



ODF CG-2022-JUD-GAP V1.1

OLYMPIC DATA FEED

ODF Judo Data Dictionary
Birmingham 2022

Gap Document

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1 Introduction

1.1 This document

This document contains additional information related to the ODF Judo Data Dictionary. It is intended to be read together with Tokyo 2020 ODF Data Dictionary ([SOG-2020-JUD-2.9 APP](#)).

This Data Dictionary refines the message set described in Tokyo Data Dictionary, adding the “Pool Standings” message, required in accordance with Birmingham 2022 Commonwealth Games competition format. For all other messages, reference is made to the original (SOG-2020-JUD-2.9 APP) document.

2 Messages

2.1 Additional Messages

2.2.1 Pool Standings

2.2.1.1 Description

This message is only used in the case that there are low numbers of athletes and the round robin system is required.

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	CC @Phase	RSC for the pool/group
DocumentType	DT_POOL_STANDING	Pool Standings message
Version	1 .. V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the event) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

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
<u>Competition (0,1)</u>							
	Gen						
	Sport						
	Codes						
	<u>ExtendedInfos (0,1)</u>						
		<u>Progress (0,1)</u>					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		<u>SportDescription (0,1)</u>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		<u>VenueDescription (0,1)</u>					
			Venue				
			VenueName				
	<u>Result (1,N)</u>						
		Rank					
		RankEqual					
		IRM					
		SortOrder					
		Won					
		Lost					
		Played					
		For					
		Against					
		<u>ExtendedResults (0,1)</u>					
			<u>ExtendedResult (1,N)</u>				
				Type			
				Code			
				Pos			
				Value			
		<u>Competitor (1,1)</u>					
			Code				
			Type				

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
			Organisation				
			<u>Composition (0,1)</u>				
				<u>Athlete (1,N)</u>			
					Code		
					Order		
					<u>Description (1,1)</u>		
						GivenName	
						FamilyName	
						Gender	
						Organisation	
						BirthDate	
			<u>Opponent (0,N)</u>				
				Code			
				Type			
				Pos			
				Organisation			
				Date			
				Time			
				Result			
				Unit			
				HomeAway			
				<u>Composition (0,1)</u>			
					<u>Athlete (1,N)</u>		
						Code	
						Order	
						<u>Description (1,1)</u>	
							GivenName
							FamilyName
							Gender
							Organisation
							BirthDate
							IFId

2.2.1.5 Message Values

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

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

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

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

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in Text. Only included where the phase is contested at a single venue			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank in the group. It is optional because a competitor can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
IRM	O	SC @IRM	IRM. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of matches won by the competitor in the group. Do not send if the competitor has not played.
Lost	O	Numeric #0	Number of matches lost by the competitor in the group. Do not send if the competitor has not played.
Played	O	Numeric #0	Number of matches played by the competitor in the group. Send 0 if the competitor has not played.
For	O	Numeric #0	Sum of points received: <ul style="list-style-type: none"> for each Ippon/waza-ari-awasete-ippou = 10 points for each Waza-ari = 1 point Do not send if the team has not played.

Element: Result (1,N)			
Attribute	M/O	Value	Description
Against	O	Numeric #0	Sum of points against: <ul style="list-style-type: none"> for each Ippon/waza-ari-awasete-ippou = 10 points for each Waza-ari = 1 point Do not send if the team has not played.

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

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

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

Sample (General)

```

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

```

Element: Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leadings	Competitor ID or TBD if unknown

Element: Result /Competitor /Opponent (0,N) Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	M/O	Value	Description
		zeroes	
Type	M	S(1)	A for athlete, T for team.
Pos	M	Numeric	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS. Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

Element: Result /Competitor /Opponent /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID
Order	M	Numeric 0	Send 1 as only used for individual events.

Element: Result /Competitor /Opponent /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.2.1.6 Message Sort

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

2.2.1 Configuration

2.2.1.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. The message is sent for each event separately. In that case send the unknown attributes blank (Value="). Send one message per event.

2.2.1.2 Header Values

The following table describes the message header attributes.

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

2.2.1.3 Trigger and Frequency

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

- As soon as the information is known

Trigger also after any change.

2.2.1.4 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
<u>Competition (0,1)</u>							
	Gen						
	Sport						
	Codes						
	<u>Configs (0,1)</u>						
		<u>Config (0,1)</u>					
			Unit				
			<u>ExtendedConfig (1,N)</u>				
				Type			
				Code			
				Pos			
				Value			

2.2.1.5 Message Values

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

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

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

Sample (General)

```
....  
<Configs>  
  <Config Unit="JUDM57KG-----">  
    <ExtendedConfig Type="EC" Code="FORMAT" Value="POOL_FOR_5_PLUS_BRACKETS" />  
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="SFNL" />  
  </Config>  
</Configs>
```

2.2.1.7 Message Sort

There is no general message sorting rule.

3 Document Control

Version history		
Version	Date	Comments
v1.0	27 January 2022	First version of Gap Document
V1.1	17 May 2022	Updated

File Reference: ODF CG-2022-JUD-GAP V1.1

Change Log		
Version	Status	Changes in version
v1.0	GAP	First Version of Gap Document
V1.1	GAP	DT_POOL_STANDING - Remove attribute @Result / @ResultType on element Result DT_CONFIG - Add to manage the competition format POOL