Olympic Data Feed

Fencing
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Fencing Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Fencing 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 Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

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 Fencing.

- 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 responsibilities appears in the ODF Foundation Principles Appendices

Message Type	Message Name	Message\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

The Competition schedule is a bulk message provided for one 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	Display	Unit	HideStartDate	Location	Order in message
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 sessions(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

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (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	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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") 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 units should be sent immediately when officially known which should be as soon as possible after the preceding unit changes to official.

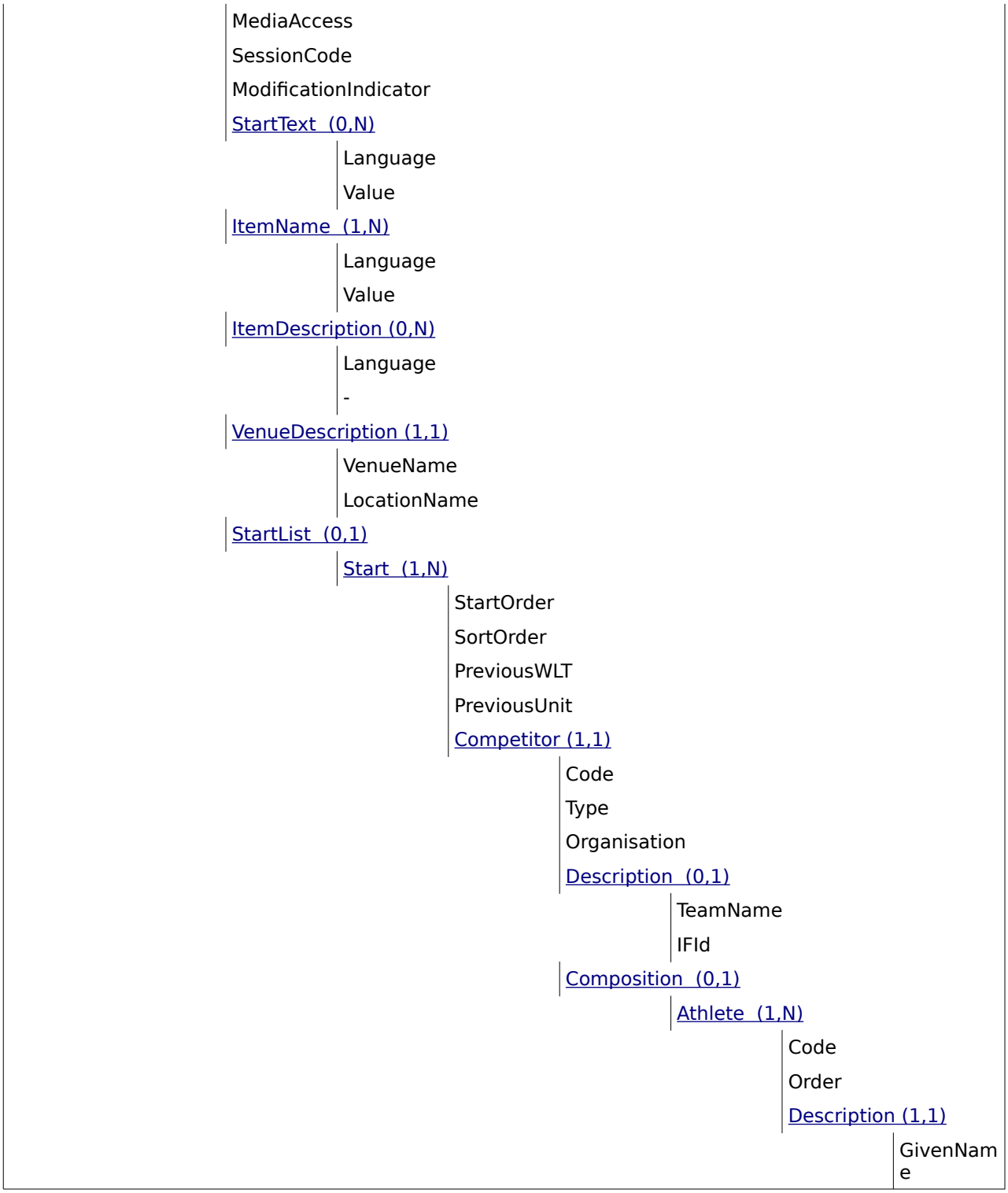
The triggers for status changes are described in each sport data dictionary where differences are needed.

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.

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	Session (0,N)							
		SessionCode						
		StartDate						
		EndDate						
		Leadin						
		Venue						
		VenueName						
		ModificationIndicator						
		SessionStatus						
		SessionType						
		SessionName (1,N)						
			Language					
			Value					
	Unit (0,N)							
		Code						
		PhaseType						
		UnitNum						
		ScheduleStatus						
		StartDate						
		HideStartDate						
		EndDate						
		HideEndDate						
		ActualStartDate						
		ActualEndDate						
		Order						
		Medal						
		Venue						
		Location						


MediaAccess
SessionCode
ModificationIndicator
StartText (0,N)
Language
Value
ItemName (1,N)
Language
Value
ItemDescription (0,N)
Language
-
VenueDescription (1,1)
VenueName
LocationName
StartList (0,1)
Start (1,N)
StartOrder
SortOrder
PreviousWLT
PreviousUnit
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
IFId
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName

	FamilyName Gender Organisation BirthDate IFId Class

2.2.1.5 Message Values

Element Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element Competition /Session (0,N)			
Attribute	**M/O**	**Value**	**Description**
SessionCode	M	S(10)	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.

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

Sample (General)

```
<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 incorrect (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
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 each

			session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) 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	Indicator of medal awarded for this unit.
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
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(10)	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. If a unit finishes in a different session (due to interuption) from the starting one then the SessionCode remains the starting code.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

Element Competition /Unit /StartText (0,N) **This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.**			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is

		or a code set to be defined discipline by discipline	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, A for athlete
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

Element Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N) **Only send in the case that the Unit type is one of HATH (AR, BD, TE etc) or HCOUP (BD, TE etc),** **In case of the Competitor @Code='TBD' the Competitor element should not be sent.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**

GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

2.2.1.6 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.

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

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

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message includes a list of current athletes, officials, coaches, guides, technical officials, reserves and historical athletes regardless of their 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)	Full 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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
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 prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

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

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			

- TVName
- TVInitialName
- TVFamilyName
- LocalFamilyName
- LocalGivenName
- Gender
- Organisation
- BirthDate
- Height
- Weight
- PlaceofBirth
- CountryofBirth
- PlaceofResidence
- CountryofResidence
- Nationality
- MainFunctionId
- Current
- OlympicSolidarity
- ModificationIndicator
- Discipline (1,1)
  - Code
  - IFId
  - RegisteredEvent (0,N)
    - Event
    - Class
    - Substitute
    - EventEntry (0,N)
      - Type
      - Pos
      - Value
      - Code

2.2.2.5 Message Values

Element Competition (0,1)

Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Sample (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-FEN-1.10" Codes="SOG-2020-1.20" >
```

Element Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
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 critial 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)
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/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth

CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	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	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	FIE identification (IF number)

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 @DisciplineClass	Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games). This attribute is optional because is not used in other type of events without handicapped athletes. Send only in the Case of Current="true".
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player. (only expected in team events)

Element Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		HAND	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Hand	Handedness of the athlete
ENTRY		LICENCE	N/A	Element Expected: Always, as soon as this information is known and this athlete has FIE license number (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(16)	International Fencing Federation (FIE) license number
ENTRY		QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages). For Individual and Team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC	Qualification type

			@QualifiyingType	
ENTRY		RANK_WLD	N/A	Element Expected: Always, as soon as this information is known and this athlete has ranking or not (this information can be sent in both messages). Only for Individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	World Ranking
ENTRY		SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number (this information only will be sent in the update message). Only for Individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Seed Number

2.2.2.6 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

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

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)	Full 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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
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 Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		TVTeamName			
		Gender			
		Current			
		ModificationIndicator			
		Composition (0,1)			
			Athlete (0,N)		
				Code	
				Order	
		TeamOfficials (0,1)			
			Official (1,N)		
				Code	
				Function	
				Order	
		Discipline (0,1)			
			Code		
			RegisteredEvent (0,1)		
				Event	
				EventEntry (0,N)	
					Type
					Pos
					Value
					Code

2.2.3.5 Message Values

Element Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	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.
Order	O	Numeric	Team member order

Element Team /TeamOfficials /Official (1,N) **Send if there are specific officials for the team. Does not apply to historical teams.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials.
Function	M	CC @ResultsFunction	Official's function for the team.
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	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages)

	Attribute	M/O	Value	Description
	Value	M	SC @QualifiyingType	Qualification type
ENTRY		RANK_WLD	N/A	Element Expected: Always, as soon as this information is known and the team has ranking or not (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	World Ranking
ENTRY		SEED	N/A	Element Expected: Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Seed Number

2.2.3.6 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentSubcode	Not used	Not used
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (during extended breaks) 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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the

		message.

2.2.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the start list information is available and for any change to this information.

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates:
- At the start of the competition (LIVE)
- With every change in any data (LIVE)
- In case of Toss please send the message as soon the Priority winner is know

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

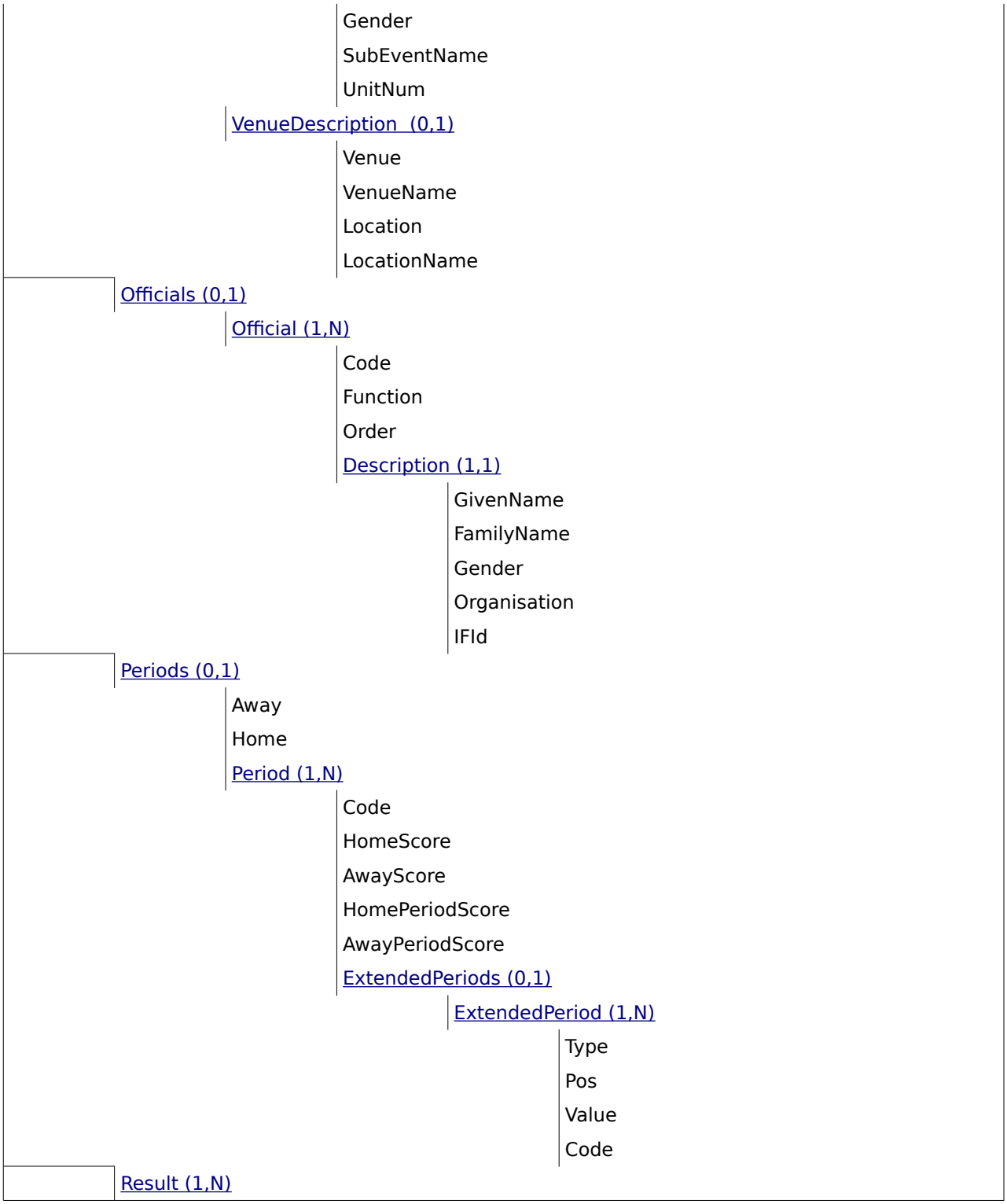
The message is sent as 'INTERMEDIATE' during extended breaks.

Trigger also after any change.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
			Duration					
		ExtendedInfo (0,N)						
			Type					
			Pos					
			Value					
			Code					
			Extension (0,N)					
		SportDescription (0,1)						
			DisciplineName					
			EventName					


Gender
SubEventName
UnitNum
VenueDescription (0,1)
Venue
VenueName
Location
LocationName
Officials (0,1)
Official (1,N)
Code
Function
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
IFId
Periods (0,1)
Away
Home
Period (1,N)
Code
HomeScore
AwayScore
HomePeriodScore
AwayPeriodScore
ExtendedPeriods (0,1)
ExtendedPeriod (1,N)
Type
Pos
Value
Code
Result (1,N)

- Result
- IRM
- WLT
- SortOrder
- StartOrder
- StartSortOrder
- ResultType
- ExtendedResults (0,1)
  - ExtendedResult (1,N)
    - Type
    - Code
    - Pos
    - Value
    - Extension (0,N)
- Competitor (1,1)
  - Code
  - Type
  - Organisation
  - Description (0,1)
    - TeamName
    - IFId
  - EventUnitEntry (0,N)
    - Type
    - Pos
    - Value
    - Code
  - Composition (0,1)
    - Athlete (0,N)
      - Code
      - Order
      - Description (1,1)
        - GivenName
        - FamilyName
        - Gender
        - Organisation

BirthDate
IFId
Class
EventUnitEntry (0,N)
Type
Pos
Value
Code
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Extension (0,N)

2.2.4.5 Message Values

Element Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element ExtendedInfos /UnitDateTime (0,1) Actual start date and time / end date and time. (do not include until unit starts)			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.
Duration	O	mm:ss	Total duration of the encounter (Bout Time or Total Match Time according to the events of Individual or Team respectively). Remove leading zeros in minutes (unless time under one minute then one zero)

Element ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**

DISPLAY		LAST_COMP	SC @Period	Pos Description: Send the Period Element Expected: Send the last athlete who make a touch with every LIVE update (Different @Pos depending on event type) Only in the LIVE messages.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the last athlete to make a touch Send '0' for both athletes scoring in the same time.
UI		COMP	Numeric #	Pos Description: Sequential number to indicate the bout number between each member of one team against each from the other one. Element Expected: Always, when this information is available (just for Team events)
	Sub Element ExtendedInfos /ExtendedInfo /Extension Expected Always, when this information is available (just for Team events)			
	Attribute	**Value**	**Description**	
	Code	A		
	Pos	N/A	N/A	
	Value	S(20) with no leading zeroes	Athlete's ID (to identify an athlete) that competes in this bout as a member from the team A.	
	Sub Element ExtendedInfos /ExtendedInfo /Extension Expected Always, when this information is available (just for Team events)			
	Attribute	**Value**	**Description**	
	Code	B		
	Pos	N/A	N/A	
	Value	Value S(20) with no leading zeroes	Athlete's ID (to identify an athlete) that competes in this bout as a member from the team B.	
UI		DURATION_IND	Numeric #	Pos Description: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams.

				Element Expected: Only for the team event, at the end of each bout from the team match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Duration of the Bout (within the match, for team events), including any overtime. Remove leading zeros in minutes (unless time under one minute then one zero)
UI		DURATION_OVERTIME	N/A	Element Expected: Always, at the end of the individual bout / team match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Overtime's duration of the encounter (Bout Overtime or Match Overtime, according to the events of Individual or Team respectively). Remove leading zeros in minutes (unless time under one minute then one zero)
UI		DURATION_NORMAL	N/A	Element Expected: Always, at the end of the individual bout / team match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Duration of the encounter (Bout Time or Total Match Time according to the events of Individual or Team respectively), not including any overtime. Remove leading zeros in minutes (unless time under one minute then one zero)
UI		OVERTIME	N/A	Element Expected: If overtime is required in the unit For both events: individual and team.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y only if the encounter goes to Overtime.
UI		TOSS	N/A	Element Expected: As soon as the Priority competitor is known. For both events: individual and team

				Do not send if there is a point marked in the OT period or the OT period is finished without winner (0-0 score in the OT period).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1) (A, B)	The Victory by Toss indicator before the overtime period, in the case of a tie after the competition periods. Send 'A' or 'B' if the preferred winner is the first or the second athlete.
UI		WINNER_ID	N/A	Element Expected: Always, at the end of the individual bout / team match if there is a winner
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Athlete's ID / Team's ID, to identify an athlete or team, winner of the encounter (individual bout or team match) respectively.

Sample (Individual)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T19:10:00+01:00" Duration="31:59" />
  <ExtendedInfo Type="UI" Code="DURATION_OVERTIME" Value="0:01" />
  <ExtendedInfo Type="UI" Code="OVERTIME" Value="Y"/>
  <ExtendedInfo Type="UI" Code="DURATION_NORMAL" Value="31:58" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1092084" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1092084" />
```

Sample (Team)

```
..
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-02T18:00:00+01:00" Duration="66:24" />
  <ExtendedInfo Type="UI" Code="COMP" Pos="1">
    <Extension Code="A" Value="1071386" />
    <Extension Code="B" Value="1099401" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="COMP" Pos="2">
    <Extension Code="A" Value="1071388" />
    <Extension Code="B" Value="1099405" />
  </ExtendedInfo>
..
  <ExtendedInfo Type="UI" Code="COMP" Pos="9">
    <Extension Code="A" Value="1071388" />
    <Extension Code="B" Value="1099401" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="DURATION_NORMAL" Value="66:24" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="FEW401ITA01" />
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="1" Value="11:36" />
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="2" Value="4:17" />
..
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="9" Value="8:35" />
```

Element ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Bout number / match number

Element ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message. Send according to the codes for: - Referee - Video Referee - Assistant Referee (2 or 3 referees, 1 video referee and 2 assistants are expected in Team events, and 1 referee, 1 video referee and 2 assistants for Individual events)
Order	M	Numeric	Official's order as required in the sport

Element Officials /Official /Description (1,1)

Officials 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 official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

Element Periods (0,1)

For Individual events only

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

Element Periods /Period (1,N)

Only for the individual events and expected only for the current and previous periods.

Attribute	M/O	Value	Description
Code	M	SC @Period	Period code, usually there are 3 periods and optionally an overtime.
HomeScore	M	Numeric #0	Overall score of the home (A) competitor at the end of the period or during if current (e.g.: 4 at the end of Period-1 ('1st Period'), 11 at the end of Period-2 ('2nd Period'), ...)

AwayScore	M	Numeric #0	Overall score of the away (B) competitor at the end of the period or during if current (e.g.: 4 at the end of Period-1 ('1st Period'), 9 at the end of Period-2 ('2nd Period'), ...)
HomePeriodScore	O	Numeric #0 or '-'	Score of the home (A) competitor only for this period After the bout is unofficial, if a round has not been contested then send '-'.
AwayPeriodScore	O	Numeric #0 or '-'	Score of the away(B) competitor only for this period After the bout is unofficial, if a round has not been contested then send '-'.

Element Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N) **ExtendedPeriod information.**				
Type		**Code**	**Pos**	**Description**
EP		LAST_TOUCH	N/A	Element Expected: Individual events. Always, after each touch.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1) (A or B or 0)	Last Touch Indicator for this period when it is the last finished within the bout. Send 'A' or 'B' if the last touch is scored by A or B competitor. Sent for each period in Individual events. Send '0' for both athletes scoring in the same time.

Sample (General)

```
<Periods>
<Period Code="P1" HomeScore="8" AwayScore="5" HomePeriodScore="8" AwayPeriodScore="5"/>
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="A" />
</ExtendedPeriods>
<Period Code="P2" HomeScore="11" AwayScore="11" HomePeriodScore="3" AwayPeriodScore="6" /
>
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="B" />
</ExtendedPeriods>
<Period Code="P3" HomeScore="15" AwayScore="13" HomePeriodScore="4" AwayPeriodScore="2" /
>
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="B" />
</ExtendedPeriods>
<Period Code="OT" HomeScore="15" AwayScore="13" HomePeriodScore="-" AwayPeriodScore="-" /
>
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="A" />
</ExtendedPeriods>
```

Element Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric #0	Result for the particular event unit, i.e. the final score in the corresponding bout / match (in Individual / Team events respectively). Send in the case @ResultType is Points or IRM with points.
IRM	O	SC @IRM	The invalid rank mark, if applicable. IRM of the competitor for the particular event unit. Send IRM if known before competition.
WLT	O	SC @WLT	The code whether a competitor won (W) [Victory] or lost (L) [Defeat] the bout/match. Only will be informed (it is mandatory) at the end of the bout / match (in Individual / Team events respectively). In the case or both disqualified then both receive L
SortOrder	M	Numeric	Sort order now either start list at start or results order at end. Send 1 for A competitor and 2 for B competitor
StartOrder	M	Numeric	Send 1 for A competitor and 2 for B competitor for both Individual and Team events.
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding individual bout / team match

			(see codes section). Only will be informed (mandatory) at the end of the bout / match (in Individual / Team events respectively).

Element Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		BOUT	Numeric #	Pos Description: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams. Element Expected: Always, for each point scored at match level and at the end of each bout within the match
	Sub Element Result /ExtendedResults /ExtendedResult /Extension **Expected Always, after each scored point.**			
	Attribute	**Value**	**Description**	
	Code	TEAM_SCORE		
	Pos	N/A	N/A	
	Value	Numeric #0	Team's cumulative score after each scored point (at match level). (for the team in the match).	
ER		BC_NUM	S(10)	Pos Description: Send COMPETITOR or COACH as applicable Element Expected: Always after the unit starts
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Warnings - Number of black cards.
ER		RC_NUM	S(10)	Pos Description: Send COMPETITOR Element Expected: Always after the unit starts
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric 0	Warnings - Number of red cards.
ER		YC_NUM	S(10)	Pos Description: Send COMPETITOR or COACH as applicable Element Expected: Always after the unit starts
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Warnings - Number of yellow cards

Sample (Team)

```
<Result ResultType="POINTS" Result="45" SortOrder="1" WLT="W" StartOrder="1" StartSortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="BOUT" Pos="1">
      <Extensions>
        <Extension Code="TEAM_SCORE" Value="5" />
      </Extensions>
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="BOUT" Pos="2">
      <Extensions>
        <Extension Code="TEAM_SCORE" Value="10" />
      </Extensions>
    </ExtendedResult>
....
    <ExtendedResult Type="ER" Code="BOUT" Pos="9">
      <Extensions>
        <Extension Code="TEAM_SCORE" Value="45" />
      </Extensions>
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="YC_NUM" Pos="COMPETITOR" Value="2" />
    <ExtendedResult Type="ER" Code="RC_NUM" Pos="COMPETITOR" Value="0" />
    <ExtendedResult Type="ER" Code="BC_NUM" Pos="COMPETITOR" Value="0" />
    <ExtendedResult Type="ER" Code="YC_NUM" Pos="COACH" Value="2" />
    <ExtendedResult Type="ER" Code="BC_NUM" Pos="COACH" Value="0" />
  </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	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available

Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element Result /Competitor /Description (0,1) **Competitors extended information.**			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams.
IFId	O	S(16)	International Federation ID of the team

Element Result /Competitor /EventUnitEntry (0,N) **For team event information (only for Team events)**				
Type		**Code**	**Pos**	**Description**
EUE		COLOUR	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Colour	Team colour
EUE		SEED	N/A	Element Expected: Team Event. Always, as soon as this information is known and this team has Seed Number.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Seed Number (for team)

Element Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element Result /Competitor /Composition /Athlete /Description (1,1) **Athletes extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete

Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes but is mandatory where applicable.

Element Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)

Individual athletes entry information.

	Type	Code	Pos	Description
EUE		SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number (just for Individual events).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Seed Number (for athlete)
EUE		COLOUR	N/A	Element Expected: As soon as it is known, only in individual matches, not applicable for individual bouts within a team match.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Colour	Athlete colour
EUE		SEQ_NUMBER	N/A	Element Expected: Always, as soon as this information is known (just for Team events).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Sequence Number (for a team member), from 1 to 6 (three for each one of the competing teams in a match).
EUE		SUBSTITUTE	N/A	Element Expected: Always, as soon as this information is known (just for Team events).
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(1)	Flag that indicates when the team member is a substitute (alternate). Send 'Y' if the competitor (as a team member) is a substitute.

Sample (Team Event)

```
<EventUnitEntry Type="EUE" Code="SUBSTITUTE" Value="Y"/>
<EventUnitEntry Type="EUE" Code="SEQ_NUMBER" Value="6" />
```

Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team members extended result. Only send in team events.**				
Type		**Code**	**Pos**	**Description**
ER		BOUT	Numeric #	Pos Description: The number that identifies the Bout number (within the match, as in ExtendedInfos), in which this athlete fights as a team member. There will be three bouts for each team member. (not considering substitutes) Element Expected: Only for Team events Send only for the current and completed bouts
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #	Cumulative score achieved by the team due to this bout's result.
	Sub Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected Only for Team events**			
	Attribute	**Value**	**Description**	
	Code	CARD		
	Pos	N/A	N/A	
	Value	SC @Card	Card indicator	
	Sub Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected Only for Team events (for any team member)**			
	Attribute	**Value**	**Description**	
	Code	IRM		
	Pos	N/A	N/A	
	Value	SC @IRM	Send the IRM granted in the related bout.	

	Sub Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected Only for Team events. Send only for the current and completed bouts**			
	Attribute	**Value**	**Description**	
	Code	SCORE		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the team member Score (number of touches) in this bout. Not cumulative.	
	Sub Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected Only for Team events. When changes and after each bout.**			
	Attribute	**Value**	**Description**	
	Code	WLT		
	Pos	N/A	N/A	
	Value	S(1)	Winner indicator for each bout (within the match). Send 'W', 'L' or 'T' if the team member wins, loses or ties the bout (within the match) In the case or both disqualified then both receive L	
ER		REPLACED	N/A	Element Expected: Only for Team events if an athlete is replaced
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the athlete is replaced by a substitute.
ER		MEMBER_SCORE_CUMU	N/A	Element Expected: Only for Team events (at the end of each bout within the match)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the team member Score (touches) achieved within the match. It's the cumulative score of three bouts in which it fights as a team member.

Sample (General)

```
<ExtendedResults>
  <ExtendedResult Type="ER" Code="BOUT" Pos="2">
    <Extensions>
      <Extension Code="SCORE" Value="5" />
      <Extension Code="WINNER" Value="Y" />
    </Extensions>
  </ExtendedResult>
  <ExtendedResult Type="ER" Code="BOUT" Pos="4">
    <Extensions>
      <Extension Code="SCORE" Value="5" />
      <Extension Code="WINNER" Value="Y" />
    </Extensions>
  </ExtendedResult>
</ExtendedResults>
```

2.2.4.6 Message Sort

Sort by Result @SortOrder

2.2.5 Play by Play

2.2.5.1 Description

The Play by Play is a message containing official raw data from the results provider for each action.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

In fencing this message is only used in all events.

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	RSC of the unit
DocumentSubcode	N/A	Not used
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

This message is sent:
- LIVE: During the match after every change in score
- UNOFFICIAL/OFFICIAL: After the match

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Actions (0,1)						
		Away					
		Home					
		Action (1,N)					
			Id				
			Period				
			Order				
			Action				
			ScoreH				
			ScoreA				
			Competitor (0,N)				
				Code			
				Type			

			Organisation			
			Composition (0,1)			
				Athlete (1,N)		
					Code	
					Description (1,1)	
						GivenName
						FamilyName
						Gender
						Organisation
						BirthDate
						IFId
						Class

2.2.5.5 Message Values

Element Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Unit, not code
Gender	M	CC @SportGender	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
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element Actions (0,1)			
Attribute	**M/O**	**Value**	**Description**
Away	M	S(20) with no leading zeroes	Away Competitor ID
Home	M	S(20) with no leading zeroes	Home Competitor ID

Element Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message
Period	M	SC @Period	Period of the action within the match (R codes used for teams)
Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n It is used to sort Action
Action	O	SC @Action	Actions in the game, one action code (only for cards)
ScoreH	O	Numeric #0	Total Home Score (competitor A) in the match in individual matches Home Score in the Relay (competitor A) in team matches Send if there is a score change for either competitor
ScoreA	O	Numeric #0	Total Away Score (competitor B) in the match in individual matches Home Score in the Relay (competitor B) in team matches Send if there is a score change for either competitor

Element Actions /Action /Competitor (0,N) **Competitor participating in the Action. Used when the Action is related to a competitor.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitors' organisation

Element Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action

Element Actions /Action /Competitor /Composition /Athlete /Description (1,1) Athletes extended information			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Sample (General)

```
<Action Id="123456" Period="P2" Order="6" Action="P-r" ScoreH="2" ScoreA="2" >
  <Competitor Code="1106655" Type="A" Organisation="RSA" Order="1">
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA"
BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.2.5.6 Message Sort

Actions /Action @Order followed by @Pos

2.2.6 Pool Standings

2.2.6.1 Description

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

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).

This message is only used where the competition format uses pools. Also used for pool summary information with phase (not pool) level RSC.

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 (for the group)	RSC for the pool/group
DocumentSubcode	N/A	Not used
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	Not used
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 the start of competition) INTERMEDIATE (during the phase) 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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.6.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change but not updated during a match with real time results.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		Progress (0,1)					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
	Result (1,N)						
		Rank					
		RankEqual					
		IRM					
		QualificationMark					
		SortOrder					
		Won					
		Played					
		For					

- Against
- Diff
- Ratio
- ExtendedResults (0,1)
  - ExtendedResult (1,N)
    - Type
    - Pos
    - Value
    - Code
- Competitor (1,1)
  - Code
  - Type
  - Organisation
  - Description (0,1)
    - TeamName
  - Composition (0,1)
    - Athlete (1,N)
      - Code
      - Order
      - Description (1,1)
        - GivenName
        - FamilyName
        - Gender
        - Organisation
        - BirthDate
        - IFId
        - Class
  - Opponent (0,N)
    - Type
    - Code
    - Organisation
    - Pos
    - Date
    - Time
    - Unit

HomeAway
Result
Description (0,1)
TeamName
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class

2.2.6.5 Message Values

Element Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Element ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Phase, not code
Gender	M	CC @SportGender	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	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Only send in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualification indicator
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the group, if they were to be presented. In fencing it is usually a fixed order. 1..n
Won	O	Numeric #0	Number of victories by the competitor in the group. Do not send if the competitor has not completed any matches..
Played	O	Numeric #0	Number of matches by the competitor in the group. Do not send if the competitor has not completed any matches.
For	O	Numeric #0	Total number of touches given Do not send if the competitor has not completed any matches.
Against	O	Numeric #0	Total number of touches received Do not send if the competitor has not completed any matches.
Diff	O	Numeric #0 or -Numeric -#0	Touch difference.
Ratio	O	Numeric	Calculated index victories/matches

		0.000	

Element Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		POOL	N/A	Element Expected: For overall pool standings only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	The number or code of the pool for this competitor. Expected to be a numeric, 1, 2 etc

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 A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element Result /Competitor /Description (0,1) Competitors extended information.			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team if applicable in a team competition.

Element Result /Competitor /Composition /Athlete (1,N) Only send composition if individual event.			
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	Send 1 for individual events.

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
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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
A for athlete, T for team	S(20) with no leading zeroes	Numeric	Type Description: A for athlete, 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. Element Expected: Always

Attribute	M/O	Value	Description
Organisation	M	CC @Organisation	Competitor's 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, send even after the match is complete.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home competitor, send A if the opponent is the away competitor.
Result	O	S(50)	Number of touches in the result indicator + match (V5 = victory with 5 touches)

Element Result /Competitor /Opponent /Description (0,1) Competitors extended information.			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the opposition team if a team.

Element Result /Competitor /Opponent /Composition /Athlete (1,N) Only send composition if singles event.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athletes ID, corresponding to either a team member or an individual athlete
Order	M	Numeric 0	Send 1 for individual events.

Element Result /Competitor /Opponent /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
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

2.2.6.6 Message Sort

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

2.2.7 Brackets

2.2.7.1 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.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (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) UNCONFIRMED (when last match unconfirmed) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

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

Send when a match/event unit is completed, including Official status. Therefore it is triggered up to two times (with both status) for each event unit but only if there is a change from the

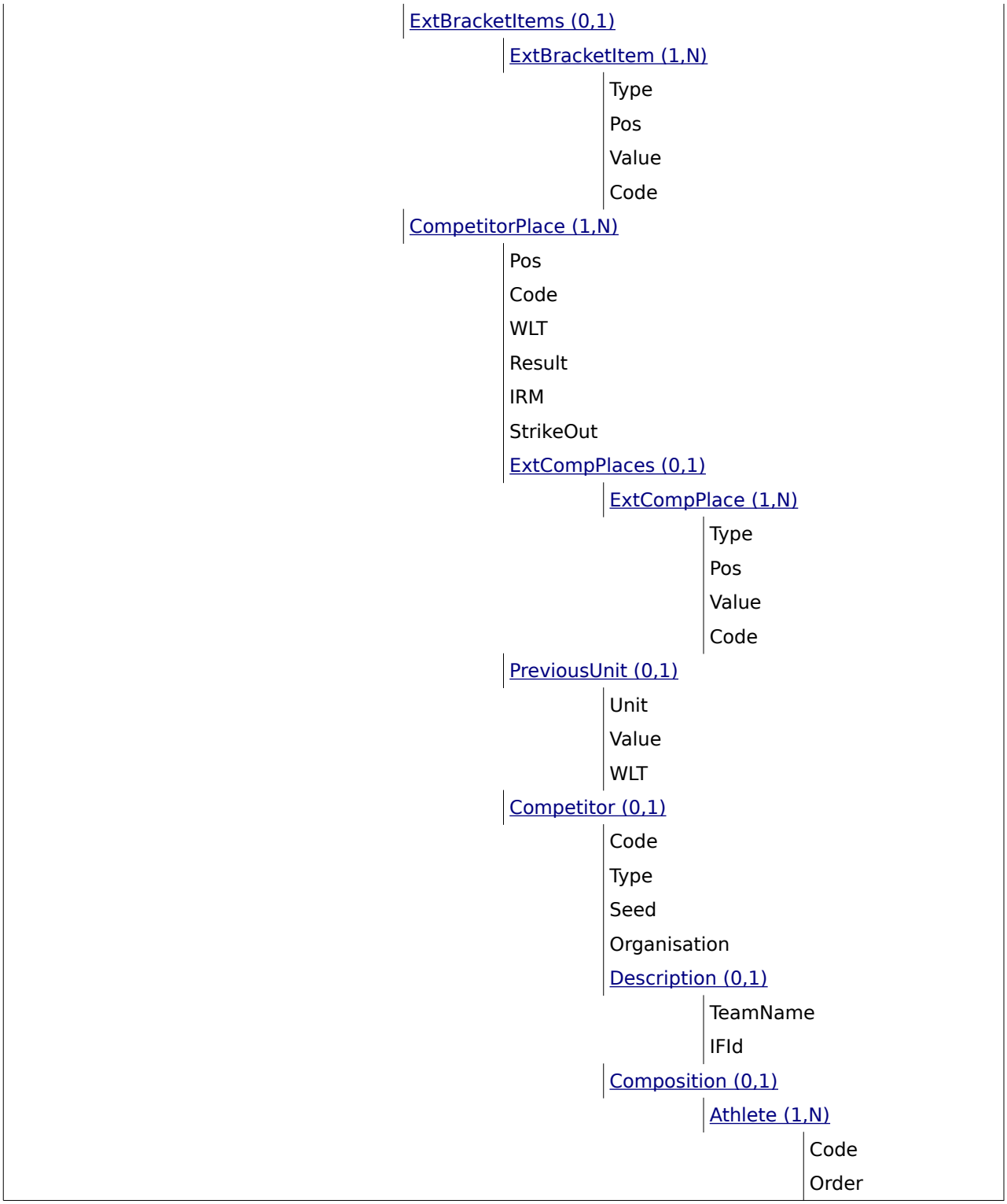
previous version. The message should be updated including information on each competitor in the different bracket items.
The @ResultStatus attribute will vary depending on the competition status.
- Send with ResultStatus = 'START_LIST' before the start of competition
- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'UNOFFICIAL'/'OFFICIAL' when the last event unit for an event (Gold Medal match) is completed.

Trigger also after any change.

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			Gender						
		VenueDescription (0,1)							
			Venue						
			VenueName						
	Bracket (1,N)								
		Code							
		BracketItems (1,N)							
			Code						
			BracketItem (1,N)						
				Code					
				Order					
				Position					
				Date					
				Time					
				Unit					
				Result					


ExtBracketItems (0,1)
ExtBracketItem (1,N)
Type
Pos
Value
Code
CompetitorPlace (1,N)
Pos
Code
WLT
Result
IRM
StrikeOut
ExtCompPlaces (0,1)
ExtCompPlace (1,N)
Type
Pos
Value
Code
PreviousUnit (0,1)
Unit
Value
WLT
Competitor (0,1)
Code
Type
Seed
Organisation
Description (0,1)
TeamName
IFId
Composition (0,1)
Athlete (1,N)
Code
Order

	Description (1,1)	
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId
		Class

2.2.7.5 Message Values

Element Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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 @SportGender	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 (finals). There should be a different code for each bracket based on sport/ORIS presentation of the bracket.

Element Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase It is referred to the phase of event. It will be sent Table of 64, ..., quarterfinals, semi-finals or finals phase (e.g.: R64 Table of 64-only for individuals-' QFL Quarterfinals')

Element Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(3)	In general, this is the contest number for each bracket item as a unique identifier. (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" to be defined, if the contest number is not known.
Order	M	Numeric	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	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Include if the data is available, however in disciplines where match times are determined depending on the participating competitors then the time is withheld until after competitors are known and the times are approved.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the 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. In case of the Toss to be sent (for example): V(T) 14 - 14. Could include also the IRM information (for example: 5-2 (DSQ))

Element Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)				
Type		**Code**	**Pos**	**Description**
EBI		LOCATION	N/A	Element Expected: Send it always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Location	Location Code

Element Bracket /BracketItems /BracketItem /CompetitorPlace (1,N) - If the competitors are known, this element is used to place the competitors in the bracket. - If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	Send when the competitor is not known for this competitor place.
WLT	O	SC @WLT	Indicates the winner or loser of the bracket item. Always send when known In the case or both disqualified then both receive L
Result	O	S(10)	The result 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 /ExtCompPlaces /ExtCompPlace (1,N) Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces / ExtCompPlace (it should be included when the competitor is not yet known for all events -Individual and Team-)				
Type		**Code**	**Pos**	**Description**
ECP		DRAW	N/A	Element Expected: Only for 'Table of 64' in Individual events and 'Table of 16' in Team events including when there is no competitor in this place (when the CompetitorPlace @Code is BYE)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Send the Draw Number for the competitor (or Bye) in this bracket

				item. Is a number between 1 to 16 used in 'Table of 16' for Team events (depending on the number of teams competing), and between 1 to 64 used in 'Table of 64' for Individual events

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 this is the RSC of the pool.
Value	O	S(6)	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	SC @WLT	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team A for athlete
Seed	O	S(10)	The seed of the competitor or equivalent information. In the first phase in each event (T64 individual, T16 for Team) the draw number / seed must be included.
Organisation	O	CC @Organisation	Competitors' organisation if known.

Element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description

(0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N) **Only send composition if individual event.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute use 1 if Competitor @Type="A".

Element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes but is mandatory where applicable.

Sample (General)

```
..
<BracketItem Code="131" Order="2" Position="2" Date="2016-08-09" Time="01:20"
Unit="FENMEPEE----------SFNL0001----" Result="15-10" >
  <CompetitorPlace Pos="1" WLT="W" Result="15" >
    <PreviousUnit Unit="FENM54KG----------QFNL0001----" />
      <Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
        <Composition>
          <Athlete Code="1066978" Order="1" >
            <Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP"
BirthDate="1991-12-16" />
          </Athlete>
        </Composition>
```

2.2.7.6 Message Sort

The following order applies:
- Bracket @Code if more than one '@Code'.
- BracketItems according to its @Code attribute.
- Then, the BracketItem /Unit @Unit are sorted according to their scheduled start time.

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, either for individual athletes or for aggregated athletes.

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

2.2.8.2 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	
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. See full explanation in ODF Foundation.
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.

Send as PARTIAL as each ranking is inserted until OFFICIAL after the event when all final rankings are known.

Trigger also after any change.

2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		IRM				
		SortOrder				
		Competitor (1,1)				
			Code			
			Type			
			Organisation			
			Description (0,1)			
				TeamName		
				IFId		
			Composition (1,1)			
				Athlete (0,N)		
					Code	
					Order	
					Description (1,1)	
						GivenName
						FamilyName

	Gender Organisation BirthDate IFId Class

2.2.8.5 Message Values

Element Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

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

Element Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else do not send.

IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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, NOCOMP	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation if known

Element Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams
IFId	O	S(16)	Team IF number, send if available

Element Result /Competitor /Composition /Athlete (0,N) **(Include all members that contributed to the result according to sport rules if Competitor @Type="T". This may be 3 or 4 depending on the use of substitutes)**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Sample (General)

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

2.2.8.6 Message Sort

Sort by Result @SortOrder

2.2.9 Event's Medallists

2.2.9.1 Description

The Event's Medallists is a message containing the list of medallists awarded in one particular event.

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 (event level)	Full RSC at event level
DocumentType	DT_MEDALLISTS	Event's Medallists message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is unofficial, official or partial. UNOFFICIAL 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.9.3 Trigger and Frequency

The message is sent with ResultStatus=PARTIAL when the information of the medallist is known but the final event Unit is not yet finished.

Sent immediately after the unit is finished and the results are unofficial. In case of any delay in publishing unofficial results it must be sent at the latest 5 minutes before any ceremony starts with Status=UNOFFICIAL. To be clear, this message must be sent before any ceremony.

The message is sent with ResultStatus=OFFICIAL when the medallists are officially known in the sport.

For some sports, bronze medals are known before the end of the final event unit. In this case the message is sent the first time with the bronze medallists, and the second time with all the medallists.

Trigger also after any major change.

2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Medal (1,N)						
		Code					
		Unit					
		Date					
		Competitor (1,1)					
			Code				
			Type				
			Order				
			Organisation				
			Description (0,1)				
				TeamName			
				IFId			
			Composition (1,1)				
				Athlete (0,N)			
					Code		
					Order		

| | | |

Attribute	M/O	Value	Description
Code	M	SC @MedalType	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Unit	M	CC @Unit	Full RSC Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Date	M	Date	The date of the most recent unit in which a medal was determined for this event. That is, if only the bronze medal competitor has been determined then this is the date of the bronze medal unit. If all medals are determined then this is the date of the gold medal unit. It is the date of the unit, not the date of the awarding of the medal or the date of a later change in the medallists (that is it will not change [except in the case of a re-run], even if the medallists do)

Element Medal /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, A for athlete
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Organisation	M	CC @Organisation	Competitors' organisation

Element Medal /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element Medal /Competitor /Composition /Athlete (0,N) **(Include all members that won the medal according to sport rules if Competitor @Type="T")**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Numeric	Order of the team members in a team if Competitor @Type="T".

			1 if Competitor @Type="A"

Element Medal /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
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Element Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)				
Type		**Code**	**Pos**	**Description**
ED		REPLACED	N/A	Element Expected: For replaced athletes in team only.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if this athlete was replaced.

2.2.9.6 Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.

2.2.10 Medallists by discipline

2.2.10.1 Description

The Medallists by discipline is a message containing the list of medallists for one discipline, up to the moment the message is generated.

The Medallists by discipline message is a complete message that increments its content as more medals are being awarded during the competition. The arrival of this message resets the entire previous Medallists by discipline information.

2.2.10.2 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)	Full RSC of the Discipline
DocumentType	DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.10.3 Trigger and Frequency

Medallists by Discipline message is sent as soon as one new medal is officially known (but not necessarily awarded) for any of the events that are part of the competition schedule. As the competition progresses, successive changes in the medallists by discipline information are made.

Trigger also after any change.

2.2.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
	Discipline (1,1)								
		Code							
		TotalEvents							
		FinishedEvents							
		Event (1,N)							
			Code						
			EventName						
			Date						
			Medal (1,N)						
				Code					
				Competitor (1,1)					
					Code				
					Type				
					Order				
					Organisation				
					Description (0,1)				
						TeamName			
						IFId			
					Composition (1,1)				
						Athlete (0,N)			
							Code		
							Order		
							Description (1,1)		
								GivenName	
								FamilyName	

		Gender
		Organisation
		BirthDate
		IFId
		Class
		ExtendedDescription (0,N)
		Type
		Pos
		Value
		Code

2.2.10.5 Message Values

Element Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Element Discipline (1,1) Discipline information			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC Discipline Code
TotalEvents	M	Numeric	Total number of competition events (events that award medals)
FinishedEvents	M	Numeric	Number of competition events that have awarded any type of medal, out of the total. In case of sports with 2 matches have medals (Bronze and Gold), this attribute only counts when the Gold medal has been awarded (not counted for Bronze because the event has not finished yet).

Element Discipline /Event (1,N) Event information			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Event	Full RSC of the Event
EventName	M	S(40)	Event name (not code) from Common Codes
Date	M	YYYY-MM-DD	Date of the Gold medal match.

Element Discipline /Event /Medal (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @MedalType	Medal type gold, silver or bronze. All the Competitors with the same CC@MedalType must not be grouped in the same element (it applies in the equalled medals)

Element Discipline /Event /Medal /Competitor (1,1) Competitor related to the medals.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for Athlete, T forTeam
Order	M	Numeric	Competitor order (Send 1 by default) and in the case of tie the order will be defined by the IOC rules.
Organisation	M	CC @Organisation	Competitors' organisation

Element Discipline /Event /Medal /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element Discipline /Event /Medal /Competitor /Composition /Athlete (0,N) (Include all members that won the medal according to sport rules if Competitor @Type="T". This may be 3 or 4 depending on the use of substitutes)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Individual athlete's ID (if Competitor @Type="A" or team member's ID (if Competitor @Type="T").
Order	M	Numeric	Team member order for medal (according to each different sport rule). Send 1 if individul

			medal

Element Discipline /Event /Medal /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
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Element Discipline /Event /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)				
Type		**Code**	**Pos**	**Description**
ED		REPLACED	N/A	Element Expected: For replaced athletes in team only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if this athlete was replaced.

2.2.10.6 Message Sort

Events in the message will be sorted by discipline code and event code.

Events in the message will be sorted by the chronological order in which the events took place, (the time is considered to be the time of the gold medal) unit followed by medal order (gold, silver, bronze) and then by name.

2.2.11 Configuration

2.2.11.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. Send one message per event.

2.2.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be at event level.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.11.3 Trigger and Frequency

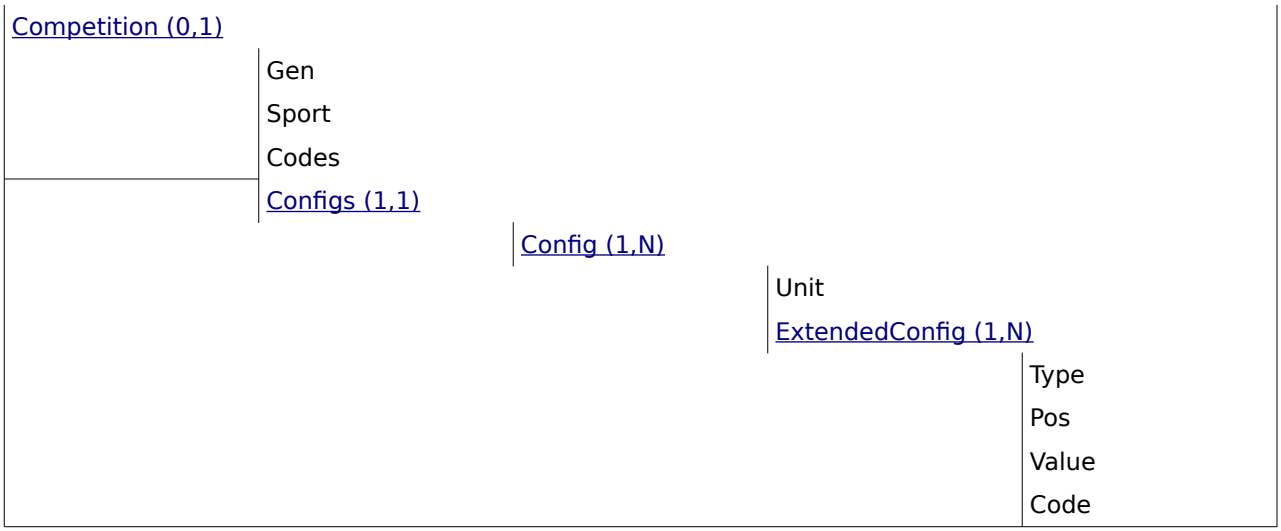
Follow the general definition, taking also into account the following:
As soon as the data is known send the message for that event, before sending any DT_RESULT.

Trigger also after any change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list. If the message is sent after any DT_RESULT then those DT_RESULT messages must be sent again with the next version.

2.2.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5



2.2.11.5 Message Values

Element Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	O	CC @Unit	Full RSC at event level

Element Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		BRACKET_SIZE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BracketItems	Send the code for the first phase of the event

Sample (General)

```
<Configs>
  <Config Unit="FENMEPEE-------------------------">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
  </Config>
</Configs>
```

2.2.11.6 Message Sort

There is no general message sorting rule.

3 Message Timeline

Legend						
D Discipline	**E** Event	**P** Phase	**S** Session	**U** Unit	**x** Sent on that level	**o** Includes info from that level

4 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	15 September 2017	First version
V1.1	3 January 2018	Updated
V1.2	26 July 2018	Updated
V2.0	4 January 2019	Updated
V2.1	25 February 2019	Updated
V2.2	18 April 2019	Updated
V2.3	14 August 2019	Updated
V2.4	11 November 2019	Updated
V2.5	28 Feb 2020	Updated after HT
V2.6	24 Apr 2020	Updated

File Reference: SOG-2020-FEN-2.6 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V1.2	SFA	DT_RESULT: Result/WLT, added note that both competitors can get L DT_RESULT: Periods /Period /ExtendedPeriods /ExtendedPeriod LAST_TOUCH, add 0 as value option. DT_RESULT: Result /ExtendedResults /ExtendedResult @TEAM_SCORE. Update to send for each match score, it was incorrect. DT_PLAY_BY_PLAY: Added not in description that this is only for individual events. DT_POOL_STANDING: Update to send completed units etc (ExtendedInfos) after each unit is complete, not waiting for official. DT_BRACKETS: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit @Value changed to S(6)
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings to replace the previous extensions. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.

		DT_PLAY_BY_PLAY: Added Order to comply with the general definition, was missing by error. DT_RESULT: Change EUE/SEQ_NUMBER to optional DT_RESULT: At Athlete /ExtendedResults /ExtendedResult in WLT add T & correct Y to W DT_RESULT: At Athlete /ExtendedResults /ExtendedResult add ER/REPLACED DT_MEDALLISTS: Add with REPLACED value DT_MEDALLISTS_DISCIPLINE: Add with REPLACED value Remove all references to Youth Olympic Games. Details for Paralympic Games included. Remove leading zeros in duration. Editorial amendments to improve understanding
V2.1	SFA	DT_PLAY_BY_PLAY: Add Action @Actions/Action DT_PLAY_BY_PLAY: Add the message for teams matches DT_RESULT: Change BC to CARD at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension to support other cards. DT_RESULT: Add VR_REMAIN as extended result in ExtendedResults Other minor editing for clarification.
V2.2	APP	DT_RESULT: Add EUE/COLOUR at athlete level DT_BRACKETS: Update to add ResultStatus START_LIST
V2.3	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N Editorial improvements without changing the intent
V2.4	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.5	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565] DT_RESULT: Update DISPLAY/LAST_COMP at ExtendedInfos /ExtendedInfo DT_RESULT: Remove ER/VR_REMAIN at Result /ExtendedResults /ExtendedResult (186712) DT_RESULT: Remove ER/BOUT/VR_REMAIN at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (186712)
V2.6	APP	DT_RESULT: Update ER/RC_NUM at Result /ExtendedResults /ExtendedResult