Modifications from London ODF versions are highlighted in <mark>green</mark>

## Olympic Data Feed

## Baku 2015

# ODF Judo Data Dictionary

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# 1 Introduction

## 1.1 This document

This document includes the ODF Judo Data Dictionary. This Data Dictionary refines the messages described in the ODF2 General Messages Interface Document specifically for Judo.

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Judo Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Judo 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
- **JU –** Judo

## 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 | Order | Description |
|---|---|---|---|
| @Bracket | BRN1 | | Bronze 1 |
| @Bracket | BRN2 | | Bronze 2 |
| @Bracket | FNL | | Finals |
| @BracketItems | FNL | | Finals |
| @BracketItems | QFL | | Quarterfinals |
| @BracketItems | R16 | | Elimination Round of 16 |
| @BracketItems | R32 | | Elimination Round of 32 |
| @BracketItems | R64 | | Elimination Round of 64 |
| @BracketItems | SFL | | Semifinals |
| @Colour | BLUE | | Blue |
| @Colour | WHITE | | White |
| @EventUnit | | | See Common Codes |
| @IRM | DNS | | Did not start |
| @IRM | DSQ | | Disqualified |
| @PenaltyType | H | | Direct Hansoku-make for safety reasons |
| @PenaltyType | S | | Shido |
| @PenaltyType | S4 | | Hansoku-make resulting from "progressive" penalties awarded during the contest |
| @PenaltyType | X | | Direct Hansoku-make for acts against the Judo spirit |
| @Period | GS | | Golden Score |
| @Period | N | | Normal Time |
| @PointsType | IPP | | Ippon |
| @PointsType | WAZ | | Waza-ari |
| @PointsType | YUK | | Yuko |
| @QualifyingType | CTL | | Continental Qualification |
| @QualifyingType | DIR | | Direct Qualification |
| @QualifyingType | HST | | Host Country Place |
| @QualifyingType | TPC | | Tripartite Commission Place |
| @ResultCode | FUS | | Default |
| @ResultCode | IPP | | Ippon |
| @ResultCode | KIK | | Withdrawal |
| @ResultCode | PEN | | Penalty |

| Code Entity | Code | Order | Description |
|---|---|---|---|
| @ResultCode | WAZ | | Waza-Ari |
| @ResultCode | YUK | | Yuko |
| @ResultFunction | AA01 | | Athlete |
| @ResultFunction | RE | | Referee |
| @ResultFunction | JU | | Judge |
| @ResultType | IRM | | Invalid result mark |
| @ResultType | POINTS | | Points |
| @Statistics | TOU | | Tournament Statistics |
| @Technique | AGA | | Ashi-gatame |
| @Technique | AGR | | Ashi-garami |
| @Technique | AGU | | Ashi-guruma |
| @Technique | BYE | | Bye |
| @Technique | DAB | | De-ashi-barai |
| @Technique | DOJ | | Do-jime |
| @Technique | DWK | | Daki-wakare |
| @Technique | FUS | | Fusen Gachi |
| @Technique | GJJ | | Gyaku-juji-jime |
| @Technique | HAD | | Hadaka-jime |
| @Technique | HGA | | Hara-gatame |
| @Technique | HIG | | Hiza-gatame |
| @Technique | HIZ | | Hiza-guruma |
| @Technique | HKG | | Hiki-komi-Gaeshi |
| @Technique | HNE | | Hane-goshi-Gaeshi |
| @Technique | HNG | | Hane-goshi |
| @Technique | HNM | | Hane-makikomi |
| @Technique | HRA | | Harai-goshi-gaeshi |
| @Technique | HRG | | Harai-goshi |
| @Technique | HRM | | Harai-makikomi |
| @Technique | HTA | | Harai-tsurikomi-ashi |
| @Technique | ISN | | Ippon-seoi-nage |
| @Technique | JG | | Juji-gatame |
| @Technique | KAG | | Kata-gatame |
| @Technique | KBA | | Kani-basami |
| @Technique | KEG | | Kesa-gatame |
| @Technique | KGU | | Kata-guruma |
| @Technique | KHJ | | Kata-ha-jime |
| @Technique | KIG | | Kibisu-gaeshi |
| @Technique | KIK | | Kiken gachi |
| @Technique | KJJ | | Kata-juji-jime |
| @Technique | KKE | | Kuzure-kesa-gatame |
| @Technique | KKS | | Kuzure-kami-shiho-gatame |
| @Technique | KOG | | Koshi-guruma |
| @Technique | KOJ | | Koshi-jime |
| @Technique | KOU | | Ko-uchi-gaeshi |
| @Technique | KSG | | Ko-soto-gari |
| @Technique | KSH | | Kami-shiho-gatame |

| Code Entity | Code | Order | Description |
|---|---|---|---|
| @Technique | KSK | | Ko-soto-gake |
| @Technique | KTA | | Kuchiki-taoshi |
| @Technique | KTJ | | Kata-te-jime |
| @Technique | KTS | | Kuzure-tate-shiho-gatame |
| @Technique | KUB | | Kubi-nage |
| @Technique | KUG | | Ko-uchi-gari |
| @Technique | KUM | | Ko-uchi-makikomi |
| @Technique | KWG | | Kawazu-gake |
| @Technique | KYS | | Kuzure-yoko-shiho-gatame |
| @Technique | MGA | | Morote-gari |
| @Technique | NJJ | | Nami-juji-jime |
| @Technique | OAB | | Okuri-ashi-barai |
| @Technique | OEJ | | Okuri-eri-jime |
| @Technique | OGA | | O-soto-gaeshi |
| @Technique | OGO | | O-goshi |
| @Technique | OGR | | O-soto-guruma |
| @Technique | OGU | | O-guruma |
| @Technique | OOS | | Obi-otoshi |
| @Technique | OSG | | O-soto-gari |
| @Technique | OSM | | O-soto-makikomi |
| @Technique | OSO | | O-soto-otoshi |
| @Technique | OTG | | Obi-tori-gaeshi |
| @Technique | OUC | | O-uchi-gaeshi |
| @Technique | OUG | | O-uchi-gari |
| @Technique | P01 | | Apply-Technique-Outside |
| @Technique | P02 | | Avoid-Grip |
| @Technique | P03 | | Bend-Opps-Fingers |
| @Technique | P04 | | Danger-Area |
| @Technique | P05 | | Defensive-Posture |
| @Technique | P06 | | Disarrange-Judogi |
| @Technique | P07 | | Disregard-Instructions |
| @Technique | P08 | | Dojime |
| @Technique | P09 | | Drive-Into-Mat |
| @Technique | P10 | | Encircling |
| @Technique | P11 | | Fall-Backwards |
| @Technique | P12 | | False-Attack |
| @Technique | P13 | | Fingers-In-Sleeve |
| @Technique | P14 | | Fingers-interlocked |
| @Technique | P15 | | Foot-in-Belt |
| @Technique | P16 | | Outside-Contest-Area |
| @Technique | P17 | | Head-Dive |
| @Technique | P18 | | Hold-Same-Side |
| @Technique | P19 | | Hold-Sleeve-Ends |
| @Technique | P20 | | Hand-On-Face |
| @Technique | P21 | | Hold-Trouser-Leg |
| @Technique | P22 | | Illegal-Joint-Lock |

| Code Entity | Code | Order | Description |
|---|---|---|---|
| @Technique | P23 | | Illegal-Newaza-Entry |
| @Technique | P24 | | Judogi-In-Mouth |
| @Technique | P25 | | Kani-Basame |
| @Technique | P26 | | Kawazu-Gake |
| @Technique | P27 | | Kick-To-Break-Grip |
| @Technique | P28 | | Metallic-Object |
| @Technique | P29 | | Non-Combativity |
| @Technique | P30 | | Reap-Supporting-Leg |
| @Technique | P31 | | Shime-With-Jacket/belt |
| @Technique | P32 | | Spine-Extension |
| @Technique | P33 | | Unnecessary-Remarks |
| @Technique | P34 | | Unsportsmanlike-Conduct |
| @Technique | P35 | | Waki-gatame |
| @Technique | P36 | | Pull down |
| @Technique | P37 | | Pistol Grip |
| @Technique | P38 | | Holding Belt |
| @Technique | P39 | | Kicking |
| @Technique | P40 | | Push out |
| @Technique | P99 | | Undetermined |
| @Technique | RYJ | | Ryo-te-jime |
| @Technique | SAJ | | Sankaku-jime |
| @Technique | SGJ | | Sode-guruma-jime |
| @Technique | SGT | | Sankaku-gatame |
| @Technique | SMK | | Soto-makikomi |
| @Technique | SON | | Seoi-nage |
| @Technique | SOO | | Seoi-otoshi |
| @Technique | SOT | | Sumi-otoshi |
| @Technique | STA | | Sasae-tsurikomi-ashi |
| @Technique | STG | | Sode-tsurikomi-goshi |
| @Technique | SUG | | Sumi-gaeshi |
| @Technique | SUK | | Sukui-nage |
| @Technique | TBG | | Tsubami-gaeshi |
| @Technique | TGM | | Te-Guruma |
| @Technique | TGO | | Tsuri-goshi |
| @Technique | TGT | | Te-gatame |
| @Technique | TKG | | Tsurikomi-goshi |
| @Technique | TKJ | | Tsukomi-jime |
| @Technique | TNG | | Tomoe-nage |
| @Technique | TNG | | Tomoe-nage |
| @Technique | TNO | | Tani-otoshi |
| @Technique | TOS | | Tai-otoshi |
| @Technique | TSG | | Tate-shiho-gatame |
| @Technique | TWG | | Tawara-gaeshi |
| @Technique | UDG | | Ude-gaeshi |
| @Technique | UGA | | Ude-gatame |
| @Technique | UGO | | Uki-goshi |

| Code Entity | Code | Order | Description |
|---|---|---|---|
| @Technique | UGR | | Ude-garami |
| @Technique | UGT | | Uki-gatame |
| @Technique | UKG | | Ushiro-keso-gatame |
| @Technique | UMA | | Uchi-mata |
| @Technique | UMG | | Uchi-mata-gaeshi |
| @Technique | UMK | | Uchi-makikomi |
| @Technique | UMM | | Uchi-mata-makikomi |
| @Technique | UMS | | Uchi-mata-sukashi |
| @Technique | UNA | | Ura-nage |
| @Technique | UND | | Undetermined |
| @Technique | UNK | | Undetermined |
| @Technique | UNN | | Undetermined |
| @Technique | UOT | | Uki-otoshi |
| @Technique | URG | | Ura-gatame |
| @Technique | USH | | Ushiro-goshi |
| @Technique | UTS | | Utsuri-goshi |
| @Technique | UWA | | Uki-waza |
| @Technique | WAK | | Waki-gatame |
| @Technique | YAS | | Yama-arashi |
| @Technique | YGA | | Yoko-gake |
| @Technique | YGU | | Yoko-guruma |
| @Technique | YOT | | Yoko-otoshi |
| @Technique | YSG | | Yoko-shiho-gatame |
| @Technique | YUS | | Yusei Gachi |
| @Technique | YWA | | Yoko-wakare |
| @WLT | L | | Lost |
| @WLT | W | | Won |

# 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 Judo.

- 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 | |
| DT_PARTIC_TEAMS_UPDATE | List of teams update | X | |
| DT_MEDALS | Medal standings | Global (**ODF2 format**) | |
| DT_MEDALLISTS_DAY | Medallists of the day | Global (**ODF2 format**) | |
| DT_HISTORIC_RECORD | Historical records | | |
| DT_GLOBAL_GM | Global good morning | Global (**ODF2 format**) | |
| DT_GLOBAL_GN | Global good night | Global (**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 | | |
| DT_RANKING | Event Final ranking | X | X |
| DT_STATS | Statistics table | X | X |
| DT_MEDALLISTS | Medallists of one event | X | |
| DT_MEDALLISTS_DISCIPLINE | Medallists by discipline | X | |
| DT_RECORD | Records | | |
| DT_COMMUNICATION | Official Communication | X | |
| DT_BRACKETS | Brackets | X | X |
| DT_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 by discipline (and the update), for that discipline it is the list of athletes, and officials, 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 Judo are:

- Competition /Participant /Discipline /DisciplineEntry
- Competition /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 Judo, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|-------|----------|
| Discipline | IFId | M | S(16) | IJF unique judoka identification (Competitor's federation number for the discipline). |

The following table describes in more detail the DisciplineEntry element for the official in the case of Judo.

| Element: Competition /Participant /Discipline /DisciplineEntry | | | | |
|------|------|-------|-------------|----------|
| Type | Code | Value | Description | Expected |
| ENTRY | BIB | String | For @Type: Send proposed type | As soon as it is known (only will be sent in the update message) |
| | | | For @Code: Send proposed code | |
| | | | For @Value: Official's bib | |

The following table describes in more detail the EventEntry element for the athlete in the case of Judo.

| Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry | | | | |
|------|------|-------|-------------|----------|
| Type | Code | Value | Description | Expected |
| ENTRY | QUAL_TYPE | CC @QualifyingType | For @Type: Send proposed type For @Code: Send proposed code For @Value: Type of qualification. | As soon as it is known (it can be sent in both messages) |
| | RANK_WLD | S(3) | For @Type: Send proposed type For @Code: Send proposed code For @Value: World Ranking | As soon as it is known (it can be sent in both messages) |
| | RESULT_BEST | S(30) | For @Type: Send proposed type For @Code: Send proposed code For @Value: Best achievement prior to the Olympic. | Send just if it is available |
| | BELT | String | For @Type: Send proposed type | Send if available |

| | | | **Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry** | |
|---|---|---|---|---|
| | | | For @Code:<br>Send proposed code | |
| | | | For @Value:<br>Belt colour of the athlete | |
| | DAN | Numeric<br>0 | For @Type:<br>Send proposed type | Send if available |
| | | | For @Code:<br>Send proposed code | |
| | | | For @Value:<br>Dan level of the athlete | |

### 3.1.1.6 Message sort

Please, follow the general definition.

## 3.1.2 Event Unit Start List and Results

### 3.1.2.1 Description

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

### 3.1.2.2 Header Values

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

### 3.1.2.3 Trigger and Frequency

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

- As soon as each competitor (includes also the partial start list - one know competitor and the other TBD) or official is known and any changes in start list data (START_LIST)
- When the contest starts and after every change in any data  (LIVE)
- After the contest (unit)

### 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 Judo are:

- ExtendedInfos /UnitDateTime (following the general rules for this element)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official
- Officials /Official/Description/ExtendedDescription
- Result /Competitor /Composition /Athlete /EventUnitEntry.
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

### 3.1.2.5 Message Values

The following table lists the Event 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.

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Judo |
| | 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. |
| | Order | M | Numeric | Send by order for each official in each function, example: 1 for Referee 2 for Judge 1 3 for Judge 2 |
| Period | Code | M | CC @EventUnit | RSC Code for that Event Unit. Only In case of Team Events. |
| | HomePeriodScore | M | Numeric ##0 | Score of the home competitor just for that Event Unit. Only In case of Team Events. |
| | AwayPeriodScore | M | Numeric ##0 | Score of the away competitor just for that Event Unit. Only In case of Team Events. |
| | Duration | O | mm:ss | Playing time of each Event Unit. Only In case of Team Events. |
| Result | ResultType | O | CC @ResultType | Result type, either points or IRM for the corresponding event unit. |
| | IRM | O | CC @IRM | IRM of the competitor for the particular event unit. (see codes section) Send if DNS before competition also. |
| | Result | O | String | Result of the competitor for the particular event unit. Indicates the score of the competitor and if they committed penalties. This can be sent in Golden Score as applicable. The format of the field: sssPP sss - score for participant PP - Penalties S (for Shido, values are 1,2,3 or 4) , H, X Example: 1H, 1… |
| | WLT | O | CC @WLT | The code whether a competitor won or lost the contest. |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the competitor. Send 1 for White competitor and 2 for Blue competitor |
| | StartSortOrder | M | Numeric | Send 1 for White competitor and 2 for Blue competitor |

The following table describes in more detail the Official/Description/ ExtendedDescription element in the case of Judo.

| Element: Official/Description/ ExtendedDescription | | | | | | |
|---|---|---|---|---|---|---|
| Type | Code | Extsion Code | Pos | Value | Description | Expected |
| ED | Bib | | | Numeric #0 | For @Type: Send proposed type | Always |
| | | | | | For @Code: Send proposed code | |
| | | | | | For @Pos : Do not send anything | |
| | | | | | For @Value: Referee Bib | |

**Sample**

```
…
<Officials>
 <Official Code="7350035" Order="1" Function="RE">
   <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M"
Organisation="RUS">
      <ExtendedDescription Type="ED" Code="BIB" Value="1" />
   </Description>
   </Official>
 <Official Code="7350063" Order="2" Function="JU">
   <Description GivenName="Artur" FamilyName="Bazaev" Gender="M"
Organisation="RUS">
     <ExtendedDescription Type="ED" Code="BIB" Value="3" />
   </Description>
   </Official>
…
   </Officials>
…
```

The following table describes in more detail the ExtendedInfo element in the case of Judo.

| Element: Competition / ExtendedInfos /ExtendedInfo | | | | | |
|---|---|---|---|---|---|
| Type | Code | Pos | Value | Description | Expected |
| UI | UNIT_NUM | | Numeric #0 | For @Type: Send proposed type | Always |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos : Do not send anything | |
| | | | | For @Value: Contest number | |
| | DURATION | Numeric 0 | m:ss | For @Type: Send proposed type | At end of the match only |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos: Send 1 for the Regular time Send 2 for Golden Score time | |
| | | | | For @Value: Send the Contest Time | |
| | RES_CODE | | CC@ResultCode | For @Type: Send proposed type | As appropriate |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos: Do not send anything | |
| | | | | For @Value: Decision for how the contest was won. If it is a gold score send the result after that. | |
| | TECH_CODE | | CC @Technique | For @Type: Send proposed type | As appropriate |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos: Do not send anything | |
| | | | | For @Value: Send the Winning Technique's Code. If in Golden Score send the result after that | |
| | TECH_DESCRIPTION | | String | For @Type: Send proposed type | As appropriate |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos: Do not send anything | |
| | | | | For @Value: Send the Winning Technique Description Use the description column from CC @Technique. If in Golden Score send the result after that. | |
| | GOLD_SCORE | | S(1) | For @Type: Send proposed type | As appropriate |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos: Do not send anything | |
| | | | | For @Value: Gold Score flag Send Y If in Golden Score. | |

**Sample**

```
......
<ExtendedInfos>
 <UnitDateTime StartDate="2012-08-03T16:10:00+01:00" />
 <ExtendedInfo Type="UI" Code="DURATION" Pos="1" Value="5:00" />
 <ExtendedInfo Type="UI" Code="SCORE" Value="WAZ" />
 <ExtendedInfo Type="UI" Code="TECH_CODE" Value="P29" />
 <ExtendedInfo Type="UI" Code="TECH_DESCRIPTION" Value="Non-Combativity" />
......
</ExtendedInfos>
......
```

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

| Element: Periods /Period/ ExtendedPeriods/ ExtendedPeriod | | | | |
|---|---|---|---|---|
| Type | Code | Value | Description | Expected |
| EP | H_WINS | Numeric ##0 | For @Type: Send proposed type | Only in case of Team Events |
| | | | For @Code: Send proposed code | |
| | | | For @Value: Win points of the home competitor | |
| | A_ WINS | Numeric ##0 | For @Type: Send proposed type | Only in case of Team Events |
| | | | For @Code: Send proposed code | |
| | | | For @Value: Win points of the away competitor | |

**Sample**

```
......
Periods>
 <Period
Code="JUM1553A1" HomePeriodScore="101" AwayPeriodScore="1" Duration="4:13">
  <ExtendedPeriods>
   <ExtendedPeriod Type="EP" Code="H_WINS" Value="1"/>
   <ExtendedPeriod Type="EP" Code="A_WINS" Value="0"/>
  </ExtendedPeriods>
 </Period>
......
```

The following table describes in more detail the EventUnitEntry element in the case of Judo.

| Element: Competitor /Result /Competitor /Composition /Athlete /EventUnitEntry | | | | |
|---|---|---|---|---|
| Type | Code | Value | Description | Expected |
| EUE | COLOUR | CC @Colour | For @Type:<br>Send proposed type | Always |
| | | | For @Code:<br>Send proposed code | |
| | | | For @Value:<br>Athlete's colour | |
| | BODYWEIGHT | Numeric ##0.0 | For @Type:<br>Send proposed type | Always |
| | | | For @Code:<br>Send proposed code | |
| | | | For @Value:<br>Bodyweight value | |
| | RANK_WLD | S(3) | For @Type:<br>Send proposed type | Send just if it is available |
| | | | For @Code:<br>Send proposed code | |
| | | | For @Value:<br>World Ranking | |
| | RESULT_BEST | S(30) | For @Type:<br>Send proposed type | Send just if it is available |
| | | | For @Code:<br>Send proposed code | |
| | | | For @Value:<br>Best achievement prior to the Olympic.<br><br>Same information like the one provided in the DT_PARTIC message | |

**Sample**

```
......
<Result ResultType="POINTS" Result="0101" WLT="W" SortOrder="1" StartOrder="1"
StartSortOrder="1">
 <Competitor Code="1102342" Type="A" Organisation="SUI" Bib="1728">
  <Composition>
   <Athlete Code="1102342" Bib="1728" Order="1">
    <Description GivenName="Jon" FamilyName="Smits" Gender="M" Organisation="SUI"
BirthDate="1994-12-15" />
    <EventUnitEntry Type="EUE" Code="COLOUR" Value="WHITE" />
    <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="105.7" />
    <EventUnitEntry Type="EUE" Code="RESULT_BEST" Value="2008 Olympic Games 3rd"
/>
    <EventUnitEntry Type="EUE" Code="RANK" Value="7" />
......
```

The following table describes in more detail the Competitor Competitor /ExtendedResults /ExtendedResult element in the case of Judo Team Competitions.

| Element: Competitor / ExtendedResults /ExtendedResult | | | | | |
|---|---|---|---|---|---|
| Type | Code | Pos | Value | Description | Expected |
| ER | TOT_SCORE | | Numeric ##0.0 | For @Type:<br>Send proposed type | Team Competitions only |
| | | | | For @Code:<br>Send proposed type | |
| | | | | For @Value:<br>Total Score for the Team | |

**Sample**

```
<Result SortOrder="1" StartSortOrder="1" ResultType="POINTS" Result="4" WLT="W">
 <Competitor Code="JU01129" Type="T" Organisation="UZB">
  <ExtendedResults>
   <ExtendedResult Type="ER" Code="TOT_SCORE" Value="317.5"/>
  </ExtendedResults>
......
```

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

| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | | | |
|---|---|---|---|---|---|
| Type | Code | Pos | Value | Description | Expected |
| ER | y<br>Where y = CC @PenaltyType | Numeric 0 | Numeric # | For @Type:<br>Send proposed type | Sent only when available |
| | | | | For @Code:<br>Send the code for each type of penalty<br>(see codes section) | |
| | | | | For @Pos:<br>Send 1 for Regular time<br>Send 2 for Golden Score time | |
| | | | | For @Value:<br>Number of penalties obtained by competitor during the contest for given CC @PenaltyType.<br><br>Send value 0 and PenaltyType ='S' when there are no penalties for this competitor. These values should be send when the match started | |
| | z<br>Where z = CC @PointsType | Numeric 0 | Numeric 0 | For @Type:<br>Send proposed type | As soon as it is known |
| | | | | For @Code:<br>Send the code for each CC @PointsType<br>(see codes section) | |
| | | | | For @Pos:<br>Send 1 for Regular time<br>Send 2 for Golden Score time | |
| | | | | For @Value:<br>Number of scores obtained by competitor during contest for given CC @PointsType<br><br>Should be 0 for those PointsType without scoring. These values should be sent when the match started. | |
| | OUTCOME | | String | For @Type:<br>Send proposed type | Send just if it is available |
| | | | | For @Code:<br>Send proposed code | |
| | | | | For @Pos:<br>Do not send anything | |
| | | | | For @Value:<br>Progression of the athlete in the competition | |
| | x<br>Where x=CC@RSC | | String | For @Type:<br>Send proposed type | Send only for team competitions |
| | | | | For @Code:<br>Send RSC code of the unit the athletes was fighting in the team competition | |
| | | | | For @Pos:<br>Do not send anything | |
| | | | | For @Value:<br>Do not send anything | |

The following table describes in more detail the Competitor Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/Extension element in the case of Judo team competitions.

| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/Extension | | | | | |
|---|---|---|---|---|---|
| Type | Code | Pos | Value | Description | Expected |
| | CC@PointType and CC@PenaltyType | Numeric 0 | Numeric # | For @Type: Do not send type. | Sent only for team competitions |
| | | | | For @Code: Send either H, X, S, YUK, WAZ or IPP | |
| | | | | For @Pos: Send 1 for Regular time Send 2 for Golden Score | |
| | | | | For @Value: Value according to CC@PointType or CC@PenaltyType achived by the athlete | |

**Sample**

```
……
<Result ResultType="POINTS" Result="0101" WLT="W" SortOrder="1" StartOrder="1"
StartSortOrder="1">
 <Competitor Code="1102342" Type="A" Organisation="SUI" Bib="1728">
  <Composition>
   <Athlete Code="1102342" Bib="1728" Order="1">
    <Description GivenName="Jon" FamilyName="Smits" Gender="M" Organisation="SUI"
BirthDate="1994-12-15" />
    <EventUnitEntry Type="EUE" Code="COLOUR" Value="WHITE" />
    <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="105.7" />
    <ExtendedResults>
     <ExtendedResult Type="ER" Code="S4" Pos="1" Value="1"/>
      <ExtendedResult Type="ER" Code="IPO" Pos="1" Value="0" />
     <ExtendedResult Type="ER" Code="WAZ" Pos="1" Value="1" />
     <ExtendedResult Type="ER" Code="YUK" Pos="1" Value="0" />
     <ExtendedResult Type="ER" Code="OUTCOME" Value="RINER Ted (FRA) is ranked
1st" />
    </ExtendedResults>
……
```

**Or**

```
 <ExtendedResults>
     <ExtendedResult Type="ER" Code="S" Pos="1" Value="0"/>
     <ExtendedResult Type="ER" Code="IPO" Pos="1" Value="0" />
     <ExtendedResult Type="ER" Code="WAZ" Pos="1" Value="1" />
     <ExtendedResult Type="ER" Code="YUK" Pos="1" Value="0" />
     <ExtendedResult Type="ER" Code="OUTCOME" Value="RINER Ted (FRA) is ranked
1st" />
    </ExtendedResults>

And for team competitions

<ExtendedResults>
 <ExtendedResult Code="JUM1553A1" Type="ER">
  <Extension Code="S" Value="0" Pos="1"/>
  <Extension Code="YUK" Value="1" Pos="1"/>
  <Extension Code="WAZ" Value="0" Pos="1"/>
  <Extension Code="IPP" Value="1" Pos="1"/>
 </ExtendedResult>
</ExtendedResults>
```

### 3.1.2.6    Message sort

Please, follow the general definition.

### 3.1.3 Play by Play

#### 3.1.3.1 Description

This message is the Play by Play 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 Common Codes document (header values).

#### 3.1.3.3 Trigger and Frequency

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

- After every action
- After the contest (unit).

#### 3.1.3.4 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
- UnitAction /Competitor /Composition /Athlete (following the general rules for this element)

#### 3.1.3.5 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 Judo |
| | 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 actions of the period, from 1 to n (from the first action of the period to the last one). |
| | Value | M | CC @PointsType or CC @PenaltyType | Points or Penalty, Send one code |
| | Time | O | m:ss | Time of the action. Ascending from the beginning (0:00) to the end of one Period. |
| | Result | O | CC @Technique | Send the Technique Code |

### 3.1.3.5.1 Sample

```
......
<UnitActions>

 <UnitAction Type="UAC" Code="N" Pos="1" Value="S" Time="02:12" Result="P16">
   <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
     <Composition>
       <Athlete Code="1008743" Order="1" >
        <Description GivenName="Jane" FamilyName="Smits" Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
       </Athlete>
     </Composition>
   </Competitor>
 </UnitAction>
.......
 <UnitAction Type="UAC" Code="N" Pos="3" Value="S" Time="02:00" Result="P05">
   <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
     <Composition>
       <Athlete Code="1008743" Order="1" >
        <Description GivenName="Jane" FamilyName="Smits" Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
       </Athlete>
     </Composition>
   </Competitor>
 </UnitAction>
........
 <UnitAction Type="UAC" Code="GS" Pos="1" Value="S" Time="05:12" Result="P16">
   <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
     <Composition>
       <Athlete Code="1008743" Order="1" >
        <Description GivenName="Jane" FamilyName="Smits" Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
       </Athlete>
     </Composition>
   </Competitor>
 </UnitAction>
......
```

### 3.1.3.6    Message sort

Follow the general definition.

### 3.1.4　Event Final Ranking

#### 3.1.4.1　Description

This message is the Event Final Ranking message as described in the ODF2 General Messages Interface Document.
In the case of Judo, the message has to be sent for all the competition events, as listed in the header values section.

#### 3.1.4.2　Header Values

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

#### 3.1.4.3　Trigger and Frequency

After the morning session (send only the final ranked athletes) and after each medal match.

#### 3.1.4.4　Message Structure

Please, follow the general definition.

#### 3.1.4.5　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 Judo, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|-------|----------|
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Judo |
| | 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 | String | Rank of the competitor in the result. |
| | RankEqual | O | S(1) | It must send always that the attribute Rank is send, it identify if a rank has been equalled. |
| | IRM | O | CC @IRM | Send just if the competitor has been changing his status. |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the competitors at the end of the event The sort order is: 1 - Rank, 2 - NOC with IRM ranks at bottom |

##### 3.1.4.5.1　Sample

```
……
<Result Rank="1" SortOrder="1">
  <Competitor Code="1008743" Type="A" Organisation="SUI" >
   <Composition>
    <Athlete Code="1008743" Order="1" >
     <Description GivenName="Jane" FamilyName="Smits" Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
    </Athlete>
   </Composition>
 </Competitor>
</Result>
<Result Rank="2" SortOrder="2">
 <Competitor Code="1021261" Type="A" Organisation="ESP" >
   <Composition>
    <Athlete Code="1021261" Order="1" >
     <Description GivenName="Mary" FamilyName="Jones" Gender="W"
Organisation="ESP" BirthDate="1993-12-15" />
    </Athlete>
   </Composition>
 </Competitor>
</Result>
……
```

#### 3.1.4.6　Message sort

Please, follow the general definition.

### 3.1.5 Statistics table

#### 3.1.5.1 Description

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

#### 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 Common Codes document (header values).
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.

#### 3.1.5.3 Trigger and Frequency

This message should be sent after the final match in each event with the DocumentCode DDGEEE0000 (for TOU).

#### 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 Judo are:
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Competition /Stats /StatsItems /StatsItem

#### 3.1.5.5 Message Values

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

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Judo |
| | 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 |
| 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 /StatItem | | | | | | |
|---|---|---|---|---|---|---|
| Type | Code | | ExtendedStat | Pos | Value | Description | Expected |

**Element: Competition /Stats /StatsItems /StatItem**

| ST | | | | | | |
|----|----|----|----|----|----|----|
| | PARTIC_NUM | | | Numeric #0 | For @Type: Send proposed type (see command codes) | Always, if the information is available for the DocumentSubtype=TOU |
| | | | | | For @Code: Send proposed code | |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Send the total of competitors for that event. | |
| | COMPETITION_TOTAL | | Numeric 0 | Numeric #0 | For @Type: Send proposed type | Always, if the information is available for the DocumentSubtype=TOU |
| | | | | | For @Code: Send proposed code | |
| | | | | | For @Pos: Send 1 for all the contests Send 2 for Golden Score time | |
| | | | | | For @Value: Send the total number of contests completed. | |
| | y<br><br>Where y = @ResultCode or CC@Technique (only the technique used during the competition) | | | Numeric #0 | For @Type: Send proposed type | Always, if the information is available for the DocumentSubtype=TOU |
| | | | | | For @Code: Send the code for each CC@ResultCode Or CC@Technique | |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: The number of times this code was realised in the competition. Use y for the winning scores or techniques. | |
| | | PERCENT | | Numeric ##0.00 | For @Code Send the code for each type of winning Score or Technique | Always, if the information is available for the DocumentSubtype=TOU |
| | | | | | For @Pos Do not send anything | |
| | | | | | For @Value Send the percentage for that result code or technique | |
| | y_TOT<br><br>Where y = CC@Technique ((only the technique used during the competition)) or CC@PenaltyType or CC@PointsType | | | Numeric #0 | For @Type: Send proposed type | Always, if the information is available for the DocumentSubtype=TOU |
| | | | | | For @Code: Send the code for each CC@Technique or CC@Penalty Type Or CC@PointsType | |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: The number of times this code was realised in the competition. Use y_TOT for all scores or penalties or techniques. | |
| | | PERCENT | | Numeric ##0.00 | For @Code Send the code for each type of Score or penalty or technique (see codes section) | Always, if the information is available for the DocumentSubtype=TOU |
| | | | | | For @Pos Do not send anything | |

**Element: Competition /Stats /StatsItems /StatItem**

| | | | | For @Value Send the percentage for that technique or score or penalty | |
|---|---|---|---|---|---|
| CONTEST_SHORTEST | | | S(9) | For @Type: Send proposed type | Always, if the information is available for the DocumentSubtype=TOU |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos: Do not send anything | |
| | | | | For @Value: Send RSC for the shortest contest for that event | |
| DURATION_CUM | | | m:ss | For @Type: Send proposed type | Always, if the information is available for the DocumentSubtype=TOU |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos: Do not send anything | |
| | | | | For @Value: Cumulative time to win the gold medal | |
| CONTEST_LONGEST | | | S(9) | For @Type: Send proposed type | Always, if the information is available for the DocumentSubtype=TOU |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos: Do not send anything | |
| | | | | For @Value: Send RSC for the longest contest for that event | |

#### 3.1.5.5.1 Sample

```
......
<Stats Code="TOU">
 <StatsItems>
   <StatsItem Type="ST" Code="PARTIC_NUM" Value="37" />
   <StatsItem Type="ST" Code="COMPETITION_TOTAL" Pos="1" Value="40" />
   <StatsItem Type="ST" Code="COMPETITION_TOTAL" Pos="2" Value="13" />
   <StatsItem Type="ST" Code="IPO" Value="23">
    <ExtendedStat Code="PERCENT" Value="57.50" />
   </StatsItem>
   <StatsItem Type="ST" Code="WAZ" Value="6">
    <ExtendedStat Code="PERCENT" Value="15.00" />
   </StatsItem>
   <StatsItem Type="ST" Code="YUK" Value="7">
    <ExtendedStat Code="PERCENT" Value="17.50" />
   </StatsItem>
   <StatsItem Type="ST" Code="KIK" Value="0">
    <ExtendedStat Code="PERCENT" Value="0.00" />
   </StatsItem>
   <StatsItem Type="ST" Code="FUS" Value="0">
    <ExtendedStat Code="PERCENT" Value="0.00" />
   </StatsItem>
   <StatsItem Type="ST" Code="YUS" Value="4">
    <ExtendedStat Code="PERCENT" Value="10.00" />
   </StatsItem>
......

   <StatsItem Type="ST" Code="CONTEST_SHORTEST" Value="JUM060504" />
   <StatsItem Type="ST" Code="CONTEST_LONGEST" Value="JUM060506" />

   <StatsItem Type="ST" Code="DURATION_CUM" Value="18:08" />
 </StatsItems>
</Stats>
......
```

### 3.1.5.6    Message sort

Please, follow the general definition.

### 3.1.6 Brackets

#### 3.1.6.1 Description

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

#### 3.1.6.2 Header Values

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

#### 3.1.6.3 Trigger and Frequency

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

- After the Draw
- After every contest

#### 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 Judo are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- BracketItem /NextUnit should be informed in the case of elimination round of 64 judokas, elimination round of 32 judokas, elimination round of 16 judokas, quarterfinal, semifinal and Repechage.
- BracketItem /NextUnitLoser should be informed in the case of the quarterfinal and semifinal. Losers to the finalists from those phases have a "second chance", and they compete in the "repechage".
- CompetitorPlace /PreviousUnit should be informed in the case of the final, semifinal, quarterfinal, elimination round of 16 judokas, elimination round of 32 judokas and Bronze Medal.

#### 3.1.6.5 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 Judo, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| ExtendedInfos /SportDescription | DisciplineName | M | S(40) | Value is Judo |
| | 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. It should be always a bracket of finals. |
| Bracket /BracketItems | Code | M | CC @BracketItems | Bracket code to identify a set of bracket items. (see codes section) |
| Bracket /BracketItems /BracketItem | Code | O | Numeric #0 | It will be sent the contest number for each bracket item (e.g.: 1, 4, …) |
| | Result | O | String | Result of the competitor for the particular event unit. Indicates the final score with the format<br>nnnPP/sssPP VVV MM:SS GS<br>nnn – score  for winner<br>sss - score for loser<br>P - Penalties S (for Shido, values are 1,2,3 or 4) , H, X<br>VVV - Winning Technique<br>MM:SS - Winning Time<br>GS - Golden Score<br><br>Ex. 0102/000 UNA 1:02 GS<br>1s1/ 0 VVV 5:00<br>101s1/ 0s1 VVV 5:00 |

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| | 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. |
| 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 (TBD). |
| | WLT | O | W or L | Indicates the winner or loser of the bracket item. Always send when known. |

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

| Element: Bracket /BracketItems /BracketItem/ExtBracketItems/ ExtBracketItem | | | | | |
|---|---|---|---|---|---|
| Type | Code | Pos | Value | Description | Expected |
| EBI | DECISION | | CC @ResultCode | For @Type: Send proposed type | Just when available |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos: Do not send anything | |
| | | | | For @Value: Decision of the contest | |

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 | STRIKE_OUT | | Y | For @Type: Send proposed type | Send always and when there is a competitor with the Result/IRM in (DNS or DSQ) |
| | | | | For @Code: Send proposed code | |
| | | | | For @Pos: Do not send anything | |
| | | | | For @Value: Send Y when the athlete is DSQ or DNS. Otherwise do not send. | |

#### 3.1.6.5.1    Sample

```
......
<Bracket Code="FNL">
 <BracketItems Code="FNL">
   <BracketItem Code="38" Order="1" Date="2012-07-28" Time="19:30">
     <Unit Phase="1" Unit="01" />
     <CompetitorPlace Pos="1" Code="TBD">
       <PreviousUnit Phase="2" Unit="01" WLT="W"/>
     </CompetitorPlace>
     <CompetitorPlace Pos="2" Code="TBD">
       <PreviousUnit Phase="2" Unit="02"  WLT="W"/>
     </CompetitorPlace>
   </BracketItem>
 </BracketItems>
 <BracketItems Code="SFL">
   <BracketItem Code="31" Order="1" Date="2012-07-28">
     <Unit Phase="2" Unit="01" />
     <NextUnit Phase="1" Unit="01" />
     <NextUnitLoser Phase="2" Unit="52" />
     <CompetitorPlace Pos="1" Code="TBD">
       <PreviousUnit Phase="3" Unit="01"  WLT="W"/>
......
```

#### 3.1.6.6    Message sort

Please, follow the general definition.

### 3.1.7 Configuration

#### 3.1.7.1 Description

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

#### 3.1.7.2 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.

#### 3.1.7.3 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

#### 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 Judo are:

- ExtendedConfigItem

#### 3.1.7.5 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 Judo, as well as the attributes that have an extended definition.

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

The following table describes in more detail the ExtendedConfig element.

| Element: ExtendedConfig | | | | | | |
|------|------|----------------|-----|-------|-------------|----------|
| Type | Code | ExtendedConfig | Pos | Value | Description | Expected |
| EC | SESSION (by session) | | Numeric #0 | | For @Type: Send proposed type | When available |
| | | | | | For @Code: Send proposed code | |
| | | | | | For @Pos: Send the session number | |
| | | | | | For @Value: Do not send anything | |
| | | UNIT | | S(9) | For @Code: Send proposed code | Send for each unit in the session |
| | | | | | For @Pos: Do not send anything | |
| | | | | | For @Value: Send the full RSC of the EventUnit (for example JUM155101) | |
| EC | BRACKET_SIZE (By Event) | | | @Bracket Items | For @Type: Send proposed type | When available |
| | | | | | For @Code: Send proposed code | |
| | | | | | For @Value: Send the code for the first phase of the event | |
| | | CATEGORY | | S(10) | For @Type: Send proposed type | Only for team competitions |
| | | | | | For @Code: Send proposed code | |

| Element: ExtendedConfig | | | | | |
|---|---|---|---|---|---|
| | | | | For @Pos:<br>Send order number of match for team competitions | |
| | | | | For @Value:<br>Send weight category of that individual match in a team competition | |

### 3.1.7.5.1 Sample

**DT_CONFIG at the session level**

```
……
<Configs>
 <Config Gender="0" Event="000" Phase="Z" Unit="06">
   <ExtendedConfig Type="EC" Code="SESSION" Pos="1" >
     <ExtendedConfigItem Code="UNIT" Value="JUM166342">
     <ExtendedConfigItem Code="UNIT" Value="JUM166343">
     <ExtendedConfigItem Code="UNIT" Value="JUM166344">
……
   </ExtendedConfig>
 </Config>
</Configs>
……
```

**DT_CONFIG at the event level**

```
……
<Configs>
 <Config Gender="M" Event="060">
   <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R64" />
   </Config>
</Configs>
……
```

**DT_CONFIG for team competitions:**

```
    <Config Gender="M" Event="155">
     <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="QFL" />
     <ExtendedConfig Type="EC" Code="CATEGORY" Pos="1" Value="-66 kg" />
     <ExtendedConfig Type="EC" Code="CATEGORY" Pos="2" Value="-73 kg" />
     <ExtendedConfig Type="EC" Code="CATEGORY" Pos="3" Value="-81 kg" />
     <ExtendedConfig Type="EC" Code="CATEGORY" Pos="4" Value="-90 kg" />
     <ExtendedConfig Type="EC" Code="CATEGORY" Pos="5" Value="+90 kg" />
    </Config>
```

### 3.1.7.6 Message sort

Please, follow the general definition.

# DOCUMENT CONTROL

## Version history

| Version | Date | Comments |
|---|---|---|
| R-SEG-2015 V1.0 | 24 December 2014 | Submitted for review version |
| R-SEG-2015 V1.1 | 21 January 2015 | Submitted for approval version and some minor issues |
| R-SEG-2015 V1.2 | 30 January 2015 | Approved version and some minor issues |
| R-SEG-2015 V1.3 | 13 February 2015 | Approved version and some minor issues |
| R-SEG-2015 V1.4 | 25 May 2015 | Approved version and some minor issues |

**File reference:**  ODF/INT429 R-SEG-2015 V1.4 APP

## Change Log

| Version | Status | Changes on version |
|---|---|---|
| R-SEG-2015 V1.0 | SFR | • First version |
| R-SEG-2015 V1.1 | SFA | • Submitted for approval<br>• The Document ID is changed to ODF/INT429 (from 440)<br>• §3.1 DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE: The messages are marked "X" as messages used in this sport |
| R-SEG-2015 V1.2 | APP | • Approved version<br>• The sentence in §1.3 Main Audience is adapted to the European Games<br>• The reference to WNPA is removed |
| R-SEG-2015 V1.3 | APP | • Approved version<br>• §2 Codes table is updated: @ ResultCode, the 'PEN' is added while the 'YUS' is removed |
| R-SEG-2015 V1.4 | APP | • Approved version<br>• DT_PARTIC: The attributes 'QUAL_TYPE', 'RANK_WLD' and 'RESULT_BEST' are removed since no data will ever be available for them |

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