

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

**Olympic Data Feed**

**Baku 2015**

## **ODF Fencing Data Dictionary**

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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 Fencing Data Dictionary. This Data Dictionary refines the messages described in the ODF2 General Messages Interface Document specifically for Fencing.

## 1.2 Objective

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

## 1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the News and Press Agencies, Rights Holding Broadcasters and 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
- **RSC** – Results System Codes
- **FE** – Fencing

## 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                       |
| ODF/INT407         | ODF2 General Messages Interface Document        | This document describes the ODF central and sport messages in the ODF2 format                         |
| ODF/COD405         | ODF Header Values                               | This document details the header values, showing which RSCs are used in which messages                |

## 2 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 ODF2 General Messages Interface Document to know the format of these codes.

| Code Entity   | Code Entity Set of Values   |                                 |
|---|---|---------------------------------|
| CC @Bracket   | Code  | Description                     |
|   | 5_8   | 5-8                             |
|   | 7_8   | 7-8                             |
|   | BRN   | Bronze                          |
|   | FNL   | Finals                          |
|   | SFL   | Semifinals                      |
| CC @BracketItems  | Code  | Description                     |
|   | FNL   | Finals                          |
|   | QFL   | Quarterfinals                   |
|   | R16   | Round of 16                     |
|   | R32   | Round of 32                     |
|   | R64   | Round of 64                     |
|   | SFL   | Semifinals                      |
| CC @CompetitorPlace   | Code  | Description                     |
|   | TBD   | The competitor is not known yet |
|   | BYE   | No competitor for this bracket  |
| CC @DisciplineGender  | Code  | Description                     |
|   | 0   | Global                          |
|   | M   | Men                             |
|   | W   | Women                           |
| CC @Event   | Defined in ODF Common Codes Document<br>See entity Event Unit<br>The entity's attribute to be used is Event |                                 |
| CC @IRM<br><br>(The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order). | Code  | Description                     |
|   | DNF   | Did not finish                  |
|   | DNS   | Did not start                   |
|   | DSQ   | Disqualified                    |
|   | EXC   | Excluded                        |
|   | CC @Location  | Code                            |
|   | CH3   | Crystal Hall 3                  |
|   | FE1   | Crystal Hall 3 – Piste 1        |
|   | FE2   | Crystal Hall 3 – Piste 2        |
|   | FE3   | Crystal Hall 3 – Piste 3        |

| Code Entity         | Code Entity Set of Values  |  |
|---------------------|--|--|
|                     | FE4  | Crystal Hall 3 – Piste 4                 |
|                     | FE5  | Crystal Hall 3 – Final Piste             |
|                     | FE6  | Crystal Hall 3 – Red Piste               |
|                     | FE7  | Crystal Hall 3 – Blue Piste              |
|                     | FE8  | Crystal Hall 3 – Yellow Piste            |
|                     | FE9  | Crystal Hall 3 – Green Piste             |
| CC @Organization    | Defined in ODF Common Codes Document<br>See entity Organization - NOC<br>The entity's attribute to be used is Code |  |
| CC @Period          | <b>Code</b>  | <b>Description</b>                       |
|                     | OT   | Overtime                                 |
|                     | P1   | 1 <sup>st</sup> Period                   |
|                     | P2   | 2 <sup>nd</sup> Period                   |
|                     | P3   | 3 <sup>rd</sup> Period                   |
| CC @Phase           | Defined in ODF Common Codes Document<br>See entity Event Unit<br>The entity's attribute to be used is Phase        |  |
| CC @QualifyingType  | <b>Code</b>  | <b>Description</b>                       |
|                     | FIR  | FIE Individual Ranking                   |
|                     | FTR  | FIE Team Ranking                         |
|                     | HST  | Host Country Place                       |
|                     | ZQE  | Zone Qualifying Events                   |
| CC @ResultsFunction | <b>Code</b>  | <b>Description</b>                       |
|                     | RE   | Referee                                  |
|                     | AR   | Assistant Referee                        |
|                     | VR   | Video Referee                            |
|                     | COACH  | Coach                                    |
| CC @ResultType      | <b>Code</b>  | <b>Description</b>                       |
|                     | IRM_POINTS   | For both, points and invalid result mark |
|                     | POINTS   | Points                                   |
| CC @Unit            | Defined in ODF Common Codes Document<br>See entity Event Unit<br>The entity's attribute to be used is Event Unit   |  |
| CC @VenueCode       | <b>Code</b>  | <b>Description</b>                       |
|                     | CH3  | Crystal Hall 3                           |
| CC @WLT             | <b>Code</b>  | <b>Description</b>                       |
|                     | D  | Defeat                                   |
|                     | V  | Victory                                  |
|                     | V (T)  | Victory by Toss                          |

## 3 Messages

### 3.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Fencing.

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message documented” indicates the document 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                              | Message used in this sport | Message extended in this document |
|--------------------------|---|----------------------------|-----------------------------------|
| DT_SCHEDULE              | Competition schedule                      | X                          |                                   |
| DT_SCHEDULE_UPDATE       | Competition schedule update               | X                          |                                   |
| DT_PARTIC                | List of participants by discipline        | X                          | X                                 |
| DT_PARTIC_UPDATE         | List of participants by discipline update | X                          | X                                 |
| DT_PARTIC_TEAMS          | List of teams                             | X                          | X                                 |
| DT_PARTIC_TEAMS_UPDATE   | List of teams update                      | X                          | X                                 |
| DT_MEDALS                | Medal standings                           | Global<br>(ODF2 format)    |                                   |
| DT_MEDALLISTS_DAY        | Medallists of the day                     | Global<br>(ODF2 format)    |                                   |
| DT_HISTORIC_RECORD       | Historical records                        |                            |                                   |
| DT_GLOBAL_GM             | Global good morning                       | Global<br>(ODF2 format)    |                                   |
| DT_GLOBAL_GN             | Global good night                         | Global<br>(ODF2 format)    |                                   |
| DT_RESULT                | Event Unit Start List and Results         | X                          | X                                 |
| DT_PLAY_BY_PLAY          | Play by Play                              | X                          | X                                 |
| DT_CURRENT               | RT Current Information                    |                            |                                   |
| DT_RESULT_ANALYSIS       | Extended Event Unit Results               |                            |                                   |
| DT_PHASE_RESULT          | Phase Results                             |                            |                                   |
| DT_CUMULATIVE_RESULT     | Cumulative Results                        |                            |                                   |
| DT_POOL_STANDING         | Pool Standings                            | X                          | X                                 |
| DT_RANKING               | Event Final ranking                       | X                          | X                                 |
| DT_STATS                 | Statistics table                          |                            |                                   |
| DT_MEDALLISTS            | Medallists of one event                   | X                          |                                   |
| DT_MEDALLISTS_DISCIPLINE | Medallists by discipline                  | X                          |                                   |
| DT_RECORD                | Records                                   |                            |                                   |
| DT_COMMUNICATION         | Official Communication                    | X                          |                                   |
| DT_BRACKETS              | Brackets                                  | X                          | X                                 |
| DT_LOCAL_ON              | Discipline/venue start transmission       | X                          |                                   |
| DT_LOCAL_OFF             | Discipline/venue stop transmission        | X                          |                                   |
| DT_CONFIG                | Configuration                             | X                          | X                                 |
| DT_WEATHER               | Event Unit Weather conditions             |                            |                                   |
| DT_KA                    | Keep Alive                                | X                          |                                   |



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

#### 3.1.1.1 Description

This message is the List of participants (current athletes, officials and historical athletes) by discipline (and the update) as described in the ODF2 General Messages Interface Document.

#### 3.1.1.2 Header Values

The definition in the ODF2 General Messages Interface Document is valid.

#### 3.1.1.3 Trigger and Frequency

The definition in the ODF2 General Messages Interface Document is valid.

#### 3.1.1.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Fencing are:

- Participant /Discipline /RegisteredEvent /EventEntry

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

#### 3.1.1.5 Message Values

The following table lists the “List of participants by discipline / update” optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

| Element                 | Attribute | M/O | Value      | Comments  |
|-------------------------|-----------|-----|------------|---|
| Participant             | BirthDate | O   | YYYY-MM-DD | Date of birth.<br>It will be included if this information is available.                                 |
| Participant /Discipline | IFId      | O   | S(16)      | FIE Licence number (competitor's federation licence number for the discipline).<br>It will be included. |

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

| Element: Participant /Discipline /RegisteredEvent /EventEntry |           |     |                       |   |  |
|---|-----------|-----|-----------------------|---|--|
| Type  | Code      | Pos | Value                 | Description   | Expected   |
| ENTRY   | RANK_WLD  |     | Numeric<br>###0       | For @Type:<br>Send proposed type  | Always, as soon as this information is known and this athlete has ranking or not (this information can be sent in both messages).<br>Only for Individual events. |
|   |           |     |                       | For @Code:<br>Send proposed code  |  |
|   |           |     |                       | For @Pos :<br>Do not send anything  |  |
|   | HAND      |     | S(1)                  | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos :<br>Do not send anything<br>For @Value:<br>Handedness of the athlete<br>“R” for Right hand<br>“L” for Left hand | Always, as soon as this information is known (it can be sent in both messages)   |
|   | QUAL_TYPE |     | CC<br>@QualifyingType | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos :<br>Do not send anything  | Always, as soon as this information is known (it can be sent in both messages).<br>For Individual and Team events.   |

| Element: Participant /Discipline /RegisteredEvent /EventEntry |            |  |            |  |  |
|---|------------|--|------------|--|--|
|   |            |  |            | For @Value:<br>Qualification type  |  |
|   | SUBSTITUTE |  | Y          | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos :<br>Do not send anything<br>For @Value:<br>Send only "Y" if the competitor is a Substitute | As soon as this information is known (it can be sent in both messages).<br>Only for Team events.   |
|   | SEED       |  | Numeric ## | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos :<br>Do not send anything<br>For @Value:<br>Seed Number                                     | Always, as soon as this information is known and this athlete has Seed Number (this information only will be sent in the update message).<br>Only for Individual events. |

### 3.1.1.6 Message sort

Please, follow the general definition.

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

#### 3.1.2.1 Description

This message is the List of teams by discipline (and the update) as described in the ODF2 General Messages Interface Document.

#### 3.1.2.2 Header Values

The definition in the ODF2 General Messages Interface Document is valid.

#### 3.1.2.3 Trigger and Frequency

The definition in the ODF2 General Messages Interface Document is valid.

#### 3.1.2.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Fencing are:

- Team /Discipline /RegisteredEvent /EventEntry

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

#### 3.1.2.5 Message Values

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

| Element: Team /Discipline /RegisteredEvent /EventEntry |           |     |                       |   |  |   |
|--|-----------|-----|-----------------------|---|--|---|
| Type   | Code      | Pos | Value                 | Description   | Expected   |   |
| ENTRY  | RANK_WLD  |     | Numeric<br>###0       | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos :<br>Do not send anything<br>For @Value:<br>World Ranking      | Always, as soon as this information is known and the team has ranking or not (this information can be sent in both messages) |   |
|  | QUAL_TYPE |     | CC<br>@QualifyingType | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos :<br>Do not send anything<br>For @Value:<br>Qualification type |  | Always, as soon as this information is known (it can be sent in both messages)  |
|  | SEED      |     | Numeric<br>##         | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos :<br>Do not send anything<br>For @Value:<br>Seed Number        |  | Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message) |

#### 3.1.2.6 Message sort

Please, follow the general definition.

### 3.1.3 Event Unit Start List and Results

#### 3.1.3.1 Description

This message is the Event Unit Start List and Results message as described in the ODF2 General Messages Interface Document.

#### 3.1.3.2 Header Values

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

#### 3.1.3.3 Trigger and Frequency

Follow the general rules but considering:

- As soon as the start list information is known (START\_LIST)
- At the start of the competition (LIVE)
- With every change in any data (LIVE)
- In case of Toss please send the message as soon the Priority winner is know
- After the competition (FINISHED / UNOFFICIAL / OFFICIAL)

#### 3.1.3.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Fencing are:

- ExtendedInfos /UnitDateTime (following the general rules for this element)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /ExtendedInfo /Extensions
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official
- Periods /Period (for Individual events)
- Result /Competitor/ Description
- Result /Competitor/Coaches and its child element Coach
- Result /Competitor /EventUnitEntry (only for Team events)
- Result /Competitor /ExtendedResults /ExtendedResult (for Team events)
- Result /Competitor /ExtendedResults /ExtendedResult /Extensions (for Team events).
- Result /Competitor /Composition /Athlete /EventUnitEntry (for all events - Individual and Team-; in the case of Team events, team members' detailed information when apply).
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for all events -Individual and Team-; detailed results for individuals or team members respectively).
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions (for all events -Individual and Team-; detailed results for individuals or team members respectively)

### 3.1.3.5 Message Values

The following table lists the “Event Start List and Unit Results” optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

The following table describes in more detail the Result element in the case of Fencing.

| Element                           | Attribute      | M/O | Value               | Comments  |
|-----------------------------------|----------------|-----|---------------------|---|
| ExtendedInfos /SportDescription   | DisciplineName | M   | S(40)               | Value is Fencing  |
|                                   | EventName      | M   | S(40)               | Text short description, not code  |
|                                   | SubEventName   | M   | S(40)               | Text short description of the Event Unit, not code  |
|                                   | Gender         | M   | M or W              |   |
| ExtendedInfos /VenueDescription   | Venue          | M   | CC @VenueCode       | Venue code  |
|                                   | VenueName      | M   | S(25)               | Text short description, not code  |
|                                   | Location       | M   | CC @Location        | Location Code   |
|                                   | LocationName   | M   | S(30)               | Text short description, not code  |
| Officials /Official               | Function       | M   | CC @ResultsFunction | Send according to the codes for:<br>- Referee<br>- Video Referee<br>- Assistant Referee<br>(2 or 3 referees, 1 video referee and 2 assistants are expected in Team events, and 1 referee, 1 video referee and 2 assistants for Individual events)     |
| Result                            | ResultType     | O   | CC @ResultType      | Result type, either points or IRM with points for the corresponding individual bout / team match (see codes section).<br><br>Only will be informed (it is mandatory) at the end of the bout / match (in Individual / Team events respectively).       |
|                                   | Result         | O   | Numeric #0          | Result for the particular event unit, i.e. the final score in the corresponding bout / match (in Individual / Team events respectively).<br><br>Send just in the case @ResultType is Points or IRM with points (see codes section).                   |
|                                   | IRM            | O   | CC @IRM             | Invalid Result Mark for the particular event unit (individual bout / team match); in the case it is assigned.<br><br>Send just in the case @ResultType is both IRM and points.<br>(see codes section)<br><br>Send IRM if known before competition.    |
|                                   | WLT            | O   | CC @WLT             | The code whether a competitor got a victory (V), a defeat (D) or a victory by toss (V(T)) the individual bout / team match.<br><br>Only will be informed (it is mandatory) at the end of the bout / match (in Individual / Team events respectively). |
|                                   | SortOrder      | M   | Numeric             | Sort order now either start list at start or results order at end. For FE will have the values 1 (for the A competitor) and 2 (for the B competitor) for both Individual and Team events.   |
|                                   | StartOrder     | M   | Numeric             | The former StartOrder from the start list. Before the unit will contain the same values as the StartOrder. FE will have the values 1 (for the A competitor) and 2 (for the B competitor) for both Individual and Team events.                         |
|                                   | StartSortOrder | M   | Numeric             | Same @StartOrder  |
| Result /Competitor /Coaches/Coach | Function       | M   | CC @ResultsFunction | Coach function  |
|                                   | Order          | M   | Numeric             | Send 1 if just one coach, sequential number if more than one (order as they are presented on NOC entry form)  |

The following table describes in more detail the Result/Competitor/Coaches/Coach/ExtendedDescription element.

| Element: Result/Competitor/Coaches/Coach/ ExtendedDescription |        |                |     |              |  |                          |
|---|--------|----------------|-----|--------------|--|--------------------------|
| Type  | Code   | Extension Code | Pos | Value        | Description  | Expected                 |
|   | YC_NUM |                |     | Numeric<br>0 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Coach Warnings - Number of yellow cards. | When Yellow card granted |
|   | RC_NUM |                |     | Numeric<br>0 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Coach Warnings - Number of red cards.    | When Red card granted    |
|   | BC_NUM |                |     | Numeric<br>0 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Coach Warnings - Number of black cards.  | When Black card granted  |

The following table describes in more detail the ExtendedInfos /ExtendedInfo element in the case of Fencing.

| Element: ExtendedInfos /ExtendedInfo |      |                |              |                              |   |   |
|--------------------------------------|------|----------------|--------------|------------------------------|---|---|
| Type                                 | Code | Extension Code | Pos          | Value                        | Description   | Expected  |
| UI                                   | COMP |                | Numeric<br># |                              | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos :<br>Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.<br>For @Value:<br>Do not send anything | Always, when this information is available (just for Team events) |
|                                      |      | A              |              | S(20) with no leading zeroes | For @Code:<br>Send proposed extension code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Athlete's ID (to identify an athlete) that competes in this bout as a member from the team A.   | Always, when this information is available (just for Team events) |
|                                      |      | B              |              | S(20) with no leading zeroes | For @Code:<br>Send proposed extension code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Athlete's ID (to identify an athlete) that competes in this bout as a member from the team B.   | Always, when this information is available (just for Team events) |

| Element: ExtendedInfos /ExtendedInfo |  |              |               |   |  |  |
|--------------------------------------|--|--------------|---------------|---|--|--|
| SESSION                              |  | CC<br>@Group | Numeric<br>#0 | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:<br/>Send proposed code</p> <p>For @Pos :<br/>Discipline Group, to know to that fencing group this session belongs.<br/>There are the following discipline groups codes:<br/>(100) Individual<br/>(400) Team</p> <p>For @Value:<br/>Send the session number that comes in Common Codes' event unit names for sessions, 1..10 for Individual and 1..8 for Teams</p>  | Send by event unit per competition phase, just if this information is available  |  |
| UNIT_NUM                             |  | CC<br>@Group | Numeric<br>#0 | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:<br/>Send proposed code</p> <p>For @Pos :<br/>Discipline Group, to know to what fencing group this encounter belongs, and therefore if it is an individual bout or a team match. There are the following discipline groups codes:<br/>(100) Individual<br/>(400) Team</p> <p>For @Value:<br/>Encounter number: Bout number by event unit of Individual events, or, Match number by event unit of Team events.<br/>(according to the @Pos discipline group event).</p> | Send by event unit per competition phase, just if this information is available.   |  |
| DURATION                             |  |              | mm:ss         | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:<br/>Send proposed code</p> <p>For @Pos:<br/>Do not send anything</p> <p>For @Value:<br/>Duration of the encounter (Bout Time or Total Match Time according to the events of Individual or Team respectively).</p>  | Always, for the individual event, at the end of the bout and for the team event, at the end of each bout from the team match |  |
| DURATION_OVERTIME                    |  |              | mm:ss         | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:<br/>Send proposed code</p> <p>For @Pos:<br/>Do not send anything</p> <p>For @Value:<br/>Overtime's duration of the encounter (Bout Overtime or Match Overtime, according to the events of Individual or Team respectively).</p>  | Always, at the end of the individual bout / team match   |  |
| DURATION_TOTAL                       |  |              | mm:ss         | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:<br/>Send proposed code</p> <p>For @Pos:<br/>Do not send anything</p>   | Always, at the end of the individual bout / team match   |  |

| Element: ExtendedInfos /ExtendedInfo |                  |  |   |                              |  |  |
|--------------------------------------|------------------|--|---|------------------------------|--|--|
|                                      |                  |  |   |                              | For @Value:<br>Total duration of the encounter (Bout Time or Total Match Time according to the events of Individual or Team respectively), including any overtime on it.   |  |
|                                      | WINNER_ID        |  |   | S(20) with no leading zeroes | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Athlete's ID / Team's ID, to identify an athlete or team, winner of the encounter (individual bout or team match) respectively.  | Always, at the end of the individual bout / team match   |
|                                      | TOSS             |  |   | S(1) (A, B)                  | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>The Victory by Toss indicator before the overtime period, in the case of a tie after the competition periods. Send "A" or "B" if the toss is won by competitor A or B.   | As soon as the Priority competitor is known.<br><br>For both events: individual and team<br><br>Do not send if there is a point marked in the OT period. |
|                                      | DURATION_I<br>ND |  | Numeric #                                   | mm:ss                        | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.<br>For @Value:<br>Duration of the Bout (within the match, for team events), including any overtime.        | Only for the team event, at the end of each bout from the team match   |
| DISPLAY                              | LAST_COMP        |  | CC @Period (Indiv)<br><br>Numeric 0 (Teams) | S(20)                        | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>In individual events send the current period (round) code.<br><br>In team events send the current bout number (@COMP in ExtendedInfos)<br>For @Value:<br>Send the competitor ID of the last athlete to make a touch<br><br>Send '0' for both athletes scoring in the same time. | Send the last athlete who make a touch with every LIVE update (Different @Pos depending on event type)<br><br>Only in the LIVE messages.                 |



## Sample for individual event

```
.....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T19:10:00+01:00" />
  <ExtendedInfo Type="UI" Code="SESSION" Pos="400" Value="5" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Pos="400" Value="1" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="31:58" />
  <ExtendedInfo Type="UI" Code="DURATION_OVERTIME" Value="00:01" />
  <ExtendedInfo Type="UI" Code="DURATION_TOTAL" Value="31:59" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1092084" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1092084" />
</ExtendedInfos>
.....
```

### --during the round 1

```
<ExtendedInfos>
...
  <UnitDateTime Type="DISPLAY" Code="LAST_COMP" Pos="P1" Value="1092084"/>
...
</ExtendedInfos>
```

### --during the round 2

```
<ExtendedInfos>
...
  <UnitDateTime Type="DISPLAY" Code="LAST_COMP" Pos="P2" Value="1092084"/>
...
</ExtendedInfos>
```

## Sample for team event

```
.....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-02T18:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="SESSION" Pos="100" Value="5" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Pos="100" Value="2" />
  <ExtendedInfo Type="UI" Code="COMP" Pos="1">
    <Extension Code="A" Value="1071386" />
    <Extension Code="B" Value="1099401" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="COMP" Pos="2">
    <Extension Code="A" Value="1071388" />
    <Extension Code="B" Value="1099405" />
  </ExtendedInfo>
...
  <ExtendedInfo Type="UI" Code="COMP" Pos="9">
    <Extension Code="A" Value="1071388" />
    <Extension Code="B" Value="1099401" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="DURATION" Value="66:24" />
  <ExtendedInfo Type="UI" Code="DURATION_TOTAL" Value="66:24" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="FEW401ITA01" />
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="1" Value="11:36" />
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="2" Value="04:17" />
...
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="9" Value="08:35" />
</ExtendedInfos>
.....
```

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

| Element: Periods /Period     |           |     |            |  |
|------------------------------|-----------|-----|------------|--|
| Element                      | Attribute | M/O | Value      | Comment  |
| Periods /Period              | Code      | M   | CC @Period | Period code, usually there are 3 periods and optionally an overtime.   |
| (only for Individual events) | HomeScore | M   | Numeric #0 | A competitor score up (score achieved) at the end of the @Code period.<br>(e.g.: 4 at the end of Period-1 ("1st Period"), 11 at the end of Period-2 ("2nd Period"), ...) |
|                              | AwayScore | M   | Numeric #0 | B competitor score up (score achieved) at the end of the @Code period.<br>(e.g.: 4 at the end of Period-1 ("1st Period"), 9 at the end of Period-2 ("2nd Period"), ...)  |

| Element: Periods /Period |                 |   |                         |  |
|--------------------------|-----------------|---|-------------------------|--|
|                          | HomePeriodScore | O | Numeric #0<br>Or<br>“-” | A competitor score up just for this period at this moment in time.<br><br>After the bout is unofficial, if a round has not been contested then send “-”. |
|                          | AwayPeriodScore | O | Numeric #0<br>Or<br>“-” | B competitor score up just for this period at this moment in time.<br><br>After the bout is unofficial, if a round has not been contested then send “-”. |

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

| Element: Periods/Period/ExtendedPeriods /ExtendedPeriod |            |     |                    |  |   |
|---|------------|-----|--------------------|--|---|
| Type  | Code       | Pos | Value              | Description  | Expected  |
| EP  | LAST_TOUCH |     | S1<br>(A,B)<br>##s | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos :<br>Do not send anything<br>For @Value:<br>Last Touch Indicator for this period when it is the last finished within the bout. Send “A” or “B” if the last touch is scored by A or B competitor. Sent for each period in Individual events.<br><br>Send ‘0’ for both athletes scoring in the same time. | Individual events.<br>Always, after each touch. |

### Sample for individual event

```

.....
<Periods>
  <Period Code="P1" HomeScore="8" AwayScore="5" HomePeriodScore="8"
  AwayPeriodScore="5" />
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="A" />
  </ExtendedPeriods>
  <Period Code="P2" HomeScore="11" AwayScore="11" HomePeriodScore="3"
  AwayPeriodScore="6" />
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="B" />
  </ExtendedPeriods>
  <Period Code="P3" HomeScore="15" AwayScore="13" HomePeriodScore="4"
  AwayPeriodScore="2" />
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="B" />
  </ExtendedPeriods>
  <Period Code="OT" HomeScore="15" AwayScore="13" HomePeriodScore="-"
  AwayPeriodScore="-" />
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="A" />
  </ExtendedPeriods>
</Periods>
.....

```

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

| Element: Result /Competitor /EventUnitEntry |      |     |            |                                       |  |  |
|---|------|-----|------------|---------------------------------------|--|--|
| Type  | Code | Pos | Value      | Description                           | Expected   |  |
| EUE   | SEED |     | Numeric ## | For @Type:<br>Send proposed type      | Team Event.<br>Always, as soon as this information is known and this team has Seed Number. |  |
|   |      |     |            | For @Code:<br>Send proposed code      |  |  |
|   |      |     |            | For @Pos :<br>Do not send anything    |  |  |
|   |      |     |            | For @Value:<br>Seed Number (for team) |  |  |

### Sample for team event

```
.....
<Competitor Code="FEW401ITA01" Type="T" Organisation="ITA">
  <Description TeamName="Italy"/>
  <EventUnitEntry Type="EUE" Code="SEED" Value="3" />
.....
```

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

| Element: Result /Competitor /ExtendedResults /ExtendedResult |        |                |           |            |   |  |
|--|--------|----------------|-----------|------------|---|--|
| Type   | Code   | Extension Code | Pos       | Value      | Description   | Expected   |
| ER   | BOUT   |                | Numeric # |            | For @Type:<br>Send proposed type  | Always, at the end of each bout within the match |
|  |        |                |           |            | For @Code:<br>Send proposed code  |  |
|  |        | TEAM_SCORE     |           | Numeric #0 | For @Pos:<br>Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams. | Always   |
|  |        |                |           |            | For @Value:<br>Do not send anything   |  |
|  | YC_NUM |                |           | Numeric 0  | For @Code:<br>Send proposed extension code  | When Yellow card granted                         |
|  |        |                |           |            | For @Pos:<br>Do not send anything   |  |
|  |        |                |           |            | For @Value:<br>Team Warnings - Number of yellow cards.  |  |
|  | RC_NUM |                |           | Numeric 0  | For @Type:<br>Send proposed type  | When Red card granted                            |
|  |        |                |           |            | For @Code:<br>Send proposed code  |  |
|  |        |                |           |            | For @Pos:<br>Do not send anything   |  |
|  |        |                |           |            | For @Value:<br>Team Warnings - Number of red cards.   |  |
|  | BC_NUM |                |           | Numeric 0  | For @Type:<br>Send proposed type  | When Black card granted                          |
|  |        |                |           |            | For @Code:<br>Send proposed code  |  |
|  |        |                |           |            | For @Pos:<br>Do not send anything   |  |

| Element: Result /Competitor /ExtendedResults /ExtendedResult |  |  |  |   |
|--|--|--|--|---|
|  |  |  |  | For @Value:<br>Team Warnings - Number of black cards. |

### Sample for team event

```

.....
<Result ResultType="POINTS" Result="45" SortOrder="1" WLT="W" StartOrder="1"
StartSortOrder="1">
  <Competitor Code="FEW401ITA01" Type="T" Organisation="ITA">
    <Description TeamName="Italy"/>
    <EventUnitEntry Type="EUE" Code="SEED" Value="3" />
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="BOUT" Pos="1">
        <Extensions>
          <Extension Code="TEAM_SCORE" Value="5" />
        </Extensions>
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="BOUT" Pos="2">
        <Extensions>
          <Extension Code="TEAM_SCORE" Value="10" />
        </Extensions>
      </ExtendedResult>
      .....
      <ExtendedResult Type="ER" Code="BOUT" Pos="9">
        <Extensions>
          <Extension Code="TEAM_SCORE" Value="45" />
        </Extensions>
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="YC_NUM" Value="2" />
      <ExtendedResult Type="ER" Code="RC_NUM" Value="0" />
      <ExtendedResult Type="ER" Code="BC_NUM" Value="0" />
    </ExtendedResults>
  </Competitor>
.....

```

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

| Element: Result /Competitor /Composition /Athlete /EventUnitEntry |  |               |  |   |
|---|--|---------------|--|---|
| Type  | Code                                     | Value         | Description  | Expected  |
| EUE   | SEED                                     | Numeric<br>## | For @Type:<br>Send proposed type   | Always, as soon as this information is known and this athlete has Seed Number (just for Individual events). |
|   |  |               | For @Code:<br>Send proposed code   |   |
|   | For @Value:<br>Seed Number (for athlete) |               |  |   |
|   | SUBSTITUTE                               | S(1)          | For @Type:<br>Send proposed type   | Always, as soon as this information is known (just for Team events).  |
|   |  |               | For @Code:<br>Send proposed code   |   |
|   |  |               | For @Value:<br>Flag that indicates when the team member is a substitute (alternative).<br>Send "Y" if the competitor (as a team member) is a substitute. |   |
|   | SEQ_NUMBER                               | N(1)<br>9     | For @Type:<br>Send proposed type   | Always, as soon as this information is known (just for Team events).  |
|   |  |               | For @Code:<br>Send proposed code   |   |
|   |  |               | For @Value:<br>Sequence Number (for a team member), from 1 to 6 (three for each one of the competing teams in a match).                                  |   |

### Sample for individual event

```

.....
<Composition>
  <Athlete Code="1092084" Order="1">
    <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="SUI"
    BirthDate="1996-12-12" />
    <EventUnitEntry Type="EUE" Code="SEED" Value="1" />
  </Athlete>
.....

```

## Sample for team event

```

.....
<Composition>
  <Athlete Code="1092091" Order="3">
    <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="SUI"
    BirthDate="1996-12-12" />
    <EventUnitEntry Type="EUE" Code="SUBSTITUTE" Value="Y"/>
    <EventUnitEntry Type="EUE" Code="SEQ_NUMBER" Value="6" />
  </Athlete>
</Composition>
.....

```

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

| Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult |        |                |     |              |   |   |  |
|--|--------|----------------|-----|--------------|---|---|--|
| Type   | Code   | Extension Code | Pos | Value        | Description   | Expected  |  |
| ER   | YC_NUM |                |     | Numeric<br>0 | For @Type:<br>Send proposed type  | Just for Individual events  |  |
|  |        |                |     |              | For @Code:<br>Send proposed code  |   |  |
|  |        |                |     |              | For @Pos:<br>Do not send anything   | When Yellow card granted  |  |
|  |        |                |     |              | For @Value:<br>Warnings and penalties -<br>Number of yellow cards.  |   |  |
|  | RC_NUM |                |     |              | Numeric<br>0  | For @Type:<br>Send proposed type  | Just for Individual events   |
|  |        |                |     |              |   | For @Code:<br>Send proposed code  |  |
|  |        |                |     |              |   | For @Pos:<br>Do not send anything   | When Red card granted  |
|  |        |                |     |              |   | For @Value:<br>Warnings and penalties -<br>Number of red cards.   |  |
|  | BC_NUM |                |     |              | Numeric<br>0  | For @Type:<br>Send proposed type  | Just for Individual events   |
|  |        |                |     |              |   | For @Code:<br>Send proposed code  |  |
|  |        |                |     |              |   | For @Pos:<br>Do not send anything   | When Black card granted  |
|  |        |                |     |              |   | For @Value:<br>Warnings and penalties -<br>Number of black cards.   |  |
| BOUT   |        |                |     | Numeric<br># | For @Type:<br>Send proposed type  | Just for Team events  |  |
|  |        |                |     |              | For @Code:<br>Send proposed code  |   |  |
|  |        |                |     |              | For @Pos:<br>The number that identifies the Bout number (within the match, as in ExtendedInfos), in which it fights as a team member. There will be three bouts for each team member. (not considering substitutes) | Send only for the ran/running bouts   |  |
|  |        |                |     |              | For @Value:<br>Cumulative score achieved by the team due to this bout's result.   |   |  |
|  | SCORE  |                |     |              | Numeric<br>#0   | For @Code:<br>Send proposed extension code  | Just for Team events   |
|  |        |                |     |              |   | For @Pos:<br>Do not send anything   |  |
|  |        |                |     |              |   | For @Value:<br>Send the team member Score (number of touches) at this bout. Not cumulative.                 | Send only for the ran/running bouts                                      |
|  |        |                |     |              |   |   |  |
|  | BC     |                |     |              | S(1)  | For @Code:<br>Send proposed extension code  | Just for Team events (for any team member in case of black card warning) |
|  |        |                |     |              |   | For @Pos:<br>Do not send anything   |  |
|  |        |                |     |              |   | For @Value:<br>Black Card indicator. Send "Y" when this team member has received a Black Card in this bout. |  |
|  |        |                |     |              |   |   |  |

| Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult |                   |        |  |            |   |   |
|--|-------------------|--------|--|------------|---|---|
|  |                   | IRM    |  | S(3)       | For @Code:<br>Send proposed extension code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Send the IRM granted in the related bout.   | Just for Team events (for any team member)                      |
|  |                   | WINNER |  | Y          | For @Code:<br>Send proposed extension code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Winner indicator for each bout (within the match).<br>Send "Y" if the team member wins the bout (within the match)  | Just for Team events. When changes<br><br>Send after each bout. |
|  | MEMBER_SCORE_CUMU |        |  | Numeric #0 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Send the team member Score (touches) achieved within the match. It's the cumulative score of three bouts in which it fights as a team member. | Just for Team events (at the end of each bout within the match) |

### Sample for individual event

```
.....
<ExtendedResults>
  <ExtendedResult Type="ER" Code="YC_NUM" Value="0" />
  <ExtendedResult Type="ER" Code="RC_NUM" Value="0" />
  <ExtendedResult Type="ER" Code="BC_NUM" Value="0" />
</ExtendedResults>
.....
```

### Sample for team event

```
.....
<ExtendedResults>
  <ExtendedResult Type="ER" Code="BOUT" Pos="2">
    <Extensions>
      <Extension Code="SCORE" Value="5" />
      <Extension Code="WINNER" Value="Y" />
    </Extensions>
  </ExtendedResult>
  <ExtendedResult Type="ER" Code="BOUT" Pos="4">
    <Extensions>
      <Extension Code="SCORE" Value="5" />
      <Extension Code="WINNER" Value="Y" />
    </Extensions>
  </ExtendedResult>
</ExtendedResults>
.....
```

#### 3.1.3.6 Message sort

Please, follow the general definition.

### 3.1.4 Play by Play

#### 3.1.4.1 Description

This message is the Play by Play message as described in the ODF2 General Messages Interface Document.

#### 3.1.4.2 Header Values

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

#### 3.1.4.3 Trigger and Frequency

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

- After every change in score

#### 3.1.4.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- UnitActions /UnitAction

#### 3.1.4.5 Message Values

The following tables list the optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

| Element                         | Attribute      | M/O | Value         | Comments  |
|---------------------------------|----------------|-----|---------------|---|
| ExtendedInfos /SportDescription | DisciplineName | M   | S(40)         | Value is Fencing  |
|                                 | EventName      | M   | S(40)         | Text short description, not code  |
|                                 | SubEventName   | M   | S(40)         | Text short description of the Event Unit, not code  |
|                                 | Gender         | M   | M or W        |   |
| ExtendedInfos /VenueDescription | Venue          | M   | CC @VenueCode | Venue code  |
|                                 | VenueName      | M   | S(25)         | Text short description, not code  |
|                                 | Location       | M   | CC @Location  | Location Code   |
|                                 | LocationName   | M   | S(30)         | Text short description, not code  |
| Unit Action                     | Type           | M   | UAC           |   |
|                                 | Code           | M   | CC @Period    | Send one period code  |
|                                 | Pos            | M   | Numeric #0    | Unique sequential number for all the score changes, from 1 to n (from the first score to the last one). |
|                                 | ScoreH         | M   | Numeric #0    | Competitor A score in the match<br>Send if there is a score change for either competitor                |
|                                 | ScoreA         | M   | Numeric #0    | Competitor B score in the match<br>Send if there is a score change for either competitor                |

#### 3.1.4.5.1 Sample

```

.....
<UnitActions>
.....
  <UnitAction Type="UAC" Code="P1" Pos="3" ScoreH="1" ScoreA="2" />
  <UnitAction Type="UAC" Code="P1" Pos="4" ScoreH="2" ScoreA="2" />
.....
  </UnitAction>
.....

```

#### 3.1.4.6 Message sort

Follow the general definition.

### 3.1.5 Event Final Ranking

#### 3.1.5.1 Description

This message is the Event Final Ranking message as described in the ODF2 General Messages Interface Document.

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

#### 3.1.5.2 Header Values

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

#### 3.1.5.3 Trigger and Frequency

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

- After each phase with ResultStatus PARTIAL
- After each event

#### 3.1.5.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Fencing are:

- ExtendedInfos /ExtendedInfo

#### 3.1.5.5 Message Values

The following table lists the “Event Final Ranking” optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

| Element                         | Attribute      | M/O | Value         | Comments  |
|---------------------------------|----------------|-----|---------------|---|
| ExtendedInfos /SportDescription | DisciplineName | M   | S(40)         | Value is Fencing  |
|                                 | EventName      | M   | S(40)         | Text short description, not code  |
|                                 | Gender         | M   | M or W        |   |
| ExtendedInfos /VenueDescription | Venue          | M   | CC @VenueCode | Venue code  |
|                                 | VenueName      | M   | S(25)         | Text short description, not code  |
| Result                          | Rank           | O   | Text          | Rank of the competitor in the corresponding event. It is optional because the fencer could get an invalid rank mark.  |
|                                 | RankEqual      | O   | Y             | Send 'Y' if the Rank is equalled.   |
|                                 | IRM            | O   | CC @IRM       | Send just it has an IRM.  |
|                                 | SortOrder      | M   | Numeric       | This attribute is a sequential number with the order of the competitors at the end of the event's phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified/excluded fencers. |



The following table describes in more detail the ExtendedInfos /ExtendedInfo element in the case of Fencing.

| Element: ExtendedInfos /ExtendedInfo |             |     |              |  |   |
|--------------------------------------|-------------|-----|--------------|--|---|
| Type                                 | Code        | Pos | Value        | Description  | Expected  |
| EI                                   | AFTER_PHASE |     | CC<br>@Phase | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Ranking after this phase of event.<br>This indicates the phase after which the classification corresponds.<br><br>In this case, the possible values for phases are:<br>9 - Pool Phase<br>6 - Table of 64<br>5 - Table of 32<br>4 - Table of 16<br>3 - Quarterfinals<br>2 - Semi-finals | Always, after each phase (except for Final phase) |

### 3.1.5.5.1 Sample

```

.....
<ExtendedInfos>
  <ExtendedInfo Type="EI" Code="AFTER_PHASE" Value="4" />
.....
</ExtendedInfos>
<Result Rank="17" SortOrder="17">
  <Competitor Code="1135661" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="1135661" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1996-12-06" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

### 3.1.5.6 Message sort

Please, follow the general definition.

### 3.1.6 Pool standings

#### 3.1.6.1 Description

This message is the Pool standings message as described in the ODF2 General Messages Interface Document.

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

#### 3.1.6.2 Header Values

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

DocumentSubtype attributes will be:

- Pool 1: A
- Pool 2: B
- Pool 3: C
- Pool 4: D
- ...

#### 3.1.6.3 Trigger and Frequency

Please, follow the general definition.

#### 3.1.6.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Fencing are:

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Result /Competitor /ExtendedResults /ExtendedResult (for Team Events)
- Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for Individual Events)

#### 3.1.6.5 Message Values

The following table lists the Pool standings optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

| Element                            | Attribute      | M/O | Value          | Comments  |
|------------------------------------|----------------|-----|----------------|---|
| ExtendedInfos<br>/SportDescription | DisciplineName | M   | S(40)          | Value is Fencing  |
|                                    | EventName      | M   | S(40)          | Text short description, not code  |
|                                    | SubEventName   | M   | S(40)          | Text short description of the Event Phase, not code   |
|                                    | Gender         | M   | M or W         |   |
| ExtendedInfos<br>/VenueDescription | Venue          | M   | CC @VenueCode  | Venue code  |
|                                    | VenueName      | M   | S(25)          | Text short description, not code  |
| Result                             | Rank           | O   | String         | Rank of the competitor in the pool  |
|                                    | RankEqual      | O   | Y              | It must send always that the attribute Rank is send, it identify if a rank has been equalled.           |
|                                    | ResultType     | O   | CC @ResultType | Result type, either points or IRM with points obtained by the competitor at all the games of the group  |
|                                    | Result         | O   | Numeric        | Number of bouts won by the individual/team in the group   |
|                                    | IRM            | O   | CC @IRM        | IRM for the particular group (or phase)<br>Send just in the case @ResultType is IRM (see codes section) |

| Element        | Attribute         | M/O | Value                        | Comments   |
|----------------|-------------------|-----|------------------------------|--|
|                | QualificationMark | O   | S(1)                         | Qualified indicator<br>Send "Q" for teams or individuals qualified for next round  |
|                | SortOrder         | M   | Numeric                      | This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. |
|                | Won               | O   | Numeric<br>0                 | Number of bouts won by the individual/team in the group  |
|                | Lost              | O   | Numeric<br>0                 | Number of bouts lost by the individual/ team in the group  |
|                | Played            | O   | Numeric<br>0                 | Number of bouts contested by the individual/ team in the group   |
|                | For               | O   | Numeric<br>###0              | Hits scored by the individual/ team in the group   |
|                | Against           | O   | Numeric<br>###0              | Hits received by the individual/ team in the group   |
|                | Diff              | O   | Numeric<br>0.####            | Victories/Defeats ratio of the individual/ team in the group   |
| Opponent       | Code              | M   | S(20) with no leading zeroes | Competitor ID or TBD if unknown  |
|                | Type              | M   | T or A                       | T for team events<br>A for individual events   |
|                | Pos               | M   | Numeric                      | 1 to n. Normally expected to be the same as SortOrder for the same competitor.   |
|                | Organisation      | O   | CC @Organisation             | Competitors' organisation (code). Must include if the data is available  |
|                | Date              | O   | Date                         | Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.   |
|                | Time              | O   | Time                         | Time of match (example HH:MM) Must include if the data is available.   |
|                | Result            | O   | S(50)                        | Result of the match if match is complete and formatted as EGRIS  |
| Opponent /Unit | Phase             | M   | CC @Phase                    | Phase code for the pool item   |
|                | Unit              | M   | CC @Unit                     | Unit code for the pool item  |

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element

| Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult |         |            |     |                 |  |                |
|---|---------|------------|-----|-----------------|--|----------------|
| Type  | Code    | Extensions | Pos | Value           | Description  | Expected       |
| ER  | SUB_RES | DIFF       |     | Numeric<br>###0 | For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Difference between the hits Scored and the hits Received by the Team in the pool | When available |

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

| Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult |         |            |     |                 |   |                |
|---|---------|------------|-----|-----------------|---|----------------|
| Type  | Code    | Extensions | Pos | Value           | Description   | Expected       |
| ER  | SUB_RES | DIFF       |     | Numeric<br>###0 | For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Difference between the hits Scored and the hits Received by the Individual competitor in the pool | When available |

### 3.1.6.6 Message sort

Please, follow the general definition.

## 3.1.7 Brackets

### 3.1.7.1 Description

This message is the Brackets message as described in the ODF2 General Messages Interface Document.

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

### 3.1.7.2 Header Values

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

### 3.1.7.3 Trigger and Frequency

- After the draw
- For Individual events:
  - After each bout following the general rules
    - For Team events:
  - After each match following the general rules

### 3.1.7.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Fencing are:

- Competition /Bracket /BracketItems /BracketItem /Unit (included for individual and team events)
- Bracket /BracketItems /BracketItem/ExtBracketItems/ ExtBracketItem (included for individual and team events)
- Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (included for individual and team events)
- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (it should be included when the competitor is not yet known for all events -Individual and Team-)
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp (it should be included only when the competitor is known in the case of Team events)
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (it should be included only when the competitor is known in the case of Individual events)

Moreover, the following should be considered:

For Individual events:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Table of 64, Table of 32, Table of 16, Quarterfinals and Semi-finals.
- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in the case of the Semi-finals.
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Match), Semi-finals, Quarterfinals, Table of 16 and Table of 32.

For Team events:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Table of 16, Quarterfinals, Semi-finals and Classifications for the places 5-12 (of Table of 16 and Quarterfinals).
- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in the case of the Table of 16 (for Classification 9-12), Quarterfinals (for Classification 5-8) and Semi-finals.
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Match), Semi-finals, Quarterfinals and Classifications for the places 5 to 12.

### 3.1.7.5 Message Values

The following table lists the “Brackets” optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

| Element   | Attribute      | M/O | Value               | Comments  |
|---|----------------|-----|---------------------|---|
| ExtendedInfos /SportDescription                                 | DisciplineName | M   | S(40)               | Value is Fencing  |
|   | EventName      | M   | S(40)               | Text short description, not code  |
|   | Gender         | M   | M or W              |   |
| ExtendedInfos /VenueDescription                                 | Venue          | M   | CC @VenueCode       | Venue code  |
|   | VenueName      | M   | S(25)               | Text short description, not code  |
| Bracket   | Code           | M   | CC @Bracket         | Bracket code to identify a bracket item.  |
| Bracket /BracketItems   | Code           | M   | CC @BracketItems    | Bracket code to identify a set of bracket items. It is referred to the phase of event. It will be sent Table of 64, ..., quarterfinals, semi-finals or finals phase (e.g.: R64 Table of 64-only for individuals-... QFL Quarterfinals...) |
| Bracket /BracketItems /BracketItem                              | Code           | M   | Numeric #0          | Bracket code to identify a bracket item. It will contain the Bout number for Individual events and the Match number for Team events.  |
|   | Date           | O   | Date                | Date of match (example: YYYY-MM-DD). Must include if the data is available.   |
|   | Time           | O   | Time                | Time of match (example HH:MM) Must include if the data is available.  |
|   | Result         | O   | S(50)               | Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. In case of the Toss to be sent (for example): 14 V(T) – 14.          |
| 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 (TBD).  |
|   | WLT            | O   | W or L              | Indicates the winner or loser of the bracket item. Always send when known.  |
| Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor | Seed           | O   | Numeric ##          | In the first phase in each event (T64 individual, T16 for Team) the draw number / seed must be included.  |

The following table describes in more detail the Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem

| Element: Bracket /BracketItems /BracketItem / ExtBracketItems / ExtBracketItem |          |     |              |   |                 |
|--|----------|-----|--------------|---|-----------------|
| Type   | Code     | Pos | Value        | Description   | Expected        |
| EBI  | Location |     | CC @Location | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything | Send it always. |

| Element: Bracket /BracketItems /BracketItem / ExtBracketItems/ ExtBracketItem |  |  |  |                              |  |
|---|--|--|--|------------------------------|--|
|   |  |  |  | For @Value:<br>Location Code |  |

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

| Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace |      |     |            |  |   |
|---|------|-----|------------|--|---|
| Type  | Code | Pos | Value      | Description  | Expected  |
| ECP   | DRAW |     | Numeric ## | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Send the Draw Number for the competitor in this bracket item.<br>Is a number between 1 to 16 used in "Table of 16" for Team events (depending on the number of teams competing), and between 1 to 64 used in "Table of 64" for Individual events | Just for "Table of 64" in Individual events and "Table of 16" in Team events, and when there is no competitor in this place (when the CompetitorPlace @Code is BYE) |

The following table describes in more detail the Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor/ ExtBracketComps/ ExtBracketComp element.

| Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace |      |     |       |  |                     |
|---|------|-----|-------|--|---------------------|
| Type  | Code | Pos | Value | Description  | Expected            |
| EBC   | IRM  |     | @IRM  | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Invalid Result Mark for the particular event unit (team match); in the case it is assigned.<br>Send IRM if known before competition. | Just when available |

The following table describes in more detail the Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor/Composition /Athlete /ExtBracketAths /ExtBracketAth element.

| Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth |      |     |       |   |                     |
|---|------|-----|-------|---|---------------------|
| Type  | Code | Pos | Value | Description   | Expected            |
| EBA   | IRM  |     | @IRM  | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Invalid Result Mark for the particular event unit (individual bout); in the case it is assigned.<br>Send IRM if known before competition. | Just when available |

### 3.1.7.5.1 Sample

```
.....  
<Bracket Code="FNL">  
  <BracketItems Code="R16">  
    <BracketItem Code="01" Order="1">  
      <Unit Phase="4" Unit="01" />  
      <NextUnit Phase="3" Unit="01" />  
      <CompetitorPlace Pos="1">  
        <Competitor Code="FEW401ITA01" Type="T" Seed="1" Organisation="ITA">  
          <Description TeamName="Italy"/>  
        </Competitor>  
      </CompetitorPlace>  
      <CompetitorPlace Code="BYE" Pos="2">  
        <ExtCompPlaces>  
          <ExtCompPlace Type="ECP" Code="COMP_DRAW" Value="16" />  
        </ExtCompPlaces>  
      </CompetitorPlace>  
    </BracketItem>  
  </BracketItems>  
.....
```

### 3.1.7.6 Message sort

Please, follow the general definition.

### 3.1.8 Discipline configuration

#### 3.1.8.1 Description

This message is the Discipline Configuration message as described in the ODF2 General Messages Interface Document.

#### 3.1.8.2 Header Values

Please, follow the general definition though the DocumentCode will be at session level for each competition session (one message per session) and at the event level for the BRACKET\_SIZE code.

#### 3.1.8.3 Trigger and Frequency

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

- 1 day before the start of competition for each event
- when the unit is rescheduled to another session (if applies)

#### 3.1.8.4 Message Structure

Please, follow the general definition.

#### 3.1.8.5 Message Values

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

The following table lists the “Discipline configuration” optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Fencing, as well as the attributes that have an extended definition.

| Element         | Attribute | M/O | Value                | Comments  |
|-----------------|-----------|-----|----------------------|---|
| Configs /Config | Gender    | M   | CC @DisciplineGender | Gender code of the RSC.   |
|                 | Event     | M   | CC @Event            | Event code of the RSC.<br><br>There are the following event codes for:<br>-Discipline group:<br>(100) for Individual<br>(400) for Team  |
|                 | Phase     | O   | CC @Phase            | -Session phase (for Discipline groups events):<br>(Z) Sessions  |
|                 | Unit      | O   | CC @Unit             | It should be informed just in the case that the information is by Event Unit.<br><br>Only code Session start date will be applied for sessions phase (@Phase='Z'). In this case, the event unit will be SS, the session number for each discipline group that the data contained in the message refers to. Values could be from '01' to the last session number of this discipline group (e.g.: from '01' to '12' for Individual events). |

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

| Element: Configs /Config /ExtendedConfig/ ExtendedConfigItem |   |                         |            |       |  |  |
|--|---|-------------------------|------------|-------|--|--|
| Type   | Code                                    | ExtendedConfigItem Code | Pos        | Value | Description  | Expected   |
| EC   | SESSION<br>(Send by Event Unit-session) |                         | Numeric #0 |       | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code | Send by Event Unit per session, always that the information is |



| Element: Configs /Config /ExtendedConfig/ ExtendedConfigItem |                                 |      |  |                   |  |  |
|--|---------------------------------|------|--|-------------------|--|--|
|  |                                 |      |  |                   | For @Pos:<br>Send the session number that comes in Common Codes' event unit names for sessions for the related day.<br><br>It could be from 1...18<br>For @Value:<br>Do not send anything. | available.   |
|  |                                 | UNIT |  | S(9)              | For @Code:<br>Send proposed extension code<br>For @Pos:<br>Do not send anything.<br>For @Value:<br>Send the full RSC of the EventUnit (for example FEM102101)                              | Send for each match in the session                     |
|  | BRACKET_SIZE<br>(Send by event) |      |  | @Bracket<br>Items | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Send the code for the first phase of the event                 | Send by event, one time at the beginning of the games. |

### 3.1.8.5.1 Sample

**DT\_CONFIG at the event level**

```
.....
<Configs>
<Config Gender="W" Event="402">
  <ExtendedConfig Type="EC" Code="Bracket" Value="16R64" />
</Config>
.....
</Configs>
.....
```

**DT\_CONFIG at the session level**

```
.....
<Configs>
<Config Gender="0" Event="100" Phase="Z" Unit="05">
  <ExtendedConfig Type="EC" Code="SESSION" Pos="1" />
  <ExtendedConfigItem Code="UNIT" Value="FEM101542">
  <ExtendedConfigItem Code="UNIT" Value="FEM101543">
  <ExtendedConfigItem Code="UNIT" Value="FEM101544">
.....
```

### 3.1.8.6 Message sort

Please, follow the general definition.

# DOCUMENT CONTROL

## Version history

| Version         | Date             | Comments   |
|-----------------|------------------|--|
| R-SEG-2015 V1.0 | 12 December 2014 | Submitted for review version                               |
| R-SEG-2015 V1.1 | 12 January 2015  | Submitted for approval version and some additions/comments |
| R-SEG-2015 V1.2 | 29 January 2015  | Approved version and some minor changes                    |
| R-SEG-2015 V1.3 | 19 March 2015    | Approved version and some minor changes                    |
| R-SEG-2015 V1.4 | 20 May 2015      | Approved version and some minor changes                    |

**File reference:** ODF/INT423 R-SEG-2015 V1.4 APP

## Change Log

| Version         | Status | Changes on version   |
|-----------------|--------|--|
| R-SEG-2015 V1.0 | SFR    | <ul style="list-style-type: none"> <li>• First version</li> </ul>  |
| R-SEG-2015 V1.1 | SFA    | <ul style="list-style-type: none"> <li>• Submitted for approval</li> <li>• § 2 - Codes: The related table is added</li> <li>• § 3.1 table: The DT_POOL_STANDING line is checked ('X')</li> </ul>   |
| R-SEG-2015 V1.2 | APP    | <ul style="list-style-type: none"> <li>• Approved version</li> <li>• Any reference to ODF Sport Messages Interface Document is changed to ODF2 General Messages Interface Document</li> <li>• The venue name "Chrystal Hall 3" is corrected to "Crystal Hall 3"</li> <li>• The following Qualifying Types are removed: IRZ, IWR, TPC, TRZ, TWR</li> <li>• The sentence in §1.3 Main Audience is adapted to the European Games</li> <li>• The reference to WNPA is removed</li> </ul> |
| R-SEG-2015 V1.3 | APP    | <ul style="list-style-type: none"> <li>• Approved version</li> <li>• DT_PARTIC / DT_PARTIC_TEAMS: The Value of the RANK_WLD is changed to Numeric - ###0 (from S(3)) as per BEGOC's updates (Entry_Form doc.) - "...It's a 4-digit number"</li> </ul>  |
| R-SEG-2015 V1.4 | APP    | <ul style="list-style-type: none"> <li>• Approved version</li> <li>• DT_PARTIC / DT_PARTIC_TEAMS: The attributes 'QUAL_TYPE' is removed since no data will ever be available for it</li> </ul>   |

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