



INTERNATIONAL
OLYMPIC
COMMITTEE

SOG-2020-TKW-2.7 APP

Olympic Data Feed



ODF Taekwondo Data Dictionary
Tokyo 2020 – Games of the XXXII Olympiad
Technology and Information Department
© International Olympic Committee

SOG-2020-TKW-2.7 APP
11 November 2019



License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



INTERNATIONAL
OLYMPIC
COMMITTEE

SOG-2020-TKW-2.7 APP



Table of Contents

1 Introduction.....	6
1.1 This document.....	6
1.2 Objective.....	6
1.3 Main Audience.....	6
1.4 Glossary.....	6
1.5 Related Documents.....	6
2 Messages.....	7
2.1 Applicable Messages.....	7
2.2 Messages.....	9
2.2.1 Competition schedule / Competition schedule update.....	9
2.2.1.1 Description.....	9
2.2.1.2 Header Values.....	10
2.2.1.3 Trigger and Frequency.....	11
2.2.1.4 Message Structure.....	12
2.2.1.5 Message Values.....	14
2.2.1.6 Message Sort.....	20
2.2.2 List of participants by discipline / List of participants by discipline update.....	21
2.2.2.1 Description.....	21
2.2.2.2 Header Values.....	21
2.2.2.3 Trigger and Frequency.....	22
2.2.2.4 Message Structure.....	22
2.2.2.5 Message Values.....	24
2.2.2.6 Message Sort.....	28
2.2.3 Event Unit Start List and Results.....	29
2.2.3.1 Description.....	29
2.2.3.2 Header Values.....	29
2.2.3.3 Trigger and Frequency.....	30
2.2.3.4 Message Structure.....	30
2.2.3.5 Message Values.....	33
2.2.3.6 Message Sort.....	40
2.2.4 Play by Play.....	41
2.2.4.1 Description.....	41
2.2.4.2 Header Values.....	41
2.2.4.3 Trigger and Frequency.....	42
2.2.4.4 Message Structure.....	42
2.2.4.5 Message Values.....	44
2.2.4.6 Message Sort.....	49
2.2.5 Brackets.....	50
2.2.5.1 Description.....	50
2.2.5.2 Header Values.....	50
2.2.5.3 Trigger and Frequency.....	51
2.2.5.4 Message Structure.....	51
2.2.5.5 Message Values.....	53
2.2.5.6 Message Sort.....	58
2.2.6 Statistics.....	59



- 2.2.6.1Description..... [59](#)
- 2.2.6.2Header Values..... [59](#)
- 2.2.6.3Trigger and Frequency..... [60](#)
- 2.2.6.4Message Structure..... [60](#)
- 2.2.6.5Message Values..... [61](#)
- 2.2.6.6Message Sort..... [64](#)
- 2.2.7Event Final Ranking..... [65](#)
 - 2.2.7.1Description..... [65](#)
 - 2.2.7.2Header Values..... [65](#)
 - 2.2.7.3Trigger and Frequency..... [66](#)
 - 2.2.7.4Message Structure..... [66](#)
 - 2.2.7.5Message Values..... [67](#)
 - 2.2.7.6Message Sort..... [69](#)
- 2.2.8Configuration..... [70](#)
 - 2.2.8.1Description..... [70](#)
 - 2.2.8.2Header Values..... [70](#)
 - 2.2.8.3Trigger and Frequency..... [71](#)
 - 2.2.8.4Message Structure..... [71](#)
 - 2.2.8.5Message Values..... [71](#)
 - 2.2.8.6Message Sort..... [72](#)
- 3Message Timeline..... [73](#)
- 4Document Control..... [73](#)

1 Introduction

1.1 This document

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

1.2 Objective

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message extended” indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

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



INTERNATIONAL
OLYMPIC
COMMITTEE

SOG-2020-TKW-2.7 APP

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

2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") 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
<u>Competition (0,1)</u>								
	Gen							
	Sport							
	Codes							
	<u>Session (0,N)</u>							
		SessionCode						
		StartDate						
		EndDate						
		Leadin						
		Venue						
		VenueName						
		ModificationIndicator						
		SessionStatus						
		SessionType						
		<u>SessionName (1,N)</u>						
			Language					
			Value					
	<u>Unit (0,N)</u>							
		Code						
		PhaseType						
		UnitNum						
		ScheduleStatus						
		StartDate						
		HideStartDate						



EndDate
HideEndDate
ActualStartDate
ActualEndDate
Order
Medal
Venue
Location
MediaAccess
SessionCode
ModificationIndicator
<u>StartText (0,N)</u>
Language
Value
<u>ItemName (1,N)</u>
Language
Value
<u>ItemDescription (0,N)</u>
Language
-
<u>VenueDescription (1,1)</u>
VenueName
LocationName
<u>StartList (0,1)</u>
<u>Start (1,N)</u>
StartOrder
SortOrder
PreviousWLT
PreviousUnit
<u>Competitor (1,1)</u>
Code
Type
Organisation



	Composition (0,1)	
		Athlete (1,N)
		Code
		Order
		Bib
		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



			<p>ordering is display is incorrert (including CANCELLED and POSTPONED.</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time.</p> <p>Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started.</p>



			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.
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



			<p>event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.</p> <p>If ModificationIndicator="U", then update the event unit.</p>
--	--	--	--

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

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

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

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

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

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

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

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

Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue name in first language. This is the CC



			value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

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

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

Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.
PreviousWLT	O	S(1)	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.
PreviousUnit	O	S(34)	The full RSC of the unit where this competitor came from. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.

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

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

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".
Bib	O	Same as in the Start List message for each discipline	Individual athlete's bib number (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 @SportClass	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)	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	Test message or production message.



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

2.2.2.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message 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 EventEntry (0.N) Code Type Pos Value
--	---

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-TKW-1.10" Codes="SOG-2020-1.20" >
```

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



			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	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
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. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	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



			<p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
--	--	--	--

Element: Participant /Discipline (1,1)

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.
IFld	O	S(16)	WT License number (competitor's federation license number for the discipline).

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	QUAL_TYPE	N/A	Element Expected: As soon as this information is known (this information can be sent in both messages)
Attribute	M/O	Value	Description



	Value	M	SC @QualifyingType	Type of qualification
ENTRY		QUAL_REGION	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	SC @Region	The region where the competitor was qualified. Continental Qualifier.
ENTRY		RANK_OG	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Olympic Ranking
ENTRY		SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	S(6)	The position in which the athlete is seeded for the competition or NS if not seeded.

2.2.2.6 Message Sort

The message is sorted by Participant @Code

2.2.3 Event Unit Start List and Results

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
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 OFFICIAL LIVE (used during the competition when nothing else applies). UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission



		<p>extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3 Trigger and Frequency

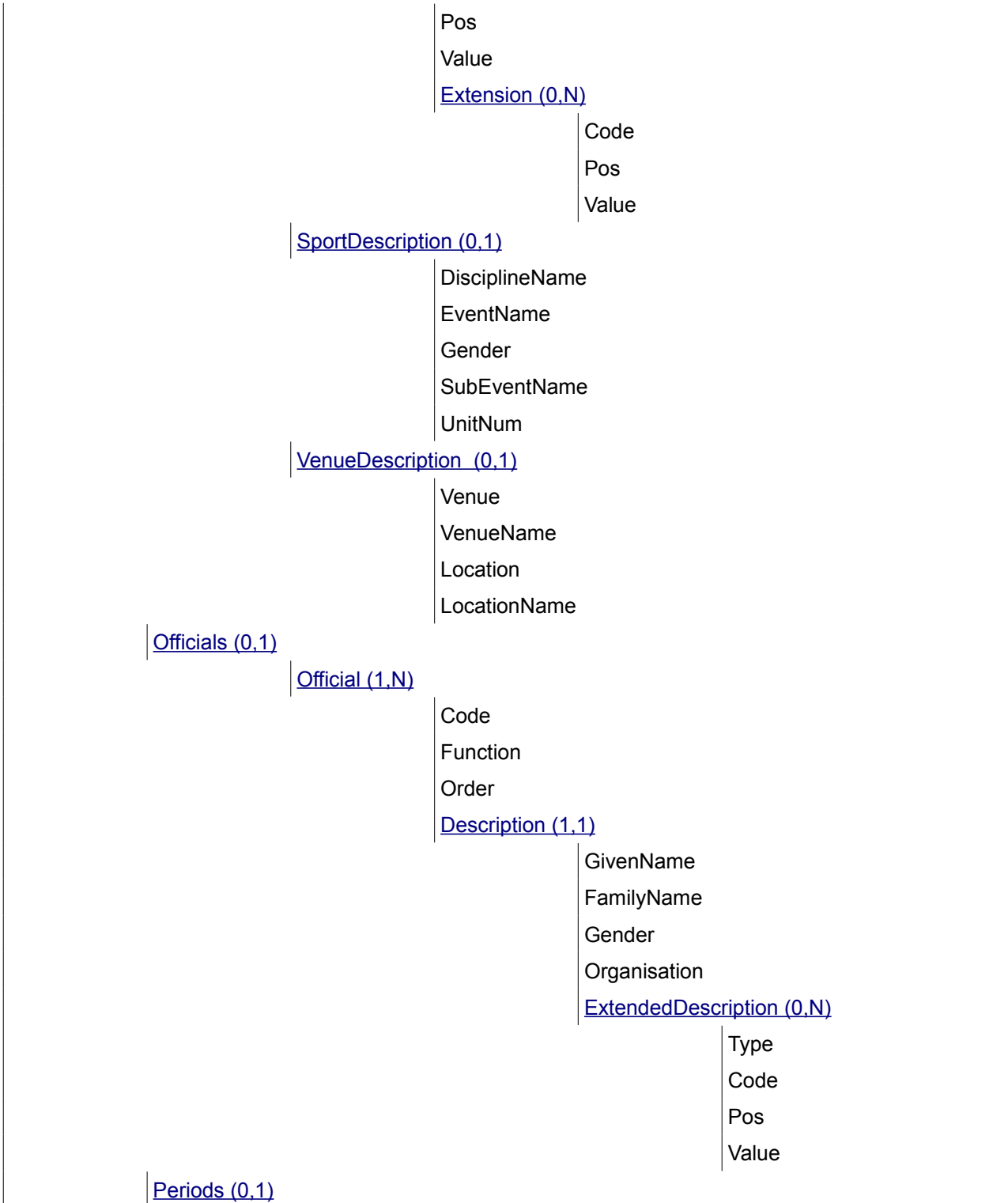
- As soon as each competitor is known and any changes in start list data (START_LIST)
- When the unit starts and after every change in any data (LIVE)
- When each round finishes (INTERMEDIATE)
- After the unit is over (UNOFFICIAL/OFFICIAL)

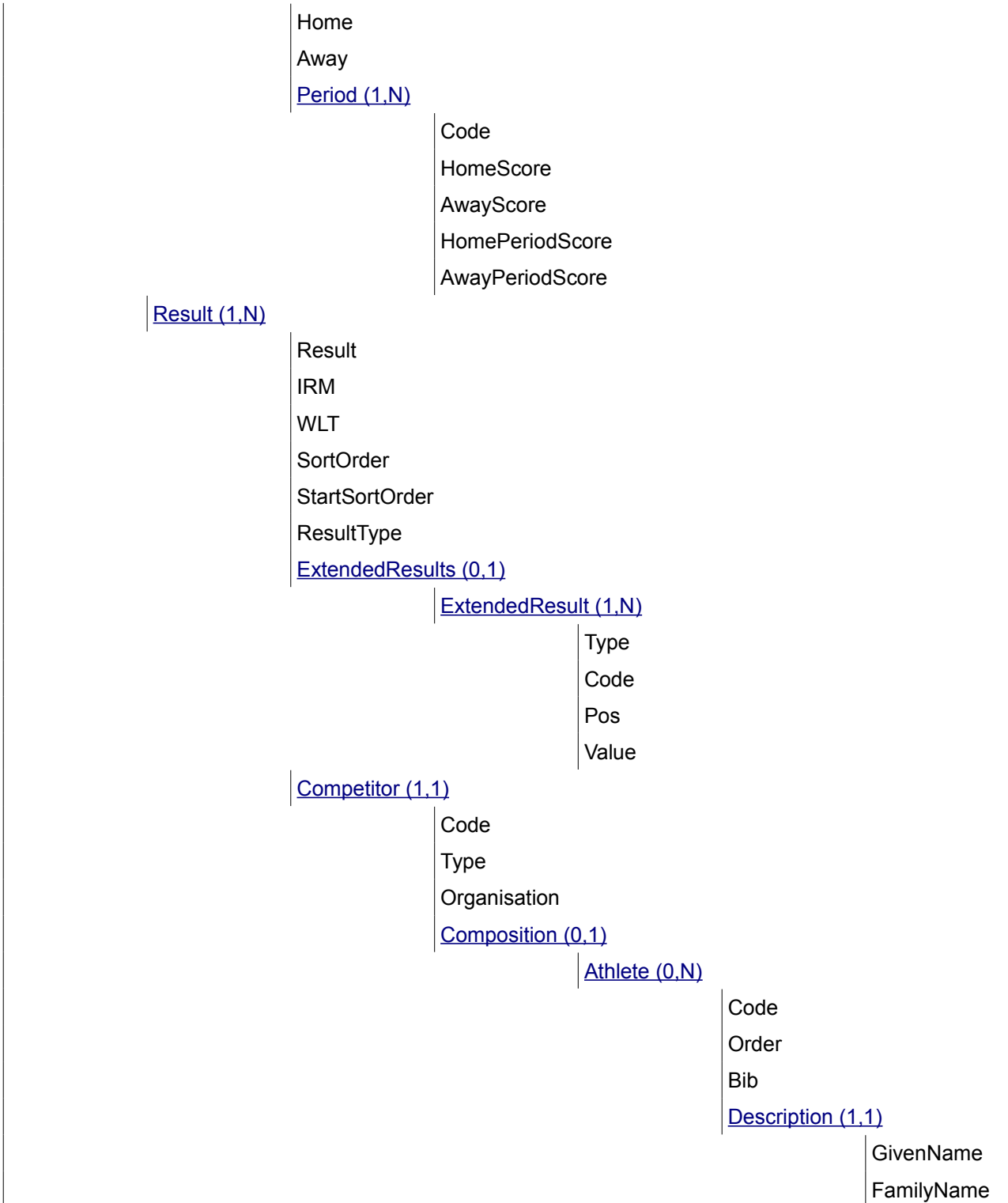
Trigger also after any change.

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	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		ExtendedInfo (0,N)				
			Type			
			Code			







	Gender
	Organisation
	BirthDate
	IFld
	Class
	EventUnitEntry (0..N)
	Type
	Code
	Pos
	Value

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: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	RES_CODE	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @ResultCode
	Description		Score winning code
UI	INCIDENT_TIME	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Description		



	Value	M	m:ss	Time for incident. (Time in the period time when the match stopped).
UI		PERIOD	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	SC @Period	Send current round or if none in progress the most recently completed one.
DISPLAY		LAST_COMP	SC @Period	Pos Description: Send the period Element Expected: When available and only when the unit is LIVE
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the competitor ID of the last competitor to score. At the beginning of each round send value 0(no point marked yet)
DISPLAY		SC@Technique	Numeric 0	Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the competitor ID of the athlete related with the last scored point or to all the updated points
Sub Element: ExtendedInfos /ExtendedInfo /Extension				
Expected: When applicable and only when the unit is LIVE. Send multiple if applicable.				
	Attribute	Value	Description	
	Code	SC @Period		
	Pos	N/A	N/A	
	Value	S(1)	Send "U" for all the updated points Send "N" for the last scored point only for the current round.	
DISPLAY		IVR	N/A	Element Expected: When IVR requested and until evaluation complete.



Attribute	M/O	Value	Description
Value	M	S(20)	Send the competitor ID requesting the IVR

Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T22:15:00+01:00" />
  ..
  <ExtendedInfo Type="DISPLAY" Code="OK1" Pos="1" Value="1098260">
    <Extension Code="R2" Value="N" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="INCIDENT_TIME" Value="1:11" />
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Contest 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.
Order	O	Numeric	Official's order. Send by order for each official in each function, example: judge 1, judge 2...

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

Element: Officials /Official /Description /ExtendedDescription (0,N)

Type	Code	Pos	Description
ED	BIB	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	S(4) Official Bib

Sample (General)

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

Element: Periods (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Competitor code of the home competitor (Red). Must send if known
Away	M	S(20) with no leading zeroes	Competitor code of the home competitor (Blue). Must send if known



Element: Periods /Period (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Period	Round Number
HomeScore	M	Numeric #0	Overall score of the blue competitor at the end of the round. In case Decision=(BYE or BBY), HomeScore=0
AwayScore	M	Numeric #0	Overall score of the red competitor at the end of the round In case Decision=(BYE or BBY), AwayScore=0
HomePeriodScore	O	Numeric #0	Score of the blue competitor just for that round.
AwayPeriodScore	O	Numeric #0	Score of the red competitor just for that round.

Element: Result (1,N)			
Attribute	M/O	Value	Description
Result	O	String	Result of the competitor for the particular event unit. Ex. "-1", "2", "0" To be sent as soon as available during the contest.
IRM	O	SC @IRM	IRM of the competitor for the particular event unit. Send just in the case @ResultType both Points and IRM.
WLT	O	SC @WLT	W, L Indicates the winner or loser of the contest. Always send when known
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitor. Send 1 for Blue competitor and 2 for Red competitor.
StartSortOrder	M	Numeric	Send 1 for Blue competitor and 2 for Red competitor.
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	



EARN		ATTK	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	The total points earned by attack
EARN		PTY	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	The total points earned by penalty
SCORE		S C@Technique	SC @Period	Pos Description: Send the period code Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	The total number of this technique in this period (including penalties).
IVR		BEFORE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the IVR available at the start of the contest
IVR		REMAIN	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the remaining IVRs

Sample (General)

```
<Result ResultType="POINTS" Result="17" WLT="W" SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="EARN" Code="ATTK" Value="14" />
    <ExtendedResult Type="EARN" Code="PTY" Value="3" />
    ..
    <ExtendedResult Type="IVR" Code="BEFORE" Value="1" />
    <ExtendedResult Type="IVR" Code="REMAIN" Value="1" />
  </ExtendedResults>
```

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available Competitor's ID In case Decision=(BYE or BBY) Code=NOCOMP
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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. Send 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	COLOUR	N/A	Element Expected: As soon as it is available.
	Attribute	M/O	Value
	Value	M	SC @Colour Athlete's colour



INTERNATIONAL
OLYMPIC
COMMITTEE

SOG-2020-TKW-2.7 APP

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Play by Play

2.2.4.1 Description

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

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.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the Unit
DocumentSubcode	Not used	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. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a



		<p>session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

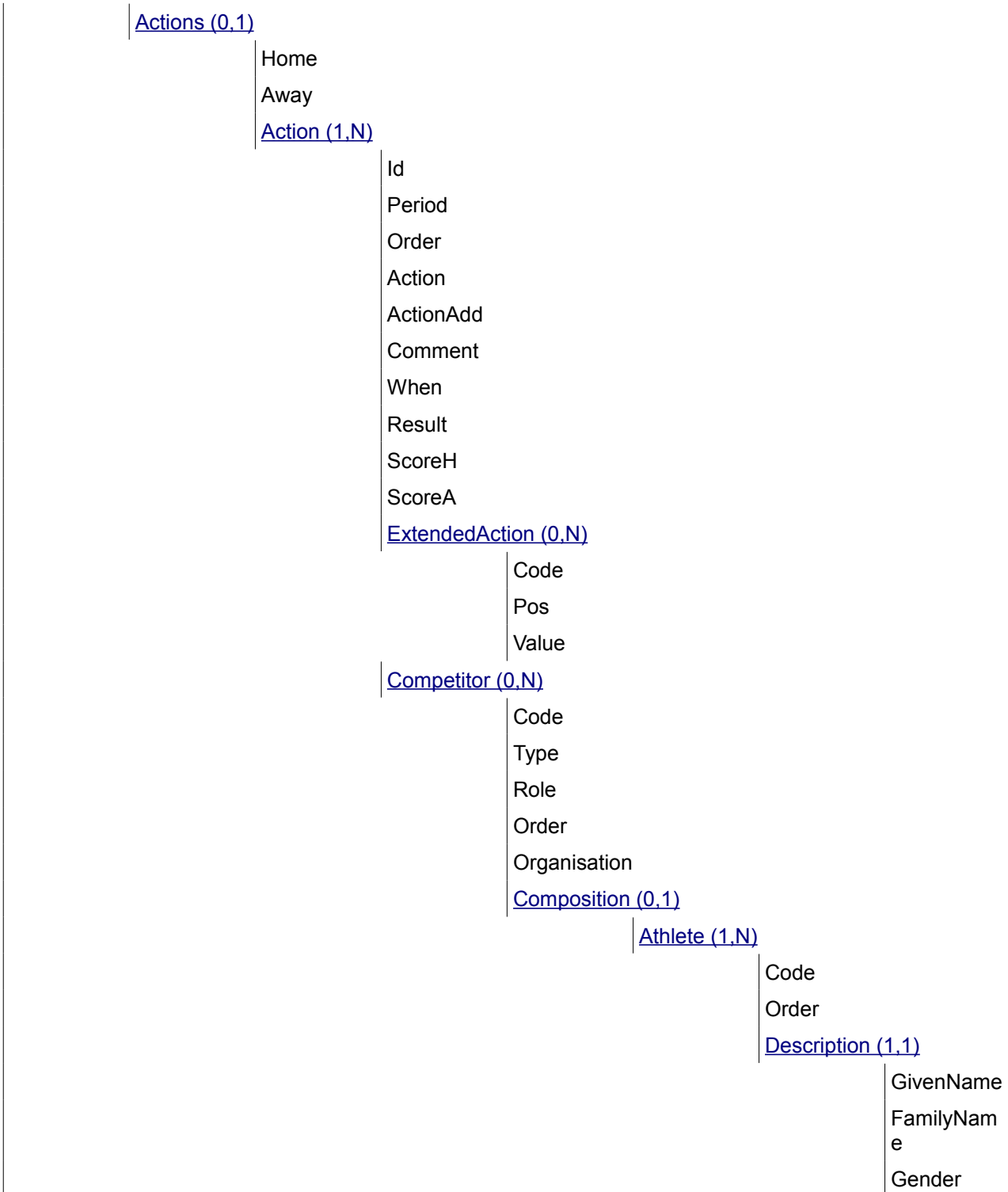
This message is sent:

- LIVE: When the contest starts
- LIVE: After every action
- UNOFFICIAL/OFFICIAL: After the contest (unit)

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
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				





	Organisation
	BirthDate
	IFld
	Class

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 /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
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
Home	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	S(20) with no leading zeroes	Away 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	Send Round
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 @Technique or SC @RequestType or SC @IRM	Action, send one technique code, IRM or IVR for video replay Note: IVR (RequestType) can be requested by: - a coach on behalf of his athlete, for his/her athlete or - a coach against the opponent - judges/referee
ActionAdd	O	S(12)	Send TECHNIQUE, IRM or REQUEST to know the type of action
Comment	O	S(5)	Send JUDGE if the IVR is requested by the Referee/Judge
When	O	S(12)	Send TECHNIQUE, IRM or REQUEST to know the type of action
Result	O	SC @RequestResult or Numeric 0	For ActionAdd = REQUEST send SC @RequestResult For ActionAdd = TECHNIQUE SC @Technique and points are applicable, send points
ScoreH	O	Numeric #0	Score of the home competitor after the action. Do not send for IVR.
ScoreA	O	Numeric #0	Score of the away competitor after the action. Do not send for IVR.)

Element: Actions /Action /ExtendedAction (0,N)			
Type	Code	Pos	Description
	IVR	N/A	Element Expected:



Attribute	M/O	Value	Description
Value	M	S(3)	<p>Only if Action = IVR and in the case of an IVR request made by a coach.</p> <p>Send OWN where the coach request is to review an action by his/her athlete. (Role = SUBJECT_REQUEST only).</p> <p>Send OPP where the coach request is to review an action by the opponent. (Role = SUBJECT for the opponent and REQUEST for the requesting competitor.</p>

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 In the case of an IVR, the first athlete listed is always the athlete under review, not the athlete/coach making the request.
Type	M	S(1)	A for athlete
Role	O	S(20)	Only send in the case of IVR. Send either: SUBJECT for the athlete under review if JUDGE review or SUBJECT_REQUEST for athlete request where IVR = OWN or SUBJECT for the athlete under review if athlete request where IVR = OPP or REQUEST for the requestor for athlete request where IVR = OPP
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only one.
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) related to the action
Order	O	Numeric 0	Send 1 for athlete



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

Sample (General)



```
<Action Id="123456" Period="R1" Order="3" Action="OK1" When="1:12" Result="1" ScoreH="1"
ScoreA="0">
<Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
<Composition>
<Athlete Code="1008743" Order="1" >
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="SUI" BirthDate="1994-
12-15" />
</Athlete>
</Composition>
</Competitor>
<Action Id="10" Period="R1" Order="2" Action="IVR" ActionAdd="HDK" Comment="JUDGE" When="1:56"
Result="A">
<Competitor Code="9390132" Type="A" Role="SUBJECT" Organisation="ESP" Order="1">
<Composition>
<Athlete Code="9390132" Order="1">
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="ESP"
BirthDate="1991-07-29" />
</Athlete>
</Composition>
</Competitor>
</Action>
<Action Id="11" Period="R1" Order="4" Action="IVR" ActionAdd="TK2" When="1:16" Result="A">
<ExtendedAction Code="IVR" Value="OWN" />
<Competitor Code="9390132" Type="A" Role="SUBJECT_REQUEST" Organisation="ESP" Order="1">
<Composition>
<Athlete Code="9390132" Order="1">
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="ESP"
BirthDate="1991-07-29" />
</Athlete>
</Composition>
</Competitor>
</Action>
<Action Id="12" Period="R1" Order="6" Action="IVR" ActionAdd="TK2" When="0:42" Result="A">
<ExtendedAction Code="IVR" Value="OPP" />
<Competitor Code="9390132" Type="A" Role="SUBJECT" Organisation="ESP" Order="1">
<Composition>
<Athlete Code="9390132" Order="1">
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="ESP"
BirthDate="1991-07-29"/>
</Athlete>
</Composition>
</Competitor>
<Competitor Code="9390777" Type="A" Role="REQUEST" Organisation="GBR" Order="2">
<Composition>
<Athlete Code="9390777" Order="1">
<Description GivenName="Mary" FamilyName="Jones" Gender="F" Organisation="GBR"
BirthDate="1992-07-29" IFId="GBR-1528" />
</Athlete>
</Composition>
</Competitor>
```




INTERNATIONAL
OLYMPIC
COMMITTEE

SOG-2020-TKW-2.7 APP

2.2.4.6 Message Sort

Actions /Action @Order followed by @Pos

2.2.5 Brackets

2.2.5.1 Description

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (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 (when the draw initially made) INTERMEDIATE (during the competition) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the



		correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

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

Send when a match/event unit is completed for unofficial & official status. Therefore it is triggered up to two times for each event unit (unless there is no change from unofficial to official as duplicates are not expected). 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.

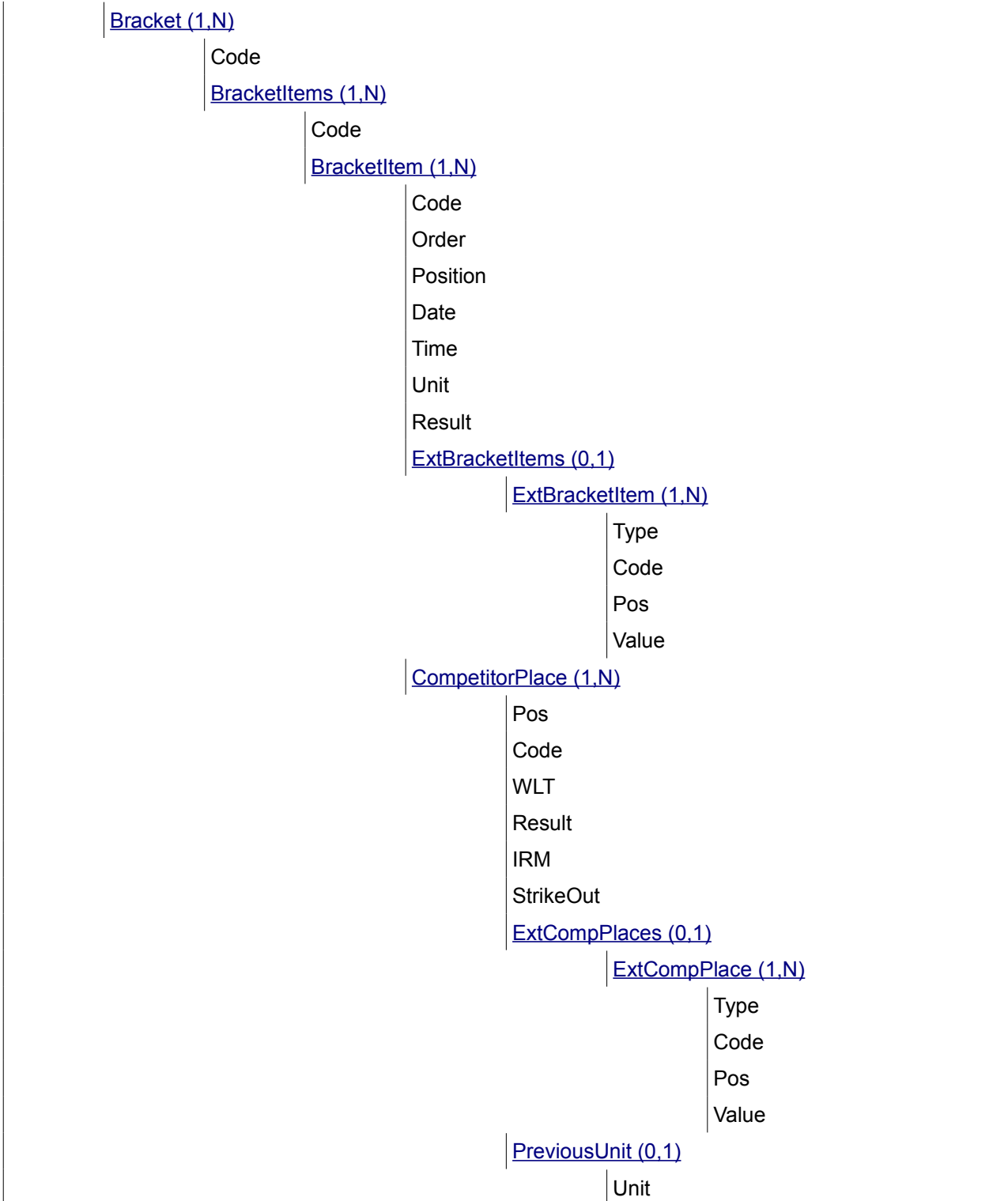
- Send with ResultStatus = 'START_LIST' after the draw is made and before the first bout is complete
- Send with ResultStatus = 'INTERMEDIATE' from after the first bout until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (Gold Medal match) has Unofficial status.
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

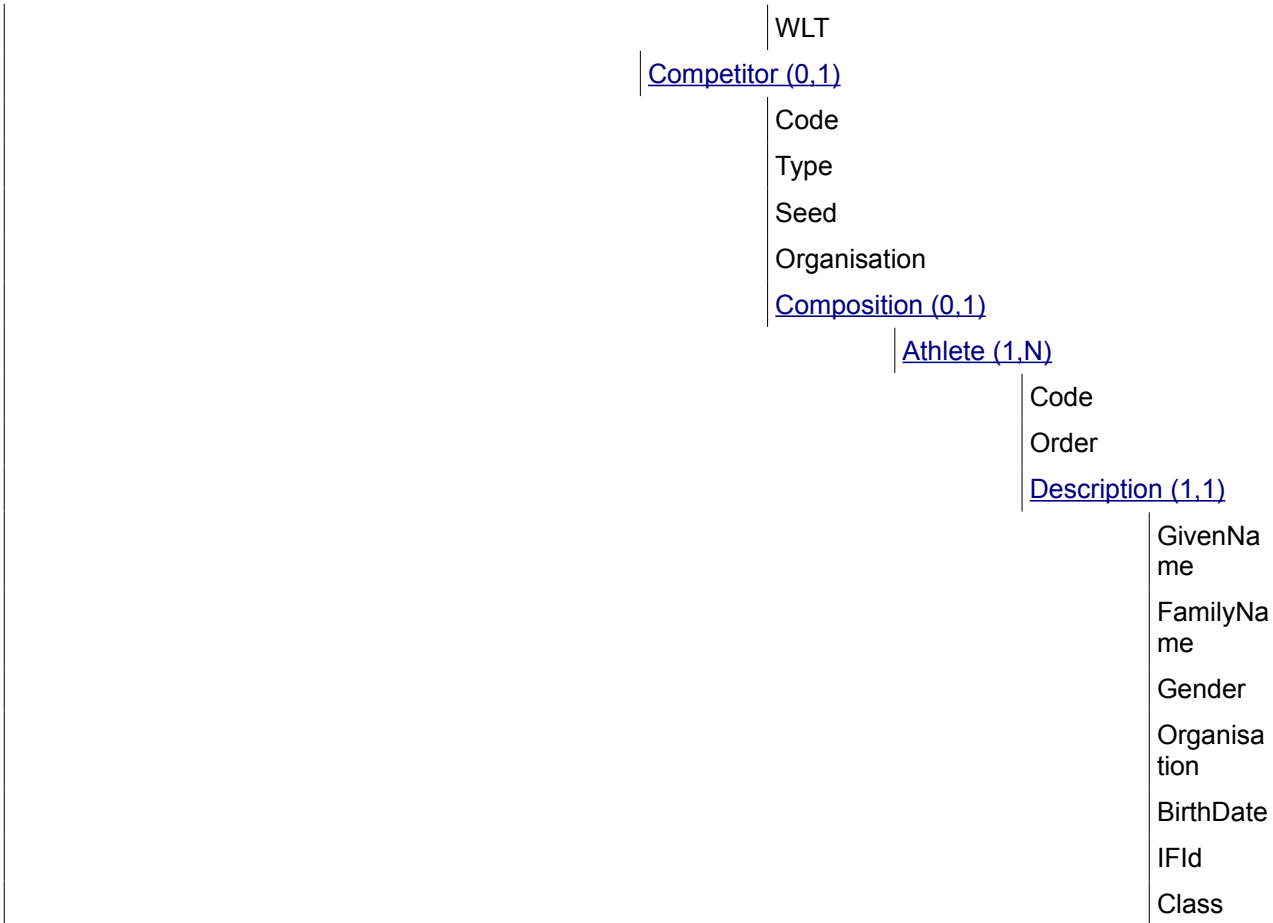
Trigger also after any change.

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			Gender						
			VenueDescription (0,1)						
			Venue						
			VenueName						





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)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes



EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

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

Element: Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Bracket	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	Each BracketItems should include all BracketItem grouped by their SC @BracketItems.

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

Attribute	M/O	Value	Description
Code	O	Numeric or TBD	It will be sent the contest for each bracket item (e.g.: 314, 315,...) However, it may include "TBD" for to be defined, if the bout 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). Must include if the data is available.
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
--------	---	-------	---

Element: Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)
ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.

Type	Code	Pos	Description
EBI	SESSIONTYPE	N/A	Element Expected: Just when available
Attribute	M/O	Value	Description
Value	M	CC @SessionType	Session Type like in C75 (ORIS) -morning or afternoon.
EBI	DECISION	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	M	SC @ResultCode	Decision of the match

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 there is no competitor (BYE) - also for the repechage bracket with no competitors. or when it is not known yet (TBD) or when both athletes are disqualified or Withdraw (NCT) and no competitor passes to the next round.
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known
Result	O	S(10)	The result of the competitor in the event unit. Points scored.
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)

Type	Code	Pos	Description
------	------	-----	-------------



ECP	DESC	N/A	Element Expected: Just when the competitor is not known yet and only for repechages. (when the CompetitorPlace @Code is TBD and only for the Repechage and only for the bracket waiting direct competitor from the final bracket's phases)
Attribute	M/O	Value	Description
Value	M	S(50)	Send the description of the competitor to be replaced in Repechage. For example: "Loser in SF from Pool B"

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.
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	A	A for athlete
Seed	O	S(10)	The seed of the competitor if applicablen
Organisation	O	CC @Organisation	Competitors' organisation if known.

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute 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 @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample (General)



```
....  
<BracketItem Code="131" Order="2" Position="2" Date="2016-08-09" Time="01:20"  
Unit="TKWM54KG-----SFNL0001----" Result="WP 3:0" >  
<CompetitorPlace Pos="1" WLT="W" >  
<PreviousUnit Unit=" TKWM54KG-----QFNL0001----" />  
<Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >  
<Composition>  
<Athlete Code="1066978" Order="1" >  
<Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP" BirthDate="1991-  
12-16" />  
</Athlete>  
</Composition>  
</Competitor>  
</CompetitorPlace>  
<CompetitorPlace Pos="2" WLT="L" >  
<PreviousUnit Unit=" TKWM54KG-----QFNL0003----" />  
<Competitor Code="1129984" Type="A" Organisation="NZL" Seed="6" >  
<Composition>  
<Athlete Code="1129984" Order="1" >  
<Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1991-  
12-15" />  
</Athlete>  
</Composition>  
</Competitor>  
</CompetitorPlace>  
</BracketItem>  
....
```

2.2.5.6 Message Sort

The following order applies:

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

2.2.6 Statistics

2.2.6.1 Description

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF header values.
DocumentSubcode	Not used	Not used
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU	TOU: Tournament statistics
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a



		<p>session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.6.3 Trigger and Frequency

This message has to be sent at the end of each event (gold medal match).

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
Competition (0.1)	Gen Sport Codes				
	ExtendedInfos (0.1)				
		SportDescription (0.1)			
			DisciplineName EventName Gender		
		VenueDescription (0.1)			
			Venue VenueName		
	Stats (1.1)				
		Code			
		StatsItems (0.1)			
			StatsItem (1.N)		
					Type



	Code
	Pos
	Value
	Percent
	ExtendedStat (0..N)
	Code
	Pos
	Value

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

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

Element: Stats (1,1)			
Attribute	M/O	Value	Description



Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.
------	---	--------------------------------	---

Element: Stats /StatsItems /StatsItem (1,N)				
Statistics for the gender or the eventdepending on the DocumentCode.				
Type		Code	Pos	Description
ST		SC @ResultCode	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	The number of wins for this result code
	Percent	O	Numeric ##0.0	Send the percentage of wins.
ST		DECISION_TOTAL	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	The total number of wins
ST		TECHNIQUE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	The total number of time a technique was used (kicks, punches)
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
	Attribute	Value	Description	
	Code	SC @Technique		
	Pos	N/A	N/A	
	Value	Numeric ##0	The number of times a technique was used (Kicks, Punches only)	
ST		PTY	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	The total number of time a penalty was given
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always				



Attribute	Value	Description	
Code	SC @Technique		
Pos	N/A	N/A	
Value	Numeric ##0	The number of times a penalty type was given. GJ only.	
ST	IVR	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Total instant video reviews
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	SC @RequestResult		
Pos	N/A	N/A	
Value	Numeric ##0	Total number of Instant video review.accepted/ rejected.	

Sample (General)



```
<Stats Code="TOU">
<StatsItems>
<StatsItem Type="ST" Code="DSQ" Value="0" Percent="0.0" />
<StatsItem Type="ST" Code="PTF" Value="18" Percent="94.7" />
<StatsItem Type="ST" Code="PTG" Value="0" Percent="0.0" />
<StatsItem Type="ST" Code="PUN" Value="0" Percent="0.0" />
<StatsItem Type="ST" Code="RSC" Value="0" Percent="0.0" />
❖
<StatsItem Type="ST" Code="DECISION_TOTAL" Value="19" />
.....
<StatsItem Type="ST" Code="TECHNIQUE" Value="102" >
<ExtendedStat Code="DK1" Value="26" />
<ExtendedStat Code="DK2" Value="1" />
<ExtendedStat Code="DK3" Value="6" />
<ExtendedStat Code="DK4" Value="2" />
<ExtendedStat Code="DP" Value="3" />
<ExtendedStat Code="OK1" Value="51" />
<ExtendedStat Code="OK2" Value="1" />
<ExtendedStat Code="OK3" Value="12" />
<ExtendedStat Code="OK4" Value="0" />
<ExtendedStat Code="OP" Value="0" />
</StatsItem>
<StatsItem Type="ST" Code="PTY" Value="61" >
<ExtendedStat Code="GJ" Value="61" />
</StatsItem>
<StatsItem Type="ST" Code="IVR" Value="11" >
<ExtendedStat Code="A" Value="2" />
<ExtendedStat Code="R" Value="9" />
</StatsItem>
```

2.2.6.6 Message Sort

Sort according to the @Order attributes.

2.2.7 Event Final Ranking

2.2.7.1 Description

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

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or



		Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

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

- After the event is finished (OFFICIAL)
- After any final ranking is known (PARTIAL)

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
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	
Composition (1,1)	
	Athlete (0,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	O	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	O	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. It is optional because the competitor can be disqualified. Not sent where Competitor/Code = NOCOMP
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
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)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or NOCOMP	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	A	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation if known

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. Send 1 when 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 @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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>
<Result Rank="11" SortOrder="16" >
<Competitor Code="NOCOMP" Type="A" />
</Result>
....

```

2.2.7.6 Message Sort

Sort by Result @SortOrder



2.2.8 Configuration

2.2.8.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event. Send one message per event.

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be at event level.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>



Source	SC @Source	Code indicating the system which generated the message.
--------	----------------------------	---

2.2.8.3 Trigger and Frequency

Follow the general definition, send before each event starts.

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 this message is updated after the start list then DT_RESULT must be resent.

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
Competition (0,1)	Gen Sport Codes Configs (1,1)	Config (1,N)	Unit ExtendedConfig (1,N)	Type Code Pos Value

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: Configs /Config (1,N)



Attribute	M/O	Value	Description
Unit	M	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
EC	COMPETITORS_NUM	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	N(2) #0	Total number of competitors in one specific event
EC	EVENT_ABBREV	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	String	Is the Event code for this event. Example: "-67 kg", "+67 kg".

Sample (General)

```
....
<Configs>
  <Config Unit="TKWM58KG-----">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
    <ExtendedConfig Type="EC" Code="COMPETITORS_NUM" Value="28" />
    <ExtendedConfig Type="EC" Code="EVENT_ABBREV" Value="-58 kg" />
  </Config>
</Configs>
```

2.2.8.6 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	20 February 2018	Updated
V2.0	8 August 2018	Updated
V2.1	7 September 2018	Updated
V2.2	21 September 2018	Updated
V2.3	25 October 2018	Updated
V2.4	24 January 2019	Updated
V2.5	30 May 2019	Updated
V2.6	14 August 2019	Updated
V2.7	11 November 2019	Updated

File Reference: SOG-2020-TKW-2.7 APP

Change Log



Versio n	Status	Changes on version
v1.0	SFR	First version
V1.1	SFR	DT_PARTIC: Updated to add Passport names (CR15219)
V1.2	SFR	Typographical corrections
V2.0	SFA	DT_PLAY_BY_PLAY: Message added, duplicated data removed in DT_RESULT. Removed reference to YOG. Update to support Paralympic Taekwondo. CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_PARTIC: Added seed and Olympic ranking as entries. Remove officials bib.
V2.2	SFA	DT_BRACKETS: DT_BRACKETS: Add EBI/DECISION and Result @ Bracket /BracketItems /BracketItem /CompetitorPlace
V2.3	APP	DT_PARTIC: Update SEED to string to support the unseeded. DT_RESULT: Add IVR in ExtendedInfos DT_RESULT: Updated IVR information in ExtendedResults. DT_RESULT: KYONG_GO removed Editorial improvements without changing the intent.
V2.4	APP	CR16928: DT_STATS: Move PERCENT @ Stats /StatsItems /StatsItem /ExtendedStat to Attribute Percent @ ST/SC @ResultCode DT_STATS: Typo correction at Stats /StatsItems /StatsItem. Only applicable technique for ST/PTY is GJ DT_STATS: Correct triggering typo, send after each event only.
V2.5	APP	DT_PLAY_BY_PLAY: Updated to add Role attribute to make the IVR information clearer. DT_PLAY_BY_PLAY: Add IRM as action DT_RESULT: Clarify WLT @ Result. DT_BRACKET: Update for clarification with standards from general documentation DT_BRACKET: Replace 'no competitor' by NCT @Code @Bracket /BracketItems /BracketItem /CompetitorPlace DT_RANKING: Clarify that no Rank applies when the Competitor/Code = NOCOMP CR16640: Add ODF Version @Competition
V2.6	APP	CR17809: Change Participant/OlympicSolidarity to disallow N CR17970: In PLAY_BY_PLAY updated Action, ActionAdd and Result @Actions/Action
V2.7	APP	DT_RESULT: Change DISPLAY to RES_CODE @ExtendedInfos/ExtendedInfo for consistency with other combat sports. CR18395: Increase size of SessionCode in DT_SCHEDULE