



INTERNATIONAL OLYMPIC COMMITTEE

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Olympic Data Feed



ODF Archery Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
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Table of Contents

1 Introduction.....	<u>5</u>
1.1 This document.....	<u>5</u>
1.2 Objective.....	<u>5</u>
1.3 Main Audience.....	<u>5</u>
1.4 Glossary.....	<u>5</u>
1.5 Related Documents.....	<u>5</u>
2 Messages.....	<u>7</u>
2.1 Applicable Messages.....	<u>7</u>
2.2 Messages.....	<u>9</u>
2.2.1 Competition schedule / Competition schedule update.....	<u>9</u>
2.2.1.1 Description.....	<u>9</u>
2.2.1.2 Header Values.....	<u>10</u>
2.2.1.3 Trigger and Frequency.....	<u>11</u>
2.2.1.4 Message Structure.....	<u>11</u>
2.2.1.5 Message Values.....	<u>13</u>
2.2.1.6 Message Sort.....	<u>17</u>
2.2.2 List of participants by discipline / List of participants by discipline update.....	<u>18</u>
2.2.2.1 Description.....	<u>18</u>
2.2.2.2 Header Values.....	<u>18</u>
2.2.2.3 Trigger and Frequency.....	<u>19</u>
2.2.2.4 Message Structure.....	<u>20</u>
2.2.2.5 Message Values.....	<u>21</u>
2.2.2.6 Message Sort.....	<u>25</u>
2.2.3 List of teams / List of teams update.....	<u>26</u>
2.2.3.1 Description.....	<u>26</u>
2.2.3.2 Header Values.....	<u>26</u>
2.2.3.3 Trigger and Frequency.....	<u>27</u>
2.2.3.4 Message Structure.....	<u>27</u>
2.2.3.5 Message Values.....	<u>28</u>
2.2.3.6 Message Sort.....	<u>31</u>
2.2.4 Event Unit Start List and Results.....	<u>32</u>
2.2.4.1 Description.....	<u>32</u>
2.2.4.2 Header Values.....	<u>32</u>
2.2.4.3 Trigger and Frequency.....	<u>33</u>
2.2.4.4 Message Structure.....	<u>34</u>
2.2.4.5 Message Values.....	<u>37</u>
2.2.4.6 Message Sort.....	<u>55</u>



2.2.5	Brackets.....	<u>56</u>
2.2.5.1	Description.....	<u>56</u>
2.2.5.2	Header Values.....	<u>56</u>
2.2.5.3	Trigger and Frequency.....	<u>57</u>
2.2.5.4	Message Structure.....	<u>57</u>
2.2.5.5	Message Values.....	<u>60</u>
2.2.5.6	Message Sort.....	<u>69</u>
2.2.6	Records.....	<u>70</u>
2.2.6.1	Description.....	<u>70</u>
2.2.6.2	Header Values.....	<u>70</u>
2.2.6.3	Trigger and Frequency.....	<u>71</u>
2.2.6.4	Message Structure.....	<u>71</u>
2.2.6.5	Message Values.....	<u>73</u>
2.2.6.6	Message Sort.....	<u>76</u>
2.2.7	Event Final Ranking.....	<u>77</u>
2.2.7.1	Description.....	<u>77</u>
2.2.7.2	Header Values.....	<u>77</u>
2.2.7.3	Trigger and Frequency.....	<u>78</u>
2.2.7.4	Message Structure.....	<u>78</u>
2.2.7.5	Message Values.....	<u>79</u>
2.2.7.6	Message Sort.....	<u>81</u>
2.2.8	Configuration.....	<u>82</u>
2.2.8.1	Description.....	<u>82</u>
2.2.8.2	Header Values.....	<u>82</u>
2.2.8.3	Trigger and Frequency.....	<u>83</u>
2.2.8.4	Message Structure.....	<u>83</u>
2.2.8.5	Message Values.....	<u>84</u>
2.2.8.6	Message Sort.....	<u>85</u>
3	Document Control.....	<u>86</u>



1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Archery Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Archery 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 Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.



Document Reference	Document Title	Document Description
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



2 Messages

2.1 Applicable Messages

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

- 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 “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	<u>X</u>
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	<u>X</u>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<u>X</u>
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	<u>X</u>
DT_BRACKETS	Brackets	<u>X</u>
DT_RECORD	Records	<u>X</u>
DT_RANKING	Event Final Ranking	<u>X</u>
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	<u>X</u>
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLIN	Medallists by discipline	



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT145- R-SOG-2016-v2.4 APP (AR)

E		
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

The Competition schedule is a bulk message provided for one particular discipline. As a general rule, it contains the complete schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.

This message contains the competition timetable for a complete discipline as well as status for each competition unit and is updated from OVR via the schedule update message.

All event units in codes which have the 'schedule' flag set to 'Y' are included in schedule messages (and have status UNSCHEDULED or SCHEDULED).

The arrival of the competition schedule message resets all the previous schedule information for one particular discipline.

The StartList component of the message is only included in the case that the Unit Type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

HATH Individual Head to Head units (e.g. AR, BD, TE etc)

HCOUP Pairs/Couples Head to Head units (e.g. BD, TE etc)

HNOC NOC Head to Head units (e.g. AR)

HTEAM Teams Head to Head units (e.g. BK, BV, HB etc)

Competition schedule update:

Competition schedule update is an update message. It is not a complete schedule information message, but only the schedule data being modified.

The arrival of this message updates the previous schedule information for one particular event unit, but does not notify any other change for the rest of the event units except for those contained in the message.



The key of the information updated is Unit @Code. Therefore, any new unit, deleted unit or updated unit will be identified by all this attribute.

It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	DDGEEPUU	Only used for DT_SCHEDULE_UPDATE. Should be the Code of the first Unit in the message. This attribute is mainly used for searching.
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDAT E	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Refer to the ODF header definition
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the



		message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType='DT_SCHEDULE') approximately 1 month before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType='DT_SCHEDULE_UPDATE') by OVR. There is no automatic triggering and this (DT_SCHEDULE) message must not be sent after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

Generally start list details for H2H should be sent immediately when known and usually soon after the preceding unit changes to Official.

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	Unit (0,N)							
		Code						
		PhaseType						
		UnitNum						
		ScheduleStatus						
		StartDate						
		HideStartDate						
		EndDate						
		HideEndDate						



ActualStartDate					
ActualEndDate					
Order					
Medal					
Venue					
Location					
SessionCode					
ModificationIndicator					
<u>StartText (0,N)</u>					
	Language				
	Value				
<u>ItemName (1,N)</u>					
	Language				
	Value				
<u>VenueDescription (1,1)</u>					
	VenueName				
	LocationName				
<u>StartList (0,1)</u>					
	<u>Start (1,N)</u>				
		SortOrder			
		<u>Competitor (1,1)</u>			
			Code		
			Type		
			Organisation		
			Bib		
			<u>Description (0,1)</u>		
				TeamName	
			<u>Composition (0,1)</u>		
				<u>Athlete (1,N)</u>	
					Code
					Order
					Bib
					<u>Description (1,1)</u>



	GivenName FamilyName Gender Organisation BirthDate
--	--

2.2.1.5 Message Values

Element: Competition (1,1)

Table Note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the two ModificationIndicator attributes, which are specific to the "Competition schedule update message".

Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Unit (0,N)

Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	Numeric ###	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent in the case of some @ScheduleStatus, such as UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED). Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting.
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) is an estimation.



			<p>Do not send if StartDate (scheduled start time) is not an estimation as the StartDate is correct.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is an estimation. Do not send if EndDate scheduled end time is not an estimation.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed.</p> <p>This field is only considered if HideStartDate = 'Y'. It should not be sent in sports which never use this concept but should be sent for all units in a discipline where the concept is used anywhere in the discipline.</p> <p>Generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location).</p>
Medal	O	SC @UnitMedalType	<p>Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit</p>
Venue	M	CC @VenueCode	Venue where the unit takes place
Location	M	CC @Location	Location where the unit takes place



			Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
SessionCode	O	S(5)	Code of the session which contains this event unit. Usually in the format GDD00 where G is the Games (Olympic/Paralympic) DD is the discipline and 00 is the session number within the discipline. For example OAR02 for the second session in Olympic Archery.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

Element: Competition /Unit /StartText (0,N)

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

Element: Competition /Unit /ItemName (1,N)

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. For non-competition schedules (where the item description is not in common codes) then add the description.



Element: Competition /Unit /VenueDescription (1,1)			
Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

Element: Competition /Unit /StartList /Start (1,N)			
StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)			
Attribute	M/O	Value	Description
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Should be sent when known
Bib	O	T,A	T for team A for athlete

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)			
Only send in the case that the Unit type is one of HATH (AR, BD, TE etc) or HCOUP (BD, TE etc), In case of the Competitor @Code='TBD' this element should not be sent.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Athlete's ID, corresponding to either a team member or an



		zeroes	individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	Same as in the Start List message for each discipline	Individual athlete's bib number (if Competitor @Type="A") or team member's bib number (if Competitor @Type="T").

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.

2.2.1.6 Message Sort

The message is sorted by Unit@StartDate then Unit@Code.

In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end in Unit@Code order.



2.2.2 List of participants by discipline / List of participants by discipline update

2.2.2.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition



DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.2.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

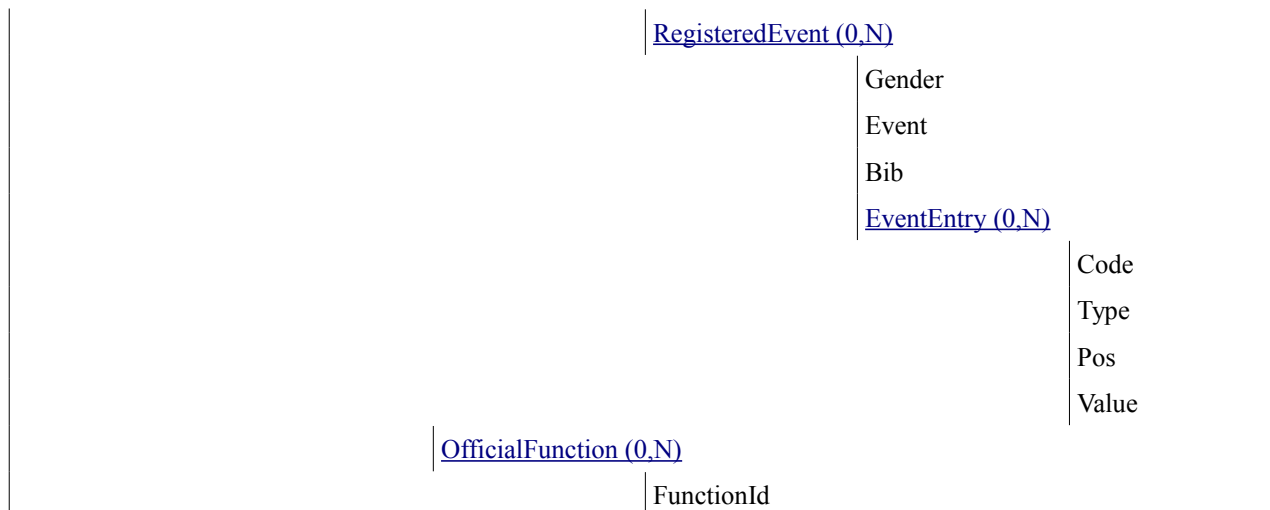
The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.



2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)	Code				
	Participant (1,N)	Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			
			Code		
			IFId		



2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>



Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of



			officials/referees. "." may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.



IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).
------	---	-------	---

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	S(2)	Bib number. Bib number is in fact a special Event Entry. Send only in the Case of Current="true".

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	HAND	N/A	Element Expected: If available (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	M	SC @Hand Send the handedness code
ENTRY	QUAL_CITY	N/A	Element Expected: If available (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	M	S(25) Send the location MQS (Minimum Qualification Standard)
ENTRY	QUAL_COUNTRY	N/A	Element Expected: If available (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	M	CC @Country Send the location MQS (Minimum Qualification Standard) Country code
ENTRY	QUAL_DATE	N/A	Element Expected: If available (this information can be



				sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	YYYY-MM-DD	Send the date when the MQS (Minimum Qualification Standard) was met
ENTRY		QUAL_SCORE	N/A	Element Expected: If available (this information can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send the MQS (Minimum Qualification Standard) score
ENTRY		RANK_WLD	N/A	Element Expected: If available (this information can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	S(3)	Send the athlete's World Archery Ranking

Element: Participant /OfficialFunction (0,N)

Send if the official has optional functions. Do not send, otherwise.

Attribute	M/O	Value	Description
FunctionId	M	CC @ResultsFunction	Additional officials' function code

2.2.2.6 Message Sort

The message is sorted by Participant @Code



2.2.3 List of teams / List of teams update

2.2.3.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number



FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.3.3 Trigger and Frequency

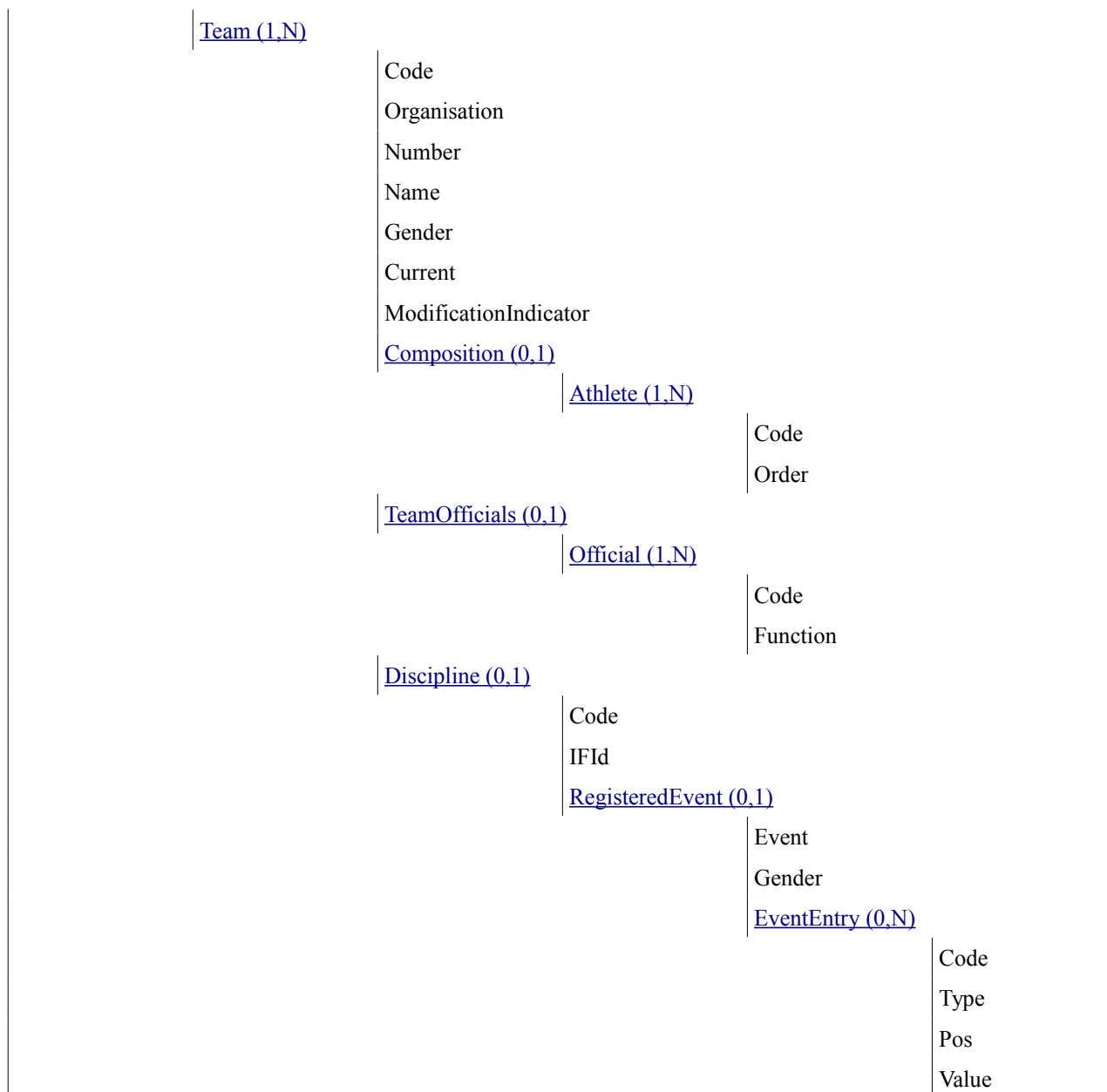
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				



2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition.



			Code is deprecated and value is duplicated in the header.
--	--	--	---

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams



Element: Team /Composition /Athlete (1,N)
In the case of current teams the number of athletes is 2 or more.

Attribute	M/O	Value	Description
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.
Order	O	Numeric	Team member order

Element: Team /TeamOfficials /Official (1,N)
Send if there are specific officials for the team. Does not apply to historical teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials.
Function	M	CC @ResultsFunction	Official's function for the team.

Element: Team /Discipline (0,1)
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute
IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Element: Team /Discipline /RegisteredEvent (0,1)
Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)
Send if there are specific team's event entries.

Type	Code	Pos	Description
	RANK_WLD	N/A	Element Expected:



ENTRY				Always
	Attribute	M/O	Value	Description
	Value	M	S(3)	Send the team's World Archery Ranking

2.2.3.6 Message Sort

The message is sorted by Team @Code.



2.2.4 Event Unit Start List and Results

2.2.4.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

This is always a full message and all applicable elements and attributes are always sent.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in AR	Not used in AR
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL LIVE (used during the competition when nothing else applies). UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	<p>Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information [inc. IRMs].

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates. The message is also sent with ResultStatus 'UNCONFIRMED' when the competition finishes.



This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute).

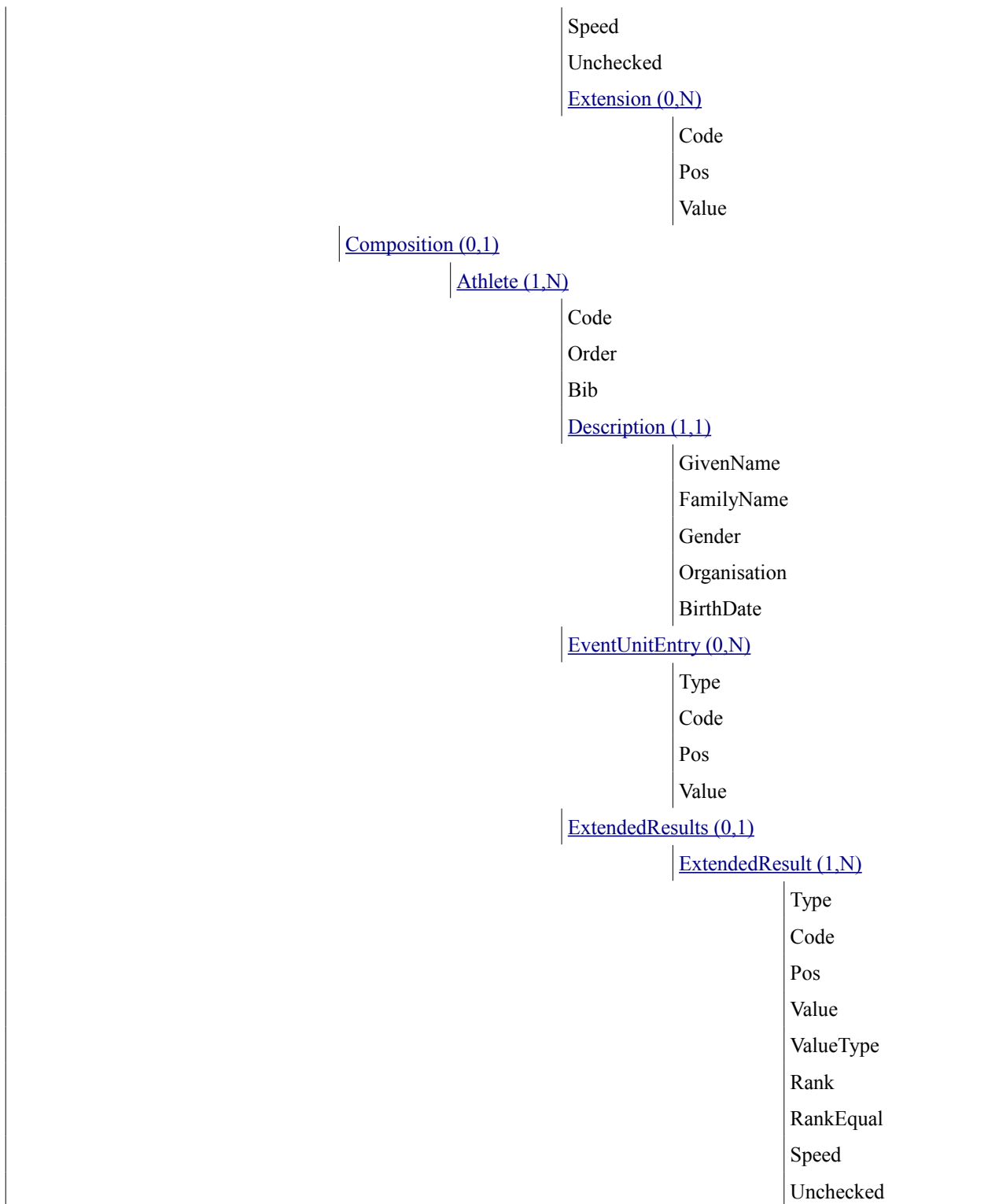
2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<u>Competition (1,1)</u>								
	Code							
	<u>ExtendedInfos (0,1)</u>							
		<u>UnitDateTime (0,1)</u>						
			StartDate					
		<u>ExtendedInfo (0,N)</u>						
			Type					
			Code					
			Pos					
			Value					
			<u>Extension (0,N)</u>					
				Code				
				Pos				
				Value				
		<u>SportDescription (0,1)</u>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		<u>VenueDescription (0,1)</u>						
			Venue					
			VenueName					
			Location					
			LocationName					
	<u>Result (1,N)</u>							
		Rank						



RankEqual	
Result	
IRM	
WLT	
SortOrder	
StartOrder	
StartSortOrder	
ResultType	
<u>RecordIndicators (0,1)</u>	
	<u>RecordIndicator (1,N)</u>
	Order
	Code
	RecordType
	Equalled
<u>Competitor (1,1)</u>	
	Code
	Type
	Bib
	Organisation
	<u>Description (0,1)</u>
	TeamName
	<u>EventUnitEntry (0,N)</u>
	Type
	Code
	Pos
	Value
	<u>ExtendedResults (0,1)</u>
	<u>ExtendedResult (1,N)</u>
	Type
	Code
	Pos
	Value
	ValueType





			Extension (0,N)
			Code
			Pos
			Value

2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /UnitDateTime (0,1)			
Scheduled start date and time. (where available update with actual start time)			
Actual start -and/or end- dates and times.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT	N/A	Element Expected: Sent for individual events.	
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the id of the current athlete shooting. Send after the result of the previous competitor is received. Do not send when the result of the last shoot in the match is received.
UI	ARROW_NUM	N/A	Element Expected: Always, if available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total number of arrows in the unit (not considering shoot-off)
UI	ARROW_SET	N/A	Element Expected: Always, if applies (after ranking round)	



Attribute	M/O	Value	Description
Value	O	Numeric #0	Send the total number of the arrows to be shoot by each athlete(in the individual event)/team(in the team event)
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always, if applies (after ranking round)			
Attribute	Value	Description	
Code	ARROW_ID		
Pos	Numeric #0	Send the arrow number	
Value	Numeric #0	Send the number of the set to which belongs	
UI	ARROW_SETTB	N/A	Element Expected: Always, if applies (after ranking round) Sent every time a new shoot off set is decided in the team events Sent every time new arrows are decided for the individual shoot-off set.
Attribute	M/O	Value	Description
Value	O	Numeric #0	Send the total number of the shoot off sets.
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always, if applies (after ranking round) Sent every time a new shoot off set is decided in the team events Sent every time new arrows are decided for the individual shoot-off set.			
Attribute	Value	Description	
Code	ARROW_ID		
Pos	Numeric #0	Send the arrow number	
Value	Numeric #0	Send the number of the set to which belongs.	



UI		CURRENT_SETTB	N/A	Element Expected: Always, if applies (after ranking round) Sent every time a new shoot off set is decided in the team events Sent every time new arrows are decided for the individual shoot-off set.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	The number of the last set of Tie-Break used for the final score. Requested in both individual and team events.
UI		SECTOR	Numeric 0	Pos Description: Sector number Element Expected: Always in Ranking Round
	Attribute	M/O	Value	Description
	Value	O	String	Sector description in case of ranking round (e.g., 1st Half)
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always in Ranking Round				
	Attribute	Value	Description	
	Code	ARROW_NUM		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the number of arrows in the sector.	
UI		SET	N/A	Element Expected: Always, if applies (after ranking round)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of sets in the match
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always, if applies (after ranking round)				
	Attribute	Value	Description	
	Code	ARROW_NUM		
	Pos	Numeric	Send the set number	



		#0		
	Value	Numeric #0	Send the number of arrows to be shot by each athlete in the set.	
UI		UNIT_NUM	N/A	Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Standard match number for each event unit

Sample (Sample for the individual events)

```

....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T12:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="10" />
  <ExtendedInfo Type="UI" Code="ARROW_NUM" Value="15" />
  <ExtendedInfo Type="UI" Code="SET" Value="5" >
    <Extension Code="ARROW_NUM" Pos="1" Value="3" />
    <Extension Code="ARROW_NUM" Pos="2" Value="3" />
    <Extension Code="ARROW_NUM" Pos="3" Value="3" />
    <Extension Code="ARROW_NUM" Pos="4" Value="3" />
    <Extension Code="ARROW_NUM" Pos="5" Value="3" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="ARROW_SET" Value="15" >
    <Extension Code="ARROW_ID" Pos="1" Value="1" />
    <Extension Code="ARROW_ID" Pos="2" Value="1" />
    <Extension Code="ARROW_ID" Pos="3" Value="1" />
    <Extension Code="ARROW_ID" Pos="4" Value="2" />
    <Extension Code="ARROW_ID" Pos="5" Value="2" />
  ...
  <Extension Code="ARROW_ID" Pos="14" Value="5" />
  <Extension Code="ARROW_ID" Pos="15" Value="5" />
  </ExtendedInfo> (if after 3 shoot-off arrows the tie is still on)
  <ExtendedInfo Type="UI" Code="ARROW_SETTB" Value="6" >
    <Extension Code="ARROW_ID" Pos="1" Value="1" />
    <Extension Code="ARROW_ID" Pos="2" Value="2" />
    <Extension Code="ARROW_ID" Pos="3" Value="3" />
    <Extension Code="ARROW_ID" Pos="4" Value="4" />
    <Extension Code="ARROW_ID" Pos="5" Value="5" />
    <Extension Code="ARROW_ID" Pos="6" Value="6" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="CURRENT_SETTB" Value="6" />
</ExtendedInfos>
....

```

Sample (Sample for the team events)



```

....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T12:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="10" />
  <ExtendedInfo Type="UI" Code="ARROW_NUM" Value="24" />
  <ExtendedInfo Type="UI" Code="SET" Value="4" >
    <Extension Code="ARROW_NUM" Pos="1" Value="6" />
    <Extension Code="ARROW_NUM" Pos="2" Value="6" />
    <Extension Code="ARROW_NUM" Pos="3" Value="6" />
    <Extension Code="ARROW_NUM" Pos="4" Value="6" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="ARROW_SET" Value="24" >
    <Extension Code="ARROW_ID" Pos="1" Value="1" />
    <Extension Code="ARROW_ID" Pos="2" Value="1" />
    <Extension Code="ARROW_ID" Pos="3" Value="1" />
    <Extension Code="ARROW_ID" Pos="4" Value="1" />
    <Extension Code="ARROW_ID" Pos="5" Value="1" />
    <Extension Code="ARROW_ID" Pos="6" Value="1" />
  ...
  <Extension Code="ARROW_ID" Pos="23" Value="4" />
  <Extension Code="ARROW_ID" Pos="24" Value="4" />
</ExtendedInfo> (if after 3 shoot-off arrows/team member the tie is still on)
<ExtendedInfo Type="UI" Code="ARROW_SETTB" Value="2" >
  <Extension Code="ARROW_ID" Pos="1" Value="1" />
  <Extension Code="ARROW_ID" Pos="2" Value="1" />
  <Extension Code="ARROW_ID" Pos="3" Value="1" />
  <Extension Code="ARROW_ID" Pos="4" Value="2" />
  <Extension Code="ARROW_ID" Pos="5" Value="2" />
  <Extension Code="ARROW_ID" Pos="6" Value="2" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="CURRENT_SETTB" Value="2" />
</ExtendedInfos>
....

```

Element: ExtendedInfos /SportDescription (0,1)**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes



Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank for the competitor at the event unit. To be send only when the result type is not IRM To be sent also for the DSQ (not doping)
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric ###0	The result of the competitor in the event unit. Match score (set points) or Total points in the Ranking Round
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just if ResultType is equal to IRM or IRM_SETS
WLT	O	SC @WLT	The code whether a competitor won, lost the match / game.
SortOrder	M	Numeric	Used to sort all the results of an event unit. According to the sport rules. Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric	Competitor's start order.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.



ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either POINTS, IRM or SETS or IRM_SETS
------------	---	--------------------------------	---

Element: Result /RecordIndicators /RecordIndicator (1,N)

Result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken by the result value. (e.g. "ARM0700000").
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken. (e.g. "OR").
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T,A	T for team A for athlete
Bib	O	S(2)	Bib number
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams .

Element: Result /Competitor /EventUnitEntry (0,N)

For team event information

Type	Code	Pos	Description
	DESCRIPTION	N/A	Element Expected:



EUE				Just if the Competitor @Code is equal to TBD
	Attribute	M/O	Value	Description
	Value	M	String	Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD - 'Winner Match x '
EUE		RANK	N/A	Element Expected: Only send for Ranking Round
	Attribute	M/O	Value	Description
	Value	M	S(3)	Send the team's World Archery Ranking
EUE		RANK_RND	N/A	Element Expected: Send for all units after Ranking Round
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the team's ranking from the Ranking Round
EUE		TARGET	N/A	Element Expected: Do not send in case of ranking round event units
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Team's target number

Sample (Sample)

```

.....
<Competitor Code="ARM470MEX01" Type="T" Bib="7" Organisation="SUI" >
  <Description TeamName="Switzerland" />
  <EventUnitEntry Type="EUE" Code="TARGET" Value="1" />
  <EventUnitEntry Type="EUE" Code="RANK_RND" Value="5" />
  <Composition>
    <Athlete Code="1072017" Order="1" Bib="59" >
.....
  </Composition>
</Competitor>
.....

```

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	ARROW	Numeric #0	Pos Description: Arrow number Element Expected:



				If available in team events.
Attribute	M/O	Value	Description	
Value	M	Numeric #0 (score) or 'X' (inner ten)	Arrow score	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value	
Speed	O	Numeric ##0	Speed at this ExtendedResult. Send the speed of the arrow in km/h. Format.	
Unchecked	O	Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send. Send "Y" if the arrow score is unsure. (Remove when sure)	
ER	ARROW_TOT	N/A	Element Expected: Just for Teams after Ranking Round	
Attribute	M/O	Value	Description	
Value	M	Numeric ##0	Send the match cumulative score of the arrows (not including Shoot-Off)	
ER	SET	Numeric 0	Pos Description: Set number Element Expected: Just for teams after Ranking Round	
Attribute	M/O	Value	Description	
Value	O	Numeric 0	Score for this set (set points)	
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension				
Expected: Just for teams after Ranking Round				
Attribute	Value	Description		
Code	ARROW_TOT			
Pos	N/A	N/A		



	Value	Numeric ##0	Send the set cumulative score of the arrows	
ER		TB_ARROW	Numeric #0	Pos Description: Arrow number Element Expected: Just if applies after Ranking Round
	Attribute	M/O	Value	Description
	Value	O	Numeric #0 (score) or 'X' (inner ten)	Arrow score for the tie-break shoot-off
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Speed	O	Numeric ##0	Speed at this ExtendedResult Send the speed of the arrow in km/h.
	Unchecked	O	Y	Send Y where the result @Value has not been appropriately validated else do not send. Send "Y" if the arrow score is unsure. (Remove when sure)
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: Send just if equal score				
	Attribute	Value	Description	
	Code	CLOSEST		
	Pos	N/A	N/A	
	Value	S(1)	Closest to centre. Send Y in case of equal score and this is the closet arrow	
ER		TEN_NUM	N/A	Element Expected: Just for teams
	Attribute	M/O	Value	Description
	Value	M	Numeric	Send the number of 10's for the team



			#0	
ER	TIE_BREAK		Numeric 0	Pos Description: Send the tie-break shoot-off series of arrows number (1 for 1st series of arrows, 2 for 2nd series of arrows, 3...). Element Expected: Just for teams if applies after Ranking Round
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Tie-break shoot-off score (total score of arrows)
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: Just if applies after Ranking Round				
	Attribute	Value	Description	
	Code	TB_SET		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the set points for the tie-break.	
ER	TOSS		N/A	Element Expected: Just if applies in Ranking Round
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if, after a tie, disk toss is used to break the tie
ER	XS_NUM		N/A	Element Expected: Just for teams
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of X's for the team

Sample (Sample)



```
....
<Result ResultType="SETS" Result="4" WLT="L" SortOrder="1" StartOrder="1" StartSortOrder="1">
  <Competitor Code="ARM470CHN01" Type="T" Bib="3" Organisation="CHN" >
    <Description TeamName="China" />
    <EventUnitEntry Type="EUE" Code="TARGET" Value="1" />
    <EventUnitEntry Type="EUE" Code="RANK_RND" Value="5" />
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="TEN_NUM" Value="7" />
      <ExtendedResult Type="ER" Code="XS_NUM" Value="4" />
      <ExtendedResult Type="ER" Code="ARROW_TOT" Value="216" />
      <ExtendedResult Type="ER" Code="SET" Pos="1" Value="2" >
        <Extension Code="ARROW_TOT" Value="55" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="SET" Pos="2" Value="0" >
        <Extension Code="ARROW_TOT" Value="54" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="SET" Pos="3" Value="2" >
        <Extension Code="ARROW_TOT" Value="57" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="SET" Pos="4" Value="0" >
        <Extension Code="ARROW_TOT" Value="50" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="ARROW" Pos="1" Value="10"
Value Type="SETS" Speed="208" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="2" Value="8"
Value Type="SETS" Speed="211" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="3" Value="9"
Value Type="SETS" Speed="213" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="4" Value="X"
Value Type="SETS" Speed="212" />
      ...
      ...
      <ExtendedResult Type="ER" Code="ARROW" Pos="21" Value="10"
Value Type="SETS" Speed="208" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="22" Value="8"
Value Type="SETS" Speed="211" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="23" Value="9"
Value Type="SETS" Speed="213" />
      <ExtendedResult Type="ER" Code="ARROW" Pos="24" Value="X"
Value Type="SETS" Unchecked="Y" Speed="212" />
      <!--ETC-->
    </ExtendedResults>
    <Composition>
      <Athlete Code="1072200" Order="1" Bib="123" />
      <!--ETC-->
    </Composition>
  </Competitor>
</Result>
....
```




Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". In case of team members, it is used to specify the athlete letter (1 means A, 2 means B and 3 means C).
Bib	O	S(2)	Individual athlete's number (if Competitor @Type="A") or team member's number (if Competitor @Type="T").

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	DESCRIPTION	N/A	Element Expected: Just if the Athlete @Code is equal to TBD	
	Attribute	M/O	Value	Description
	Value	M	String	Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD, e.g.: 'Winner 1/32 Group B'
EUE	RANK	N/A	Element Expected: Only send for Ranking Round	
	Attribute	M/O	Value	Description



	Value	M	S(3)	Send the competitors World Archery Ranking
EUE		RANK_RND	N/A	Element Expected: Send for all individual units after Ranking Round
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the athlete's ranking from the Ranking Round
EUE		TARGET	N/A	Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Target number
EUE		TARGET_POS	N/A	Element Expected: Just in case of ranking round
	Attribute	M/O	Value	Description
	Value	M	S(1)	Position (A, B, C or D) for ranking round

Sample (Sample)

```

....
<Competitor Code="1123070" Type="A" Organisation="SUI" >
  <Composition>
    <Athlete Code="1123070" Bib="59" Order="1">
      <Description      GivenName="John"      FamilyName="Smith"      Gender="M"
Organisation="SUI" BirthDate="1994-12-15" />
      <EventUnitEntry Type="EUE" Code="TARGET" Value="1" />
      <EventUnitEntry Type="EUE" Code="RANK_RND" Value="15" />
    </Athlete>
  </Composition>
</Competitor>
....

```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team member or individual athlete's extended result.			
Type	Code	Pos	Description
ER	ARROW	Numeric #0	Pos Description: Arrow number Element Expected: If available for individual events.
	Attribute	M/O	Value
			Description



	Value	M	Numeric #0 (score) or 'X' (inner ten)	Arrow score
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Speed	O	Numeric ##0	Speed at this ExtendedResult Send the speed of the arrow in km/h. Format.
	Unchecked	O	Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send. Send 'Y' if the arrow score is unsure. (Remove when sure)
ER		ARROW_TOT	N/A	Element Expected: Just for individual Olympic round
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the match cumulative score of the arrows (not including Shoot-Off)
ER		SCORE	N/A	Element Expected: Just for team members at the ranking round
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Send the individual score for a team member
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the individual rank for a team member.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
ER		SECTOR	Numeric 0	Pos Description: Sector number



				Element Expected: Just for ranking round
Attribute	M/O	Value	Description	
Value	O	Numeric ##0	Score at this sector	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value	
Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the rank of the competitor in this sector.	
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Just for ranking round				
Attribute	Value	Description		
Code	TEN_NUM			
Pos	N/A	N/A		
Value	Numeric #0	Number of 10's within this sector		
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Just for ranking round				
Attribute	Value	Description		
Code	XS_NUM			
Pos	N/A	N/A		
Value	N(2) 90	Number of X's within this sector		
ER	SET	Numeric 0	Pos Description: Set Number Element Expected: Only for individual Olympic Round	
Attribute	M/O	Value	Description	



	Value	M	Numeric 0	Score for this set (set points)
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Just for individual Olympic round				
	Attribute	Value	Description	
	Code	ARROW_TOT		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the set cumulative score of the arrows	
ER		TB_ARROW	Numeric #0	Pos Description: Arrow number Element Expected: If applies
	Attribute	M/O	Value	Description
	Value	O	Numeric #0 (score) or 'X' (inner ten)	Arrow score
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Speed	O	Numeric ##0	Speed at this ExtendedResult Send the speed of the arrow in km/h. Format.
	Unchecked	O	Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send. Send 'Y' if the arrow score is unsure. (Remove when sure)
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Just in case of equal score				
	Attribute	Value	Description	
	Code	CLOSEST		



	Pos	N/A	N/A	
	Value	S(1)	Closest to centre. Send Y in case of equal score and this arrow was closest to the centre	
ER		TEN_NUM	N/A	Element Expected: If applies
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total number of 10's
ER		TIE_BREAK	Numeric 0	Pos Description: Send the tie-break shoot-off series of arrows number. Element Expected: If applies, for the individual events.
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the set points for the tie-break. That is send 1 for the winner.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
ER		TOSS	N/A	Element Expected: Just if applies in Ranking Round
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if, after a tie, disk toss is used to break the tie
ER		XS_NUM	N/A	Element Expected: If applies
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total number of X's

Sample (Sample)



```
....
<Result ResultType="SETS" Result="6" WLT="W" SortOrder="1" StartOrder="1" StartSortOrder="1">
  <Competitor Code="1123070" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="1123070" Bib="59" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1994-12-15" />
        <EventUnitEntry Type="EUE" Code="TARGET" Value="1" />
        <EventUnitEntry Type="EUE" Code="RANK_RND" Value="15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="TEN_NUM" Value="3" />
          <ExtendedResult Type="ER" Code="XS_NUM" Value="2" />
          <ExtendedResult Type="ER" Code="ARROW_TOT" Value="107" />
          <ExtendedResult Type="ER" Code="SET" Pos="1" Value="1">
            <Extension Code="ARROW_TOT" Value="28" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="SET" Pos="2" Value="2">
            <Extension Code="ARROW_TOT" Value="29" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="SET" Pos="3" Value="1">
            <Extension Code="ARROW_TOT" Value="23" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="SET" Pos="4" Value="2">
            <Extension Code="ARROW_TOT" Value="27" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="ARROW" Pos="1" Value="10"
Value Type="SETS" Speed="208" />
          <ExtendedResult Type="ER" Code="ARROW" Pos="2" Value="8"
Value Type="SETS" Speed="211" />
          <ExtendedResult Type="ER" Code="ARROW" Pos="3" Value="9"
Value Type="SETS" Speed="213" />
          <ExtendedResult Type="ER" Code="ARROW" Pos="4" Value="X"
Value Type="SETS" Unchecked="Y" Speed="212" />
          <!--ETC-->
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

2.2.4.6 Message Sort

Sort by Result @SortOrder



2.2.5 Brackets

2.2.5.1 Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) UNCONFIRMED (when last match unconfirmed) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.5.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available.

Send when a Bout is completed, including Unconfirmed, Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

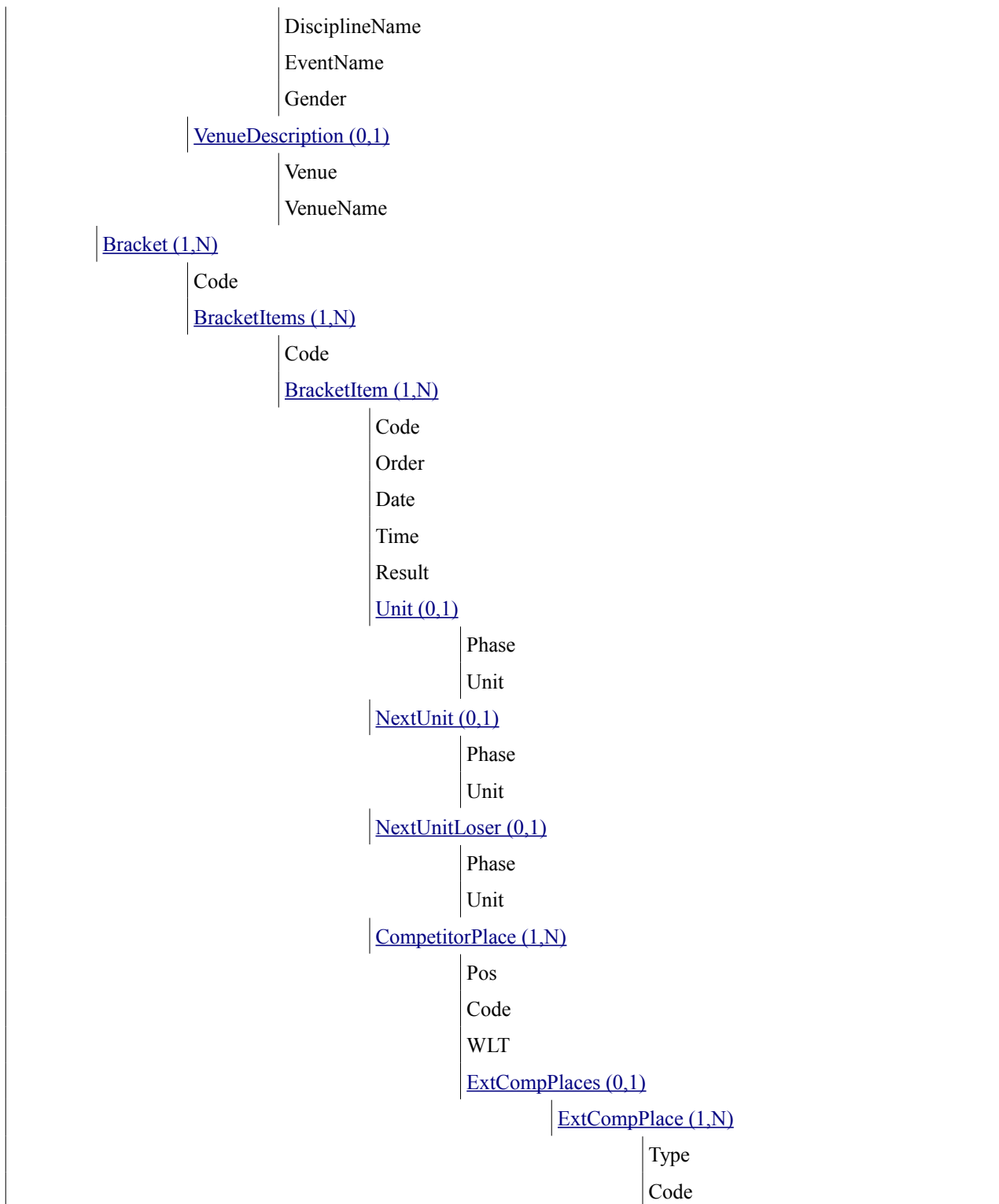
- * Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- * Send with ResultStatus = 'UNCONFIRMED' when the last event unit for an event (Gold Medal match) has Unconfirmed status.
- * Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
- * Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (1,1)										
	Code									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								





	Pos
	Value
<u>PreviousUnit (0,1)</u>	
	Phase
	Unit
	Value
	WLT
<u>Competitor (0,1)</u>	
	Code
	Type
	Organisation
	<u>Description (0,1)</u>
	TeamName
<u>ExtBracketComps (0,1)</u>	
	<u>ExtBracketComp (1,N)</u>
	Type
	Code
	Pos
	Value
<u>Composition (0,1)</u>	
	<u>Athlete (1,N)</u>
	Code
	Order
	<u>Description (1,1)</u>
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	<u>ExtBracketAths (0,1)</u>
	<u>ExtBracketAth (1,N)</u>
	Type



	Code
	Pos
	Value

2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item (final, ...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played)

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase.



			Each BracketItems should include all BracketItem grouped by their CC @BracketItems.
--	--	--	---

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	M	Numeric or TBD	Bracket code to identify a bracket item. Unique identifier for the BracketItem. In general, it will be sent the match number for each bracket item (e.g.: 17, 18, 19, 20 ...). However, it may include "TBD" for to be defined
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (separator & order, example 5-2). The format requested for the shootoff result is: 5T-4T (28*-28) as example. Also the result could include the IRM : 0(DSQ)-3 as example Must include if the data is available and the match is complete.

Element: Bracket /BracketItems /BracketItem /Unit (0,1)			
Unit related to the BracketItem.			
Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code for the bracket item
Unit	O	CC @Unit	Unit code for the bracket item

Element: Bracket /BracketItems /BracketItem /NextUnit (0,1)

Next event unit related to the current bracket item. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.

*** In case of teams, BracketItem /NextUnit should be informed in case of 1/8 Elimination Round, 1/4 Elimination Round and Semi-finals.**

*** In case of individuals, BracketItem /NextUnit should be informed in case of 1/32 Elimination Round, 1/16 Elimination Round, 1/8 Elimination Round, Quarterfinals and Semi-finals.**



Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.

Element: Bracket /BracketItems /BracketItem /NextUnitLoser (0,1)

Next event unit related to the current bracket item, but related to the loser competitor. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.
 * BracketItem /NextUnitLoser should be informed in case of Semi-finals.

Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item, but related to the loser competitor.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)

- If the competitors are known, this element is used to place the competitors in the bracket.
 - If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace or SC @IRM	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor. It will be sent when there is no competitor (BYE) or when it is not known yet (TBD) or when it has an Invalid Result Mark (for example, DSQ).
WLT	O	SC @WLT	Indicates the winner or loser of the bracket item. Always send when known

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)

Type	Code	Pos	Description
ECP	DESC	N/A	Element Expected: Just in case of the competitor is not known yet
	Attribute	M/O	Value
	Value	M	S(n)
			Description
			Competitor's description. Examples: 'Winner Ranking Round No 3' or 'Loser



				Match 7'.
--	--	--	--	-----------

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

*In case of teams, CompetitorPlace /PreviousUnit should be informed in case of Finals, Semi-finals and 1/4 Elimination Round.

*In case of individuals, CompetitorPlace /PreviousUnit should be informed in case of Finals, Semi-fin

Attribute	M/O	Value	Description
Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
Value	O	SC @Pool or S(2)	If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate.
WLT	O	SC @WLT	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps



/ExtBracketComp (1,N)				
CompetitorPlace @Pos team competitor's extended bracket information, according to competitors' rules.				
Type		Code	Pos	Description
RES		ARROWS	N/A	Element Expected: Only for teams after each match
	Attribute	M/O	Value	Description
	Value	M	S(n)	Send the arrow score achieved by the team in the match as formatted in ORIS (for example 28,30,27,29,28-T10* in the case of tie-break)
RES		IRM	N/A	Element Expected: Only for team competition, when available
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Invalid Result Mark for the particular event unit (team event); in the case it is assigned. Send IRM if known before competition.
RES		SET	N/A	Element Expected: Only for teams after each match
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the set score achieved by the team in the match
RR		RANK_RND	N/A	Element Expected: Only for teams and only the first mention (furthest from final) this team appears in the bracket). Send every time applicable.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the rank of the Team in the Ranking Round
RR		RECORD	N/A	Element Expected: Only for teams and only the first mention (furthest from final) this team appears in the bracket). Send every time applicable.
	Attribute	M/O	Value	Description
	Value	M	CC @RecordType	Send the record type related with the result of the ranking round.



				For the athletes who break both records OR and WR, please send only the most relevant: WR.
RR		SCORE	N/A	Element Expected: Only for teams and only the first mention (furthest from final) this team appears in the bracket). Send every time applicable.
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send the total score of the Team in the Ranking Round

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)

CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Description
RES	ARROWS	N/A	Element Expected: Only for individual competition after each match
	Attribute	M/O	Value
	Value	M	S(n)
			Description
			Send the arrow score achieved by the



				athlete in the match as formatted in ORIS.
RES		IRM	N/A	Element Expected: Only for individual competition, when available
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Invalid Result Mark for the particular event unit (individual event); in the case it is assigned. Send IRM if known before competition.
RES		SET	N/A	Element Expected: Only for individual competition after each match
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the set score achieved by the athlete in the match
RR		RANK_RND	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket). Send every time applicable.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the rank of the athlete in the Ranking Round
RR		RECORD	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket). Send every time applicable.
	Attribute	M/O	Value	Description
	Value	M	CC @RecordType	Send the record type related with the result of the match
RR		SCORE	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket). Send every time applicable.
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send the total score of the athlete in the Ranking Round



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT145- R-SOG-2016-v2.4 APP (AR)

RR	SCORE	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket). Send every time applicable.
----	-------	-----	--

Sample (Sample)



```

<Bracket Code="FNL">
  <BracketItems Code="FNL">
    <BracketItem Code="160" Order="1" Date="2012-08-13" Time="12:00" >
      <Unit Phase="1" Unit="01" />
      <CompetitorPlace Pos="1" Code="TBD">
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="DESC" Value="Winner Match
157" />
        </ExtCompPlaces>
        <PreviousUnit Phase="2" Unit="01" />
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Code="TBD">
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="DESC" Value="Winner Match
158" />
        </ExtCompPlaces>
        <PreviousUnit Phase="2" Unit="02" />
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
  ....
  </BracketItems>
  <BracketItems Code="QFL">
    <BracketItem Code="148" Order="1" Date="2012-08-12" Time="11:00" >
      <Unit Phase="4" Unit="01" />
      <NextUnit Phase="3" Unit="01" />
      <CompetitorPlace Pos="1">
        <PreviousUnit Phase="5" Unit="01" />
        <Competitor Code="1098720" Type="A" Organisation="SUI" >
          <Composition>
            <Athlete Code="1098720" Order="1" >
              <Description GivenName="John"
FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1996-12-15" />
              <ExtBracketAths>
                <ExtBracketAth Type="RES" Code="SET"
Value="6" />
                <ExtBracketAth Type="RES"
Code="ARROWS" Value="(27,29,28,29,29)" />
              </ExtBracketAths>
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <PreviousUnit Phase="5" Unit="02" />
        <Competitor Code="1104827" Type="A" Organisation="ESP" >
          <Composition>
            <Athlete Code="1104827" Order="1" >
              <Description GivenName="Jack"
FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1996-12-16" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>

```



2.2.5.6 Message Sort

The following order applies:

- * Every ODF Sport Data Dictionary making use of this message should specify the order for Bracket @Code if more than one '@Code' is possible.
- * Every ODF Sport Data Dictionary should specify the order for BracketItems according to its @Code attribute. It will usually be referred to BracketItems /BracketItem /Unit @Phase (all BracketItem should be grouped by the BracketItem /Unit @Phase attribute).
- * Then, the BracketItem /Unit @Unit are sorted according to their scheduled start time.



2.2.6 Records

2.2.6.1 Description

This message applies for all records depending on the sport.

The message contains the list of all records from the start of the Games (events depending on header).

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced. If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD according to CC @Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages



		<p>produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.6.3 Trigger and Frequency

The DT_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition. Any new version of the DT_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

Note: It is send by IDS before the competition with the historical records and during the competition if any record is broken.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
	Record (1,N)							
		Code						
		Description (1,1)						
			Name					
		RecordType (1,N)						



Order
RecordType
Shared
NotEstablished
NotEstablishedLabel
<u>RecordData (0,N)</u>
Order
ResultType
Result
Unit
Country
Place
Date
Time
Competition
Historical
Current
ModificationIndicator
<u>Extension (0,N)</u>
Code
Pos
Value
Type
<u>Competitor (0,1)</u>
Code
Type
Organisation
<u>Description (0,1)</u>
TeamName
<u>Composition (0,1)</u>
Athlete (1,N)
Code
Order



		Description (0,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate

2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

Element: Record (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @RecordCode	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message. Record code. Send several record codes in the case several record codes were broken for the current event unit. Including the Record Category at the end. E.g. "ARM070000"

Element: Record /Description (1,1)			
Attribute	M/O	Value	Description
Name	M	S(40)	Record description (not code) from Common Codes

Element: Record /RecordType (1,N)			
-----------------------------------	--	--	--



It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

Element: Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records			
Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	Always POINTS.
Result	M	Numeric ###0	Score Send always unless the record is not established. The performance of the competitor for the record.
Unit	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Include the event unit in the current competition where the record was broken. It is the full RSC in the format DDGEEPUU. Send always (Mandatory) in the case Historical="N".
Country	M	CC @Country	Send always unless the record is not established.



			Country code where the record was broken
Place	M	S(40)	Send always unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	M	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor being listed in the message was not achieved during the current competition. Send "N" if the record for the competitor being listed in the message was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

Element: Record /RecordType /RecordData /Extension (0,N)

Type	Code	Pos	Description
ER	XS_NUM	N/A	Element Expected: Just sent if a perfect score has been achieved
Attribute	M/O	Value	Description
Value	O	Numeric #0	Number of inner 10s

Element: Record /RecordType /RecordData /Competitor (0,1)

**Competitor to whom the record is assigned.
Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or**



DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"A" for athlete
Organisation	M	CC @Organisation	Competitors' organisation if known

Element: Record /RecordType /RecordData /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	Order attribute= 1 if Competitor @Type="A".

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

2.2.6.6 Message Sort

The following order applies:

- RecordType @Order
- RecordData, in the case Current=Y. Then send first the competitor who most recently broke/equalled the record.



2.2.7 Event Final Ranking

2.2.7.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.7.3 Trigger and Frequency

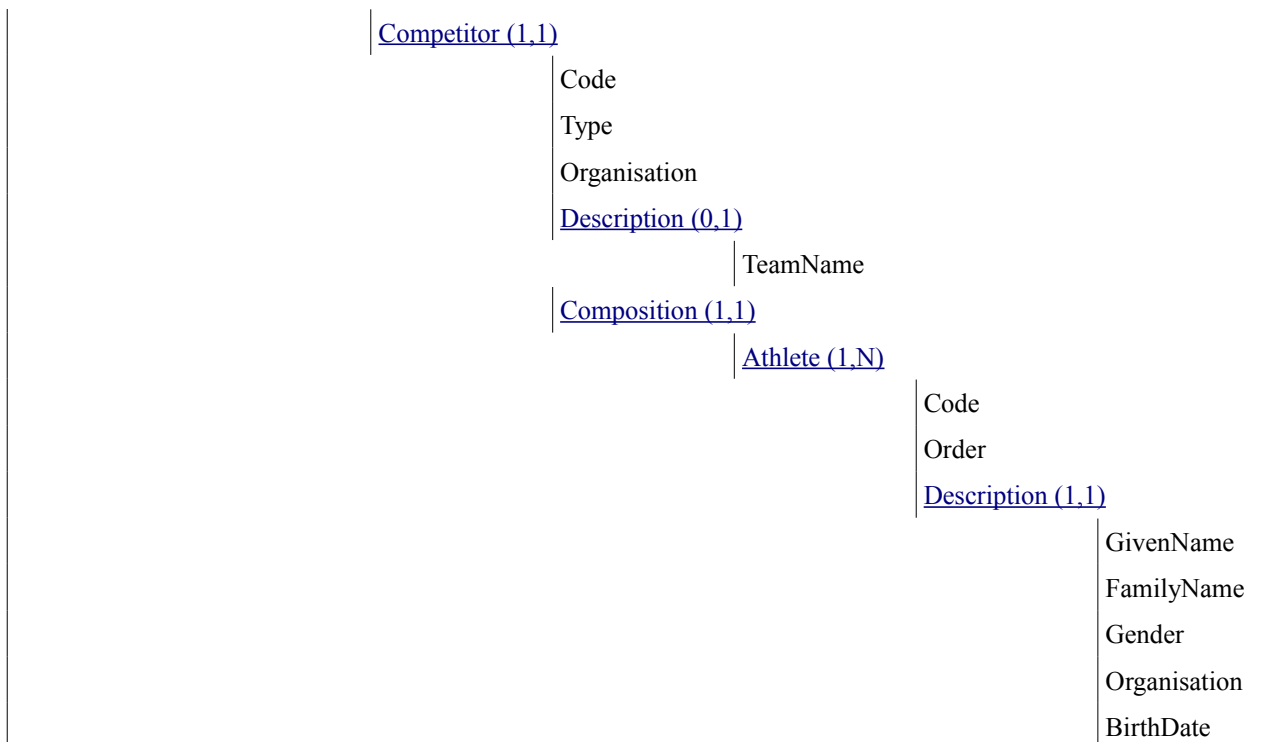
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

Trigger also after any major change.

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (1,1)						
	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		IRM				
		SortOrder				



2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in text			



Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	M	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. 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.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Competitors's organisation if known

Element: Result /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

Sample (Sample)

```

....
<Result Rank="16" SortOrder="16" >
  <Competitor Type="A" Code="1067129" Organisation="SUI" >
    <Composition>
      <Athlete Code="1067129" Order="1" />
      <Description GivenName="James" FamilyName="Black" Gender="M"
Organisation="SUI" BirthDate="1994-12-18" />
    </Composition>
  </Competitor>
</Result>
<Result SortOrder="17">
  <Competitor Type="A" Code="1090447" Organisation="NZL" >
    <Composition>
      <Athlete Code="1090447" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....

```

2.2.7.6 Message Sort

Sort by Result @SortOrder



2.2.8 Configuration

2.2.8.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit The DocumentCode will be at session level for each competition session (one message per session).
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.8.3 Trigger and Frequency

The message is sent prior to any ODF Sports message, if requested by one particular discipline (ODF Sport Data Dictionary).

Trigger also after any major change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list:

- * 1 day before the start of competition for each event
- * when the unit is rescheduled to another session (if applies).

2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)	Code				
	Configs (1,1)				
		Config (1,N)			
			Gender		
			Event		
			Phase		
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	



ExtendedConfigItem (0,N)	Code
	Pos
	Value

2.2.8.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	M	CC @Event	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	M	CC @Phase	Send Session Phase only Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.
Unit	M	CC @Unit	Unit code of the RSC. Include if information is by Event Unit. Otherwise, do not include.

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	BRACKET_SIZE (By Event)	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	SC @BracketItems	Send the code for the first phase of the event
EC	SESSION (send by event unit session)	Numeric #0	Pos Description: Send the session number. Element Expected:	



			Always, if available
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem			
Expected: Send for each match in the session (after ranking round)			
Attribute	Value	Description	
Code	UNIT		
Pos	N/A	N/A	
Value	S(9)	Send the full RSC of the EventUnit (for example ARM070101)	

Sample (Sample)

```

....
<Configs>
  <Config Gender="0" Event="070" Phase="Z" Unit="05">
    <ExtendedConfig Type="EC" Code="SESSION" Pos="1"/>
      <ExtendedConfigItem Code="UNIT" Value="ARM070542">
      <ExtendedConfigItem Code="UNIT" Value="ARM070543">
      <ExtendedConfigItem Code="UNIT" Value="ARM070544">

    </ExtendedConfig>
  </Config>
</Configs>
....

```

2.2.8.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
v1.0	30 May 2014	SFR Version
v1.1	4 July 2014	SFA Version after the AR IDM meeting
v1.2	16 September 2014	Defect applied
v1.3	16 October 2014	Defect applied
v1.4	5 December 2014	Defect applied
v1.5	13 January 2015	CR004550 applied
v1.6	12 February 2015	Approved version
v1.7	14 May 2015	CR4785 applied.
v1.8	6 August 2015	Minor corrections
v2.0	01 October 2015	CR applied after the UVT
v2.1	5 Nov 2015	Small update due to defects
v2.2	18 December 2015	CR applied
v2.3	05 February 2016	AR applied
v2.4	05 May 2016	CR and defect applied.

File Reference: ODF/INT145- R-SOG-2016-v2.4 APP (AR)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFA	<ul style="list-style-type: none"> * In Result /Competitor /Composition /Athlete /EventUnitEntry update the definition of the RANK_RND as the ranking round of the athlete. * Update the definition of the code ARROW_TOT as the '...cumulative score of the arrows...' * Small correction in the description of DisciplineName from the dt_brackets message



		<ul style="list-style-type: none"> * Dt_brackets: ARROWS values should be string * In Bracket /BracketItems/BracketItem/CompetitorPlace defined the WLT code as change in the general ODF document. * Remove the unit_time and unit_phase codes from the dt_config message
v1.2	SFA	<ul style="list-style-type: none"> * Defect 108604 applied: entry "SCORE" renamed to "QUAL_SCORE" * Defect 108856 applied: entry "RANK" renamed to "RANK_WLD" (both individual and team event)
v1.3	SFA	<ul style="list-style-type: none"> * Defect 109200 applied: new structure applied for the DT_CONFIG. * Defect 109442 applied: ARROW codes included in the competitor/ExtendedResult element for the team event. ARROW_SET code configuration updates for the team event in the Competition /ExtendedInfos /ExtendedInfo element
v1.4	SFA	<ul style="list-style-type: none"> * Defect 110061 applied: in the dt_brackets messages, for the RECORD code send the record most relevant of the athlete. * Defect 110620 applied: in the case of the TBD or Bye contest, only the Result /Competitor element is expected. * Small correction in the Configuration message's trigger (no Omega impact).
v1.5	SFA	<p>(CR004550 applied):</p> <ul style="list-style-type: none"> * Remove the DT_HISTORIC_RECORD message from the Applicable Messages section. * Remove the definition of the DT_HISTORIC_RECORD * (DT_RECORD): definition updated with the CR requirements.
v1.6	APP	Approved version
v1.7	APP	CR4785: document regenerated with the new updates of the dt_schedule message. Update unit_no=>unitNum,EstimatedStart/End=>HideStart/End, EstimatedStartExt=>StartText. Delete SessionType.
v1.8	APP	<ul style="list-style-type: none"> -DT_MEDALLISTS message was missing by mistake in the Applicable messages section -Defect 115756: small correction due to CMS version- Bib should be included in the dt_result Result /Competitor /Composition /Athlete element (this is not a change, the Bib was already included in the previous versions).
v2.0	APP	<p>CR8095: new shootoff format to be sent for the dt_bracket/result</p> <p>CR8096: new format for the dt_bracket/result. should include also IRM or result+IRM</p>
v2.1	APP	<p>DT_SCHEDULE: Clarification for the DateTime attribute in case of HideStartDate="Y".</p> <p>Defect 120579- DT_RECORDS: correct the definition of the Record/RecordType/RecordData @ResultType.</p> <p>Defect 120492 - DT_RECORDS: remove the code Record/RecordType/Subcode. Not used in AR.</p> <p>Defect 121399 - DT_PARTIC_TEAMS - Code include in the definition of the TeamOfficials/Official element.</p> <p>Defect 121403 - attribute IFID included in the definition of the DT_PARTIC_UPDATE and DT_PARTIC_TEAMS_UPDATE messages.</p>



v2.2	APP	CR 8409 - AR - ODF: Add BRACKET_SIZE in the DT_CONFIG. Used only in Paralympic events.
v2.3	APP	CR008900 - for the individual event, there could be more than one set of shoot off. The ExtendedInfos/ExtendedInfo of UI/ARROW_SETTB @Value should remove the statement "For the individual events is always 1." ExtendedInfos/ExtendedInfo of UI/ARROW_SETTB/ARROW_ID, ExtendedInfos/ExtendedInfo of UI/CURRENT_SETTB remove the reference to the number of set for the individual event tie-break. Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension/@TIE_BREAK Pos and Value.
v2.4	APP	CR010642: dt_result/dt_brackets - RANK_RND extension set as optional Defect 131436: add ValueType in the definition of the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/@TIE_BREAK. More information added in the TIE_BREAK description (used only for team/individual events)