OLYMPIC DATA FEED

ODF Curling Data Dictionary
Lausanne 2020 - Winter Youth Olympic Games
 Technology and Information Department
© International Olympic Committee

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

Document 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.

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 curling.

- 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 / update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS *	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY *	Play by Play	
DT_CURRENT *	Current Information	
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_WEATHER *	Weather Conditions	
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	
DT_PRESENTER	Medal Presenters	

* Indicates that this message is not relevant for Lausanne 2020 Winter Youth Olympics

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 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 regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y').

The arrival of the competition schedule message resets all the previous schedule information for one 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, SBD etc)
HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)
HNOC NOC Head to Head units (e.g. ARC, ALP)
HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO 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 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 (and must be sent from the venue).

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). For example:

Start Time in message	To Display	Unit	HideStartDate	Location	Order
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2 Court 2	Unit 2	Y	Court 2	2
12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

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".

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, when EventOrder = LOC in Discipline codes)
3. By Time (regardless if HideStartDate="Y")
4. By Order
- The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day
- End users should display StartText if HideStartDate="Y"

If a StartText value of "Not before hh:mm" is used then it is expected that the StartDate sent is the same hh:mm.

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(s) or session(s), but does not notify any other change for the rest of the event units/sessions except for those contained in the message.

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

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

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:
- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule

application

1.1.1.1 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)	Full RSC at the 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
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. |

1.1.1.2 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available 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.

The triggers for status changes are described in each sport data dictionary where differences are needed.

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.

1.1.1.3 Message Values

Element: Competition /Session (0,N)			
Attribute	**M/O**	**Value**	**Description**
SessionCode	M	S(5)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	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)	Name of venue
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only 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.
Medal	O	S(1)	Send Y if this session includes at least one unit where a medal (any type of medal) is to be decided. Do not send if no such unit.

Element: Competition /Session /SessionName (1,N)			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Language of the Session Description
Value	O	S(40)	Name of the sports competition session

Sample

```
<Session Code="ATH01" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-
12T14:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
   <SessionName Language="ENG" Value="Athletics Session 1" />
</Session>
<Session Code="ATH02" StartDate="2016-08-12T18:00:00+01:00" EndDate="2016-08-
12T21:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
   <SessionName Language="ENG" Value="Athletics Session 2" />
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	Full RSC for the unit	
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	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 incorrert (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) 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. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	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. 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'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2006-02-26T10:00:00+01:00

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. 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.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in e ach 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) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Medal indicator. Do not send if not a medal event unit
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (CC).
Location	O	CC @Location	Location where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Location is not known yet (CC) or a generic code for the discipline.

Element: Competition /Unit (0,N)

Attribute	M/O	Value	Description
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".
SessionCode	O	S(5)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

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

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20) or a code set to be defined discipline by discipline	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. As in all messages with a description only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the

			description.

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

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

Element: Competition /Unit /VenueDescription (1,1)

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

Element: Competition /Unit /StartList /Start (1,N)

StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)

Attribute	M/O	Value	Description
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.
PreviousWLT	O	S(1)	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.
PreviousUnit	O	S(34)	The full RSC of the unit where this competitor came from. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.

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	S(1)	T for team
Organisation	O	CC @Organisation	Should be sent when known

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	Team IF number, send if available

1.1.1.4 Message Sort

Sort by Session @SessionCode.

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.

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 the 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.
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	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. |

2.2.2.3 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

Attribute	M/O	Value	Description
Element: Participant (1,N)			
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. 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. 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.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
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. "-" 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. "-" 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.

Element: Participant (1,N)

Attribute	M/O	Value	Description
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline

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
Class	O	CC @SportClass	Code to identify the class of the athlete. This attribute is mandatory for athletes in Wheelchair Curling
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send.

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

Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: If the information is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	CC @Position	Position Code in the Team

Type	Code	Pos	Description
ENTRY	HAND	N/A	Element Expected: As soon it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	SC @Hand	Hand

Type	Code	Pos	Description
ENTRY	ROLE	N/A	Element Expected: If applicable (this information can be sent in update message).

	Attribute	M/O	Value	Description
	Value	M	SC @Role	Athlete's role in the team. Only send if applicable, do not send empty.

Sample

```
<Discipline Code="CUR-----------------------------" >
    <RegisteredEvent Event="CURMTEAM4------------------------" >
        <EventEntry Type="ENTRY" Code="POSITION" Value="3" />
        <EventEntry Type="ENTRY" Code="HAND" Value="L" />
        <EventEntry Type="ENTRY" Code="ROLE" Value="V" />
    </RegisteredEvent>
</Discipline>
```

2.2.2.5 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
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.

2.2.3.3 Trigger and Frequency

The DT_PARTIC_TEAMS 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_TEAMS_UPDATE messages are sent.

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

2.2.3.4 Message Values

Element: Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. For all team officials
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

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

Type	Code	Pos	Description
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	S(1)	Team's Preliminary Group

Sample

```
Team  Code="CURMTEAM4-----CHN01"  Organisation="CHN"  Number="1"  Name="China"  Gender="M"  Current="true"
ModificationIndicator="U">
    <Composition>
        <Athlete Code="2005035" Order="1" />
        <Athlete Code="2005037" Order="2" />
        <Athlete Code="2005038" Order="3" />
        <Athlete Code="2005040" Order="4" />
        <Athlete Code="2005047" Order="5" />
    </Composition>
    <TeamOfficials>
        <Official Code="2005094" Function="COACH" />
        <Official Code="2456788" Function="TM_MGR" />
    </TeamOfficials>
    <Discipline Code="CUR----------------------------" >
        <RegisteredEvent Event="CURMTEAM4------------------------" />
            <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
        </RegisteredEvent>
    </Discipline>
</Team>
```

2.2.3.5 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
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 INTERMEDIATE (After each period) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
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	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.

2.2.4.3 Trigger and Frequency

- START_LIST: As soon as the team/teams are known, before the match begins.
- START_LIST: As soon as any of the line-up or starters are known and any change/addition to these only before the start of the match.
- START_LIST: As soon as Last Stone Draw information is available (after warm-up period of each team)
- LIVE: After the beginning of each end until the completion of the end.
- LIVE: After every change in any data during the end [scores etc.].
- INTERMEDIATE: After the result of each end has been confirmed by the teams.
- LIVE: Mixed Doubles only: Before the beginning of an end in case of powerplay situations announced to the umpires.
- UNOFFICIAL: As soon as the match is finished including last actions without further corrections, unless OFFICIAL messages are imminent.
- OFFICIAL: After the unit is official.

2.2.4.4 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.

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Send when LIVE or INTERMEDIATE
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Send current end
UI	EE	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" is the game has extra ends else do not send
UI	LRRS	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" if the game is in the last round robin session else do not send.
UI	SITUATION	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Send the description of the overall game situation.
DISPLAY	LAST_COMP_HOME	N/A	Element Expected: When available at the end of each end
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send Y if the Home team was the last team to score or in case of a blank end (0:0) or no score (X:X).
DISPLAY	LAST_COMP_AWAY	N/A	Element Expected: When available at the end of each end.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send Y if the Away team was the last team to score or in case of a blank end (0:0) or no score (X:X).

Sample

```
...
<ExtendedInfos>
    <UnitDateTime StartDate="2012-07-25T17:00:00+01:00" />
    <ExtendedInfo Type="UI" Code="PERIOD" Value="5" />
...
</ExtendedInfos>
```

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
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

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
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes
Attendance	O	#####0	Total attendance (do not send if unknown)

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Send according to the codes.
Order	M	Numeric	Send by order for each official.

Element: Officials /Official /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 official
Organisation	M	CC @Organisation	Officials' organisation

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)

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	Numeric #0	The end number
HomeScore	M	S(2)	Overall score of the home competitor at the end of the end indicated at @Code. Can be the score, W or L
AwayScore	M	S(2)	Overall score of the away competitor at the end of the end indicated at @Code. Can be the score, W or L
HomePeriodScore	O	S(1)	Score of the home competitor just for the end indicated at @Code. Can be the score, X, /, or not sent
AwayPeriodScore	O	S(1)	Score of the away competitor just for the end indicated at @Code. Can be the score, X, /, or not sent

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)

Type	Code	Pos	Description
EP	HOME_REMAIN	N/A	Element Expected: After each end is complete. Not relevant for Lausanne2020
Attribute	**M/O**	**Value**	**Description**
Value	M	h:mm:ss	Send the remaining time for the home team. Do not send leading zeros.
EP	AWAY_REMAIN	N/A	Element Expected: After each end is complete. Not relevant for Lausanne2020
Attribute	**M/O**	**Value**	**Description**
Value	M	h:mm:ss	Send the remaining time for the away team. Do not send leading zeros.
EP	LSCE	N/A	Element Expected: Send for each end
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send which team gets the last stone in the current end corresponding to the period. Send 1 for the first (Home) Team, 2 for the second (Away) Team

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)

	Type	Code	Pos	Description
EP		HOME_POWERPLAY	N/A	Element Expected: As soon as the teams let the umpire know, before an end is played. Data remains in the message until the end of the game.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' to indicate that the positioned stones are placed in the Power Play option.
EP		AWAY_POWERPLAY	N/A	Element Expected: As soon as the teams let the umpire know, before an end is played. Data remains in the message until the end of the game.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' to indicate that the positioned stones are placed in the Power Play option.

Sample

```
...
<Period Code="6" HomeScore="1" AwayScore="6" HomePeriodScore="0" AwayPeriodScore="4">
    <ExtendedPeriods>
        <ExtendedPeriod Type="EP" Code="HOME_POWERPLAY" Value="Y" />
        <ExtendedPeriod Type="EP" Code="LSCE" Value="2" />
    </ExtendedPeriods>
</Period>
<Period Code="7" HomeScore="1" AwayScore="6" HomePeriodScore=" AwayPeriodScore=">
    <ExtendedPeriods>
        <ExtendedPeriod Type="EP" Code="LSCE" Value="1" />
        <ExtendedPeriod Type="EP" Code="AWAY_POWERPLAY" Value="Y" />
    </ExtendedPeriods>
</Period>
```

Element: Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	Numeric #0 or W or L	The result of the competitor in the event unit
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned
WLT	O	SC @WLT	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
StartOrder	O	Numeric	Redundant, not required
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	LSD_TOTAL	N/A	Element Expected: When available, usually only for Round Robin

Attribute	M/O	Value	Description
Value	O	Numeric ##0.0	Total of Last Stone Draw shots in cm.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only if it is needed

Attribute	Value	Description
Code	TOSS	Send proposed code
Pos	N/A	
Value	S(1)	Send "Y" if determined by toss.

Type	Code	Pos	Description
ER	LSD	Numeric 0	Pos Description: LSD number, 1 or 2 Element Expected: For each LSD shot if applicable

Attribute	M/O	Value	Description
Value	O	Numeric ##0.0	Last Stone Draw in cm for this rock @Pos

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: For each LSD shot if applicable

Element: Result /ExtendedResults /ExtendedResult (1,N)

	Type	Code	Pos	Description
	Attribute	**Value**	**Description**	
	Code	PLAYER	Send proposed code	
	Pos	N/A		
	Value	S(20)	ID of the competitor who took the shot	
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: For each LSD shot if applicable**			
	Attribute	**Value**	**Description**	
	Code	TURN	Send proposed code	
	Pos	N/A		
	Value	SC @Turn	Send Turn	
ER		LSFE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send Y to indicate this team throws the "Last Stone First End" else do not send
ER		SITUATION	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Send the description of the game situation.

Sample

```
...
<ExtendedResults>
    <ExtendedResult Type="ER" Code="LSD_TOTAL" Value="158.4" >
    <ExtendedResult Type="ER" Code="LSD Pos="1" Value="62.0" >
        <Extension Code="PLAYER" Value="123456" />
        <Extension Code="TURN" Value="CW" />
...
    </ExtendedResult>
</ExtendedResults>
...
```

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)	T for team
Organisation	O	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team

Element: Result /Competitor /Coaches /Coach (1,N)
Competitor's Coach

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach order (if more than one coach is needed). Send 1 if just one coach, sequential number if more than one (order as they are presented on organisation entry form)
Function	M	CC @ResultsFunction	Coach functions

Element: Result /Competitor /Coaches /Coach /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 official
Nationality	M	CC @Country	Coach's nationality

Element: Result /Competitor /Coaches /Coach /Description /ExtendedDescription (0,N)

Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: If applicable for the coach.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @AthleteStatus	Send code is applicable. Only send if suspended or disqualified

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

Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	SC @Home	Send Home or Away designator

Sample

....
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
....

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	Current Order
StartSortOrder	M	Numeric #0	Order the players should appear in the Start List.

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)
Individual athletes entry information.

Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @AthleteStatus	Send code if applicable
EUE	ROLE	Numeric #0	Pos Description: Send the end where the athlete started in this role. Usually only 1 Element Expected: If applicable. Any ROLE change during a match it will be removed as soon as the match is OFFICIAL. Changes in ROLE occurred during a match are specified in ExtendedResult (Code=SITUATION).
Attribute	**M/O**	**Value**	**Description**
Value	O	SC @Role	Role of the player in the team starting at this @Pos
EUE	POSITION	Numeric #0	Pos Description: Send the end where the athlete started in this position. Usually only 1 Element Expected: Always. Any POSITION change during a match it will be removed as soon as the match is OFFICIAL. Changes in POSITION occurred during a match are specified in ExtendedResult (Code=SITUATION).
Attribute	**M/O**	**Value**	**Description**
Value	M	CC @Position	Position of the player in the team starting at this @Pos.
EUE	HAND	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	O	SC @Hand	Handedness of the player

Sample

```
<Athlete Code="1135320" Order="2">
    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
    <EventUnitEntry Type="EUE" Code="POSITION" Pos="1" Value="3" />
    <EventUnitEntry Type="EUE" Code="POSITION" Pos="6" Value="4" />
    <EventUnitEntry Type="EUE" Code="ROLE" Pos="1" Value="V" />
    <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
```

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Pool Standings

2.2.5.1 Description

The pool standings message contains the standings of a group in a competition.

This report is sent independently for each of the groups / pools of the competition in a particular phase, and the group / pool can be determined from the message header (DocumentCode).

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 (for the group)	RSC for the pool/group
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	S(20)	DocumentSubtype in the case the message sent for "Tentative Standings" in the final round of pool/group play then send as "PROJECTED". "Tentative Standings" provide the Round Robin final standings as if all games currently underway were finished, assuming the teams currently leading each game do in fact win. In the case of ties, the team with the last stone is assumed to be winning.
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 phase) 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	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

- Before the start of the competition to build the initial tables
- Send after each game is OFFICIAL (message is INTERMEDIATE until after last game).
- Send during play in the final round of pool play with DocumentSubtype = "PROJECTED". When the message is sent as PROJECTED:
  - Do not include the Opponent Element
  - Update each time there is any change in the projected rankings and for the first time when all LSFE are known.

2.2.5.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	SESSION	N/A	Element Expected: After at least one unit is complete
Attribute	**M/O**	**Value**	**Description**
Value	O	S(34)	Send the RSC of the session, either the current session or if not current then most recently completed.

Element: ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently unit made official for the pool included in this message. Not included for PROJECTED.
UnitsTotal	O	Numeric ##0	Total number of units (games) to be played in the pool included in the message. Not included for PROJECTED.
UnitsComplete	O	Numeric ##0	Total number of units (games) which are official in the pool included in this message. Not included for PROJECTED.

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: Result (1,N)
For any message, there should be at least one competitor being awarded a result for the pool.

Attribute	M/O	Value	Description
Rank	O	S(2)	Rank in the group.
Result	O	Numeric	Points in the table if points are used.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Result type, only send if an IRM unless points are used then POINTS is also applicable.
IRM	O	SC @IRM	The invalid rank mark if applicable.
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.
QualificationMark	O	SC @QualificationMark	Indicator for qualification of the competitor for the finals
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group. Do not send if the team has not played.

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	WIN_TIED	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Numbers of wins against tied teams
ER	POINTS_TIED	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Numbers of points against tied teams
ER	DSC	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Draw shot challenge

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)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

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

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

Element: Result /Competitor /Opponent (0,N)
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)

Type	Code	Pos	Description
T	S(20) with no leading zeroes	Numeric	Type Description: T for team 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.

	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.
	Unit	O	CC @Unit	Full RSC unit code for the unit
	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 (separator & order, example 5-2). 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.
	HomeAwayResult	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 2-5). Must include if the data is available and the match is complete. The order of the result data is always home team first and away team second

Element: Result /Competitor /Opponent /Description (0,1)
Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the opposition team.

Sample (General)

```
<Result Rank="4" Played="9" Won="5" Lost="4" SortOrder="4" QualificationMark="Q" >
    <Competitor Code="CURMTEAM4---GBR01" Type="T" Organisation="GBR">
        <Description TeamName="Great Britain"/>
        <Opponent  Code="CURMTEAM4---RUS01"  Type="T"  Pos="1"  Organisation="RUS"  Date="2018-02-03"
Time="14:00" Unit="CURMTEAM4------------RR"00090001" HomeAway="H" Result="9-7" >
            <Description TeamName="Russia"/>
        </Opponent>
        <Opponent  Code="CURMTEAM4---SWE01"  Type="T"  Pos="2"  Organisation="GBR"  Date="2018-02-02"
Time="09:00" Unit="CURMTEAM4------------RR"00120002" HomeAway="H" Result="8-10" >
            <Description TeamName="Sweden"/>
        </Opponent>
        <Opponent  Code="CURMTEAM4---ITA01"  Type="T"  Pos="3"  Organisation="ITA"  Date="2018-02-01"
Time="09:00" Unit="CURMTEAM4------------RR"00170001" HomeAway="A" Result="10-8" >
            <Description TeamName="Italy"/>
        </Opponent>
...
    </Competitor>
</Result>
```

2.2.5.5 Message Sort

The attribute used to sort the results is Result @SortOrder.

2.2.6 Brackets

2.2.6.1 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.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	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 (before any unit is complete) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
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.

2.2.6.3 Trigger and Frequency

- Before the competition (START_LIST).
- After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
- After every match during final phases (INTERMEDIATE)
- After the final match (UNOFFICIAL/OFFICIAL)
- Trigger after any change

2.2.6.4 Message Values

Element: ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the event
UnitsComplete	O	Numeric ##0	Total number of units which are official of the UnitsTotal.

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

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text.

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

Element: Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

Element: Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The semifinals or finals phases etc.

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

Attribute	M/O	Value	Description
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS.

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 competitors in the bracket (1 or 2).

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
Code	O	SC @CompetitorPlace	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(5)	The result (score) of the competitor in the event unit
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Description
Unit	O	CC @Unit	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. If from a pool then send RSC of the Pool phase.
Value	O	SC @Pool or S(10)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitors' organisation if known

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

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

Sample

```
...
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Order="1" Position="1" Date="2014-02-07" Time="12:00" Unit="CURMTEAM4------------SFNL00090002" Result="10-8" >
      <CompetitorPlace Pos="1" WLT="W" Result="10" >
        <PreviousUnit Unit="CURMTEAM4------------RR----------" Value="1" />
        <Competitor Code="CURMTEAM4---SWE01" Type="T" Organisation="SWE" >
          <Description TeamName="Sweden"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="8" >
        <PreviousUnit Unit="CURMTEAM4------------RR----------" Value="4" />
        <Competitor Code="CURMTEAM4---GBR01" Type="T" Organisation="GBR" >
          <Description TeamName="Great Britain"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
    <BracketItem Order="2" Position="2" Date="2014-02-07" Time="15:00" Unit="CURMTEAM4------------SFNL00020001" >
      <CompetitorPlace Pos="1">
        <PreviousUnit Unit="CURMTEAM4------------RR----------" Value="2" />
        <Competitor Code="CURMTEAM4---CAN01" Type="T" Organisation="CAN" >
          <Description TeamName="Canada"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <PreviousUnit Unit="CURMTEAM4------------RR----------" Value="3" />
        <Competitor Code="CURMTEAM4---CHN01" Type="T" Organisation="CHN" >
          <Description TeamName="China"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
...
```

2.2.6.5 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Phase and then BracketItem /Unit @Unit are sorted according to their scheduled start time.

2.2.7 Statistics

2.2.7.1 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, which could be for an event unit, a phase or an event.

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

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	Full event level RSC
DocumentSubcode	S(4)	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an NOC has more than one team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	Types of statistics: -TOU: For Tournament statistics -DSC: Ranking of the Draw Shot Challenge
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). LIVE (used during the competition when nothing else applies) 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	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.

2.2.7.3 Trigger and Frequency

After each match

2.2.7.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	SESSION	N/A	Element Expected: Always after at least one unit is complete.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(34)	Send the RSC of the session, either the current session or if not current then most recently completed.

Element: ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team.
UnitsTotal	O	Numeric ##0	Send the total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team.
UnitsComplete	O	Numeric ##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team.

Element: ExtendedInfos /SportDescription (0,1)
Sport Description in Text

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

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text.

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

Element: Stats (1,1)

Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed

Element: Stats /StatsItems /StatsItem (1,N)

	Type	Code	Pos	Description
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Games Played
ST		TIMEOUT	N/A	Element Expected: Always send if DocumentSubtype =TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total time outs
	Percent	O	S(3)	Success percentage after timeout or "-"
ST		STOLEN	N/A	Element Expected: Always, if the information is available for the DocumentSubtype =TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	0	Numeric ##0	Total stolen ends

Element: Stats /StatsItems /StatsItem (1,N)

	Type	Code	Pos	Description
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype =TOU

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Total number of points scored

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype =TOU

Attribute	Value	Description
Code	0	
Pos	N/A	
Value	Numeric ##0	The number of times 0 points was scored in an end

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype =TOU

Attribute	Value	Description
Code	1	
Pos	N/A	
Value	Numeric ##0	The number of times 1 point was scored in an end

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype =TOU

Attribute	Value	Description
Code	2	
Pos	N/A	
Value	Numeric ##0	The number of times 2 point was scored in an end

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype =TOU

Attribute	Value	Description
Code	3	
Pos	N/A	
Value	Numeric ##0	The number of times 3 point was scored in an end

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype =TOU

Element: Stats /StatsItems /StatsItem (1,N)

Type	Code	Pos	Description

Attribute	Value	Description
Code	4	
Pos	N/A	
Value	Numeric ##0	The number of times 4 point was scored in an end

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype =TOU

Attribute	Value	Description
Code	4+	
Pos	N/A	
Value	Numeric ##0	The number of times more than 4 points was scored in an end

Sample (TOU)

```
<Stats Code="TOU">
    <StatsItems>
        <StatsItem Type="ST" Code="MP" Value="8" />
        <StatsItem Type="ST" Code="TIMEOUT" Value="7" Percent="65" />
        <StatsItem Type="ST" Code="STOLEN" Value="9" />
        <StatsItem Type="ST" Code="PTS" Value="106" >
            <ExtendedStat Code="0" Value="17" />
            <ExtendedStat Code="1" Value="28" />
            <ExtendedStat Code="2" Value="23" />
            <ExtendedStat Code="3" Value="8" />
            <ExtendedStat Code="4" Value="2" />
            <ExtendedStat Code="4+" Value="0" />
        </StatsItem>
    </StatsItems>
…
```

Element: Stats /Competitor (0,N)
Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	S(1)	T for team A for athlete
Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code
Organisation	O	CC @Organisation	Competitor's organisation

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

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

Element: Stats /Competitor /StatsItems /StatsItem (1,N)
Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
ST	MP	N/A	Element Expected: Always send if DocumentSubtype= CUM, RANKING & TOU

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total games played

Type	Code	Pos	Description
ST	TIMEOUT	N/A	Element Expected: Always send if DocumentSubtype= TOU

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total timeouts
	Percent	O	Numeric ##0	Success percentage after timeout

Element: Stats /Competitor /StatsItems /StatsItem (1,N)
Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
ST	PLUS_MINUS	N/A	Element Expected: Always send if DocumentSubtype= TOU only

	Attribute	M/O	Value	Description
	Value	M	Numeric +##0 or -##0	Plus/minus value

Type	Code	Pos	Description
ST	LSFE	Numeric 0	Pos Description: Send 1 for "For" stat, 2 for "Against" stat Element Expected: Always send if DocumentSubtype= TOU only

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of LSFE for this @Pos

Type	Code	Pos	Description
ST	STOLEN	Numeric 0	Pos Description: Send 1 for "For" stat, 2 for "Against" stat Element Expected: Always, if the information is available for the DocumentSubtype=TOU

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total stolen ends

Type	Code	Pos	Description
ST	PTS	Numeric 0	Pos Description: Send 1 for "For" stat, 2 for "Against" stat Element Expected: Always, if the information is available for the DocumentSubtype=TOU

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of points scored

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	Value	Description
Code	0	
Pos	N/A	
Value	Numeric ##0	The number of times 0 points were scored in an end for that @Pos

Element: Stats /Competitor /StatsItems /StatsItem (1,N)
Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	Value	Description
Code	1	
Pos	N/A	
Value	Numeric ##0	The number of times 1 point were scored in an end for that @Pos

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	Value	Description
Code	2	
Pos	N/A	
Value	Numeric ##0	The number of times 2 point were scored in an end for that @Pos

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	Value	Description
Code	3	
Pos	N/A	
Value	Numeric ##0	The number of times 3 point were scored in an end for that @Pos

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	Value	Description
Code	4	
Pos	N/A	
Value	Numeric ##0	The number of times 4 point were scored in an end for that @Pos

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	Value	Description
Code	4+	
Pos	N/A	

Element: Stats /Competitor /StatsItems /StatsItem (1,N)
Team competitor's stats item, according to competitors' rules.

	Type	Code	Pos	Description
	Value	Numeric ##0		The number of times more than 4 points was scored in an end
ST		LSD_CW	Numeric #0	Pos Description: Send the round. Element Expected: Always, if the information is available for the DocumentSubtype=DSC only

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Clockwise last stone distance for the round in cm.

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: If applicable

Attribute	Value	Description
Code	DISCARDED	
Pos	N/A	
Value	S(1)	Send "Y" if this score is eliminated else do not send

	Type	Code	Pos	Description
ST		LSD_CCW	Numeric #0	Pos Description: Send the round. Element Expected: Always, if the information is available for the DocumentSubtype=DSC only

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Counter Clockwise last stone distance for the round in cm.

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: If applicable

Attribute	Value	Description
Code	DISCARDED	
Pos	N/A	
Value	S(1)	Send "Y" if this score is eliminated else do not send

	Type	Code	Pos	Description
ST		DSC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=DSC only

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.00	Draw shot challenge in cm.
	Rank	O	S(2)	Send the Rank for display of the DSC. Usually numeric but may be missing in the case of IRM

Element: Stats /Competitor /StatsItems /StatsItem (1,N)
Team competitor's stats item, according to competitors' rules.

	Type	Code	Pos	Description
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric #0	Send the sort order for DSC
ST		AVG	N/A	Element Expected: Always for DocumentSubtype=RANKING

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Average percentage success
	Rank	O	S(2)	Send the Rank for display of the average percent for the position
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric #0	Send the sort order

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always if data for the round and for DocumentSubtype=RANKING

Attribute	Value	Description
Code	ROUND	
Pos	Numeric #0	Send the round number
Value	Numeric ##0	Percentage in the round

Element: Stats /Competitor /StatsItems /StatsItem (1,N)
Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
DELIVERY	DRAW FRONT GUARD RAISE WICK FREEZE TAKEOUT HIT_ROLL CLEARING DBL_TAKEOUT NOT_CON ALL_DRAW ALL_TAKEOUT TOTAL	SC @Turn or TOT	Pos Description: CW for Clockwise, CCW for counter clockwise, TOT to total. Element Expected: Always, if the information is available for the DocumentSubtype=CUM only

Attribute	M/O	Value	Description
Value	O	Numeric ##0	Total of this delivery and turn (or TOT) delivered
Percent	M	Numeric ##0 or "-"	Percentage of this delivery and turn (or TOT)

Sample (DSC)

```
<Stats Code= "DSC ">
...
    <Competitor Code="CURMTEAM4---NOR01" Type="T" Order="5" Organisaion="NOR" >
        <Description TeamName="Norway" >
        <StatsItems>
            <StatsItem Type="ST" Code="DSC" Value="11.94" Rank="5" SortOrder="5"/>
            <StatsItem Type="ST" Code="LSD_CW" Pos="1" Value="12.0">
                <ExtendedStat Code="DISCARDED" Value="Y" />
            </StatsItem>
            <StatsItem Type="ST" Code="LSD_CW" Pos="2" Value="11.9" />
            <StatsItem Type="ST" Code="LSD_CW" Pos="3" Value="8.5" />
        </StatsItems>
    </Competitor>
```

Sample (TOU)

```
<Competitor Code="CURMTEAM4---SWE01" Type="T" Order="1" Organisation="SWE" >
    <Description TeamName="Sweden" />
    <StatsItems>
        <StatsItem Type="ST" Code="MP" Value="2" />
        <StatsItem Type="ST" Code="TIMEOUT" Value="7" />
            <ExtendedStat Code="PERCENT" Value="65" />
        </StatsItem>
        <StatsItem Type="ST" Code="PLUS_MINUS" Value="+6" />
        <StatsItem Type="ST" Code="LSFE" Pos="1" Value="0" />
        <StatsItem Type="ST" Code="STOLEN" Pos="1" Value="1" />
        <StatsItem Type="ST" Code="PTS" Pos="1" Value="15" >
            <ExtendedStat Code="0" Value="2" />
            <ExtendedStat Code="1" Value="2" />
            <ExtendedStat Code="2" Value="3" />
            <ExtendedStat Code="3" Value="1" />
            <ExtendedStat Code="4" Value="1" />
            <ExtendedStat Code="4+" Value="0" />
        </StatsItem>
        <StatsItem Type="ST" Code="LSFE" Pos="2" Value="2" />
        <StatsItem Type="ST" Code="STOLEN" Pos="2" Value="0" />
        <StatsItem Type="ST" Code="PTS" Pos="2" Value="9" >
            <ExtendedStat Code="0" Value="3" />
            <ExtendedStat Code="1" Value="5" />
            <ExtendedStat Code="2" Value="2" />
            <ExtendedStat Code="3" Value="0" />
            <ExtendedStat Code="4" Value="0" />
            <ExtendedStat Code="4+" Value="0" />
        </StatsItem>
    </StatsItems>
</Competitor>
```

Sample (CUM)

```
<Stats Code="CUM">
    <Competitor Code="CURMTEAM4---CAN01" Type="T" Order="1" Organisation="CAN">
        <Description TeamName="Canada" />
        <StatsItems>
            <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="TOT" Value="89" Percent="81" />
            <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="CW" Value="27" Percent="77" />
            <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="CCW" Value="62" Percent="83" />
…
```

Sample (RANKING)

```
<Stats Code="RANKING">
    <Competitor Code="CURMTEAM4---SWE01" Type="T" Order="1" Organisation="SWE" >
        <Description TeamName="Sweden" />
        <StatsItems>
            <StatsItem Type="ST" Code="MP" Value="2" />
            <StatsItem Type="ST" Code="AVG" Value="88" Rank="1" SortOrder="1" >
                <ExtendedStat Code="ROUND" Pos="1" Value="85" />
                <ExtendedStat Code="ROUND" Pos="2" Value="91" />
            </StatsItem>
        </StatsItems>
    </Competitor>
```

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 either a team member or an individual athlete
Order	M	Numeric 0	Sort order

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	POS	N/A	Element Expected: Always for DocumentSubtype=RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Send the athlete position

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	POS_DIFF	Numeric #0	Pos Description: Send the round number Element Expected: If applicable in the and for DocumentSubtype=RANKING

	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Send the position when a player started the game at different position from the original line-up position

ST		MP	N/A	Element Expected: Always for DocumentSubtype=RANKING and CUM

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total games played

ST		AVG	N/A	Element Expected: Always for DocumentSubtype=RANKING

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Average percentage success
	Rank	O	S(2)	Send the Rank for display of the average percent for the position.
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric #0	Send the sort order

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always if data for the round and for DocumentSubtype=RANKING		
Attribute	**Value**	**Description**
Code	ROUND	
Pos	Numeric #0	Send the round number
Value	Numeric ##0	Percentage success in the round

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
DELIVERY	DRAW FRONT GUARD RAISE WICK FREEZE TAKEOUT HIT_ROLL CLEARING DBL_TAKEOUT NOT_CON ALL_DRAW ALL_TAKEOUT TOTAL	SC @Turn or TOT	Pos Description: CW for Clockwise, CCW for counter clockwise, TOT to total. Element Expected: Always, if the information is available for the DocumentSubtype=CUM only

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Total of this delivery and turn (or TOT) delivered
	Percent	M	Numeric ##0 or "-"	Percentage of this delivery and turn (or TOT)

Sample (CUM)

```
<Athlete Code="2016143" Order="1">
    <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="CAN" BirthDate="1994-12-15" />
    <StatsItems>
        <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="TOT" Value="22" Percent="81" />
        <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="CW" Value="12" Percent="77" />
        <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="CCW" Value="10" Percent="83" />
```

Sample (RANKING)

```
<Athlete Code="2002589" Order="1">
    <Description GivenName="John" FamilyName="Parker" Gender="M" Organisation="SWE" BirthDate="1994-10-15" />
    <StatsItems>
        <StatsItem Type="ST" Code="POS" Value="1" />
        <StatsItem Type="ST" Code="MP" Value="2" />
        <StatsItem Type="ST" Code="AVG" Value="84" Rank="3" SortOrder="3" >
            <ExtendedStat Code="ROUND" Pos="1" Value="79" />
            <ExtendedStat Code="ROUND" Pos="2" Value="90" />
        </StatsItem>
    </StatsItems>
</Athlete>
<Athlete Code="2002592" Order="2">
```

2.2.7.5 Message Sort

Sort according to the @Order attributes.

2.2.8 Event Final Ranking

2.2.8.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event.

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.

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Full (34) 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.
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.

2.2.8.3 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.

- After each final position is known (PARTIAL or OFFICIAL).

2.2.8.4 Message Values

Element: ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the event
UnitsComplete	O	Numeric ##0	Total number of units which are official of the UnitsTotal.

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)	Text short description, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit.

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

Element: Result (1,N)
For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
Played	O	Numeric #0	Send number of matches played including Round Robin and play-offs
Won	O	Numeric #0	Send number of matches won including Round Robin and play-offs
Lost	O	Numeric #0	Send number of matches lost including Round Robin and play-offs
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Result /Competitor (1,1)
Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Organisation of the competitor

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample

```
<Result Rank="2" SortOrder="2" Played="12" Won="9" Lost="3" >
    <Competitor Code="CURWTEAM4---SWE01" Type="T" Organisation="SWE" >
        <Description TeamName="Sweden"/>
        <Composition>
            <Athlete Code="2002600" Order="1" />
…
```

2.2.8.5 Message Sort

Sort by Result @SortOrder

2.2.9 Configuration

2.2.9.1 Description

The Configuration is a message containing general configuration.

2.2.9.2 Header Values

The following table describes the message header attributes.

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

2.2.9.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.2.9.4 Message Values

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

Element: Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
EC	ENDS_NUM	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Send the number of ends to be played in this tournament.
EC	FINALS	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Send the play-off system, Olympic or Page
EC	TEAMS	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Number of teams in the competition

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: Always

Attribute	Value	Description
Code	FINALS	Send proposed code
Pos	N/A	
Value	Numeric #0	Number of teams which progress to the finals

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: Always

Attribute	Value	Description
Code	RELEGATED	Send proposed code
Pos	N/A	
Value	Numeric #0	Number of teams which are relegated to a lower division if applicable.

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description
EC	GROUPS	N/A	Element Expected: If groups are applicable (i.e. if more than 1)

Attribute	M/O	Value	Description
Value	M	Numeric #0	Number of groups in the preliminary phase of the competition.

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: If applicable

Attribute	Value	Description
Code	COLOUR	Send proposed code
Pos	Numeric #0	Send the group number to distinguish the groups 1..n
Value	String	Colour of the group, for example blue

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: If applicable

Attribute	Value	Description
Code	FINALS	Send proposed code
Pos	N/A	
Value	Numeric #0	Number of teams per group which progress to the finals

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: If applicable

Attribute	Value	Description
Code	NAME	Send proposed code
Pos	Numeric #0	Send the group number to distinguish the groups 1..n
Value	String	Name of the Group, for example "Group A"

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: If applicable

Attribute	Value	Description
Code	RELEGATED	Send proposed code
Pos	N/A	
Value	Numeric #0	Number of teams per group which are relegated to a lower division if applicable.

Element: Configs /Config /ExtendedConfig (1,N)

Type		Code	Pos	Description
EC		CHALLENGE	N/A	Element Expected: If challenge game applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the rank that needs to play a challenge games
EC		PLAYERS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of players per team playing at one time (2 or 4)
EC		COMPETITION	N/A	Element Expected: Always Competition level, is sent for each event.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Full competition name, for example "Olympic Games"

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: Always

Attribute	Value	Description
Code	END_DATE	Send proposed code
Pos	N/A	
Value	Date	End Date of the competition.

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: Always

Attribute	Value	Description
Code	LOCATION	Send proposed code
Pos	N/A	
Value	String	City of the competition, for example "Sochi, Russia"

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: Always

Attribute	Value	Description
Code	START_DATE	Send proposed code
Pos	N/A	
Value	Date	Start Date of the competition.

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: Always

Attribute	Value	Description

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description
Code	TIME_ZONE	Send proposed code	
Pos	N/A		
Value	String	Time zone code for the main competition venue, for example in winter London is GMT or PyeongChang is KST.	

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always			
Attribute	**Value**	**Description**	
Code	UTC_OFFSET	Send proposed code	
Pos	N/A		
Value	S(9)	UTC offset for the main competition venue. For example "UTC-05:00" for New York.	

EC		EVENTNAME	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Full Event name, for example "Mixed NOC Doubles"
EC		COMPETITIONTYPE	N/A	Element Expected: Always Competition level, is sent for each event.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Type of Competition. Possible types include: - Olympic Games - Paralympic Games - World Championship - Continental Championship - Qualification - B-Competition - C-Competition

Sample

```
<Configs>
    <Config Unit="CURMTEAM4------------------------"/>
        <ExtendedConfig Type="EC" Code="ENDS_NUM"Value="10" />
        <ExtendedConfig Type="EC" Code="FINALS" Value="Olympic" />
        <ExtendedConfig Type="EC" Code="TEAMS_NUM" Value="10" >
          <Extension Code="FINALS" Value="4" />
          <Extension Code="RELEGATED" Value="0" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="GROUPS_NUM" Value="1" >
          <Extension Code="FINALS" Value="4" />
          <Extension Code="RELEGATED" Value="0" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="PLAYERS" Value="4" />
....
    </Config>
</Configs>
```

2.2.9.5 Message Sort

There is no general message sorting rule.

3 Document Control

Version history		
Version	**Date**	**Comments**
V0.1		First version
V0.2	16 Aug 2019	Modifications for Lausanne2020
V0.3	06 Sept 2019	Update of a number of messages, add table of contents
V0.4	27 Sept 2019	Removed references to irrelevant messages, elements and attributes for Lausanne 2020. Added required attributes and extended configuration following Beijing 2022 ORIS Meeting
V0.5	11 Dec 2019	Updated the Last Stone Current End to be sent for each end

File Reference: ODF -WYOG-2020-CUR V0.5 SFR

Change Log		
Version	**Status**	**Changes in version**
V0.1	SFR	First Version
V0.2	SFR	Modifications for Lausanne2020
V0.3	SFR	DT_SCHEDULE - Element: Session; Attribute: Medal DT_PARTIC - Element: Participant; Attribute: Olympic Solidarity DT_PARTIC_TEAMS - Element: Team; Attribute: Name DT_PARTIC_TEAMS - Element: Team; Attribute: TVTeamName
V0.4	SFR	Removed references and extensions for DT_PLAY_BY_PLAY, DT_CURRENT, DT_WEATHER DT_RESULT: Removed Result /Competitor /Statsitems /StatsItem DT_RESULT: Removed Result /Competitor /Athlete /Statsitems /StatsItem DT_POOL_STANDING: added HomeAwayResult attribute to Result /Competitor /Opponent DT_STATS: removed CUM & RANKING DocumentSubtypes DT_CONFIG: added COMPETITIONTYPE & EVENTNAME to COnfigs /Config /ExtendedConfig
V0.5	SFR	DT_RESULT: Element: Periods /Period /ExtendedPeriods /ExtendedPeriod updated when to send LSCE