

Modifications from London ODF versions are highlighted in **green**

Olympic Data Feed

Baku 2015

ODF Boxing Data Dictionary

ODF/INT417 R-SEG-2015 V1.3 APP - 25 May 2015

Technology and Information Department

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Baku 2015
1ST EUROPEAN GAMES

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1 Introduction

1.1 This document

This document includes the ODF Boxing Data Dictionary. This Data Dictionary refines the messages described in the ODF1 General Messages Interface Document specifically for Boxing, 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 Boxing Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Boxing competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **EF** – European Federation
- **EOC** – European Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **BX** – Boxing
- ~~**WNPA** – World News Press Agencies~~

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT401	ODF Principles for the Baku 2015 European Games	This document describes the general technical standards to be used at the European Games in Baku 2105
ODF/COD404	ODF Common Codes	This document describes the ODF codes used across the rest of the ODF documents

Document Reference	Document Title	Document Description
ODF/INT402	ODF1 General Messages Interface Document	This document describes the ODF central and sport messages in the ODF1 format
ODF/COD405	ODF Header Values	This document details the header values, showing which RSCs are used in which messages

2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Boxing 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 ODF1 General Messages Interface, since this ODF Boxing 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 Boxing.

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

Please note, that Boxing ODF is provided as described in the document in an ODF1 format for all the sports messages.

3 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

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

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to the Sport Codes paragraph of the ODF1 General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @BracketItemsCode	Code	Description
	1_64	Round of 64
	1_32	Round of 32
	1_16	Round of 16
	QFL	Quarterfinal
	SFL	Semi-final
	FNL	Final
CC@Code (For brackets)	Code	Description
	FNL	Current Phase in the competition
CC @CompetitorPlace	Code	Description
	BYE	There is no competitor, the other team/athlete passes directly to the next round
	UNK	The competitor is not known yet
CC @Country	Defined in ODF Common Codes Document See entity Country The entity's attribute to be used is Code	
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Period	Code	Description
	1	Round 1
	2	Round 2
	3	Round 3
	4	Round 4 (only for Women's)
CC @PeriodNo	Code	Description
	0..4	0 for the Totals 1..3 for Men's Rounds 1..4 for Women's Rounds

Code Entity	Code Entity Set of Values	
CC @PeriodStatus	Code	Description
	E	Match end
	R	Running
	S	Stop
CC @QualifyingType	Code	Description
	HST	Host Country Place
	QAF	Africa Qualifying Event
	QAM	America Qualifying Event
	QAS	Asia Qualifying Event
	QEU	Europe Qualifying Event
	QOC	Oceania Qualifying Event
	TPC	Tripartite Commission Place
	WCH	World Boxing Championships
	WSB	WSB Individual Championships
CC @ResultMark	Code	Description
	BDSQ	Both Disqualified
	DSQ	Disqualification
	KO	Knockout
	NC	No Contest
	TD	Technical Draw
		Not used for CG2014
	TKO	Technical Knockout
	TKO-I	Technical Knockout Injury
	WO	Walkover
WP	Win on points	
CC @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document. <ul style="list-style-type: none"> The Attribute to be used is ID 	
CC @ResultType	Code	Description
	POINTS	Points
	RM	Result Mark
CC @Statistics	Code	Description
	TOU	Tournament statistics
CC @WLT	Code	Description
	L	Lost
	T	No winner
	W	Won

4 Boxing Data Extension

4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined in the ODF1 General Messages Interface Document, should be respected for the messages described in the chapter 5 of this document.

4.1.1 ODF header

Regarding to the ODF header values, you should also follow the description in the ODF Principles for the Baku 2015 European Games Document. However, the following attributes could be refined for each message type regarding to the header values:

- ODF Header: DocumentCode.

4.1.2 Attributes Definition

The attributes types are explained in the section “Formats used in ODF” of the ODF Principles for the Baku 2015 European Games Document. Please, refer to that document for further information.

5 Point in Time

5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Boxing, as well as the category of each message, which identifies if the message structure definition can be found either in the Central Messages or Sport Messages paragraph of the ODF1 General Messages Interface Document.

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Paragraph documented” indicates the paragraph where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules

Message Type	Message name	Paragraph documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central		
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central		
DT_MEDALS	Medal standings	Central	Global (ODF2 format)	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global (ODF2 format)	
DT_HISTORIC_RECORD	Historical records	Central		
DT_GLOBAL_GM	Global good morning	Central	Global (ODF2 format)	

DT_GLOBAL_GN	Global good night	Central	Global (ODF2 format)	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports	X	X
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports	X	X
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_CONFIG	Discipline configuration	Sports	X	X
DT_WEATHER	Event Unit Weather conditions	Sports		

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

5.1.1.1 Description

This message is the List of participants by discipline (and the update), for that discipline it is the list of athletes, as described in the ODF1 General Messages Interface Document.

5.1.1.2 Header Values

The definition in the ODF1 General Messages Interface Document is valid

5.1.1.3 Trigger and Frequency

The definition in the ODF1 General Messages Interface Document is valid and in the case when the venue results becomes owner of the data.

5.1.1.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of Boxing are:

- RegisteredEvent
- EventEntry

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

5.1.1.5 Message Values

The following table lists the “List of participants by discipline/ update” optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of Boxing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Participant	BirthDate	O	YYYYMMDD	It will be included if available
	Height	O	N(3) 990	Height in centimetres. It will be included if available. This information is not needed in case of officials/referees.
	Weight	O	N(3) 990	Weight in kilograms. It will be included if available. This information is not needed in case of officials/referees.
	MainFunctionId	O	CC @Function	Main function. In case of Current=True, this attribute is mandatory
Competition /Participant /Discipline	InternationalFederationId	O	S(16)	AIBA ID (competitor's federation number for the discipline)

The following table describes in more detail the EventEntry element in the case of Boxing.

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_SEED	N(2)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Seed number
	E_Q_TYPE	CC	For @Type:

Element: EventEntry			
Type	Code	Value	Description
		@QualifyingType	Send-proposed type
			For @Code: Send-proposed code
			For @Value: Qualification tournament code
	E_Q_COUNTRY	CC @Country	For @Type: Send-proposed type
			For @Code: Send-proposed code
			For @Value: Qualification country code

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

Type /Code	Description	Expected
E_ENTRY /E_SEED	Seed number	Always, as soon as this information is known and this athlete has Seed Number (this information can be sent in both messages)
E_ENTRY /E_Q_TYPE	Qualification tournament code	Always, as soon as this information is known and this athlete has Qualification tournament (this information can be sent in both messages)
E_ENTRY /E_Q_COUNTRY	Qualification country code	Always, as soon as this information is known and this athlete has Qualification country (this information can be sent in both messages)

5.1.1.6 Message sort

Please, follow the general definition.

5.1.2 Start List

5.1.2.1 Description

This message is the Start List message as described in the ODF1 General Messages Interface Document.

5.1.2.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

5.1.2.3 Trigger and Frequency

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

- As soon as draw is done for the first phase of the event and at the end of one phase for next phase.

5.1.2.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of Boxing are:

- UnitInfos and its child element UnitDateTime (following the general rules for this element)
- Start /Competitor /EventUnitEntry
- Officials and its child element Official

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

5.1.2.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of Boxing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @ResultsFunction	Send according to the codes.
	Order	M	Numeric	The Referee should be the first one and next the judges ordered by the judge number: Referee – 0 Judges – 1..5
Start	SortOrder	M	Numeric	1 for RED and 2 for BLUE

Send UnitDateTime.

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

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_BX	BX_DETAILED		S(n)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos :

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
				Do not send anything
				For @Value: Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD

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

Type /Code	Description	Expected
EUE_BX /BX_DETAILED	Text to be placed instead of the competitor name when it is not known yet, for example, if no winner is advanced from the previous bout because of both disqualified, this field should be "BDSQ from bout nnn".	Just when the competitor code is equal to TBD, it is, when the competitor is not known yet.

5.1.2.6 Message sort

Please, follow the general definition.

5.1.3 Event Unit Results

5.1.3.1 Description

This message is the Event Unit Results message as described in the ODF1 General Messages Interface Document.

5.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

5.1.3.3 Trigger and Frequency

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

- At the end of each match
- At the end of each event that day or at the end of each event phase, whatever comes first

5.1.3.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of Boxing are:

- UnitInfos and its child elements UnitDateTime and UnitInfo
- Periods and its child element
- Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

5.1.3.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF1 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 Boxing.

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	If informed, it will be POINTS or RM
	Result	O	N(2) 90	Points obtained. Send just if ResultType is equal to POINTS. Result contains the total of competitor points (PTS) at the end of the bout
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L) the bout. Send T just in case of No Winner, i.e., BX_RM = BDSQ (both disqualified) or NC (no contest)
	SortOrder	M	N(1) 0	1 for RED and 2 for BLUE

The following table describes in more detail the Period element in the case of Boxing.

Element	Attribute	M/O	Value	Comments
Periods /Period Sent just if the bout doesn't finish before that round	Code	M	CC @Period	Round number
	HomeScore	M	Numeric	Cumulative score red at the end of the round
	AwayScore	M	Numeric	Cumulative score blue at the end of the round

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

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Pos	Value	Description	
UI_BX	BX_RM		CC @ResultMark	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the bout result mark.	
	BX_ROUND			CC @Period	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the round in which bout stopped according to the winning decision
	BX_TIME			MM:SS	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the Stop Time, ascending from 0:00 according to the winning decision
BX_JUDGE		N(1) 9	N(1)	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Judge's sequential number (1, ..., 3)	
				For @Value: Send No. 1..5 of Judge who is (first) participating on scoring	
BX_SUBST			N(1)	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send No. 1..5 of the Judge, who in following scores for the failed Judge	

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

Type /Code	Description	Expected
UI_BX /BX_RM	Send the bout result mark.	Just if available
UI_BX /BX_ROUND	Send the round in which bout stopped according to the winning decision.	Just if applies
UI_BX /BX_TIME	Send the Stop Time, ascending from 0:00 according to the winning	Just if applies

Type /Code	Description	Expected
	decision.	
UI_BX /BX_JUDGE	Send the No.1..5 of Judge who is (first) participating on scoring	Just if applies
UI_BX /BX_SUBST	Send the No. 1..5 of the Judge, who in following scores for the failed Judge	Just if applies

Send UnitDateTime.

The following table describes in more detail the Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod element.

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Extension Code	Pos	Value	Description
EP_BX	BX_SCR_H		N(1) 9	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Judge's sequential number (1, ..., 3). For @Value: Send judge score for red competitor at this round. Only send the valid score for the round
	BX_SCR_A		N(1) 9	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Judge's sequential number (1, ..., 3). For @Value: Send judge score for blue competitor at this round Only send the valid score for the round

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

Type /Code	Description	Expected
EP_BX /BX_SCR_H	Judge score for red competitor at this round. Only send the valid score for the round	If applies, when available
EP_BX /BX_SCR_A	Judge score for blue competitor at this round Only send the valid score for the round	If applies, when available

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

Element: Competition /Results /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_BX	BX_SCR		N(1) 9	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Judge's sequential number (1, ..., 3).
					For @Value: Send Total judge score for the competitor
	BX_PREF_WINNER		N(1) 9	Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Judge's sequential number (1, ..., 3).
					For @Value: Send Y if the athlete is the preferred winner
	BX_WARNING		CC @Period No	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round number
					For @Value: Warnings given in each round (@pos=1, ..) and totals (@pos=0)
	BX_KD		CC @Period No	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round number
					For @Value: Counts given in each round (@pos=1, ..) and totals (@pos=0)

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

Type /Code	Description	Expected
ER_BX /BX_SCR	Total judge score for the competitor	If applies, when available
ER_BX /BX_PREF_WINNER	Send "Y" for preferred winner in case of ties in Total judge score	If applies, when available
ER_BX /BX_WARNING	In case of @pos=0, Total number of warnings given to the competitor In case of @pos=1, .. Number of warnings given to the competitor in each round.	If applies, when available
ER_BX /BX_KD	In case of @pos=0, Total number of counts given to the	If applies, when

Type /Code	Description	Expected
	competitor In case of @pos=1, .. Number of counts given to the competitor in each round.	available

5.1.4 Event Final Ranking

5.1.4.1 Description

This message is the Event Final Ranking message as described in the ODF1 General Messages Interface Document.

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

5.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Header Values document.

5.1.4.3 Trigger and Frequency

Please, follow the general definition.

5.1.4.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of Boxing are:

- N/A

5.1.4.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of Boxing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	M	Numeric	Final rank of the competitor in the corresponding event
	RankEqual	O	S(1)	Send Y in case of an equalled Rank
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. The boxers with standings from 5 th to 8 th places should be sorted by NOC

5.1.4.6 Message sort

Please, follow the general definition.

5.1.5 Statistics table

5.1.5.1 Description

This message is the Statistics table message as described in the ODF1 General Messages Interface Document.

5.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Header Values document.

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

- TOU: Tournament statistics.

The DocumentSubcode with the Organisation will not be informed for this kind of statistics.

5.1.5.3 Trigger and Frequency

This message has to be sent at the end of the tournament and 20 minutes after the last final results are approved.

5.1.5.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of Boxing are:

- Competition /Stats /StatsItems and its child element StatsItem

5.1.5.5 Message Values

The following table lists the Statistics table optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of Boxing, as well as the attributes that have an extended definition.

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

The following table describes in more detail the Competition /Stats /StatsItems /StatsItem

Element: Competition /Stats /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_BX	BX_DQ BX_KO BX_NC BX_TD BX_TKO BX_TKO-I BX_WO BX_WP	BX_WINS		N(2) 90	For @Type: Send proposed code
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of wins
		BX_PERCENT		N(3).N(2) 990.00	For @Type: Send proposed code
					For @Code: Send proposed extension code

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Percentage of wins

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

Type /Code	ExtendedStat Code	Description	Expected
ST_BX /BX_DQ	BX_WINS	Send the number of bouts won due to a Disqualification decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to a Disqualification decision either for all the bouts of one event or for the overall gender	If available
ST_BX /BX_KO	BX_WINS	Send the number of bouts won due to a Knockout decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to a Knockout decision either for all the bouts of one event or for the overall gender	If available
ST_BX /BX_NC	BX_WINS	Send the number of bouts won due to a No Contest decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to a No Contest decision either for all the bouts of one event or for the overall gender	If available
ST_BX /BX_TD Not used for CG2014	BX_WINS	Send the number of bouts won due to Technical Draw decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to Technical Draw decision either for all the bouts of one event or for the overall gender	If available
ST_BX /BX_TKO	BX_WINS	Send the number of bouts won due to a Technical Knockout decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to a Technical Knockout decision either for all the bouts of one event or for the overall gender	If available
ST_BX /BX_TKO-I	BX_WINS	Send the number of bouts won due to a Technical Knockout Injury decision either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to a Technical Knockout Injury decision either for all the bouts of one event or for the overall gender	If available
ST_BX /BX_WO	BX_WINS	Send the number of bouts won due to Walkovers either for all the bouts of one event or for the overall gender	If available
	BX_PERCENT	Send the percentage of bouts won due to Walkovers either for all the bouts of one event or for the overall gender	If available
ST_BX /BX_WP	BX_WINS	Send the number of bouts won due to a Win	If available

Type /Code	ExtendedStat Code	Description	Expected
		on points decision either for all the bouts of one event or for the overall gender	
	BX_PERCENT	Send the percentage of bouts won due to a Win on points decision either for all the bouts of one event or for the overall gender	If available

5.1.5.6 Message sort

Please, follow the general definition.

5.1.6 Brackets

5.1.6.1 Description

This message is the Brackets message as described in the ODF1 General Messages Interface Document.

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

5.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Header Values document.

5.1.6.3 Trigger and Frequency

Please, follow the general definition.

5.1.6.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of Boxing are:

- N/A

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in case of preliminaries, quarterfinals and semi-finals.
- CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.

5.1.6.5 Message Values

The following table lists the Bracket optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of Boxing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Code	Bracket code to identify a bracket item. (example, it could be finals or round of 16)
Bracket /BracketItems	Code	M	CC @BracketItemsCode	Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode.
Bracket /BracketItems /BracketItem	Code	M	Numeric or TBD	In general, it will be sent the bout number for each bracket item (e.g.: 17, 18, 19, 20 ...). However, it may include "tbd" for to be defined, if the bout number is not known.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK).

5.1.6.6 Message sort

Please, follow the general definition.

5.1.7 Event's Medallists

5.1.7.1 Description

This message is the Event's Medallists message as described in the ODF1 General Messages Interface Document.

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

5.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Header Values document.

5.1.7.3 Trigger and Frequency

Please, follow the general definition.

5.1.7.4 Message Structure

Please, follow the general definition.

5.1.7.5 Message Values

Please, follow the general definition.

5.1.7.6 Message sort

Please, follow the general definition.

5.1.8 Discipline/venue good morning

5.1.8.1 Description

This message is the Discipline/venue good morning message as described in the ODF1 General Messages Interface Document.

5.1.8.2 Header Values

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

5.1.8.3 Trigger and Frequency

Please, follow the general definition.

5.1.8.4 Message Structure

Please, follow the general definition.

5.1.8.5 Message Values

Please, follow the general definition.

5.1.8.6 Message sort

Please, follow the general definition.

5.1.9 Discipline/venue good night

5.1.9.1 Description

This message is the Discipline/venue good night message as described in the ODF1 General Messages Interface Document.

5.1.9.2 Header Values

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

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.

5.1.10 Discipline configuration

5.1.10.1 Description

This message is the Discipline Configuration message as described in the ODF1 General Messages Interface Document.

5.1.10.2 Header Values

Please, follow the general definition.

5.1.10.3 Trigger and Frequency

Please, follow the general definition.

5.1.10.4 Message Structure

Please, follow the general definition.

5.1.10.5 Message Values

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

The following table lists the Discipline configuration optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of Boxing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Config	Gender	M	CC @Gender	Gender
	Event	M	CC @Event	Event
	Phase	O	CC @Phase	Phase
	Unit	O	CC @Unit	Event Unit

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

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_BX	BX_SESSION			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	BX_ORDER			N(2) 90	For @Type: Send ExtendedConfig code as type
					For @Code: Send proposed ExtendedConfigItem code
					For @Pos: Do not send anything
	BX_MATCH_NUMBER			N(3) 990	For @Type: Send proposed type
					For @Code:

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Bout number for one specific event unit
	BX_NUM_OF_BOXERS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total number of boxers at one specific event

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

Type /Code	ExtendedConfigItem Code	Description	Expected
EC_BX /BX_SESSION		Session number for one specific event unit	Always
EC_BX /BX_ORDER		Order of the bout at the corresponding session	Always
EC_BX /BX_MATCH_NUMBER		Bout number of one specific event unit	Always
EC_BX /BX_NUM_OF_BOXERS		Total number of boxers at one specific event	Always

5.1.10.6 Message sort

Please, follow the general definition.

6 Real time

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

6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Boxing the same way as it is done in the table of chapter 5.

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

6.1.1 RT Event Unit Results

6.1.1.1 Description

This message is the RT Event Unit Results message as described in the ODF1 General Messages Interface Document.

6.1.1.2 Header Values

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

6.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE_UPDATE"
 - T1: Trigger at the beginning of one period.
 - T3: Trigger after one change in the scores according to the AIBA rules
 - T5: Trigger at the end of one period
 - T6: Trigger when the bout stops earlier by referee of other rule
 - T7: Trigger when the bout is official
- For other ResultStatus follow the general definition.

6.1.1.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of Boxing are:

- UnitInfos and its child elements UnitDateTime and UnitInfo
- Periods and its child element
- Periods / Period /ExtendedPeriods /ExtendedPeriod
- Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please, follow the general considerations for all ResultStatus.

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

6.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	ResultType	O	CC @ResultType	If informed, it will be POINTS or RM	T7
	Result	O	N(2) 90	Points obtained. If ResultType is equal to POINTS, Result contains the total of competitor points (PTS) at the end of the bout	T7

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L) the bout. Send T just in case of No Winner, i.e., BX_RM = BDSQ (both disqualified) or NC (no contest)	T7
	SortOrder	M	N(1) 0	1 for RED and 2 for BLUE	T1-T7

The following table describes in more detail the Period element in the case of Boxing:

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Periods /Period Sent just if the bout doesn't finish before that round	Code	M	CC @Period	Round number	T1,T3, T5, T7

Send UnitDateTime.

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

Element: Competition /UnitInfos /UnitInfo						
Type	Code	Pos	Value	Description		
UI_BX	BX_RM		CC @ResultMark	For @Type: Send proposed type		
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Send the bout result mark.		
	BX_PERIOD			CC @Period	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the number (from 1 to 4) of the current round	
	BX_STATUS			CC @PeriodStatus	For @Type: Send proposed type	
For @Code: Send proposed code						
For @Pos: Do not send anything						
For @Value:						

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				Send the round status
	BX_ROUND		CC @Period	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the round in which bout stopped
	BX_TIME		M:SS	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Stop Time, ascending from 0:00
	BX_JUDGE	N(1) 9	N(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Judge's sequential number (1, ..., 3) For @Value: Send No. 1..5 of Judge who is (first) participating on scoring
	BX_SUBST		N(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send No. 1..5 of the Judge, who in following scores for the failed Judge

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
UI_BX /BX_RM	Send the bout result mark	T7
UI_BX /BX_PERIOD	Send the number of the current round (from 1 to 4)	T1
UI_BX /BX_STATUS	Send the round status	T1, T5, T7
UI_BX /BX_ROUND	Send the round in which the bout stopped. Send just if applies.	T7
UI_BX /BX_TIME	Stop time, ascending from 0:00. Send just if applies.	T7
UI_BX /BX_JUDGE	Send the No.1..5 of Judge who is (first) participating on scoring	T7
UI_BX /BX_SUBST	Send the No. 1..5 of the Judge, who in following scores for the failed Judge	T7

The following table describes in more detail the Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod element.

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Extension Code	Pos	Value	Description
EP_BX	BX_SCR_H		N(1) 9	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Judge's sequential number (1, ..., 3). For @Value: Send judge score for red competitor at this round. Only send the valid score for the round
	BX_SCR_A		N(1) 9	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Judge's sequential number (1, ..., 3). For @Value: Send judge score for blue competitor at this round Only send the valid score for the round

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
EP_BX /BX_SCR_H	Judge score for red competitor at this round. Only send the valid score for the round	T5
EP_BX /BX_SCR_A	Judge score for blue competitor at this round Only send the valid score for the round	T5

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

Element: Competition /Results /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_BX	BX_SCR		N(1) 9	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Judge's sequential number (1, ..., 3).

					For @Value: Send Total judge score for the competitor
	BX_PREF_WINNER		N(1) 9	Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Judge's sequential number (1, ..., 3).
					For @Value: Send Y if the athlete is the preferred winner
	BX_WARNING		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round number.
					For @Value: Warnings given in each round (@pos=1, ..) and totals (@pos=0)
	BX_KD		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Round number
					For @Value: Counts given in each round (@pos=1, ..) and totals (@pos=0)

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
ER_BX /BX_SCR	Total judge score for the competitor	T7
ER_BX /BX_PREF_WINNER	Send "Y" for preferred winner in case of ties in Total judge score	T7
ER_BX /BX_WARNING	In case of @pos=0, Total number of warnings given to the competitor In case of @pos=1, .. Number of warnings given to the competitor in each round.	T3
ER_BX /BX_KD	In case of @pos=0, Total number of counts given to the competitor In case of @pos=1, .. Number of counts given to the competitor in each round.	T5

6.1.1.6

Message sort

Please, follow the general definition.

7 PDF feed

Please refer to the same section of the ODF1 General Messages Interface Document.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 V1.0	07 November 2014	Submitted for review version
R-SEG-2015 V1.1	02 December 2014	Submitted for approval version and some editing
R-SEG-2015 V1.2	18 December 2014	Approved version and some minor issues
R-SEG-2015 V1.3	25 May 2015	Approved version and some minor issues

File reference: ODF/INT417 R-SEG-2015 V1.3 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	<ul style="list-style-type: none"> • First version
R-SEG-2015 V1.1	SFA	<ul style="list-style-type: none"> • Submitted for approval
R-SEG-2015 V1.2	APP	<ul style="list-style-type: none"> • Approved version
R-SEG-2015 V1.3	APP	<ul style="list-style-type: none"> • Approved version • The sentence in §1.3 Main Audience is adapted to the European Games • The reference to WNPA is removed • DT_PARTIC: The attribute 'InternationalFederationId' is added • DT_PARTIC: The attributes 'E_Q_TYPE' and 'E_Q_COUNTRY' are removed since no data will ever be available for them • §2 - Codes / @ResultMark: The 'Not used for CG2014' is removed under the TD Codes; the 'DQ' is changed to 'DSQ' and the 'BDSQ' is added

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