

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

Olympic Data Feed

Baku 2015

ODF Table Tennis Data Dictionary

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Technology and Information Department

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1ST EUROPEAN GAMES

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1 Introduction

1.1 This document

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

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

1.5 Related Documents

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

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

2 Overall Perspective

2.1 Objective

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

2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF1 General Messages Interface, since this ODF Table Tennis 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 Table Tennis.

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

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

3 Codes

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

CC @CodeEntity

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

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

Code Entity	Code Entity Set of Values	
CC @BracketItemsCode	Code	Description
	FNL	Final (for singles and team events)
	QFL	Quarterfinal (for singles and team events)
	QLF	Preliminary Round (for singles)
	RND_1	First Round (for singles) or Round 1 (for team events)
	RND_2	Second Round (for singles)
	RND_3	Third Round (for singles)
	RND_4	Fourth Round (for singles)
	SFL	Semi-final (for singles and team events)
CC @Code (for brackets)	Code	Description
	FNL	Current Phase in the competition
CC @CompetitorPlace	Code	Description
	BYE	There is no competitor, the other athlete passes directly to the next round
	UNK	The competitor is not known yet
CC @Desc	Code	Description
	1	Winner
	2	Loser
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Game	Code	Description
	G1	Game number 1 (for singles)

	Gn	Game number n (for singles)
CC @Grip	Code	Description
	P	Penholder
	S	Shakehand
CC @Hand	Code	Description

Code Entity	Code Entity Set of Values	
	L	Left
	R	Right
CC @Margin	Code	Description
	1	4:0 (for singles)
	2	4:1 (for singles)
	3	4:2 (for singles)
	4	4:3 (for singles)
	5	3:0 (for team events)
	6	3:1 (for team events)
	7	3:2 (for team events)
8	IRM (for singles or team events)	
CC @IRM	Code	Description
	DSQ	Disqualified
	RET	Retired
	VA	Withdrawal
	WO	Walkover
CC @Match	Code	Description
	M1	Match number 1 (for team events)

	Mn	Match number n (for team events)
CC @PntMrgin	Code	Description
	1	11
	2	10
	3	9
	4	8
	5	7
	6	6
	7	5
	8	4
	9	3
	10	2
	11	IRM
CC @QualifyingType	Code	Description
	CQ	Continental Qualification
	HST	Host Country Place
	Qq	Qualified by Team Quota
	QR	World Ranking
	Qs	Qualified by Singles
	TPC	Tripartite Commission Place
	WQE	Final World Qualification Event
CC @Statistics	Code	Description
	ANALYSIS	Match Analysis statistics
	CUM	Cumulative statistics
	TOU	Tournament statistics
CC @Status	Code	Description
	E	Completed

Code Entity	Code Entity Set of Values	
	IP	In progress
	SU	Suspended

4 Table Tennis Data Extension

4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined in the ODF1 General Messages Interface Document, should be respected for the messages described in the chapter 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 Table Tennis, as well as the category of each message, which identifies if the message structure definition can be found either in the Central Messages or Sport Messages paragraph of the ODF1 General Messages Interface Document.

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

Message Type	Message name	Paragraph documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	X
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_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
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_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		
DT_SERIAL	List of Current PiT Serial	Sports	X	

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 (athletes and officials) by discipline (and the update) as described in the ODF1 General Messages Interface Document.

5.1.1.2 Header Values

The definition in the ODF1 General Messages Interface Document is valid

5.1.1.3 Trigger and Frequency

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

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 Table Tennis are:

- RegisteredEvent
- EventEntry

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

5.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Competition /Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if available

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

Element: EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_Q_TYPE		CC @QualifyingType	For @Type: Send proposed type For @Code: Send proposed code For @Value: Means of qualification
	E_RANK		S(3)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Player's world ranking
	E_SEED		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Seed number
	E_HAND		CC @Hand	For @Type: Send proposed type

Element: EventEntry				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Value: Handedness
	E_GRIP		CC @Grip	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Grip of the player

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

Type /Code	Description	Expected
E_ENTRY /E_Q_TYPE	Means of qualification: CQ, HST, Qq, QR, Qs, TPC or WQE.	If applies. Send for Individual and Team events
E_ENTRY /E_RANK	Player's world ranking	If applies. Send for Individual and Team events
E_ENTRY /E_SEED	Seed number	If applies. Send for Individual events
E_ENTRY /E_HAND	Handedness. R for Right or L for Left	If applies. Send for Individual and Team events
E_ENTRY /E_GRIP	Send the grip of the player P for Penholder or S for Shakehand	If applies. Send for Individual and Team events

5.1.1.6 Message sort

Please, follow the general definition.

5.1.2 List of teams/ List of teams update

5.1.2.1 Description

This message is the List of teams (and the update) as described in the ODF1 General Messages Interface Document.

5.1.2.2 Header Values

The definition in the ODF1 General Messages Interface Document is valid

5.1.2.3 Trigger and Frequency

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

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 Table Tennis are:

- Composition and its child element
- EventEntry

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

5.1.2.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Competition /Team /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition. You should be able to find further information about the team member in the list of athletes' message according to its @Code.
	Order	O	Numeric	Team member order

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

Element: EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_SEED		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Seed number

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

Type /Code	Description	Expected
E_ENTRY /E_SEED	Team's seed number	If applies (this information can be sent in the update message)

5.1.2.6 Message sort

Please, follow the general definition.

5.1.3 Start List

5.1.3.1 Description

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

5.1.3.2 Header Values

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

5.1.3.3 Trigger and Frequency

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

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 Table Tennis are:

- UnitInfos and its child element UnitDateTime and UnitInfo
- UnitInfo /Extensions
- Officials and its child element Official

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

5.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Officials /Official	Code	M	S(20) with no leading zeroes	Official ID for the official code
	Function	M	CC @Function	Official's function particularized for the event unit
	Order	M	Numeric	According to the sport rules
Start	SortOrder	M	Numeric	According to the sport rules

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

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_TT	TT_MATCH		N(1) 0	N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Send the match number
					For @Value: Send the match number (equal to @Pos)
	TT_TABLE			N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send table number
		TT_TYPE		CC @MatchType	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send S for singles match and D for doubles match in the team match
		TT_HOME	N(1) 0	S(20) with no leading zeroes	For @Type: Send proposed code (as type)
				or	For @Code: Send proposed extension code
				TBD	For @Pos : Send 1 in case of single matches in the team match.
				or	Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 1)
				BYE	For @Value: Send the player identifier for each player (for the team with team order 1) at the match in the team match if known or TBD (for To Be Defined) or BYE (if no player)
		TT_AWAY	N(1) 0	S(20) with no leading zeroes	For @Type: Send proposed code (as type)
				or	For @Code: Send proposed extension code
				TBD	For @Pos : Send 1 in case of single matches in the team match.
				or	Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 2)
				BYE	For @Value: Send the player identifier for each player (for the team with team order 2) at the match in the team match (if known) or TBD (for To Be Defined) or BYE (if no player)

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

Type /Code	Extension Code	Description	Expected
UI_TT /TT_MATCH		Match number in the team match	Just for team events
	TT_TABLE	Table number for one specific event unit	For individual and team events
	TT_TYPE	Send S for singles match and D for doubles match in the team match	Just for team events

	TT_HOME	Players at the match for the team with team order 1	Just for team events, if available
	TT_AWAY	Players at the match for the team with team order 2	Just for team events, if available

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_TT	TT_TS		S(1) A, B, C, X, Y or Z	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Team sequence for each team player
	TT_GRIP		CC @Grip	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Grip of the player

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

Type /Code	Description	Expected
EUE_TT /TT_TS	<p>Team sequence for each player in the match.</p> <p>For the first two singles matches within the team match:</p> <ul style="list-style-type: none"> - the team with team order 1 uses team sequence A and B in matches 1 and 2 respectively - the team with team order 2 uses team sequence X and Y <p>For the doubles match within the team match, for each pair in the match:</p> <ul style="list-style-type: none"> - for the known player in the pair: the team with team order 1 uses team sequence C and the team with team order 2 uses team sequence Z - for the second player in the pair: the team with team order 1 uses team sequence A or B respectively and the team with team order 2 uses team sequence X or Y <p>For the fourth match in the team match:</p> <ul style="list-style-type: none"> - for team order 1: before the team match – blank, after teams have indicated the doubles paring: A or B - for team order 2: Z <p>For the fifth match in the team match:</p> <ul style="list-style-type: none"> - for team order 1: C 	Just for team events, if available

Type /Code	Description	Expected
	- for team order 2: before the team match – blank, after teams have indicated the doubles paring: X or Y	
EUE_TT /TT_GRIP	Send the grip of the player	For singles or team members

5.1.3.6 Message sort

Please, follow the general definition.

5.1.4 Event Unit Results

5.1.4.1 Description

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

5.1.4.2 Header Values

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

5.1.4.3 Trigger and Frequency

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

Individual events:

OFFICIAL: After each individual match

Team events:

INTERMEDIATE: After each individual match

OFFICIAL: After last individual match

5.1.4.4 Message Structure

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

- UnitInfos and its child element UnitDateTime (following the general rules for this element)
- Periods and its child element Period
- Period /ExtendedPeriods and its child element ExtendedPeriod
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult
- Competitor /Stats and its child element Stat
- Competitor /Composition /Athlete /Stats and its child element Stat

5.1.4.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF1 General Messages Interface Document), as well as the attributes that have an extended definition.

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

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UL_TT	TT_DURATION			MM	For @Type:
				90	Send proposed type
				(singles)	For @Code:
					Send proposed code
	or			For @Pos :	Do not send anything
	HH:MM			90:00	For @Value:

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
				(team events)	In case of singles, match duration. In case of team events, team match duration.
	TT_STATUS			CC @Status	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send IP for matches in progress, SU for matches suspended and E for matches completed
	TT_LONGST_RALLY			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the longest rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events)
	TT_AVG_RALLY			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the average rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events)

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

Type /Code	Extension Code	Description	Expected
UI_TT /TT_DURATION		Send the match duration in minutes (for singles) or the team match duration in hours and minutes (for team events).	For singles and team events. It will not be sent for DSQ before the match or WO.
UI_TT /TT_STATUS		Send IP for matches in progress, SU for matches suspended and E for matches completed	Just for singles.
UI_TT /TT_LONGST_RALLY		Send the longest rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events)	For singles or team events.
UI_TT /TT_AVG_RALLY		Send the average rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events)	For singles or team events.

Send UnitDateTime.

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

Element	Attribute	M/O	Value	Comments
Competition /Periods /Period	Code	M	CC @Game or CC @Match	Game number in case of singles. Match number in case of team events.
	HomeScore	M	N(2) 90	For singles: cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match or For team events: cumulative matches won by team with team order 1 at the match (match number at the Period Code: M1..Mn) in the team match.
	AwayScore	M	N(2) 90	For singles: cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match or For team events: cumulative matches won by team with team order 2 at the match (match number at the Period Code: M1..Mn) in the team match
	HomePeriodScore	O	N(2) 90	For singles: points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match or For team events: games won by team with team order 1 just for this match (match number at the Period Code: M1..Mn) in the team match
	AwayPeriodScore	O	N(2) 90	For singles: points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match or For team events: games won by team with team order 2 just for this match (match number at the Period Code: M1..Mn) in the team match
	Duration	O	MM 90	For singles: Duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match or For team events: Duration (minutes) of the match (match number at the Period Code: M1..Mn) in the team match

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

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_TT	TT_STATUS		CC @Status	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				Do not send anything For @Value: Send E for completed matches, IP for matches in progress and SU for suspended matches (for team events)
	TT_HOME_GAMES		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of games won by the team with team order 1 at the corresponding match
	TT_AWAY_GAMES		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of games won by the team with team order 2 at the corresponding match
	TT_HOME_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the invalid result mark of the team with team order 1 at the corresponding match
	TT_AWAY_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the invalid result mark of the team with team order 2 at the corresponding match
	TT_HOME_WLT		CC @WLT	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The code whether the team with team order 1 won (W) or lost (L) the corresponding match
	TT_AWAY_WLT		CC @WLT	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				For @Value: The code whether the team with team order 2 won (W) or lost (L) the corresponding match
	TT_HOME_PTS_G	N(1) 0	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game number
				For @Value: Send the points won by the team with team order 1 at the game for the corresponding match in the team match.
	TT_AWAY_PTS_G	N(1) 0	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game number
				For @Value: Send the points won by the team with team order 2 at the game for the corresponding match in the team match.
	TT_DURATION_G	N(1) 0	MM 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game number
				For @Value: Send the duration of the game for the corresponding match in the team match.
	TT_LONGST_RALLY	N(1) 0	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game number in case of totals of this game for the corresponding match in the team match, 0 otherwise
				For @Value: Send the longest rally (number of strokes) for the corresponding game (in case of singles) or for the corresponding match (in case of team events) or for the game number @Pos for the corresponding match in the team match
	TT_AVG_RALLY	N(1) 0	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game number in case of totals of this game for the corresponding match in the team match, 0 otherwise
				For @Value: Send the average rally (number of strokes) for the corresponding game (in case of singles) or for the corresponding match (in case of team events) or for the

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				game number @Pos for the corresponding match in the team match

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

Type /Code	Description	Expected
EP_TT /TT_STATUS	Send E for completed matches and IP for matches in progress	Just for team events
EP_TT /TT_HOME_GAMES	Send the number of games won by the team with team order 1 at the corresponding match (match number at the Period Code: M1..Mn)	Just for team events
EP_TT /TT_AWAY_GAMES	Send the number of games won by the team with team order 2 at the corresponding match (match number at the Period Code: M1..Mn)	Just for team events
EP_TT /TT_HOME_IRM	Send the invalid result mark of the team with team order 1 at the corresponding match	If applies, just for team events
EP_TT /TT_AWAY_IRM	Send the invalid result mark of the team with team order 2 at the corresponding match	If applies, just for team events
EP_TT /TT_HOME_WLT	The code whether the team with team order 1 won (W) or lost (L) the corresponding match	Just for team events
EP_TT /TT_AWAY_WLT	The code whether the team with team order 2 won (W) or lost (L) the corresponding match	Just for team events
EP_TT /TT_HOME_PTS_G	Send the points won for the team with team order 1 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match.	Just for team events
EP_TT /TT_AWAY_PTS_G	Send the points won for the team with team order 2 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match.	Just for team events
EP_TT /TT_DURATION_G	Send the duration of the game for the corresponding match in the team match.	Just for team events
EP_TT /TT_LONGST_RALLY	Send the longest rally (number of strokes) for the corresponding game (in case of singles) or for the corresponding match (in case of team events)	For singles or team events
EP_TT /TT_AVG_RALLY	Send the average rally (number of strokes) for the corresponding game (in case of singles) or for the corresponding match (in case of team events)	For singles or team events

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

Element	Attribute	M/O	Value	Comments
Result	ResultType	M	CC @ResultType	Result type, either IRM or POINTS or IRM_POINTS
	Result	O	N(2) 90	Games won in the match for singles. If the opponent did not play –DSQ before the match or W/O-, it will not be sent. If the opponent retires (RET) or is disqualified (DSQ) after the match was started, it will be 4 for the winner. or Matches won in the team match for team events. It will not be sent if the team opponent did not play (DSQ before the match or WO). If the opponent retires (RET) or is

Element	Attribute	M/O	Value	Comments
				disqualified (DSQ) after the team match was started, it will be 3 for the winner.
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) or tied (T)
	SortOrder	M	N(2) 90	According to the sport rules.

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult							
Type	Code	Extension Code	Pos	Value	Description		
ER_TT	TT_IRM			CC @IRM	For @Type: Send proposed type		
					For @Code: Send proposed extension code		
					For @ Pos: Do not send anything		
					For @Value: Send invalid result mark, in case it is assigned to a team member.		
	CC @Game			N(2) 90	N(2) 90	For @Type: Send proposed type	
						For @Code: Send proposed code	
						For @Pos: Send the service indicator number, for each service change. From 0 (at the start of the game) to n.	
						For @Value: Send the cumulative points for each service change at this game	
		TT_SERVE				S(1)	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Send Y if the player serves at this point in time
CC @Match_CC @Game			N(2) 90	N(2) 90	For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Send the service indicator number, for each service change. From 0 (at the start of the game) to n.		

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the cumulative points for each service change at this game and match
		TT_SERVE		S(1)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send Y if the player serves at this point in time

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

Type /Code	Extension Code	Description	Expected
ER_TT /TT_IRM		Invalid result mark for a team member.	If applies
ER_TT /CC @Game		Send the cumulative points for each service change at this game. @Pos number 0 should be for the start of the game, that is, when the score is 0:0. Service change is every 2 points. After 10:10 tie, service change is every point.	For singles
	TT_SERVE	Send Y if the player serves at this point in time	For singles
ER_TT /CC@Match_CC@Game		Send the cumulative points for each service change at this game and match of the team match (for example, code M1_G1 for the game 1 of the match 1 of the team match) @Pos number 0 should be for the start of the game, that is, when the score is 0:0. Service change is every 2 points. After 10:10 tie, service change is every point.	For team events
	TT_SERVE	Send Y if the team serves at this point in time	For team events

The following table describes in more detail the Competition /Result /Competitor /Stats /Stat element.

Element: Competition /Result /Competitor /Stats /Stat						
Type	Code	Extension Code	Pos	Value	Description	
ST_TT	TT_RES		N(1) 0		For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: 0 in case of points for at the whole team match (all the matches) or Match number in the team match in case of points for at each match in the team match	
					For @Value: Do not send anything	
	TT_WON		N(1) 0	N(2) 90	For @Type: Send proposed code (as type)	
					For @Code: Send proposed extension code	
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match.	
					For @Value: Points won by the team for the whole team match or for each match in the team match	
	TT_MATCHES			N(1) 0		For @Type: Send proposed type
						For @Code: Send proposed code
For @Pos: 0 in case of totals at the whole team match (all the matches) or Match number in the team match in case of totals at each match in the team match						
For @Value: Do not send anything						
TT_BIGGEST_LEAD			N(1) 0	S(1)	For @Type: Send proposed code (as type)	
					For @Code: Send proposed extension code	
TT_PTS_WON_SRV		N(1) 0	N(2) 90	For @Type: Send proposed code (as type)		
				For @Code: Send proposed extension code		

Element: Competition /Result /Competitor /Stats /Stat					
Type	Code	Extension Code	Pos	Value	Description
					<p>For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match.</p> <p>For @Value: Send the points won on own serve by the team for each match or for the whole team match</p>
		TT_PTS_LOST_SRV	N(1) 0	N(2) 90	<p>For @Type: Send proposed code (as type)</p> <p>For @Code: Send proposed extension code</p> <p>For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match.</p> <p>For @Value: Send the points lost on own serve by the team for each match or for the whole team match</p>
		TT_MST_CONS_PW	N(1) 0	N(2) 90	<p>For @Type: Send proposed code (as type)</p> <p>For @Code: Send proposed extension code</p> <p>For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match.</p> <p>For @Value: Send the most consecutive points won by the team for each match or for the whole team match</p>
		TT_GTST_DEF_OVC	N(1) 0	N(2) 90	<p>For @Type: Send proposed code (as type)</p> <p>For @Code: Send proposed extension code</p> <p>For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match.</p> <p>For @Value: Send the greatest deficit overcome by the team for each match or for the whole team match</p>

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

Type /Code	Extension Code	Description	Expected
ST_TT /TT_RES		Points information	Just for team events
	TT_WON	Points won by the team for the whole team match or for each match in the team match or for each game in each match	Just for team events
ST_TT /TT_MATCHES		Matches information	Just for team events
	TT_BIGGEST_LEAD	Biggest lead by the team for each game in each match If team never had the lead, use "-"	Just for team events
	TT_PST_WON_SRV	Send the points won on own serve by the team for the whole team match or for each match in the team match or for each game in each match	Just for team events
	TT_PST_LOST_SRV	Send the points lost on own serve by the team for the whole team match or for each match in the team match or for each game in each match	Just for team events
	TT_MST_CONS_PW	Send the most consecutive points won by the team for the whole team match or for each match in the team match or for each game in each match	Just for team events
	TT_GTST_DEF_OVC	Send the greatest deficit overcome by the team for the whole team match or for each match in the team match or for each game in each match	Just for team events

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /Stats /Stat element.

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extension Code	Pos	Value	Description
ST_TT	TT_RES		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 in case of points for the match in case of singles. Game number in the match in case of points for the game in the match in case of singles.
					For @Value: Do not send anything
		TT_WON		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Points won by the single athlete for each game in the match or for the whole match
	TT_GAMES		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 in case of the whole match (all the games). Game number in case of each game in the match.
					For @Value: Do not send anything
		TT_BIGGEST_LEAD		S(1)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Biggest lead by the single athlete for each game in the match If player never had the lead, use "-"
		TT_PTS_WON_SRV		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the number of points won on own serve by the single athlete for each game in the match or for the whole match
		TT_PTS_LOST_SRV		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the number of points lost on own serve by the single athlete for each game in the match or for the whole match
		TT_MST_CONS_PW		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the most consecutive points won by the single athlete for each game in the match or for the whole match
		TT_GTST_DEF_OVC		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the greatest deficit overcome by the single athlete for each game in the match or for the whole match

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

Type /Code	Extension Code	Description	Expected
ST_TT /TT_RES		Points information	For singles. It will not be sent if the competitor did not play (DSQ before the match or WO).
	TT_WON	Points won by the single athlete for each game in the match or for the whole match	For singles.
ST_TT /TT_GAMES		Games information	Just for singles
	TT_BIGGEST_LEAD	Biggest lead by the single athlete for each game in the match If player never had the lead, use "-"	Just for singles
	TT_PTS_WON_SRV	Send the number of points won on own serve by the single athlete for each game in the match or for the whole match	Just for singles
	TT_PTS_LOST_SRV	Send the number of points lost on own serve by the single athlete for each game in the match or for the whole match	Just for singles
	TT_MST_CONS_PW	Send the most consecutive points won by the single athlete for each game in the match or for the whole match	Just for singles
	TT_GTST_DEF_OVC	Send the greatest deficit overcome by the single athlete for each game in the match or for the whole match	Just for singles

5.1.5 Statistics table

5.1.5.1 Description

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

5.1.5.2 Header Values

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

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

- ANALYSIS: Match/Team Match Analysis statistics by phase.
- CUM: For cumulative statistics for team members (team events) or athletes (single events).
- TOU: For Tournament statistics.

The DocumentSubcode with the Organisation will be informed in case of cumulative statistics.

The DocumentSubcode with the day (in case of daily statistics) will be informed for some tournament statistics.

5.1.5.3 Trigger and Frequency

- CUM, TOU: send after each match.
- ANALYSIS: send after the second and fourth Quarterfinals matches and last Semifinals match

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 Table Tennis are:

- Competition /Stats /StatsItems and its child element StatsItem
- Competitor /StatsItems /StatsItem
- Competitor /Composition /Athlete /StatsItems and its child element StatsItem

5.1.5.5 Message Values

The following table lists the Statistics table optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of Table Tennis, 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 (information sent at the messages with TOU at the DocumentSubtype header attribute and not DocumentSubcode informed)

Element: Competition /Stats /StatsItems /StatItem							
Type	Code	ExtendedStat Code	Pos	Value	Description		
ST_TT	TT_TEAMMATCHES		N(1) 9		For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Send phase number for the statistics of each phase. "0" for total statistics.		
					For @Value: Do not send anything		
		TT_PLAYED				N(2) 90	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Number of team matches played
		TT_MATCH_MARGIN			CC @Margin	N(2) 90	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Send 5 for 3:0, 6 for 3:1, 7 for 3:2 match margin and 8 for IRM
							For @Value: Number of team matches won for each match margin (indicated at the @Pos number)
		TT_MATCH_MARGIN_P			CC @Margin	N(2) 90	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Send 5 for 3:0, 6 for 3:1, 7 for 3:2 match margin and 8 for IRM
							For @Value: Percentage of team matches won for each match margin (indicated at the @Pos number)
TT_DURATION				HH:MM 90:00	For @Type: Send proposed code (as type)		
					For @Code: Send proposed extension code		

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Duration of team matches played
		TT_LONG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Duration of the longest team match
		TT_SHORT_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Duration of the shortest team match
		TT_AVG_DURATION		HH:MM 99:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average duration of team matches played
	TT_MATCHES		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send phase number for the statistics of each phase. "0" for total statistics.
					For @Value: Do not send anything
		TT_PLAYED		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Total number of matches played
		TT_GAME_MARGIN	CC @Margin	N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Send 1 for 4:0,, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM For @Value: Number of matches won for each game margin (indicated at the @Pos number)
		TT_GAME_MARGIN_P	CC @Margin	N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Send 1 for 4:0,, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM For @Value: Percentage of matches won for each game margin (indicated at the @Pos number)
		TT_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total duration
		TT_LONG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Duration of the longest match
		TT_SHORT_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Duration of the shortest match
		TT_AVG_DURATION		HH:MM 99:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average match duration
	TT_GAMES		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send phase number for the statistics of each phase. "0" for total statistics.
					For @Value: Do not send anything
		TT_PLAYED		N(3) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total games played
		TT_POINT_MARGIN	CC @PntMrgin	N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM
					For @Value: Number of games won for each point margin (indicated at the @Pos number)
		TT_POINT_MARGIN_P	CC @PntMrgin	N(2) 90	For @Type: Send proposed code (as type)

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM
					For @Value: Percentage of games won for each point margin (indicated at the @Pos number)
		TT_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total duration
		TT_LONG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Duration of the longest game
		TT_SHORT_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Duration of the shortest game
		TT_AVG_DURATION		HH:MM 99:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average game duration
	TT_RES		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Send phase number for the statistics of each phase. "0" for total statistics.
					For @Value: Do not send anything
		TT_WON		N(4) 9990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total points scored
		TT_AVG_WON		N(2).N(2) 90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average of points scored per game
		TT_MST_CONS_PW		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the most consecutive points won
		TT_GTST_DEF_OVC		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the greatest deficit overcome
		TT_LONGST_RALLY		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send the longest rally (number of strokes)
		TT_AVG_RALLY		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the average rally (number of strokes)

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

Type /Code	ExtendedStat Code	Description	Expected
ST_TT /TT_TEAMMATCHES		Total team matches information	Just for team events. It will be sent: - by event (team totals), - by event and gender (Women's Team) It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos).
	TT_PLAYED	Total number of team matches played	
	TT_DURATION	The sum of team match duration for all team matches played	
	TT_AVG_DURATION	Average team match duration	
ST_TT /TT_MATCHES		Totals matches information	For singles and team events. It will be sent: - by event (Singles totals/Team totals), - by event and gender (Women's Singles/ Women's Team) It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos).
	TT_PLAYED	Total number of matches played	
	TT_GAME_MARGIN	Number of matches won for each game margin (indicated at the @Pos number)	
	TT_GAME_MARGIN_P	Percentage of matches won for each game margin (indicated at the @Pos number)	

Type /Code	ExtendedStat Code	Description	Expected
	TT_DURATION	The sum of match duration for all matches played	
	TT_LONG_DURATION	Duration of the longest match	
	TT_SHORT_DURATION	Duration of the shortest match	
	TT_AVG_DURATION	Average match duration	
ST_TT /TT_GAMES		Totals games information	For singles and team events. It will be sent: - by event (Singles totals/Team totals), - by event and gender (Women's Singles/ Women's Team) It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos).
	TT_PLAYED	Total number of games played	
	TT_POINT_MARGIN	Number of games won for each point margin (indicated at the @Pos number)	
	TT_DURATION	Total duration	
	TT_LONG_DURATION	Duration of the longest game	
	TT_SHORT_DURATION	Duration of the shortest game	
	TT_AVG_DURATION	Average game duration	
	ST_TT /TT_RES		Totals points information
TT_WON		Total number of points scored	
TT_AVG_WON		Average of points scored per game	
TT_MST_CONS_PW		Send the most consecutive points won	
TT_GTST_DEF_OVC		Send the greatest deficit overcome	
TT_LONGST_RALLY		Send the longest rally (number of strokes)	
TT_AVG_RALLY		Send the average rally (number of strokes)	

The following table describes in more detail the Competition /Stats /StatsItems /StatsItem (information sent at the messages with TOU at the DocumentSubtype header attribute and the date informed at the DocumentSubcode)

Element: Competition /Stats /StatsItems /StatItem							
Type	Code	ExtendedStat Code	Pos	Value	Description		
ST_TT	TT_TEAMMATCHES				For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: Do not send anything		
		TT_PLAYED				N(2) 90	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Daily total number of team matches played
		TT_MATCH_MARGIN		CC @Margin		N(2) 90	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Send 5 for 3:0, 6 for 3:1, 7 for 3:2 match margin and 8 for IRM
							For @Value: Daily number of team matches won for each match margin (indicated at the @Pos number)
TT_LONG_DURATION				HH:MM 90:00	For @Type: Send proposed code (as type)		
					For @Code: Send proposed extension code		
					For @Pos: Do not send anything		
					For @Value: Duration of the daily longest team match		
TT_SHORT_DURATION				HH:MM 90:00	For @Type: Send proposed code (as type)		
					For @Code: Send proposed extension code		
					For @Pos: Do not send anything		
					For @Value: Duration of the daily shortest team match		

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
		TT_AVG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Daily team matches average duration
	TT_MATCHES				For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Do not send anything
		TT_PLAYED		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Daily total number of matches played
		TT_GAME_MARGIN	CC @Margin	N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Send 1 for 4:0,, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM For @Value: Daily number of matches won for each game margin (indicated at the @Pos number)
		TT_LONG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Duration of the daily longest match
		TT_SHORT_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Duration of the daily shortest match
		TT_AVG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Daily matches average duration
	TT_GAMES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_PLAYED		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Daily total number of games played
		TT_POINT_MARGIN	CC @PntMrgin	N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Daily number of games won for each point margin (indicated at the @Pos number)
		TT_LONG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Duration of the daily longest game
		TT_SHORT_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Duration of the daily shortest game
		TT_AVG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Daily games average duration
	TT_RES				For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Do not send anything
		TT_WON		N(4) 9990	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Daily total points won

Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
		TT_MST_CONS_PW		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Daily most consecutive points won
		TT_GTST_DEF_OVC		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Daily greatest deficit overcome
		TT_LONGST_RALLY		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Daily longest rally
		TT_AVG_RALLY		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Daily average rally

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

Type /Code	ExtendedStat Code	Description	Expected
ST_TT /TT_TEAMMATCHES		Daily team matches information	Just for team events
	TT_PLAYED	Daily total number of team matches played	Just for team events
	TT_MATCH_MARGIN	Daily number of team matches won for each match margin (indicated at the @Pos number)	Just for team events
	TT_LONG_DURATION	Duration of the daily longest team match	Just for team events

Type /Code	ExtendedStat Code	Description	Expected
	TT_SHORT_DURATION	Duration of the daily shortest team match	Just for team events
	TT_AVG_DURATION	Daily team matches average duration	Just for team events
ST_TT /TT_MATCHES		Daily matches information	For singles and team events
	TT_PLAYED	Daily total number of matches played	For singles and team events
	TT_GAME_MARGIN	Daily number of matches won for each game margin (indicated at the @Pos number)	For singles and team events
	TT_LONG_DURATION	Duration of the daily longest match	For singles and team events
	TT_SHORT_DURATION	Duration of the daily shortest match	For singles and team events
	TT_AVG_DURATION	Daily matches average duration	For singles and team events
ST_TT /TT_GAMES		Daily games information	For singles and team events
	TT_PLAYED	Daily total number of games played	For singles and team events
	TT_POINT_MARGIN	Daily number of games won for each point margin (indicated at the @Pos number)	For singles and team events
	TT_LONG_DURATION	Duration of the daily longest game	For singles and team events
	TT_SHORT_DURATION	Duration of the daily shortest game	For singles and team events
	TT_AVG_DURATION	Daily games average duration	For singles and team events
ST_TT /TT_RES		Daily totals information	For singles and team events
	TT_WON	Daily total points won	For singles and team events
	TT_MST_CONS_PW	Daily most consecutive points won	For singles and team events
	TT_GTST_DEF_OVC	Daily greatest deficit overcome	For singles and team events
	TT_LONGST_RALLY	Daily longest rally	For singles and team events
	TT_AVG_RALLY	Daily average rally	For singles and team events

The following table describes in more detail the Competition /Stats /Competitor /StatsItems /StatsItem (information sent at the messages with ANALYSIS at the DocumentSubtype header attribute)

Element: Competition /Stats /Competitor /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_TT	TT_TEAMMATCHES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything

Element: Competition /Stats /Competitor /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Do not send anything
		TT_PLAYED		N(1) 0	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of team matches played by the team
		TT_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Duration of team matches played by the team
		TT_AVG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Average duration of team matches played
	TT_MATCHES				For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Do not send anything
		TT_WON		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total matches for
		TT_LOST		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code

Element: Competition /Stats /Competitor /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Total matches against
	TT_GAMES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_WON		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total games for
		TT_LOST		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total games against
	TT_RES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_WON		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total points won
		TT_LOST		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything

Element: Competition /Stats /Competitor /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Total points conceded

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

Type /Code	ExtendedStat Code	Description	Expected
ST_TT /TT_TEAMMATCHES		Team matches information	Just for team events
	TT_PLAYED	Number of team matches played by the team	Just for team events
	TT_DURATION	Duration of team matches played by the team. Total of match duration for all matches played.	Just for team events
	TT_AVG_DURATION	Average duration of team matches played	Just for team events
ST_TT /TT_MATCHES		Matches information	
	TT_WON	Total matches for	Just for team events
	TT_LOST	Total matches against	Just for team events
ST_TT /TT_GAMES		Games information	
	TT_WON	Total games for	Just for team events
	TT_LOST	Total games against	Just for team events
ST_TT /TT_RES		Points information	
	TT_WON	Total points won	Just for team events
	TT_LOST	Total points conceded	Just for team events

The following table describes in more detail the Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (information sent at the messages with ANALYSIS at the DocumentSubtype header attribute):

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_TT	TT_MATCHES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_PLAYED		N(2) 90	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code	

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Number of matches played by the athlete
		TT_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Duration of matches played by the athlete
		TT_AVG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average duration of matches played
	TT_GAMES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_WON		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total games for
		TT_LOST		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total games against
	TT_RES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
		TT_WON		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total points won
		TT_LOST		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total points conceded

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

Type /Code	ExtendedStat Code	Description	Expected
ST_TT /TT_MATCHES		Matches information	Just for singles
	TT_PLAYED	Number of matches played by the athlete	Just for singles
	TT_DURATION	Duration of matches played by the athlete	Just for singles
	TT_AVG_DURATION	Average duration of matches played	Just for singles
ST_TT /TT_GAMES		Games information	Just for singles
	TT_WON	Total games for	Just for singles
	TT_LOST	Total games against	Just for singles
ST_TT /TT_RES		Points information	Just for singles
	TT_WON	Total points won	Just for singles
	TT_LOST	Total points conceded	Just for singles

The following table describes in more detail the Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (information sent at the messages with CUM at the DocumentSubtype header attribute):

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_TT	TT_MATCHES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_PLAYED		N(2) 90	For @Type: Send proposed code (as type)

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches played by the athlete
		TT_WON		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches won by the athlete
		TT_LOST		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches lost by the athlete
		TT_WON_PERCENT		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Percentage of matches won
		TT_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Duration of all matches for the player
		TT_AVG_DURATION		HH:MM 90:00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average match duration for the player
	TT_GAMES				For @Type: Send proposed type
					For @Code: Send proposed code

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_PLAYED		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total games played
		TT_WON		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total games won
		TT_LOST		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total games lost
		TT_WON_PERCENT		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Percentage of games won
	TT_RES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		TT_WON		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total points won by the player
		TT_LOST		N(3) 990	For @Type: Send proposed code (as type)

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total points lost by the player
		TT_W_OWN_SERVE		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total points won by the player in own serve
		TT_L_OWN_SERVE		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total points lost by the player in own serve
		TT_W_OPP_SERVE		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total points won by the player in opponent's serve
		TT_L_OPP_SERVE		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total points lost by the player in opponent's serve
		TT_W_MST_CONS		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Most consecutive points won by the player
		TT_L_MST_CONS		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Most consecutive points lost by the player
		TT_GTST_DEF_OVC		N(1) 0	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Greatest deficit overcome by the player
		TT_GTST_LEAD_LOST		N(1) 0	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Greatest lead lost by the player
	TT_HANDEDNESS			S(1) R or L	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Handedness of the player
	TT_GRIP			CC @Grip	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Grip of the player
	TT_IRM			CC @IRM	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Player's invalid result mark at the tournament

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

Type /Code	ExtendedStat Code	Description	Expected
ST_TT /TT_MATCHES		Matches totals	For athletes or team members
	TT_PLAYED	Number of matches played by the	If available

Type /Code	ExtendedStat Code	Description	Expected
		player	
	TT_WON	Number of matches won by the player	If available
	TT_LOST	Number of matches lost by the player	If available
	TT_WON_PERCENT	Percentage of matches won by the player	If available
	TT_DURATION	Duration of all matches for the player	If available
	TT_AVG_DURATION	Average match duration for the player	If available
ST_TT /TT_GAMES		Games totals	For athletes or team members
	TT_PLAYED	Number of games played by the player	If available
	TT_WON	Number of games won by the player	If available
	TT_LOST	Number of games lost by the player	If available
	TT_WON_PERCENT	Percentage of games won by the player	If available
ST_TT /TT_RES		Points totals	For athletes or team members
	TT_WON	Total points won by the player	If available
	TT_LOST	Total points lost by the player	If available
	TT_W_OWN_SERVE	Total points won by the player in own serve	If available
	TT_L_OWN_SERVE	Total points lost by the player in own serve	If available
	TT_W_OPP_SERVE	Total points won by the player in opponent's serve	If available
	TT_L_OPP_SERVE	Total points lost by the player in opponent's serve	If available
	TT_W_MST_CONS	Most consecutive points won by the player	If available
	TT_L_MST_CONS	Most consecutive points lost by the player	If available
	TT_GTST_DEF_OVC	Greatest deficit overcome by the player	If available
	TT_GTST_LEAD_LOST	Greatest lead lost by the player	If available
ST_TT /TT_HANDEDNESS		Handedness of the player	For athletes or team members, if available
ST_TT /TT_GRIP		Grip of the player	For athletes or team members, if available
ST_TT /TT_IRM		Player's invalid result mark at the tournament	Just if applies

5.1.5.6 Message sort

Please, follow the general definition.

5.1.6 Event Final Ranking

5.1.6.1 Description

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

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

5.1.6.2 Header Values

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

5.1.6.3 Trigger and Frequency

After each event.

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 Table Tennis are:

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

5.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Final rank of the competitor in the corresponding event
	RankEqual	O	S(1)	Send Y in case of an equalled rank
	IRM	O	CC @IRM	The invalid result mark, in case it is assigned
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_TT	TT_IRM		CC @IRM	For @Type: Send proposed code
				For @Code: Send proposed extension code
				For @ Pos: Do not send anything
				For @Value: Send invalid result mark, in case it is assigned to a team member.

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

Type /Code	Description	Expected
ER_TT/TT_IRM	Invalid result mark for a team member.	As soon as this information is available

5.1.6.6 Message sort

Please, follow the general definition.

5.1.7 Brackets

5.1.7.1 Description

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

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

5.1.7.2 Header Values

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

5.1.7.3 Trigger and Frequency

- After the Draw.
- When the match is completed, both when at Unofficial and Official status. Therefore it is triggered twice for each match, once when Unofficial and once when Official.

5.1.7.4 Message Structure

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

- ExtCompPlaces and its child element

Moreover, the following should be considered:

- In case of singles, BracketItem /NextUnit should be informed in case of preliminaries, first round, second round, third round, fourth round, quarterfinals and semi-finals.
- In case of team events, BracketItem /NextUnit should be informed in case of round 1, quarterfinals and semi-finals.
- In case of singles, BracketItem /NextUnitLoser should be informed in case of semi-finals.
- In case of team events, BracketItem /NextUnitLoser should be informed in case of semi-finals.
- In case of singles, CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, fourth round, third round, second round and first round.
- In case of team events, CompetitorPlace /PreviousUnit should be informed in case of finals, semifinals and quarterfinals.

5.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Code	Bracket code to identify a bracket item
Bracket /BracketItems	Code	M	CC @BracketItemsCode	Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode.

Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem	Code	M	Numeric or TBD	For singles, in case of preliminary round, it will be sent the match number; in other phases, it will be sent the identifier of the match. For team events, it will be sent the team match number. However, it may include "TBD" for to be defined.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace or CC @IRM	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK) or when it has an Invalid Result Mark (for example, DSQ).

The following table describes in more detail the ExtCompPlace element in the case of Table Tennis.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_TT	TT_COMP_INF	CC @Desc	N(2) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Send 1 for Winner of the previous unit. Send 2 for Loser of the previous unit.
				For @Value: For @Pos 1 or 2, send the team match number (for team events) or the match number (for singles).

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

Type /Code	Description	Expected
ER_TT /TT_COMP_INF	Competitor information. Example (in case of team events): @Pos 1, @Value 27 means Winner of the Team Match number 27.	For singles and team events. Send in case of the competitor is not known yet

5.1.7.6 Message sort

Please, follow the general definition.

5.1.8 Event's Medallists

5.1.8.1 Description

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

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

5.1.8.2 Header Values

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

5.1.8.3 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 morning

5.1.9.1 Description

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

5.1.9.2 Header Values

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

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.

5.1.10 Discipline/venue good night

5.1.10.1 Description

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

5.1.10.2 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.

5.1.10.3 Trigger and Frequency

Please, follow the general definition.

5.1.10.4 Message Structure

Please, follow the general definition.

5.1.10.5 Message Values

Please, follow the general definition.

5.1.10.6 Message sort

Please, follow the general definition.

5.1.11 Discipline configuration

5.1.11.1 Description

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

5.1.11.2 Header Values

Please, follow the general definition.

5.1.11.3 Trigger and Frequency

Please, follow the general definition.

5.1.11.4 Message Structure

Please, follow the general definition.

5.1.11.5 Message Values

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

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

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

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

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_TT	TT_SESSION (send by event unit)			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the session number of the corresponding event unit
	TT_S_DATE (for Phase Z and Unit of the corresponding session)			DateTime	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Start date and time of this session
	TT_E_DATE (for Phase Z and Unit of the corresponding session)			DateTime	For @Type: Send proposed type
For @Code: Send proposed code					

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					For @Pos : Do not send anything
					For @Value: Estimated finish date and time of this session
	TT_TEAMMATCH_NUMBER (send by event unit in case of team events)			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Team match number for one specific event unit
	TT_MATCH_NUMBER (send by event unit in case of singles)			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Match number for one specific event unit
	TT_NUMBER_GAMES (send by event unit)		N(1) 0	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Empty in case of singles. Send the match number in case of team events.
					For @Value: Send the number of games in the match
	TT_NUMBER_MATCHES (send by event unit in case of team events)			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Send the number of matches in the team match

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

Type /Code	ExtendedConfigItem Code	Description	Expected
EC_TT /TT_SESSION		Session number.	Always
EC_TT /TT_S_DATE		Start date and time of this session	Always, for each session
EC_TT /TT_E_DATE		Estimated finish date and time of this session	Always, for each session

Type /Code	ExtendedConfigItem Code	Description	Expected
EC_TT /TT_TEAMMATCH_NUMBER		Team match number in case of team events. In case of team events, each event unit corresponds to one team match.	Just for team events
EC_TT /TT_MATCH_NUMBER		Match number in case of singles. In case of singles, each event unit corresponds to one match.	Just for singles
EC_TT /TT_NUMBER_GAMES		Number of games in the match. In case of singles, each event unit corresponds to one match (@Pos is empty). In case of team events, each event unit corresponds to one team match (@Pos is the match number)	For singles or team events
EC_TT /TT_NUMBER_MATCHES		Number of matches in the team match. In case of team events, each event unit corresponds to one team match.	Just for team events

5.1.11.6 Message sort

Please, follow the general definition.

6 Real time

The following chapter describes the ODF-RT part of Table Tennis.

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 Table Tennis 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

6.1.1 RT Event Unit Results

6.1.1.1 Description

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

6.1.1.2 Header Values

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

6.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE_UPDATE"
 - T1: Trigger when match start.
 - T2: Trigger at the beginning of each game.
 - T3: Trigger after each point score.
 - T4: Trigger when servicing athlete changes.
 - T5: Trigger at the end of a game.
 - T6: Trigger at the end of a match.
 - T7: Trigger at the end of team match.
 - T8: Trigger when an Invalid Result Mark is obtained.
 - T9: Trigger when match status changes
- ResultStatus="LIVE_FULL"
 - This value should be suggested to test frequency values around the average time used by the athlete to complete their participation in the course
- For other ResultStatus follow the general definition.

6.1.1.4 Message Structure

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

- UnitInfos and its child elements UnitDateTime and UnitInfo
- Competition /Result /Competitor /Stats /Stat
- Competition /Result /Competitor /Composition /Athlete /Stats /Stat
- Competition /Result /Competitor /ExtendedResults /ExtendedResult
- Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please, follow the general considerations for all ResultStatus.

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

6.1.1.5 Message Values

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

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_TT	TT_DURATION			MM 90 (singles)	For @Type: Send proposed type
				or	For @Code: Send proposed code
				HH:MM 90:00 (team events)	For @Pos : Do not send anything
					For @Value: In case of singles, match duration. In case of team events, team match duration.
	TT_STATUS			CC @Status	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send IP for matches in progress, SU for matches suspended and E for matches completed
	TT_LONGST_RALLY			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the longest rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events)
	TT_CURRENT_MATCH			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Send the current match number. In case of singles, always 1. In case of team events, match number in the team match.
	TT_CURRENT_GAME			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the current game number within the match.
	TT_TEAMMATCH_COMPL			S(1)	For @Type:

Element: Competition /UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
					Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the team match has finished
	TT_MATCH_COMPL			S(1)	For @Type: Send proposed type
	TT_MATCH_COMPL			S(1)	For @Code: Send proposed code
	TT_MATCH_COMPL			S(1)	For @Pos: Do not send anything
	TT_MATCH_COMPL			S(1)	For @Value: Send Y in case of the CURRENT_MATCH has been completed, N when the CURRENT_MATCH changes
	TT_GAME_COMPL			S(1)	For @Type: Send proposed type
	TT_GAME_COMPL			S(1)	For @Code: Send proposed code
	TT_GAME_COMPL			S(1)	For @Pos: Do not send anything
	TT_GAME_COMPL			S(1)	For @Value: Send Y in case of the CURRENT_GAME has been completed, N when the CURRENT_GAME changes

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

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
UI_TT /TT_DURATION		Send the match duration in minutes (for singles) or the team match duration in hours and minutes (for team events). For singles and team events. It will not be sent for DSQ before the match or WO.	T2, T3, T4, T5, T6 or T7
UI_TT /TT_STATUS		Send IP for matches in progress, SU for matches suspended and E for matches completed. Just for singles.	T9
UI_TT /TT_LONGST_RALLY		Send the longest rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events)	T2, T3, T4, T5, T6 or T7
UI_TT /TT_CURRENT_MATCH		Send the current match number. In case of singles, it will be always 1. In case of team events, it will be the match number in the team match.	T1

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
		For singles and team events.	
UI_TT /TT_CURRENT_GAME		Send the current game number within the current match. For singles and team events.	T2
UI_TT /TT_TEAMMATCH_COMPL		Send Y in case of the team match has finished. Just for team events	T1, T7
UI_TT /TT_MATCH_COMPL		Send Y in case of the CURRENT_MATCH has been completed, N when the CURRENT_MATCH changes For singles and team events.	T1, T6
UI_TT /TT_GAME_COMPL		Send Y in case of the CURRENT_GAME has been completed, N when the CURRENT_GAME changes	T2, T5

Send UnitDateTime.

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

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Competition /Periods /Period	Code	M	CC @Game or CC @Match	Game number in case of singles. Match number in case of team events.	T2, T3, T4, T5, T6 or T7
	HomeScore	M	N(2) 90	For singles: cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match or For team events: cumulative matches won by team with team order 1 at the match (match number at the Period Code: M1..Mn) in the team match.	T2, T3, T4, T5, T6 or T7
	AwayScore	M	N(2) 90	For singles: cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match or For team events: cumulative matches won by team with team order 2 at the match (match number at the Period Code: M1..Mn) in the team match	T2, T3, T4, T5, T6 or T7

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	HomePeriodScore	O	N(2) 90	For singles: points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match or For team events: games won by team with team order 1 just for this match (match number at the Period Code: M1..Mn) in the team match	T2, T3, T4, T5, T6 or T7
	AwayPeriodScore	O	N(2) 90	For singles: points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match or For team events: games won by team with team order 2 just for this match (match number at the Period Code: M1..Mn) in the team match	T2, T3, T4, T5, T6 or T7
	Duration	O	MM 90	For singles: Duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match or For team events: Duration (minutes) of the match (match number at the Period Code: M1..Mn) in the team match	T2, T3, T4, T5, T6 or T7

The following table describes in more detail the Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod element in the case of Table Tennis team events.

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Pos	Value	Description	
EP_TT	TT_STATUS		CC @Status	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send E for completed matches, IP for matches in progress and SU for suspended matches (for team events)	
	TT_HOME_GAMES		N(1) 0	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the number of games won by the team with team order 1 at the corresponding match	
	TT_AWAY_GAMES		N(1) 0	For @Type: Send proposed type	
For @Code: Send proposed code					

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				For @Pos: Do not send anything
				For @Value: Send the number of games won by the team with team order 2 at the corresponding match
	TT_HOME_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the invalid result mark of the team with team order 1 at the corresponding match
	TT_AWAY_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the invalid result mark of the team with team order 2 at the corresponding match
	TT_HOME_WLT		CC @WLT	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: The code whether the team with team order 1 won (W) or lost (L) the corresponding match
	TT_AWAY_WLT		CC @WLT	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: The code whether the team with team order 2 won (W) or lost (L) the corresponding match
	TT_HOME_PTS_G	N(1) 0	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the game number
				For @Value: Send the points won by the team with team order 1 at the game for the corresponding match in the team match.
	TT_AWAY_PTS_G	N(1) 0	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				Send the game number For @Value: Send the points won by the team with team order 2 at the game for the corresponding match in the team match.
	TT_DURATION_G	N(1) 0	MM 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the game number For @Value: Send the duration of the game for the corresponding match in the team match.
	TT_LONGST_RALLY	N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the game number For @Value: Send the longest rally (number of strokes) for the game number @Pos for the corresponding match in the team match (in case of team events) or match (in case of singles)

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
EP_TT /TT_STATUS	Send E for completed matches, IP for matches in progress and SU for suspended matches (for team events) Just for team events	T9
EP_TT /TT_HOME_GAMES	Send the number of games won by the team with team order 1 at the corresponding match (match number at the Period Code: M1..Mn) Just for team events	T2, T5
EP_TT /TT_AWAY_GAMES	Send the number of games won by the team with team order 2 at the corresponding match (match number at the Period Code: M1..Mn) Just for team events	T2, T5
EP_TT /TT_HOME_IRM	Send the invalid result mark of the team with team order 1 at the corresponding match. If applies, just for team events	T8 (If applies)
EP_TT /TT_AWAY_IRM	Send the invalid result mark of the team with team order 2 at the corresponding match. If applies, just for team events	T8 (If applies)
EP_TT /TT_HOME_WLT	The code whether the team with team order 1 won (W) or lost (L) the corresponding match. Just for team events	T6
EP_TT /TT_AWAY_WLT	The code whether the team with team order 2 won (W) or lost (L) the corresponding match.	T6

	Just for team events	
EP_TT /TT_HOME_PTS_G	Send the points won for the team with team order 1 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match. Just for team events	T2, T3
EP_TT /TT_AWAY_PTS_G	Send the points won for the team with team order 2 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match. Just for team events	T2, T3
EP_TT /TT_DURATION_G	Send the duration of the game for the corresponding match in the team match. Just for team events	T2, T3, T4, T5, T6
EP_TT /TT_LONGST_RALLY	Send the longest rally (number of strokes) in the game for the corresponding match in the team match. Both singles and team Events	T2, T3, T4, T5, T6

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	ResultType	O	CC @ResultType	Result type, either IRM or POINTS or IRM_POINTS	T2, T5, T6 (singles) or T6, T7 (team events) or T8
	Result	O	N(2) 90	Games won in the match for singles. If the opponent did not play –DSQ before the match or W/O--, it will not be sent. If the opponent retires (RET) or is disqualified (DSQ) after the match was started, it will be 4 for the winner. or Matches won in the team match for team events. It will not be sent if the team opponent did not play (DSQ before the match or WO). If the opponent retires (RET) or is disqualified (DSQ) after the team match was started, it will be 3 for the winner.	T2, T5 (singles) or T6 (team events)
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS	T8
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) or tied (T)	T6 (singles) or T7 (team events)
	SortOrder	M	N(2) 90	According to the sport rules. Send in T1 even if ResultType is empty/not sent.	

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element for team events.

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_TT	TT_SERVE			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the team is the server, N if not serving anymore.
	TT_MATCH_POINT			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the team has advantage in winning the current match, N if not having advantage anymore.
	TT_MATCH_PT_CNT			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of times that this team has had the match point advantage in the current match
	TT_GAME_POINT			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the team has advantage in winning the current game, N if not having advantage anymore.
	TT_GAME_PT_CNT			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of times that this team has had the game point advantage in the current match

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

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
ER_TT /TT_SERVE		Send Y in case of the team is the server, N if not serving anymore. Just for team events.	T2, T3, T4
ER_TT /TT_MATCH_POINT		Send Y in case of the team has advantage in winning the current match, N if not having advantage anymore.	T2, T3
ER_TT /TT_MATCH_PT_CNT		Send the number of times that this team has had the match point advantage in the current match	T2, T3
ER_TT /TT_GAME_POINT		Send Y in case of the team has advantage in winning the current game, N if not having advantage anymore.	T2, T3
ER_TT /TT_GAME_PT_CNT		Send the number of times that this team has had the game point advantage in the current game	T2, T3

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_TT	TT_SERVE			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the athlete is the server, N if not serving anymore.
	TT_MATCH_POINT			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the athlete has advantage in winning the current match, N if not having advantage anymore.
	TT_MATCH_PT_CNT			N(3) 990	For @Type: Send proposed type
For @Code: Send proposed code					
For @Pos: Do not send anything					
For @Value: Send the number of times that this athlete has had the match point advantage in the current match					

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	TT_GAME_POINT			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y in case of the athlete has advantage in winning the current game, N if not having advantage anymore.
	TT_GAME_PT_CNT			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of times that this athlete has had the game point advantage in the current game
	TT_IRM			CC @IRM	For @Type: Send proposed code For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Send invalid result mark, in case it is assigned to a team member.

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

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
ER_TT /TT_SERVE		Send Y in case of the athlete is the server, N if not serving anymore. For singles or team members.	T2, T3, T4
ER_TT /TT_MATCH_POINT		Send Y in case of the athlete has advantage in winning the current match, N if not having advantage anymore. For singles.	T2, T3
ER_TT /TT_MATCH_PT_CNT		Send the number of times that this team has had the match point advantage in the current match. For singles.	T2, T3
ER_TT /TT_GAME_POINT		Send Y in case of the athlete has advantage in winning the current game, N if not having advantage anymore. For singles.	T2, T3
ER_TT		Send the number of times that this team has had	T2, T3

/TT_GAME_PT_CNT		the game point advantage in the current match. For singles.	
ER_TT /TT_IRM		Invalid result mark for a team member.	T8 (If applies)

The following table describes in more detail the Competition /Result /Competitor /Stats /Stat element for team events.

Element: Competition /Result /Competitor /Stats /Stat					
Type	Code	Extension Code	Pos	Value	Description
ST_TT	TT_RES		N(1) 0		For @Type: Send proposed type For @Code: Send proposed code For @Pos: 0 in case of points for at the whole team match (all the matches) or Match number in the team match in case of points for at each match in the team match For @Value: Do not send anything
		TT_WON	N(1) 0	N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. For @Value: Points won by the team for the whole team match or for each match in the team match
		TT_MATCHES	N(1) 0		For @Type: Send proposed type For @Code: Send proposed code For @Pos: 0 in case of totals at the whole team match (all the matches) or Match number in the team match in case of totals at each match in the team match For @Value: Do not send anything
		TT_PTS_WON_SRV	N(1) 0	N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match.

Element: Competition /Result /Competitor /Stats /Stat					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the points won on own serve by the team for each match or for the whole team match
		TT_PTS_LOST_SRV	N(1) 0	N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match.
					For @Value: Send the points lost on own serve by the team for each match or for the whole team match
		TT_MST_CONS_PW	N(1) 0	N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match.
					For @Value: Send the most consecutive points won by the team for each match or for the whole team match
		TT_GTST_DEF_OVC	N(1) 0	N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match.
					For @Value: Send the greatest deficit overcome by the team for each match or for the whole team match
		TT_BIGGEST_LEAD	N(1) 0	N(1) 0	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Send the game number for each game at each match.
					For @Value: Biggest lead by the team for each game at each match If team never had the lead, use "-"

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

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
ST_TT /TT_RES		Points information. Just for team events	T2, T3
	TT_WON	Points won by the team for the whole team match or for each match in the team match or for each game in each match. Just for team events	T2, T3
ST_TT /TT_MATCHES		Matches information. Just for team events	T2, T3
	TT_BIGGEST_LEAD	Biggest lead by the team for each game in each match. If team never had the lead, use "-" Just for team events	T2, T3
	TT_PST_WON_SRV	Send the points won on own serve by the team for the whole team match or for each match in the team match or for each game in each match. Just for team events	T2, T3
	TT_PST_LOST_SRV	Send the points lost on own serve by the team for the whole team match or for each match in the team match or for each game in each match. Just for team events	T2, T3
	TT_MST_CONS_PW	Send the most consecutive points won by the team for the whole team match or for each match in the team match or for each game in each match. Just for team events	T2, T3
	TT_GTST_DEF_OVC	Send the greatest deficit overcome by the team for the whole team match or for each match in the team match or for each game in each match. Just for team events	T2, T3

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /Stats /Stat element for singles events.

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extension Code	Pos	Value	Description
ST_TT	TT_RES		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 in case of points for the match in case of singles. Game number in the match in case of points for the game in the match in case of singles.
					For @Value: Do not send anything
		TT_WON		N(2) 90	For @Type: Send proposed code (as type)

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Points won by the single athlete for each game in the match or for the whole match
	TT_GAMES		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 in case of the whole match (all the games). Game number in case of each game in the match.
					For @Value: Do not send anything
		TT_BIGGEST_LEAD		S(1)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Biggest lead by the single athlete for each game in the match If player never had the lead, use "-"
		TT_PTS_WON_SRV		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the number of points won on own serve by the single athlete for each game in the match or for the whole match
		TT_PTS_LOST_SRV		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the number of points lost on own serve by the single athlete for each game in the match or for the whole match
		TT_MST_CONS_PW		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send the most consecutive points won by the single athlete for each game in the match or for the whole match
		TT_GTST_DEF_OVC		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send the greatest deficit overcome by the single athlete for each game in the match or for the whole match

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

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
ST_TT /TT_RES		Points information. Just for singles. It will not be sent if the competitor did not play (DSQ before the match or WO).	T2, T3
	TT_WON	Points won by the single athlete for each game in the match or for the whole match. Just for singles.	T2, T3
ST_TT /TT_GAMES		Games information. Just for singles	T2, T3
	TT_BIGGEST_LEAD	Biggest lead by the single athlete for each game in the match. If player never had the lead, use "-" Just for singles	T2, T3
	TT_PTS_WON_SRV	Send the number of points won on own serve by the single athlete for each game in the match or for the whole match. Just for singles	T2, T3
	TT_PTS_LOST_SRV	Send the number of points lost on own serve by the single athlete for each game in the match or for the whole match. Just for singles	T2, T3
	TT_MST_CONS_PW	Send the most consecutive points won by the single athlete for each game in the match or for the whole match. Just for singles	T2, T3
	TT_GTST_DEF_OVC	Send the greatest deficit overcome by the single athlete for each game in the match or for the whole match. Just for singles	T2, T3

6.1.1.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 V1.0	07 October 2014	Submitted for review version
R-SEG-2015 V1.1	17 October 2014	Submitted for approval version
R-SEG-2015 V1.2	24 October 2014	Approved version and some minor issues
R-SEG-2015 V1.3	25 May 2015	Approved version and some minor issues

File reference: ODF/INT436 R-SEG-2015 V1.3 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	<ul style="list-style-type: none"> • First version
R-SEG-2015 V1.1	SFA	<ul style="list-style-type: none"> • Submitted for approval
R-SEG-2015 V1.2	APP	<ul style="list-style-type: none"> • Approved version • Replaced the phrase “ODF Common Codes document (header values sheet)” with the “ODF Header Values document” since they are separate documents • Look & Feel improvements • The descriptions for the @Type and @Code are modified wherever an ‘Extension Code’ column is displayed; new values: For @Type: Send proposed code (as type) / For @Code: Send proposed extension code
R-SEG-2015 V1.3	APP	<ul style="list-style-type: none"> • Approved version • The sentence in §1.3 Main Audience is adapted to the European Games • The reference to WNPA is removed • DT_PARTIC: The attribute E_GRIP is added, so to be used in the related PDF reports

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