



INTERNATIONAL OLYMPIC COMMITTEE

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## Olympic Data Feed

### **ODF Table Tennis Data Dictionary**

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Technology and Information Department  
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## TABLE OF CONTENT

<b>1</b>	<b>Introduction .....</b>	<b>5</b>
1.1	This document.....	5
1.2	Objective .....	5
1.3	Main Audience.....	5
1.4	Glossary .....	5
1.5	Related Documents.....	5
<b>2</b>	<b>Overall Perspective .....</b>	<b>7</b>
2.1	Objective .....	7
2.2	End to End data flow .....	7
<b>3</b>	<b>Codes .....</b>	<b>8</b>
<b>4</b>	<b>Point in Time.....</b>	<b>10</b>
<b>4.1</b>	<b>Point in Time Applicable Messages .....</b>	<b>10</b>
4.1.1	List of participants by discipline .....	11
4.1.1.1	Description.....	11
4.1.1.2	Header Values.....	11
4.1.1.3	Trigger and Frequency .....	11
4.1.1.4	Message Structure .....	11
4.1.1.5	Message Values.....	11
4.1.1.6	Message sort .....	12
4.1.2	List of teams.....	13
4.1.2.1	Description.....	13
4.1.2.2	Header Values.....	13
4.1.2.3	Trigger and Frequency .....	13
4.1.2.4	Message Structure .....	13
4.1.2.5	Message Values.....	13
4.1.2.6	Message sort .....	14
4.1.3	Start List.....	15
4.1.3.1	Description.....	15
4.1.3.2	Header Values.....	15
4.1.3.3	Trigger and Frequency .....	15
4.1.3.4	Message Structure .....	15
4.1.3.5	Message Values.....	15
4.1.3.6	Message sort .....	19
4.1.4	Event Unit Results .....	20
4.1.4.1	Description.....	20
4.1.4.2	Header Values.....	20
4.1.4.3	Trigger and Frequency .....	20
4.1.4.4	Message Structure .....	20
4.1.4.5	Message Values.....	20
4.1.4.6	Message sort .....	27
4.1.5	Pool standings .....	28
4.1.5.1	Description.....	28
4.1.5.2	Header Values.....	28
4.1.5.3	Trigger and Frequency .....	28
4.1.5.4	Message Structure .....	28
4.1.5.5	Message Values.....	28
4.1.5.6	Message sort .....	33
4.1.6	Event Final Ranking.....	34
4.1.6.1	Description.....	34



- 4.1.6.2 Header Values ..... 34
- 4.1.6.3 Trigger and Frequency ..... 34
- 4.1.6.4 Message Structure ..... 34
- 4.1.6.5 Message Values ..... 34
- 4.1.6.6 Message sort ..... 35
- 4.1.7 Brackets ..... 36
  - 4.1.7.1 Description..... 36
  - 4.1.7.2 Header Values ..... 36
  - 4.1.7.3 Trigger and Frequency ..... 36
  - 4.1.7.4 Message Structure ..... 36
  - 4.1.7.5 Message Values ..... 36
  - 4.1.7.6 Message sort ..... 37
- DOCUMENT CONTROL ..... 38**



# 1 Introduction

## 1.1 This document

This document includes the ODF Table Tennis Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Table Tennis, 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 Table Tennis Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Table Tennis 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
<b>IF or International Federation</b>	The international governing body of an Olympic Sport as recognized by the IOC
<b>IOC</b>	International Olympic Committee
<b>NOC</b>	National Olympic Committee
<b>ODF</b>	Olympic Data Feed
<b>ODF-PiT</b>	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
<b>RSC</b>	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
<b>Sport</b>	Is administered by an international federation and can be composed of one or more disciplines
<b>WNPA</b>	World News Press Agencies

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents



Document Reference	Document Title	Document Description
ODF/INT300	ODF General Messages Interface Document	This document describes the ODF General messages



## 2 Overall Perspective

### 2.1 Objective

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

### 2.2 End to End data flow

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 Table Tennis 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 Table Tennis.

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



### 3 Codes

Several codes are used in the definition of the messages in this document, 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	Finals
CC @BracketItems	Code	Description
	CR16	Consolation - Round of 1/8
	CQFL	Consolation - Quarterfinal
	CSFL	Consolation - Semi-final
	CFNL	Consolation - Final
	R16	Round of 1/8
	QFL	Quarterfinal
	SFL	Semi-final
	FNL	Finals
CC @CompetitorPlace	Code	Description
	BYE	If there is no match. There is no competitor (only one participant is competing); the other team/athlete goes directly to the next phase/round.
	UNK	The competitor is not known yet
CC @Desc	Code	Description
	1	Winner
	2	Loser
CC @Game (for Singles events)	Code	Description
	G1	Game 1
	...	...
	Gn	Game n
CC @IRM	Code	Description
	DSQ	Disqualified
	RET	Retired
	WO	Walkover
CC @Match (for Team event)	Code	Description
	M1	Match 1
	...	...
	Mn	Match n





Code Entity	Code Entity Set of Values	
CC @MatchType (for team match in Team event)	Code	Description
	D	Doubles
	S	Singles
CC @QualifyingType (for Singles events)	Code	Description
	CQ	Continental Qualification
	JC	Junior Circuit Events
	HCP	Host Country Place
	U18	ITTF Under 18 World Ranking
	WQE	YOG World Qualification Event
CC @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document <ul style="list-style-type: none"> <li>The attribute to be used is Id</li> </ul>	
CC @ResultType	Code	Description
	POINTS	Points
	IRM	Invalid result mark
	IRM_POINTS	For both, points and invalid result mark
CC @Status	Code	Description
	E	Completed
	IP	In progress
	SU	Suspended



## 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 Table Tennis.

- 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_RANKING	Event Final ranking	X	X
DT_BRACKETS	Brackets	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 Table Tennis are:

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

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

### 4.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if this information is available.

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

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_SEED		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Seed number
	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



Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				(see codes section)
	E_GROUP		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Group of the athlete at first stage (based on seeding). Send the Group code (letter in upper case), (e.g.: A, B ...H)
	E_GRIP		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Athlete Grip (P for Penholder and or S Shakehand)
	E_HAND		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Athlete Handedness (L or R)

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

Type /Code	Description	Expected
E_ENTRY /E_SEED	Athlete's seed number	Always, as soon as this information is known and this athlete has Seed Number. Send for Singles events
E_ENTRY /E_Q_TYPE	Qualification type.	Always, as soon as this information is known. Only for Singles events.
E_ENTRY /E_GROUP	Group of the athlete at first stage (based on seeding).	If applies, as soon as this information is known. Send for Singles events
E_ENTRY / E_GRIP	Athlete's Grip	Always, as soon as this information is known.
E_ENTRY / E_HAND	Athlete's Handedness	Always, as soon as this information is known.

#### 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 as described in the ODF General Messages Interface Document.

### 4.1.2.2 Header Values

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

### 4.1.2.3 Trigger and Frequency

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

### 4.1.2.4 Message Structure

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

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

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

### 4.1.2.5 Message Values

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

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

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

Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_SEED		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team’s Seed Number
	E_GROUP		S(1)	For @Type: Send proposed type



Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Group of the team at first stage (based on seeding). Send the Group code (letter in upper case), (e.g.: A, B ...H)

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

Type /Code	Description	Expected
E_ENTRY /E_SEED	Team's seed number	Always, as soon as this information is known and this team has Seed Number.
E_ENTRY /E_GROUP	Group of the team at first stage (based on seeding).	If applies, as soon as this information is known.

#### 4.1.2.6 Message sort

Please, follow the general definition.



### 4.1.3 Start List

#### 4.1.3.1 Description

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

#### 4.1.3.2 Header Values

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

#### 4.1.3.3 Trigger and Frequency

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

#### 4.1.3.4 Message Structure

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

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

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

#### 4.1.3.5 Message Values

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

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

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

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



Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Table Number (e.g.: 1 for Table 1, 2 for Table 2, etc.)
	TT_MATCH_NUMBER			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Match number
	TT_MATCH		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Send the match number in the team match (i.e.: 1, 2 or 3)
					For @Value: Do not send anything
	TT_TYPE			CC @MatchType	For @Type: Send proposed code as type
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Type of the match (S or D) in the team match (see codes section)
	TT_HOME		N(1) 9	S(20) with no leading zeroes	For @Type: Send proposed code as type
				Or	For @Code: Send proposed extension code
				TBD	For @Pos : Send 1 in case of single matches in the team match.
				Or	Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 1)
				BYE	For @Value: Send the player's ID for each player (for the team with team order 1) at the match in the team match if known, or TBD (for To Be Defined), or BYE (if no player)





Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
		TT_AWAY	N(1) 9	S(20) with no leading zeroes  Or  TBD  Or  BYE	For @Type: Send proposed code as type  For @Code: Send proposed extension code  For @Pos : Send 1 in case of single matches in the team match. Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 2)  For @Value: Send the player's ID for each player (for the team with team order 2) at the match in the team match (if known), or TBD (for To Be Defined), or BYE (if no player)

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

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

The following table describes in more detail the Start /Competitor /EventUnitEntry element in the case of Table Tennis (for Team event).

Element: Start /Competitor /EventUnitEntry (for Team)					
Type	Code	Pos	Value	Description	
EUE_TT	TT_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)	
	TT_GROUP		S(1)	For @Type: Send proposed type  For @Code: Send proposed code  For @Pos: Do not send anything	



Element: Start /Competitor /EventUnitEntry (for Team)				
				For @Value: Group of the team. Send the Group code (letter in upper case), (e.g.: A, B ...H)
	TT_DRAW		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Draw Number (for team) at first stage. It is a sequential number.

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

Type /Code	Description	Expected
EUE_TT /TT_SEED	Seed number (for team)	Always, as soon as this information is known.
EUE_TT /TT_GROUP	Group of the team.	If applies, as soon as this information is known.
EUE_TT /TT_DRAW	Draw Number for the team at first stage.	If applies, as soon as this information is known.

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry (for Singles)				
Type	Code	Pos	Value	Description
EUE_TT	TT_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 athlete)
	TT_GROUP		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Group of the athlete. Send the Group code (letter in upper case), (e.g.: A, B ...H)
	TT_DRAW		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything



Element: Start /Competitor /Composition /Athlete /EventUnitEntry (for Singles)				
Type	Code	Pos	Value	Description
				For @Value: Draw Number (for athlete) at first stage. It is a sequential number.

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

Type /Code	Description	Expected
EUE_TT /TT_SEED	Seed number (for athlete)	Always, as soon as this information is known.
EUE_TT /TT_GROUP	Group of the athlete.	If applies, as soon as this information is known.
EUE_TT /TT_DRAW	Draw Number for the athlete at first stage.	If applies, as soon as this information is known.

#### 4.1.3.6 Message sort

Please, follow the general definition.



#### 4.1.4 Event Unit Results

##### 4.1.4.1 Description

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

##### 4.1.4.2 Header Values

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

##### 4.1.4.3 Trigger and Frequency

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

Singles events:

- UNOFFICIAL / OFFICIAL: After each match

Team event:

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

##### 4.1.4.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for all events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions (for all events)

##### 4.1.4.5 Message Values

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

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



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

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

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



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

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

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

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

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



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

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

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



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





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

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

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



EP_TT /TT_HOME_PTS_G	Send the points won for the team with team order 1 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match.	Just for team event
EP_TT /TT_AWAY_PTS_G	Send the points won for the team with team order 2 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match.	Just for team event
EP_TT /TT_DURATION_G	Send the duration of the game for the corresponding match in the team match.	Just for team event

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

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



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send Y if the player of team serves at this point in time

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

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

#### 4.1.4.6 Message sort

Please, follow the general definition.



## 4.1.5 Pool standings

### 4.1.5.1 Description

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

In the case of Table Tennis, the message has to be sent for the Singles events and Team event, 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 at phase level of the First stage to the ODF Common Codes document (header values sheet).

The DocumentSubtype attribute will be:

- For Singles and Team event (eight groups):
  - Group A: A
  - Group B: B
  - Group C: C
  - Group D: D
  - Group E: E
  - Group F: F
  - Group G: G
  - Group H: H

### 4.1.5.3 Trigger and Frequency

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

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

### 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 Table Tennis are:

- Result /Competitor /ExtendedResults /ExtendedResult (only for Team event)
- Result /Competitor /ExtendedResults /ExtendedResult /Extensions (only for Team event)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (only for Singles)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions (only for Singles)

### 4.1.5.5 Message Values

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



Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor at the corresponding group. This attribute is optional because the competitor could be disqualified (in this case, it will be blank).
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM or IRM with points obtained by the competitor at the corresponding group (see codes section)
	Result	O	N(2) 90	Total result points obtained by the competitor at the particular group. Send either in the case @ResultType is points or IRM with points (see codes section)
	IRM	O	CC @IRM	IRM at the particular group.  Send just in the case @ResultType is IRM or both IRM and Points (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified competitors.

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

Element: Result /Competitor /ExtendedResults /ExtendedResult (for Team event)						
Type	Code	Extension Code	Pos	Value	Description	
ER_TT	TT_TEAM_MATCHES				For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Do not send anything	
	TT_PLAYED				N(1) 9	For @Type: Send proposed code (as type)
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Number of team matches played. Do not send anything in case of DSQ from the tournament.
	TT_WON				N(1) 0	For @Type: Send proposed code (as type)
						For @Code: Send proposed extension code
For @Pos: Do not send anything						
For @Value:						



Element: Result /Competitor /ExtendedResults /ExtendedResult (for Team event)					
Type	Code	Extension Code	Pos	Value	Description
					Number of team matches won. Do not send anything in case of DSQ from the tournament.
		TT_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: Number of team matches lost. Do not send anything in case of DSQ from the tournament.
	TT_MATCHES TT_GAMES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_GF		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 Matches/Games for. Do not send anything in case of DSQ from the tournament.
		TT_GA		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 Matches/Games against. Do not send anything in case of DSQ from the tournament.
	TT_PTS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_GF		N(3)	For @Type:



Element: Result /Competitor /ExtendedResults /ExtendedResult (for Team event)					
Type	Code	Extension Code	Pos	Value	Description
				990	Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of Points for. Do not send anything in case of DSQ from the tournament.
		TT_GA		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 Points against. Do not send anything in case of DSQ from the tournament.

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

Type /Code	Extension Code	Description	Expected
ER_TT /TT_TEAM_MATCHES	TT_PLAYED	Number of team matches played by the competitor at the group	If available
	TT_WON	Number of team matches won by the competitor at the group	If available
	TT_LOST	Number of team matches lost by the competitor at the group	If available
ER_TT /TT_MATCHES ER_TT /TT_GAMES	TT_GF	Total of Matches/Games for by the competitor	If available
	TT_GA	Total of Matches/Games against by the competitor	If available
ER_TT /TT_PTS	TT_GF	Total of Points for by the competitor	If available
	TT_GA	Total of Points against by the competitor	If available

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for Singles)					
Type	Code	Extension Code	Pos	Value	Description
ER_TT	TT_MATCHES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value:



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for Singles)					
Type	Code	Extension Code	Pos	Value	Description
					Do not send anything
		TT_PLAYED		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches played. Do not send anything in case of DSQ from the tournament.
		TT_WON		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 matches won. Do not send anything in case of DSQ from the tournament.
		TT_LOST		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 matches lost. Do not send anything in case of DSQ from the tournament.
	TT_GAMES TT_PTS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_GF		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 Games/Points for. Do not send anything in case of DSQ from the tournament.
		TT_GA		N(2) 90	For @Type: Send proposed code (as type)





Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for Singles)					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of Games/Points against. Do not send anything in case of DSQ from the tournament.

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

Type /Code	Extension Code	Description	Expected
ER_TT /TT_MATCHES	TT_PLAYED	Number of matches played by the competitor at the group	If available
	TT_WON	Number of matches won by the competitor at the group	If available
	TT_LOST	Number of matches lost by the competitor at the group	If available
ER_TT /TT_GAMES ER_TT /TT_PTS	TT_GF	Total of Games/Points for by the competitor	If available
	TT_GA	Total of Games/Points against by the competitor	If available

#### 4.1.5.6 Message sort

Please follow the general definition.



## 4.1.6 Event Final Ranking

### 4.1.6.1 Description

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

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

### 4.1.6.2 Header Values

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

### 4.1.6.3 Trigger and Frequency

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

### 4.1.6.4 Message Structure

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

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

### 4.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an invalid rank mark (in this case, it will be blank).
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	The invalid result mark, in case it is assigned
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitor for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

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



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

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

#### 4.1.6.6 Message sort

Please, follow the general definition.



## 4.1.7 Brackets

### 4.1.7.1 Description

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

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

### 4.1.7.2 Header Values

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

### 4.1.7.3 Trigger and Frequency

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

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

### 4.1.7.4 Message Structure

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

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

Moreover, the following should be considered:

- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Round of 1/8, 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 Finals (Gold Medal Match and the Bronze Medal Match) or Final, Semi-finals and Quarterfinals.

### 4.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item.



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 event (round). It will be sent round of 1/8, ..., quarterfinals, semi-finals or finals phase (e.g.: QFL <i>Quarterfinals...</i> )
Bracket /BracketItems /BracketItem	Code	M	Numeric	Bracket code to identify a bracket item. It is referred to the related unit of phase.  For <u>singles</u> , it will be sent the match number. For <u>team</u> event, it will be sent the team match number.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor for this bracket item (BYE) or when it is not known yet (UNK).

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

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

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

Type /Code	Description	Expected
ECP_TT /TT_COMP_INF	The information in the place of the bracket regarding the rule to access to this place (the competitor is the winner or the loser of a match from the preceding phase, e.g.: "Loser 27" in Men's Singles, etc.)	Just when the competitor is not known yet (when the CompetitorPlace @Code is UNK)

#### 4.1.7.6 Message sort

Please, follow the general definition.



## DOCUMENT CONTROL

### Version history

Version	Date	Comments
R2 v1.0	08 Nov 2013	First version (SFR version)
R2 v1.1	22 Nov 2013	SFA version
R2 v1.2	20 Dec 2013	Minor corrections (SFA version)
R2 v1.3	28 Feb 2014	Some minor issues (APP version)
R2 v1.4	4 June 2014	Conformance Test issue 538

**File reference:** ODF/INT331 R2 v1.4 APP (TT)

### Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none"><li>• First version (Submitted for Review version)</li></ul>
R2 v1.1	SFA	<ul style="list-style-type: none"><li>• Submitted for Approval version</li></ul>
R2 v1.2	SFA	<ul style="list-style-type: none"><li>• Included project reference in 1.1 and 1.2 sections</li></ul>
R2 v1.3	APP	<ul style="list-style-type: none"><li>• Approved version</li><li>• Removed the DT_PARTIC_HORSES message (in section 4.1).</li><li>• Added the DT_SCHEDULE_UPDATE message (in section 4.1).</li></ul>
R2 v1.4	APP	<ul style="list-style-type: none"><li>• Event entries E_GRIP and E_HAND added</li></ul>



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