

**Olympic Data Feed**

**Baku 2015**

## **ODF Karate Data Dictionary**

ODF/INT430 R-SEG-2015 V1.3 APP - 25 May 2015

Technology and Information Department

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**Baku 2015**  
1ST EUROPEAN GAMES

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 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.

<b>Code Entity</b>	<b>Code Entity Set of Values</b>
CC @PointsType	YUK, WAZ, IPP
CC @PenaltyType	<b>C</b> , K, HC, H
CC @WLT	W, L, T
<b>Qualification Mark</b>	<b>Values are expected from ST</b>

## 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 Karate.

- 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		
DT_PARTIC_TEAMS_UPDATE	List of teams update		
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_HISTORIC_RECORD	Historical records		
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_RESULT	Event Unit Start List and Results	X	X
DT_PLAY_BY_PLAY	Play by Play		
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		
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	Global	

### **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 Karate are:

- Participant /Discipline /DisciplineEntry (official's discipline entries)
- Participant /Discipline /RegisteredEvent /EventEntry

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

#### **3.1.1.5 Message Values**

Please, follow the general definition.

#### **3.1.1.6 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

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 match starts and after every change in any data (LIVE)
- When each period finishes (INTERMEDIATE)
- After each match.

#### 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 Karate are:

- ExtendedInfos /UnitDateTime (following the general rules for this element but note that @EndDate is mandatory in this sport[after the match])
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials and its child element Official
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult



### 3.1.3.5 Message Values

The following table lists the “Event Unit Start List and 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 Karate.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Karate
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description Event Unit name, 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 @ResultFunction	Send according to the codes for: Kata: 5x Judge Kumite: 1x Referee 4x Judge
	Order	M	Numeric ###0	Send by referee number.
Result	ResultType	O	CC @ResultType	Result type, either points or IRM for the corresponding event unit (see codes section). Only will be informed (it is mandatory) at the end of the match.
	Result	O	Numeric 0	Result for the particular event unit, i.e. the points in the corresponding match. Kata: Points according the referees decision Kumite: Points awarded during the contest
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).
	StartSortOrder	M	Numeric	Same @StartOrder
Result /Competitor /Composition /Athlete	Bib	M	String	Athlete's draw number.

```

<Officials>
  <Official Code="7350035" Order="1" Function="RE">
    <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M"
  Organisation="RUS">
    </Description>
  </Official>
  <Official Code="7350063" Order="2" Function="JU">
    <Description GivenName="Artur" FamilyName="Bazaev" Gender="M"
  Organisation="RUS">
    </Description>
  </Official>
  ...
</Officials>

```

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

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extsion Code	Pos	Value	Description	Expected
UI	UNIT_NUM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Match number.	Always

Element: ExtendedInfos /ExtendedInfo						
	WINNER_ID			S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Athlete's ID, to identify an athlete, winner of the match.  in the case of the result code=E2, the winner_id will not be sent.	Always, at the end of the match (when the result code is not E2)
	DURATION			m:ss	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Duration of the Match	Always, at the end of the match. Kumite only.  Not applicable for Kata

### 3.1.3.5.1 Sample

```

.....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="23" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1036521" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="04:00" />
.....
</ExtendedInfos>
.....

```

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry						
Type	Code	Pos	Value	Description	Expected	
EUE	COLOUR		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Colour associated to the Athlete. Values could be 'B' for Blue or 'R' for Red.	Always, as soon as this information is known.	
	BODYWEIGHT		Numeric ##0.#	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Bodyweight value	Always, as soon as this information is known.	

## Sample

```

.....
<Result ResultType="POINTS" Result="1" WLT="L" SortOrder="1" StartOrder="1"
StartSortOrder="1">
  <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
    <Composition>
      <Athlete Code="1133274" Bib="17" Order="1" >
        <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W"
Organisation="USA" BirthDate="1970-11-23" IFid="293006" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="R" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Pos	Value	Description	Expected
ER	CC@PointsType (YUK,WAZ,IPP)		Numeric #	For @Type: Send proposed type	Always, as soon as this information is known.
				For @Code: Send proposed code	
For @Pos : Do not send anything					
For @Value: Send the Yuko points awarded. To be sent incremental during the bout					
	CC@PenaltyType (W, K, HC, H)	1 or 2	Numeric #	For @Type: Send proposed type	Send just when Penalty of specified type has been awarded.
				For @Code: Send proposed code	
				For @Pos : 1 for Category 1 2 for Category 2	
				For @Value: Send 1	

## Sample

```

.....
<Result ResultType="POINTS" Result="1" WLT="L" SortOrder="1" StartOrder="1"
StartSortOrder="1">
  <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
    <Composition>
      <Athlete Code="1133274" Bib="17" Order="1" >
        <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W"
Organisation="USA" BirthDate="1970-11-23" IFid="293006" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="R" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="YUK" Value="2" />
          <ExtendedResult Type="ER" Code="WAZ" Value="1" />
          <ExtendedResult Type="ER" Code="IPP" Value="0" />
          <ExtendedResult Type="ER" Code="H" Pos="1" Value="1" />
          <ExtendedResult Type="ER" Code="HC" Pos="2" Value="1" />
          <ExtendedResult Type="ER" Code="W" Pos="2" Value="1" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

### 3.1.3.6 Message sort

Please, 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 Karate, 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

Please, follow the general definition.

#### 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 Karate.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Karate
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	Text	Rank of the competitor in the corresponding weight category event (the same rank will be repeated for the tied ones). It is optional because the athlete could get an invalid rank mark or has withdrawn from the match.
	RankEqual	O	Y/N	It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled. Send Y if the Rank has been equalled.
	IRM	O	CC @ResultCode	Send just if the athlete is granted with a Result code including a disqualification.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the weight category event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified athletes.

#### 3.1.4.6 Message sort

Please, follow the general definition.

### 3.1.5 Pool standings

DT_POOL_STANDINGS - list of used elements and attributes	Notice
Result/Rank	
Result/RankEqual	
Result/ResultType	"POINTS" or "IRM"
Result/Result	Points
Result/IRM	any DSQ etc.
Result/SortOrder	
Result/QualificationMark	"Q"
Result/Competitor/Code	Registration ID
Result/Competitor/Type	always "A"
Result/Competitor/ExtendedResults/ExtendedResult	Type "ER" Code "MATCHES" Value - count of played games Pos - not used
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "WON" Value - count of won games
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "LOST" Value - count of lost games
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "TIED" Value - count of tied games Not applicable for Kata
Result/Competitor/ExtendedResults/ExtendedResult	Type "ER" Code "POINTS" Value – total points obtained in favour Pos - not used
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "SCORE" Value – total scores obtained in favour
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "IPP" Value – Ippon scores obtained in favour Not applicable for Kata
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "WAZ" Value – Waza-ari scores obtained in favour Not applicable for Kata
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "YUK" Value – Yuko scores obtained in favour Not applicable for Kata
Result/Competitor/ExtendedResults/ExtendedResult	Type "ER" Code "POINTS_AGST" Value – total points got against Pos - not used
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "SCORE" Value – total scores obtained in favour

<b>DT_POOL_STANDINGS - list of used elements and attributes</b>	<b>Notice</b>
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "IPP" Value – Ippon scores obtained against Not applicable for Kata
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "WAZ" Value – Waza-ari scores obtained against Not applicable for Kata
Result/Competitor/ExtendedResults/ExtendedResult/ Extension	Code "YUK" Value – Yuko scores obtained against Not applicable for Kata
Result/Competitor/ExtendedResults/ExtendedResult	Type "ER" Code "POINTS_DIFF" Value – total scores difference Pos - not used
Result/Competitor/Composition/Athlete/Order	Always 1

## 3.1.6 Brackets

### 3.1.6.1 Description

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

In the case of Karate, 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 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.

### 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 Karate are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)  
Moreover, the following should be considered:
  - Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Qualifications, 1/8 Finals, Quarterfinals and Semi-finals (of different Rounds 1, 2 and/or 3).
  - Bracket /BracketItems /BracketItem /NextUnitLoser should be informed in the case of Semi-finals.
  - Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed when the information is known except the first rounds.

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Karate
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket, based on sport/EGRIS presentation of the bracket.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section) It is referred to the phase of weight category event (round).
Bracket /BracketItems /BracketItem	Code	O	Numeric ##0	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Match number for each bracket item.
	Result	O	S(50)	Classification Points of the match if match is complete and formatted as in EGRIS (separator & order, example 3-1). Must include if the data is available and the match is complete.
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.

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: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Draw Number for the competitor in this bracket item.	Send always and when there is no competitor in this place (when the CompetitorPlace @Code is BYE)

### 3.1.6.6 Message sort

Please, follow the general definition.



## 3.1.7 Configuration

### 3.1.7.1 Description

This message is the 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 Karate are:

- Configs /Config /ExtendedConfig /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 Karate, 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 (i.e.: 0).
	Event	M	CC @Event	Event code of the RSC The general event 000 will be used
	Phase	M	CC @Phase	Phase code of the RSC.  -Session phase (for Discipline Style events): (Z) Sessions
	Unit	M	CC @Unit	It should be informed just in the case that the information is by Event Unit. In this case, all ExtendedConfig codes are related to an event unit (of competition phase or session phase). The rest of codes will be applied for sessions phase (@Phase='Z'). In this case, the event unit will be SS, the session number

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

Element: Configs /Config /ExtendedConfig / ExtendedConfigItem						
Type	Code	ExtendedConfigItem Code	Pos	Value	Description	Expected
EC	SESSION		Numeric #0		For @Type: Send proposed type	Send for each session
					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 match in the session
					For @Pos: Do not send anything	

Element: Configs /Config /ExtendedConfig/ ExtendedConfigItem					
					For @Value: Send the full RSC of the EventUnit (for example KAM184101)
	BRACKET_SIZE (By Event)	Always SFL		@Bracket Items	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Value: Send the code for the first phase of the event
					When available

### 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="KAM184A01">
    <ExtendedConfigItem Code="UNIT" Value="KAM184A02">
    <ExtendedConfigItem Code="UNIT" Value="KAM184A03">
  .....
```

**DT\_CONFIG at the event level**

```
.....
<Configs>
  <Config Gender="M" Event="184">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R64"/>
  </Config>
</Configs>
.....
```

### 3.1.7.6 Message sort

Please, follow the general definition.

# DOCUMENT CONTROL

## Version history

Version	Date	Comments
R-SEG-2015 V1.0	12 January 2015	Submitted for review version
R-SEG-2015 V1.1	30 January 2015	Submitted for review version
R-SEG-2015 V1.2	06 February 2015	Approved version
R-SEG-2015 V1.3	25 May 2015	Approved version

**File reference:** ODF/INT430 R-SEG-2015 V1.3 APP

## Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	<ul style="list-style-type: none"> <li>• First version</li> </ul>
R-SEG-2015 V1.1	SFA	<ul style="list-style-type: none"> <li>• Submitted for approval</li> <li>• 'Wrestler' is replaced by 'athlete'</li> <li>• Any reference to WR is replaced by KA</li> <li>• The Referees' BIB is removed since they don't get a number</li> <li>• All references to Repechage are removed</li> </ul>
R-SEG-2015 V1.2	APP	<ul style="list-style-type: none"> <li>• Approved version</li> </ul>
R-SEG-2015 V1.3	APP	<ul style="list-style-type: none"> <li>• Approved version</li> <li>• DT_RESULT: The Mandatory attribute 'Venue' is added under the 'ExtendedInfos /VenueDescription' element</li> <li>• DT_POOL_STANDING: The attributes 'Result' and 'ResultType' are removed</li> <li>• §2 Codes - @PenaltyType: 'W' is changed to 'C' (Chukoku)</li> </ul>

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