last stone distance for the round in cm. |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If applicable | | | | |
| | Attribute | Value | Description | |



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



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



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



| | | |
|-------------------------------------------------------------------------------------------|----------------|---------------------------------------------|
| Code | CCW_PERCENT | |
| Pos | N/A | |
| Value | Numeric ##0 | Percentage of all CCW (out-turn) deliveries |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat | | |
| Expected: Always, if the information is available for the DocumentSubtype=CUM only | | |
| Attribute | Value | Description |
| Code | CW_NUM | |
| Pos | N/A | |
| Value | Numeric ##0 | Total of all CW (in-turn) deliveries |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat | | |
| Expected: Always, if the information is available for the DocumentSubtype=CUM only | | |
| Attribute | Value | Description |
| Code | CW_PERCENT | |
| Pos | N/A | |
| Value | Numeric ##0 | Percentage of all CW (in-turn) deliveries |
| Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat | | |
| Expected: Always, if the information is available for the DocumentSubtype=CUM only | | |
| Attribute | Value | Description |
| 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 | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |

| Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) | | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules. | | | |
| Type | Code | Pos | Description |
| ST | POS | N/A | Element Expected: Always for DocumentSubtype=RANKING |
| | Attribute | M/O | Value |
| | Value | O | CC @Position 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 |
| | Attribute | M/O | Value |
| | Value | O | CC @Position 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 |
| | Attribute | M/O | Value |
| | Value | O | Numeric Total games played |



| | | | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|----------------|---------------------------------|--------------------------------------------------------------------------------------------------|
| | | | #0 | |
| ST | | AVG | N/A | Element Expected: Always for DocumentSubtype=RANKING |
| | Attribute | M/O | Value | Description |
| | 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 |
| Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always if data for the round and for DocumentSubtype=RANKING | | | | |
| | Attribute | Value | Description | |
| | 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 |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric ##0 | Total of all draws delivered |
| Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM only | | | | |
| | Attribute | Value | Description | |
| | Code | CCW_NUM | | |
| | Pos | N/A | | |



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



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



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

```

2.2.8.6 Message Sort

Sort according to the @Order attributes.



2.2.9 Event Final Ranking

2.2.9.1 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.

2.2.9.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC 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 | SC @ResultStatus | Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. |



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

2.2.9.3 Trigger and Frequency

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

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 |
|-----------------------------------|-------------------------------------|----------------------------------------|----------------|---------|---------|---------|
| Competition (0,1) | | | | | | |
| | ExtendedInfos (0,1) | | | | | |
| | | SportDescription (0,1) | | | | |
| | | | DisciplineName | | | |
| | | | EventName | | | |
| | | | Gender | | | |
| | | VenueDescription (0,1) | | | | |
| | | | Venue | | | |
| | | | VenueName | | | |
| | Result (1,N) | | | | | |
| | | Rank | | | | |
| | | RankEqual | | | | |
| | | Played | | | | |
| | | Won | | | | |
| | | Lost | | | | |
| | | IRM | | | | |
| | | SortOrder | | | | |
| | | Competitor (1,1) | | | | |
| | | | Code | | | |
| | | | Type | | | |
| | | | Organisation | | | |



| | | |
|--|-----------------------------------|-------------------------------|
| | Description (0,1) | |
| | | TeamName |
| | Composition (1,1) | |
| | | Athlete (1,N) |
| | | Code |
| | | Order |
| | Description (1,1) | |
| | | GivenName |
| | | FamilyName |
| | | Gender |
| | | Organisation |
| | | BirthDate |

2.2.9.5 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 | CC @DisciplineGender | Gender code for the event unit. |

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

| Element: 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 | SC @IRM | 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 | CC @Organisation | 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 | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |

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 >
....

```

2.2.9.6 Message Sort

Sort by Result @SortOrder



2.2.10 Configuration

2.2.10.1 Description

The Configuration is a message containing general configuration.

2.2.10.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CompetitionCode | CC @Competition | 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 | SC @Source | Code indicating the system which generated the message. |



2.2.10.3 Trigger and Frequency

The message is sent prior to any ODF Sports message

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 |
|-----------------------------------|-------------------------------|------------------------------|--------------------------------------|------------------------------------------|---------|
| Competition (0,1) | | | | | |
| | Configs (1,1) | | | | |
| | | Config (1,N) | | | |
| | | | ExtendedConfig (1,N) | | |
| | | | | Type | |
| | | | | Code | |
| | | | | Pos | |
| | | | | Value | |
| | | | | ExtendedConfigItem (0,N) | |
| | | | | | Code |
| | | | | | Pos |
| | | | | | Value |

2.2.10.5 Message Values

| Element: Configs /Config /ExtendedConfig (1,N) | | | | |
|------------------------------------------------|------------------|------------|---------------|----------------------------------------------------------|
| Type | | Code | Pos | Description |
| EC | | ENDS_NUM | N/A | Element Expected: Always (Event Level) |
| | Attribute | M/O | Value | Description |
| | 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 |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | | | |
| | Attribute | Value | Description | |
| | Code | FINALS | Send proposed code | |
| | Pos | N/A | | |
| | Value | Numeric #0 | Number of teams which progress to the finals | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | | | |
| | 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. |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | | | |
| | 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 | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | | | |
| | Attribute | Value | Description | |
| | Code | FINALS | Send proposed code | |
| | Pos | N/A | | |
| | Value | Numeric #0 | Number of teams per group which progress to the finals | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | | | |
| | Attribute | Value | Description | |
| | 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" | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | | | |
| | Attribute | Value | Description | |
| | 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) |
| | Attribute | M/O | Value | Description |
| | 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" | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | | | |
| Attribute | Value | Description | | |
| Code | END_DATE | Send proposed code | | |
| Pos | N/A | | | |
| Value | Date | End Date of the competition. | | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | | | |
| Attribute | Value | Description | | |
| Code | LOCATION | Send proposed code | | |
| Pos | N/A | | | |
| Value | String | City of the competition, for example "Sochi, Russia" | | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | | | |
| Attribute | Value | Description | | |
| Code | START_DATE | Send proposed code | | |
| Pos | N/A | | | |
| Value | Date | Start Date of the competition. | | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | | | |
| 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. |
|---------------------------------------------------------------------------------------|------------|-----------------------------------------------------------------------------------------------------------|
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: | | |
| Attribute | Value | Description |
| 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>

```

2.2.10.6 Message Sort

There is no general message sorting rule.



2.2.11 Event Unit Weather conditions

2.2.11.1 Description

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

2.2.11.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | |
| DocumentType | DT_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 | SC @Source | Code indicating the system which generated the message. |



2.2.11.3 Trigger and Frequency

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

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 |
|-----------------------------------|-------------------------------|----------------------------------|-----------------------------------|---------|
| Competition (0,1) | | | | |
| | Weather (1,1) | | | |
| | | Conditions (1,N) | | |
| | | | Code | |
| | | | Humidity | |
| | | | Condition (0,3) | |
| | | | | Code |
| | | | | Value |
| | | | Temperature (0,N) | |
| | | | | Code |
| | | | | Unit |
| | | | | Value |

2.2.11.5 Message Values

| Element: Weather /Conditions (1,N) | | | |
|------------------------------------|-----|----------------------------------|-------------------------------|
| Attribute | M/O | Value | Description |
| Code | M | SC @WeatherPoint | 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 | CC @SnowConditions | 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 | SC @TemperatureUnit | 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>

```

2.2.11.6 Message Sort

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



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT414 R-WOG-2018-CUR-v2.0 APP



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 | | | |
| | DT_PDF C08 Schedule | | X | | | | |
| After Team Meeting: | | | | | | | |
| After changes of athlete data | DT_PARTIC_UPDATE | | X | | | | |
| After changes of team data | DT_PARTIC_TEAM_UPDATE | | X | | | | |
| | DT_PDF C32Cx Entry List | | | X | | | |

3.2 Before and During each Session

| Trigger | Message | Result Status | D | E | P | S | U |
|----------------------------------------|-----------------------------------------------------------------------|---------------|---|---|---|---|---|
| All Line-ups are known (-30') | DT_RESULT for each game | START_LIST | | | | | X |
| | DT_PDF C54 Line-ups | | | | | X | |
| | DT_PDF C51x Line-ups | | | | | X | |
| First LSD is entered (-20') | DT_RESULT (Round Robin only) | START_LIST | | | | | X |
| Second LSD and LSFE are entered (-10') | DT_RESULT (Round Robin only) | START_LIST | | | | | X |
| | DT_STATS (DSC) (Round Robin only) | | | X | | | |
| | DT_PDF C76D Draw Shot Challenge (Round Robin only) | | | X | | | |



| Trigger | Message | Result Status | D | E | P | S | U |
|----------------------------------------|-------------------------------------------------------|-----------------|---|---|---|---|---|
| At scheduled start time (0') | DT_SCHEDULE_UPDATE | GETTING_READY | X | | | o | o |
| Event unit starts (about +3') | DT_SCHEDULE_UPDATE | RUNNING | X | | | o | o |
| | DT_RESULT | LIVE | | | | | X |
| | DT_CURRENT | | | | | | X |
| Time switches to other team * | DT_CURRENT | | | | | | X |
| Stats are entered * | DT_CURRENT | | | | | | X |
| | DT_PLAY_BY_PLAY * | LIVE | | | | | X |
| <i>* repeated for each athlete</i> | | | | | | | X |
| Time stops after last stone of end | DT_CURRENT | | | | | | X |
| Score entered | DT_RESULT (not sent if score after stats) | LIVE | | | | | X |
| Stats are entered | DT_CURRENT | | | | | | X |
| | DT_RESULT | INTERMEDIATE | | | | | X |
| | DT_PLAY_BY_PLAY (for one end) | INTERMEDIATE | | | | | X |
| Game time start for next end | DT_CURRENT | | | | | | X |
| Half time break | DT_SCHEDULE_UPDATE | SCHEDULED_BREAK | | | | | X |
| Game time starts after half time break | DT_SCHEDULE_UPDATE | RUNNING | | | | | X |
| | DT_CURRENT | | | | | | X |
| Game is finished and score entered | DT_RESULT (not sent if score after stats) | LIVE | | | | | X |
| | DT_SCHEDULE_UPDATE | FINISHED | X | | | | O |
| Stats (and Score) are entered | DT_RESULT | UNOFFICIAL | | | | | X |
| | DT_PLAY_BY_PLAY (for last end) | INTERMEDIATE | | | | | |
| Game Score confirmed | DT_RESULT | OFFICIAL | | | | | X |
| | DT_POOL_STANDINGS (not for Play-offs) | INTERMEDIATE | | | X | | |
| | DT_PDF C73Results | | | | | | |
| | DT_STATS (CUM) for both teams | | | X | | | |
| | DT_PDF C84B Statistics for both teams | | | X | | | |



| Trigger | Message | Result Status | D | E | P | S | U |
|---------|----------------------------|---------------|---|---|---|---|---|
| | DT_PLAY_BY_PLAY (all ends) | OFFICIAL | | | | | X |
| | DT_PDF C69 Shot by shot | | | | | | X |

3.3 After last Game of a Session

| Trigger | Message | Result Status | D | E | P | S | U |
|--------------------------------------|-----------------------------------|---------------|---|---|---|---|---|
| Session is finished | DT_SCHEDULE_UPDATE | FINISHED | X | | | O | |
| | DT_PDF C74x Results and Standings | | | | | X | |
| | DT_PDF C83 Most Important Shots | | | | | X | |
| | DT_PDF C84A Percentage Summary | | | | | X | |
| | DT_PDF C76A Competition Summary | | | X | | | |
| | DT_STATS (TOU) | | | X | | | |
| | DT_PDF C84D Scoring Analysis | | | X | | | |
| | DT_PDF C84E Summary of big Ends | | | X | | | |
| | DT_PDF C84G Time-out Statistics | | | X | | | |
| <i>Only for Round Robin sessions</i> | DT_PDF C76C Competition Matrix | | | X | | | |
| | DT_STATS (RANKING) | | | X | | | |
| | DT_PDF C84C Cumulative Percentage | | | X | | | |

3.4 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 |



3.5 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 | | | |

3.6 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 | | | |
| | DT_PDF C92x Medallist | | | X | | | |
| | DT_PDF C93 Medallist | | X | | | | |
| | DT_PDF C95 Medal Standings | | 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 |

File Reference: ODF/INT414 R-WOG-2018-CUR-v2.0 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 CR8934 - DT_BRACKETS adding IRM attribute and START_LIST CR9360 - Play by Play message improvements |



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