OLYMPIC DATA FEED

ODF Archery Data Dictionary
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Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

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

2 Messages

2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_BRACKETS	Brackets	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

All event units in codes which have the 'schedule' flag set to 'Y' are included in schedule messages regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y').

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

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

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

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

HATH Individual Head to Head units (e.g. ARC, BDM, TEN, SBD etc)
HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)
HNOC NOC Head to Head units (e.g. ARC, ALP)
HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.

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

In these disciplines only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used (and must be sent from the venue).

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

Start Time in message	To Display	Unit	HideStartDate	Location	Order
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2 Court 2	Unit 2	Y	Court 2	2
12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

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

Advice for end users - how to sort event units and use DT_SCHEDULE:
- When displaying the schedule users must use the following sort order to display as intended:
1. By day (or filter by day)
2. By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
3. By Time (regardless if HideStartDate="Y")
4. By Order
- The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day
- End users should display StartText if HideStartDate="Y"

If a StartText value of "Not before hh:mm" is used then it is expected that the StartDate sent is the same hh:mm.

Competition schedule update:

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

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

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

It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:
- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC at the discipline level
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Refer to the ODF header definition
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	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.

2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR. There is no automatic triggering and this (DT_SCHEDULE) message must not be sent after the transfer of control to OVR.

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

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

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

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

2.2.1.4 Message Values

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(5)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Name of venue
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.

Element: Competition /Session /SessionName (1,N)

Attribute	M/O	Value	Description
Language	M	CC @Language	Language of the Session Description
Value	O	S(40)	Name of the sports competition session

Sample

```
<Session Code="ATH01" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-
12T14:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
    <SessionName Language="ENG" Value="Athletics Session 1" />
</Session>
<Session Code="ATH02" StartDate="2016-08-12T18:00:00+01:00" EndDate="2016-08-
12T21:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
    <SessionName Language="ENG" Value="Athletics Session 2" />
</Session>
```

Element: Competition /Unit (0,N)

Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00

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

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in e ach session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Medal indicator. Do not send if not a medal event unit
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (CC).
Location	O	CC @Location	Location where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Location is not known yet (CC) or a generic code for the discipline.
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".
SessionCode	O	S(5)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

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

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

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

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

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

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

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

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

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

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

Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.
PreviousWLT	O	S(1)	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.
PreviousUnit	O	S(34)	The full RSC of the unit where this competitor came from. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Should be sent when known
Bib	O	Same as in the Start List message for each discipline	Team bib number (if Competitor @Type="T")

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	Team IF number, send if available

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

Only send in the case that the Unit type is one of HATH (AR, BD, TE etc) or HCOUP (BD, TE etc),
In case of the Competitor @Code='TBD' this element should not be sent.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	Same as in the Start List message for each discipline	Individual athlete's bib number (if Competitor @Type="A") or team member's bib number (if Competitor @Type="T").

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

2.2.1.5 Message Sort

Sort by Session @SessionCode.

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

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

2.2.2.1 Description

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

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

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC. Discipline level	RSC at discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.

Attribute	Value	Comment
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	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.

2.2.2.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

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

2.2.2.4 Message Values

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

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

Element: Participant (1,N)

Attribute	M/O	Value	Description
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	It is the discipline code used to fill the OdfBody @DocumentCode attribute. (full RSC)
IFId	O	S(16)	Competitor's federation number for the corresponding 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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: If available (this information can be sent in both messages)

	Attribute	M/O	Value	Description
	Value	M	S(3)	Send the athlete's World Archery Ranking

Type	Code	Pos	Description
ENTRY	PB	N/A	Element Expected: Always. This information can be sent in both messages.

	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Athlete's personal best for the ranking round

Type	Code	Pos	Description
ENTRY	SB	N/A	Element Expected: Always. This information can be sent in both messages.

	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Athlete's season best for the ranking round

2.2.2.5 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
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

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

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.2.3.4 Message Values

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

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

Element: Team /TeamOfficials /Official (1,N)

Send if there are specific officials for the team. Does not apply to historical teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials.
Function	M	CC @ResultsFunction	Official's function for the team.

Element: Team /Discipline (0,1)

Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

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)

Type		Code	Pos	Description
ENTRY		RANK_WLD	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Send the team's World Archery Ranking

2.2.3.5 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies). UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	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.

2.2.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

- As soon as each competitor is known and any changes in start list data (START_LIST)

When the competition starts:

- This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
- Send as UNOFFICIAL and OFFICIAL when the competition is complete as appropriate.

Trigger also after any change.

2.2.4.4 Message Values

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

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
DISPLAY	CURRENT	N/A	Element Expected: Sent for all head-2-head competitions.

Attribute	M/O	Value	Description
Value	M	S(20)	Send the id of the current competitor shooting. Send after the result of the previous competitor is received. Do not send when the result of the last shoot in the match is received.

Type	Code	Pos	Description
UI	ARROW_NUM	N/A	Element Expected: Always, if available

Attribute	M/O	Value	Description
Value	M	Numeric #0	Total maximum number of arrows in the unit (not considering shoot-off)

Type	Code	Pos	Description
UI	ARROW_SET	N/A	Element Expected: Always

Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the total maximum number of the arrows to be shot by each athlete (in the individual event)/team (in the team event)

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: Always

Attribute	Value	Description
Code	ARROW_ID	
Pos	Numeric #0	Send the arrow number
Value	Numeric #0	Send the number of the set to which the arrow belongs

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	ARROW_SETTB	N/A	Element Expected: Always, if applies (after ranking round) Sent every time a new shoot off round (each athlete shooting) is decided in the team events Sent every time new arrows are decided for the individual shoot-off set.

Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the total number of the shoot off rounds.

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: Always, if applies in shoot-off (after ranking round)
Sent every time a new shoot off round is decided in the team events
Sent every time new arrows are decided for the individual shoot-off.

Attribute	Value	Description
Code	ARROW_ID	
Pos	Numeric #0	Send the arrow number
Value	Numeric #0	Send the number of the shoot-off round to which belongs.

Type	Code	Pos	Description
UI	CURRENT_SETTB	N/A	Element Expected: Always, if applies (after ranking round) Sent every time a new shoot off set is decided in the team events Sent every time new arrows are decided for the individual shoot-off set.

Attribute	M/O	Value	Description
Value	M	Numeric #0	The number of the last set of Tie-Break used for the final score. Requested in both individual and team events.

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	SECTOR	Numeric 0	Pos Description: Sector number Element Expected: Always in Ranking Round

Attribute	M/O	Value	Description
Value	M	String	Sector description in case of ranking round (e.g., 1st Half, 2nd Half)

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: Always in Ranking Round

Attribute	Value	Description
Code	ARROW_NUM	
Pos	N/A	N/A
Value	Numeric #0	Send the number of arrows in the sector.

Type	Code	Pos	Description
UI	SET	N/A	Element Expected: Always

Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the total maximum number of sets in the unit

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: Always

Attribute	Value	Description
Code	ARROW_NUM	
Pos	Numeric #0	Send the set number
Value	Numeric #0	Send the number of arrows to be shot by each competitor in the set.

Sample (Individual Olympic Round)

```xml
<ExtendedInfos>
   <UnitDateTime StartDate="2016-08-10T09:00:00-03:00" />
   <ExtendedInfo Type="UI" Code="ARROW_NUM" Value="15" />
   <ExtendedInfo Type="UI" Code="SET" Value="5">
      <Extension Code="ARROW_NUM" Pos="1" Value="3" />
      <Extension Code="ARROW_NUM" Pos="2" Value="3" />
      <Extension Code="ARROW_NUM" Pos="3" Value="3" />
……
   </ExtendedInfo>
   <ExtendedInfo Type="UI" Code="ARROW_SET" Value="15">
      <Extension Code="ARROW_ID" Pos="1" Value="1" />
      <Extension Code="ARROW_ID" Pos="2" Value="1" />
      <Extension Code="ARROW_ID" Pos="3" Value="1" />
      <Extension Code="ARROW_ID" Pos="4" Value="2" />
      <Extension Code="ARROW_ID" Pos="5" Value="2" />
……
   </ExtendedInfo>
```

Sample (Ranking Round)

```
<ExtendedInfos>
    <UnitDateTime StartDate="2016-08-05T13:00:00-03:00" />
    <ExtendedInfo Type="UI" Code="ARROW_NUM" Value="72" />
    <ExtendedInfo Type="UI" Code="SECTOR" Pos="1" Value="1ST HALF">
        <Extension Code="ARROW_NUM" Value="36" />
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="SECTOR" Pos="2" Value="2ND HALF">
        <Extension Code="ARROW_NUM" Value="36" />
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="SET" Value="12">
        <Extension Code="ARROW_NUM" Pos="1" Value="6" />
        <Extension Code="ARROW_NUM" Pos="2" Value="6" />
        <Extension Code="ARROW_NUM" Pos="3" Value="6" />
……
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="ARROW_SET" Value="72">
        <Extension Code="ARROW_ID" Pos="1" Value="1" />
        <Extension Code="ARROW_ID" Pos="2" Value="1" />
        <Extension Code="ARROW_ID" Pos="3" Value="1" />
        <Extension Code="ARROW_ID" Pos="4" Value="1" />
        <Extension Code="ARROW_ID" Pos="5" Value="1" />
        <Extension Code="ARROW_ID" Pos="6" Value="1" />
        <Extension Code="ARROW_ID" Pos="7" Value="2" />
        <Extension Code="ARROW_ID" Pos="8" Value="2" />
        <Extension Code="ARROW_ID" Pos="9" Value="2" />
……
```

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Match number

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

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function. Send according to the official required.
Order	M	Numeric	Send by Order as on official score sheet

Element: Officials /Official /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 official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

Element: Result (1,N)

Attribute	M/O	Value	Description
Rank	O	Text	Rank for the competitor in the event unit. Only applicable in ranking round To be send only when the result type is not IRM
RankEqual	O	S(1)	Send Y if the rank is equaled, else do not send.
Result	O	Numeric ###0	The result of the competitor in the event unit. Match score (set points) or Total points in the Ranking Round
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just if ResultType is equal to IRM or IRM_SETS or IRM_POINTS
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition (Mixed Team Ranking Round only)
WLT	O	SC @WLT	The code whether a competitor won, lost the match.
SortOrder	M	Numeric	Used to sort all the results of an event unit. According to the sport rules. Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric	Competitor's start order.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either POINTS (RR), IRM or SETS (after RR) or IRM_SETS (after RR) In the case of Para Archery: Result type, either POINTS (Ranking Round & Compound & W1 events), IRM or SETS (Other events) or IRM_SETS or IRM_POINTS (Compound & W1 events)

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

Type	Code	Pos	Description
ER	ARROW	Numeric #0	Pos Description: Arrow number Element Expected: If available.

Attribute	M/O	Value	Description
Value	M	Numeric #0 (score) or 'X' (inner ten)	Arrow score
Speed	O	Numeric ##0	Speed at this ExtendedResult. Send the speed of the arrow in km/h.
Unchecked	O	S(1)	Send "Y" if the arrow score is unsure. (Remove when sure)

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Where data available after ranking round

Attribute	Value	Description
Code	X	
Pos	N/A	Do not send anything
Value	Numeric ##0.0 or -##0.0	X-axis coordinate of the shot Measured in mm from the centre

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Where data available after ranking round

Attribute	Value	Description
Code	Y	
Pos	N/A	Do not send anything
Value	Numeric ##0.0 or -##0.0	Y-axis coordinate of the shot Measured in mm from the centre

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Where data available after ranking round

Attribute	Value	Description
Code	DIST	
Pos	N/A	Do not send anything
Value	Numeric ##0.0	Distance from the centre of the target to the arrow measured in mm.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Where data available after ranking round

Attribute	Value	Description
Code	DIAM	

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

	Type	Code	Pos	Description
	Pos	N/A	Do not send anything	
	Value	Numeric #0.0	Diameter of the arrow measured in mm.	
ER		ARROW_TOT	N/A	Element Expected: Only after Ranking Round

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the match cumulative score of the arrows (not including Shoot-Off)
ER		SET	Numeric 0	Pos Description: Set number Element Expected: Always after competition started

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Score for this set (set points) in Olympic Round Cumulative score after the set in Ranking Round.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Always

Attribute	Value	Description
Code	ARROW_TOT	
Pos	N/A	N/A
Value	Numeric ##0	Send the set cumulative score of the arrows

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Always in head-2-head (individual and teams)

Attribute	Value	Description
Code	CUMULATIVE	
Pos	N/A	N/A
Value	Numeric #0	Send the set cumulative score of the match after this set

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: In ranking round only

Attribute	Value	Description
Code	TEN_NUM	
Pos	N/A	N/A
Value	Numeric #0	Number of 10's within this sector

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: In ranking round only

Attribute	Value	Description

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

	Type	Code	Pos	Description
	Code	XS_NUM		
	Pos	N/A	N/A	
	Value	Numeric #0	Number of X's within this sector	

ER		TB_ARROW	Numeric #0	Pos Description: Arrow number Element Expected: Only if applicable in Elimination Rounds or Mixed Team in Ranking Round
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 (score) or 'X' (inner ten)	Arrow score for the tie-break shoot-off
	Speed	O	Numeric ##0	Speed at this ExtendedResult Send the speed of the arrow in km/h.
	Unchecked	O	S(1)	Send "Y" if the arrow score is unsure. (Remove when sure)

Sub Element: Result /ExtendedResults /ExtendedResult /Extension			
Expected: Send if equal score			
Attribute	**Value**	**Description**	
Code	CLOSEST		
Pos	N/A	N/A	
Value	S(1)	Closest to centre. Send Y in case of equal score and this is the closet arrow	

ER		TEN_NUM	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of 10's for the competitor

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

	Type	Code	Pos	Description
ER		TIE_BREAK	Numeric 0	Pos Description: Send the tie-break shoot-off series of arrows number (1 for 1st arrow/series of arrows, 2 for 2nd arrow/series of arrows, 3...). Element Expected: If tie-break in Elimination Rounds

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Tie-break shoot-off score (total score of arrow/arrows) (total of the arrows in teams)

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: If applicable after Ranking Round for teams competition

	Attribute	Value	Description
	Code	TB_SET	
	Pos	N/A	N/A
	Value	Numeric #0	Send the set points for the tie-break.

	Type	Code	Pos	Description
ER		TIED	N/A	Element Expected: If applicable in the Ranking Round

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if tied.

	Type	Code	Pos	Description
ER		SO	N/A	Element Expected: If applicable in the Mixed Teams Ranking Round

	Attribute	M/O	Value	Description
	Value	M	String	Send "SO" if shoot-off required. When complete send the complete SO result, for example "SO T19"

	Type	Code	Pos	Description
ER		TOSS	N/A	Element Expected: If applicable in the Ranking Round

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if, after a tie, disk toss is used to break the tie

	Type	Code	Pos	Description
ER		XS_NUM	N/A	Element Expected: If data exists

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of X's for the competitor

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

Type	Code	Pos	Description
ER	SECTOR	Numeric 0	Pos Description: Sector number Element Expected: Only for ~~individual message for~~ ranking round

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Score for this sector
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the rank of the competitor in this sector.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.

Sub Element: Result / ExtendedResults /ExtendedResult /Extension
Expected: Only for ranking round

Attribute	Value	Description
Code	TEN_NUM	
Pos	N/A	N/A
Value	Numeric #0	Number of 10's within this sector

Sub Element: Result / ExtendedResults /ExtendedResult /Extension
Expected: Only for ranking round

Attribute	Value	Description
Code	XS_NUM	
Pos	N/A	N/A
Value	Numeric #0	Number of X's within this sector

Sample (Olympic Round)

```
<Result ResultType="SETS" Result="6" WLT="W" SortOrder="1" StartSortOrder="1">
   <ExtendedResults>
      <ExtendedResult Type="ER" Code="TEN_NUM" Value="5" />
      <ExtendedResult Type="ER" Code="XS_NUM" Value="0" />
      <ExtendedResult Type="ER" Code="ARROW_TOT" Value="86" />
      <ExtendedResult Type="ER" Code="SET" Pos="1" Value="2">
         <Extension Code="ARROW_TOT" Value="29" />
         <Extension Code="CUMULATIVE" Value="2" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="SET" Pos="2" Value="2">
         <Extension Code="ARROW_TOT" Value="29" />
         <Extension Code="CUMULATIVE" Value="4" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="SET" Pos="3" Value="2">
         <Extension Code="ARROW_TOT" Value="28" />
         <Extension Code="CUMULATIVE" Value="6" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="ARROW" Pos="1" Value="9" Speed="210" />
         <Extension Code="X" Value="30.0" />
         <Extension Code="Y" Value="40.0" />
         <Extension Code="DIST" Value="50.0" />
         <Extension Code="DIAM" Value="6.5" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="2" Value="10" Speed="203" />
         <Extension Code="X" Value="20.0" />
         <Extension Code="Y" Value="10.0" />
         <Extension Code="DIST" Value="30.0" />
         <Extension Code="DIAM" Value="6.5" />
……
   </ExtendedResults>
   <Competitor Code="1176083" Type="A">
      <Composition>
         <Athlete Code="1176083" Order="1" Bib="11">
            <Description GivenName="Florian" FamilyName="Floto" Gender="M" Organisation="GER"
BirthDate="1988-04-12" IFId="4180" />
            <EventUnitEntry Type="EUE" Code="TARGET" Value="1" />
            <EventUnitEntry Type="EUE" Code="RANK_RND" Value="11" />
         </Athlete>
```

Sample (Ranking Round)

```
<Result Rank="2" ResultType="POINTS" Result="666" SortOrder="2" StartSortOrder="30">
   <ExtendedResults>
      <ExtendedResult Type="ER" Code="TEN_NUM" Value="31" />
      <ExtendedResult Type="ER" Code="XS_NUM" Value="7" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="1" Value="X" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="2" Value="X" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="3" Value="10" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="4" Value="9" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="5" Value="9" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="6" Value="9" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="7" Value="10" />
……
   <ExtendedResult Type="ER" Code="SECTOR" Pos="1" Value="336" Rank="1">
      <Extension Code="TEN_NUM" Value="16" />
      <Extension Code="XS_NUM" Value="5" />
   </ExtendedResult>
   <ExtendedResult Type="ER" Code="SECTOR" Pos="2" Value="330" Rank="5">
      <Extension Code="TEN_NUM" Value="15" />
      <Extension Code="XS_NUM" Value="2" />
   </ExtendedResult>
   <ExtendedResult Type="ER" Code="SET" Pos="1" Value="57" >
      <Extension Code="ARROW_TOT" Value="57" />
      <Extension Code="TEN_NUM" Value="1" />
      <Extension Code="XS_NUM" Value="2" />
   </ExtendedResult>
   <ExtendedResult Type="ER" Code="SET" Pos="2" Value="116" >
      <Extension Code="ARROW_TOT" Value="59" />
      <Extension Code="TEN_NUM" Value="4" />
      <Extension Code="XS_NUM" Value="1" />
```

```
……
    </ExtendedResult>
</ExtendedResults>
<Competitor Code="1148689" Type="A">
    <Composition>
        <Athlete Code="1148689" Order="1" Bib="8B">
            <Description GivenName="Hyejin" FamilyName="Chang" Gender="W" Organisation="KOR"
BirthDate="1987-05-13" IFId="6890" />
            <EventUnitEntry Type="EUE" Code="TARGET" Value="8" />
            <EventUnitEntry Type="EUE" Code="TARGET_POS" Value="B" />
            <EventUnitEntry Type="EUE" Code="RANK" Value="6" />
```

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

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

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	A	A for athlete
Bib	O	S(4)	Bib number
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach order (if more than one coach is needed). Send 1 if just one coach, sequential number if more than one (order as they are presented on organisation entry form)
Function	M	CC @ResultsFunction	Coach functions

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 /EventUnitEntry (0,N)
For team event information

Type		Code	Pos	Description
EUE		DESCRIPTION	N/A	Element Expected: Just if the Competitor @Code is equal to TBD
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD - 'Winner Match x '
EUE		RANK	N/A	Element Expected: Only send for Ranking Round
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Send the team's World Archery Ranking
EUE		RANK_RND	N/A	Element Expected: Send for all units after Ranking Round
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the team's ranking from the Ranking Round

Element: Result /Competitor /EventUnitEntry (0,N)
For team event information

Type	Code	Pos	Description
EUE	TARGET	N/A	Element Expected: Do not send in case of ranking round event units

	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Team's target number

Sample

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

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

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

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)
Individual athlete's entry information.

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

Sample

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)
Team member's extended result.

	Type	Code	Pos	Description
ER		SCORE	N/A	Element Expected: Only for team members in the ranking round
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the individual score for a team member
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the individual rank for a team member.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
ER		TEN_NUM	N/A	Element Expected: Only for team members in the ranking round
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of 10's for the athlete
ER		XS_NUM	N/A	Element Expected: Only for team members in the ranking round
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of X's for the competitor

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Brackets

2.2.5.1 Description

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

2.2.5.2 Header Values

The following table describes the message header attributes.

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

2.2.5.3 Trigger and Frequency

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

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

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

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

Trigger also after any change.

2.2.5.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

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

Element: Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item (finals). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played)

Element: Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. Each BracketItems should include all BracketItem grouped by their SC @BracketItems.

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

Attribute	M/O	Value	Description
Code	O	Numeric or TBD	In general, it will be sent the bout number for each bracket item (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" for to be defined.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (separator & order, example 5-2). The format requested for the shootoff result is: 5T-4T (28*-28) as example. Also the result could include the IRM : 0(DSQ)-3 as example Must include if the data is available and the match is complete.

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	Send when there is no competitor (BYE) or when it is not known yet (TBD).
Result	O	Numeric #0	Set score achieved by the competitor in the match
WLT	O	SC @WLT	Indicates the winner or loser of the bracket item. Always send when known.
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

Type	Code	Pos	Description
ECP	DESC	N/A	Element Expected: Just in case of the competitor is not known yet
Attribute	**M/O**	**Value**	**Description**
Value	M	S(n)	Competitor's description. Examples: 'Winner Ranking Round No 3' or 'Loser Match 7' etc.
ECP	RES_DET	N/A	Element Expected: After the unit is complete
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Detailed score by set, for example 28,30,27,29,28-T10*

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

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

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

Attribute	M/O	Value	Description
Unit	O	CC @Unit Full RSC	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
Value	O	SC @Pool or S(2)	If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate.
WLT	O	SC @WLT	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

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

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

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

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

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp (1,N)
CompetitorPlace @Pos team competitor's extended bracket information, according to competitors' rules.

Type	Code	Pos	Description
RES	ARROWS	N/A	Element Expected: Only for teams after each match

	Attribute	M/O	Value	Description
	Value	M	S(n)	Send the arrow score achieved by the team in the match as formatted in ORIS (for example 28,30,27,29,28-T10* in the case of tie-break)

Type	Code	Pos	Description
RR	RECORD	N/A	Element Expected: Only for teams and only the first mention (furthest from final) this team appears in the bracket).

	Attribute	M/O	Value	Description
	Value	M	CC @RecordType	Send the record type related with the result of the ranking round. For the athletes who break both records OR and WR, only send the most relevant (WR if both).

Type	Code	Pos	Description
RR	SCORE	N/A	Element Expected: Only for teams and only the first mention (furthest from final) this team appears in the bracket).

	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send the total score of the Team in the Ranking Round

Type	Code	Pos	Description
RR	RANK	N/A	Element Expected: Only for teams and only the first mention (furthest from final) this team appears in the bracket).

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the rank of the Team in the Ranking Round

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
Bib	O	S(4)	Athlete number
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)
CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Description
RES	ARROWS	N/A	Element Expected: Only for individual competition after each match
	Attribute	**M/O**	**Value**	**Description**

	Attribute	M/O	Value	Description
	Value	M	S(n)	Send the arrow score achieved by the athlete in the match as formatted in ORIS.

Type	Code	Pos	Description
RR	RECORD	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket).

	Attribute	M/O	Value	Description
	Value	M	CC @RecordType	Send the highest record type related with the result

Type	Code	Pos	Description
RR	SCORE	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket).

	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send the total score of the athlete in the Ranking Round

Type	Code	Pos	Description
RR	RANK	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket).

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the rank of the athlete in the Ranking Round

Sample

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

2.2.5.5 Message Sort

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

2.2.6 Records

2.2.6.1 Description

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

Special Situations - Not Established Records:
There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.
If this occurs then the NotEstablished flag is used to indicate this situation.
If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (Discipline Level)	RSC of the discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.6.3 Trigger and Frequency

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

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

2.2.6.4 Message Values

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

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

Element: Record /Description (1,1)

Attribute	M/O	Value	Description
Name	M	S(40)	Record description (not code) from Common Codes

Element: Record /RecordType (1,N)

It is possible to have more than one element with the same type (as in the case of National Records).

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

Element: Record /RecordType /RecordData (0,N)

RecordData is not sent for NotEstablished Records unless a "standard" applies

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

Element: Record /RecordType /RecordData (0,N)

RecordData is not sent for NotEstablished Records unless a "standard" applies

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

Element: Record /RecordType /RecordData /Extension (0,N)

Type	Code	Pos	Description
ER	XS_NUM	N/A	Element Expected: Send if applicable. For inner 10s

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of inner 10s

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

Competitor to whom the record is assigned.
Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".

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

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

Competitors extended information.

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

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

2.2.6.5 Message Sort

The following order applies:

- Record @Code
- RecordType @Order

- RecordData @Order

2.2.7 Event Final Ranking

2.2.7.1 Description

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

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

2.2.7.2 Header Values

The following table describes the message header attributes.

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

Attribute	Value	Comment
LogicalDate	Date	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

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

2.2.7.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

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

Element: Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)

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

Element: Result /Competitor /Description (0,1)

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample (Sample)

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

2.2.7.5 Message Sort

Sort by Result @SortOrder

2.2.8 Configuration

2.2.8.1 Description

The Configuration is a message containing general configuration.

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

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be at event level.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "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

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

2.2.8.4 Message Values

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

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

Sample

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

2.2.8.5 Message Sort

There is no general message sorting rule

3   Document Control

Version history		
Version	**Date**	**Comments**
v1.0	1 Aug 2017	First version
V1.1	3 January 2018	Updated
V1.2	20 February 2018	Updated
V2.0	8 August 2018	Updated
V2.1	25 October 2018	Updated
V2.2	24 January 2018	Updated

File Reference: ODF R-SOG-2020-ARC V2.2 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V1.2	SFA	Applicable Messages, correct typo, DT_RECORD replaces DT_STATS DT_SCHEDULE: TeamName added DT_RESULT: Updated availability of ARROW DT_BRACKETS: Added START_LIST trigger
V2.0	SFA	DT_RESULT: Added extensions for arrow position DT_RESULT: In ExtendedInfos add ARROW_SET and SET for ranking round DT_RESULT: In ExtendedResults add SET (end) information DT_PARTIC: Add PB and SB data. Update to support Paralympic Archery. Remove ValueType in ExtendedResults to reduce message size CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	APP	DT_BRACKETS: Add ECP/RES_DET extension at Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace DT_RESULT: Add coach and officials in the message DT_RESULT: Add shoot-off and tied information for ranking round. (SO & TIED)
V2.2	APP	DT_PARTIC: Remove Bib, HAND, MQS related data. DT_RESULT: Add Total points in the 1st half and 2nd half SECTOR for teams in Ranking round. DT_RESULT: Add Result after every SET in Olympic round for individual and teams DT_RESULT: Add CURRENT "team" shooting for Olympic round team DT_RESULT: Add QualificationMark DT_RESULT: Update Result/rank, not sent in elimination units. DT_BRACKETS: Add RR/RANK Remove references to YOG Other editing for clarification without changing the intent