Olympic Data Feed

ODF Wrestling Data Dictionary for the XX Commonwealth Games

27 June 2014
Technology and Information Department
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TABLE OF CONTENT

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

Any ODF Wrestling 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	Final
CC @BracketItems	Code	Description
	1_32	Round of 32
	1_64	Round of 64
	1_8	1/8 Finals
	R1_RPC	Repechage Round 1
	QFL	Quarterfinals
	R2_RPC	Repechage Round 2
	SFL	Semi-finals
	R3_RPC	Repechage Round 3
	BRN	Bronze Medal
	FNL	Final
CC @CompetitorPlace	Code	Description
	BYE	If there is no match. There is no competitor (only one participant is competing); the other athlete goes directly to the next phase/round.
	UNK	The competitor is not known yet
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 @EventCode	Code	Description
	248	48 Kg (W)
(for Men's Freestyle & Women's	251	53 kg (W)

	255	57 Kg (M)
		55 Kg (W)
Freestyle)	259	58 kg (W)
	260	61Kg (M)
	263	63 Kg (W)
	266	65 Kg (M)
	267	69 Kg (W)
	272	75 Kg *(W)*
	274	74 Kg *(M)*
	284	86 Kg *(M)*
	296	97 Kg *(M)*
	299	125 Kg *(M)*

CC @Function	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Code

CC @MatGroups	**Code**	**Description**
	A	MAT A
	AF	MAT A – Finals
	B	MAT B
	BF	MAT B – Finals

CC @MatNo	**Code**	**Description**
	1	Mat A
	2	Mat B

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
	P	Pause 30"

CC @PeriodPart	**Code**	**Description**
	1	Regular time in Freestyle (3min)

CC @PeriodStatus	**Code**	**Description**
	E	Ended
	IP	In progress
	W	Withdrawn

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 @ResultCode	**Code**	**Description**
	E2	Both wrestlers have been disqualified due to infringement of the rules
	EV	Disqualification from the whole

		competition due to infringement of the rules
	EX	3 cautions "0" due to error against the rules (for all the bout) "Three "0" cautions for rule infringements (for the entire bout)"
	PO	Decision by Points - the loser without technical point
	PP	Decision by Points - the loser with technical points
	SP	Victory by technical superiority with the loser scoring technical points
	ST	Great Superiority - a difference of 6 10 points - the loser without points
	VA	Victory by Withdrawal
	VB	Victory by Injury
	VF	Victory by Forfeit
	VT	Victory by Fall
CC @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document. • The Attribute to be used is Id	

CC @ResultType	**Code**	**Description**
	POINTS	Points

CC @Statistics	**Code**	**Description**
	TOU	Tournament Statistics

CC @Style	**Code**	**Description**
	200	Freestyle

CC @Unit	Defined in ODF Common Codes See entity Unit • The entity's attribute to be used is Event Unit • It will be related to Discipline, Gender, Event and Phase

4 Point in Time

4.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Wrestling, 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		
DT_PARTIC_TEAMS_UPDATE	List of teams update		
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	X	X

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	

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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

Please, follow the general definition.

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 Wrestling are:

- Participant /Discipline /RegisteredEvent /EventEntry

- Participant /Discipline /DisciplineEntry (official's discipline entries)

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 Wrestling, 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 Participant /Discipline /RegisteredEvent /EventEntry element is not used in the case of Wrestling.

The following table describes in more detail the Participant /Discipline /DisciplineEntry element in the case of Wrestling.

Element: Participant /Discipline /DisciplineEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_BIB		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Referee Number (as Bib).

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

Type /Code	Description	Expected
E_ENTRY /E_BIB	Referee Number (as Bib for Officials).	Always, as soon as this information is known and this official has a referee number (this information can be sent in both messages)

4.1.1.6   Message sort

Please, follow the general definition.

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Technology and Information Department / 27 June 2014

List of participants by discipline / List of
participants by discipline update
Page 14/49

4.1.2 Start List

4.1.2.1 Description

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

4.1.2.2 Header Values

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

4.1.2.3 Trigger and Frequency

Send the Start List only for the bouts with 2 competitors, following the general definition. No Start List to be sent for the 'bye' bouts. The 'bye' bouts should automatically be scheduled to 'Planned'.

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 Wrestling are:

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

- Officials /Official

- Start /Competitor /Composition /Athlete /EventUnitEntry

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

4.1.2.5 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 Wrestling, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @ResultsFunction	Send according to the codes.
	Order	M	N(4)	Send by order for each official in each function.
Start	StartOrder	M	Numeric	Send 1 for the athlete associated with the corner Red colour (Home) and 2 for the Blue one (Away).
	SortOrder	M	Numeric	Same @StartOrder
Start /Competitor /Composition /Athlete	Bib	M	String	Athlete's draw number.

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_WR	WR_COLOUR		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value:

				Colour associated to the Athlete. Values could be 'B' for Blue or 'R' for Red.

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

Type /Code	Description	Expected
EUE_WR /WR_COLOUR	Colour associated to the athlete (Red or Blue).	Always, as soon as this information is known.

4.1.2.6   Message sort

Please, follow the general definition.

4.1.3 Event Unit Results

4.1.3.1 Description

This message is the Event Unit Results 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

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

- After each bout.

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 Wrestling are:

- UnitInfos /UnitDateTime (following the general rules for this element, however being @EndDate mandatory)

- UnitInfos /UnitInfo

- Periods /Period

- Periods /Period /ExtendedPeriods /ExtendedPeriod

4.1.3.5 Message Values

The following table lists the "Event Unit Results" optional and/or extended attributes (defined in the ODF General 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 Wrestling.

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Result type, points for the corresponding event unit (see codes section). Only will be informed (it is mandatory) at the end of the bout (match).
	Result	O	N(1) 0	Result for the particular event unit, i.e. the classification points in the corresponding bout (match).
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the bout (match). Only will be informed (it is mandatory) at the end of the bout (match).
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).

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

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_WR	WR_WINNER_ID		S(20) with no leading zeroes	For @Type: Send proposed type

Element: UnitInfos /UnitInfo

Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Athlete's ID, to identify an athlete, winner of the bout (match).
	WR_RES_CODE		CC @ResultCode	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Result code of the bout (match), to indicate the classification type of the bout's winner (see codes section).
	WR_RES_POINTS	N(1) 9	N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send 1 to indicate the classification points for the winner. Send 2 to indicate the classification points of the loser.
				For @Value: Result points of the bout. Send the classification points according to @Pos. (e.g.: Classification points for Home-red wrestler: 0 Away-blue wrestler: 5. The result points will be (5:0) as: Pos=1, Value=5 Pos=2, Value=0
	WR_M_DURATION		MM:SS 99:90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Duration of the Match (Bout Time). MM is minutes, SS is seconds
	WR_M_STATUS		CC @PeriodStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of the bout (match) (see code section)
	WR_CUR_PERIOD		CC @Period	For @Type: Send proposed type
				For @Code:

Element: UnitInfos /UnitInfo

Type	Code	Pos	Value	Description
				Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the code of the last current period of the athletes (see codes section)

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

Type /Code	Description	Expected
UI_WR /WR_WINNER_ID	Athlete's ID of the winner of the bout (match).	Always, at the end of the bout
UI_WR /WR_RES_CODE	Result code of the bout (match), to indicate the classification type of the bout's winner.	Always, at the end of the bout
UI_WR /WR_RES_POINTS	Classification points of the result of the bout (match).	Always, at the end of the bout
UI_WR /WR_M_DURATION	Duration in minutes and seconds of the bout (match), including pauses.	Always, at the end of the bout
UI_WR /WR_M_STATUS	Status of the current bout (match).	Always
UI_WR /WR_CUR_PERIOD	Send the code of the last current period.	Always, at the end of the bout

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

Element	Attribute	M/O	Value	Comments
Periods /Period	Code	M	CC @Period	Period code, usually there are 3 periods.
	HomeScore	M	N(2) 90	Home competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).
	AwayScore	M	N(2) 90	Away competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2).
	HomePeriodScore	O	N(1) 0	Home competitor technical points scored just for the @Code period. (e.g.: 3 points for Period-2 ("2nd Period")).
	AwayPeriodScore	O	N(1) 0	Away competitor technical points scored just for the @Code period. (e.g.: 1 point for Period-2 ("2nd Period")).
	Duration	M	MM:SS 00:00	Duration of the period (@Code period). MM is minutes, SS is seconds.

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod

Type	Code	Pos	Value	Description
EP_WR	WR_H_TCP_CC @PeriodPart	N(1) 9	N(1) 9	For @Type: Send proposed type
			Or	For @Code: Send proposed code
			"C"	For @Pos: Sequential number for the incident, all the

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod

Type	Code	Pos	Value	Description
				actions during the part of period that award points, from 1 to n (from the first incident to the last one).
				For @Value: Home competitor technical points awarded for each incident during each part of period (see codes section). And in Freestyle style events: 1 – during regular time (3 minutes) (e.g.: at the end of Period-2 ("2nd Period") scored 3 points in 3 incidents in a Freestyle event, awarded during: _TCP_1 (first part 180"): Pos=1-Value=1, Pos=2-Value=1, Pos=3-Value=1 C- for Caution
	WR_A_TCP_CC @PeriodPart	N(1)9	N(1)9 Or "C"	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Sequential number for the incident, all the actions during the part of period that award points, from 1 to n (from the first incident to the last one).
				For @Value: Away competitor technical points awarded for each incident during each part of period (see codes section). C- for Caution
	WR_WINNER		S(1) (H,A)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Winner Indicator for this period when it is finished (Ended status). Send "H" or "A" if the period is won by Home (Red colour) or Away (Blue colour).
	WR_STATUS		CC @PeriodStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of this period (see codes section)

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

Type /Code	Description	Expected
EP_WR /WR_H_TCP_CC @PeriodPart	Home competitor technical points awarded during each incident of parts of period for each period.	Always

EP_WR /WR_A_TCP_CC @PeriodPart	Away competitor technical points awarded during each incident of parts of period for each period.	Always
EP_WR /WR_WINNER	Winner Indicator (H-Home, A-Away) for each period when it is finished.	Always
EP_WR /WR_STATUS	Status of each period.	Always

4.1.3.6 Message sort

Please, follow the general definition.

4.1.4 Event Final Ranking

4.1.4.1 Description

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

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

4.1.4.2 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).

4.1.4.3 Trigger and Frequency

Please, follow the general definition.

4.1.4.4 Message Structure

Please, follow the general definition.

4.1.4.5 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 Wrestling.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor in the corresponding weight category event (the same rank will be repeated for the tied ones). It is optional because the wrestler could get an invalid rank mark or has withdrawn from the bout.
	RankEqual	O	Y/N	It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled. Send Y if the Rank has been equalled.
	IRM	O	CC @IRM	Send just if the wrester has been disqualified.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the weight category event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified wrestlers.

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 Wrestling, the message has to be sent only for competition events where there are 5 or fewer competitors in the weight category, as listed in the header values section. In case of more than 5 competitors Brackets message will be used instead (number of competitors still pending to be confirmed with Glasgow).

4.1.5.2 Header Values

The DocumentCode attribute (DDGEEEA00) 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 A.

4.1.5.3 Trigger and Frequency

Please, follow the general definition.

- INTERIM:
    - After the Draw
    - After every contest in the weight category

- OFFICIAL:
    - After last contest in the weight category

4.1.5.4 Message Structure

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

- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

- Result /Competitor /Composition /Athlete /ExtendedResults/ExtendedResult /Extensions

4.1.5.5 Message Values

The following table lists the competition groups 'Pool standings' optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Wrestling, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank
	RankEqual	O	S(1)	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	IRM (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.

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_WR	WR_MATCHES	WR_WON		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the number of won matches. Do not send anything in case of IRM.
		WR_LOST		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the number of lost matches. Do not send anything in case of IRM.

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

Type /Code	Extension Code	Description	Expected
ER_WR /WR_MATCHES	WR_WON	Number of won matches	If available
	WR_LOST	Number of lost matches	If available

4.1.5.6 Message sort

Please, follow the general definition.

4.1.6 Statistics

4.1.6.1 Description

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

In the case of Wrestling, 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).

Moreover, header attribute DocumentSubtype will be informed, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes:

- TOU: Tournament statistics, at discipline style event level. Send the DocumentCode at discipline style event level (DDGEEE000, where EEE will be '200' for Freestyle).

4.1.6.3 Trigger and Frequency

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

- Five (5) minutes after the final (after the end of a weight category -the competition event has finished-)

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 Wrestling are:

- Stats /StatsItems /StatsItem

- Stats /StatsItems /StatsItem /ExtendedStat

4.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Stats	Code	M	CC @Statistics	A code to identify the statistics being listed (see codes section)

The following table describes in more detail the Stats /StatsItems /StatsItem element and its child element ExtendedStat, this information is for the Tournament Statistics.

Element: Stats /StatsItems /StatItem					
Type	**Code**	**ExtendedStat Code**	**Pos**	**Value**	**Description**
ST_WR_CC @EventCode	WR_RES_CC @ResultCode			CC @EventCode	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Weight category event code (in the

Element: Stats /StatsItems /StatItem

Type	Code	ExtendedStat Code	Pos	Value	Description
					discipline style).
		WR_NUM_WINS		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of wins for this Result's code (@ResultCode code) in this weight category (@EventCode code).
		WR_PER_WINS		N(2).N(1) 90.0	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Percentage of wins for this Result's code (@ResultCode code) in this weight category (@EventCode code).
ST_WR_TOT	WR_RES_CC @ResultCode				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		WR_NUM_WINS		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total number of wins for this Result's code (@ResultCode code) of all weight categories in the discipline style.
		WR_PER_WINS		N(2).N(1) 90.0	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total percentage of wins for this Result's code (@ResultCode code) of all weight categories in the discipline style.
ST_WR_NOC	WR_CC @Organisation			CC @Organisation	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value:

Element: Stats /StatsItems /StatItem

Type	Code	ExtendedStat Code	Pos	Value	Description
					@Organisation code
		WR_NUM_WRESTLERS		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of wrestlers for this CGA in the discipline style
		WR_NUM_PERIODS		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of periods contested by this CGA in the discipline style
		WR_PER_WRESTLERS		N(2).N(2) 90.99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Ratio Periods/Wrestlers for this CGA in the discipline style (ie. 3 or 5.86)
		WR_PERIOD	N(1) 9	N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Send period number (1, 2)
					For @Value: Number of @Pos periods contested by this CGA in the discipline style
		WR_FALLS		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of falls for this CGA in the discipline style
		WR_FALLS_OPP		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of falls opponent for this CGA in the discipline style
		WR_NUM_BOUTS		N(2)	For @Type:

Element: Stats /StatsItems /StatItem

Type	Code	ExtendedStat Code	Pos	Value	Description
				90	Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of bouts contested by this CGA in the discipline style
		WR_BOUTS_WRESTLERS		N(1).N(2) 0.99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Ratio Bouts/Wrestlers for this CGA in the discipline style (ie. 1 or 2.57)
		WR_BOUTS_WON		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of bouts won by this CGA in the discipline style
		WR_BOUTS_LOST		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of bouts lost by this CGA in the discipline style
		WR_BOUTS_AVG		N(2).N(2) 90.99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Bouts average for this CGA in the discipline style (ie. 0 or 0.55)
		WR_FINALS		N(1) 0	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of Finals reached by this CGA in the discipline style
	WR_TOT_NOC			N(3) 990	For @Type: Send proposed type
					For @Code:

Element: Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Total number of CGAs in the discipline style

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

Type /Code /ExtendedStat Code	Description	Expected
ST_WR_CC @EventCode /WR_RES_CC @ResultCode /WR_NUM_WINS /WR_PER_WINS	Number and percentage of wins for each type of results within each weight category, in Tournament Statistics.	Always for the complete weight category events, in the case of TOU statistics.
ST_WR_TOT /WR_RES_CC @ResultCode /WR_NUM_WINS /WR_PER_WINS	Total number and percentage of wins for each type of result of all weight categories in the discipline style, in Tournament Statistics.	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_NUM_WRESTLERS	Number of wrestlers for this CGA in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_NUM_PERIODS	Number of periods contested by this CGA in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_PER_WRESTLERS	Ratio Periods/Wrestlers for this CGA in the discipline style (i.e. 3 or 5.86)	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_PERIOD	Number of @Pos periods contested by this CGA in the discipline style, being @Pos= 1, 2	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_FALLS	Number of falls for this CGA in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_FALLS_OPP	Number of falls opponent for this CGA in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_NUM_BOUTS	Number of bouts contested by this CGA in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_BOUTS_WRESTLERS	Ratio Bouts/Wrestlers for this CGA in the discipline style (ie. 1 or 2.57)	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_BOUTS_WON	Number of bouts won by this CGA in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_BOUTS_LOST	Number of bouts lost by this CGA in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_BOUTS_AVG	Bouts average for this CGA in the discipline style (ie. 0 or 0.55)	Always, in the case of TOU statistics.
ST_WR_NOC /WR_CC @Organisation /WR_FINALS	Number of Finals reached by this CGA in the discipline style	Always, in the case of TOU statistics.
ST_WR_NOC /WR_TOT_NOC	Total number of CGAs in the discipline style	Always, in the case of TOU statistics.

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 Wrestling, 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 for all the competition events to the ODF Common Codes document (header values sheet).

4.1.7.3 Trigger and Frequency

Please, follow the general definition.

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 Wrestling are:

- 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:

- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Qualifications, 1/8 Finals, Quarterfinals, Semi-finals and Repechages (of different Rounds 1, 2 and/or 3).

- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed in the case of 1/8 Finals, Quarterfinals, Semi-finals. All wrestlers who lost against both finalists in the previous rounds will have Repechage bouts. Therefore, there are two separated groups of Repechage; the winner of each one will receive the bronze medal.

- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Matches), Repechages, Semi-finals, Quarterfinals and 1/8 Finals (if the Qualifications phase will take place according to the number of competing athletes).

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 Wrestling, 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.

Element	Attribute	M/O	Value	Comments
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 weight category event (round). In the first rounds and according to the number of competing athletes there might be a Repechage for this round. It will be sent qualifications ..., quarterfinals, semi-finals, repechage round 1 …, or final phase. (e.g.: QLF *'Qualifications'* …, QFL *'Quarterfinals'* …, R1_RPC *'Repechage Round 1'…*).
Bracket /BracketItems /BracketItem	Code	O	N(3) 990	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Bout (Match) number 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).

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, taking also into account the following:

- One and a half (1.5) hours after the draw is approved and completed

- One (1) evening before competition

- Sixty (60) minutes after morning session

4.1.8.4 Message Structure

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

- Configs /Config /ExtendedConfig /ExtendedConfigItem

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 Wrestling, 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 (i.e.: 0, M or W).
	Event	M	CC @Event	Event code of the RSC for each of discipline style, or event weight category. There are the following event codes for: (000) for the mixed sessions -Discipline style: (200) for Freestyle -Weight category (related to discipline style): (248) for Freestyle 48kg … (284) for Freestyle 86 kg etc.

Element	Attribute	M/O	Value	Comments
	Phase	M	CC @Phase	Phase code of the RSC. There are the following phases for: -Competition phases (for Weight Category events)- normal format: (6) Round of 64 (5) Round of 32 (4) 1/8 Finals (3) Quarterfinals (2) Semi-finals/Bronze medal (1) Finals Or -Competition phases (for Weight Category events)- round robin format: (9,A→G) Round Robin Pool -Session phase (for Discipline Style events): (Z) Sessions
	Unit	M	CC @Unit	It should be informed just in the case that the information is by Event Unit. In this case, all ExtendedConfig codes are related to an event unit (of competition phase or session phase). Only codes Bout Number, Bout Order, Session number and Mat code (@Code = WR_MATCH_NUMBER, WR_ORDER, WR_SESSION, and WR_MAT_CODE) <u>will be applied for each event unit of competition phases (@Phase= '1' to '5')</u>. In this case, the event unit will be NN (a sequential number). The rest of codes <u>will be applied for sessions phase (@Phase='Z')</u>. In this case, the event unit will be SS, the session number for each wrestling style that the data contained in the message refers to. Values could be from '01' to the last session number of this discipline style (e.g.: from '01' to '06' for Men's Freestyle).

The following table describes in more detail the Configs /Config /ExtendedConfig element and its child element ExtendedConfigItem.

Element: Configs /Config /ExtendedConfig					
Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_WR	WR_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.
	WR_E_DATE (Send by Event Unit-session)			DateTime	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos:

Element: Configs /Config /ExtendedConfig

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					Do not send anything
					For @Value: End date and time of this session.
	WR_W_CATEGORIES (Send by Event Unit-session)		N(1) 0	CC @EventCode	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Sequential number to indicate the different weight categories involved in this session.
					For @Value: Weight category code (see codes section) (e.g.: according to the event (@event discipline style) it could be: "255" for '55 KG' -in Freestyle-) …..
	WR_MAT (Send by Event Unit-session)		N(2) 90	CC @MatGroups	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sequential number to indicate each one of the groups for the different ranges of bouts that will take place in this mat for this session and their order.
					For @Value: Mat codes used for this Session. There are the following mat codes: "A" and "B", (usually there are 2). And also these codes "AF", "BF", "CF"… will be used to indicate, separately, the finals groups at the corresponding mat. (see codes section)
		WR_W_CATEGORY		CC @EventCode	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					Weight category from competition event. (see codes section) (e.g.: '155' 55 KG)
		WR_PHASE_COMP		CC @Phase	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					Phase of competition of this weight category. There are the following competition phases:

Element: Configs /Config /ExtendedConfig

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					-Competition phases (for Weight Category events)- normal format: (6) Round of 64 (5) Round of 32 (4) 1/8 Finals (3) Quarterfinals (2) Semi-finals/Bronze medal (1) Finals Or -Competition phases (for Weight Category events)- round robin format: (9,A→G) Round Robin Pool
		WR_UNIT_COMP		CC @Unit	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					Unit of competition. It will be informed for "repêchages" and medal matches. Otherwise, it will be '00'. (e.g.: For Phase=3: Unit=00 (Quarterfinals), Unit=50, … (Repechage)
		WR_BOUTS_RANGE	N(1) 0	N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Send 1 to indicate first rank included in the range of bouts. Send 2, if apply, to indicate last rank included in the range of bouts.
					For @Value: Send the number of bout according to @Pos. Could be only Pos 1 for a single bout, or both (Pos 1 and Pos 2) for a range of bouts, (i.e.: for Qualifications 60 kg, will be: Pos=1, Value=14 Pos=2, Value=16 Range 14-16, it means these bouts number (from 14 to 16) will take place at this mat in this session. Or for a single bout, for Quarterfinals 55 kg, will be: Pos=1, Value=10).
		WR_NO_BOUTS		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos:

Element: Configs /Config /ExtendedConfig

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					Do not send anything
					For @Value: Total number of bouts at this group in this mat for this session.
	WR_FINALS (Send by Event Unit-session)			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send 'Y' when this session has bouts for Finals.
		WR_FS_DATE		DateTime	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Start date and time for Finals in this session.
		WR_FE_DATE		DateTime	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: End date and time for Finals in this session.
	WR_MAT_TOTAL (Send by Event Unit-session)		CC @MatNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Mat Number according of existing mats (usually there are 2 mats). (e.g.: 1 for mat A, 2 for mat B). (see codes section)
					For @Value: Total number of bouts at this mat for this session.
	WR_SESSION (Send by Event Unit of competition phase)		CC @Style Or ´000´	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Discipline Style, to know to that wrestling style this session belongs. There are the following wrestling styles codes: (200) Freestyle (000) for the mixed sessions

Element: Configs /Config /ExtendedConfig

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					For @Value: Session Number (within a discipline style event)
	WR_MATCH_NUMBER (Send by Event Unit of competition phase)			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Bout (Match) Number
	WR_ORDER (Send by Event Unit of competition phase)			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Bout Order (within the weight category)
	WR_MAT_CODE (Send by Event Unit of competition phase)			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Mat Code (e.g.: "A" for Mat A, "B" for Mat B, usually there are 2 codes)

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

Type /Code /ExtendedConfigItem Code	Description	Expected
EC_WR /WR_S_DATE	Start date and time of each session.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_E_DATE	End date and time of each session.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_W_CATEGORIES	The different weight categories involved in each session.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_MAT /WR_W_CATEGORY /WR_PHASE_COMP /WR_UNIT_COMP /WR_BOUTS_RANGE /WR_NO_BOUTS	Data of each one of the mats used by session (as Weight category, phase and unit of the competition in the weight category, range of bouts and the total number of bouts). The data of each mat is grouped and ordered for the different ranges of bouts that will take place.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_FINALS /WR_FS_DATE /WR_FE_DATE	Indicator that the session has bouts for Finals, including the date and time of the Start and of the End.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_MAT_TOTAL	Total number of bouts at each mat per session.	Send by Event Unit per session, always that the information is available.
EC_WR /WR_SESSION	Session number of event unit for wrestling style (it will be the session in which the corresponding bout will be included).	Send by event unit per competition phase, just if this information is available.

Type /Code /ExtendedConfigItem Code	Description	Expected
EC_WR /WR_MATCH_NUMBER	Bout (Match) number of the event unit.	Send by event unit per competition phase, just if this information is available.
EC_WR /WR_ORDER	Order of the bout (within the weight category) in the mat and session.	Send by event unit per competition phase, just if this information is available.
EC_WR /WR_MAT_CODE	Mat Code of the event unit (it will be the mat in what the corresponding bout will take place).	Send by event unit per competition phase, just if this information is available.

4.1.8.6   Message sort

Please, follow the general definition.

5 Real time

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

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 Wrestling 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_RESULT	RT Event Unit Results	X	X
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results		
DT_RT_CLOCK	RT Clock		
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	

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"

    o T1: Trigger after any changes in bout (match) information.

    o T2: Trigger when the period finishes.

    o T3: Trigger after bout (match) finishes.

    o T4: Trigger at the beginning of each period.

- 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.

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 Wrestling are:

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

- UnitInfos /UnitInfo

- Periods /Period

- Periods /Period /ExtendedPeriods /ExtendedPeriod

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 lists the RT Event Unit Results optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	ResultType	O	CC @ResultType	Result type, either points or IRM for the corresponding event unit (see codes section). Only will be informed (it is mandatory) at the end of the bout (match).	T3

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	Result	O	N(1)0	Result for the particular event unit, i.e. the classification points in the corresponding bout (match).	T3
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the bout (match). Only will be informed (it is mandatory) at the end of the bout (match).	T3
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).	T1, T3

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

Element: UnitInfos /UnitInfo				
Type	**Code**	**Pos**	**Value**	**Description**
UI_WR	WR_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, to identify an athlete, winner of the bout (match).
	WR_RES_CODE		CC @ResultCode	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Result code of the bout (match), to indicate the classification type of the bout's winner (see codes section).
	WR_RES_POINTS	N(1)9	N(1)0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send 1 to indicate the classification points for the winner. Send 2 to indicate the classification points of the loser.
				For @Value: Result points of the bout. Send the classification points according to @Pos. (e.g.: Classification points for Home-red wrestler: 0 Away-blue wrestler: 5. The result points will be (5:0) as: Pos=1, Value=5 Pos=2, Value=0
	WR_M_DURATION		MM:SS	For @Type:

Element: UnitInfos /UnitInfo

Type	Code	Pos	Value	Description
			99:90	Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Time elapsed within the bout (including break pauses). MM is minutes, SS is seconds
	WR_M_STATUS		CC @PeriodStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of the bout (match) (see code section)
	WR_CURRENT_BOUT		S(1) (Y,N)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send "Y" when this bout is in progress (current), and "N" in case of it is not the current bout anymore.
	WR_CUR_PERIOD		CC @Period	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the code of the current period (see codes section)

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

Type /Code	Description	Expected
UI_WR /WR_WINNER_ID	Athlete's ID of the winner of the bout (match).	T1, T3
UI_WR /WR_RES_CODE	Result code of the bout (match), to indicate the classification type of the bout's winner.	T1, T3
UI_WR /WR_RES_POINTS	Classification points of the result of the bout (match).	T1, T3
UI_WR /WR_M_DURATION	Time elapsed within the bout (including pauses) in minutes and seconds.	T1, T3
UI_WR /WR_M_STATUS	Status of the current bout (match).	T1, T3
UI_WR /WR_CURRENT_BOUT	Indicates that this bout is in progress (current) or is not the current bout anymore.	T1, T3
UI_WR /WR_CUR_PERIOD	Code of the current period within the bout.	T1,T2

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

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Periods /Period	Code	M	CC @Period	Period code, usually there are 3 periods.	T1, T2
	HomeScore	M	N(2) 90	Home competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).	T1, T2, T3
	AwayScore	M	N(2) 90	Away competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2).	T1, T2, T3
	HomePeriodScore	O	N(1) 0	Home competitor technical points scored just for the @Code period. (e.g.: 3 points for Period-2 ("2nd Period")).	T1, T2, T4
	AwayPeriodScore	O	N(2) 90	Away competitor technical points scored just for the @Code period. (e.g.: 1 point for Period-2 ("2nd Period")).	T1, T2, T4
	Duration	M	MM:SS 00:00	Time elapsed within the period (@Code period). MM is minutes, SS is seconds.	T1, T2

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	**Code**	**Pos**	**Value**	**Description**
EP_WR	WR_H_TCP_CC @PeriodPart	N(1) 9	N(1) 0 Or "C"	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Sequential number for the incident, all the actions during the part of period that award points, from 1 to n (from the first incident to the last one).
				For @Value: Home competitor technical points awarded for each incident during each part of period (see codes section). And in Freestyle style events: 1 – during regular time (3 minutes) (e.g.: at the end of Period-2 ("2nd Period") scored 3 points in 3 incidents in a Freestyle event, awarded during: _TCP_1 (first part "120"): Pos=1-Value=1, Pos=2-Value=1, Pos=3-Value=1 C-for Caution
	WR_A_TCP_CC @PeriodPart	N(1) 9	N(1) 0	For @Type: Send proposed type

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod

Type	Code	Pos	Value	Description
			Or	For @Code: Send proposed code
			"C"	For @Pos: Sequential number for the incident, all the actions during the part of period that award points, from 1 to n (from the first incident to the last one).
				For @Value: Away competitor technical points awarded for each incident during each part of period (see codes section). C-for Caution
	WR_WINNER		S(1) (H,A)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Winner Indicator for this period when it is finished (Ended status). Send 'H' or 'A' if the period is won by Home (Red colour) or Away (Blue colour).
	WR_STATUS		CC @PeriodStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Status of this period (see codes section)
	WR_CUR_PERIOD_PART		CC @PeriodPart	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the code of the current period part of this period (see codes section).
	WR_LAST_SCORED	N(1)0	CC @PeriodPart	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send 1 for RED and 2 for BLUE competitor
				For @Value: Send the code of the period part of this period in which the wrestler last scored a point.

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

Type /Code	Description	Expected
EP_WR /WR_H_TCP_CC @PeriodPart	Home competitor technical points awarded during each incident of parts of period for each period.	T1, T2

EP_WR /WR_A_TCP_CC @PeriodPart	Away competitor technical points awarded during each incident of parts of period for each period.	T1, T2
EP_WR /WR_WINNER	Winner Indicator (H-Home, A-Away) for each period when it is finished.	T2
EP_WR /WR_STATUS	Status of each period.	T1, T2
EP_WR /WR_CUR_PERIOD_PART	Code of the current period part of this period.	T1,T2
EP_WR /WR_LAST_SCORED	Period Part in which the wrestler last scored a point. The @Pos indicates if the wrestler that last scored was the Red one or the Blue one.	T1

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	Submitted for review version
R1 v1.1	08 Jul 2013	Submitted for approval version
R1 v1.2	16 Jul 2013	APP version
R1 v2.0	15 Oct 2013	CR138 implemented
R1 v2.1	26 Nov 2013	CR183 and defects implemented
R1 v2.2	16 Jan 2014	Some minor issues/improvements - (external delivery)
R1 v2.3	08 May 2014	CR268 implemented
R1 v2.4	27 June 2014	CR371 implemented

File reference: ODF/INT141 R1 v2.4 APP (WR)

Change Log

Version	Status	Changes on version
R1 v1.0	SFR	• First version
R1 v1.1	SFA	• Small correction in the Statistics message: ST_WR_CGA and WR_TOT_CGA changed to ST_WR_NOC and WR_TOT_NOC • Submitted for approval version
R1 v1.2	APP	• APP version
R1 v2.0	APP	• CC @Period set to only 2 Periods and the Pause • Remove the Extra time in Freestyle from the CC @PeriodPart. • No Extra Time for the WR_H_TCP_CC @PeriodPart code. • Only 2 periods used in the WR_H_TCP_CC @PeriodPart, 3 minutes each • Remove the 3rd period from the ST_WR_NOC type, WR_PERIOD code form the DT_STATS message
R1 v2.1	APP	• CR183 implemented: the mats name changed to Mat A and Mat B. Information updated in the CC codes @MatGroups, CC @MatNo, WR_MAT, WR_MAT_TOTAL and WR_MAT_CODE. • Defect 101866 applied: new field added in the PiT Result, UnitInfos/ UnitInfo element. WR_CUR_PERIOD added as the last current period of the athletes. • Defect 102013 applied: Trigger updated for the Start List message. • Defect 101859 applied: small adding in the periods' result codes. Cautions information added as a possible value.
R1 v2.2	APP	• Updated the DT_POOL_STANDING message name (in section 4.1).
R1 v2.3	APP	• CR268 implemented: Code chapter updated with the new weight categories. • Discipline Configuration message: events' description updated.
R1 v2.4	APP	• CR371 implemented: ▪ include the @event= "000" and @gender="0" in case of mixed sessions in the DT_CONFIG message ▪ include the WR_SESSION@post= "000" in case of mixed sessions in the DT_CONFIG message ▪ ST result code updated as ´ Great Superiority - a difference of 10-points - the loser without points ´

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