

# Olympic Data Feed

## ODF Table Tennis Data Dictionary for the XX Commonwealth Games

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Technology and Information Department  
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# 1 Introduction

## 1.1 This document

This document is a Derivative Work (as defined in the License hereto) prepared by Glasgow 2014 Limited for the purpose of the XX Commonwealth Games.

## 1.2 Objective

The objective of this document is to provide a formal definition of the ODF Table Tennis Data Dictionary for the XX Commonwealth Games, with the intention that the information message producer and the message consumer can successfully interchange the information as the Table Tennis competition is run.

## 1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, Glasgow 2014, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

## 1.4 Glossary

The following abbreviations are used in this document

Acronym	Description
<b>IF or International Federation</b>	The international governing body of an Olympic Sport as recognized by the IOC
<b>IOC</b>	International Olympic Committee
<b>IPC</b>	International Paralympic Committee
<b>CGA</b>	Commonwealth Games Associations
<b>ODF</b>	Olympic Data Feed
<b>ODF-PiT</b>	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
<b>ODF-RT</b>	Olympic Data Feed Real Time, messages that are generated when available
<b>RSC</b>	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
<b>Sport</b>	Is administered by an international federation and can be composed of one or more disciplines
<b>WNPA</b>	World News Press Agencies

## 1.5 Related Documents

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

Document Reference	Document Title	Document Description
		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/INT142	ODF General Messages Interface Document	This document describes the ODF general messages for the XX Commonwealth Games

## 2 Overall Perspective

### 2.1 Objective

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

### 2.2 End to End data flow

In the following sections, for each ODF General 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 Table Tennis.

Any ODF Table Tennis 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. 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 General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description
	CRND_1	Classification First Round (for team events)
	CQFL	Classification Quarterfinal (for team events)
	CSFL	Classification Semi-final (for team events)
	CFNL	Classification Final (for team events)
	QLF	Preliminary Round (for singles and team events)
	RND_1	First Round
	RND_2	Second Round (for singles and doubles events)
	RND_3	Third Round (for singles and doubles events)
	RND_4	Fourth Round (just for Mixed doubles event)
	QFL	Quarterfinal
	SFL	Semi-final
	FNL	Final
CC @CompetitorPlace	Code	Description
	BYE	If there is no match. 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 @Desc	Code	Description
	1	Winner
	2	Loser
CC @Discipline	Defined in ODF Common Codes Document  See entity Discipline <ul style="list-style-type: none"> <li>The entity's attribute to be used is Id</li> </ul>	



Code Entity	Code Entity Set of Values	
	<ul style="list-style-type: none"> <li>However, valid disciplines will be those which Non-Sport attribute='N'</li> </ul>	
CC @DisciplineGender	Defined in ODF Common Codes Document  See entity Discipline Gender <ul style="list-style-type: none"> <li>The entity's attribute to be used is Gender</li> <li>It will be related to Discipline</li> </ul>	
CC @Event	Defined in ODF Common Codes Document  See entity Event <ul style="list-style-type: none"> <li>The entity's attribute to be used is Event</li> <li>It will be related to Discipline and Gender</li> </ul>	
CC @Game (for Singles / Doubles events)	Code	Description
	G1	Game 1
	...	...
	Gn	Game n
CC @Grip	Code	Description
	P	Penholder
	S	Shakehand
CC @Hand	Code	Description
	L	Left
	R	Right
CC @IRM	Code	Description
	DSQ	Disqualified
	RET	Retired
	WO	Walkover
CC @Match (for Team events)	Code	Description
	M1	Match 1
	...	...
CC @MatchType (for team match in Team events)	Code	Description
	D	Doubles
	S	Singles
CC @Phase	Defined in ODF Common Codes Document  See entity Phase <ul style="list-style-type: none"> <li>The entity's attribute to be used is Phase</li> <li>It will be related to Discipline, Gender and Event</li> </ul>	
CC @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document  <ul style="list-style-type: none"> <li>The attribute to be used is Id</li> </ul>	
CC @ResultType	Code	Description
	POINTS	Points
	IRM	Invalid result mark
	IRM_POINTS	For both, points and invalid result mark
CC @Status	Code	Description
	E	Completed

Code Entity	Code Entity Set of Values	
	IP	In progress
	SU	Suspended
CC @Unit	Defined in ODF Common Codes Document  See entity Unit <ul style="list-style-type: none"> <li>• The entity's attribute to be used is Eventunit</li> <li>• It will be related to Discipline, Gender, Event and Phase</li> </ul>	

## 4 Point in Time

### 4.1 Point in Time Applicable Messages

The following table is a full list of all ODF-PiT messages and describes the list of messages used in Table Tennis, as well as the category of each message, which identifies if the message structure definition can be found in the ODF General 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 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 used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of teams	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	X	X
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_HISTORIC_RECORD	Historical records		
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_START_LIST	Start List	X	X
DT_RESULT	Event Unit Results	X	X
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results		
DT_POOL_STANDING	Pool Standings	X	X
DT_RANKING	Event Final ranking	X	X
DT_STATS	Statistics table		

Message Type	Message name	Message used in this sport	Message extended in this document
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_RECORD	Records		
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets	X	X
DT_GM	Discipline/venue good morning	X	
DT_GN	Discipline/venue good night	X	
DT_FED_RANKING	Federation Ranking		
DT_CONFIG	Discipline configuration	X	X
DT_WEATHER	Event Unit Weather conditions		
DT_SERIAL	List of Current PiT Serial	X	

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

### 4.1.1.1 Description

This message is the List of participants by discipline (and the update), for that discipline it is the list of athletes, as described in the ODF General Messages Interface Document.

### 4.1.1.2 Header Values

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

### 4.1.1.3 Trigger and Frequency

The definition in the ODF General Messages Interface Document is valid and in the case when the venue results becomes owner of the data.

### 4.1.1.4 Message Structure

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

- Participant /Discipline /RegisteredEvent
- Participant /Discipline /RegisteredEvent /EventEntry

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

### 4.1.1.5 Message Values

The following table lists the "List of participants by discipline / update" optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Table Tennis, 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.

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

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: Player's world or federation ranking
	E_SEED		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				Seed number
	E_HAND		CC @Hand	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Handedness for the athlete (see codes section)

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

Type /Code	Description	Expected
E_ENTRY /E_RANK	Player's world or federation ranking	Always, as soon as this information is known and this athlete has ranking or not (this information can be sent in both messages).
E_ENTRY /E_SEED	Seed number	If applies, as soon as this information is known and this athlete has Seed Number (this information only will be sent in the update message). Send for Singles events
E_ENTRY /E_HAND	Handedness for the athlete	Always, as soon as this information is known and this athlete has Handedness (this information can be sent in both messages).

#### 4.1.1.6 Message sort

Please, follow the general definition.

## 4.1.2 List of teams by discipline / List of teams by discipline update

### 4.1.2.1 Description

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

### 4.1.2.2 Header Values

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

### 4.1.2.3 Trigger and Frequency

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

### 4.1.2.4 Message Structure

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

- Team /Composition /Athlete
- Team /Discipline /RegisteredEvent
- Team /Discipline /RegisteredEvent /EventEntry

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

### 4.1.2.5 Message Values

The following table lists the “List of teams by discipline / update” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case Table Tennis, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Team /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member.  Therefore, he/she makes part of the team's composition.  You should be able to find further information about the team member in the list of athletes' message according to its @Code.
	Order	O	Numeric	Team member order

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

Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_SEED		N(2) 90	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_SEED	Team's seed number	If applies, as soon as this information is known (this information only will be sent in the update message).

#### 4.1.2.6 Message sort

Please, follow the general definition.



### 4.1.3 Start List

#### 4.1.3.1 Description

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

#### 4.1.3.2 Header Values

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

#### 4.1.3.3 Trigger and Frequency

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

#### 4.1.3.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- UnitInfos /UnitInfo /Extensions
- Officials /Official
- Start /Competitor /Composition /Athlete /EventUnitEntry

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

#### 4.1.3.5 Message Values

The following table lists the “Start List” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Table Tennis, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Code	M	S(20) with no leading zeroes	Official's code (key of the official, to uniquely identify this element)
	Function	M	CC @ResultsFunction	Official's function for the event unit Send the function code: UM - Umpire
	Order	M	Numeric	Official's order
Start	StartOrder	M	Numeric	According to the sport rules. Send 1 for Home and 2 for Away.
	SortOrder	M	Numeric	Same @StartOrder

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

Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_TT	TT_TABLE			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code

Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos : Do not send anything
					For @Value: Table Number (e.g.: 1 for Table 1, 2 for Table 2, etc.)
	TT_MATCH		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Send the match number in the team match
					For @Value: Do not send anything
	TT_TYPE			CC @MatchType	For @Type: Send proposed code as type
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Type of the match (S or D) in the team match (see codes section)
	TT_HOME		N(1) 9	S(20) with no leading zeroes	For @Type: Send proposed code as type
				Or	For @Code: Send proposed extension code
				TBD	For @Pos : Send 1 in case of single matches in the team match.
				Or	Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 1)
				BYE	For @Value: Send the player's ID for each player (for the team with team order 1) at the match in the team match if known, or TBD (for To Be Defined), or BYE (if no player)
	TT_AWAY		N(1) 9	S(20) with no leading zeroes	For @Type: Send proposed code as type
				Or	For @Code: Send proposed extension code
				TBD	For @Pos : Send 1 in case of single matches in the team match.
				Or	Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 2)
				BYE	

Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the player's ID for each player (for the team with team order 2) at the match in the team match (if known), or TBD (for To Be Defined), or BYE (if no player)

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

Type /Code /Extension Code	Description	Expected
UI_TT /TT_TABLE	Table number for one specific event unit	Always
UI_TT /TT_MATCH	Match number in the team match	Just for team events
/TT_TYPE	Type of the match (S or D) in the team match	
/TT_HOME	Players at the match (within the team match) for the team with team order 1	(if available)
/TT_AWAY	Players at the match (within the team match) for the team with team order 2	(if available)

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of Table Tennis.

Element: Start /Competitor /Composition /Athlete /EventUnitEntry						
Type	Code	Pos	Value	Description		
EUE_TT	TT_TS		S(1) (A, B, C) Or (X, Y, Z)	For @Type: Send proposed type		
				For @Code: Send proposed code		
				For @Pos : Do not send anything		
				For @Value: Team sequence for each team player in the match (within the team match), (e.g.: send A, B or C for Team order 1, or, X, Y or Z for Team order 2)		
	TT_GRIP			CC @Grip	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Grip of the player	

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

Type /Code	Description	Expected
EUE_TT /TT_TS	Team sequence for each player in the match (within the team match).	Just for team events, if available

	<p>For the <u>first two singles matches</u> within the team match:</p> <ul style="list-style-type: none"> <li>- the team with team order 1 uses team sequence A and B in matches 1 and 2 respectively</li> <li>- the team with team order 2 uses team sequence X and Y</li> </ul> <p>For the <u>doubles match</u> within the team match, for each pair in the match:</p> <ul style="list-style-type: none"> <li>- for the known player in the pair: the team with team order 1 uses team sequence C and the team with team order 2 uses team sequence Z</li> <li>- for the second player in the pair: the team with team order 1 uses team sequence A or B respectively and the team with team order 2 uses team sequence X or Y</li> </ul> <p>For the <u>fourth match</u> in the team match:</p> <ul style="list-style-type: none"> <li>- for team order 1: before the team match – blank, after teams have indicated the doubles paring: A or B</li> <li>- for team order 2: Z</li> </ul> <p>For the <u>fifth match</u> in the team match:</p> <ul style="list-style-type: none"> <li>- for team order 1: C</li> <li>- for team order 2: before the team match – blank, after teams have indicated the doubles paring: X or Y</li> </ul>	
EUE_TT /TT_GRIP	Send the grip of the player	Always, as soon as this information is known.

#### 4.1.3.6 Message sort

Please, follow the general definition.

## 4.1.4 Event Unit Results

### 4.1.4.1 Description

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

### 4.1.4.2 Header Values

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

### 4.1.4.3 Trigger and Frequency

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

#### Singles and Doubles events:

- UNOFFICIAL / OFFICIAL: After each match

#### Team events:

- INTERMEDIATE: After each match (within team match)
- UNOFFICIAL / OFFICIAL: After last match (within team match)

### 4.1.4.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for all events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions (for all events)
- Result /Competitor /Stats /Stat (only for Doubles and Team events)
- Result /Competitor /Composition /Athlete /Stats /Stat (only for Singles events)

### 4.1.4.5 Message Values

The following table lists the “Event Unit Results” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Table Tennis, as well as the attributes that have an extended definition.

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

Element	Attribute	M/O	Value	Comments
	Result	O	N(2) 90	<p>Result for the particular event unit, i.e. the number of games/matches won in the corresponding match.</p> <p>Send either in the case @ResultType is points or IRM with points (see codes section).</p> <p>-Games won in the match for <u>singles / doubles</u>. If the opponent did not play -DSQ before the match or WO-, it will not be sent. If the opponent retires (RET) or is disqualified (DSQ) after the match was started, it will be 4 for the winner.</p> <p>Or</p> <p>-Matches won in the team match for <u>team events</u>. It will not be sent if the team opponent did not play (DSQ before the match or WO). If the opponent retires (RET) or is disqualified (DSQ) after the team match was started, it will be 3 for the winner.</p>
	IRM	O	CC @IRM	<p>Invalid Result Mark for the particular event unit, in case it is assigned.</p> <p>Send just in the case @ResultType is IRM or both IRM and Points for some period; the match will have finished (see codes section).</p>
	WLT	O	S(1)	<p>The code whether a competitor won (W) or lost (L) the match.</p> <p>Only will be informed (it is mandatory) at the end of the match.</p>
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and of the Away (2).

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

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_TT	TT_DURATION		HH:MM 99:90	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: In case of singles/doubles events: duration of the match. In case of team events: duration of the team match.</p> <p>Use Time format: HH is hours MM is minutes</p>

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
	TT_STATUS		CC @Status	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of the match (see codes section)

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

Type /Code	Description	Expected
UI_TT /TT_DURATION	Duration of the match. Send the match duration in minutes (for singles/doubles events) or the team match duration in hours and minutes (for team events).	Always, at the end of the match. It will not be sent for DSQ before the match or WO.
UI_TT /TT_STATUS	Status of the current Match.	Just for singles / doubles

The following table describes in more detail the Periods /Period element in the case of Table Tennis.

Element	Attribute	M/O	Value	Comments
Periods /Period	Code	M	CC @Game  Or  CC @Match	Game number in case of singles/doubles events (usually there are 7 games and match total).  Match number in case of team events (usually there are 3 matches, and 5 -if necessary-).
	HomeScore	M	N(2) 90	Home competitor score up (number of games / matches won) at the end of this game / match (@Code period) (e.g.: 2 at the end of Period-2 (Game 2), it has won two games -this game and the previous one-).  For <u>singles/doubles</u> : cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match,  For <u>team events</u> : cumulative matches won by team with team order 1 at the match (match number at the Period Code: M1..Mn) in the team match.
	AwayScore	M	N(2) 90	Away competitor score up (number of games / matches won) at the end of this game / match (@Code period) (e.g.: 0 at the end of Period-2 (Game 2), it has not won any game -has lost this game and the previous one-).  For <u>singles/doubles</u> : cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match,  For <u>team events</u> : cumulative matches won by team with team order 2 at the match (match number at the Period Code: M1..Mn) in the team match.

Element	Attribute	M/O	Value	Comments
	HomePeriodScore	O	N(2) 90	<p>Home competitor points just for this game / match (@Code period) (e.g.: 11 points for Period-2 (Game 2), has won this game).</p> <p>For <u>singles/doubles</u>: points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match,</p> <p>For <u>team events</u>: games won by team with team order 1 just for this match (match number at the Period Code: M1..Mn) in the team match.</p>
	AwayPeriodScore	O	N(2) 90	<p>Away competitor points just for this game / match (@Code period) (e.g.: 8 points for Period-2 (Game 2), has lost this game).</p> <p>For <u>singles/doubles</u>: points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match,</p> <p>For <u>team events</u>: games won by team with team order 2 just for this match (match number at the Period Code: M1..Mn) in the team match.</p>
	Duration	O	MM 90	<p>Duration of this game/match (@Code period).</p> <p>For <u>singles/doubles</u>: duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match,</p> <p>For <u>team events</u>: duration (minutes) of the match (match number at the Period Code: M1..Mn) in the team match.</p> <p>Use Time format: MM is minutes</p>

The following table describes in more detail the Periods /Period /ExtendedPeriods /ExtendedPeriod element in the case of Table Tennis.

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_TT	TT_STATUS		CC @Status	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of the match (within team match) (see codes section)
	TT_HOME_GAMES		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:



Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				Do not send anything
				For @Value: Send the number of games won by the team with team order 1 at the corresponding match
	TT_AWAY_GAMES		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of games won by the team with team order 2 at the corresponding match
	TT_HOME_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the invalid result mark of the team with team order 1 at the corresponding match
	TT_AWAY_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the invalid result mark of the team with team order 2 at the corresponding match
	TT_HOME_WLT		CC @WLT	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: The code whether the team with team order 1 won (W) or lost (L) the corresponding match
	TT_AWAY_WLT		CC @WLT	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				For @Value: The code whether the team with team order 2 won (W) or lost (L) the corresponding match
	TT_HOME_PTS_G	N(1) 0	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game number
				For @Value: Send the points won by the team with team order 1 at the game for the corresponding match in the team match.
	TT_AWAY_PTS_G	N(1) 0	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game number
				For @Value: Send the points won by the team with team order 2 at the game for the corresponding match in the team match.
	TT_DURATION_G	N(1) 0	MM 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game number
				For @Value: Send the duration of the game for the corresponding match in the team match.

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

Type /Code	Description	Expected
EP_TT /TT_STATUS	Status of the match (within team match)	Just for team events
EP_TT /TT_HOME_GAMES	Send the number of games won by the team with team order 1 at the corresponding match (match number at the Period Code: M1..Mn)	Just for team events
EP_TT /TT_AWAY_GAMES	Send the number of games won by the team with team order 2 at the corresponding match (match number at the Period Code: M1..Mn)	Just for team events
EP_TT /TT_HOME_IRM	Send the invalid result mark of the team with team order 1 at the corresponding match	If applies, just for team events
EP_TT /TT_AWAY_IRM	Send the invalid result mark of the team with team order 2 at the corresponding match	If applies, just for team events
EP_TT /TT_HOME_WLT	The code whether the team with team order 1 won (W) or lost (L) the corresponding match	Just for team events

EP_TT /TT_AWAY_WLT	The code whether the team with team order 2 won (W) or lost (L) the corresponding match	Just for team events
EP_TT /TT_HOME_PTS_G	Send the points won for the team with team order 1 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match.	Just for team events
EP_TT /TT_AWAY_PTS_G	Send the points won for the team with team order 2 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match.	Just for team events
EP_TT /TT_DURATION_G	Send the duration of the game for the corresponding match in the team match.	Just for team events

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_TT	TT_IRM			CC @IRM	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @ Pos: Do not send anything	
					For @Value: Send invalid result mark, in case it is assigned to a team member.	
	CC @Game			N(2) 90	N(2) 90	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Send the service indicator number, for each service change. From 0 (at the start of the game) to n.
						For @Value: Send the cumulative points for each service change at this game
	TT_SERVE				S(1)	For @Type: Send proposed extended type
						For @Code: Send proposed extension code
For @Pos: Do not send anything						
For @Value: Send Y if the player serves at this point in time						
CC @Match_CC @Game			N(2) 90	N(2) 90	For @Type: Send proposed type	
					For @Code: Send proposed code	

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Send the service indicator number, for each service change. From 0 (at the start of the game) to n.
					For @Value: Send the cumulative points for each service change at this game and match of the team match
		TT_SERVE		S(1)	For @Type: Send proposed extended type
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send Y if the player of team serves at this point in time

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

Type /Code /Extension Code	Description	Expected
ER_TT /TT_IRM	Invalid result mark for a team member.	If applies
ER_TT /CC @Game /TT_SERVE	Send the cumulative points for each service change at this game.  @Pos number 0 should be for the start of the game, that is, when the score is 0:0. Service change is every 2 points. After 10:10 tie, service change is every point.	For singles/doubles
ER_TT /CC@Match_CC@Game /TT_SERVE	Send the cumulative points for each service change at this game and match of the team match (for example, code M1_G1 for the game 1 of the match 1 of the team match)  @Pos number 0 should be for the start of the game, that is, when the score is 0:0. Service change is every 2 points. After 10:10 tie, service change is every point.	For team events

The following table describes in more detail the Result /Competitor /Stats /Stat element, which should be used in the case of Doubles and Team events.

Element: Result /Competitor /Stats /Stat (in the case of Doubles and Team events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_TT	TT_RES		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code

Element: Result /Competitor /Stats /Stat (in the case of Doubles and Team events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					<p>For @Pos: 0 in case of points for the whole team match (all the matches), or Doubles match Or Match number in the team match in case of points for each match in the team match</p> <p>For @Value: Do not send anything</p>
		TT_WON	N(1) 0	N(2) 90	<p>For @Type: Send proposed code as type</p> <p>For @Code: Send proposed Extended Stat code</p> <p>For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match.</p> <p>For @Value: Points won by the team for the whole team match, or, for each match in the team match, or, for each game in each match, or by the pair on the match</p>
	TT_MATCHES		N(1) 0		<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: 0 in case of totals for the whole team match (all the matches), or Doubles match Or Match number in the team match in case of totals at each match in the team match</p> <p>For @Value: Do not send anything</p>
		TT_BIGGEST_LEAD	N(1) 0	S(1)	<p>For @Type: Send proposed code as type</p> <p>For @Code: Send proposed Extended Stat code</p> <p>For @Pos: Send the game number for each game at each match.</p> <p>For @Value: Biggest lead by the team/pair for each game at each match. If team/pair never had the lead, use "-"</p>
		TT_PTS_WON_SRV	N(1) 0	N(2) 90	<p>For @Type: Send proposed code as type</p>

Element: Result /Competitor /Stats /Stat (in the case of Doubles and Team events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed Extended Stat code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for each game at each match.
					For @Value: Send the points won on own serve by the team/pair for each match or for the whole team match
		TT_PTS_LOST_SRV	N(1) 0	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for each game at each match.
					For @Value: Send the points lost on own serve by the team/pair for each match or for the whole team match
		TT_MST_CONS_PW	N(1) 0	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for each game at each match.
					For @Value: Send the most consecutive points won by the team/pair for each match or for the whole team match
		TT_GTST_DEF_OVC	N(1) 0	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for each game at each match.

Element: Result /Competitor /Stats /Stat (in the case of Doubles and Team events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Send the greatest deficit overcome by the team/pair for each match or for the whole team match

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

Type /Code	/ExtendedStat Code	Description	Expected
ST_TT /TT_RES	/TT_WON	Point's information. Points won by the competitor for the whole team match, or doubles match, or for each match in the team match, or for each game in each match	Always, if the information is available
ST_TT /TT_MATCHES		Matches information by the competitor, for the whole team match, or doubles match, or for each match in the team match, or for each game in each match:	Always, if the information is available
	/TT_BIGGEST_LEAD	Biggest lead just for each game in each match	Always, if the information is available
	/TT_PST_WON_SRV	Number of points won on own serve	Always, if the information is available
	/TT_PST_LOST_SRV	Number of points lost on own serve	Always, if the information is available
	/TT_MST_CONS_PW	The most consecutive points won	Always, if the information is available
	/TT_GTST_DEF_OVC	The greatest deficit overcome	Always, if the information is available

The following table describes in more detail the Result /Competitor /Composition /Athlete /Stats /Stat element, which should be used in the case of Singles events.

Element: Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_TT	TT_RES		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 in case of points for the match in case of singles. Game number in the match in case of points for the game in the match in case of singles.
					For @Value: Do not send anything
		TT_WON		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed Extended code
					For @Pos: Do not send anything

Element: Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Points won by the single athlete for each game in the match or for the whole match.  It will not be sent if the competitor did not play (DSQ before the match or WO).
	TT_GAMES		N(1) 0		For @Type: Send proposed type For @Code: Send proposed code For @Pos: 0 in case of the whole match (all the games). Game number in case of each game in the match. For @Value: Do not send anything
		TT_BIGGEST_LEAD		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Biggest lead by the single athlete for each game in the match If player never had the lead, use "-"
		TT_PTS_WON_SRV		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of points won on own serve by the single athlete for each game in the match or for the whole match
		TT_PTS_LOST_SRV		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of points lost on own serve by the single athlete for each game in the match or for the whole match
		TT_MST_CONS_PW		N(2) 90	For @Type: Send proposed type



Element: Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the most consecutive points won by the single athlete for each game in the match or for the whole match
		TT_GTST_DEF_OVC		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the greatest deficit overcome by the single athlete for each game in the match or for the whole match

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

Type /Code	ExtendedStat Code	Description	Expected
ST_TT /TT_RES	/TT_WON	Points won by the single athlete for each game in the match or for the whole match	Always, if the information is available
ST_TT /TT_GAMES		Games information by the single athlete for each game in the match, or for the whole match:	Always, if the information is available
	/TT_BIGGEST_LEAD	Biggest lead just for each game in each match	Always, if the information is available
	/TT_PST_WON_SRV	Number of points won on own serve	Always, if the information is available
	/TT_PST_LOST_SRV	Number of points lost on own serve	Always, if the information is available
	/TT_MST_CONS_PW	The most consecutive points won	Always, if the information is available
	/TT_GTST_DEF_OVC	The greatest deficit overcome	Always, if the information is available

#### 4.1.4.6 Message sort

Please, follow the general definition.

## 4.1.5 Pool Standings

### 4.1.5.1 Description

This message is the Pool Standings message as described in the ODF General Messages Interface Document.

In the case of Table Tennis, the message has to be sent for the Singles and Team events, as listed in the header values section.

### 4.1.5.2 Header Values

The DocumentCode attribute (DDGEEE900) in the ODF header will be sent according for all the competition events at phase level of the preliminaries to the ODF Common Codes document (header values sheet).

The DocumentSubtype attribute will be:

- For Singles events ~~(twenty-three groups)~~:

**For the Women's Singles event (twenty-three groups):**

- Group 1: A
- Group 2: B
- Group 3: C
- Group 4: D
- Group 5: E
- Group 6: F
- Group 7: G
- Group 8: H
- Group 9: I
- Group 10: J
- Group 11: K
- Group 12: L
- Group 13: N
- Group 14: O
- Group 15: P
- Group 16: Q
- Group 17: R
- Group 18: S
- Group 19: U
- Group 20: V
- Group 21: W
- Group 22: X
- Group 23: Z

**And also, for the Men's Singles event (thirty groups):**

- Group 24: AA
- Group 25: AB
- Group 26: AC
- Group 27: AD
- Group 28: AE
- Group 29: AF
- Group 30: AG

- For Team events (eight groups):

- Group A: A
- Group B: B
- Group C: C
- Group D: D
- Group E: E
- Group F: F
- Group G: G
- Group H: H

#### 4.1.5.3 Trigger and Frequency

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

- INTERIM:
  - After the draw has been made & signed off
  - After each match of the preliminaries is official of the relevant group
- OFFICIAL:
  - After last match of the preliminaries

#### 4.1.5.4 Message Structure

Please, follow the general definition.

#### 4.1.5.5 Message Values

The following table lists the “Pool Standings” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Table Tennis, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor at the corresponding group. This attribute is optional because the competitor could be disqualified (in this case, it will be blank).
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM or IRM with points for the corresponding group (see codes section)
	Result	O	N(2) 90	Total result for the particular group. Send either in the case @ResultType is points or IRM with points (see codes section)
	IRM	O	CC @IRM	IRM for the particular group.  Send just in the case @ResultType is IRM or both IRM and Points (see codes section)
	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 competitors.

#### 4.1.5.6 Message sort

Please follow the general definition.

## 4.1.6 Event Final Ranking

### 4.1.6.1 Description

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

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

### 4.1.6.2 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).

### 4.1.6.3 Trigger and Frequency

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

### 4.1.6.4 Message Structure

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

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (only for Team members)

### 4.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an invalid rank mark (in this case, it will be blank).
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	The invalid result mark, in case it is assigned
	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.

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_TT	TT_IRM		CC @IRM	For @Type: Send proposed code
				For @Code: Send proposed extension code
				For @ Pos: Do not send anything
				For @Value: Send invalid result mark, in case it is assigned to a team member.

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

Type /Code	Description	Expected
ER_TT /TT_IRM	Invalid result mark for a team member.	Just for team events. As soon as this information is available

#### 4.1.6.6 Message sort

Please, follow the general definition.

## 4.1.7 Brackets

### 4.1.7.1 Description

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

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

### 4.1.7.2 Header Values

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

### 4.1.7.3 Trigger and Frequency

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

- INTERMEDIATE:
  - After the draw
  - After every match during final phases
- UNOFFICIAL / OFFICIAL:
  - After last match of the final phases

### 4.1.7.4 Message Structure

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

- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (it should be included when the competitor is not yet known)
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)

Moreover, the following should be considered:

- In case of Singles / Doubles events: Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Preliminary Round, First Round, Second Round, Third Round, Fourth Round (only for Mixed Doubles event), Quarterfinals and Semi-finals.
- In case of Team events: Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Preliminary Round, First Round, Quarterfinals and Semi-finals.
- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in the case of the Semi-finals.
- In case of Singles / Doubles events: 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, Fourth Round (only for Mixed Doubles event), Third Round, Second Round and First Round.
- In case of Team events: 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 First Round.

#### 4.1.7.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Table Tennis, 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.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section) It is referred to the phase of event (round). It will be sent first round, ..., quarterfinals, semi-finals or final phase (e.g.: QFL <i>Quarterfinals...</i> )
Bracket /BracketItems /BracketItem	Code	M	Numeric Or TBD	Bracket code to identify a bracket item. It is referred to the related unit of phase.  For <u>singles</u> , in case of preliminary round, it will be sent the match number; in other phases (also for <u>doubles</u> ), it will be sent the identifier of the match. For <u>team</u> events, it will be sent the team match number. However, it may include "TBD" for to be defined.
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 in the case of Table Tennis.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_TT	TT_COMP_INF	CC @Desc	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send if the competitor is the winner or the loser of (@Value) (see codes section)
				For @Value: Send the Match number (number of match) from the preceding phase for this bracket item, i.e.: the team match number (for team events) or the match number (for singles/doubles).

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

Type /Code	Description	Expected
ECP_TT /TT_COMP_INF	The information in the place of the bracket	Just when the competitor is not

	<p>regarding the rule to access to this place (the competitor is the winner or the loser of a match from the preceding phase, e.g.: "Loser 27" in Men's Singles, etc.)</p>	<p>known yet (when the CompetitorPlace @Code is UNK)</p>
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**4.1.7.6 Message sort**

Please, follow the general definition.



## 4.1.8 Discipline configuration

### 4.1.8.1 Description

This message is the Discipline configuration message as described in the ODF General Messages Interface Document.

### 4.1.8.2 Header Values

Please, follow the general definition.

### 4.1.8.3 Trigger and Frequency

Please, follow the general definition.

### 4.1.8.4 Message Structure

Please, follow the general definition.

### 4.1.8.5 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 General Messages Interface Document) that are used in the case of Table Tennis, 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.
	Phase	M	CC @Phase	Phase code of the RSC.
	Unit	M	CC @Unit	Unit code of the RSC.

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

Element: Configs /Config /ExtendedConfig					
Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_TT	TT_SESSION (Send by event unit of competition phase)			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	TT_S_DATE (Send for Phase Z and Unit of the corresponding session)			DateTime	For @Value: Send the session number of the corresponding event unit
					For @Type: Send proposed type
					For @Code: Send proposed code
	TT_E_DATE (Send for Phase Z and Unit of the corresponding session)			DateTime	For @Pos: Do not send anything
					For @Value: Start date and time of this session
					For @Type: Send proposed type
					For @Code:

Element: Configs /Config /ExtendedConfig					
Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Estimated finish date and time of this session
	TT_TEAMMATCH_NUMBER (Send by event unit in case of Team events)			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Team match number for one specific event unit
	TT_MATCH_NUMBER (Send by event unit in case of Singles /Doubles events)			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Match number for one specific event unit
	TT_NUMBER_GAMES (Send by event unit)		N(1) 0	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the match number in case of team events. Do not send in case of singles / doubles events.
					For @Value: Send the number of games in the match
	TT_NUMBER_MATCHES (Send by event unit in case of Team events)			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of matches in the team match

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

Type /Code /ExtendedConfigItem Code	Description	Expected
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Type /Code /ExtendedConfigItem Code	Description	Expected
EC_TT /TT_SESSION	Session number.	Always
EC_TT /TT_S_DATE	Start date and time of this session	Always, for each session
EC_TT /TT_E_DATE	Estimated finish date and time of this session	Always, for each session
EC_TT /TT_TEAMMATCH_NUMBER	Team match number in case of team events.  In case of team events, each event unit corresponds to one team match.	Just for team events
EC_TT /TT_MATCH_NUMBER	Match number in case of singles/doubles.  In case of singles/doubles, each event unit corresponds to one match.	Just for singles and doubles events
EC_TT /TT_NUMBER_GAMES	Number of games in the match.  In case of singles/doubles, each event unit corresponds to one match (@Pos is not send).  In case of team events, each event unit corresponds to one team match (@Pos is the match number)	Always
EC_TT /TT_NUMBER_MATCHES	Number of matches in the team match.  In case of team events, each event unit corresponds to one team match.	Just for team events

#### 4.1.8.6 Message sort

Please, follow the general definition.

## 5 Real time

The following chapter describes the ODF-RT part of Table Tennis.

### 5.1 Real Time Applicable Messages

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

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

## 5.1.1 RT Event Unit Results

### 5.1.1.1 Description

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

### 5.1.1.2 Header Values

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

### 5.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE\_UPDATE"
  - T1: Trigger when match start
  - T2: Trigger at the beginning of each game
  - T3: Trigger after each point score
  - T4: Trigger when servicing athlete changes
  - T5: Trigger at the end of a game
  - T6: Trigger at the end of a match
  - T7: Trigger at the end of team match
  - T8: Trigger when an Invalid Result Mark is obtained
  - T9: Trigger when match status changes
- For other ResultStatus, follow the general definition.

### 5.1.1.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /ExtendedResults /ExtendedResult (only for Doubles and Team events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for all events)
- Result /Competitor /Stats /Stat (only for Doubles and Team events)
- Result /Competitor /Composition /Athlete /Stats /Stat (only for Singles events)

Please, follow the general considerations for all ResultStatus.

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

## 5.1.1.5 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 or IRM with points for the corresponding event unit (see codes section) Only will be informed (it is mandatory) at the end of the match.	Singles/Doubles events: T2, T5, T6, T8 Team events: T6, T7, T8
	Result	O	N(2) 90	Result for the particular event unit, i.e. the number of games/matches won in the corresponding match. Send either in the case @ResultType is points or IRM with points (see codes section).	Singles/Doubles events: T2, T5, T6, T8 Team events: T6, T7, T8
	IRM	O	CC @IRM	Invalid result mark (IRM) for the particular event unit, in case it is assigned.  Send just in the case @ResultType is IRM or both IRM and Points (see codes section)	T8
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the match.  Only will be informed (it is mandatory) at the end of the match.	Singles/Doubles events: T6, T8 Team events: T7, T8
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and of the Away (2).	Singles/Doubles events: T2, T5, T6, T8 Team events: T6, T7, T8

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

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_TT	TT_DURATION		HH:MM 99:90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: In case of singles/doubles events: duration of the match. In case of team events: duration of the team match.

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				<p>It will not be sent for DSQ before the match or WO.</p> <p>Use Time format:            HH is hours            MM is minutes</p>
	TT_STATUS		CC @Status	<p>For @Type:            Send proposed type</p> <p>For @Code:            Send proposed code</p> <p>For @Pos:            Do not send anything</p> <p>For @Value:            Status of the match (see codes section)</p>
	TT_CURRENT_MATCH		N(1) 9	<p>For @Type:            Send proposed type</p> <p>For @Code:            Send proposed code</p> <p>For @Pos :            Do not send anything</p> <p>For @Value:            Send the current match number.            In case of singles/doubles events, always 1.            In case of team events, match number in the team match.</p>
	TT_CURRENT_GAME		N(1) 9	<p>For @Type:            Send proposed type</p> <p>For @Code:            Send proposed code</p> <p>For @Pos:            Do not send anything</p> <p>For @Value:            Send the current game number within the match.</p>
	TT_TEAMMATCH_COMPL		S(1) (Y,N)	<p>For @Type:            Send proposed type</p> <p>For @Code:            Send proposed code</p> <p>For @Pos:            Do not send anything</p> <p>For @Value:            Send Y in case of the team match has finished, N otherwise.</p>
	TT_MATCH_COMPL		S(1) (Y,N)	<p>For @Type:            Send proposed type</p> <p>For @Code:            Send proposed code</p> <p>For @Pos:            Do not send anything</p> <p>For @Value:            Send Y in case of the CURRENT_MATCH has been completed, N when the</p>

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				CURRENT_MATCH changes
	TT_GAME_COMPL		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y in case of the CURRENT_GAME has been completed, N when the CURRENT_GAME changes

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

Type /Code	Description	Expected
UI_TT /TT_DURATION	Duration of the match. Send the match duration in minutes (for singles/doubles events) or the team match duration in hours and minutes (for team events).	T2, T3, T4, T5, T6 or T7
UI_TT /TT_STATUS	Status of the current Match.	Just for singles / doubles: T9
UI_TT /TT_CURRENT_MATCH	Send the current match number.	T1
UI_TT /TT_CURRENT_GAME	Send the current game number within the current match.	T2
UI_TT /TT_TEAMMATCH_COMPL	Indicates that the team match has finished.	Just for team events: T1, T7
UI_TT /TT_MATCH_COMPL	Indicates that the current match has been completed	T1, T6
UI_TT /TT_GAME_COMPL	Indicates that the current game has been completed	T2, T5

The following table describes in more detail the Periods /Period element in the case of Table Tennis.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Periods /Period	Code	M	CC @Game Or CC @Match	Game number in case of singles/doubles events. Match number in case of team events.	T2, T3, T4, T5, T6 or T7



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	HomeScore	M	N(2) 90	<p>Home competitor score up (number of games / matches won) at the end of this game / match (@Code period) (e.g.: 2 at the end of Period-2 (Game 2), it has won two games -this game and the previous one-).</p> <p>For <u>singles/doubles</u>: cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match,</p> <p>For <u>team events</u>: cumulative matches won by team with team order 1 at the match (match number at the Period Code: M1..Mn) in the team match.</p>	T2, T3, T4, T5, T6 or T7
	AwayScore	M	N(2) 90	<p>Away competitor score up (number of games / matches won) at the end of this game / match (@Code period) (e.g.: 0 at the end of Period-2 (Game 2), it has not won any game -has lost this game and the previous one-).</p> <p>For <u>singles/doubles</u>: cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match,</p> <p>For <u>team events</u>: cumulative matches won by team with team order 2 at the match (match number at the Period Code: M1..Mn) in the team match.</p>	T2, T3, T4, T5, T6 or T7

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	HomePeriodScore	O	N(2) 90	<p>Home competitor points just for this game / match (@Code period) (e.g.: 11 points for Period-2 (Game 2), has won this game).</p> <p>For <u>singles/doubles</u>: points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match,</p> <p>For <u>team events</u>: games won by team with team order 1 just for this match (match number at the Period Code: M1..Mn) in the team match.</p>	T2, T3, T4, T5, T6 or T7
	AwayPeriodScore	O	N(2) 90	<p>Away competitor points just for this game / match (@Code period) (e.g.: 8 points for Period-2 (Game 2), has lost this game).</p> <p>For <u>singles/doubles</u>: points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match, Or, For <u>team events</u>: games won by team with team order 2 just for this match (match number at the Period Code: M1..Mn) in the team match.</p>	T2, T3, T4, T5, T6 or T7
	Duration	O	MM 90	<p>Duration of this game/match (@Code period).</p> <p>For <u>singles/doubles</u>: duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match,</p> <p>For <u>team events</u>: duration (minutes) of the match (match number at the Period Code: M1..Mn) in the team match.</p> <p>Use Time format: MM is minutes</p>	T2, T3, T4, T5, T6 or T7

The following table describes in more detail the Periods /Period /ExtendedPeriods /ExtendedPeriod element in the case of Table Tennis.

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_TT	TT_STATUS		CC @Status	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of the match (within team match) (see codes section)
	TT_HOME_GAMES		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of games won by the team with team order 1 at the corresponding match
	TT_AWAY_GAMES		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of games won by the team with team order 2 at the corresponding match
	TT_HOME_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the invalid result mark of the team with team order 1 at the corresponding match
	TT_AWAY_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the invalid result mark of the team with team order 2 at the corresponding match

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
	TT_HOME_WLT		CC @WLT	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The code whether the team with team order 1 won (W) or lost (L) the corresponding match.
	TT_AWAY_WLT		CC @WLT	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The code whether the team with team order 2 won (W) or lost (L) the corresponding match.
	TT_HOME_PTS_G	N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the game number For @Value: Send the points won by the team with team order 1 at the game for the corresponding match in the team match.
	TT_AWAY_PTS_G	N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the game number For @Value: Send the points won by the team with team order 2 at the game for the corresponding match in the team match.
	TT_DURATION_G	N(1) 0	MM 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the game number For @Value: Send the duration of the game for the corresponding match in the team match.

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

Type /Code	Description	Expected
EP_TT /TT_STATUS	Status of the match (within team match)	Just for team events: T9
EP_TT /TT_HOME_GAMES	Send the number of games won by the team with team order 1 at the corresponding match (match number at the Period Code: M1..Mn)	Just for team events: T2, T5
EP_TT /TT_AWAY_GAMES	Send the number of games won by the team with team order 2 at the corresponding match (match number at the Period Code: M1..Mn)	Just for team events: T2, T5
EP_TT /TT_HOME_IRM	Send the invalid result mark of the team with team order 1 at the corresponding match	If applies, just for team events: T8
EP_TT /TT_AWAY_IRM	Send the invalid result mark of the team with team order 2 at the corresponding match	If applies, just for team events: T8
EP_TT /TT_HOME_WLT	The code whether the team with team order 1 won (W) or lost (L) the corresponding match	Just for team events: T6
EP_TT /TT_AWAY_WLT	The code whether the team with team order 2 won (W) or lost (L) the corresponding match	Just for team events: T6
EP_TT /TT_HOME_PTS_G	Send the points won for the team with team order 1 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match.	Just for team events: T2, T3
EP_TT /TT_AWAY_PTS_G	Send the points won for the team with team order 2 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match.	Just for team events: T2, T3
EP_TT /TT_DURATION_G	Send the duration of the game for the corresponding match in the team match.	Just for team events: T2, T3, T4, T5, T6

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element, which should be used in the case of Doubles and Team events.

Element: Result /Competitor /ExtendedResults /ExtendedResult (in the case of Doubles and Team events)					
Type	Code	Extension Code	Pos	Value	Description
ER_TT	TT_SERVE			S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the pair is the server, N if not serving anymore.
	TT_MATCH_POINT			S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything

Element: Result /Competitor /ExtendedResults /ExtendedResult (in the case of Doubles and Team events)					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send Y in case of the pair has advantage in winning the current match, N if not having advantage anymore.
	TT_MATCH_PT_CNT			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of times that this pair has had the match point advantage in the current match
	TT_GAME_POINT			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y in case of the pair has advantage in winning the current game, N if not having advantage anymore.
	TT_GAME_PT_CNT			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of times that this pair has had the game point advantage in the current match

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

Type /Code /Extension Code	Description	Expected
ER_TT /TT_SERVE	Indicates that the pair is the server	T2, T3, T4
ER_TT /TT_MATCH_POINT	Indicates that the pair has advantage in winning the current match	T2, T3
ER_TT /TT_MATCH_PT_CNT	Send the number of times that this pair has had the match point advantage in the current match	T2, T3
ER_TT /TT_GAME_POINT	Indicates that the pair has advantage in winning the current game	T2, T3
ER_TT /TT_GAME_PT_CNT	Send the number of times that this pair has	T2, T3

	had the game point advantage in the current game	
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The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_TT	TT_IRM			CC @IRM	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send invalid result mark, in case it is assigned to a team member.
TT_SERVE				S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the athlete is the server, N if not serving anymore.
TT_MATCH_POINT				S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the athlete has advantage in winning the current match, N if not having advantage anymore.
TT_MATCH_PT_CNT				N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of times that this athlete has had the match point advantage in the current match
TT_GAME_POINT				S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send Y in case of the athlete has advantage in winning the current game, N if not having advantage anymore.
	TT_GAME_PT_CNT			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of times that this athlete has had the game point advantage in the current game

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

Type /Code /Extension Code	Description	Expected
ER_TT /TT_IRM	Invalid result mark for a team member.	T8 (If applies)
ER_TT /TT_SERVE	Indicates that the athlete is the server	T2, T3, T4
ER_TT /TT_MATCH_POINT	Indicates that the athlete has advantage in winning the current match	Just for singles events: T2, T3
ER_TT /TT_MATCH_PT_CNT	Send the number of times that this athlete has had the match point advantage in the current match.	Just for singles events: T2, T3
ER_TT /TT_GAME_POINT	Indicates that the athlete has advantage in winning the current game	Just for singles events: T2, T3
ER_TT /TT_GAME_PT_CNT	Send the number of times that this athlete has had the game point advantage in the current match.	Just for singles events: T2, T3

The following table describes in more detail the Result /Competitor /Stats /Stat element, which should be used in the case of Doubles and Team events.

Element: Result /Competitor /Stats /Stat (in the case of Doubles and Team events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_TT	TT_RES		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code



Element: Result /Competitor /Stats /Stat (in the case of Doubles and Team events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: 0 in case of points for the whole team match (all the matches), or Doubles match Or Match number in the team match in case of points for each match in the team match For @Value: Do not send anything
		TT_WON	N(1) 0	N(2) 90	For @Type: Send proposed code as type For @Code: Send proposed Extended Stat code For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. For @Value: Points won by the team for the whole team match, or, for each match in the team match, or, for each game in each match, or by the pair on the match
	TT_MATCHES		N(1) 0		For @Type: Send proposed type For @Code: Send proposed code For @Pos: 0 in case of totals for the whole team match (all the matches), or Doubles match Or Match number in the team match in case of totals at each match in the team match For @Value: Do not send anything
		TT_BIGGEST_LEAD	N(1) 0	S(1)	For @Type: Send proposed code as type For @Code: Send proposed Extended Stat code For @Pos: Send the game number for each game at each match. For @Value: Biggest lead by the team/pair for each game at each match. If team/pair never had the lead, use "-"
		TT_PTS_WON_SRV	N(1) 0	N(2) 90	For @Type: Send proposed code as type

Element: Result /Competitor /Stats /Stat (in the case of Doubles and Team events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed Extended Stat code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for each game at each match.
					For @Value: Send the points won on own serve by the team/pair for each match or for the whole team match
		TT_PTS_LOST_SRV	N(1) 0	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for each game at each match.
					For @Value: Send the points lost on own serve by the team/pair for each match or for the whole team match
		TT_MST_CONS_PW	N(1) 0	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for each game at each match.
					For @Value: Send the most consecutive points won by the team/pair for each match or for the whole team match
		TT_GTST_DEF_OVC	N(1) 0	N(2) 90	For @Type: Send proposed code as type
					For @Code: Send proposed Extended Stat code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for each game at each match.

Element: Result /Competitor /Stats /Stat (in the case of Doubles and Team events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Send the greatest deficit overcome by the team/pair for each match or for the whole team match

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

Type /Code	/ExtendedStat Code	Description	Expected
ST_TT /TT_RES	/TT_WON	Point's information. Points won by the competitor for the whole team match, or doubles match, or for each match in the team match, or for each game in each match	T2, T3
ST_TT /TT_MATCHES		Matches information by the competitor, for the whole team match, or doubles match, or for each match in the team match, or for each game in each match:	T2, T3
	/TT_BIGGEST_LEAD	Biggest lead just for each game in each match	T2, T3
	/TT_PST_WON_SRV	Number of points won on own serve	T2, T3
	/TT_PST_LOST_SRV	Number of points lost on own serve	T2, T3
	/TT_MST_CONS_PW	The most consecutive points won	T2, T3
	/TT_GTST_DEF_OVC	The greatest deficit overcome	T2, T3

The following table describes in more detail the Result /Competitor /Composition /Athlete /Stats /Stat element, which should be used in the case of Singles events.

Element: Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_TT	TT_RES		N(1) 0		For @Type: Send proposed type For @Code: Send proposed code For @Pos: 0 in case of points for the match in case of singles. Game number in the match in case of points for the game in the match in case of singles. For @Value: Do not send anything
		TT_WON		N(2) 90	For @Type: Send proposed Stat code For @Code: Send proposed Extended code For @Pos: Do not send anything

Element: Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					<p>For @Value: Points won by the single athlete for each game in the match or for the whole match.</p> <p>It will not be sent if the competitor did not play (DSQ before the match or WO).</p>
	TT_GAMES		N(1) 0		<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: 0 in case of the whole match (all the games). Game number in case of each game in the match.</p> <p>For @Value: Do not send anything</p>
		TT_BIGGEST_LEAD		S(1)	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Biggest lead by the single athlete for each game in the match If player never had the lead, use "-"</p>
		TT_PTS_WON_SRV		N(2) 90	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Send the number of points won on own serve by the single athlete for each game in the match or for the whole match</p>
		TT_PTS_LOST_SRV		N(2) 90	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Send the number of points lost on own serve by the single athlete for each game in the match or for the whole match</p>
		TT_MST_CONS_PW		N(2) 90	<p>For @Type: Send proposed type</p>

Element: Result /Competitor /Composition /Athlete /Stats /Stat (in the case of Singles events)					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the most consecutive points won by the single athlete for each game in the match or for the whole match
		TT_GTST_DEF_OVC		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the greatest deficit overcome by the single athlete for each game in the match or for the whole match

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

Type /Code	/ExtendedStat Code	Description	Expected
ST_TT /TT_RES	/TT_WON	Points won by the single athlete for each game in the match or for the whole match	T2, T3
ST_TT /TT_GAMES		Games information by the single athlete for each game in the match, or for the whole match:	T2, T3
	/TT_BIGGEST_LEAD	Biggest lead just for each game in the match	T2, T3
	/TT_PST_WON_SRV	Number of points won on own serve	T2, T3
	/TT_PST_LOST_SRV	Number of points lost on own serve	T2, T3
	/TT_MST_CONS_PW	The most consecutive points won	T2, T3
	/TT_GTST_DEF_OVC	The greatest deficit overcome	T2, T3

#### 5.1.1.6 Message sort

Please, follow the general definition.

## 6 PDF feed

### 6.1 PDF Applicable Messages

Please refer to the same section of the ODF General Messages Interface Document.

# DOCUMENT CONTROL

## Version history

Version	Date	Comments
R1 v1.0	14 Jun 2013	First version (Submitted for Review version)
R1 v1.1	08 Jul 2013	SFA version
R1 v1.2	16 Jul 2013	APP version
R1 v2.0	14 Nov 2013	Changes applied (CR000080 and CR000114)
R1 v2.1	16 Jan 2014	Some minor issues/improvements - (external delivery)
<b>R1 v2.2</b>	<b>11 Jul 2014</b>	<b>Change applied (CR000397) - (external delivery)</b>

**File reference:** ODF/INT138 R1 v2.2 APP (TT)

## Change Log

Version	Status	Changes on version
R1 v1.0	SFR	<ul style="list-style-type: none"> <li>First version</li> </ul>
R1 v1.1	SFA	<ul style="list-style-type: none"> <li>Submitted for Approval version</li> </ul>
R1 v1.2	APP	<ul style="list-style-type: none"> <li>Approved version</li> </ul>
R1 v2.0	APP	<ul style="list-style-type: none"> <li>(CR000080-Changes to TT CRIS): DT_RESULT: Removed the codes TT_LONGST_RALLY and TT_AVG_RALLY (at the elements UnitInfos /UnitInfo and Periods /Period /ExtendedPeriods /ExtendedPeriod). DT_RT_RESULT: Removed the code TT_LONGST_RALLY (at the elements UnitInfos /UnitInfo and Periods /Period /ExtendedPeriods /ExtendedPeriod).</li> <li>(CR000114-Changes to TT CRIS v1.1/v1.2): Codes: Updated the entity codes CC @BracketItems, have been added the codes (CRND_1, CQFL, CSFL, CFNL) for Classification in Team events.</li> <li>DT_CONFIG: Updated the value of the code TT_MATCH_NUMBER to N(3) (instead of N(2)).</li> </ul>
R1 v2.1	APP	<ul style="list-style-type: none"> <li>Codes: Updated the description of the FNL code of CC @Bracket (in order to unify).</li> <li>Updated the DT_POOL_STANDING message name (in section 4.1).</li> </ul>
<b>R1 v2.2</b>	<b>APP</b>	<ul style="list-style-type: none"> <li><b>(CR000397-TT additions to Common Codes):</b> <b>DT_POOL_STANDING-Header Values: Updated the DocumentSubtype attribute to add the reference to new Groups (from 24 to 30) in Men's Singles event.</b></li> </ul>



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