

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

Olympic Data Feed

Baku 2015

ODF Taekwondo Data Dictionary

ODF/INT434 R-SEG-2015 V1.7 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 Taekwondo Data Dictionary. This Data Dictionary refines the messages described in the ODF1 General Messages Interface Document specifically for Taekwondo, as well as defines the codes used in these messages.

1.2 Objective

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

- **EOC** – European Olympic Committee
- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **TK** – Taekwondo

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

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

2 Overall Perspective

2.1 Objective

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

2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF General Messages Interface Document, since this ODF Taekwondo Data Dictionary is a particularization of this document.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Taekwondo.

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

3 Codes

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

CC @CodeEntity

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

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

Code Entity	Code Entity Set of Values	
CC @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description
	BRN	Bronze Medal
	FNL	Final
	QFL	Quarterfinals
	R1_RPC	Repechage Round
	R16	Preliminary Round
	R32	Qualification
	SFL	Semifinals
CC @Colour	Code	Description
	BLUE	Chung
	RED	Hong
CC @CompetitorPlace	Code	Description
	BYE	When there is no opponent , the athlete passes directly to the next round
	UNK	When the athlete is still unknown because the contest has not yet started or finished
	NCT	When both athlete are disqualified or Withdraw and "No contestant" passes to the next round
CC @Decision GDP only for statistics	Code	Description
	BDI	Both DSQ
	BWD	Both Withdraw
	BBY	Both BYE
	BYE	Win by bye
	DSQ	Win by disqualification
	PTF	Win by Final Score
	PTG	Win by Points Gap
	PUN	Win by punitive declaration
	RSC	Win by referees stop contest
	GDP	Win by Golden Point

	SUP	Win by superiority
	WDR	Win by withdrawal
CC @Desc	Code	Description
	0	Loser
CC @Description	Code	Description
	SA	Semifinal Pool A
	SB	Semifinal Pool B
	QA	Finalist in Quart. from Pool A
	QB	Finalist in Quart. from Pool B
	PA	Finalist in Prel. from Pool A
	PB	Finalist in Prel. from Pool B
CC @Function	<p>Defined in ODF Common Codes Document See entity Function</p> <ul style="list-style-type: none"> The entity's attribute to be used is Code <p>In case of officials in DT_START_LIST use:</p> <p>For Official @Function use: IF10 Judge REV_JDG Review Jury RE Referee</p>	
CC @GameStatus	Code	Description
	F	finished
	R	Running
CC @IRM	Code	Description
	DSQ	Disqualified
	WDR	Withdrawn
CC @Organisation	<p>Defined in ODF Common Codes Document See entity Organization</p> <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Period	Code	Description
<p>Note: The 4th round is more common called "Golden Point Round" and only use it if exist tied after three rounds.</p>	R1	Round 1
	R2	Round 2
	R3	Round 3
	R4	Round 4
	CC @ProgressCode	Code
	1..4	Number of points
	G	Gam-jeom (deduction penalty)
	K	Kyong-go (warning penalty)
CC @QualifyingType	Code	Description
	CQT	Continental Qualification Tournament
	HST	Host Country Place
	TPC	Tripartite Commission Place
	WQT	World Qualification Tournament
CC @Realtimetechique	Code	Description
	DED	Deduction penalty (Gam-jeom)
	K1	Kick - 1 point

	KB3	Kick Body - 3 points
	KH3	Kick Head - 3 points
	K4	Kick - 4 points
	P	Punch - 1 point
	WAR	Warning penalty (Kyong Go)
CC @Region	Code	Description
	AF	Africa
	AS	Asia
	EU	Europe
	OC	Oceania
	PA	Pan America
CC @RequestContestat	Code	Description
	OWN	Request for Own Contestant
	OPP	Request for Opponent Contestant
	REF	Request by Referee / Judge
CC @RequestResult	Code	Description
	A	Accepted
	R	Rejected
CC @RequestType	Code	Description
	DED	Gam-jeom (deduction penalty)
	TK1	Turn kick - additional 1 point
	TK2	Turn kick - additional 2 points
	RCR	Appeal Rejected by Central Referee
	HK3	Face kick - 3 points
	HK4	Face kick - 4 points
	WAR	Kyong-go (warning penalty)
	PUN	Punch/kick deducted, 1 point
CC @ResultType	Code	Description
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Points
CC @Statistics	Code	Description
	CUM	For cumulative data of individual statistics. There will be one single report with the statistics of all the players
	TOU	Tournament statistics
CC @Techniques	Code	Description
	DED	Deduction penalty (Gam-jeom)
	DK1	Defensive kick-1 point
	DKB3	Defensive kick Body -3 points
	DKH3	Defensive kick Head -3 points
	DK4	Defensive kick-4 point
	DP	Defensive punch -1 point
	OK1	Offensive kick-1 point
	OKB3	Offensive kick Body -3 points
	OKH3	Offensive kick Head -3 points
	OK4	Offensive kick - 4 points

	OP	Offensive punch-1 point
	WAR	Warning penalty (Kyong-go)
CC @WLT	Code	Description
	L	Lost
	W	Won

4 Taekwondo Data Extension

4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF General Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

4.1.1 ODF header

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

- ODF Header: DocumentCode.

4.1.2 Attributes Definition

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

5 Point in Time

5.1 Point in Time Applicable Messages

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Paragraph documented” indicates the paragraph in the ODF1 General Messages Interface 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	Paragraph documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central		
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central		
DT_MEDALS	Medal standings	Central	Global (ODF2 format)	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global (ODF2 format)	
DT_HISTORIC_RECORD	Historical records	Central		

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

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

5.1.1.1 Description

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

5.1.1.2 Header Values

The definition in the ODF1 General Messages Interface Document is valid

5.1.1.3 Trigger and Frequency

The definition in the ODF1 General Messages Interface Document is valid.

5.1.1.4 Message Structure

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

- DisciplineEntry
- EventEntry

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

5.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Participant	GivenName	M	S(25)	Given name in WNPA format (mixed case)
	BirthDate	O	YYYYMMDD	Date of birth for the athlete
	Height	O	N(3) 999	Height in centimetres for the athlete Send when this information is available
	Weight	O	N(3) 999	Weight in kilograms for the athlete Send when this information is available
Discipline	InternationalFederationId	O	S(16)	WTF Number (competitor's federation number for the discipline)
RegisteredEvent	Bib	O	String	Bib number for the athlete Example: 1, 2

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

Element: DisciplineEntry			
Type	Code	Value	Description
E_ENTRY	E_BIB	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Official's bib

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

Type /Code	Description	Expected
E_ENTRY /E_BIB	Official's bib	As soon as it is known (only will be sent in the update message)

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

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_Q_TYPE	CC @QualifyingType	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Type of qualified. (see codes section)
	E_REGION	CC @Region	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Continental Qualifier. (see codes section)
	E_RANK	S(3)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: The place in the competitor was qualified. Example: 1st, 2nd, 3rd Only for WQ or CQ. (see codes section)

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

Type /Code	Description	Expected
E_ENTRY /E_Q_TYPE	Who the competitor was qualified.	As soon as it is known (it can be sent in both messages).
E_ENTRY /E_REGION	The region where the competitor was qualified.	As soon as it is known (it can be sent in both messages). Only if the athlete has qualified for these games with a continental qualifying
E_ENTRY /E_RANK	The rank with the competitor was qualified.	As soon as it is known (it can be sent in both messages) Only if the athlete has qualified for these games with a continental qualifying or World qualifying.

5.1.1.6 Message sort

Please, follow the general definition.

5.1.2 Start List

5.1.2.1 Description

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

5.1.2.2 Header Values

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

5.1.2.3 Trigger and Frequency

Please, follow the general definition.

5.1.2.4 Message Structure

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

- UnitDateTime (following the general rules for this element)
- Officials /Official
- Competitor /Composition /Athlete /EventUnitEntry

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

5.1.2.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @Function	Send according to the codes.
	Order	M	Numeric	Send by order for each official in each function, example: judge 1, judge 2, ...
Start	StartOrder	M	Numeric	Send 1 for first competitor, send 2 for second competitor.
	SortOrder	M	Numeric	Send 1 for Blue competitor and 2 for Red competitor
Start /Competitor /Composition /Athlete /Athlete	Bib	M	String	Bib number. Example: 1, 2

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

Element: Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_TK	TK_COLOUR	CC @Colour	For @Type: Send proposed type For @Code: Send proposed code For @Value: Athlete's colour (see codes section)
	TK_IRM	CC @IRM	For @Type: Send proposed type For @Code: Send proposed code

Element: Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
			For @Value: Send IRM (See codes section)

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

Type /Code	Description	Expected
EUE_TK /TK_COLOUR	Athlete's colour.	As soon as it is known
EUE_TK /TK_IRM	Invalid result mark before when the athlete was disqualified during the Weight-in	As soon as this information is available.

5.1.2.6 Message sort

Please, follow the general definition.

5.1.3 Event Unit Results

5.1.3.1 Description

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

5.1.3.2 Header Values

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

5.1.3.3 Trigger and Frequency

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

- After the contest (unit)

5.1.3.4 Message Structure

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

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

5.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Period	Code	M	CC @Period	Times, usually there are 2 half times.
	HomeScore	M	N(2) 90	Overall score of the first competitor at the end of the round. In case Decision=(BYE or BBY), HomeScore=0
	AwayScore	M	N(2) 90	Overall score of the second competitor at the end of the round In case Decision=(BYE or BBY), AwayScore=0
	HomePeriodScore	O	N(2) 90	Score of the first competitor just for that round.
	AwayPeriodScore	O	N(2) 90	Score of the second competitor just for that round.
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit.
	IRM	O	CC @IRM	IRM of the competitor for the particular event unit. Send just in the case @ResultType both Points and IRM (see codes section)
	Result	O	String	Result of the competitor for the particular event unit. Ex. "-1", "2", "0"

Element	Attribute	M/O	Value	Comments
	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 Blue competitor and 2 for Red competitor.

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

Element	Attribute	M/O	Value	Comments
Result /Competitor (Competitor related to one event unit result. Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes or TBD	Competitor's ID In case Decision=(BYE or BBY) Code=TBD
	Type	M	T, A, H	T for team A for athlete H for Horse In case Decision=(BYE or BBY), Type=A

The following table describes in more detail the UnitInfo element in the case of Taekwondo.

Element: Competition /UnitInfos /UnitInfo						
Type	Code	Extension	Pos	Value	Description	
UI_TK	TK_DECISION			CC @Decision	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Score status (see codes section)	
	TK_DURATION				MM:SS 99:90	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Match duration time.
	TK_PERIOD				CC @Period	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Send current round
TK_IVRR_REQ UEST			N(1) 0	CC @RequestType	For @Type: Send proposed type	
					For @Code: Send proposed code (See codes section)	
					For @Pos: Sequential number for each type of request	
					For @Value:	

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Extension	Pos	Value	Description
					Type of request made by the athlete (see codes section)
		TK_CONTEST		CC @RequestContestant	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the type of contest at for that competitor.
		TK_COMPETITOR		S(20)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Result of the request. Send the competitor ID who made the request.
		TK_ROUND		CC @Period	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Round number Send the round when the competitor made the request.
		TK_RESULT		CC @RequestResult	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Result of the request. When the competitor made the request.

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

Type /Code /Extension	Description	Expected
UI_TK /TK_DECISION	Decision	Send just if it is available
UI_TK /TK_DURATION	Match duration time.	Send just if it is available
UI_TK /TK_PERIOD	The round the match ended in	Send just if it is available
UI_TK /TK_IVRR_REQUEST	Type of request for Result of Instant Video Replay Review. Ex. "Punch - 1 point"	When was available
UI_TK /TK_IVRR_REQUEST /TK_CONTEST	Request for Own or Opponent Contestant	
UI_TK /TK_IVRR_REQUEST /TK_COMPETITOR	Competitor who made the request	
UI_TK /TK_IVRR_REQUEST /TK_ROUND	Round when was made the request	
UI_TK /TK_IVRR_REQUEST /TK_RESULT	Result of the request	

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

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Pos	Value	Description	
EP_TK	TK_y_H TK_y_A Where y = CC@Techniques		N(2) 90	For @Type: Send proposed type	
				For @Code: Send proposed code (See codes section)	
				For @Pos: Do not send anything	
				For @Value: Send the number of times the technique was actioned by each contestant for first/Second competitor.	
	TK_ATC_H TK_ATC_A			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Points Earned by Attack for First/Second competitor until that round
	TK_PTY_H TK_PTY_A			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Points Earned by Penalty for First/Second competitor until that round
TK_PROGRESS_H TK_PROGRESS_A		N(3) 990	CC @ProgressCode	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Send the time (seconds).	
				For @Value: Send the information (points, penalties) for @pos for first/Second competitor.	

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

Type /Code	Description	Expected
EP_TK /TK_y_H EP_TK /TK_y_A	The number of times the technique was actioned by each contestant for first/Second competitor. Where y = CC@Techniques	When was available
EP_TK /TK_ATC_H EP_TK /TK_ATC_A	Points Earned by Attack for First/Second competitor until that round	When was available
EP_TK /TK_PTY_H EP_TK /TK_PTY_A	Points Earned by Penalty for First/Second competitor until that round	When was available
EP_TK /TK_PROGRESS_H EP_TK /TK_PROGRESS_A	Send the information (points, penalties) for @pos first/second competitor	When was available

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Pos	Value	Description	
ER_TK	TK_COLOUR		CC @Colour	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Value: Athlete's colour (see codes section)	
	TK_KYONG_GO		S(1)	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: The Value of "Y" means that the athlete is currently holding one Kyong Go penalty. If a second Kyong Go penalty is awarded the value to "N"	
	TK_IVRR_APPEALS		N(1) 0	Number	For @Type: Send proposed type
					For @Code: Send proposed code
For @Pos: Send 1 for the status before the contest Send 2 for the status after the appeal decision.					
For @Value: Remaining quota of appeals before/after (@pos) the contest/appeal decision.					

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

Type /Code	Description	Expected
ER_TK /TK_COLOUR	Athlete's colour.	As soon as it is known
ER_TK /TK_KYONG_GO	Used to keep track of odd and even Kyong Go. This is so that a point can be awarded to the opponent when even number of KG scored (2KG result in a point to the opponent). Send when a contestant is awarded a Kyong Go.	When was available
ER_TK /TK_IVRR_APPEALS	Status of quota of appeals. Remaining quota of appeals before/after the contest.	

5.1.3.6 Message sort

Please, follow the general definition.

5.1.4 Event Final Ranking

5.1.4.1 Description

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

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

5.1.4.2 Header Values

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

5.1.4.3 Trigger and Frequency

Please, follow the general definition.

5.1.4.4 Message Structure

Please, follow the general definition.

5.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the result. It is optional because the competitor can be disqualified or has abandoned the Contest.
	RankEqual	O	S(1)	It must send always that the attribute Rank is send, it identify if a rank has been equalled.
	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 - Family name, 3 - Given name with IRM ranks at bottom
	IRM	O	See table comment	The invalid rank mark, in case it is assigned
Result /Competitor	Code	M	S(20) with no leading zeroes ,NOC ID or TBD	Competitor's ID, In the case of NOC it will be the NOC ID, TBD in case that the competitor is unknown or not exists

5.1.4.6 Message sort

Please, follow the general definition.

5.1.5 Statistics table

5.1.5.1 Description

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

5.1.5.2 Header Values

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

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.

5.1.5.3 Trigger and Frequency

This message should be sent after the end of each match when it is official with the DocumentCode DDGEEEE0000, DD0000000

5.1.5.4 Message Structure

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

- Competition /Stats /StatsItems / StatsItem

5.1.5.5 Message Values

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

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

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

Element: Competition /Stats /StatsItems /StatItem				
Type	Code	ExtendedStat	Value	Description
ST_TK_z Where z = CC @Gender	TK_y Where y = CC @Decision		N(2) 90	For @Type: Send proposed type (see command codes)
				For @Code: Send proposed code Don't use BDI or BID (see codes section)
			For @Value: Send the number of wins	
		TK_PERCEN	N(3).N(1) 999.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send the percentage of wins.
	TK_TOT_W		N(2) 90	For @Type: Send proposed type
				For @Code:

Element: Competition /Stats /StatsItems /StatItem				
Type	Code	ExtendedStat	Value	Description
				Send proposed code
				For @Value: Number of contests in that weight category.
	TK_m Where m= CC@Techniques		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code (see codes section)
				For @Value: The number of times a technique (Kicks + Puches+ penalties) was used (CC@Techniques)
	TK_TOT_KPK		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total number times a technique (Kicks + Puches) was used (CC@Techniques)
	TK_j Where j= CC @IRequestResult		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total number of Instant video replay review.accepted/ rejected.
	TK_TOT_IVRR		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total instant video replay review

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

Type /Code	Description	Expected
ST_TK_z/TK_y ST_TK_z/TK_TOT_W	The number of wins, percentage and the number of contests in that weight category. Where z= CC @Gender Where y= CC @Decision	Always, if the information is available for the DocumentSubtype=TOU
ST_TK_z/TK_m	The number of time a technique was used (Kicks, Punches,- penalties) Where z= CC @Gender Where m= CC@Techniques	Always, if the information is available for the DocumentSubtype=TOU
ST_TK_z/TK_TOT_KPK	The total number of time a technique was used (kicks, punches) Where z= CC @Gender	Always, if the information is available for the DocumentSubtype=TOU
ST_TK_z/TK_j ST_TK_z/TK_TOT_IVRR	Total instant video replay review Where z= CC @Gender Where j= CC @IRequestResult	Always, if the information is available for the DocumentSubtype=TOU

5.1.5.6 Message sort

Please, follow the general definition.

5.1.6 Brackets

5.1.6.1 Description

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

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

5.1.6.2 Header Values

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

5.1.6.3 Trigger and Frequency

- After the Draw
- After every contest is official

5.1.6.4 Message Structure

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

- ExtCompPlaces /ExtCompPlace
- Moreover, the following should be considered:
 - BracketItem /NextUnit should be informed in the case of Pre-Qualification, round 16, quarterfinals, semifinals and Repechage Round.
 - BracketItem /NextUnitLoser should be informed in the case of the round 16, quarterfinals, semifinals. 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, semifinals, quarterfinals, round 16 and Bronze Medal.

5.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. 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	N(2) 90	It will be sent the contest for each bracket item (e.g.: 1, 4, ...)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK) or when both athletes are disqualified or Withdraw and “No contestant” passes to the next round.

The following table describes in more detail the CompetitorPlace /ExtCompPlaces /ExtCompPlace element

Element: CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_TK	TK_COMP_INF	CC @Desc	CC @Description	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send if the competitor is the group, winner or the loser. (see codes section)
				For @Value: Send the phase+pool. (see codes section)
	TK_SEED		N(1)	For @Type: Send proposed type
			0	For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Seeding number

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

Type /Code	Description	Expected
ECP_TK /TK_COMP_INF	The competitor is the loser of the phase in the specified pool. Example: @pos=0 @Value=SA -> "Loser in Semifinal from Pool A" @pos=0 @Value=QB -> "Loser to finalist in Quarterfinal from Pool B" @pos=0 @Value=PA -> "Loser to finalist in Preliminary Round from Pool A"	Just when the competitor is not known yet and only for repechages. (when the CompetitorPlace @Code is UNK)
ECP_TK /TK_SEED	Seeding number	Only if apply

5.1.6.6 Message sort

Please, follow the general definition.

5.1.7 Event's Medallists

5.1.7.1 Description

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

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

5.1.7.2 Header Values

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

5.1.7.3 Trigger and Frequency

Please, follow the general definition.

5.1.7.4 Message Structure

Please, follow the general definition.

5.1.7.5 Message Values

Please, follow the general definition.

5.1.7.6 Message sort

Please, follow the general definition.

5.1.8 Discipline/venue good morning

5.1.8.1 Description

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

5.1.8.2 Header Values

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

5.1.8.3 Trigger and Frequency

Please, follow the general definition.

5.1.8.4 Message Structure

Please, follow the general definition.

5.1.8.5 Message Values

Please, follow the general definition.

5.1.8.6 Message sort

Please, follow the general definition.

5.1.9 Discipline/venue good night

5.1.9.1 Description

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

5.1.9.2 Header Values

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

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.

5.1.10 Discipline configuration

5.1.10.1 Description

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

5.1.10.2 Header Values

Please, follow the general definition.

5.1.10.3 Trigger and Frequency

Please, follow the general definition.

5.1.10.4 Message Structure

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

- ExtendedConfigItem

5.1.10.5 Message Values

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

The following table lists the Discipline configuration optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Taekwondo, 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	Don't send for
	Unit	O	CC @Unit	@Type=TK_EVENT_CODE

The following table describes in more detail the ExtendedConfig element.

Element: ExtendedConfig				
Type	Code	Pos	Value	Description
EC_TK	TK_EVENT_CODE (By Event)		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Is the Event code for this event. Example: "-67 kg", "+67 kg".
	TK_SESSION (By Event Unit)		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Session number
	TK_MATCH_NUMBER (By Event Unit)		N(3) 990	For @Type: Send proposed type
For @Code: Send proposed code				
For @Pos: Do not send anything				
For @Value:				

Element: ExtendedConfig				
Type	Code	Pos	Value	Description
				Contest number
	TK_MAT_CODE (By Event Unit)		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Pool
	TK_TIMELINE (By event)	N(1) 0	Number	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Sequential number
				For @Value: Send the seconds in that point

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

Type /Code	Description	Expected
EC_TK /TK_EVENT_CODE	Event code	When was available
EC_TK /TK_SESSION	Session number	When was available
EC_TK /TK_MATCH_NUMBER	Contest number	When was available
EC_TK /TK_MAT_CODE	Pool	When was available It is not necessary for final
EC_TK /TK_TIMELINE	Configuration for the time line. Time in seconds in each point of time line.	Always

5.1.10.6 Message sort

Please, follow the general definition.

6 Real time

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

6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Taekwondo the same way as it is done in the table of chapter 4.

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

6.1.1 RT Event Unit Results

6.1.1.1 Description

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

6.1.1.2 Header Values

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

6.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE_UPDATE"
 - T1: Send at the beginning of the day
 - T2: Send for each new contest
 - T3: Trigger at the beginning of each round
 - T4: Trigger during each round
 - T5: Trigger contest finished
- for the other ResultStatus, please, follow the general definition.

6.1.1.4 Message Structure

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

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

Please, follow the general considerations for all the different type of messages.

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

6.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Period	Code	M	CC @Period	Times, usually there are 2 half times.	T3, T4, T5
	HomeScore	M	N(2) 90	Overall score of the first competitor at the end of the round.	T3, T4, T5
	AwayScore	M	N(2) 90	Overall score of the second competitor at the end of the round	T4, T5

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	HomePeriodScore	O	N(2) 90	Score of the first competitor just for that round.	T4, T5
	AwayPeriodScore	O	N(2) 90	Score of the second competitor just for that round.	T4, T5
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit.	T1, T4, T5
	IRM	O	CC @IRM	IRM of the competitor for the particular event unit. Send just in the case @ResultType both Points and IRM (see codes section)	
	Result	O	String	Result of the competitor for the particular event unit. Ex. "-1", "2", "0"	T1, T4, T5
	WLT	O	CC @WLT	The code whether a competitor won or lost the contest.	T1, T5
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitor. Send 1 for Blue competitor and 2 for Red competitor.	Always

The following table describes in more detail the UnitInfo element in the case of Taekwondo.

Element: Competition /UnitInfos /UnitInfo						
Type	Code	Extension	Pos	Value	Description	
UI_TK	TK_DECISION			CC @Decision	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Score status (see codes section)	
	TK_DURATION				MM:SS 99:90	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Match duration time.
	TK_STATUS				CC @GameStatus	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Contest status (see codes section)
TK_PERIOD				CC @Period	For @Type: Send proposed type	
					For @Code:	

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Extension	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Send current round
	TK_IVRR_REQ UEST		N(1) 0	CC @RequestType	For @Type: Send proposed type
					For @Code: Send proposed code (See codes section)
					For @Pos: Sequential number for each type of request
					For @Value: Type of request made by the athlete (see codes section)
		TK_CONTEST		CC @RequestConte stat	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the type of contest at for that competitor.
		TK_COMPETIT OR		S(20)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Result of the request. Send the competitor ID who made the request.
		TK_ROUND		CC @Period	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Round number Send the round when the competitor made the request.
		TK_RESULT		CC @RequestResult	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Result of the request. When the competitor made the request.

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

Type /Code /Extension	Description	Expected
UI_TK /TK_DECISION	Decision	T1, T5
UI_TK /TK_DURATION	Match duration time.	T5

Type /Code /Extension	Description	Expected
UI_TK /TK_STATUS	Contest status	Always
UI_TK /TK_PERIOD	Current round	T2, T3, T4
UI_TK /TK_IVRR_REQUEST	Type of request for Result of Instant Video Replay Review. Ex. "Punch - 1 point"	When was available
UI_TK /TK_IVRR_REQUEST /TK_CONTEST	Request for Own or Opponent Contestant	
UI_TK /TK_IVRR_REQUEST /TK_COMPETITOR	Competitor who made the request	
UI_TK /TK_IVRR_REQUEST /TK_ROUND	Round when was made the request	
UI_TK /TK_IVRR_REQUEST /TK_RESULT	Result of the request	

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

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod			
Type	Code	Value	Description
EP_TK	TK_y_H TK_y_A Where y = CC@Realtimetechique	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code (See codes section) For @Value: Send the number of times the technique was actioned by each contestant for first/Second competitor.
	TK_ATC_H TK_ATC_A	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Points Earned by Attack for First/Second competitor until that round
	TK_PTY_H TK_PTY_A	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Points Earned by Penalty for First/Second competitor until that round

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

Type /Code	Description	Expected
EP_TK /TK_y_H EP_TK /TK_y_A	The number of times the technique was actioned by each contestant for first/Second competitor. Where y = CC@Realtimetechique	T4
EP_TK /TK_ATC_H EP_TK /TK_ATC_A	Points Earned by Attack for First/Second competitor until that round	When was available
EP_TK /TK_PTY_H EP_TK /TK_PTY_A	Points Earned by Penalty for First/Second competitor until that round	When was available

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extensions	Pos	Value	Description
ER_TK	TK_COLOUR			CC @Colour	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Athlete's colour
	TK_LASTSCORED				S(1)
For @Code: Send proposed code					
TK_LASTSCORED		TK_y Where y = CC@Realtimetechnique		S(1)	For @Type: Send proposed type
					For @Code: Send proposed code (See codes sections)
TK_ROUNDSCORED				S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
TK_ROUNDSCORED				S(1)	For @Pos: Do not send anything
					For @Value: Send "Y" to indicate that this competitor must be highlighted on the summary table "N" to indicate that this competitor must Not be highlighted on the summary table
TK_KYONG_GO				S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The Value of "Y" means that the athlete is currently holding one Kyong Go penalty. If a second Kyong Go penalty is awarded the value to "N"
TK_IVRR_APPEALS			N(1) 0	Number	For @Type: Send proposed type

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extensions	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Send 1 for the status before the contest Send 2 for the status after the appeal decision.
					For @Value: Remaining quota of appeals before/after (@pos) the contest/appeal decision.

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

Type /Code	Description	Expected
ER_TK /TK_COLOUR	Athlete's colour.	Send just if it is available
ER_TK /TK_LASTSCORED	Send this attribute on two occasions: every time a competitor scores a point & if competitor was the last to score in previous version of message, but now is not holding 'last scored' point.	When was available
ER_TK /ROUNDSCORED	Used to indicate when a competitor must be highlighted on the summary table. Useful for penalty point incurred by competitor 1 results in the competitor 2 round score being incremented. The competitor 2 score must be highlighted. The competitor 1 score must not be highlighted.	When was available
ER_TK /TK_KYONG_GO	Used to keep track of odd and even Kyong Go. This is so that a point can be awarded to the opponent when even number of KG scored (2KG result in a point to the opponent). Send when a contestant is awarded a Kyong Go.	When was available
ER_TK /TK_IVRR_APPEALS	Status of quota of appeals. Remaining quota of appeals before/after the contest.	

6.1.1.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 V1.0	17 June 2014	Submitted for review version
R-SEG-2015 V1.1	3 July 2014	Submitted for approval version and some minor issues/comments
R-SEG-2015 V1.2	11 July 2014	Approved version
R-SEG-2015 V1.3	22 August 2014	Minor modifications and modifications in look & feel
R-SEG-2015 V1.4	9 September 2014	2 nd Approved version
R-SEG-2015 V1.5	06 February 2015	Submitted for approval version and some minor issues/comments
R-SEG-2015 V1.6	13 February 2015	3 rd Approved version
R-SEG-2015 V1.7	25 May 2015	Approved version and some minor issues

File reference: ODF/INT434 R-SEG-2015 V1.7 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	<ul style="list-style-type: none"> • First version
R-SEG-2015 V1.1	SFA	<ul style="list-style-type: none"> • Submitted for approval • Generally, the reference to the London ODF Central/Sport Messages Interface has changed to ODF General Messages Interface • Whatever is added/modified from the London ODF version is highlighted in green
R-SEG-2015 V1.2	APP	<ul style="list-style-type: none"> • Approved version
R-SEG-2015 V1.3	APP	<ul style="list-style-type: none"> • DT_GM / DT_GN messages: <ul style="list-style-type: none"> • The titles of the messages 'Discipline/venue start transmission' and 'Discipline/venue stop transmission' have been replaced back to 'Discipline/venue good morning' and 'Discipline/venue good night', correspondingly • §1.5 Related Documents: <ul style="list-style-type: none"> • The Document ID 'ODF/COD404' has been replaced by the 'ODF/INT404' as per the ODF website • DT_RESULT / DT_RT_RESULT - Tables with additional/summary information: <ul style="list-style-type: none"> • The nodes for the child attributes of 'TK_IVRR_REQUEST' have been corrected/completed
R-SEG-2015 V1.4	APP	<ul style="list-style-type: none"> • Updated the Common code document reference with COD404 • Updated <i>ODF General Messages Interface Document</i> in <i>ODF1 General Messages Interface Document</i> • Added reference to ODF Header Values document • Updated table under 5.1 Point in Time Applicable Messages adding the ODF format where necessary
R-SEG-2015 V1.5	SFA	<ul style="list-style-type: none"> • Submitted for approval • §3 Codes table is updated: <ul style="list-style-type: none"> ○ @RequestContestat: 'REF' is added ○ @RequestType: 'TK' is replaced by 'TK1' & 'TK2' and 'HK' to 'HK3'. The description of 'HK4' is modified ○ @Techniques: 'DK2' is replaced by 'DKB3' & 'DKH3' & 'OK2' by 'OKB3' & 'OKH3' • The sentence in §1.3 Main Audience is adapted to the European Games • The reference to WNPA is removed
R-SEG-2015 V1.6	APP	<ul style="list-style-type: none"> • Approved version • §3 Codes table is updated: <ul style="list-style-type: none"> ○ @ Realtimetechnique: 'K2' and 'K3' are replaced by 'KB3' and 'KH3'. The description of 'K4' is corrected ○ @RequestType: The Code 'PUN' is added ○ @Decision: The description of 'WDR' is corrected
R-SEG-2015 V1.7	APP	<ul style="list-style-type: none"> • Approved version • DT_PARTIC: The attribute 'InternationalFederationId' is added • DT_PARTIC: The attributes 'E_Q_TYPE' and 'E_REGION' are removed since no data will ever be available for them

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