

# OLYMPIC DATA FEED

## **ODF Wrestling Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

© International Olympic Committee

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 2018 Commonwealth Games

This document is to be applied for the 2018 Commonwealth Games. All included concepts are applied except the following:

- DT\_PARTIC / DT\_PARTIC\_UPDATE
  - QUAL\_RANK is excluded
  - QUAL\_TYPE is excluded

## 1.4 2018 Youth Olympic Games

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

- DT\_STATS: Message is not applicable
- DT\_BRACKETS: Message is not applicable

## 1.5 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.

## 1.6 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       |

## 1.7 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. |

**THESE ADDITIONAL CODES WILL BE MOVED TO THE CODE DATABASE AT A LATER TIME.**

### Sport Codes

| Discipline | Code_Entity | Code     | Order | Description   |
|------------|-------------|----------|-------|---------------|
| WRE        | @CompFormat | BRACKETS |       |               |
| WRE        | @CompFormat | NORDIC   |       |               |
| WRE        | @IRM        | DQB      |       | Behaviour DSQ |
| WRE        | @Bracket    | TOUR1    |       |               |
| WRE        | @Bracket    | TOUR2    |       |               |
| WRE        | @Bracket    | TOUR3    |       |               |
| WRE        | @Bracket    | TOUR4    |       |               |
| WRE        | @Bracket    | TOUR5    |       |               |
| WRE        | @Bracket    | TOUR6    |       |               |

## 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 this sport.

- 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_MEDALS                        | Medal standings  |                  |
| DT_MEDALLISTS_DAY                | Medallists of the day  |                  |
| DT_GLOBAL_GM                     | Global good morning  |                  |
| DT_GLOBAL_GN                     | Global good night  |                  |
| DT_RESULT                        | Event Unit Start List and Results  | X                |
| DT_POOL_STANDING                 | Pool Standings   | X                |
| DT_BRACKETS                      | Brackets   | X                |
| DT_STATS                         | Statistics   | X                |
| DT_RANKING                       | Event Final Ranking  | X                |
| DT_COMMUNICATION                 | Official Communication   |                  |
| DT_CONFIG                        | Configuration  | X                |
| DT_MEDALLISTS                    | Event's Medallists   |                  |
| DT_MEDALLISTS_DISCIPLINE         | Medallists by discipline   |                  |
| DT_LOCAL_OFF                     | Discipline/venue stop transmission   |                  |
| DT_LOCAL_ON                      | Discipline/venue start transmission  |                  |
| DT_KA                            | Keep Alive   |                  |

## 2.2 Messages

### 2.2.1 Competition schedule / Competition schedule update

#### 2.2.1.1 Description

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

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

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

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

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

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

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

HATH Individual Head to Head units (e.g. ARC, BDM, TEN etc)

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

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

HTEAM Teams Head to Head units (e.g. BKB, VBV, HOC etc)

Managing when start times are not known.

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

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

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

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

Where HideStartDate='Y' is used then all start times for the units may be the same, usually the same as the

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

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

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

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

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

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

Competition schedule update:

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

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

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

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

### 2.2.1.2 Header Values

The following table describes the message header attributes.

| Attribute       | Value                            | Comment  |
|-----------------|----------------------------------|--|
| CompetitionCode | CC @Competition                  | Unique ID for competition  |
| DocumentCode    | Full RSC at discipline level     |  |
| DocumentType    | DT_SCHEDULE / DT_SCHEDULE_UPDATE | Competition schedule bulk / update                                   |
| Version         | 1...V                            | Version number associated to the message's content. Ascendant number |
| FeedFlag        | "P"-Production<br>"T"-Test       | Test message or production message.                                  |
| Date            | Date                             | Refer to the ODF header definition                                   |

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

### 2.2.1.3 Trigger and Frequency

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

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

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

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

### 2.2.1.4 Message Values

| Element: Competition /Session (0,N) |     |       |  |
|-------------------------------------|-----|-------|--|
| Attribute                           | M/O | Value | Description  |
| SessionCode                         | M   | S(5)  | Format DDD00 where DDD is the discipline and 00 is the session number. |



| <b>Element: Competition /Session (0,N)</b> |            |                    |   |
|--|------------|--------------------|---|
| <b>Attribute</b>                           | <b>M/O</b> | <b>Value</b>       | <b>Description</b>  |
| StartDate                                  | M          | DateTime           | Start date.<br>Example: 2006-02-26T10:00:00+01:00   |
| EndDate                                    | O          | DateTime           | End date.<br>Example: 2006-02-26T10:00:00+01:00   |
| Leadin                                     | O          | m:ss               | Amount of time from session start to first scheduled unit.  |
| Venue                                      | M          | CC @VenueCode      | Venue where the session takes place   |
| VenueName                                  | M          | S(25)              | Venue name  |
| ModificationIndicator                      | O          | S(1)               | Attribute is mandatory in the DT_SCHEDULE_UPDATE message.<br>N = New or U = Update.   |
| SessionStatus                              | M          | CC @ScheduleStatus | nly 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   |

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

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

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

| <b>Element: Competition /Unit (0,N)</b> |            |                   |  |
|---|------------|-------------------|--|
| <b>Attribute</b>                        | <b>M/O</b> | <b>Value</b>      | <b>Description</b>   |
| Order                                   | O          | Numeric<br>###0   | Order of the units when displayed.<br>This field is only considered if HideStartDate = 'Y'. It should not be sent in sports which never use this concept but should be sent for all units in a discipline where the concept is used anywhere in the discipline.<br>Generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location). |
| Medal                                   | O          | SC @UnitMedalType | Gold medal event unit or bronze medal event unit.<br>Do not send if not a medal event unit   |
| Venue                                   | M          | CC @VenueCode     | VVenue where the unit takes place<br>Use TBD if the Venue is not known yet (CC).   |
| Location                                | M          | CC @Location      | Location where the unit takes place<br>Use TBD if the Location is not known yet (CC) or a generic code for the discipline.   |
| SessionCode                             | O          | S(5)              | Code of the session which contains this event unit. Usually in the format DDD00 where DDD is the discipline and 00 is the session number within the discipline. For example ATH02 for the second session in Athletics.   |
| ModificationIndicator                   | O          | N, U              | Attribute is mandatory in the DT_SCHEDULE_UPDATE message only<br><br>N-New event unit<br>U-Update event unit<br>If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.<br><br>If ModificationIndicator="U", then update the event unit.   |

| <b>Element: Competition /Unit /StartText (0,N)</b>   |            |              |  |
|--|------------|--------------|--|
| <b>This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.</b> |            |              |  |
| <b>Attribute</b>   | <b>M/O</b> | <b>Value</b> | <b>Description</b>   |
| Language   | M          | CC @Language | Code Language of the @Value  |
| Value  | M          | S(20)        | Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by")<br>Using a code set or fixed text will also be directly displayed and allow end user translation. |

| 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.<br><br>For competition units show the short unit description from common codes which matches the RSC. |

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

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

| Element: Competition /Unit /StartList /Start /Competitor (1,1) |     |  |  |
|--|-----|--|--|
| Attribute  | M/O | Value  | Description  |
| Code   | M   | S(20) with no leading zeroes, TBD or NOCOMP. | Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later) |
| Type   | M   | T,A  | T for team<br>A for athlete  |
| Organisation   | O   | CC @Organisation                             | Should be sent when known  |

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

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

### 2.2.1.5 Message Sort

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

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

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

### 2.2.2.1 Description

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

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

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

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

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

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

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

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

### 2.2.2.3 Trigger and Frequency

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

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

## 2.2.2.4 Message Values

| Element: Participant (1,N) |     |                              |  |
|----------------------------|-----|------------------------------|--|
| Attribute                  | M/O | Value                        | Description  |
| Code                       | M   | S(20) with no leading zeroes | <p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>   |
| Parent                     | M   | S(20) with no leading zeroes | <p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p> |
| Status                     | O   | CC @ParticStatus             | <p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>   |
| GivenName                  | O   | S(25)                        | Given name in WNPA format (mixed case)   |
| FamilyName                 | M   | S(25)                        | Family name in WNPA format (mixed case)  |
| PrintName                  | M   | S(35)                        | Print name (family name in upper case + given name in mixed case)  |



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

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

| 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.         |
| IFld   | O   | S(16)          | AIBA ID Licence number (competitor's federation licence number for the discipline). |

| Element: Participant /Discipline /DisciplineEntry (0,N) |                  |            |  |
|---|------------------|------------|--|
| Specific discipline information.                        |                  |            |  |
| Type  | Code             | Pos        | Description  |
| ENTRY   | BIB              | N/A        | Element Expected:<br>Always, as soon as this information is known and this official has a referee number (this information can be sent only for update messages) |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|   | Value            | M          | String   |
|   |                  |            | Referee Number (as Bib for officials).   |

**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 |

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

| Type  | Code             | Pos        | Description   |  |
|-------|------------------|------------|---|--|
| ENTRY | QUAL_RANK        | N/A        | Element Expected:<br>Always, as soon as this information is known and this athlete has qualification rank (this information can be sent in both messages)       |  |
|       | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|       | Value            | M          | S(4)  | Qualification Rank for WCH-World Championships qualification type (from 1 to 8) qualification type (@QualifyingType code WCH). |
| ENTRY | QUAL_TYPE        | N/A        | Element Expected:<br>Always, as soon as this information is known and this athlete has Qualification tournament (this information can be sent in both messages) |  |
|       | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|       | Value            | M          | SC @QualifyingType  | Qualification type (method)  |

**Element: Participant /OfficialFunction (0,N)**  
Send if the official has optional functions. Do not send, otherwise.

| Attribute  | M/O | Value               | Description                         |
|------------|-----|---------------------|-------------------------------------|
| FunctionId | M   | CC @ResultsFunction | Additional officials' function code |

### 2.2.2.5 Message Sort

The message is sorted by Participant @Code

## 2.2.3 Event Unit Start List and Results

### 2.2.3.1 Description

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

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

| Attribute       | Value                      | Comment   |
|-----------------|----------------------------|---|
| CompetitionCode | CC @Competition            | Unique ID for competition   |
| DocumentCode    | Full RSC                   |   |
| DocumentType    | DT_RESULT                  | Event Unit Start List and Results message   |
| DocumentSubtype | Not used                   | Not used  |
| Version         | 1..V                       | Version number associated to the message's content.<br>Ascendant number   |
| ResultStatus    | SC @ResultStatus           | It indicates whether the result is official or unofficial (or intermediate etc).<br>START_LIST<br>OFFICIAL<br>LIVE (used during the competition when nothing else applies).<br>UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) |
| FeedFlag        | "P"-Production<br>"T"-Test | Test message or production message.   |
| Date            | Date                       | Date when the message is generated, expressed in the local time zone where the message was produced.  |
| Time            | Time                       | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.   |
| LogicalDate     | Date                       | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.<br><br>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on  |

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

### 2.2.3.3 Trigger and Frequency

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

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

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

This message is also sent when the event unit finishes and the results are still unofficial and again when official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.

- When each period finishes (INTERMEDIATE)
- After each match (UNOFFICIAL/OFFICIAL).

Trigger also after any change.

### 2.2.3.4 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.                         |
| EndDate                                    | O   | DateTime | Actual end date-time else not sent (note that end time is required in this sport) |

| Element: ExtendedInfos /ExtendedInfo (0,N) |                  |            |  |
|--|------------------|------------|--|
| Type                                       | Code             | Pos        | Description  |
| UI   | DURATION         | N/A        | Element Expected:<br>Always, at the end of the match |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|  | Value            | M          | m:ss   |
|  |                  |            | <b>Description</b>                                   |
|  |                  |            | Duration of the Match                                |

| <b>Element: ExtendedInfos /ExtendedInfo (0,N)</b> |             |                    |   |
|---|-------------|--------------------|---|
| <b>Type</b>                                       | <b>Code</b> | <b>Pos</b>         | <b>Description</b>  |
| UI  | UNIT_STATUS | N/A                | Element Expected:<br>When available   |
| <b>Attribute</b>                                  | <b>M/O</b>  | <b>Value</b>       | <b>Description</b>  |
| Value   | M           | SC @PeriodStatus   | Status of the unit  |
| UI  | RES_CODE    | N/A                | Element Expected:<br>Always, at the end of the match  |
| <b>Attribute</b>                                  | <b>M/O</b>  | <b>Value</b>       | <b>Description</b>  |
| Value   | M           | SC @ResultCode     | Code of the match, to indicate the result code of the winner  |
| DISPLAY   | LAST_COMP   | SC @Period         | Pos Description:<br>Send Current Period Code<br><br>Element Expected:<br>Send the current period and the last athlete scored the last technical points  |
| <b>Attribute</b>                                  | <b>M/O</b>  | <b>Value</b>       | <b>Description</b>  |
| Value   | M           | S(20)<br>or<br>'0' | Send the competitor ID of the last athlete to score. Send 0 when a new period starts, before any point.<br><br>Before match do not send the code.<br>At the start of the first period send:<br>'ExtendedInfo Type="DISPLAY"<br>Code="LAST_COMP" Pos="P1"<br>Value="0"<br><br>During the 1st period Pos="P1"<br>During break do not send the code<br>At the start of the second period send:<br>'ExtendedInfo Type="DISPLAY"<br>Code="LAST_COMP" Pos="P2"<br>Value="0" '<br>During the 2nd period Pos="P2"<br>When the result is official do not send the code |

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

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

| <b>Element: Officials /Official (1,N)</b> |            |                              |   |
|---|------------|------------------------------|---|
| <b>Attribute</b>                          | <b>M/O</b> | <b>Value</b>                 | <b>Description</b>  |
| Code                                      | M          | S(20) with no leading zeroes | Official's code   |
| Function                                  | M          | CC @ResultsFunction          | Official's function .<br>Can be different from the function sent in the DT_PARTIC message.<br><br>Send according to the codes for:<br>Referee<br>Judge<br>Mat Chairman. |
| Order                                     | O          | Numeric<br>##0               | Official's order as appropriate.  |
| Bib                                       | O          | S(4)                         | Officials bib   |

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

### Sample

```
....
<Officials>
.....
  <Official Code="7350035" Order="2" Function="RE" Bib="1" >
    <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS"/>
  </Official>
  <Official Code="7350063" Order="3" Function="JU" Bib="3" >
    <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS" />
  </Official>
....
</Officials>
```

#### Element: Periods (0,1)

| Attribute | M/O | Value                        | Description        |
|-----------|-----|------------------------------|--------------------|
| Home      | M   | S(20) with no leading zeroes | Home Competitor ID |
| Away      | M   | S(20) with no leading zeroes | Away Competitor ID |

#### Element: Periods /Period (1,N)

| Attribute       | M/O | Value         | Description  |
|-----------------|-----|---------------|--|
| Code            | M   | SC @Period    | Period code  |
| HomeScore       | M   | Numeric<br>#0 | Overall score of the home competitor at the end of the period.<br><br>Home competitor score up (technical points awarded) at the end of the @Code period.<br>(e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).         |
| AwayScore       | M   | Numeric<br>#0 | Overall score of the away competitor at the end of the period.<br><br>Away competitor score up (technical points awarded) at the end of the @Code period.<br>(e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2). |
| HomePeriodScore | O   | Numeric<br>0  | Score of the home competitor just for this period.<br><br>Home competitor technical points scored just for the @Code period.<br>(e.g.: 3 points for Period-2 ("2nd Period")).  |
| AwayPeriodScore | O   | Numeric<br>0  | Score of the away competitor just for this period.<br><br>Away competitor technical points scored just for the @Code period.<br>(e.g.: 1 point for Period-2 ("2nd Period")).   |
| Duration        | M   | m:ss          | Duration of the period (@Code period).   |



| Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N) |           |           |  |  |
|---|-----------|-----------|--|--|
| ExtendedPeriod information.                                     |           |           |  |  |
| Type  | Code      | Pos       | Description  |  |
| EP  | A_TCP     | Numeric # | Pos Description:<br>Sequential number for the incident, all the actions during the period that award points, from 1 to n (from the first incident to the last one).<br><br>Element Expected:<br>Always when applicable |  |
|   | Attribute | M/O       | Value  | Description  |
|   | Value     | M         | Numeric #<br>or<br>"C"   | Away competitor technical points awarded for each incident during each period<br><br>C- for Caution              |
| EP  | H_TCP     | Numeric # | Pos Description:<br>Sequential number for the incident, all the actions during the period that award points, from 1 to n (from the first incident to the last one).<br><br>Element Expected:<br>Always when applicable |  |
|   | Attribute | M/O       | Value  | Description  |
|   | Value     | M         | Numeric #<br>or<br>"C"   | Home competitor technical points awarded for each incident during each period (see codes).<br><br>C- for Caution |

### Sample

```

<Periods>
  <Period Code="P1" HomeScore="0" AwayScore="3" HomePeriodScore="0" AwayPeriodScore="3"
  Duration="3:00">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="A_TCP_1" Pos="1" Value="3" />
    </ExtendedPeriods>
  </Period>
  <Period Code="P2" HomeScore="1" AwayScore="6" HomePeriodScore="1" AwayPeriodScore="3"
  Duration="3:00">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="H_TCP" Pos="1" Value="1" />
      <ExtendedPeriod Type="EP" Code="A_TCP" Pos="1" Value="1" />
      <ExtendedPeriod Type="EP" Code="A_TCP" Pos="2" Value="1" />
      <ExtendedPeriod Type="EP" Code="A_TCP" Pos="3" Value="1" />
    </ExtendedPeriods>
  </Period>
</Periods>

```

| <b>Element: Result (1,N)</b>   |            |              |  |
|--|------------|--------------|--|
| <b>For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.</b> |            |              |  |
| <b>Attribute</b>   | <b>M/O</b> | <b>Value</b> | <b>Description</b>   |
| WLT  | O          | SC @WLT      | The code whether a competitor won (W) or lost (L) the match.<br>Only will be informed (it is mandatory) at the end of the match. |
| SortOrder  | M          | Numeric      | This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).                 |
| StartSortOrder   | M          | Numeric      | Same as @SortOrder   |

| <b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b> |                  |            |  |   |
|---|------------------|------------|--|---|
| <b>Type</b>   | <b>Code</b>      | <b>Pos</b> | <b>Description</b>   |   |
| ER  | CHALLENGE        | N/A        | Pos Description:<br>Do not send anything                           |   |
|   |                  |            | Element Expected:<br>The code expected only for the Live messages  |   |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>  |
|   | Value            | M          | SC @ChallengeType  | Challenge status during the match. One accepted challenge can become Requested again. |
| ER  | TECH_PTS         | N/A        | Element Expected:<br>Always, as soon as this information is known. |   |
|   |                  |            |  |   |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>  |
|   | Value            | O          | S(2)   | Send the technical points for the competitor (updated during match)                   |
| ER  | CLASS_PTS        | N/A        | Element Expected:<br>Always, as soon as this information is known. |   |
|   |                  |            |  |   |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>  |
|   | Value            | M          | S(2)   | Send the classification points for the competitor                                     |

Sample

```

....
<Result SortOrder="1" StartOrder="1" StartSortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TECH_PTS" Value="5" />
    <ExtendedResult Type="ER" Code="CHALLENGE" Value="REQUESTED" />
  </ExtendedResults>
  <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
    <Composition>
      <Athlete Code="1133274" Bib="17" Order="1" >
        <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W" Organisation="USA"
        BirthDate="1970-11-23" IFid="293006" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="R" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....

```

#### 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<br><br>NOCOMP is sent when there is no competitor (and will not come later) |
| Type         | M   | S(1)  | A for athlete  |
| Organisation | O   | CC @Organisation                              | Competitor's organisation  |

#### 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.<br>Send 1 if Competitor @Type="A". |
| Bib       | M   | S(4)                         | Athlete draw number  |

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

| Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) |                    |            |  |
|---|--------------------|------------|--|
| Type  | Code               | Pos        | Description  |
| EUE   | BODYWEIGHT         | N/A        | Element Expected:<br>Always, as soon as this information is known.             |
|   | <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>   |
|   | Value              | M          | Numeric<br>##0.#   |
|   | <b>Description</b> |            | Bodyweight value   |
| EUE   | COLOUR             | N/A        | Element Expected:<br>Always, as soon as this information is known.             |
|   | <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>   |
|   | Value              | M          | S(1)   |
|   | <b>Description</b> |            | Colour associated to the Athlete. Values could be 'B' for Blue or 'R' for Red. |

### Sample

```

....
<Result ..... >
  <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
    <Composition>
      <Athlete Code="1133274" Bib="17" Order="1" >
        <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W" Organisation="USA"
        BirthDate="1970-11-23" IFId="293006" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="R" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```

### **2.2.3.5 Message Sort**

Sort by Result @SortOrder

## 2.2.4 Pool Standings

### 2.2.4.1 Description

The pool standings message contains the standings of a group in a competition. It is similar to the Phase Results message, except in the frequency and trigger. Here the message is triggered at the start of OVR operations and then after each event unit (game, match, etc.).

This message is only used in the case of Nordic format and a single message covers the full event or in other formats where pools are used.

### 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 (for the group)   | RSC for the pool/group   |
| DocumentType    | DT_POOL_STANDING           | Pool Standings message   |
| Version         | 1..V                       | Version number associated to the message's content.<br>Ascendant number  |
| ResultStatus    | SC @ResultStatus           | Status of the message. Expected statuses are:<br>INTERMEDIATE (before and during the event)<br>UNOFFICIAL (if last match is unofficial)<br>OFFICIAL (after all matches official) |
| FeedFlag        | "P"-Production<br>"T"-Test | Test message or production message.  |
| Date            | Date                       | Date when the message is generated, expressed in the local time zone where the message was produced.   |
| Time            | Time                       | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.  |

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

### 2.2.4.3 Trigger and Frequency

The general rule is that this message is sent:

- Before the start of the competition to build in the initial tables. The message has status INTERMEDIATE.
- When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.
- When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL.

Trigger also after any change.

### 2.2.4.4 Message Values

| Element: ExtendedInfos /ExtendedInfo (0,N) |                  |            |   |  |
|--|------------------|------------|---|--|
| Type                                       | Code             | Pos        | Description   |  |
| UI   | LAST_UNIT        | N/A        | Element Expected:<br>After at least one unit is complete. |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|  | Value            | O          | CC @Unit  | Send the full RSC of the most recently unit made official for the pool included in this message. |
| UI   | UNITS_TOTAL      | N/A        | Element Expected:<br>Always                               |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|  | Value            | M          | Numeric<br>##0  | Total number of units (matches) to be played in the pool included in the message.                |

| Element: ExtendedInfos /ExtendedInfo (0,N) |                |                |  |
|--|----------------|----------------|--|
| Type                                       | Code           | Pos            | Description  |
| UI   | UNITS_COMPLETE | N/A            | Element Expected:<br>Always  |
| <b>Attribute</b>                           | <b>M/O</b>     | <b>Value</b>   | <b>Description</b>   |
| Value                                      | M              | Numeric<br>##0 | Total number of units (matches) which are official in the pool included in this message. |

| Element: ExtendedInfos /SportDescription (0,1)<br>Sport Descriptions in Text. |     |                      |   |
|---|-----|----------------------|---|
| Attribute   | M/O | Value                | Description   |
| DisciplineName  | M   | S(40)                | Discipline name (not code) from Common Codes        |
| EventName   | M   | S(40)                | Event name (not code) from Common Codes             |
| SubEventName  | M   | S(40)                | Text short description of the Event Phase, not code |
| Gender  | M   | CC @DisciplineGender | Gender code for the event unit                      |

| Element: ExtendedInfos /VenueDescription (0,1)<br>Venue Names in Text. Only included where the phase is contested at a single venue |     |               |   |
|---|-----|---------------|---|
| Attribute   | M/O | Value         | Description                                   |
| Venue   | M   | CC @VenueCode | Venue Code                                    |
| VenueName   | M   | S(25)         | Venue short name (not code) from Common Codes |

| Element: Result (1,N) |     |                |  |
|-----------------------|-----|----------------|--|
| Attribute             | M/O | Value          | Description  |
| Rank                  | O   | Text           | Rank in the group.<br>It is optional because a competitor can be disqualified  |
| RankEqual             | O   | S(1)           | Send "Y" if the Rank is equalled else do not send.   |
| ResultType            | O   | SC @ResultType | Result type, either points or IRM with points obtained by the competitor at all matches of the group. This is required if either Result or IRM are filled.   |
| Result                | O   | S(3)           | Send the classification points the competitor has accrued during the pool stage. Optional as not available before the competition.   |
| IRM                   | O   | SC @IRM        | IRM. Send just in the case @ResultType is IRM.   |
| SortOrder             | M   | Numeric        | This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. |
| Won                   | O   | Numeric<br>#0  | Number of matches won by the competitor in the group.<br>Do not send if the competitor has not played.   |



| Element: Result (1,N) |     |                |   |
|-----------------------|-----|----------------|---|
| Attribute             | M/O | Value          | Description   |
| Lost                  | O   | Numeric<br>#0  | Number of matches lost by the competitor in the group.<br>Do not send if the competitor has not played. |
| Played                | O   | Numeric<br>#0  | Number of matches played by the competitor in the group.<br>Send 0 if the competitor has not played.    |
| For                   | O   | Numeric<br>##0 | Total technical points received   |
| Against               | O   | Numeric<br>##0 | Total technical points against  |

| Element: Result /ExtendedResults /ExtendedResult (0,N) |                  |            |  |   |
|--|------------------|------------|--|---|
| Type   | Code             | Pos        | Description  |   |
| UI   | VFA              | N/A        | Element Expected:<br>Always after at least one unit is complete. |   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>  |
|  | Value            | O          | Numeric<br>#0  | Send the number of victories by fall.   |
| UI   | VSU              | N/A        | Element Expected:<br>Always after at least one unit is complete. |   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>  |
|  | Value            | M          | Numeric<br>#0  | Send the number of victories by technical superiority<br>(without points scored by the opponent). |

| Element: Result /Competitor (1,1) |     |                              |                           |
|-----------------------------------|-----|------------------------------|---------------------------|
| Attribute                         | M/O | Value                        | Description               |
| Code                              | M   | S(20) with no leading zeroes | Competitor's ID           |
| Type                              | M   | S(1)                         | A for athlete             |
| Organisation                      | M   | CC @Organisation             | Competitor's organisation |

| Element: Result /Competitor /Composition /Athlete (1,N) |     |                              |             |
|---|-----|------------------------------|-------------|
| Attribute   | M/O | Value                        | Description |
| Code  | M   | S(20) with no leading zeroes | Athlete ID  |
| Order   | M   | Numeric<br>#0                | Send 1      |

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

### Sample

```
<Result Rank="3" ResultType="POINTS" Result="3" SortOrder="3" Played="2" Won="1" Lost="1" >
  <Competitor Code="1234567" Type="A" Organisation="RSA">
    <Composition>
      <Athlete Code="1090697" Order="1">
        <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="RSA"
        BirthDate="1994-12-16" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### 2.2.4.5 Message Sort

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

## 2.2.5 Brackets

### 2.2.5.1 Description

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

### 2.2.5.2 Header Values

The following table describes the message header attributes.

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

### 2.2.5.3 Trigger and Frequency

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

Send when a match/event unit is completed, including Official status. Therefore it is triggered up to two times (with both status) for each event unit. The message should be updated including information on each competitor in the different bracket items.

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

- Send with ResultStatus = 'START\_LIST' when until before the first match is complete.
- 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 | <p>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.</p> <p>It is related to the phase of weight category event (round). In the first rounds and according to the number of competing athletes there might be a Repechage for this round.</p> <p>In the Case of the Bracket code="BRN1", the Bracket /BracketItems Codes to be used are R16, QFL, SF.</p> |

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

| Element: Bracket /BracketItems /BracketItem (1,N) |     |                             |  |
|---|-----|-----------------------------|--|
| Attribute   | M/O | Value                       | Description  |
| Code  | O   | Numeric<br>##0<br>or<br>TBD | In general, it will be sent the match number for each bracket item (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" for to be defined, if the match number is not known. |
| Order   | M   | Numeric                     | Sequential number inside of BracketItems to indicate the order, always start at 1  |
| Date  | O   | Date                        | Date of match (example: YYYY-MM-DD). Must include if the data is available   |
| Time  | O   | S(5)                        | Time of match (example HH:MM). Must include if the data is available.  |
| Unit  | O   | CC @Unit                    | Full RSC of the unit for the BracketItem   |
| Result  | O   | SC @ResultCode              | Send the decision for the match.   |
| NextUnit  | O   | CC @Unit                    | Full RSC of the unit where the successful competitor will progress   |
| NextUnitLoser                                     | O   | CC @Unit                    | Full RSC of the unit where the unsuccessful competitor will progress   |

| Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)  |     |                     |  |
|---|-----|---------------------|--|
| - If the competitors are known, this element is used to place the competitors in the bracket.<br>- If they are not yet known, it contains some information (on the rule to access to this bracket...) |     |                     |  |
| Attribute   | M/O | Value               | Description  |
| Pos   | M   | Numeric<br>##0      | 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).<br><br>Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor. |
| WLT   | O   | SC @WLT             | W or L<br>Indicates the winner or loser of the bracket item. Always send when known  |
| IRM   | O   | SC @IRM             | The invalid rank mark, if applicable   |

| <b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)</b> |  |             |               |   |
|--|--|-------------|---------------|---|
| <b>Type</b>  |  | <b>Code</b> | <b>Pos</b>    | <b>Description</b>  |
| ECP  |  | DRAW        | N/A           | Element Expected:<br>When draw number exists                                      |
| <b>Attribute</b>   |  | <b>M/O</b>  | <b>Value</b>  | <b>Description</b>  |
| Value  |  | M           | Numeric<br>#0 | Send the Draw Number for the competitor in this bracket item.                     |
| ECP  |  | TECH_PTS    | N/A           | Element Expected:<br>When this competitor has technical points (including 0)      |
| <b>Attribute</b>   |  | <b>M/O</b>  | <b>Value</b>  | <b>Description</b>  |
| Value  |  | M           | S(2)          | Send the technical points for the competitor                                      |
| ECP  |  | CLASS_PTS   | N/A           | Element Expected:<br>When this competitor has classification points (including 0) |
| <b>Attribute</b>   |  | <b>M/O</b>  | <b>Value</b>  | <b>Description</b>  |
| Value  |  | M           | S(2)          | Send the classification points for the competitor                                 |

| <b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)</b>  |            |                      |  |  |
|--|------------|----------------------|--|--|
| <p>Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It should always be informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket.</p> <p>CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.</p> |            |                      |  |  |
| <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>         | <b>Description</b>   |  |
| Unit   | O          | CC @Unit<br>Full RSC | Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.   |  |
| Value  | O          | S(2)                 | If the competitor in the current unit is unknown due to coming from previous matches then fill this field with the match number as appropriate.  |  |
| WLT  | O          | SC @WLT              | If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool. |  |

| <b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)</b>                         |            |                              |                                    |
|---|------------|------------------------------|------------------------------------|
| <b>CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .</b> |            |                              |                                    |
| <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>                 | <b>Description</b>                 |
| Code  | M          | S(20) with no leading zeroes | Competitor's ID                    |
| Type  | M          | S(1)                         | A for athlete                      |
| Organisation  | O          | <u>CC @Organisation</u>      | Competitors' organisation if known |

| <b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)</b> |            |                              |  |
|---|------------|------------------------------|--|
| <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>                 | <b>Description</b>   |
| Code  | M          | S(20) with no leading zeroes | Athlete's ID, corresponding to either a team member or an individual athlete |
| Order   | M          | Numeric                      | Order attribute use 1 if Competitor @Type="A".                               |

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

### Sample

```
....
<BracketItem Code="131" Order="2" Date="2016-08-09" Time="01:20" Unit="WREM54KG-----SFNL0001----
" NextUnit Unit=" WREM54KG-----FNL-0001----" >
  <CompetitorPlace Pos="1" WLT="W" Result="PP" >
    <ExtCompPlace>
      <ExtendedResult Type="ECP" Code="DRAW" Value="2"/>
      <ExtendedResult Type="ECP" Code="TECH_PTS" Value="4"/>
      <ExtendedResult Type="ECP" Code="CLASS_PTS" Value="10"/>
    </ExtCompPlace>
    <PreviousUnit Unit=" WREM54KG-----QFNL0001----" />
    <Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
      <Composition>
        <Athlete Code="1066978" Order="1" >
          <Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP"
BirthDate="1991-12-16" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
....
```

### 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 Statistics

### 2.2.6.1 Description

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

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

### 2.2.6.2 Header Values

The following table describes the message header attributes.

| Attribute       | Value                      | Comment   |
|-----------------|----------------------------|---|
| CompetitionCode | CC @Competition            | Unique ID for competition   |
| DocumentCode    | Full RSC                   | The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values).  |
| DocumentSubcode | Not used.                  | Not used.   |
| DocumentType    | DT_STATS                   | Statistics message  |
| DocumentSubtype | TOU                        | Attribute used to extend DocumentType.<br>The attribute DocumentSubtype will be used to categorize different types of statistics reports. The following different DocumentSubtype header attributes:<br><br>* TOU: Tournament statistics, at discipline style event level.<br>- Send the DocumentCode at discipline style event level (DDDGEE-----, where EE will be 'GR' for Greco-Roman style and 'FS' for Freestyle). There will be one statistics message for each discipline style event (3 messages). |
| Version         | 1..V                       | Version number associated to the message's content. Ascendant number  |
| ResultStatus    | SC @ResultStatus           | It indicates whether the result is official or intermediate etc).<br>INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units)<br>OFFICIAL (after the last unit which effects the statistics is official)   |
| FeedFlag        | "P"-Production<br>"T"-Test | Test message or production message.   |
| Date            | Date                       | Date when the message is generated, expressed in the local time zone where the message was produced.  |
| Time            | Time                       | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.   |

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

### 2.2.6.3 Trigger and Frequency

This message has to be sent at the end of the tournament.

### 2.2.6.4 Message Values

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

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

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

| Element: Stats /StatsItems /StatsItem (1,N)  |                    |  |   |
|--|--------------------|--|---|
| Type   | Code               | Pos  | Description   |
| ST   | RES_SC @ResultCode | N/A  | Element Expected:<br>Always for the complete weight category events, in the case of TOU statistics. |
| <b>Attribute</b>   | <b>M/O</b>         | <b>Value</b>   | <b>Description</b>  |
| Value  | O                  | CC @Event or S(5)  | Full RSC of the event or "TOTAL" for totals   |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always for the complete weight category events, in the case of TOU statistics. |                    |  |   |
| <b>Attribute</b>   | <b>Value</b>       | <b>Description</b>   |   |
| Code   | WINS_NUM           |  |   |
| Pos  | N/A                | N/A  |   |
| Value  | Numeric #0         | Number of wins for this Result's code (@ResultCode code) in this weight category (@Eventcode) or the total.          |   |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always for the complete weight category events, in the case of TOU statistics. |                    |  |   |
| <b>Attribute</b>   | <b>Value</b>       | <b>Description</b>   |   |
| Code   | WINS_PERCENT       |  |   |
| Pos  | N/A                | N/A  |   |
| Value  | Numeric #0.0       | Percentage of wins for this Result's code (@ResultCode code) in this weight category (@Event code) or the overall %. |   |
| ST_NOC   | ORGANISATION       | N/A  | Element Expected:<br>Always, in the case of TOU statistics.   |
| <b>Attribute</b>   | <b>M/O</b>         | <b>Value</b>   | <b>Description</b>  |
| Value  | O                  | CC @Organisation or S(5)   | CC @Organisation code or "TOTAL" for the totals   |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics.   |                    |  |   |
| <b>Attribute</b>   | <b>Value</b>       | <b>Description</b>   |   |
| Code   | 1P                 |  |   |
| Pos  | Numeric 0          | Send 1 for own action, 2 for opponent action   |   |
| Value  | Numeric 0          | Number of 1 point actions made by this NOC in the discipline style   |   |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics.   |                    |  |   |
| <b>Attribute</b>   | <b>Value</b>       | <b>Description</b>   |   |
| Code   | 2P                 |  |   |

| <b>Element: Stats /StatsItems /StatsItem (1,N)</b>  |              |                    |  |
|---|--------------|--------------------|--|
| <b>Type</b>   | <b>Code</b>  | <b>Pos</b>         | <b>Description</b>   |
| Pos   | Numeric<br>0 |                    | Send 1 for own action, 2 for opponent action                       |
| Value   | Numeric<br>0 |                    | Number of 2 point actions made by this NOC in the discipline style |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br><b>Expected: Always, in the case of TOU statistics.</b> |              |                    |  |
| <b>Attribute</b>  | <b>Value</b> | <b>Description</b> |  |
| Code  | 3P           |                    |  |
| Pos   | Numeric<br>0 |                    | Send 1 for own action, 2 for opponent action                       |
| Value   | Numeric<br>0 |                    | Number of 3 point actions made by this NOC in the discipline style |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br><b>Expected: Always, in the case of TOU statistics.</b> |              |                    |  |
| <b>Attribute</b>  | <b>Value</b> | <b>Description</b> |  |
| Code  | 4P           |                    |  |
| Pos   | Numeric<br>0 |                    | Send 1 for own action, 2 for opponent action                       |
| Value   | Numeric<br>0 |                    | Number of 4 point actions made by this NOC in the discipline style |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br><b>Expected: Always, in the case of TOU statistics.</b> |              |                    |  |
| <b>Attribute</b>  | <b>Value</b> | <b>Description</b> |  |
| Code  | 5P           |                    |  |
| Pos   | Numeric<br>0 |                    | Send 1 for own action, 2 for opponent action                       |
| Value   | Numeric      |                    | Number of 5 point actions made by this NOC in the discipline style |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br><b>Expected: Always, in the case of TOU statistics.</b> |              |                    |  |
| <b>Attribute</b>  | <b>Value</b> | <b>Description</b> |  |
| Code  | ACT_TIME     |                    |  |
| Pos   | Numeric<br>0 |                    | Send 1 for own action, 2 for opponent action                       |
| Value   | Numeric<br>0 |                    | Activity time of this NOC in the discipline style                  |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br><b>Expected: Always, in the case of TOU statistics.</b> |              |                    |  |

| <b>Element: Stats /StatsItems /StatsItem (1,N)</b>  |                  |   |             |
|---|------------------|---|-------------|
| Type  | Code             | Pos   | Description |
| <b>Attribute</b>  | <b>Value</b>     | <b>Description</b>  |             |
| Code  | CAUTIONS         |   |             |
| Pos   | Numeric<br>0     | Send 1 for own action, 2 for opponent action                              |             |
| Value   | Numeric<br>0     | Number of cautions made by this NOC in the discipline style               |             |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br><b>Expected: Always, in the case of TOU statistics.</b> |                  |   |             |
| <b>Attribute</b>  | <b>Value</b>     | <b>Description</b>  |             |
| Code  | DUR_TBT          |   |             |
| Pos   | N/A              | N/A   |             |
| Value   | Numeric<br>0.#   | Average duration of match (Total time / Total matches) played by this NOC |             |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br><b>Expected: Always, in the case of TOU statistics.</b> |                  |   |             |
| <b>Attribute</b>  | <b>Value</b>     | <b>Description</b>  |             |
| Code  | DUR_TSUM         |   |             |
| Pos   | N/A              | N/A   |             |
| Value   | Numeric<br>##0.# | Total duration of all matches played by this NOC                          |             |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br><b>Expected: Always, in the case of TOU statistics.</b> |                  |   |             |
| <b>Attribute</b>  | <b>Value</b>     | <b>Description</b>  |             |
| Code  | FALLS            |   |             |
| Pos   | N/A              | N/A   |             |
| Value   | Numeric<br>#0    | Number of falls for this NOC in the discipline style                      |             |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br><b>Expected: Always, in the case of TOU statistics.</b> |                  |   |             |
| <b>Attribute</b>  | <b>Value</b>     | <b>Description</b>  |             |
| Code  | FALLS_OPP        |   |             |
| Pos   | N/A              | N/A   |             |
| Value   | Numeric<br>#0    | Number of falls opponent for this NOC in the discipline style             |             |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br><b>Expected: Always, in the case of TOU statistics.</b> |                  |   |             |
| <b>Attribute</b>  | <b>Value</b>     | <b>Description</b>  |             |

| Element: Stats /StatsItems /StatsItem (1,N)  |                    |                    |   |
|--|--------------------|--------------------|---|
| Type   | Code               | Pos                | Description   |
| Code   | FINALS             |                    |   |
| Pos  | N/A                | N/A                |   |
| Value  | Numeric<br>0       |                    | Number of Finals reached by this NOC in the discipline styl                   |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics. |                    |                    |   |
| <b>Attribute</b>   | <b>Value</b>       | <b>Description</b> |   |
| Code   | MATCHES_AVG        |                    |   |
| Pos  | N/A                | N/A                |   |
| Value  | Numeric<br>#0.##   |                    | Matches average for this NOC in the discipline style (ie. 0 or 0.55)          |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics. |                    |                    |   |
| <b>Attribute</b>   | <b>Value</b>       | <b>Description</b> |   |
| Code   | MATCHES_LOST       |                    |   |
| Pos  | N/A                | N/A                |   |
| Value  | Numeric<br>#0      |                    | Number of matches lost by this NOC in the discipline styl                     |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics. |                    |                    |   |
| <b>Attribute</b>   | <b>Value</b>       | <b>Description</b> |   |
| Code   | MATCHES_WON        |                    |   |
| Pos  | N/A                | N/A                |   |
| Value  | Numeric<br>#0      |                    | Number of matches won by this NOC in the discipline style                     |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics. |                    |                    |   |
| <b>Attribute</b>   | <b>Value</b>       | <b>Description</b> |   |
| Code   | MATCHES_COMPETITOR |                    |   |
| Pos  | N/A                | N/A                |   |
| Value  | Numeric<br>0.##    |                    | Ratio Matches/competitors for this NOC in the discipline style (e.g. 1, 2.57) |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics. |                    |                    |   |
| <b>Attribute</b>   | <b>Value</b>       | <b>Description</b> |   |
| Code   | NUM_MATCHES        |                    |   |
| Pos  | N/A                | N/A                |   |

| Element: Stats /StatsItems /StatsItem (1,N)  |                   |  |   |
|--|-------------------|--|---|
| Type   | Code              | Pos  | Description   |
| Value  | Numeric<br>#0     |  | Number of matches contested by this NOC in the discipline style |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics. |                   |  |   |
| Attribute  | Value             | Description  |   |
| Code   | NUM_COMPETITOR    |  |   |
| Pos  | N/A               | N/A  |   |
| Value  | Numeric<br>#0     | Number of competitors for this NOC in the discipline style                     |   |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics. |                   |  |   |
| Attribute  | Value             | Description  |   |
| Code   | PERIOD            |  |   |
| Pos  | Numeric<br>#      | Send period number. There are 2 periods.                                       |   |
| Value  | Numeric<br>#0     | Number of @Pos periods contested by this NOC in the discipline style           |   |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics. |                   |  |   |
| Attribute  | Value             | Description  |   |
| Code   | PERIOD_COMPETITOR |  |   |
| Pos  | N/A               | N/A  |   |
| Value  | Numeric<br>#0.##  | Ratio Periods/competitors for this NOC in the discipline style (ie. 3 or 5.86) |   |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics. |                   |  |   |
| Attribute  | Value             | Description  |   |
| Code   | PERIODS_NUM       |  |   |
| Pos  | N/A               | N/A  |   |
| Value  | Numeric<br>##0    | Number of periods contested by this NOC in the discipline style                |   |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b><br>Expected: Always, in the case of TOU statistics. |                   |  |   |
| Attribute  | Value             | Description  |   |
| Code   | PTS_INDEX         |  |   |
| Pos  | N/A               | N/A  |   |
| Value  | Numeric           | (PTS_WQ POS=1) - (-PTS_WQ POS=2) = Performance index                           |   |

| <b>Element: Stats /StatsItems /StatsItem (1,N)</b>             |                 |  |                    |
|--|-----------------|--|--------------------|
| <b>Type</b>  | <b>Code</b>     | <b>Pos</b>   | <b>Description</b> |
|  | 0.##            |  |                    |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> |                 |  |                    |
| <b>Expected: Always, in the case of TOU statistics.</b>        |                 |  |                    |
| <b>Attribute</b>   | <b>Value</b>    | <b>Description</b>                                     |                    |
| Code   | PTS_TOT         |  |                    |
| Pos  | Numeric<br>0    | Send 1 for positive total, 2 for negative total points |                    |
| Value  | Numeric<br>0    | Number of total points made in the discipline style    |                    |
| <b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> |                 |  |                    |
| <b>Expected: Always, in the case of TOU statistics.</b>        |                 |  |                    |
| <b>Attribute</b>   | <b>Value</b>    | <b>Description</b>                                     |                    |
| Code   | PTS_WQ          |  |                    |
| Pos  | Numeric<br>0    | Send 1 for own points, 2 for the opponent points       |                    |
| Value  | Numeric<br>0.## | Points per minute                                      |                    |



Sample

```

<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="RES_E2" Value="WREMGR57KG-----">
      <ExtendedStat Code="WINS_NUM" Value="0" />
      <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_EV" Value="WREMGR57KG-----">
      <ExtendedStat Code="WINS_NUM" Value="0" />
      <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_VT" Value="WREMGR57KG-----">
      <ExtendedStat Code="WINS_NUM" Value="3" />
      <ExtendedStat Code="WINS_PERCENT" Value="12.5" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_E2" Value="WREMGR65KG-----">
      <ExtendedStat Code="WINS_NUM" Value="0" />
      <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_EV" Value="WREMGR65KG-----">
      <ExtendedStat Code="WINS_NUM" Value="0" />
      <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_PO" Value="TOTAL">
      <ExtendedStat Code="WINS_NUM" Value="17" />
      <ExtendedStat Code="WINS_PERCENT" Value="12.1" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_PP" Value="TOTAL">
      <ExtendedStat Code="WINS_NUM" Value="80" />
      <ExtendedStat Code="WINS_PERCENT" Value="56.7" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_SP" Value="TOTAL">
      <ExtendedStat Code="WINS_NUM" Value="8" />
      <ExtendedStat Code="WINS_PERCENT" Value="5.7" />
    </StatsItem>
    .....
    <StatsItem Type="ST_NOC" Code="ARM" Value="ARM">
      <ExtendedStat Code="NUM_COMPETITOR" Value="4" />
      <ExtendedStat Code="PERIODS_NUM" Value="13" />
      <ExtendedStat Code="PERIOD_COMPETITOR" Value="3.25" />
    .....
    <ExtendedStat Code="MATCHES_LOST" Value="5" />
    <ExtendedStat Code="MATCHES_AVG" Value="0.4" />
    <ExtendedStat Code="FINALS" Value="0" />
    <ExtendedStat Code="1P" Pos="1" Value="8" />
    <ExtendedStat Code="1P" Pos="2" Value="5" />
    <ExtendedStat Code="2P" Pos="1" Value="1" />
    <ExtendedStat Code="PTS_INDEX" Value="-0.72" />
  </StatsItem>

```

| Element: Stats /Competitor (0,N) |     |                              |  |
|----------------------------------|-----|------------------------------|--|
| Attribute                        | M/O | Value                        | Description  |
| Code                             | M   | S(20) with no leading zeroes | Competitor's ID. The competitor should be participating in the style unit depending on the DocumentCode in the message's header. |
| Type                             | M   | S(1)                         | A for team   |
| Order                            | M   | Numeric                      | Order of the competitor in the statistics  |
| Organisation                     | O   | CC @Organisation             | Competitor's organisation  |

| Element: Stats /Competitor /Composition /Athlete (1,N) |     |                              |  |
|--|-----|------------------------------|--|
| Attribute  | M/O | Value                        | Description  |
| Code   | M   | S(20) with no leading zeroes | Athlete's ID, corresponding to an individual athlete |
| Order  | M   | Numeric<br>0                 | Always 1.  |

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

| Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) |           |              |  |  |
|---|-----------|--------------|--|--|
| Type  | Code      | Pos          | Description  |  |
| ST  | 1P        | Numeric<br>0 | Pos Description:<br>Send 1 for own action, 2 for opponent action<br><br>Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU |  |
|   | Attribute | M/O          | Value  | Description  |
|   | Value     | M            | Numeric<br>0   | Number of 1 point actions made by this athlete in the discipline style |

| Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) |                  |              |  |  |
|---|------------------|--------------|--|--|
| Type  | Code             | Pos          | Description  |  |
| ST  | 2P               | Numeric<br>0 | Pos Description:<br>Send 1 for own action, 2 for opponent action<br><br>Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU |  |
|   | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>   |
|   | Value            | M            | Numeric<br>0   | Number of 2 point actions made by this athlete in the discipline style |
| ST  | 3P               | Numeric<br>0 | Pos Description:<br>Send 1 for own action, 2 for opponent action<br><br>Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU |  |
|   | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>   |
|   | Value            | M            | Numeric<br>0   | Number of 3 point actions made by this athlete in the discipline style |
| ST  | 4P               | Numeric<br>0 | Pos Description:<br>Send 1 for own action, 2 for opponent action<br><br>Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU |  |
|   | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>   |
|   | Value            | M            | Numeric<br>0   | Number of 4 point actions made by this athlete in the discipline style |
| ST  | 5P               | Numeric<br>0 | Pos Description:<br>Send 1 for own action, 2 for opponent action<br><br>Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU |  |
|   | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>   |
|   | Value            | M            | Numeric<br>0   | Number of 5 point actions made by this athlete in the discipline style |

| Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) |                  |              |  |   |
|---|------------------|--------------|--|---|
| Type  | Code             | Pos          | Description  |   |
| ST  | ACT_TIME         | Numeric<br>0 | Pos Description:<br>Send 1 for own action, 2 for opponent action<br><br>Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU |   |
|   | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |
|   | Value            | M            | Numeric<br>0   | Activity time of this athlete in the discipline style                         |
| ST  | CAUTIONS         | Numeric<br>0 | Pos Description:<br>Send 1 for own action, 2 for opponent action<br>Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU     |   |
|   | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |
|   | Value            | O            | Numeric<br>0   | Cautions of this athlete in the discipline style                              |
| ST  | DUR_TBT          | N/A          | Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU   |   |
|   | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |
|   | Value            | M            | Numeric<br>0.#   | Average duration of match (Total time / Total matches) played by this athlete |
| ST  | DUR_TSUM         | N/A          | Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU   |   |
|   | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |
|   | Value            | M            | Numeric<br>##0.#   | Total duration of all matches played by this athlete                          |
| ST  | NUM_MATCHES      | N/A          | Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU   |   |
|   | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |
|   | Value            | M            | Numeric<br>0   | Number of matches played by this athlete in the discipline style              |
| ST  | PTS_INDEX        | N/A          | Element Expected:<br>Always, if the information is available for the DocumentSubtype=TOU   |   |
|   | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |

| Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) |                  |            |                  |  |
|---|------------------|------------|------------------|--|
|   | Type             | Code       | Pos              | Description  |
|   | Value            | M          | Numeric<br>0.# # | (PTS_WQ POS=1) - (-PTS_WQ POS=2) =<br>Performance index  |
| ST  |                  | PTS_TOT    | Numeric<br>0     | Pos Description:<br>Send 1 for positive total, 2 for negative<br>total points<br><br>Element Expected:<br>Always, if the information is available<br>for the DocumentSubtype=TOU |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>     | <b>Description</b>   |
|   | Value            | M          | Numeric<br>0     | Number of total points made in the<br>discipline style   |
| ST  |                  | PTS_WQ     | Numeric<br>0     | Pos Description:<br>Send 1 for own points, 2 for the<br>opponent points<br><br>Element Expected:<br>Always, if the information is available<br>for the DocumentSubtype=TOU       |
|   | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>     | <b>Description</b>   |
|   | Value            | M          | Numeric<br>0.# # | Points per minute made   |

### Sample

```

...
<Competitor Code="1083982" Type="A" Order="1" Organisation="EGY">
  <Composition>
    <Athlete Code="1083982" Order="1">
      <Description GivenName="Diaaeldin Kamal Gouda" FamilyName="Abdelmottaleb" Gender="M"
      BirthDate="1993-05-02" Organisation="EGY" />
      <StatsItems>
        <StatsItem Type="ST" Code="NUM_MATCHES" Value="3" />
        <StatsItem Type="ST" Code="1P" Pos="1" Value="1" />
        <StatsItem Type="ST" Code="1P" Pos="2" Value="2" />
        <StatsItem Type="ST" Code="2P" Pos="1" Value="5" />
        <StatsItem Type="ST" Code="2P" Pos="2" Value="6" />
        <StatsItem Type="ST" Code="3P" Pos="1" Value="0" />
        <StatsItem Type="ST" Code="3P" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="4P" Pos="1" Value="0" />
        <StatsItem Type="ST" Code="4P" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="5P" Pos="1" Value="0" />
        <StatsItem Type="ST" Code="5P" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="CAUTIONS" Pos="1" Value="1" />
        <StatsItem Type="ST" Code="CAUTIONS" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="ACT_TIME" Pos="1" Value="0" />
        <StatsItem Type="ST" Code="ACT_TIME" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="PTS_TOT" Pos="1" Value="11" />
        <StatsItem Type="ST" Code="PTS_TOT" Pos="2" Value="14" />
        <StatsItem Type="ST" Code="DUR_TSUM" Value="16.9" />
        <StatsItem Type="ST" Code="DUR_TBT" Value="5.6" />
        <StatsItem Type="ST" Code="PTS_WQ" Pos="1" Value="0.65" />
        <StatsItem Type="ST" Code="PTS_WQ" Pos="2" Value="0.83" />
        <StatsItem Type="ST" Code="PTS_INDEX" Value="-0.18" />
      </StatsItems>
    </Athlete>
  </Composition>
</Competitor>
...

```

### 2.2.6.5 Message Sort

Sort according to the @Order attributes.

## 2.2.7 Event Final Ranking

### 2.2.7.1 Description

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

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

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

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

### 2.2.7.3 Trigger and Frequency

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

### 2.2.7.4 Message Values

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

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



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

| <b>Element: Result /Competitor (1,1)</b> |            |                                      |  |
|--|------------|--------------------------------------|--|
| <b>Attribute</b>                         | <b>M/O</b> | <b>Value</b>                         | <b>Description</b>   |
| Code                                     | M          | S(20) with no leading zeroes, NOC ID | Competitor's ID.<br>If organisation, the value will be organisation code.<br>"NOCOMP" in the case where there is no competitor in the rank due to IRM. |
| Type                                     | M          | A                                    | A for athlete  |
| Organisation                             | O          | CC @Organisation                     | Competitors' organisation if known   |

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

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

### 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.

Ideally the configuration should be provided before competition. The message is sent for each event separately. In that case send the unknown attributes blank (Value="). Send one message per event.

### 2.2.8.2 Header Values

The following table describes the message header attributes.

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

### 2.2.8.3 Trigger and Frequency

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

- As soon as the information is known

Trigger also after any change.

### 2.2.8.4 Message Values

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

| Element: Configs /Config /ExtendedConfig (1,N) |                  |            |  |
|--|------------------|------------|--|
| Type   | Code             | Pos        | Description  |
| EC   | FORMAT           | N/A        | Element Expected:<br>Always  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|  | Value            | M          | SC @CompFormat   |
|  |                  |            | Send the applicable code.  |
| EC   | BRACKET_SIZE     | N/A        | Element Expected:<br>When available and if the format is in brackets |
|  | <b>M/O</b>       | <b>M/O</b> | <b>Value</b>   |
|  | M                | M          | SC @BracketItems   |
|  |                  |            | Send the code for the first phase of the event                       |

#### Sample

```

....
<Configs>
  <Config Unit="WREM57KG-----">
    <ExtendedConfig Type="EC" Code="FORMAT" Value="BRACKETS" />
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
  </Config>
</Configs>

```

### 2.2.8.5 Message Sort

There is no general message sorting rule

# 1 Document Control

| Version history |               |               |
|-----------------|---------------|---------------|
| Version         | Date          | Comments      |
| v1.0            | 2 March 2017  | First version |
| V1.1            | 21 June 2017  | Updated       |
| V1.2            | 1 August 2017 | Approved      |
|                 |               |               |
|                 |               |               |
|                 |               |               |

**File Reference: ODF R-SOG-2020-WRE V1.2 APP**

| Change Log |        |   |
|------------|--------|---|
| Version    | Status | Changes on version  |
| v1.0       | SFR    | First version   |
| V1.1       | SFA    | DT_BRACKETS: Clarify that Result/Result is classification points. Add For/Against. Add Result/ExtendedResults |
| V1.2       | APP    | Approved  |