

# OLYMPIC DATA FEED

## **ODF Wrestling Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 2018 Commonwealth Games

This document is to be applied for the 2018 Commonwealth Games. All included concepts are applied except the following:

- DT\_PARTIC / DT\_PARTIC\_UPDATE
  - QUAL\_RANK is excluded
  - QUAL\_TYPE is excluded

## 1.4 2018 Youth Olympic Games

This document is to be applied for the 2018 Youth Olympic Games. All included concepts are applied except the following:

- DT\_STATS: Message is not applicable
- DT\_BRACKETS: Message is not applicable

## 1.5 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.

## 1.6 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

## 1.7 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

**THESE ADDITIONAL CODES WILL BE MOVED TO THE CODE DATABASE AT A LATER TIME.**

### Sport Codes

Discipline	Code_Entity	Code	Order	Description
WRE	@CompFormat	BRACKETS		
WRE	@CompFormat	NORDIC		
WRE	@IRM	DQB		Behaviour DSQ
WRE	@Bracket	TOUR1		
WRE	@Bracket	TOUR2		
WRE	@Bracket	TOUR3		
WRE	@Bracket	TOUR4		
WRE	@Bracket	TOUR5		
WRE	@Bracket	TOUR6		

## 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 this sport.

- 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	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
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	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
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. ARC, BDM, TEN etc)

HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)

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

HTEAM Teams Head to Head units (e.g. BKB, VBV, HOC etc)

Managing when start times are not known.

In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.

In these disciplines usually only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used.

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this).

If the discipline requires some text describing the order then StartText is used. Typical uses include 'Not before 17:00' or 'SUN 29 - 2nd match on CC' or 'Follows'.

Where HideStartDate='Y' is used then all start times for the units may be the same, usually the same as the

first unit in the session or location (which generally will not use HideStartDate='Y') but this is not mandatory and approximate start times may be used. The specific way this is managed in each sport is detailed in the specific sport data dictionary.

Advice for end users - how to sort event units and use DT\_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:

1. By day (or filter by day)
2. By location if applicable (in a small number of sports)
3. By Time (regardless if HideStartDate='Y')
4. By Order

- The Order is sent for all units where HideStartDate='Y' else not sent. Start with 1 each new session each day

- End users should display StartText if HideStartDate='Y'

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 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	Full RSC at discipline level	
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	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

Attribute	Value	Comment
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.

### 2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType='DT\_SCHEDULE') 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 Values

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(5)	Format DDD00 where DDD is the discipline and 00 is the session number.



<b>Element: Competition /Session (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	O	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Venue name
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	M	CC @ScheduleStatus	nly use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session Type of the session

<b>Element: Competition /Session /SessionName (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Language	M	CC @Language	Language of the Session Description
Value	O	S(40)	Name of the session. (if no other name then is session code)

<b>Element: Competition /Unit (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	S(6)	Match / Game / Match / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.)</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>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.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</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 when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</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>

<b>Element: Competition /Unit (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	O	Numeric ###0	Order of the units when displayed. 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. 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).
Medal	O	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).
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 DDD00 where DDD is the discipline and 00 is the session number within the discipline. For example ATH02 for the second session in Athletics.
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.

<b>Element: Competition /Unit /StartText (0,N)</b>			
<b>This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.

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)			
Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
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

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)			
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 zeroes	Athlete's ID, corresponding to either a team member or an 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".

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.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

### 2.2.1.5 Message Sort

The message is sorted by Unit@StartDate then by Unit@Order 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 regardless of status.

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	Full RSC. Discipline level	RSC at discipline level
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.

Attribute	Value	Comment
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.

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message 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 Values

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	<p>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.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>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".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
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)



Element: Participant (1,N)			
Attribute	M/O	Value	Description
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
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case) Not for use in Rio 2016
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case). Not for use in Rio 2016
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	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
ModificationIndicator	M	S(1)	<p>'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only</p> <p>N-New participant (in the case that this information comes as a late entry) U-Update participant</p> <p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>

Element: Participant /Discipline (1,1)			
<p>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.</p>			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFld	O	S(16)	AIBA ID Licence number (competitor's federation licence number for the discipline).

Element: Participant /Discipline /DisciplineEntry (0,N)			
Specific discipline information.			
Type	Code	Pos	Description
ENTRY	BIB	N/A	Element Expected: Always, as soon as this information is known and this official has a referee number (this information can be sent only for update messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
			<b>Description</b>
			Referee Number (as Bib for officials).

**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
Event	M	CC @Event	Full RSC of the event

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

Type	Code	Pos	Description	
ENTRY	QUAL_RANK	N/A	Element Expected: Always, as soon as this information is known and this athlete has qualification rank (this information can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(4)	Qualification Rank for WCH-World Championships qualification type (from 1 to 8) qualification type (@QualifyingType code WCH).
ENTRY	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this athlete has Qualification tournament (this information can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @QualifyingType	Qualification type (method)

**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

### 2.2.2.5 Message Sort

The message is sorted by Participant @Code

## 2.2.3 Event Unit Start List and Results

### 2.2.3.1 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.

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
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 LIVE (used during the competition when nothing else applies). UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed)
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

Attribute	Value	Comment
		<p>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.

### 2.2.3.3 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. Possible information is:

- As soon as each competitor is known and any changes in start list data (START\_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

This message is also sent when the event unit finishes and the results are still unofficial and again when official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.

- When each period finishes (INTERMEDIATE)
- After each match (UNOFFICIAL/OFFICIAL).

Trigger also after any change.

### 2.2.3.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.
EndDate	O	DateTime	Actual end date-time else not sent (note that end time is required in this sport)

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	DURATION	N/A	Element Expected: Always, at the end of the match
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss
			<b>Description</b>
			Duration of the Match

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	UNIT_STATUS	N/A	Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	SC @PeriodStatus	Status of the unit
UI	RES_CODE	N/A	Element Expected: Always, at the end of the match
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	SC @ResultCode	Code of the match, to indicate the result code of the winner
DISPLAY	LAST_COMP	SC @Period	Pos Description: Send Current Period Code
			Element Expected: Send the current period and the last athlete scored the last technical points
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20) or '0'	Send the competitor ID of the last athlete to score. Send 0 when a new period starts, before any point.  Before match do not send the code. At the start of the first period send: 'ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="P1" Value="0"  During the 1st period Pos="P1" During break do not send the code At the start of the second period send: 'ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="P2" Value="0" ' During the 2nd period Pos="P2" When the result is official do not send the code

<b>Element: ExtendedInfos /SportDescription (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
UnitNum	O	S(6)	Match number

<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in Text.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

<b>Element: Officials /Official (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function . Can be different from the function sent in the DT_PARTIC message.  Send according to the codes for: Referee Judge Mat Chairman.
Order	O	Numeric ##0	Official's order as appropriate.
Bib	O	S(4)	Officials bib

<b>Element: Officials /Official /Description (1,1)</b>			
<b>Officials extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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 official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

### Sample

```
....
<Officials>
.....
  <Official Code="7350035" Order="2" Function="RE" Bib="1" >
    <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS"/>
  </Official>
  <Official Code="7350063" Order="3" Function="JU" Bib="3" >
    <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS" />
  </Official>
....
</Officials>
```

#### Element: Periods (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

#### Element: Periods /Period (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Period	Period code
HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period.  Home competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).
AwayScore	M	Numeric #0	Overall score of the away competitor at the end of the period.  Away competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2).
HomePeriodScore	O	Numeric 0	Score of the home competitor just for this period.  Home competitor technical points scored just for the @Code period. (e.g.: 3 points for Period-2 ("2nd Period")).
AwayPeriodScore	O	Numeric 0	Score of the away competitor just for this period.  Away competitor technical points scored just for the @Code period. (e.g.: 1 point for Period-2 ("2nd Period")).
Duration	M	m:ss	Duration of the period (@Code period).



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

### Sample

```

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

```

<b>Element: Result (1,N)</b>			
<b>For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).
StartSortOrder	M	Numeric	Same as @SortOrder

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
ER	CHALLENGE	N/A	Pos Description: Do not send anything	
			Element Expected: The code expected only for the Live messages	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @ChallengeType	Challenge status during the match. One accepted challenge can become Requested again.
ER	TECH_PTS	N/A	Element Expected: Always, as soon as this information is known.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(2)	Send the technical points for the competitor (updated during match)
ER	CLASS_PTS	N/A	Element Expected: Always, as soon as this information is known.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the classification points for the competitor

Sample

```

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

```

#### 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	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Order attribute used to sort. Send 1 if Competitor @Type="A".
Bib	M	S(4)	Athlete draw number

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
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Type	Code	Pos	Description
EUE	BODYWEIGHT	N/A	Element Expected: Always, as soon as this information is known.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0.#
EUE	COLOUR	N/A	Element Expected: Always, as soon as this information is known.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Colour associated to the Athlete. Values could be 'B' for Blue or 'R' for Red.

### Sample

```

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

```

### **2.2.3.5 Message Sort**

Sort by Result @SortOrder

## 2.2.4 Pool Standings

### 2.2.4.1 Description

The pool standings message contains the standings of a group in a competition. It is similar to the Phase Results message, except in the frequency and trigger. Here the message is triggered at the start of OVR operations and then after each event unit (game, match, etc.).

This message is only used in the case of Nordic format and a single message covers the full event or in other formats where pools are used.

### 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	Full RSC (for the group)	RSC for the pool/group
DocumentType	DT_POOL_STANDING	Pool Standings 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 (before and during the event) UNOFFICIAL (if last match is unofficial) OFFICIAL (after 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.

Attribute	Value	Comment
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.

### 2.2.4.3 Trigger and Frequency

The general rule is that this message is sent:

- Before the start of the competition to build in the initial tables. The message has status INTERMEDIATE.
- When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.
- When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL.

Trigger also after any change.

### 2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	CC @Unit	Send the full RSC of the most recently unit made official for the pool included in this message.
UI	UNITS_TOTAL	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total number of units (matches) to be played in the pool included in the message.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	UNITS_COMPLETE	N/A	Element Expected: Always
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Total number of units (matches) which are official in the pool included in this message.

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
SubEventName	M	S(40)	Text short description of the Event Phase, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in Text. Only included where the phase is contested at a single venue			
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)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank in the group. It is optional because a competitor can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	O	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all matches of the group. This is required if either Result or IRM are filled.
Result	O	S(3)	Send the classification points the competitor has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	IRM. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of matches won by the competitor in the group. Do not send if the competitor has not played.



Element: Result (1,N)			
Attribute	M/O	Value	Description
Lost	O	Numeric #0	Number of matches lost by the competitor in the group. Do not send if the competitor has not played.
Played	O	Numeric #0	Number of matches played by the competitor in the group. Send 0 if the competitor has not played.
For	O	Numeric ##0	Total technical points received
Against	O	Numeric ##0	Total technical points against

Element: Result /ExtendedResults /ExtendedResult (0,N)				
Type	Code	Pos	Description	
UI	VFA	N/A	Element Expected: Always after at least one unit is complete.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the number of victories by fall.
UI	VSU	N/A	Element Expected: Always after at least one unit is complete.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of victories by technical superiority (without points scored by the opponent).

Element: Result /Competitor (1,1)			
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	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric #0	Send 1

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

```
<Result Rank="3" ResultType="POINTS" Result="3" SortOrder="3" Played="2" Won="1" Lost="1" >
  <Competitor Code="1234567" Type="A" Organisation="RSA">
    <Composition>
      <Athlete Code="1090697" Order="1">
        <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="RSA"
        BirthDate="1994-12-16" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

<b>Element: Result /Competitor /Opponent (0,N)</b>				
<b>Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)</b>				
Type	Code	Pos	Description	
A	S(20) with no leading zeroes	Numeric #0	Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor. Element Expected: Always	
Attribute	M/O	Value	Description	
Organisation	M	CC @Organisation	Competitors' organisation (code). Must include if the data is available	
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.	
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available and allowed to display.	
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item	
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.	
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS. Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.	

<b>Element: Result /Competitor /Opponent /Composition /Athlete (1,N)</b>			
<b>Only send composition if singles event.</b>			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Send 1 as only used for individual events.

<b>Element: Result /Competitor /Opponent /Composition /Athlete /Description (1,1)</b>			
<b>Athletes extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
IFId	O	S(16)	International Federation ID

### 2.2.4.5 Message Sort

The attribute used to sort the results is 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	Full RSC	Full RSC of the 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: START_LIST (when the draw initially made) INTERMEDIATE (during the competition) 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).  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.

### 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 match/event unit is completed, including Official status. Therefore it is triggered up to two times (with both status) for each event unit. 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 = 'START\_LIST' when until before the first match is complete.
- 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 = '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 Values

Element: ExtendedInfos /SportDescription (0,1)			
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)			
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	<p>Bracket code to identify a bracket item (finals). There should be a different code for each bracket based on sport/ORIS presentation of the bracket.</p> <p>It is related to the phase of weight category event (round). In the first rounds and according to the number of competing athletes there might be a Repechage for this round.</p> <p>In the Case of the Bracket code="BRN1", the Bracket /BracketItems Codes to be used are R16, QFL, SF.</p>

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Each BracketItems should include all BracketItem grouped by their SC @BracketItems.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric ##0 or TBD	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, if the match number is not known.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 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.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	SC @ResultCode	Send the decision for the match.
NextUnit	O	CC @Unit	Full RSC of the unit where the successful competitor will progress
NextUnitLoser	O	CC @Unit	Full RSC of the unit where the unsuccessful competitor will progress

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 ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	Send when there is no competitor (BYE) or when it is not known yet (TBD).  Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor.
WLT	O	SC @WLT	W or L Indicates the winner or loser of the bracket item. Always send when known
IRM	O	SC @IRM	The invalid rank mark, if applicable

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
ECP		DRAW	N/A	Element Expected: When draw number exists
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the Draw Number for the competitor in this bracket item.
ECP		TECH_PTS	N/A	Element Expected: When this competitor has technical points (including 0)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the technical points for the competitor
ECP		CLASS_PTS	N/A	Element Expected: When this competitor has classification points (including 0)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the classification points for the competitor

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)</b>				
<p><b>Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It should always be informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket.</b></p> <p><b>CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.</b></p>				
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Unit	O	CC @Unit Full RSC	Full RSC 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	S(2)	If the competitor in the current unit is unknown due to coming from previous matches then fill this field with 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.	



<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)</b>			
<b>CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	O	<u>CC @Organisation</u>	Competitors' organisation if known

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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 use 1 if Competitor @Type="A".

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
IFId	O	S(16)	International Federation ID

### Sample

```
....
<BracketItem Code="131" Order="2" Date="2016-08-09" Time="01:20" Unit="WREM54KG-----SFNL0001----
" NextUnit Unit=" WREM54KG-----FNL-0001----" >
  <CompetitorPlace Pos="1" WLT="W" Result="PP" >
    <ExtCompPlace>
      <ExtendedResult Type="ECP" Code="DRAW" Value="2"/>
      <ExtendedResult Type="ECP" Code="TECH_PTS" Value="4"/>
      <ExtendedResult Type="ECP" Code="CLASS_PTS" Value="10"/>
    </ExtCompPlace>
    <PreviousUnit Unit=" WREM54KG-----QFNL0001----" />
    <Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
      <Composition>
        <Athlete Code="1066978" Order="1" >
          <Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP"
BirthDate="1991-12-16" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
....
```

### 2.2.5.5 Message Sort

The following order applies:

- Bracket @Code if more than one '@Code' is possible.
- BracketItems according to its @Code attribute.
- Then, the BracketItem /Unit @Unit are sorted according to their scheduled start time.

## 2.2.6 Statistics

### 2.2.6.1 Description

The Statistics message contains a list of statistics for a competitor (could be an individual athlete or a team), that applies at a DocumentCode level.

There will be a separate message (identified by the header's DocumentSubtype and DocumentSubcode) for every table where multiple statistics apply.

### 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	Full RSC	The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values).
DocumentSubcode	Not used.	Not used.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU	Attribute used to extend DocumentType. The attribute DocumentSubtype will be used to categorize different types of statistics reports. The following different DocumentSubtype header attributes:  * TOU: Tournament statistics, at discipline style event level. - Send the DocumentCode at discipline style event level (DDDGE-----, where EE will be 'GR' for Greco-Roman style and 'FS' for Freestyle). There will be one statistics message for each discipline style event (3 messages).
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is 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.

Attribute	Value	Comment
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.

### 2.2.6.3 Trigger and Frequency

This message has to be sent at the end of the tournament.

### 2.2.6.4 Message Values

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

Element: Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

<b>Element: Stats /StatsItems /StatsItem (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST	RES_SC @ResultCode	N/A	Element Expected: Always for the complete weight category events, in the case of TOU statistics.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	CC @Event or S(5)	Full RSC of the event or "TOTAL" for totals
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always for the complete weight category events, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	WINS_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of wins for this Result's code (@ResultCode code) in this weight category (@Eventcode) or the total.	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always for the complete weight category events, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	WINS_PERCENT		
Pos	N/A	N/A	
Value	Numeric #0.0	Percentage of wins for this Result's code (@ResultCode code) in this weight category (@Event code) or the overall %.	
ST_NOC	ORGANISATION	N/A	Element Expected: Always, in the case of TOU statistics.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	CC @Organisation or S(5)	CC @Organisation code or "TOTAL" for the totals
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	1P		
Pos	Numeric 0	Send 1 for own action, 2 for opponent action	
Value	Numeric 0	Number of 1 point actions made by this NOC in the discipline style	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	2P		

<b>Element: Stats /StatsItems /StatsItem (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
Pos	Numeric 0		Send 1 for own action, 2 for opponent action
Value	Numeric 0		Number of 2 point actions made by this NOC in the discipline style
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of TOU statistics.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	3P		
Pos	Numeric 0	Send 1 for own action, 2 for opponent action	
Value	Numeric 0	Number of 3 point actions made by this NOC in the discipline style	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of TOU statistics.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	4P		
Pos	Numeric 0	Send 1 for own action, 2 for opponent action	
Value	Numeric 0	Number of 4 point actions made by this NOC in the discipline style	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of TOU statistics.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	5P		
Pos	Numeric 0	Send 1 for own action, 2 for opponent action	
Value	Numeric	Number of 5 point actions made by this NOC in the discipline style	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of TOU statistics.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ACT_TIME		
Pos	Numeric 0	Send 1 for own action, 2 for opponent action	
Value	Numeric 0	Activity time of this NOC in the discipline style	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of TOU statistics.</b>			

<b>Element: Stats /StatsItems /StatsItem (1,N)</b>			
Type	Code	Pos	Description
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CAUTIONS		
Pos	Numeric 0		Send 1 for own action, 2 for opponent action
Value	Numeric 0		Number of cautions made by this NOC in the discipline style
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of TOU statistics.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DUR_TBT		
Pos	N/A		N/A
Value	Numeric 0.#		Average duration of match (Total time / Total matches) played by this NOC
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of TOU statistics.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DUR_TSUM		
Pos	N/A		N/A
Value	Numeric ##0.#		Total duration of all matches played by this NOC
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of TOU statistics.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	FALLS		
Pos	N/A		N/A
Value	Numeric #0		Number of falls for this NOC in the discipline style
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of TOU statistics.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	FALLS_OPP		
Pos	N/A		N/A
Value	Numeric #0		Number of falls opponent for this NOC in the discipline style
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, in the case of TOU statistics.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	

Element: Stats /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
Code	FINALS		
Pos	N/A	N/A	
Value	Numeric 0		Number of Finals reached by this NOC in the discipline styl
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MATCHES_AVG		
Pos	N/A	N/A	
Value	Numeric #0.##		Matches average for this NOC in the discipline style (ie. 0 or 0.55)
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MATCHES_LOST		
Pos	N/A	N/A	
Value	Numeric #0		Number of matches lost by this NOC in the discipline styl
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MATCHES_WON		
Pos	N/A	N/A	
Value	Numeric #0		Number of matches won by this NOC in the discipline style
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MATCHES_COMPETITOR		
Pos	N/A	N/A	
Value	Numeric 0.##		Ratio Matches/competitors for this NOC in the discipline style (e.g. 1, 2.57)
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	NUM_MATCHES		
Pos	N/A	N/A	



Element: Stats /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
Value	Numeric #0		Number of matches contested by this NOC in the discipline style
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	NUM_COMPETITOR		
Pos	N/A	N/A	
Value	Numeric #0	Number of competitors for this NOC in the discipline style	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	PERIOD		
Pos	Numeric #	Send period number. There are 2 periods.	
Value	Numeric #0	Number of @Pos periods contested by this NOC in the discipline style	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	PERIOD_COMPETITOR		
Pos	N/A	N/A	
Value	Numeric #0.##	Ratio Periods/competitors for this NOC in the discipline style (ie. 3 or 5.86)	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	PERIODS_NUM		
Pos	N/A	N/A	
Value	Numeric ##0	Number of periods contested by this NOC in the discipline style	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	PTS_INDEX		
Pos	N/A	N/A	
Value	Numeric	(PTS_WQ POS=1) - (-PTS_WQ POS=2) = Performance index	

<b>Element: Stats /StatsItems /StatsItem (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
	0.##		
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PTS_TOT		
Pos	Numeric 0	Send 1 for positive total, 2 for negative total points	
Value	Numeric 0	Number of total points made in the discipline style	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, in the case of TOU statistics.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PTS_WQ		
Pos	Numeric 0	Send 1 for own points, 2 for the opponent points	
Value	Numeric 0.##	Points per minute	

Sample

```

<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="RES_E2" Value="WREMGR57KG-----">
      <ExtendedStat Code="WINS_NUM" Value="0" />
      <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_EV" Value="WREMGR57KG-----">
      <ExtendedStat Code="WINS_NUM" Value="0" />
      <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_VT" Value="WREMGR57KG-----">
      <ExtendedStat Code="WINS_NUM" Value="3" />
      <ExtendedStat Code="WINS_PERCENT" Value="12.5" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_E2" Value="WREMGR65KG-----">
      <ExtendedStat Code="WINS_NUM" Value="0" />
      <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_EV" Value="WREMGR65KG-----">
      <ExtendedStat Code="WINS_NUM" Value="0" />
      <ExtendedStat Code="WINS_PERCENT" Value="0.0" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_PO" Value="TOTAL">
      <ExtendedStat Code="WINS_NUM" Value="17" />
      <ExtendedStat Code="WINS_PERCENT" Value="12.1" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_PP" Value="TOTAL">
      <ExtendedStat Code="WINS_NUM" Value="80" />
      <ExtendedStat Code="WINS_PERCENT" Value="56.7" />
    </StatsItem>
    <StatsItem Type="ST" Code="RES_SP" Value="TOTAL">
      <ExtendedStat Code="WINS_NUM" Value="8" />
      <ExtendedStat Code="WINS_PERCENT" Value="5.7" />
    </StatsItem>
    .....
    <StatsItem Type="ST_NOC" Code="ARM" Value="ARM">
      <ExtendedStat Code="NUM_COMPETITOR" Value="4" />
      <ExtendedStat Code="PERIODS_NUM" Value="13" />
      <ExtendedStat Code="PERIOD_COMPETITOR" Value="3.25" />
    .....
    <ExtendedStat Code="MATCHES_LOST" Value="5" />
    <ExtendedStat Code="MATCHES_AVG" Value="0.4" />
    <ExtendedStat Code="FINALS" Value="0" />
    <ExtendedStat Code="1P" Pos="1" Value="8" />
    <ExtendedStat Code="1P" Pos="2" Value="5" />
    <ExtendedStat Code="2P" Pos="1" Value="1" />
    <ExtendedStat Code="PTS_INDEX" Value="-0.72" />
  </StatsItem>

```

Element: Stats /Competitor (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID. The competitor should be participating in the style unit depending on the DocumentCode in the message's header.
Type	M	S(1)	A for team
Order	M	Numeric	Order of the competitor in the statistics
Organisation	O	CC @Organisation	Competitor's organisation

Element: Stats /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
Order	M	Numeric 0	Always 1.

Element: Stats /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: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	1P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action  Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Number of 1 point actions made by this athlete in the discipline style

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	2P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action  Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Number of 2 point actions made by this athlete in the discipline style
ST	3P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action  Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Number of 3 point actions made by this athlete in the discipline style
ST	4P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action  Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Number of 4 point actions made by this athlete in the discipline style
ST	5P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action  Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Number of 5 point actions made by this athlete in the discipline style

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	ACT_TIME	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action  Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Activity time of this athlete in the discipline style
ST	CAUTIONS	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric 0	Cautions of this athlete in the discipline style
ST	DUR_TBT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0.#	Average duration of match (Total time / Total matches) played by this athlete
ST	DUR_TSUM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.#	Total duration of all matches played by this athlete
ST	NUM_MATCHES	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Number of matches played by this athlete in the discipline style
ST	PTS_INDEX	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
	Value	M	Numeric 0.# #	(PTS_WQ POS=1) - (-PTS_WQ POS=2) = Performance index
ST	PTS_TOT		Numeric 0	Pos Description: Send 1 for positive total, 2 for negative total points  Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Number of total points made in the discipline style
ST	PTS_WQ		Numeric 0	Pos Description: Send 1 for own points, 2 for the opponent points  Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0.# #	Points per minute made

### Sample

```
...
<Competitor Code="1083982" Type="A" Order="1" Organisation="EGY">
  <Composition>
    <Athlete Code="1083982" Order="1">
      <Description GivenName="Diaaeldin Kamal Gouda" FamilyName="Abdelmottaleb" Gender="M"
      BirthDate="1993-05-02" Organisation="EGY" />
      <StatsItems>
        <StatsItem Type="ST" Code="NUM_MATCHES" Value="3" />
        <StatsItem Type="ST" Code="1P" Pos="1" Value="1" />
        <StatsItem Type="ST" Code="1P" Pos="2" Value="2" />
        <StatsItem Type="ST" Code="2P" Pos="1" Value="5" />
        <StatsItem Type="ST" Code="2P" Pos="2" Value="6" />
        <StatsItem Type="ST" Code="3P" Pos="1" Value="0" />
        <StatsItem Type="ST" Code="3P" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="4P" Pos="1" Value="0" />
        <StatsItem Type="ST" Code="4P" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="5P" Pos="1" Value="0" />
        <StatsItem Type="ST" Code="5P" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="CAUTIONS" Pos="1" Value="1" />
        <StatsItem Type="ST" Code="CAUTIONS" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="ACT_TIME" Pos="1" Value="0" />
        <StatsItem Type="ST" Code="ACT_TIME" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="PTS_TOT" Pos="1" Value="11" />
        <StatsItem Type="ST" Code="PTS_TOT" Pos="2" Value="14" />
        <StatsItem Type="ST" Code="DUR_TSUM" Value="16.9" />
        <StatsItem Type="ST" Code="DUR_TBT" Value="5.6" />
        <StatsItem Type="ST" Code="PTS_WQ" Pos="1" Value="0.65" />
        <StatsItem Type="ST" Code="PTS_WQ" Pos="2" Value="0.83" />
        <StatsItem Type="ST" Code="PTS_INDEX" Value="-0.18" />
      </StatsItems>
    </Athlete>
  </Composition>
</Competitor>
...
```

### 2.2.6.5 Message Sort

Sort according to the @Order attributes.



## 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	Full RSC of the 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.

Attribute	Value	Comment
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.

### 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 change.

### 2.2.7.4 Message Values

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

<b>Element: Result (1,N)</b>			
<b>For any event final ranking message, there should be at least one competitor being awarded a result for the event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
IRM	O	SC @Resultcode	Send if the competitor is granted a Result code including a disqualification.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

<b>Element: Result /Competitor (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If organisation, the value will be organisation code. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	A	A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A".

<b>Element: Result /Competitor /Composition /Athlete /Description (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
IFId	O	S(16)	International Federation ID

### Sample (Sample)

```
<Result Rank="1" SortOrder="1">
  <Competitor Code="1106858" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="1106858" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
        BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result SortOrder="2" IRM="DQB" >
  <Competitor Code="1090697" Type="A" Organisation="ESP" >
    <Composition>
      <Athlete Code="1090697" Order="1">
        <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="ESP"
        BirthDate="1994-12-16" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

### 2.2.7.5 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. The message is sent for each event separately. In that case send the unknown attributes blank (Value="). Send one message per event.

### 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	Full RSC	The DocumentCode will be at event level.
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	<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.

### 2.2.8.3 Trigger and Frequency

Follow the general definition, taking also into account the following:

- As soon as the information is known

Trigger also after any change.

### 2.2.8.4 Message Values

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC of the event

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	FORMAT	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @CompFormat
			Send the applicable code.
EC	BRACKET_SIZE	N/A	Element Expected: When available and if the format is in brackets
	<b>M/O</b>	<b>M/O</b>	<b>Value</b>
	M	M	SC @BracketItems
			Send the code for the first phase of the event

#### Sample

```

....
<Configs>
  <Config Unit="WREM57KG-----">
    <ExtendedConfig Type="EC" Code="FORMAT" Value="BRACKETS" />
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
  </Config>
</Configs>

```

### 2.2.8.5 Message Sort

There is no general message sorting rule

# 1 Document Control

Version history		
Version	Date	Comments
v1.0	2 March 2017	First version
V1.1	21 June 2017	Updated
V1.2	1 August 2017	Approved
V1.3	4 December 2017	Updated

**File Reference: ODF R-SOG-2020-WRE V1.3 APP**

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFA	DT_BRACKETS: Clarify that Result/Result is classification points. Add For/Against. Add Result/ExtendedResults
V1.2	APP	Approved
V1.3	APP	Pool Standings: Added Opponent Element