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

Olympic Data Feed

Baku 2015

ODF Wrestling Data Dictionary

ODF/INT439 R-SEG-2015 V1.3 APP - 25 May 2015
Technology and Information Department

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TABLE OF CONTENT

1 Introduction

1.1   This document

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

1.2   Objective

The objective of this document is to provide a complete and formal definition of the ODF Wrestling Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Wrestling 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
- **RSC –** Results System Codes
- **WR –** Wrestling
- ~~**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/INT407	ODF2 General Messages Interface Document	This document describes the ODF central and sport messages in the ODF2 format
ODF/COD405	ODF Header Values	This document details the header values, showing which RSCs are used in which messages

2 Codes

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

CC @CodeEntity

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

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to the Sport Codes paragraph of the ODF2 General Messages Interface Document to know the format of these codes.

Code Entity	Code	Order	Description
@Bracket	BRN1		Bronze 1
@Bracket	BRN2		Bronze 2
@Bracket	FNL		Finals
@BracketItems	FNL		Finals
@BracketItems	QFL		Quarterfinals
@BracketItems	R16		Round of 16, 1/8 Finals
@BracketItems	R32		Round of 32, 1/16 Finals
@BracketItems	R64		Round of 64, 1/32 Finals
@BracketItems	SFL		Semifinals
@CompetitorPlace	BYE		There is no competitor, the other team passes directly to the next round
@CompetitorPlace	TBD		The competitor is not known yet
@Period	P		Pause 30"
@Period	P1		1st Period
@Period	P2		2nd Period
@PeriodStatus	E		Ended
@PeriodStatus	IP		In progress
@PeriodStatus	W		Withdrawn
@QualifyingType	CQT		Continental Qualification Tournament
@QualifyingType	HCP		Host Country Place
@QualifyingType	IQT		Interenational Qualification Tournament
@QualifyingType	TPC		Tripartite Commision Place
@QualifyingType	WCH		World Championships
@ResultCode	E2		Both wrestlers have been disqualified due to infringement of the rules
@ResultCode	EV		Disqualification from the whole competition due to infringement of the rules
@ResultCode	EX		3 cautions due to error against the rules (for all the bout)
@ResultCode	PO		Decision by Points - the loser without technical points
@ResultCode	PP		Decision by Points - the loser with technical points
@ResultCode	SP		Victory by Technical Superiority with the loser scoring technical points
@ResultCode	ST		Great Superiority - a difference of 8 (Greco-Roman) or 10 (Freestyle) technical points - the loser without points
@ResultCode	VA		Victory by Withdrawal
@ResultCode	VB		Victory by Injury
@ResultCode	VF		Victory by Forfeit
@ResultCode	VT		Victory by Fall

Code Entity	Code	Order	Description
@ResultFunction	AA01		Athlete
@ResultFunction	JU		Judge
@ResultFunction	MC		Mat Chairman
@ResultFunction	RE		Referee
@ResultType	IRM		Invalid result mark
@ResultType	POINTS		Points
@Statistics	TOU		Tournament Statistics
@WLT	L		Lost
@WLT	W		Won

3 Messages

3.1 Applicable Messages

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

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

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

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

3.1.1.1 Description

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

3.1.1.2 Header Values

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

3.1.1.3 Trigger and Frequency

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

3.1.1.4 Message Structure

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

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

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

3.1.1.5 Message Values

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

The following table describes in more detail the Participant /Discipline /DisciplineEntry element in the case of Wrestling.

Element: Participant /Discipline /DisciplineEntry

Type	Code	Pos	Value	Description	Expected
ENTRY	BIB		String	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Referee Number (as Bib for officials).	Always, as soon as this information is known and this official has a referee number (this information can be sent in both messages)

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

Element: Participant /Discipline /RegisteredEvent /EventEntry

Type	Code	Pos	Value	Description	Expected
ENTRY	QUAL_TYPE		CC @QualifyingType	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Qualification type (method) (see codes section)	Always, as soon as this information is known and this athlete has qualification method (this information can be sent in both messages)
	QUAL_RANK		S(4)	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Qualification Rank for WCH-World Championships qualification type (from 1 to 8) qualification type (@QualifyingType code WCH).	Always, as soon as this information is known and this athlete has qualification rank (this information can be sent in both messages)

3.1.1.6   Message sort

Please, follow the general definition.

3.1.2 Event Unit Start List and Results

3.1.2.1 Description

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

3.1.2.2 Header Values

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

3.1.2.3 Trigger and Frequency

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

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

3.1.2.4 Message Structure

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

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

3.1.2.5 Message Values

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

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Wrestling
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description Event Unit name, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Function	M	CC @ResultFunction	Send according to the codes for: Referee Judge Mat Chairman
	Order	M	Numeric ###0	Send by referee number.
Result	ResultType	O	CC @ResultType	Result type, either points or IRM for the corresponding event unit (see codes section). Only will be informed (it is mandatory) at the end of the match.
	Result	O	Numeric 0	Result for the particular event unit, i.e. the classification points in the corresponding match.
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).
	StartSortOrder	M	Numeric	Same @StartOrder
Result /Competitor /Composition /Athlete	Bib	M	String	Athlete's draw number.

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

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

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

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

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extsion Code	Pos	Value	Description	Expected
UI	UNIT_NUM			Numeric #0	For @Type: Send proposed type	Always
					For @Code: Send proposed code	
					For @Pos : Do not send anything	
					For @Value: Match number.	
	WINNER_ID			S(20) with no leading zeroes	For @Type: Send proposed type	Always, at the end of the match (when the result code is not E2)
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Athlete's ID, to identify an athlete, winner of the match. in the case of the result code=E2, the winner_id will not be sent.	
	RES_CODE			CC @ResultCode	For @Type: Send proposed type	Always, at the end of the match
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Code of the match, to indicate the result code of the winner (see codes).	
	DURATION			m:ss	For @Type: Send proposed type	Always, at the end of the match
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Duration of the Match	
	UNIT_STATUS			CC @PeriodStatus	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Status of the match	
DISPLAY	LAST_COMP		CC @Period	S(20) Or ´0´	For @Type: Send proposed type	Send the current period and the last athlete scored the last technical points
					For @Code: Send proposed code	
					For @Pos: Send Current Period Code	

Element: ExtendedInfos /ExtendedInfo

For @Value:
Send the competitor ID of the last athlete to score. Send 0 when a new period starts, before any point.

Before match do not send the code.   At the start of the first period please send
<ExtendedInfo
Type="DISPLAY"
Code="LAST_COMP"
Pos="P1" Value="0" />

During the 1st period
Pos="P1"

During break do not send the code

At the start of the second period please send
<ExtendedInfo
Type="DISPLAY"
Code="LAST_COMP"
Pos="P2" Value="0" />

During the 2nd period
Pos="P2"
When the result is official do not send the code

3.1.2.5.1   Sample

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

The following table describes in more detail the Periods /Period element in the case of Wrestling.

Element	Attribute	M/O	Value	Comments
Periods /Period	Code	M	CC @Period	Period code, usually there are 3 periods.
	HomeScore	M	Numeric #0	Home competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).
	AwayScore	M	Numeric #0	Away competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2).
	HomePeriodScore	O	Numeric 0	Home competitor technical points scored just for the @Code period. (e.g.: 3 points for Period-2 ("2nd Period")).
	AwayPeriodScore	O	Numeric 0	Away competitor technical points scored just for the @Code period. (e.g.: 1 point for Period-2 ("2nd Period")).
	Duration	M	m:ss	Duration of the period (@Code period).

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Pos	Value	Description	Expected
EP	H_TCP	Numeric #	Numeric # or "C"	For @Type: Send proposed type	Always when applicable
				For @Code: Send proposed code	
				For @Pos: Sequential number for the incident, all the actions during the period that award points, from 1 to n (from the first incident to the last one).	
				For @Value: Home competitor technical points awarded for each incident during each period (see codes). C- for Caution	
	A_TCP	Numeric #	Numeric # or "C"	For @Type: Send proposed type	Always when applicable
				For @Code: Send proposed code	
				For @Pos: Sequential number for the incident, all the actions during the period that award points, from 1 to n (from the first incident to the last one).	
				For @Value: Away competitor technical points awarded for each incident during each period C- for Caution	

Sample

```
……
<Periods>
 <Period Code="P1" HomeScore="0" AwayScore="3" HomePeriodScore="0"
AwayPeriodScore="3" Duration="02:00">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="A_TCP_1" Pos="1" Value="3" />
    </ExtendedPeriods>
 </Period>
 <Period Code="P2" HomeScore="1" AwayScore="6" HomePeriodScore="1"
AwayPeriodScore="3" Duration="02:00">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="H_TCP" Pos="1" Value="1" />
    <ExtendedPeriod Type="EP" Code="A_TCP" Pos="1" Value="1" />
    <ExtendedPeriod Type="EP" Code="A_TCP" Pos="2" Value="1" />
    <ExtendedPeriod Type="EP" Code="A_TCP" Pos="3" Value="1" />

  </ExtendedPeriods>
 </Period>
</Periods>
……
```

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

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry

BODYWEIGHT		Numeric ##0.#	For @Type: Send proposed type	Always, as soon as this information is known.
			For @Code: Send proposed code	
			For @Pos : Do not send anything	
			For @Value: Bodyweight value	

Sample

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

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Type	Code	Pos	Value	Description	Expected
ER	TECH_PTS		S(1)	For @Type: Send proposed type	Always, as soon as this information is known.
				For @Code: Send proposed code	
				For @Pos : Do not send anything	
				For @Value: Send the technical points awarded. To be sent incremental during the bout	

Sample

```
......
<Result ResultType="POINTS" Result="1" WLT="L" SortOrder="1" StartOrder="1"
StartSortOrder="1">
 <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
   <Composition>
     <Athlete Code="1133274" Bib="17" Order="1" >
       <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W"
Organisation="USA" BirthDate="1970-11-23" IFId="293006" />
       <EventUnitEntry Type="EUE" Code="COLOUR" Value="R" />
       <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
       <ExtendedResults>
        <ExtendedResult Type="ER" Code="TECH_PTS" Value="5" />
       </ExtendedResults>
     </Athlete>
   </Composition>
 </Competitor>
</Result>
......
```

3.1.2.6   Message sort

Please, follow the general definition.

3.1.3 Event Final Ranking

3.1.3.1 Description

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

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

3.1.3.2 Header Values

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

3.1.3.3 Trigger and Frequency

Please, follow the general definition.

3.1.3.4 Message Structure

Please, follow the general definition.

3.1.3.5 Message Values

The following table lists the "Event Final Ranking" optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Wrestling.

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

3.1.3.6 Message sort

Please, follow the general definition.

3.1.4 Statistics

3.1.4.1 Description

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

3.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Header Values document.
Moreover, header attribute DocumentSubtype will be informed, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes:

TOU: Tournament statistics, at discipline style event level. Send the DocumentCode at discipline style event level (DDGEEE000, where EEE will be '100' for Greco-Roman style and '200' for Freestyle).

3.1.4.3 Trigger and Frequency

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

- Five (5) minutes after the final (after the end of a weight category -the competition event has finished-)

3.1.4.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Stats /StatsItems /StatsItem
- Stats /StatsItems /StatsItem /ExtendedStat

3.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Wrestling
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
Stats	Code	M	CC @Statistics	A code to identify the statistics being listed (see codes section)

The following table describes in more detail the Stats /StatsItems /StatsItem element and its child element ExtendedStat, this information is for the Tournament Statistics.

Element: Stats /StatsItems /StatItem						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected

ST_CC @Event	RES_CC @ResultCode			CC @Event	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Weight category event code (in the discipline style).	Always for the complete weight category events, in the case of TOU statistics.
		WINS_NUM		Numeric #0	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of wins for this Result's code (@ResultCode code) in this weight category (@Eventcode).	Always for the complete weight category events, in the case of TOU statistics.
		WINS_PERC ENT		Numeric #0.0	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Percentage of wins for this Result's code (@ResultCode code) in this weight category (@Event code).	Always for the complete weight category events, in the case of TOU statistics.
ST	RES_CC @ResultCode				For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Do not send anything	Always, in the case of TOU statistics.
		TOT_WINS_ NUM		Numeric #0	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total number of wins for this Result's code (@ResultCode code) of all weight categories in the discipline style.	Always, in the case of TOU statistics.
		TOT_WINS_ PERCENT		Numeric #0.0	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total percentage of wins for this Result's code (@ResultCode code) of all weight categories in the discipline style.	Always, in the case of TOU statistics.
ST_NOC	CC @Organisatio n			CC @Organis ation	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: @Organisation code	Always, in the case of TOU statistics.
		NUM_WRES TLERS		Numeric #0	For @Code: Send proposed extension code For @Pos: Do not send anything	Always, in the case of TOU statistics.

Element: Stats /StatsItems /StatItem

				For @Value: Number of wrestlers for this NOC in the discipline style	
PERIODS_NUM		Numeric ##0	For @Code: Send proposed extension code		Always, in the case of TOU statistics.
			For @Pos: Do not send anything		
			For @Value: Number of periods contested by this NOC in the discipline style		
PERIOD_WRESTLERS		Numeric #0.##	For @Code: Send proposed extension code		Always, in the case of TOU statistics.
			For @Pos: Do not send anything		
			For @Value: Ratio Periods/Wrestlers for this NOC in the discipline style (ie. 3 or 5.86)		
PERIOD	Numeric #	Numeric #0	For @Code: Send proposed extension code		Always, in the case of TOU statistics.
			For @Pos: Send period number. There are 2 periods.		
			For @Value: Number of @Pos periods contested by this NOC in the discipline style		
FALLS		Numeric #0	For @Code: Send proposed extension code		Always, in the case of TOU statistics.
			For @Pos: Do not send anything		
			For @Value: Number of falls for this NOC in the discipline style		
FALLS_OPP		Numeric #0	For @Code: Send proposed extension code		Always, in the case of TOU statistics.
			For @Pos: Do not send anything		
			For @Value: Number of falls opponent for this NOC in the discipline style		
NUM_MATCHES		Numeric #0	For @Code: Send proposed extension code		Always, in the case of TOU statistics.
			For @Pos: Do not send anything		
			For @Value: Number of matches contested by this NOC in the discipline style		
MATCHES_WRESTLERS		Numeric 0.##	For @Code: Send proposed extension code		Always, in the case of TOU statistics.
			For @Pos: Do not send anything		
			For @Value: Ratio Matches/Wrestlers for this NOC in the discipline style (ie. 1 or 2.57)		
MATCHES_WON		Numeric #0	For @Code: Send proposed extension code		Always, in the case of TOU statistics.
			For @Pos: Do not send anything		

				For @Value: Number of matches won by this NOC in the discipline style	
	MATCHES _LOST		Numeric #0	For @Code: Send proposed extension code	Always, in the case of TOU statistics.
				For @Pos: Do not send anything	
				For @Value: Number of matches lost by this NOC in the discipline style	
	MATCHES _AVG		Numeric #0.##	For @Code: Send proposed extension code	Always, in the case of TOU statistics.
				For @Pos: Do not send anything	
				For @Value: Matches average for this NOC in the discipline style (ie. 0 or 0.55)	
	FINALS		Numeric 0	For @Code: Send proposed extension code	Always, in the case of TOU statistics.
				For @Pos: Do not send anything	
				For @Value: Number of Finals reached by this NOC in the discipline style	
TOTAL			Numeric ##0	For @Type: Send proposed type	Always, in the case of TOU statistics.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Total number of NOCs in the discipline style	

3.1.4.5.1 Sample

```
......
<Stats Code="TOU">
 <StatsItems>
   <StatsItem Type="ST_255" Code="RES_E2" Value="255">
    <ExtendedStat Code="WINS_NUM" Value="0" />
    <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
   </StatsItem>
   <StatsItem Type="ST_255" Code="RES_EV" Value="255">
    <ExtendedStat Code="WINS_NUM" Value="0" />
    <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
   </StatsItem>
......
   <StatsItem Type="ST_NOC" Code="BLR" Value="BLR">
    <ExtendedStat Code="NUM_WRESTLERS" Value="4" />
    <ExtendedStat Code="PERIODS_NUM" Value="19" />
    <ExtendedStat Code="PERIOD_WRESTLERS" Value="4.75" />
    <ExtendedStat Code="PERIOD" Pos="1" Value="9" />
    <ExtendedStat Code="PERIOD" Pos="2" Value="9" />
```

```xml
            <ExtendedStat Code="FALLS" Value="0" />
            <ExtendedStat Code="FALLS_OPP" Value="0" />
            <ExtendedStat Code="NUM_MATCHES" Value="9" />
            <ExtendedStat Code="MATCHES_WRESTLERS" Value="2.25" />
            <ExtendedStat Code="MATCHES_WON" Value="4" />
            <ExtendedStat Code="MATCHES_LOST" Value="5" />
            <ExtendedStat Code="MATCHES_AVG" Value="0.80" />
            <ExtendedStat Code="FINALS" Value="1" />
        </StatsItem>
......
        <StatsItem Type="ST_NOC" Code="TOTAL" Value="42" />
     </StatsItems>
    </Stats>
......
```

3.1.4.6   Message sort

Please, follow the general definition.

3.1.5 Brackets

3.1.5.1 Description

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

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

3.1.5.2 Header Values

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

3.1.5.3 Trigger and Frequency

Please, follow the general definition.

3.1.5.4 Message Structure

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

- ExtendedInfos /SportDescription

- ExtendedInfos /VenueDescription

- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known) Moreover, the following should be considered:

  o Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Qualifications, 1/8 Finals, Quarterfinals, Semi-finals and Repechages (of different Rounds 1, 2 and/or 3).

  o Bracket /BracketItems /BracketItem /NextUnitLoser should be informed in the case of Semi-finals. All wrestlers who lost against both finalists in the previous rounds will have Repechage matches. Therefore, there are two separated groups of Repechage; the winner of each one will receive the bronze medal.

  o Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed when the information is known except the first rounds.

3.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Wrestling
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket, based on sport/EGRIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played).
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section) It is referred to the phase of weight category event (round). In the first rounds and according to the number of competing athletes there might be a Repechage for this round. In the Case of the Bracket code=" BRN1", the Bracket /BracketItems Codes to be used are R16, QFL, SF.
Bracket /BracketItems /BracketItem	Code	O	Numeric ##0	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Match number for each bracket item.
	Result	O	S(50)	Classification Points of the match if match is complete and formatted as in EGRIS (separator & order, example 3-1). Must include if the data is available and the match is complete.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor for this bracket item (BYE) or when it is not known yet (TBD).
	WLT	O	W or L	Indicates the winner or loser of the bracket item. Always send when known.

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

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

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace					
Type	Code	Pos	Value	Description	Expected
ECP	DRAW		Numeric ##	For @Type: Send proposed type	Send always and when there is no competitor in this place (when the CompetitorPlace @Code is BYE)
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the Draw Number for the competitor in this bracket item.	

3.1.5.6   Message sort

Please, follow the general definition.

3.1.6 Configuration

3.1.6.1 Description

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

3.1.6.2 Header Values

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

3.1.6.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:
- 1 day before the start of competition for each event
- when the unit is rescheduled to another session

3.1.6.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of Wrestling are:
- Configs /Config /ExtendedConfig /ExtendedConfigItem

3.1.6.5 Message Values

Send the attributes and codes according to the tables described in this section.
The following table lists the "Discipline configuration" optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Wrestling, as well as the attributes that have an extended definition.

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

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

Element: Configs /Config /ExtendedConfig/ ExtendedConfigItem						
Type	Code	ExtendedConfigItem Code	Pos	Value	Description	Expected
EC	SESSION		Numeric #0		For @Type: Send proposed type	Send for each session
					For @Code: Send proposed code	
					For @Pos: Send the session number.	
					For @Value: Do not send anything	
		UNIT		S(9)	For @Code: Send proposed extension code	Send for each match in the session
					For @Pos: Do not send anything	

Element: Configs /Config /ExtendedConfig/ ExtendedConfigItem						
					For @Value: Send the full RSC of the EventUnit (for example WRM155101)	
	BRACKET_SIZE (By Event)			@Bracket Items	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Value: Send the code for the first phase of the event	

3.1.6.5.1 Sample

DT_CONFIG at the session level

```
……
<Configs>
 <Config Gender="0" Event="000" Phase="Z" Unit="06">
   <ExtendedConfig Type="EC" Code="SESSION" Pos="1" Value="" />
     <ExtendedConfigItem Code="UNIT" Value="WRM166342">

……
   </ExtendedConfig>
 </Config>
</Configs>
……
```

DT_CONFIG at the event level

```
……
<Configs>
 <Config Gender="M" Event="166">
   <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R64"/>
   </Config>
</Configs>
……
```

3.1.6.6   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	18 December 2014	Submitted for approval version and some additions
R-SEG-2015 V1.2	12 January 2015	Approved version and some minor editorials
R-SEG-2015 V1.3	25 May 2015	Approved version

File reference: ODF/INT439 R-SEG-2015 V1.3 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	• First version
R-SEG-2015 V1.1	SFA	• Submitted for approval • The samples have been adapted to the modifications of 1.0 SFR version • All the references to the ORIS are corrected to 'EGRIS' • § 2 - Codes: The related table is added
R-SEG-2015 V1.2	APP	• Approved version
R-SEG-2015 V1.3	APP	• Approved version • DT_RESULT: The Mandatory attribute 'Venue' is added under the 'ExtendedInfos /VenueDescription' element • DT_PARTIC: The attributes 'QUAL_TYPE' and 'QUAL_RANK' are removed since no data will ever be available for them • The sentence in §1.3 Main Audience is adapted to the European Games • The reference to WNPA is removed

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