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SOG-2020-TEN-2.6 APP

Olympic Data Feed



ODF Tennis Data Dictionary
Tokyo 2020 – Games of the XXXII Olympiad
Technology and Information Department
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SOG-2020-TEN-2.6 APP
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1 Introduction

1.1 This document

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

1.2 Objective

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

- 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_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_BRACKETS	Brackets	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	



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DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	
DT_PDF	PDF Message - Must send EI/REPORT_STATUS for C58	

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.

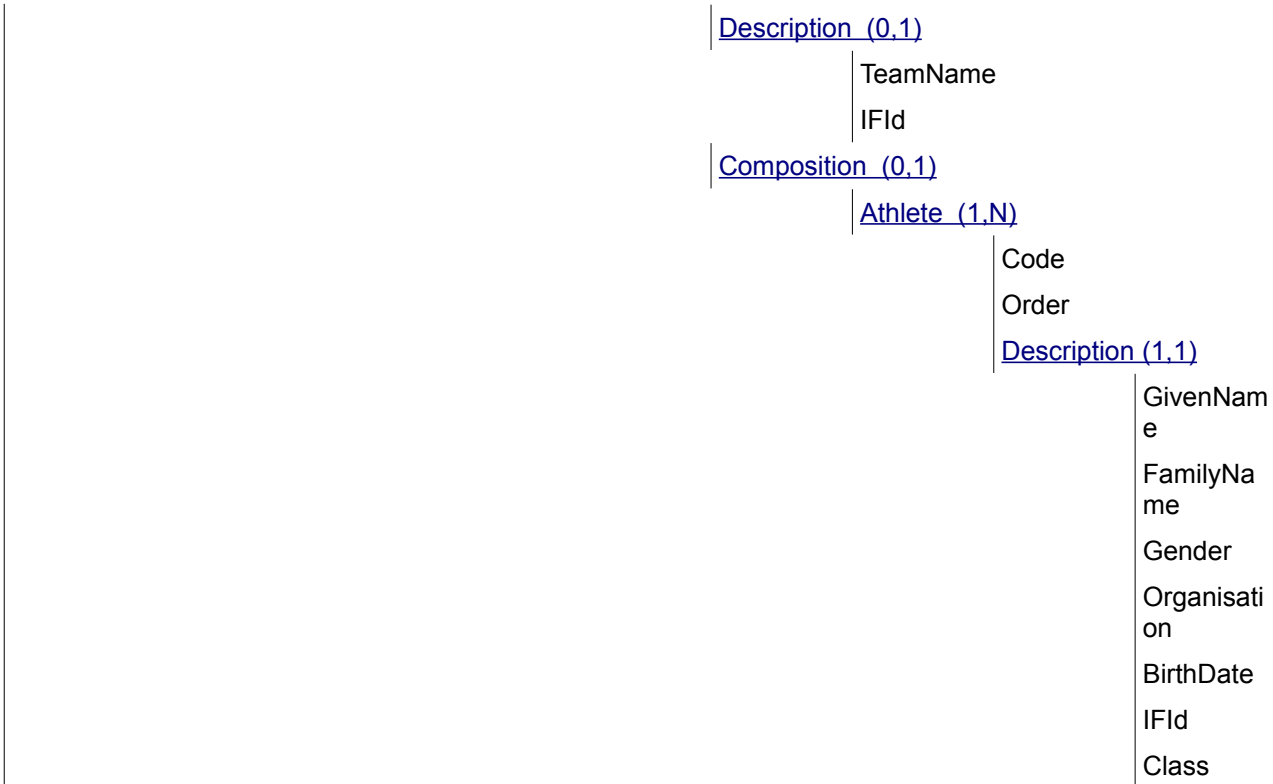
2.2.1.4 Message Structure

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



2.2.1.5 Message Values

Element: Competition (0,1)

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

Attribute	M/O	Value	Description
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-TEN-1.10" Codes="SOG-2020-1.20" >
```

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 SessionCode="TEN01" StartDate="2020-07-25T10:45:00+09:00" EndDate="2020-07-25T23:15:00+09:00" LeadIn="5:00" Venue="ART" VenueName="Ariake Tennis Park" >
  <SessionName Language="ENG" Value="Tennis Session 1" />
</Session>
<Session SessionCode="TEN02" StartDate="2020-07-26T10:45:00+09:00" EndDate="2020-07-26T23:15:00+09:00" LeadIn="5:00" Venue="ART" VenueName="Ariake Tennis Park" >
  <SessionName Language="ENG" Value="Tennis 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	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is 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</p>



			or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Indicator of medal awarded for this unit.
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
ModificationIndicato	O	N, U	Attribute is mandatory in the



r			<p>DT_SCHEDULE_UPDATE message only</p> <p>N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.</p> <p>If ModificationIndicator="U", then update the event unit.</p>
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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	SC @StartText	Text to be displayed in the case that StartDate is not to be displayed (e.g.: "2nd on Court 1"). Using a code set 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)	<p>Item Name / Unit Description.</p> <p>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.</p> <p>For non-competition schedules (where the item description is not in common codes) then add the description.</p>

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, HNOG or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)

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

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

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

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when



			available
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)
Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN etc) or HCOUP (BDM, TEN etc),
In case of the Competitor @Code='TBD' the Competitor element should not be sent.

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

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.
Class	O	CC @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.

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.

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

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



		produced.
LogicalDate	Date	<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

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



			<p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for



			all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants



			To delete a participant, a specific value of the Status attribute is used.
--	--	--	----------------------------------------------------------------------------

Element: Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline
IFld	O	S(16)	IF ID (competitor's federation 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 Wheelchair Tennis. Mandatory in Wheelchair Tennis. Send only in the Case of Current="true".

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	QUAL_TYPE	N/A	Element Expected: If applicable (this information can be sent in both messages). Send for Individual events only (not in Team events).
	Attribute	M/O	Value
	Value	M	SC @QualifyingType
ENTRY	RANK_WLD	N/A	Element Expected: If applicable (this information can be sent in both messages).



				Applies to both Individual and Doubles events.
	Attribute	M/O	Value	Description
	Value	M	S(4)	Player's world ranking
ENTRY		SEED	N/A	Element Expected: If applicable as soon as this information is known (this information only will be sent in the update message). Only for Individual events.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Seed number is applicable
ENTRY		HAND	N/A	Element Expected: As soon as this information is available (this information can be sent in both messages). Send for Individual and Team events.
	Attribute	M/O	Value	Description
	Value	M	SC @Hand	Handedness

2.2.2.6 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

The List of teams message contains the list of teams related to the current competition.

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all



		<p>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

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

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

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		TVTeamName			
		Gender			
		Current			
		ModificationIndicator			



2.2.3.5 Message Values

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

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example: "TENXDOUBLES-AUS01")
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.



Name	M	S(73)	Team name
TVTeamName	M	S(21)	Team's TV Name. In head-to-head pairs competitions this should be in the format JONES/SMITH [max char(10) per name] else it is the organisation name unless special rules apply.
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N)

In the case of current teams the number of athletes is 2 or more.

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

Element: Team /Discipline (0,1)

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

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

Element: Team /Discipline /RegisteredEvent (0,1)



Each current team is assigned to one event. Historical teams will not be registered to any event.

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

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

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this team has Qualifying Type (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	M	SC @QualifyingType
ENTRY	SEED	N/A	Element Expected: Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)
	Attribute	M/O	Value
	Value	M	Numeric ##

Sample (General)

```
<Team Code="TENXDOUBLES-CAN01" Organisation="CAN" Number="1" Name="Canada"
TVTeamName="JONES/SMITH" Gender="X" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  </Composition>
  <Discipline Code="TEN-----" >
    <RegisteredEvent Event="TENXDOUBLES-----" >
      <EventEntry Type="ENTRY" Code="QUAL_TYPE" Value="ITF" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.2.3.6 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentSubcode	N/A	Not used in TEN
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in TEN
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc.). START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL 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.



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

2.2.4.3 Trigger and Frequency

For each match:

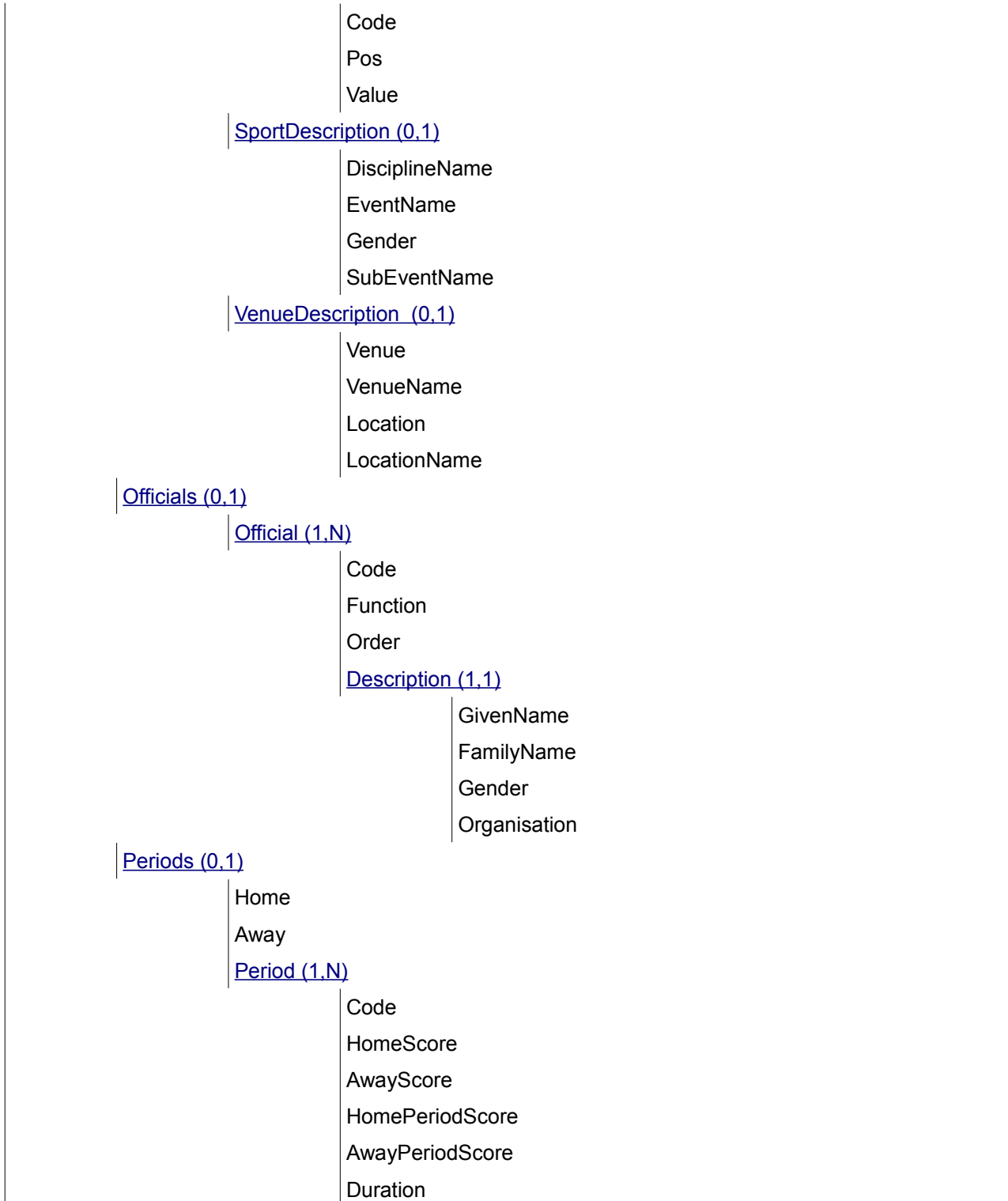
- * As soon as each competitor is known and any changes in start list data (START_LIST)
- * When the match starts and after every point (LIVE)
- * When match is stopped due to weather or bad light, high temperature etc. (INTERMEDIATE)
- * After the match over (UNOFFICIAL/OFFICIAL)

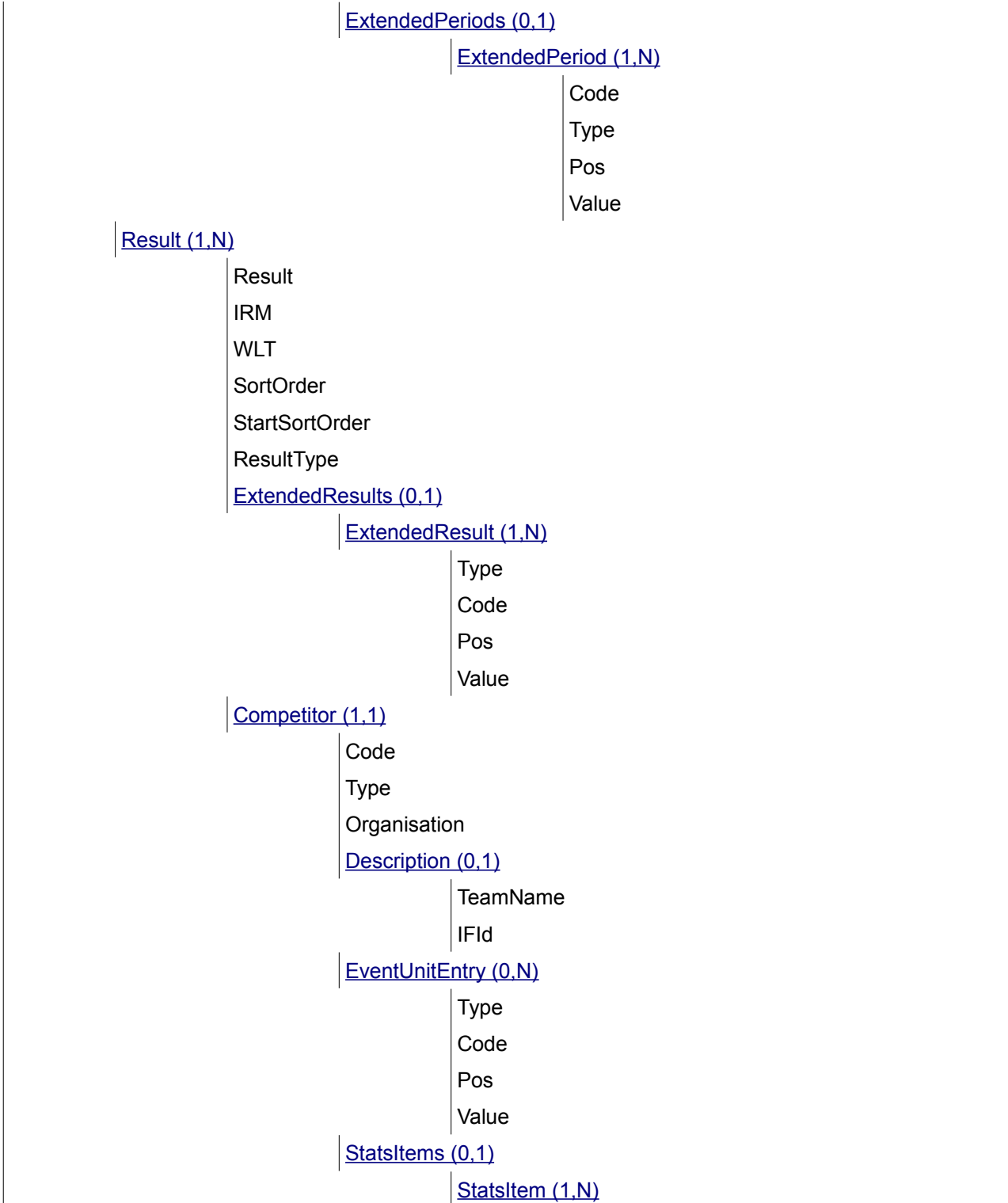
Trigger also after any change.

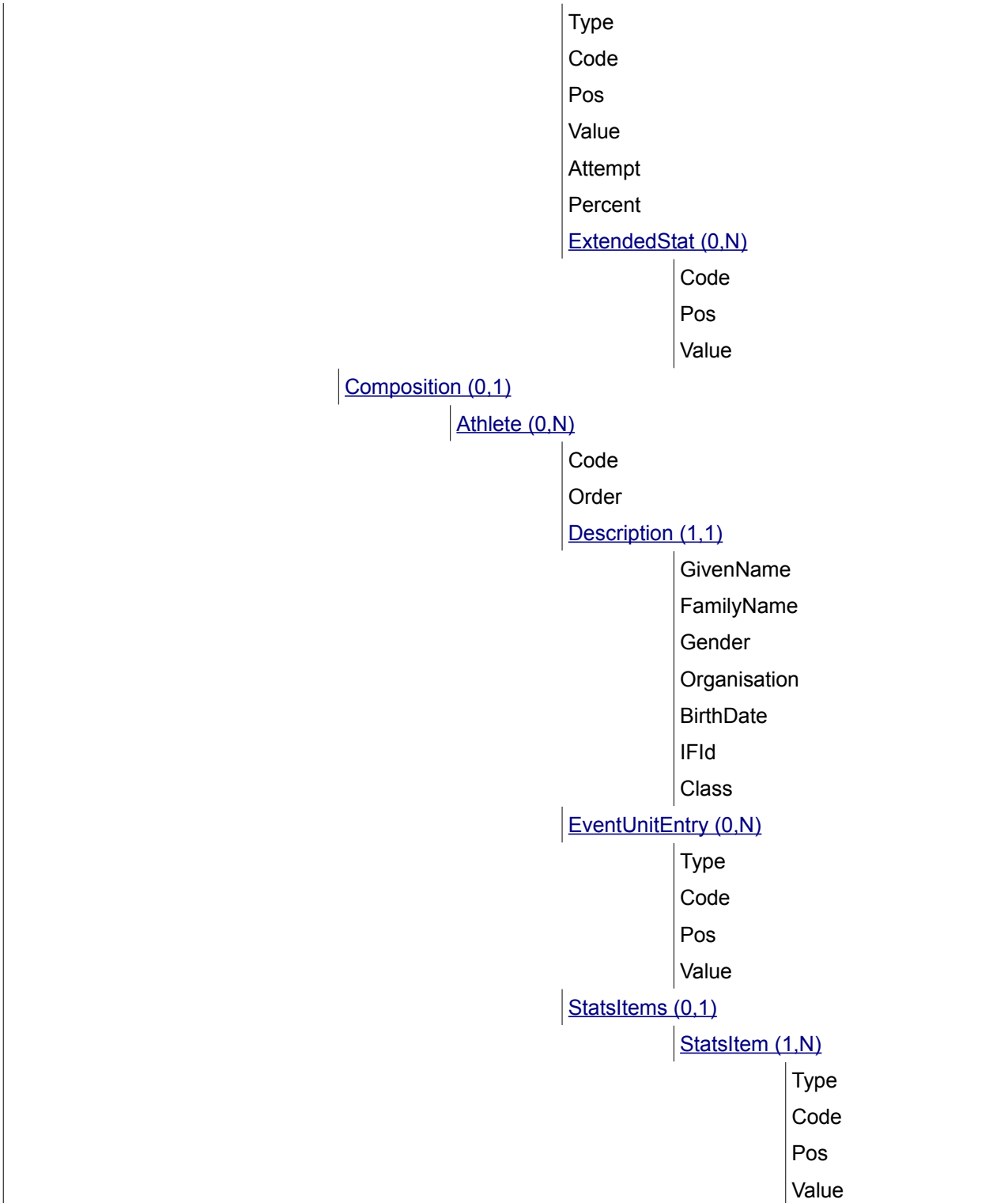
2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
			Duration					
		ExtendedInfo (0,N)						
			Type					









	Attempt Percent ExtendedStat (0,N) Code Pos Value
--	----------------------------------------------------------------------------------

2.2.4.5 Message Values

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

Element: ExtendedInfos /UnitDateTime (0,1)			
Include when the match starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time. Do not include until unit has started.
Duration	O	h:mm	Match duration (elapsed time) It will not be sent for DSQ before the match or WO. This value must be updated during the match in each message.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	CURRENT_SET	N/A	Element Expected: Always when LIVE
	Attribute	M/O	Value
	Value	M	SC @Period Send the proposed Code
UI	FINAL_RESULT	N/A	Element Expected: When the match is over
	Attribute	M/O	Value
			Description



	Value	M	String	Match final result in the display format: 7-6(3) 7-5 or 6-3 3-6 [10-4] or 6-1 4-6 1-1 RET
UI		MATCH_STATUS	N/A	Element Expected: Always after the match has started
	Attribute	M/O	Value	Description
	Value	M	SC @Status	Match status
UI		SERVER	N/A	Element Expected: Always when LIVE
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the athlete ID of the player currently serving, either individual or player within the pair.

Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="1:29" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="7-6(3) 7-5" />
  ...
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

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

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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



Element: 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. Send according to the code for: -Chair Umpire Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric 0	Order of the Officials, starting at 1.

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

Sample (General)

```
<Officials>
  <Official Code="1138266" Function="UR" Order="1">
    <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" />
  </Official>
</Officials>
```

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

Element: Periods /Period (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Period	Set Number, usually there are 3 sets.
HomeScore	M	String	Home competitor score achieved in the set. The



			format of the result can be [10] or 6 (4).
AwayScore	M	String	Away competitor score achieved in the set. The format of the result can be [10] or 6 (4).
HomePeriodScore	O	S(2)	Home competitor points achieved in the current game or "AD" for player with advantage and " " (null) for player without advantage (update after each point). Only applicable during a game.
AwayPeriodScore	O	S(2)	Away competitor points achieved in the current game or "AD" for player with advantage and " " (null) for player without advantage (update after each point). Only applicable during a game.
Duration	O	h:mm	Duration of the Set. Do not send hours or ":" if hours is zero. Expected at the end of the period.

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

ExtendedPeriod information.

Type	Code	Pos	Description
EP	TIE-BREAK_AWAY	N/A	Element Expected: For any tie-break
	Attribute	M/O	Value
	Value	M	Numeric #0
EP	TIE-BREAK_HOME	N/A	Element Expected: For any tie-break
	Attribute	M/O	Value
	Value	M	Numeric #0
EP	WIN	N/A	Element Expected: When the Set finishes
	Attribute	M/O	Value
	Value	M	S(1)
			Set Winner Indicator send H or A if the set is winner for Home or Away.

Sample (General)



```
<Periods Home="3246254" Away="6318737" >
  <Period Code="S1" HomeScore="6" AwayScore="7" Duration="53">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="TIE-BREAK_HOME" Value="4" />
      <ExtendedPeriod Type="EP" Code="TIE-BREAK_AWAY" Value="7" />
      <ExtendedPeriod Type="EP" Code="WIN" Value="A" />
    </ExtendedPeriods>
  </Period>
  <Period Code="S2" HomeScore="6" AwayScore="3" Duration="37">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="WIN" Value="H" />
    </ExtendedPeriods>
  </Period>
  <Period Code="S3" HomeScore="2" AwayScore="3" HomePeriodScore="30" AwayPeriodScore="15"/>
  ...
</Periods>
...
```

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Result	O	Numeric 0	Number of completed sets won by the competitor.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned Only send it if ResultType is IRM.
WLT	O	SC @WLT	Indicate if the competitor won (W) or lost (L). Only included (mandatory) at the end of the match.
SortOrder	M	Numeric	Used to sort all start list competitors. Send 1 for Home and 2 for Away.
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Result type, either score or IRM for the corresponding match. Mandatory when the match is finished.

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

Type	Code	Pos	Description
ER	CHALLENGES_RE MAIN	SC @Period	Pos Description: Send the period code. Element Expected: Always on courts where the data is



				available
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the number of remained challenges for the competitor in the current set.
ER		MATCH_PT_COUNT	N/A	Element Expected: Always when the value is not zero.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a match point in the current MATCH
ER		SET_PT_COUNT	SC @Period	Pos Description: Send the period code. Element Expected: Always when the value is not zero.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a set point in the set seen in @Pos.

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID (if known): -For Competitor @Type=T, it will be: Team's ID -Otherwise, Athlete's ID (for Competitor @Type=A) (for singles). Or, TBD (for To Be Determined) in case that the competitor is unknown at this time but will be available.
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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

Competitors extended information (for Team events, when competitor known).

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



IFld	O	S(16)	International Federation ID
------	---	-------	-----------------------------

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

For team event information

Type	Code	Pos	Description	
EUE	SEED	N/A	Element Expected: Send only for those competitors with seed.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Seed Number (for team)

Sample (Doubles)

```
...
<Competitor Code="TENXDOUBLES-FRA02" Type="T" Organisation="FRA">
  <Description TeamName="France"/>
  <EventUnitEntry Type="EUE" Code="SEED" Value="3"/>
...
```

Element: Result /Competitor /StatsItems /StatsItem (1,N)

Only send for Doubles events.

Type	Code	Pos	Description	
ST	1ST_SERVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events)	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	1st Serves made. This is also the information of the 1st Serves POINTS played.
	Attempt	O	Numeric ##0	1st Serves attempts.
	Percent	O	S(3) ##0 or "-"	1st Serve %
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat				
Expected: When available				
	Attribute	Value	Description	
	Code	ACE		
	Pos	N/A		



	Value	Numeric #0	1st Serve Aces	
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: When available				
	Attribute	Value	Description	
	Code	POINTS_WON		
	Pos	N/A		
	Value	Numeric ##0	1st Serve Points Won	
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: When available				
	Attribute	Value	Description	
	Code	POINTS_WON_P RCENT		
	Pos	N/A		
	Value	S(3) ##0 or "-"	1st Serve Points Winning %	
ST		2ND_SERVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	2nd Serves made. This is also the information of the 2nd Serves POINTS played.
	Attempt	O	Numeric ##0	2nd Serves attempts
	Percent	O	S(3) ##0 or "-"	2nd Serve %
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: When available				
	Attribute	Value	Description	
	Code	ACE		
	Pos	N/A		
	Value	Numeric #0	2nd Serve Aces	
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat				



Expected: When available				
Attribute		Value	Description	
Code		POINTS_WON		
Pos		N/A		
Value		Numeric ##0	2nd Serve Points Won	
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: When available				
Attribute		Value	Description	
Code		POINTS_WON_P RCENT		
Pos		N/A		
Value		S(3) ##0 or "-"	2nd Serve Points Winning %	
ST		ACES	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Aces
ST		BREAK_PTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Break Points Converted
	Attempt	O	Numeric ##0	Break Points Opportunities
	Percent	O	S(3) ##0 or "-"	Break Point Conversion %
ST		DBL_FAULT	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the



				Doubles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Double Faults
ST		ERR_FORCED	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Forced Errors
ST		ERR_UNFORCED	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Unforced Errors
ST		POINTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Points Won
ST		RECEIVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Receiving Points won
	Attempt	O	Numeric ##0	Receiving Points Played



	Percent	O	S(3) ##0 or "-"	Receiving Points won %
ST		SERV_WIN	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Service Winners
ST		WINNERS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total Winners
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: When available				
	Attribute	Value	Description	
	Code	BACKHAND		
	Pos	N/A		
	Value	Numeric ##0	Backhand winners	
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: When available				
	Attribute	Value	Description	
	Code	FOREHAND		
	Pos	N/A		
	Value	Numeric ##0	Forehand winners	

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Athlete's ID (if known) or TBD (for To Be Determined). Can belong to a team member or an individual



			athlete.
Order	M	Numeric	If Competitor @Type="T" then order attribute used to sort team members in a team. If Competitor @Type="A" then 1

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 Wheelchair Tennis. Mandatory in Wheelchair Tennis.

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

Individual athletes entry information.

Type	Code	Pos	Description
EUE	SEED	N/A	Element Expected: Send only for those athletes who are seeded in Singles.
	Attribute	M/O	Value
	Value	M	Numeric #0

Sample (Singles)

```

...
<Athlete Code="9380294" Order="1">
  <Description GivenName="Peter" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1985-03-28" />
  <EventUnitEntry Type="EUE" Code="SEED" Value="4" />
...

```

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

Only send for Singles events.

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



ST	1ST_SERVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	1st Serves made. This is also the information of the 1st Serves POINTS played.
	Attempt	O	Numeric ##0	1st Serves attempts
	Percent	O	S(3) ##0 or "-"	1st Serve %
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When available				
	Attribute	Value	Description	
	Code	ACE		
	Pos	N/A		
	Value	Numeric #0	1st Serve Aces	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When available				
	Attribute	Value	Description	
	Code	POINTS_WON		
	Pos	N/A		
	Value	Numeric ##0	1st Serve Points Won	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When available				
	Attribute	Value	Description	
	Code	POINTS_WON_P RCENT		
	Pos	N/A		
	Value	S(3) ##0 or "-"	1st Serve Points Winning %	
ST	2ND_SERVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected:	



				When available (only for the Singles events)
Attribute	M/O	Value	Description	
Value	M	Numeric ##0	2nd Serves made. This is also the information of the 2nd Serves POINTS played.	
Attempt	O	Numeric ##0	2nd Serves attempts	
Percent	O	S(3) ##0 or "-"	2nd Serve %	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When available				
Attribute	Value	Description		
Code	ACE			
Pos	N/A			
Value	Numeric #0	2nd Serve Aces		
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When available				
Attribute	Value	Description		
Code	POINTS_WON			
Pos	N/A			
Value	Numeric ##0	2nd Serve Points Won		
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When available				
Attribute	Value	Description		
Code	POINTS_WON_PERCENT			
Pos	N/A			
Value	S(3) ##0 or "-"	2nd Serve Points Winning %		
ST	ACES	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)	
Attribute	M/O	Value	Description	



	Value	M	Numeric #0	Aces
ST		BREAK_PTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Break Points Converted
	Attempt	O	Numeric ##0	Break Points Opportunities
	Percent	O	S(3) ##0 or "-"	Break Point Conversion %
ST		DBL_FAULT	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Double Faults
ST		ERR_FORCED	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Forced Errors
ST		ERR_UNFORCED	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Unforced Errors



ST		MAX_SPEED	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: Always, only for Singles Events and only for those courts provided with speed radar
	Attribute	M/O	Value	Description
	Value	M	S(3) ##0 or "-" or "0"	Max Speed (km/h) in the 1st or 2nd Service
ST		NET_PTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Net Points won
	Attempt	O	Numeric ##0	Net Points Played
	Percent	O	S(3) ##0 or "-"	Net Points Winning %
ST		POINTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Points Won
ST		RECEIVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Receiving Points won
	Attempt	O	Numeric ##0	Receiving Points Played



	Percent	O	S(3) ##0 or "-"	Receiving Points won %
ST		SERV_WIN	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Service Winners
ST		WINNERS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total Winners
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When available				
	Attribute	Value	Description	
	Code	BACKHAND		
	Pos	N/A		
	Value	Numeric ##0	Backhand winners	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When available				
	Attribute	Value	Description	
	Code	FOREHAND		
	Pos	N/A		
	Value	Numeric ##0	Forehand winners	

Sample (Singles)



```
<Athlete Code="6540182" Order="1">
...
<StatsItems>
  <StatsItem Type="ST" Code="SERV_WIN" Pos="S1" Value="0" />
  ...
  <StatsItem Type="ST" Code="SERV_WIN" Pos="TOT" Value="0" />
  <StatsItem Type="ST" Code="DBL_FAULT" Pos="S1" Value="5" />
  ...
  <StatsItem Type="ST" Code="DBL_FAULT" Pos="TOT" Value="8" />
  <StatsItem Type="ST" Code="ACES" Pos="S1" Value="1" />
  ...
  <StatsItem Type="ST" Code="ACES" Pos="TOT" Value="7" />

  <StatsItem Type="ST" Code="1ST_SERVE" Pos="S1" Attempt="25" Value="20" Percent="80" >
    <ExtendedStat Code="POINTS_WON" Value="11" />
    <ExtendedStat Code="POINTS_WON_PERCENT" Value="25" />
    <ExtendedStat Code="ACE" Value="1" />
  </StatsItem>
  ...
  <StatsItem Type="ST" Code="1ST_SERVE" Pos="TOT" Attempt="100" Value="72" Percent="72" >
    <ExtendedStat Code="POINTS_WON" Value="42" />
    <ExtendedStat Code="POINTS_WON_PERCENT" Value="67" />
    <ExtendedStat Code="ACE" Value="7" />
  </StatsItem>
  <StatsItem Type="ST" Code="2ND_SERVE" Pos="S1" Attempt="12" Value="6" Percent="50" >
    <ExtendedStat Code="POINTS_WON" Value="5" />
    <ExtendedStat Code="POINTS_WON_PERCENT" Value="23" />
    <ExtendedStat Code="ACE" Value="0" />
  </StatsItem>
  ...
  <StatsItem Type="ST" Code="2ND_SERVE" Pos="TOT" Attempt="25" Value="15" Percent="60" >
    <ExtendedStat Code="POINTS_WON" Value="8" />
    <ExtendedStat Code="POINTS_WON_PERCENT" Value="64" />
    <ExtendedStat Code="ACE" Value="0" />
  </StatsItem>
  ...
  <StatsItem Type="ST" Code="MAX_SPEED" Pos="TOT" Value="138" />
  ...
</Athlete>
```

2.2.4.6 Message Sort

Sort by Result @SortOrder

2.2.5 Play by Play

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentSubcode	N/A	Not used in TEN
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 session which began at 21:00 on Aug 2 and ended at



		<p>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.

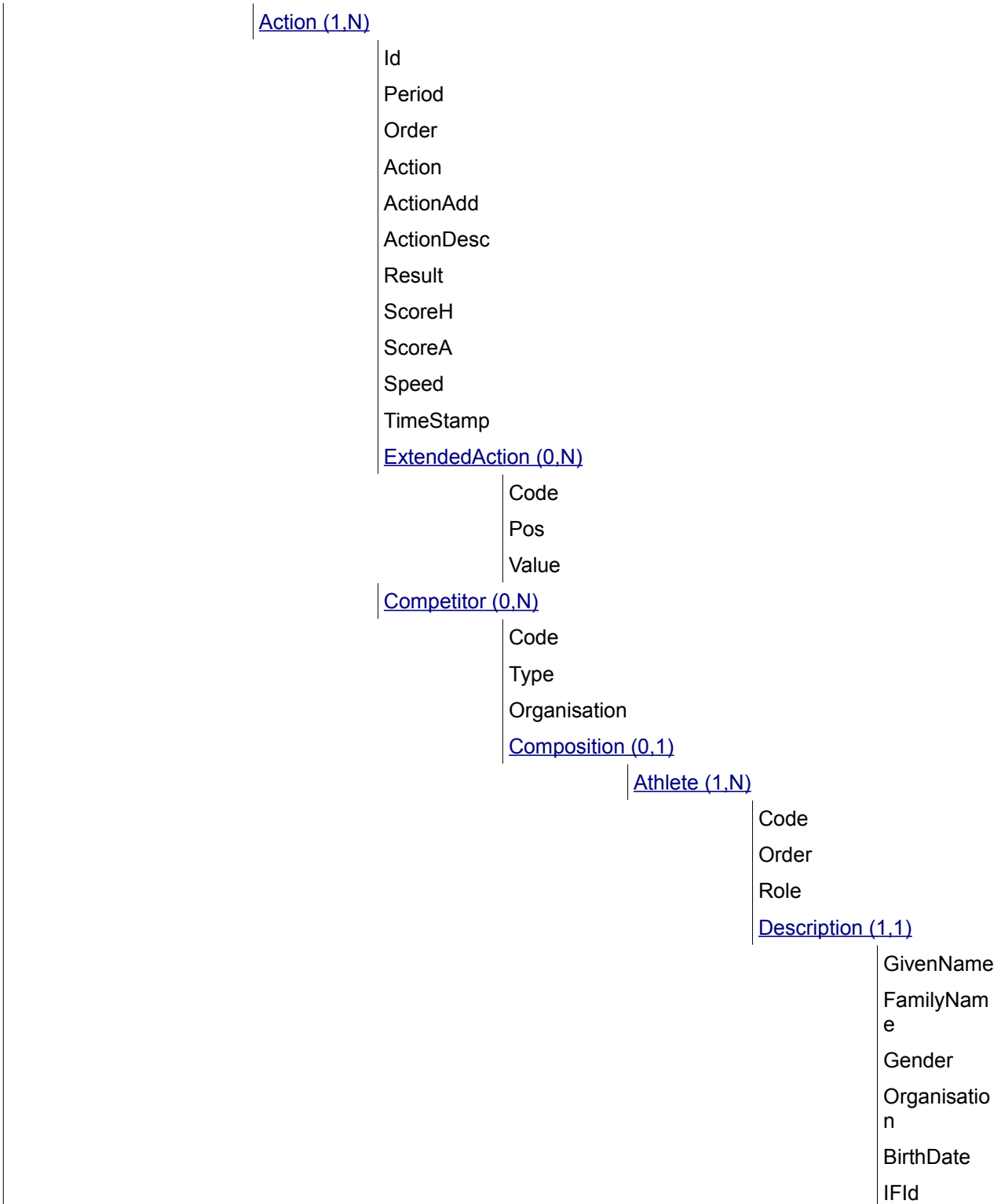
2.2.5.3 Trigger and Frequency

Only at the end of each point in the match.

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Actions (0,1)						
		Home					
		Away					





	Class
--	-------

2.2.5.5 Message Values

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

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	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	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	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	Period of the action within the match.
Order	M	Numeric	Unique sequential number for all the actions, from 1 to n. It is used to sort Action.
Action	M	SC @Action	Game number within the set (Gn) or TB for tie-break.
ActionAdd	O	S(1)	Send Y if the action is the end of the game and there was a service break in this game.
ActionDesc	O	S(200)	Action description for display in ENG, for example: "<Competitor> loses the point with a Forehand Forced Error" "<Competitor> wins the point with a Forehand Winner".
Result	M	SC @ResAction	Result of the point.
ScoreH	O	S(2)	Home score in the game or AD for advantage. Send except if it was the last point in the game or the other competitor holds advantage.
ScoreA	O	S(2)	Away score in the game or AD for advantage. Send except if it was the last point in the game or the other competitor holds advantage.
Speed	O	Numeric ##0.0	Send the service speed. Send after each point and only in the available courts and only in the case of a successful serve (km/h).
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Actions /Action /ExtendedAction (0,N)				
Extended Action information.				
Type	Code	Pos	Description	
N/A	SET_SCORE_H	N/A	Element Expected: Only at the end of the game	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Home score in the current (or just completed) set.
N/A	SET_SCORE_A	N/A	Element Expected: Only at the end of the game	
	Attribute	M/O	Value	Description



	Value	M	Numeric #0	Away score in the current (or just completed) set.
--	-------	---	------------	----------------------------------------------------

Element: Actions /Action /Competitor (0,N)

Competitor participating in the Action. Used when the Action is related to a competitor.

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

Element: Actions /Action /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action.
Order	O	Numeric	Send 1 as only the server is ever sent.
Role	O	SC @ActionRole	Role of the player in the action.

Element: Actions /Action /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of Wheelchair Tennis. Mandatory in Wheelchair Tennis.

Sample (Singles)



```
<Actions Home="127756" Away="234567" >
...
  <Action Id="1-2-4" Period="S1" Order="9" Action="G2" ScoreH="15" ScoreA="40" Result="PS1"
Speed="110.0" ActionDesc="J. Fry wins the point with a Forehand Winner" TimeStamp="2012-08-
16T16:48:01-08:00">
  <Competitor Code="1124914" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1124914" Role="SRV">
        <Description GivenName="John" FamilyName="Fry" Gender="M"
Organisation="NZL" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
  <Action Id="1-2-4" Period="S1" Order="10" Action="G2" Result="PR1" Speed="122.0" ActionDesc="J.
Smith loses the point with a Forehand Forced Error" TimeStamp="2012-08-16T16:48:12-08:00">
  <ExtendedAction Code="SET_SCORE_H" Value="1" />
  <ExtendedAction Code="SET_SCORE_A" Value="0" />
  <Competitor Code="1124914" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1124914" Role="SRV">
        <Description GivenName="John" FamilyName="Fry" Gender="M"
Organisation="NZL" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
...

```

2.2.5.6 Message Sort

Actions /Action @Order.



2.2.6 Current Information

2.2.6.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information.

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	Full RSC of the event unit (match)
DocumentSubcode	N/A	Not used in TEN
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	Not used in TEN
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</p>



		the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.6.3 Trigger and Frequency

- * After every serve on courts which collect serve speed.
- * At the end of every point with the information relating to the next point (AFTER DT_RESULT).

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	ExtendedInfos (0,1)		
		ExtendedInfo (1,N)	
			Type
			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 /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	BREAK_POINT	N/A	Element Expected: If applicable for the current point (when message is triggered by



				server speed) or if applicable when triggered at the end of the point.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Next break point indicator: Send H for home team Send A for away team
UI		MATCH_POINT	N/A	Element Expected: If applicable for the current point (when message is triggered by server speed) or if applicable when triggered at the end of the point.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Next match point indicator: Send H for home team Send A for away team
UI		SERVE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	S(1)	Serve indicator: Send H for home team Send A for away team
UI		SET_POINT	N/A	Element Expected: If applicable for the current point (when message is triggered by server speed) or if applicable when triggered at the end of the point.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Next set point indicator: Send H for home team Send A for away team
UI		SPEED	N/A	Element Expected: Always on courts where speed available but not in the message at the end of the point (as the data related to the next point).
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.0	Online serve speed
UI		GAME_PT_COUNT	S(1)	Pos Description: Send H or A for Home and Away as appropriate



				Element Expected: Always when the games point count is greater than 1 for the competitor @Pos
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a game point in the current GAME	

Sample (General)

```
<ExtendedInfo Type="UI" Code="SERVE" Value="H" />  
<ExtendedInfo Type="UI" Code="SPEED" Value="143.0" />  
<ExtendedInfo Type="UI" Code="GAME_PT_COUNT" Pos="H" Value="3" />  
...
```

2.2.6.6 Message Sort

There is no message sorting rule.

2.2.7 Brackets

2.2.7.1 Description

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
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 should be sent at the very beginning of a competition, as soon as brackets are available (after the draw).

Send when a match/event unit is completed, including Unofficial and Official status. Therefore it is triggered up to two times for each event unit (if unofficial is used). However if there is no change in the information contained in the messages then it should not be triggered a second time.

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

* Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)

* Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.

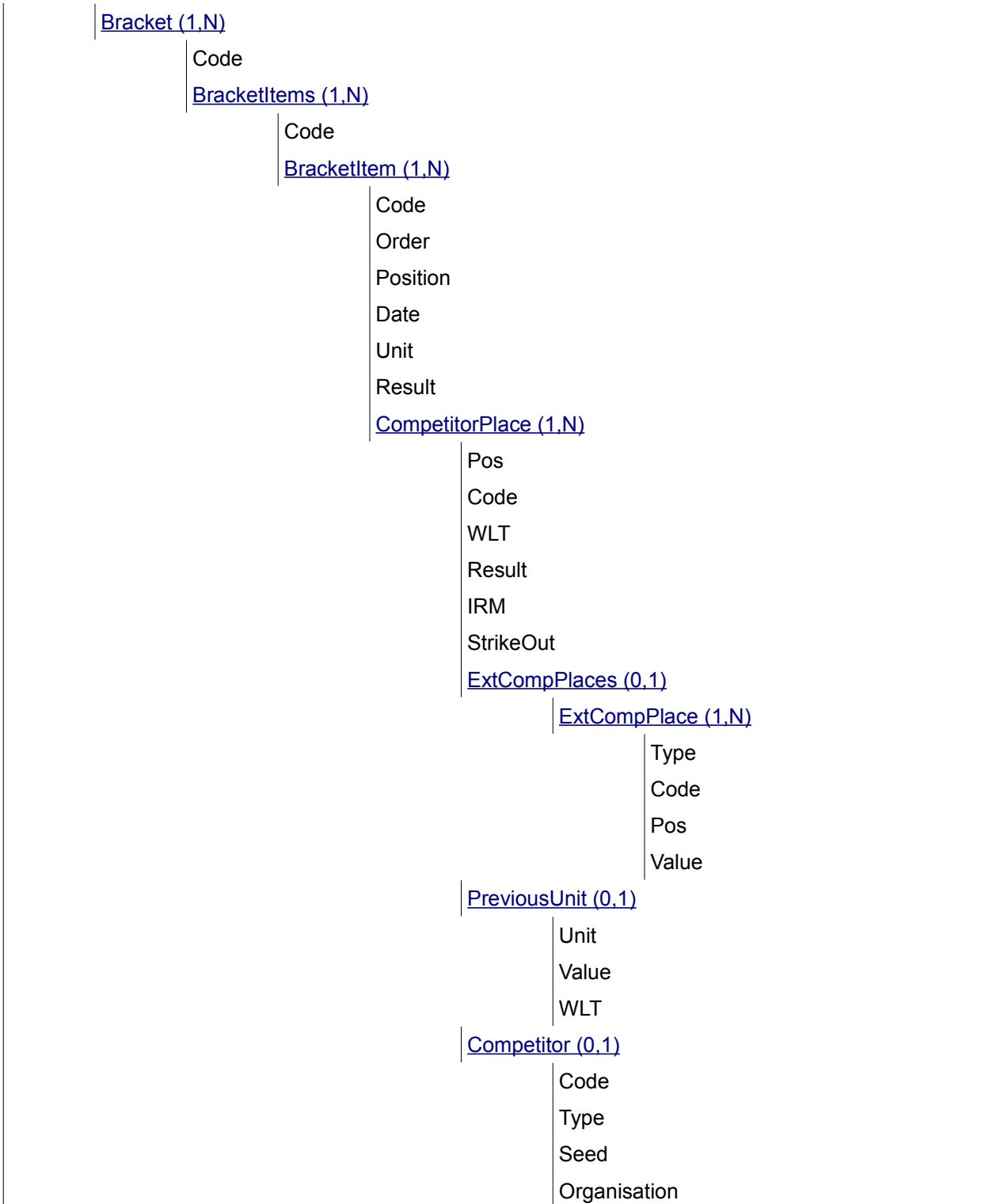
* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

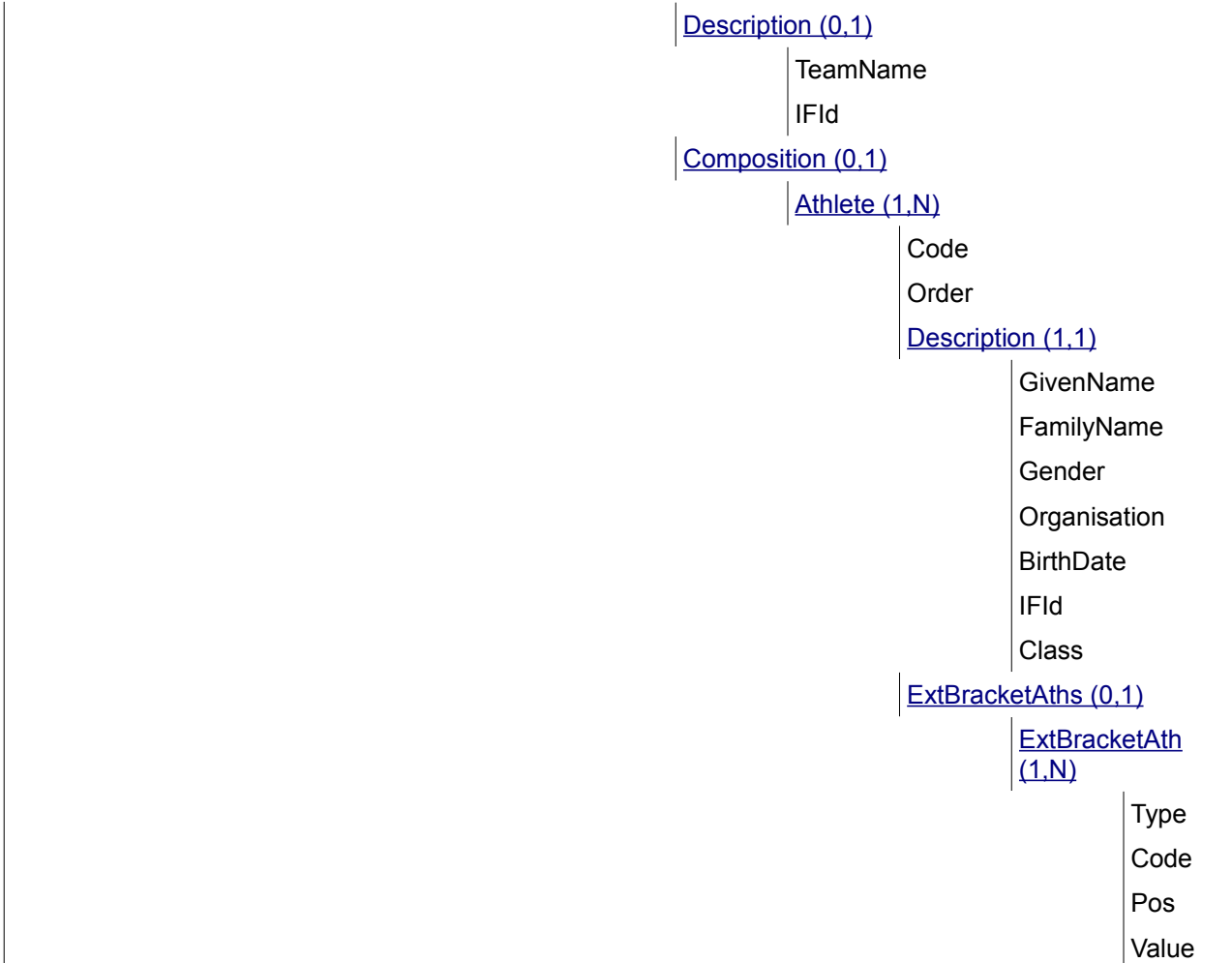
Trigger also after any change.

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			Gender							
			VenueDescription (0,1)							
			Venue							
			VenueName							





2.2.7.5 Message Values

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

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



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

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text.

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

Element: Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket. Note for example Gold and Bronze are different brackets.

Element: Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It usually refers to the round in the brackets, for example quarterfinals, semifinals or finals phases, etc.

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

Attribute	M/O	Value	Description
Code	O	Numeric	Bracket code to identify a bracket item. Unique identifier for the BracketItem. Sequential number starting at 1.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase even if both competitors of this BracketItem are BYEs.
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).



			Start date of the match, only fill after the match is complete.
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 (example 5-7 7-6(7) 6-4). Must include if the data is available and the match is complete.

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace or SC @IRM	Code for the competitor of the BracketItem. When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
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 (score) of the competitor in the event unit (sets won).
IRM	O	SC @IRM	The invalid result 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	SET	Numeric 0	Pos Description: Set number Element Expected: Always
	Attribute	M/O	Value
	Value	M	String
			Description
ECP	SET_WON	Numeric 0	Pos Description: Set number Element Expected: If the competitor won the set
	Attribute	M/O	Value
			Description



	Value	M	S(1)	Send Y if this competitor won the set.
ECP		TB	Numeric 0	Pos Description: Set number Element Expected: Always if lost the tiebreak in this set
	Attribute	M/O	Value	Description
	Value	M	String	Tiebreak points in the set.

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

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

Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	S(6)	If the competitor in the current unit is unknown due to coming previous matches then fill this field with the match number as appropriate.
WLT	O	SC @WLT	Send W or L for winner or loser of previous match (if not Pool). Do not send if competitor comes from a pool.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team A for athlete
Seed	O	Numeric #0	The seed of the competitor or equivalent information. Always when it exists.
Organisation	O	CC @Organisation	Competitors' organisation if known.

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

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



TeamName	M	S(73)	Name of the team (Organisation). Only applies for doubles.
IFId	O	S(16)	Team IF number, send if available

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

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

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNP format (mixed case)
FamilyName	M	S(25)	Family name in WNP 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 Wheelchair Tennis. Mandatory in Wheelchair Tennis.

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

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

Type	Code	Pos	Description
EB	QUAL_TYPE	N/A	Element Expected: When known in the first phase of the event
	Attribute	M/O	Value
	Value	M	SC @QualifyingType Send the qualifying type for the athlete



EB	RANK_WLD	N/A	Element Expected: When known in the first phase of the event	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the world rank of the athlete (singles/doubles as appropriate)

Sample (Singles)



```
<Bracket Code="FNL">
...
<BracketItems Code="1R">
  <BracketItem Order="1" Position="1" Unit="TENMSINGLES-----R64-000100--">
    <CompetitorPlace Pos="1" WLT="W">
      <Competitor Code="1126417" Type="A" Organisation="CAN" Seed="1">
        <Composition>
          <Athlete Code="1126417" Order="1">
            <Description GivenName="Jonas" FamilyName="Smith" Gender="M"
Organisation="CAN" BirthDate="1985-06-22" />
            <ExtBracketAths>
              <ExtBracketAth Type="EB" Code="RANK_WLD" Value="2"/>
            </ExtBracketAths>
          </Athlete>
        </Composition>
      </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="2" WLT="L" Code="BYE"/>
  </BracketItem>
...
<BracketItems Code="QFL">
  <BracketItem Order="1" Position="1" Unit="TENMSINGLES-----QFNL000100--" Result="6-4"
6-4" Date="2018-12-12" Time="19:43">
    <CompetitorPlace Pos="1" WLT="W" Result="2">
      <ExtCompPlaces>
        <ExtCompPlace Type="ECP" Code="SET" Pos="1" Value="6"/>
        <ExtCompPlace Type="ECP" Code="SET" Pos="2" Value="6"/>
      </ExtCompPlaces>
      <PreviousUnit Unit="TENMSINGLES-----8FNL000100--" WLT="W"/>
      <Competitor Code="1126413" Type="A" Organisation="SUI">
        ...
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="0">
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="SET" Pos="1" Value="4"/>
          <ExtCompPlace Type="ECP" Code="SET" Pos="2" Value="4"/>
        </ExtCompPlaces>
        <PreviousUnit Unit="TENMSINGLES-----8FNL000200--" WLT="W"/>
        <Competitor Code="1126451" Type="A" Organisation="AUS" Seed="5">
          ...
        </CompetitorPlace>
      </BracketItem>
    <BracketItem Order="2" Position="2" Unit="TENMSINGLES-----QFNL000200--">
      <CompetitorPlace Pos="1">
        <PreviousUnit Unit="TENMSINGLES-----8FNL000300--" WLT="W"/>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <PreviousUnit Unit="TENMSINGLES-----8FNL000400--" WLT="W"/>
      </CompetitorPlace>
    </BracketItem>
```



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2.2.7.6 Message Sort

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



2.2.8 Event Final Ranking

2.2.8.1 Description

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

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

2.2.8.2 Header Values

The following table describes the message header attributes.

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



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

2.2.8.3 Trigger and Frequency

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

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

2.2.8.4 Message Structure

The following table defines the structure of the message.

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



2.2.8.5 Message Values

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

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



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

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event. It is optional because the competitor be disqualified.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" only if applicable.
IRM	O	SC @IRM	Send just if the competitor has been disqualified
SortOrder	M	Numeric #0	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description



TeamName	M	S(73)	Name of the team. Only applies for teams.
IFId	O	S(16)	Team IF number, send if available

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

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

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of Wheelchair Tennis. Mandatory in Wheelchair Tennis.

Sample (Singles)



```
<Result Rank="1" SortOrder="1" >
  <Competitor Code="1078935" Type="A" Organisation="ESP" >
    <Composition>
      <Athlete Code="1102342" Order="1">
        <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="ESP"
BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result Rank="2" SortOrder="2" >
  <Competitor Code="1126413" Type="A" Organisation="USA" >
    <Composition>
      <Athlete Code="1102342" Order="1">
        <Description GivenName="Pat" FamilyName="Smith" Gender="M" Organisation="USA"
BirthDate="1992-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
```

2.2.8.6 Message Sort

Sort by Result @SortOrder

2.2.9 Configuration

2.2.9.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition.

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each event
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<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.
--	----------

2.2.9.3 Trigger and Frequency

Send for all events, one message per event when all the information is known.

2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)	Gen Sport Codes Configs (1,1)	Config (1,N)	Unit ExtendedConfig (1,N)	Type Code Pos Value

2.2.9.5 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 @Event	Full RSC of the event.

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 bracket phase of the event.
EC	RANK_DATE	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	Date	Rank Date

Sample (Singles)

```

...
<Config Unit="TENMSINGLES-----" >
  <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R64" />
  <ExtendedConfig Type="EC" Code="RANK_DATE" Value="2016-08-02" />
</Config>

```

2.2.9.6 Message Sort

There is no 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	01 Aug 2017	First version
V1.1	03 Jan 2018	Updated, CR
V1.2	26 Mar 2018	Updated
V2.0	08 Aug 2018	Updated, CRs
V2.1	21 Sep 2018	Updated
V2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated. CR
V2.4	14 Aug 2019	Updated, CRs.
V2.5	11 Nov 2019	Updated, CR. First version as a full document
V2.6	14 Feb 2020	Updated after TEV

File Reference: SOG-2020-TEN-2.6 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V1.2	SFA	Added @Class in applicable messages for Wheelchair Tennis. Typographical corrections without changing the meaning.
V2.0	SFA	CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message.



		CR16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_RESULT: Change to have Duration updated during each match. DT_PLAY_BY_PLAY: Add ActionDesc to support the description required in ORIS Live Screens.
V2.2	SFA	DT_BRACKETS: Add set scores.
V2.3	APP	CR16928: Apply new stats attributes in DT_RESULT DT_SCHEDULE: Clarified the use of HideStartDate and the date/time to send DT_PLAY_BY_PLAY: Update ActionDesc DT_BRACKETS: For consistency update Type @ Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace Remove information related to the Youth Olympic Games.
V2.4	APP	CR16640: Add ODF Version @Competition. CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS. CR17809: Change Participant/OlympicSolidarity to disallow N.
V2.5	APP	CR18395: Increase size of SessionCode in DT_SCHEDULE First version as a full document
V2.6	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight DT_RESULT: Update triggering to remove INTERMEDIATE message after each set. DT_BRACKETS: Remove Time at Bracket /BracketItems /BracketItem DT_BRACKETS: Update Date at Bracket /BracketItems /BracketItem DT_BRACKETS: Add ECP/SET_WON at Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace Add DT_PDF note in applicable messages DT_RESULT: Update duration at Periods/Period