Olympic Data Feed

ODF Fencing Data Dictionary

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Technology Department
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1 Introduction

1.1 This document

This document includes the ODF Fencing Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Fencing, as well as defines the codes used in these messages.

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **FIE –** "Fédération Internationale d'Escrime" (International Fencing Federation)
- **IF –** International Federation
- **IOC –** International Olympic Committee
- **NOC –** National Olympic Committee
- **ODF –** Olympic Data Feed
- **ODF-RT –** Olympic Data Feed Real Time
- **RSC –** Results System Codes
- **FE –** Fencing
- **WNPA –** World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission	This document describes the technical standards to be used

Document Reference	Document Title	Document Description
	Document	to transfer ODF messages between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport

2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Fencing Data Dictionary.

2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Fencing Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Fencing.

Any ODF Fencing message should follow all the previous definitions in order to be considered as an ODF compliant message.

3 Codes

Several codes are used in the definition of the messages in this document, or more particularly for one sport in each ODF Sport Data Dictionary. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes' entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to ODF Sport Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @Bracket	**Code**	**Description**
	FNL	Final
CC @BracketItems	**Code**	**Description**
	R64	Round of 64 (only for Individuals)
	R32	Round of 32 (only for Individuals)
	R16	Round of 16
	QFL	Quarterfinals
	SFL	Semi-finals
	FNL	Final
CC @CompetitorPlace	**Code**	**Description**
	BYE	There is no competitor (only one participant is competing); the other team/athlete goes directly to the next phase/round.
	UNK	The competitor is not known yet
CC @Discipline	Defined in ODF Common Codes Document See entity Discipline • The entity's attribute to be used is Discipline • However, valid disciplines will be those which Non-Sport attribute='N'	
CC @DisciplineGender	Defined in ODF Common Codes Document See entity Discipline Gender • The entity's attribute to be used is Gender • It will be related to Discipline	
CC @Event	Defined in ODF Common Codes Document See entity Event • The entity's attribute to be used is Event • It will be related to Discipline and Gender	
CC @Function	Defined in ODF Common Codes Document	

Code Entity		Code Entity Set of Values	
		See entity Function • The entity's attribute to be used is Code	
CC @Group		**Code**	**Description**
		100	Individual
		400	Team
CC @IRM (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).		**Code**	**Description**
		DNS	Did not start
		DNF	Did not finish
		DSQ	Disqualified
		EXCL	Excluded
CC @Organisation		Defined in ODF Common Codes Document See entity Organization • The entity's attribute to be used is Code	
CC @Period		**Code**	**Description**
		P1	1st Period
		P2	2nd Period
		P3	3rd Period
		OT	Overtime
CC @Phase		Defined in ODF Common Codes Document See entity Phase • The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event	
CC @Piste		**Code**	**Description**
		A	Final
		B	Blue
		G	Green
		R	Red
		Y	Yellow
CC @QualifyingType		**Code**	**Description**
	Individuals	ZQE	Zone Qualifying Events
		IRZ	FIE Individual Ranking by Zone
		TPC	Tripartite Commission Place
		HST	Host Country Place
		TRZ	FIE Team Ranking by Zone
		TWR	FIE Team World Ranking
		IWR	FIE Individual World Ranking
	Teams	TRZ	FIE Team Ranking by Zone
		TWR	FIE Team World Ranking
		HST	Host Country Place
CC @ResultType		**Code**	**Description**
		POINTS	Points
		IRM_POINTS	For both, points and invalid result mark
CC @Unit		Defined in ODF Common Codes	

Code Entity	Code Entity Set of Values	
	See entity Unit • The entity's attribute to be used is Event Unit • It will be related to Discipline, Gender, Event and Phase	
CC @WLT	**Code**	**Description**
	W	Victory
	L	Defeat
	T	Winner by toss

4 Fencing Data Extension

4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

4.1.1 ODF header

Regarding to the ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- ODF Header: DocumentCode.

4.1.2 Attributes Definition

The attributes types are explained in the section "5.1.2 Attributes Definition" of the ODF Central Messages Interface Document. Please, refer to that document for further information

5 Point in Time

5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Fencing, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- 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 documented" indicates the document where you should go to have the general definition for a particular Message type

- The column "Message used in this sport" indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.

- The column "Message extended in this document" indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the "Message used in this sport column". If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	X
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_PARTIC_HORSES_UPDATE	List of horses update	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_HIST_REC_UPDATE	Historical records update	Central		
DT_GLOBAL_GM	Global good morning	Central	Global	
DT_GLOBAL_GN	Global good night	Central	Global	
DT_START_LIST	Start List	Sports	X	X

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports	X	X
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports	X	X
DT_CONFIG	Discipline configuration	Sports	X	X
DT_WEATHER	Event Unit Weather conditions	Sports		
DT_SERIAL	List of Current PiT Serial	Sports	X	

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5.1.1 List of participants by discipline / List of participants by discipline update

5.1.1.1 Description

This message is the List of participants (current athletes, officials and historical athletes) by discipline (and the update) as described in the ODF Central Messages Interface Document.

5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid.

5.1.1.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

5.1.1.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Fencing are:

- Participant /Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.

5.1.1.5 Message Values

The following table lists the "List of participants by discipline / update" optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if this information is available.
	Height	O	N(3) 999	Height in centimetres. It will be included if this information is available.
Participant /Discipline	InternationalFederationId	O	S(16)	FIE Licence number (competitor's federation licence number for the discipline). It will be included.
Participant /Discipline /RegisteredEvent	Bib	O	S(4) 9990	Athlete's Bib number. It will be included if this information is available.

The following table describes in more detail the Participant /Discipline /RegisteredEvent /EventEntry element in the case of Fencing.

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: World Ranking
	E_HAND		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code

Element: Participant /Discipline /RegisteredEvent /EventEntry

Type	Code	Pos	Value	Description
				For @Pos : Do not send anything
				For @Value: Check Handedness "R" for Right hand "L" for Left hand
	E_Q_TYPE		CC @QualifyingType	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Qualification type (see codes section)
	E_SUBSTITUTE		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Send "Y" if the competitor is a Substitute, "N" just if the value of the attribute has changed
	E_SEED		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Seed Number

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
E_ENTRY /E_RANK	World Ranking	Always, as soon as this information is known and this athlete has ranking or not (this information can be sent in both messages). Only for Individual events.
E_ENTRY /E_HAND	Handedness of the athlete	Always, as soon as this information is known (it can be sent in both messages)
E_ENTRY /E_Q_TYPE	Qualification type.	Always, as soon as this information is known (it can be sent in both messages). For Individual and Team events.
E_ENTRY /E_SUBSTITUTE	When the competitor is a substitute.	As soon as this information is known (it can be sent in both messages). Only for Team events.
E_ENTRY /E_SEED	Seed Number	Always, as soon as this information is known and this athlete has Seed Number (this information only will be sent in the update message). Only for Individual events.

5.1.1.6 Message sort

Please, follow the general definition.

5.1.2 List of teams by discipline / List of teams by discipline update

5.1.2.1 Description

This message is the List of teams by discipline (and the update) as described in the ODF Central Messages Interface Document.

5.1.2.2 Header Values

The definition in the ODF Central Messages Interface Document is valid.

5.1.2.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

5.1.2.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Fencing are:

- Team /Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.

5.1.2.5 Message Values

The following table describes in more detail the Team /Discipline /RegisteredEvent /EventEntry element in the case of Fencing.

Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	**Code**	**Pos**	**Value**	**Description**
E_ENTRY	E_RANK		N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: World Ranking
	E_Q_TYPE		CC @QualifyingType	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Qualification type (see codes section)
	E_SEED		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Seed Number

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
E_ENTRY /E_RANK	World Ranking	Always, as soon as this information is known and the team has ranking or not (this information can be sent in both messages)
E_ENTRY /E_Q_TYPE	Qualification type.	Always, as soon as this information is known (it can be sent in both messages)
E_ENTRY /E_SEED	Seed Number	Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)

5.1.2.6 Message sort

Please, follow the general definition.

5.1.3 Start List

5.1.3.1 Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

5.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.1.3.3 Trigger and Frequency

Please, follow the general definition, taking into account the following:

- 3 min prior to the start of the bout/match (with referees).

5.1.3.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Fencing are:

- UnitInfos /UnitDateTime (following the general rules for this element)

- UnitInfos /UnitInfo

- UnitInfos /UnitInfo /Extensions

- Officials /Official

- Coaches and its child element Coach

- Start /Competitor /EventUnitEntry (only for Team events)

- Start /Competitor /Composition /Athlete /EventUnitEntry (for all events - Individual and Team-; in the case of Team events, team members' detailed information when apply).

In the next section (message values), there is a more detailed definition.

5.1.3.5 Message Values

The following table lists the "Start List" optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @Function	Send according to the codes for: - Referee - Video Referee - Assistant Referee (2 or 3 referees, 1 video referee and 2 assistants are expected in Team events, and 1 referee, 1 video referee and 2 assistants for Individual events)
Start	StartOrder	M	Numeric	Send 1 for A and 2 for B, for both Individual and Team events.
	SortOrder	M	Numeric	Same @StartOrder
Start /Competitor /Coaches/Coach	Function	M	CC @Function	Coach function
	Order	M	Numeric	Send 1 if just one coach, sequential number if more than one (order as they are presented on NOC entry form)
Start /Competitor /Composition /Athlete	Bib	O	String	Athlete's bib number, to be sent optionally for a team member.

The following table describes in more detail the UnitInfos /UnitInfo element and its child element Extensions in the case of Fencing.

Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_FE	FE_PISTE			CC @Piste	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Piste identification (see codes section) (e.g.: A for Final, B for Blue…)
	FE_BOUT		N(1)9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.
					For @Value: Do not send anything
		FE_ID_H		S(20) with no leading zeroes	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Athlete's ID (to identify an athlete) that competes in this bout as a member from the team A.
		FE_ID_A		S(20) with no leading zeroes	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Athlete's ID (to identify an athlete) that competes in this bout as a member from the team B.

For the table above, we have the following additional/summary information:

Type /Code /Extension Code	Description	Expected
UI_FE /FE_PISTE	Piste identification.	Always
UI_FE /FE_BOUT /FE_ID_H /FE_ID_A	The bouts among members of both teams (as a Team match), identifying the bout number and the ID of the athletes of both teams who compete in each one.	Always, when this information is available (just for Team events)

The following table describes in more detail the Start /Competitor /EventUnitEntry element in the case of Fencing.

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_FE	FE_SEED		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Seed Number (for team)
	FE_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Invalid Result Mark supplied by OVR.

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EUE_FE /FE_SEED	Seed number (for team).	Always, as soon as this information is known and this team has Seed Number.
EUE_FE /FE_IRM	Invalid Result Mark supplied by OVR.	As soon as this information is available.

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of Fencing (for all events).

Type	Code	Value	Description
EUE_FE	FE_SEED	N(2) 99	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Seed Number (for athlete)
	FE_SEQ_NUMBER	N(1) 9	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Sequence Number (for a team member), from 1 to 6 (three for each one of the competing teams in a match).
	FE_CAPTAIN	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send 'Y' only if the player is captain
	FE_SUBSTITUTE	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code

Type	Code	Value	Description
			For @Value: Send "Y" if the competitor (as a team member) is a substitute.

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EUE_FE /FE_SEED	Seed Number (for athlete).	Always, as soon as this information is known and this athlete has Seed Number (just for Individual events).
EUE_FE /FE_SEQ_NUMBER	Sequence number for a team member.	Always, as soon as this information is known (just for Team events).
EUE_FE /FE_CAPTAIN	Captain	Send the code just for the captain (when this information is known)
EUE_FE /FE_SUBSTITUTE	Flag that indicates when the team member is a substitute (alternative).	Always, as soon as this information is known (just for Team events).

5.1.3.6 Message sort

Please, follow the general definition.

5.1.4 Event Unit Results

5.1.4.1 Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

5.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.1.4.3 Trigger and Frequency

For Individual events:

- After each bout

For Team events:

- After each match

5.1.4.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Fencing are:

- UnitInfos /UnitDateTime (following the general rules for this element)

- UnitInfos /UnitInfo

- Periods /Period (for Individual events)

- Result /Competitor /ExtendedResults /ExtendedResult (for Team events)

- Result /Competitor /ExtendedResults /ExtendedResult /Extensions (for Team events).

- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for all events -Individual and Team-; detailed results for individuals or team members respectively).

- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions (for all events -Individual and Team-; detailed results for individuals or team members respectively)

5.1.4.5 Message Values

The following table lists the "Event Unit Results" optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

The following table describes in more detail the Result element in the case of Fencing.

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding individual bout / team match (see codes section). Only will be informed (it is mandatory) at the end of the bout / match (in Individual / Team events respectively).

Element	Attribute	M/O	Value	Comments
	Result	O	N(2) 90	Result for the particular event unit, i.e. the final score in the corresponding bout / match (in Individual / Team events respectively). Send just in the case @ResultType is Points or IRM with points (see codes section).
	IRM	O	CC @IRM	Invalid Result Mark for the particular event unit (individual bout / team match); in the case it is assigned. Send just in the case @ResultType is both IRM and points. (see codes section)
	WLT	O	CC @WLT	The code whether a competitor got a victory (W), a defeat (L) or won by toss (T) the individual bout / team match. Only will be informed (it is mandatory) at the end of the bout / match (in Individual / Team events respectively).
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the A (1) and of the B (2), for both Individual and Team events.

The following table describes in more detail the UnitInfos /UnitInfo element in the case of Fencing.

Element: UnitInfos /UnitInfo				
Type	**Code**	**Pos**	**Value**	**Description**
UI_FE	FE_M_DURATION		MM:SS 90:00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Duration of the encounter (Bout Time or Total Match Time according to the events of Individual or Team respectively). Use Time format: MM is minutes, SS is seconds
	FE_M_OVERTIME		MM:SS 90:00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Overtime's duration of the encounter (Bout Overtime or Match Overtime, according to the events of Individual or Team respectively). Use Time format: MM is minutes, SS is seconds.
	FE_T_DURATION		MM:SS 90:00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total duration of the encounter (Bout Time or Total Match Time

Element: UnitInfos /UnitInfo

Type	Code	Pos	Value	Description
				according to the events of Individual or Team respectively), including any overtime on it. Use Time format: MM is minutes, SS is seconds
	FE_WINNER_ID		S(20) with no leading zeroes	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Athlete's ID / Team's ID, to identify an athlete or team, winner of the encounter (individual bout or team match) respectively.
	FE_WIN_TOSS		S(1) (A, B)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				The Winner by Toss indicator before the overtime period, in the case of a tie after the competition periods. Send "A" or "B" if the toss is won by competitor A or B.
	FE_B_DURATION	N(1) 9	MM:SS 90:00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.
				For @Value: Duration of the Bout (within the match, for team events), including any overtime. Use Time format: MM is minutes, SS is seconds

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_FE /FE_M_DURATION	Duration of the encounter (individual bout time or team total match time).	Always, at the end of the individual bout / team match
UI_FE /FE_M_OVERTIME	Duration of the encounter's overtime (individual bout overtime or team match overtime).	Always, at the end of the individual bout / team match
UI_FE /FE_T_DURATION	Total duration of the encounter (individual bout time or team total match time), including overtimes.	Always, at the end of the individual bout / team match
UI_FE /FE_WINNER_ID	Athlete's ID / Team's ID of the winner of the encounter (individual bout / team match) respectively.	Always, at the end of the individual bout / team match
UI_FE /FE_WIN_TOSS	Indicator of the Winner by Toss (A, B) before the overtime period, when a tie is produced after the competition periods.	Always, at the end of the individual bout / team match
UI_FE /FE_B_DURATION	Time for the duration of each bout within a team match.	Always, at the end of the individual bout / team match

The following table describes in more detail the Periods /Period element in the case of Fencing (only for Individual events).

Element	Attribute	M/O	Value	Comments
Periods /Period (just for Individual events)	Code	M	CC @Period	Period code, usually there are 3 periods and optionally an overtime.
	HomeScore	M	N(2) 90	A competitor score up (score achieved) at the end of the @Code period. (e.g.: 4 at the end of Period-1 ("1st Period"), 11 at the end of Period-2 ("2nd Period"), …)
	AwayScore	M	N(2) 90	B competitor score up (score achieved) at the end of the @Code period. (e.g.: 4 at the end of Period-1 ("1st Period"), 9 at the end of Period-2 ("2nd Period"), …)
	HomePeriodScore	O	N(2) 90 Or "-"	A competitor score up just for this period at this moment in time. Send "-" if a period has not been contested.
	AwayPeriodScore	O	N(2) 90 Or "-"	B competitor score up just for this period at this moment in time. Send "-" if a period has not been contested.

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions (only for Team events).

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_FE	FE_BOUT		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.
					For @Value: Do not send anything
		FE_T_SCORE		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the cumulative Score at this bout (for the team in the match).
	FE_NUM_YCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Team Warnings - Number of yellow cards.

Element: Result /Competitor /ExtendedResults /ExtendedResult

Type	Code	Extension Code	Pos	Value	Description
	FE_NUM_RCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Team Warnings - Number of red cards.
	FE_NUM_BCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Team Warnings - Number of black cards.

For the table above, we have the following additional/summary information:

Type /Code /Extension Code	Description	Expected
ER_FE /FE_BOUT /FE_T_SCORE	Team's cumulative score after each bout (at match level).	Always, at the end of each bout within the match
ER_FE /FE_NUM_YCARD	Team Warnings – Number of Yellow cards.	Always
ER_FE /FE_NUM_RCARD	Team Warnings – Number of Red cards.	Always
ER_FE /FE_NUM_BCARD	Team Warnings – Number of Black cards.	Always

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions (for all events).

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Type	Code	Extension Code	Pos	Value	Description
ER_FE_FLOW	FE_SCORE_CC @Period		N(2) 99	N(2) 99	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sequential number to indicate each of the different attacks during this period (@Period code).
					For @Value: Score achieved at this attack of this period (@Period code) within the encounter.
ER_FE	FE_NUM_YCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Warnings and penalties - Number of yellow cards.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Type	Code	Extension Code	Pos	Value	Description
	FE_NUM_RCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Warnings and penalties - Number of red cards.
	FE_NUM_BCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Warnings and penalties - Number of black cards.
	FE_BOUT		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: The number that indentifies the Bout number (within the match, according to the defined bouts in the Start List message), in which it fights as a team member. There will be three bouts for each team member.
					For @Value: Do not send anything
		FE_SCORE		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the team member Score (number of touches) at this bout.
		FE_BC_INDICATOR		S(1)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Black Card indicator. Send "Y" when this team member has received a Black Card at this bout.
		FE_IRM		S(3)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Type	Code	Extension Code	Pos	Value	Description
					For @Value: DSQ Send "DSQ" when this team member has been disqualified at this bout.
	FE_M_SCORE			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the team member Score (touches) achieved within the match. It's the cumulative score of three bouts in which it fights as a team member.

For the table above, we have the following additional/summary information:

Type /Code /Extension Code	Description	Expected
ER_FE_FLOW /FE_SCORE_CC @Period	Result Progression of each score during each period (@Period code).	Just for Individual events
ER_FE /FE_NUM_YCARD	Athlete Warnings and Penalties – Number of Yellow cards.	Just for Individual events
ER_FE /FE_NUM_RCARD	Athlete Warnings and Penalties – Number of Red cards.	Just for Individual events
ER_FE /FE_NUM_BCARD	Athlete Warnings and Penalties – Number of Black cards.	Just for Individual events
ER_FE /FE_BOUT /FE_SCORE	Team member score (number of touches) at each bout (within the match) in which it fights.	Just for Team events (at the end of each bout within the match)
ER_FE /FE_BOUT /FE_BC_INDICATOR	Black Card indicator (when the team member has received a black card at this bout –within the match- in which it fights).	Just for Team events (for any team member in case of black card warning)
ER_FE /FE_BOUT /FE_IRM	Team member IRM at each bout (within the match).	Just for Team events (for any team member)
ER_FE /FE_M_SCORE	Team member cumulative score (number of touches) at this match.	Just for Team events (at the end of each bout within the match)

5.1.4.6 Message sort

Please, follow the general definition.

5.1.5 Event Final Ranking

5.1.5.1 Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

In the case of Fencing, the message has to be sent for all the competition events, as listed in the header values section.

5.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.1.5.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- After each event

5.1.5.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Fencing are:

- EventInfos /EventInfo

5.1.5.5 Message Values

The following table lists the "Event Final Ranking" optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor in the corresponding event. It is optional because the fencer could get an invalid rank mark.
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	Send just if the fencer has been disqualified or excluded of the competition.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event's round (phase), if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified/excluded fencers.

The following table describes in more detail the EventInfos /EventInfo element in the case of Fencing.

Element: EventInfos /EventInfo				
Type	Code	Pos	Value	Description
EI_FE	FE_AFTER_PHASE		CC @Phase	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Ranking after this phase (round) of event. This indicates the phase after which the classification corresponds.

Element: EventInfos /EventInfo				
Type	Code	Pos	Value	Description
				In this case, the possible values for phases (all except the Final phase) are: 6 - Round of 64 5 - Round of 32 4 - Round of 16 3 - Quarterfinals 2 - Semi-finals

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EI_FE /FE_AFTER_PHASE	Phase (round) of the event after which the ranking corresponds.	Always, after each round (except for Final phase)

5.1.5.6   Message sort

Please, follow the general definition.

5.1.6 Brackets

5.1.6.1 Description

This message is the Brackets message as described in the ODF Sport Messages Interface Document.

In the case of Fencing, the message has to be sent for all the competition events, as listed in the header values section.

5.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.1.6.3 Trigger and Frequency

- After the draw

- For Individual events:

    - After each bout

    For Team events:

    - After each match

5.1.6.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Fencing are:

- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces / ExtCompPlace (it should be included when the competitor is not yet known for all events -Individual and Team-)

- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp (it should be included only when the competitor is known in the case of Team events)

- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (it should be included only when the competitor is known in the case of Individual events)

Moreover, the following should be considered:

For Individual events:

- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Round of 64, Round of 32, Round of 16, Quarterfinals and Semi-finals.

- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in the case of the Semi-finals.

- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Match), Semi-finals, Quarterfinals, Round of 16 and Round of 32.

For Team events:

- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Round of 16, Quarterfinals, Semi-finals and Classifications for the places 5-12 (of Round of 16 and Quarterfinals).

- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in the case of the Round of 16 (for Classification 9-12), Quarterfinals (for Classification 5-8) and Semi-finals.

- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Match), Semi-finals, Quarterfinals and Classifications for the places 5 to 12.

5.1.6.5 Message Values

The following table lists the "Brackets" optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the phase of event (round). It will be sent round of 64, ..., quarterfinals, semi-finals or final phase (e.g.: R64 *Round of 64-only for individuals-…* QFL *Quarterfinals…*)
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Bout number or the Match number (according to events of Individual or Team respectively) for each bracket item.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor for this bracket item (BYE) or when it is not known yet (UNK).

The following table describes in more detail the Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace element.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_FE	FE_COMP_DRAW		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Draw Number for the competitor in this bracket item. Is a number between 1 to 16 used in "Round of 16" for Team events (depending on the number of teams competing), and between 1 to 64 used in "Round of 64" for Individual events

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ECP_FE /FE_COMP_DRAW	For the first round of competition ("Round of 64" in Individual events and "Round of 16" in Team events), the draw number for the competitor not known in this place of the bracket item.	Just for "Round of 64" in Individual events and "Round of 16" in Team events, and when there is no competitor in this place (when the CompetitorPlace @Code is BYE)

The following table describes in more detail the Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp element, which should be used in the case of Team events, or the Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth element in the case of Individual events.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp (for Team Events) Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (for Individual events)				
Type	Code	Pos	Value	Description
EBC_FE	FE_DRAW		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Draw Number for the competitor (team or athlete) in this bracket item. Is a number between 1 to 16 used in "Round of 16" for Team events (depending on the number of teams competing), and between 1 to 64 used in "Round of 64" for Individual events

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EBC_FE /FE_DRAW	For the first round of competition ("Round of 64" in Individual events and "Round of 16" in Team events), the draw number for the competitor in this place of the bracket item.	Just for "Round of 64" in Individual events and "Round of 16" in Team events (depending on the number of teams competing)

5.1.6.6   Message sort

Please, follow the general definition.

5.1.7 Event's Medallists

5.1.7.1 Description

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Fencing, the message has to be sent for all the competition events, as listed in the header values section.

5.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.1.7.3 Trigger and Frequency

Please, follow the general definition.

5.1.7.4 Message Structure

Please, follow the general definition.

5.1.7.5 Message Values

Please, follow the general definition.

5.1.7.6 Message sort

Please, follow the general definition.

5.1.8 Discipline/venue good morning

5.1.8.1 Description

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

5.1.8.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.1.8.3 Trigger and Frequency

Please, follow the general definition.

5.1.8.4 Message Structure

Please, follow the general definition.

5.1.8.5 Message Values

Please, follow the general definition.

5.1.8.6 Message sort

Please, follow the general definition.

5.1.9 Discipline/venue good night

5.1.9.1 Description

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

5.1.9.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.

5.1.10 Federation Ranking

5.1.10.1 Description

This message is the Federation Ranking message as described in the ODF Sport Messages Interface Document.

5.1.10.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

Moreover, the DocumentSubtype header attribute should be the Federation Type of Ranking; in this case we will have the following ones:

- CWR: for Current World Ranking Total Scores by event. Send the DocumentCode at gender level (DDG000000).

- NWR: for New World Ranking Total Scores by event. Send the DocumentCode at gender level (DDG000000).

- NOC: for Placing Table for all NOCs participating by discipline. Send the DocumentCode at discipline level (DD0000000).

5.1.10.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- For Current World Ranking (CWR):

  - Day OVR operations start

- For New World Ranking (NWR):

  - Fifteen (15) minutes after the results of the final round are approved

- For Placing Table (NOC):

  - Five (5) minutes after the results of the final round are approved

5.1.10.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Fencing are:

- FedRanking /Ranking /Competitor /Event (for Team events when the competitor is a TEAM, and, for all events –Individual and Team- when the competitor is a NOC)

- FedRanking /Ranking /Competitor /Composition /Athlete /Event (for Individual events when the competitor is an ATHLETE)

In the next section (message values), there is a more detailed definition.

5.1.10.5 Message Values

The following table lists the "Federation Ranking" optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
FedRanking /Ranking	Rank	M	N(3) 990 Or "-"	Competitor's overall federation Rank (according to Ranking @Points). "-" for the competitor who does not have any world ranking (for Type of Ranking -World Ranking-,@DocumentSubtype="CWR" or "NWR").
	Points	M	N(4) 9990	Competitor's overall federation Points.
FedRanking /Ranking /Competitor	Type	M	S(1)	For the Type of Ranking NOC (@DocumentSubtype="NOC"), it should be "N" for NOC's. Otherwise, "A" for Athletes or "T" for Teams according to the event below.
	Organisation	O	CC @Organisation	Organisation ID only for @Type="N" or "T" (when Current is false).
FedRanking /Ranking /Competitor /Event (just for Team events, when the competitor is a TEAM) (for all events – Individual and Team–, when the competitor is a NOC)	Code	M	Concatenation of: CC @Discipline CC @DisciplineGender CC @Event "0" "00" (for Team competitor – Team event, and, NOC competitor – Individual event) Or Concatenation of: CC @Discipline "0" CC @Event "0" "00" (for NOC competitor – Team event)	RSC code (resulting of the concatenation of the discipline, discipline gender and event code, with '0' and '00' for the phase of the unit) to identify the team event (or the Individual event in the case of NOC competitor) for which it is being given the rank points. There are the following team event codes: (401) for Foil Team (402) for Epee Team (403) for Sabre Team For the NOC competitor (Competitor @Type="N") and just in the case of the Team events, the RSC code will be the same as the previous one but with '0' for the discipline gender.
	Points	M	N(4) 9990	Federation points for the competitor (being this competitor a team or a NOC, depending on Competitor @Type) in this event.
FedRanking /Ranking /Competitor /Composition /Athlete /Event (just for individual events, when the competitor is an ATHLETE)	Code	M	Concatenation of: CC @Discipline CC @DisciplineGender CC @Event "0" "00"	RSC code (resulting of the concatenation of the discipline, discipline gender and event code, with '0' and '00' for the phase of the unit) to identify the individual event for which it is being given the rank points. There are the following individual event codes: (001) for Foil Individual (002) for Epee Individual (003) for Sabre Individual
	Points	M	N(4) 9990	Federation points for the athlete in this event.

5.1.10.6 Message sort

Please, follow the general definition.

5.1.11 Discipline configuration

5.1.11.1 Description

This message is the Discipline Configuration message as described in the ODF Sport Messages Interface Document.

5.1.11.2 Header Values

Please, follow the general definition.

5.1.11.3 Trigger and Frequency

Please, follow the general definition.

5.1.11.4 Message Structure

Please, follow the general definition.

5.1.11.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the "Discipline configuration" optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Configs /Config	Gender	M	CC @DisciplineGender	Gender code of the RSC.
	Event	M	CC @Event	Event code of the RSC. There are the following event codes for: -Discipline group: (100) for Individual (400) for Team -Weapons (related to Discipline group: (001) for Foil Individual (002) for Epee Individual (003) for Sabre Individual (401) for Foil Team (402) for Epee Team (403) for Sabre Team
	Phase	O	CC @Phase	Phase code of the RSC. There are the following phases for: -Competition phases: (6) Round of 64 (for Individuals) (5) Round of 32 (for Individuals) (4) Round of 16 (3) Quarterfinals (2) Semi-finals (1) Finals -Session phase (for Discipline groups events): (Z) Sessions

Element	Attribute	M/O	Value	Comments
	Unit	O	CC @Unit	It should be informed just in the case that the information is by Event Unit. Only code Session start date will be applied for sessions phase (@Phase='Z'). In this case, the event unit will be SS, the session number for each discipline group that the data contained in the message refers to. Values could be from '01' to the last session number of this discipline group (e.g.: from '01' to '12' for Individual events). The rest of codes, Session number, Encounter Number and Piste ID (@Code = FE_SESSION, FE_MATCH_NUMBER and FE_PISTE) will be applied for each event unit of competition phases (@Phase= '1' to '6'). In this case, the event unit will be NN (a sequential number).

The following table describes in more detail the Configs /Config /ExtendedConfig element.

Element: Configs /Config /ExtendedConfig					
Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_FE	FE_RANKING_DATE (Send by Event)			Date	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Date of the World Ranking of each event (for all its participants).
	FE_S_DATE (Send by Event Unit-session)			DateTime	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Start date and time of this session.
	FE_SESSION_DATA (Send by Event Unit-session)		N(2) 90	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Session Number. Numeric from 1 to 19 for each of the session
					For @Value: Total number of matches per each session
		CC @EventCode		N(2)	For @Type: Send proposed code (as type)
				90	For @Code: Send proposed extension code
					For @Pos: Do not send anything

Element: Configs /Config /ExtendedConfig

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					For @Value: Total number of matches per each event code (see codes section) for this session.
	FE_SESSION (Send by Event Unit of competition phase)		CC @Group	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Discipline Group, to know to that fencing group this session belongs. There are the following discipline groups codes: (100) Individual (400) Team
					For @Value: Session Number (within a discipline group event)
	FE_MATCH_NUMBER (Send by Event Unit of competition phase)		CC @Group	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Discipline Group, to know to what fencing group this encounter belongs, and therefore if it is an individual bout or a team match.
					For @Value: Send the Bout Number for Individual events, or, the Match Number for Team events (according with the @Pos discipline group event).
	FE_PISTE (Send by Event Unit of competition phase)			CC @Piste	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Piste identification (see codes section) (e.g.: A for Final, B for Blue…)

For the table above, we have the following additional/summary information

Type /Code	Description	Expected
EC_FE /FE_RANKING_DATE	The date of the World Ranking for all participants per discipline events.	Send by event, one time at the beginning of the games.
EC_FE /FE_S_DATE	Start date and time of each session.	Send by Event Unit per session, always that the information is available.
EC_FE /FE_SESSION	Session number of event unit for discipline group (it will be the session in which the corresponding encounter will be included).	Send by event unit per competition phase, just if this information is available.
EC_FE /FE_MATCH_NUMBER	Encounter number: Bout number by event unit of Individual events, or, Match number by event	Send by event unit per competition phase, just if this information is available.

Type /Code	Description	Expected
	unit of Team events.	
EC_FE /FE_PISTE	Piste identification.	Send by event unit per competition phase, just if this information is available.

5.1.11.6 Message sort

Please, follow the general definition.

6 Real time

The following chapter describes the ODF-RT part of Fencing.

6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Fencing the same way as it is done in the table of chapter 4.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_RT_GM	RT Discipline/Venue good morning	Sports	X	
DT_RT_GN	RT Discipline/venue good night	Sports	X	
DT_RT_KA	RT Discipline/venue keep alive	Sports	X	
DT_RT_RESULT	RT Event Unit Results	Sports	X	X
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results	Sports		

6.1.1 RT Event Unit Results

6.1.1.1 Description

This message is the RT Event Unit Results message as described in the ODF Sport Messages Interface Document.

6.1.1.2 Header Values

The ODF header will be sent according to the ODF Common Codes document.

6.1.1.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE_UPDATE"

    o T1: Trigger at the beginning of the encounter (Individual bout / Team match)

    o T2: Trigger after any changes in encounter (Individual bout / Team match) information.

    o T3: Trigger when the period finishes within an Individual bout

    o T4: Trigger at the end of each bout within a Team match

    o T5: Trigger after encounter (Individual bout / Team match) finishes

- ResultStatus="LIVE_FULL"

    o This value should be suggested to test frequency values around the average time used by the athlete to complete their participation in the course

- For other ResultStatus, follow the general definition.

6.1.1.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Fencing are:

- UnitInfos /UnitDateTime (following the general rules for this element)

- UnitInfos /UnitInfo

- Periods /Period (for Individual events)

- Periods /Period /ExtendedPeriods /ExtendedPeriod (for Individual events)

- Result /Competitor /ExtendedResults /ExtendedResult (for Team events)

- Result /Competitor /ExtendedResults /ExtendedResult /Extensions (for Team events).

- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for all events -Individual and Team-; detailed results for individuals or team members respectively).

- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions (for all events -Individual and Team-; detailed results for individuals or team members respectively)

Please, follow the general considerations for all ResultStatus.

In the next section (message values), there is a more detailed definition.

6.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit -individual bout / team match- (see codes section). Only will be informed (it is mandatory) at the end of the bout / match (in Individual / Team events respectively).	T5
	Result	O	N(2) 90	Result for the particular event unit, i.e. the final score in the corresponding bout / match (in Individual / Team events respectively). Send just in the case @ResultType is Points or IRM with points (see codes section).	T5
	IRM	O	CC @IRM	Invalid Result Mark for the particular event unit (individual bout / team match); in the case it is assigned. Send just in the case @ResultType is both IRM and points. (see codes section)	T2, T5
	WLT	O	CC @WLT	The code whether a competitor got a victory (W), a defeat (L) or won by toss (T) the individual bout / team match. Only will be informed (it is mandatory) at the end of the bout / match (in Individual / Team events respectively).	T5
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the A (1) and of the B (2), for both Individual and Team events.	T2, T5

The following table describes in more detail the UnitInfos /UnitInfo element in the case of Fencing.

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_FE	FE_T_DURATION		MM:SS 90:00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value:

Element: UnitInfos /UnitInfo

Type	Code	Pos	Value	Description
				Total duration of the encounter (Bout Time or Total Match Time according to the events of Individual or Team respectively), including any overtime on it. Use Time format: MM is minutes, SS is seconds
	FE_WINNER_ID		S(20) with no leading zeroes	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Athlete's ID / Team's ID, to identify an athlete or team, winner of the encounter (individual bout or team match) respectively.
	FE_CURRENT		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				Send "Y" when this encounter (individual bout / team match) is in progress.
	FE_WIN_TOSS		S(1) (A, B)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				The Winner by Toss indicator before the overtime period, in the case of a tie after the competition periods. Send "A" or "B" if the toss is won by A or B competitor.
	FE_B_DURATION	N(1)9	MM:SS 90:00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.
				For @Value: Duration of the Bout (within the match, for team events), including any overtime. Use Time format: MM is minutes, SS is seconds

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_FE /FE_T_DURATION	Total duration of the encounter (individual bout time or team total match time), including overtimes.	T2, T5
UI_FE /FE_WINNER_ID	Athlete's ID / Team's ID of the winner of the encounter (individual bout / team match) respectively.	T2, T5
UI_FE /FE_CURRENT	Indicates that this encounter (individual bout / team match) is in progress.	T1, T2
UI_FE /FE_WIN_TOSS	Indicator of the Winner by Toss (A, B) before the	T2, T3, T4

	overtime period, when a tie is produced after the competition periods.
UI_FE /FE_B_DURATION	Time for the duration of each bout within a team match.	Just for Team events: T2, T4

The following table describes in more detail the Periods /Period element in the case of Fencing (only for Individual events).

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Periods /Period	Code	M	CC @Period	Period code, usually there are 3 periods and optionally an overtime.	T2, T3
(just for Individual events)	HomeScore	M	N(2) 90 Or "-"	A competitor score up (score achieved) at the end of the @Code period. (e.g.: 4 at the end of Period-1 ("1st Period"), 11 at the end of Period-2 ("2nd Period"), …) Send "-" if a period has not been contested.	T2, T3, T5
	AwayScore	M	N(2) 90 Or "-"	B competitor score up (score achieved) at the end of the @Code period. (e.g.: 4 at the end of Period-1 ("1st Period"), 9 at the end of Period-2 ("2nd Period"), …) Send "-" if a period has not been contested.	T2, T3, T5
	HomePeriodScore	O	N(2) 90 Or "-"	A competitor score up just for this period at this moment in time. Send "-" if a period has not been contested.	T2, T3, T5
	AwayPeriodScore	O	N(2) 90 Or "-"	B competitor score up just for this period at this moment in time. Send "-" if a period has not been contested.	T2, T3, T5

The following table describes in more detail the Periods /Period/ ExtendedPeriods/ ExtendedPeriod element in the case of Fencing (for each period in Individual events).

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (for Individual events)				
Type	Code	Pos	Value	Description
EP_FE	FE_LAST_TOUCH		S(1) (A, B)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Last Touch Indicator for this period when it is the last finished within the bout. Send "A" or "B" if the last touch is scored by A or B competitor.

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EP_FE /FE_LAST_TOUCH	Indicator of Last Touch for whom has scored (A, B) the last touch at the last finished period within the bout.	T2, T3

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions (only for Team events).

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_FE	FE_BOUT		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.
					For @Value: Do not send anything
		FE_T_SCORE		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the cumulative Score at this bout (for the team in the match).
	FE_NUM_YCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Team Warnings - Number of yellow cards.
	FE_NUM_RCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Team Warnings - Number of red cards.
	FE_NUM_BCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Team Warnings - Number of black cards.

For the table above, we have the following additional/summary information:

Type /Code /Extension Code	Description	Expected
ER_FE /FE_BOUT /FE_T_SCORE	Team's cumulative score after each bout (at match level).	T2, T4
ER_FE /FE_NUM_YCARD	Team Warnings – Number of Yellow cards.	T2, T4, T5
ER_FE /FE_NUM_RCARD	Team Warnings – Number of Red cards.	T2, T4, T5
ER_FE /FE_NUM_BCARD	Team Warnings – Number of Black cards.	T2, T4, T5

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions (for all events).

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_FE	FE_NUM_YCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Warnings and penalties - Number of yellow cards.
	FE_NUM_RCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Warnings and penalties - Number of red cards.
	FE_NUM_BCARD			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Warnings and penalties - Number of black cards.
	FE_BOUT		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: The number that indentifies the Bout number (within the match, according to the defined bouts in the Start List message), in which it fights as a team member. There will be three bouts for each team member.
					For @Value: Do not send anything
		FE_SCORE		N(2) 90	For @Type: Send proposed code (as type)
					For @Code:

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Type	Code	Extension Code	Pos	Value	Description
					Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the team member Score (number of touches) at this bout.
		FE_WINNER		S(1)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send "Y" if the team member wins the bout (within the match)
		FE_LAST_TOUCH		S(1)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send "Y" if the team member scored the last touch at the last finished bout (within a match).

For the table above, we have the following additional/summary information:

Type /Code /Extension Code	Description	Expected
ER_FE /FE_NUM_YCARD	Athlete's Warnings and Penalties – Number of Yellow cards.	Just for Individual events: T2, T3, T5
ER_FE /FE_NUM_RCARD	Athlete's Warnings and Penalties – Number of Red cards.	Just for Individual events: T2, T3, T5
ER_FE /FE_NUM_BCARD	Athlete's Warnings and Penalties – Number of Black cards.	Just for Individual events: T2, T3, T5
ER_FE /FE_BOUT /FE_SCORE	Team member score (number of touches) at each bout (within the match) in which it fights.	Just for Team events: T2, T4
ER_FE /FE_BOUT /FE_WINNER	Winner indicator for each bout (within the match) in which it fights, where the team member has won.	Just for Team events: T2, T4
ER_FE /FE_BOUT /FE_LAST_TOUCH	Indicator of Last Touch for the last finished bout (within the match) where the team member has scored the last touch.	Just for Team events: T2, T4

6.1.1.6　Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	21 Aug 2009	Submitted for review version
R2 v2.0	18 Sep 2009	Changes after IDM and Submitted for Approval version
R2 v3.0	16 Oct 2009	Approved version
R2 v3.1	04 Jun 2010	Some minor corrections
R2 v4.0	11 Mar 2011	IR003, IR022 and some minor corrections
R2 v5.0	06 May 2011	ORIS Release 5 version 1.1 changes and some minor corrections
R2 v5.1	03 Oct 2011	Some minor issues
R2 v5.2	02 Dec 2011	Some minor issues
R2 v6.0	10 Feb 2012	IR101, CR5943
R2 v7.0	13 Apr 2012	CR7107 and some minor issues
R2 v7.1	25 May 2012	Some minor issues

File reference: ODF/INT035-R2-v7.1 APP (FE)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version
R2 v2.0	SFA	• Submitted for approval version • After IDM meeting: ▪ Start List: changed the comment for the Bib attribute, is not mandatory for a team member, it will be sent optionally for team members.

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R2 v3.0	APP	• Approved version
R2 v3.1	APP	• RT Event Unit Results: has been added the code FE_WIN_TOSS to the element UnitInfos/UnitInfo, to indicate the winner by toss (the home or the away competitor) before starting the extra time period. And the code FE_DURATION, time of the duration of each bout within a team match, as extension of FE_BOUT in the element Result/Competitor/ExtendedResults/ExtendedResult has been moved to the element UnitInfos/UnitInfo as the new code FE_B_DURATION.
R2 v4.0	APP	• The Bib attribute type has been changed from Numeric to String at the DT_PARTIC, DT_PARTIC_UPDATE and DT_START_LIST messages • List of participants by discipline (and update): Description for E_ENTRY /E_SUBSTITUTE has been modified. • Results: Merge RT data in PiT • IR003: ▪ Add elements required for equalled ranks. • IR022: Changes after the WNPA meeting: ▪ Change the triggers and frequency as the revision of WNPA meeting ▪ Codes: add a format column to Section 3 of the Data Dictionaries
R2 v5.0	APP	• ORIS 5 v1.1 changes (CR526): ▪ Events names have been change to "Gender Weapon Individual/Team". • Home and Away references have been changed to A and B. • List of participants (and update): ▪ E_ENTRY /E_CAPTAIN code has been added. • Start List: ▪ Start /Competitor /Coaches /Coach Element has been added. ▪ Officials' comments have been updated adding the video referee. ▪ EUE_FE /FE_CAPTAIN code has been added. • Event Unit Results: ▪ UI_FE /FE_WIN_TOSS values have been changed to "A" or "B". ▪ ER_FE /FE_BOUT /FE_IRM code has been added. • Discipline Configuration: ▪ EC_FE /FE_SESSION_DATA code has been added. • RT Event Unit Results: ▪ UI_FE /FE_WIN_TOSS values have been changed to "A" or "B". ▪ EP_FE /FE_LAST_TOUCH values have been changed to "A" or "B".
R2 v5.1	APP	• Event Final Ranking: RankEqual comment has been updated. • Event Unit Results & RT Event Unit Results: FE_WIN_TOSS code should be sent for both individual and team events. • RT Event Unit Results: Comments about ResultStatus have been updated.
R2 v5.2	APP	• Federation Ranking: ▪ Trigger and Frequency: "Day INFO operations start" has been changed to "Day OVR operations start".
R2 v6.0	APP	• IR101: DT_SERIAL message added in the PiT messages. • CR5943: ▪ Start List: EUE_FE /FE_IRM code has been added.
R2 v7.0	APP	• CR7107: ▪ Event Unit Results and RT Event Unit Results: Attributes HomePeriodScore and AwayPeriodScore have been added to Periods /Period element. • Codes: ▪ CC @QualifyingType codes and descriptions have been updated (#64380). • List of participants: ▪ InternationaFederationId attribute is now Optional (#64429). ▪ E_ENTRY /E_CAPTAIN code has been removed (#67204). ▪ It has been specified that the entries E_RANK, E_SUBSTITUTE and E_SEED only apply for Individual Participant and not for Participant on Team, and E_Q_TYPE applies for Individual and Team events (#67246).
R2 v7.1	APP	• List of participants:

- It has been specified that the entry E_SUBSTITUTE only applies for Team events (#67246).
- Start List:
  - The trigger has been updated (#58598).

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