Olympic Data Feed

ODF Fencing Data Dictionary

28 February 2014
Technology and Information Department
© International Olympic Committee

License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic Games and/or (ii) to develop similar standards for other events than the Olympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.

2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.

3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.

4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.

6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

TABLE OF CONTENT

1 Introduction

1.1 This document

This document includes the ODF Fencing Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Fencing, as well as defines the codes used in these messages.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Fencing Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Fencing competition for Nanjing 2014 Youth Olympics is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

Acronym	Description
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
ODF	Olympic Data Feed
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
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/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT300	ODF General	This document describes the

Document Reference	Document Title	Document Description
	Messages Interface Document	ODF General messages

2 Overall Perspective

2.1 Objective

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

2.2 End to End data flow

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

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

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

3 Codes

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

CC @CodeEntity

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

The following table describes the codes' entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to ODF 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**
	R32	Round of 32 (only for Individuals)
	R16	Round of 16
	QFL	Quarterfinals
	SFL	Semi-finals
	FNL	Final
CC @CompetitorPlace	**Code**	**Description**
	BYE	There is no competitor (only one participant is competing); the other team/athlete goes directly to the next phase/round.
	UNK	The competitor is not known yet
CC @Function	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Code	
CC @IRM (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).	**Code**	**Description**
	DNS	Did not start
	DNF	Did not finish
	DSQ	Disqualified
	EXCL	Excluded
CC @Period	**Code**	**Description**
	P1	1st Period
	P2	2nd Period
	P3	3rd Period
	OT	Overtime
CC @Phase	Defined in ODF Common Codes Document See entity Phase • The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event	

Code Entity		Code Entity Set of Values	
CC @Piste		**Code**	**Description**
		A	Final
		B	Blue
		G	Green
		R	Red
		Y	Yellow
CC @QualifyingType		**Code**	**Description**
	Individuals	CQ	Continental Qualifications
		HST	Host Country
		IRZ	Individual Ranking by Zone
		IWR	Individual World Ranking
		QUALIF	Qualification
		WLDC	Wild Card
	Teams	TRZ	FIE Team Ranking by Zone
		TWR	FIE Team World Ranking
		HST	Host Country Place
CC @ResultType		**Code**	**Description**
		POINTS	Points
		IRM_POINTS	For both, points and invalid result mark
CC @WLT		**Code**	**Description**
		W	Victory
		L	Defeat
		T	Winner by toss

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 Fencing.

- 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_TEAMS	List of teams	X	X
DT_PARTIC_HORSES	List of equestrian horses		
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_BRACKETS	Brackets	X	X
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	

.

4.1.1 List of participants by discipline

4.1.1.1 Description

This message is the List of participants (current athletes, officials and historical athletes) by discipline 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.

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 Fencing are:

- 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" optional attributes that are used in the case of Fencing, as well as the attributes that have an extended definition.

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

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

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

Element: Participant /Discipline /RegisteredEvent /EventEntry

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

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

Type /Code	Description	Expected
E_ENTRY /E_RANK	World Ranking	Always, as soon as this information is known and this athlete has ranking or not Only for Individual events.
E_ENTRY /E_HAND	Handedness of the athlete	Always, as soon as this information is known
E_ENTRY /E_Q_TYPE	Qualification type.	Always, as soon as this information is known For Individual and Team events.
E_ENTRY /E_SUBSTITUTE	When the competitor is a substitute.	As soon as this information is known Only for Team events.
E_ENTRY /E_SEED	Seed Number	Always, as soon as this information is known and this athlete has Seed Number Only for Individual events.

4.1.1.6 Message sort

Please, follow the general definition.

4.1.2 List of teams

4.1.2.1 Description

This message is the List of teams by discipline 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 Fencing are:

- Team /Composition

- 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 describes in more detail the Team /Discipline /RegisteredEvent /EventEntry element in the case of Fencing.

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

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

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

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

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

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

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 Fencing are:

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

- UnitInfos /UnitInfo

- UnitInfos /UnitInfo /Extensions

- Officials /Official

- Coaches and its child element Coach

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

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

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

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 Fencing, as well as the attributes that have an extended definition.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

For <u>Individual</u> events:

- After each bout

For <u>Team</u> events:

- After each 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 Fencing are:

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

- UnitInfos /UnitInfo

- Periods /Period (for Individual events)

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

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

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

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

4.1.4.5 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 Fencing.

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

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

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

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

Element: UnitInfos /UnitInfo

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

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

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

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

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

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

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

Element: Result /Competitor /ExtendedResults /ExtendedResult

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

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

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

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

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

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

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

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: DSQ Send "DSQ" when this team member has been disqualified at this bout.

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

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

4.1.4.6 Message sort

Please, follow the general definition.

4.1.5 Event Final Ranking

4.1.5.1 Description

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

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

4.1.5.2 Header Values

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

4.1.5.3 Trigger and Frequency

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

- After each event

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 Fencing are:

- EventInfos /EventInfo

4.1.5.5 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 Fencing, as well as the attributes that have an extended definition.

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

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

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

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

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

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

4.1.5.6   Message sort

Please, follow the general definition.

4.1.6 Pool standings

4.1.6.1 Description

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

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

4.1.6.2 Header Values

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

DocumentSubtype attributes will be:
- Preliminary Pool 1: 1
- Preliminary Pool 2: 2
- Preliminary Pool 3: 3

4.1.6.3 Trigger and Frequency

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

- Interim: After each boat of the preliminaries is official of the relevant group

- Official: After last boat of the preliminaries

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 Fencing are:

- Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

4.1.6.5 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 Fencing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank at the group.
	RankEqual	O	S(1)	Send Y if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
	IRM	O	CC @IRM	IRM Send just in the case @ResultType is points and 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 teams.

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_FE	FE_VICTORY			N(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Victories
	FE_MATCHES_PLAYED			N(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Matches
	FE_CALC_INDEX			N(1).N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Calculated Index
	FE_TOUCHES_GIVEN			N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Given Touches
	FE_TOUCHES_RECEIVED			N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Received Touches
	FE_TOUCHES_DIFF			N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Difference between Given and Received Touches

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

Type /Code	Extension Code	Description	Expected
ER_FE / FE_VICTORY		Number of victories of the competitor	If available
ER_FE / FE_MATCHES_PLAYED		Number of played matches of the competitor	If available
ER_FE / FE_CALC_INDEX		Calculated index of the competitor	If available
ER_FE / FE_TOUCHES_GIVEN		Touches given by the competitor	If available
ER_FE / FE_TOUCHES_RECEIVED		Touches received by the competitor	If available
ER_FE / FE_TOUCHES_DIFF		Touches difference for the competitor	If 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 Fencing, 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

- After the draw

- For <u>Individual</u> events:

  – After each bout

  For <u>Team</u> events:

  – After each match

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 Fencing are:

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

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

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

Moreover, the following should be considered:

For <u>Individual</u> events:

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

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

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

For Team events:

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

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

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

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 Fencing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the phase of event (round). It will be sent round of 32, ..., quarterfinals, semi-finals or final phase (e.g.: R64 *Round of 32-only for individuals-*… QFL *Quarterfinals*…)
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Bout number or the Match number (according to events of Individual or Team respectively) for each bracket item.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor for this bracket item (BYE) or when it is not known yet (UNK).

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

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

				(depending on the number of teams competing), and between 1 to 32 used in "Round of 32" for Individual events

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

Type /Code	Description	Expected
ECP_FE /FE_COMP_DRAW	For the first round of competition ("Round of 32" in Individual events and "Round of 16" in Team events), the draw number for the competitor not known in this place of the bracket item.	Just for "Round of 32" in Individual events and "Round of 16" in Team events, and when there is no competitor in this place (when the CompetitorPlace @Code is BYE)

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

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

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

Type /Code	Description	Expected
EBC_FE /FE_DRAW	For the first round of competition ("Round of 32" in Individual events and "Round of 16" in Team events), the draw number for the competitor in this place of the bracket item.	Just for "Round of 32" in Individual events and "Round of 16" in Team events (depending on the number of teams competing)

4.1.7.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	8 November 2013	Submitted for review version
R2 v1.1	22 November 2013	Submitted for approval version
R2 v1.2	28 February 2014	APP, some minor issues

File reference: ODF/INT314 R2 v1.2 APP (FE)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version
R2 v1.1	SFA	• Just document status changed to SFA
R2 v1.2	APP	• Update the "This document", "Objective" and "Main Audience" sections • Remove the DT_PARTIC_HORSES message • Add the DT_SCHEDULE_UPDATE message

This page has been intentionally left blank