

OLYMPIC DATA FEED

ODF Lawn Bowls Data Dictionary
Birmingham 2022

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1 Introduction

1.1 This document

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

1.2 Objective

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

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

1.5 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Lawn Bowls.

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

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

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 particular 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 (and have status UNSCHEDULED or SCHEDULED).

The arrival of the competition schedule message resets all the previous schedule information for one particular discipline.

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).

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, but does not notify any other change for the rest of the event units 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 this attribute.

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

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 @Discipline	Full RSC at the discipline level
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Refer to the ODF header definition
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after

Attribute	Value	Comment
		midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR. There is no automatic triggering and this (DT_SCHEDULE) message must not be sent after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

Generally start list details for H2H should be sent immediately when known and usually soon after the preceding unit changes to Official.

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

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.2.1.4 Message Values

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

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit
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)	Venue description
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	M	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 (0,N)			
Attribute	M/O	Value	Description
Medal	O	S(1)	Send Y if this session includes at least one unit where a medal (any type of medal) is to be decided. Do not send if no such unit.

Element: Competition /Session /SessionName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Language of the Session Description
Value	O	S(40)	Name of the session. (if no other name then is session code)

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	CC @Unit	Full RSC for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(6)	Match Number
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
			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	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	Venue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	CC @Location	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
SessionCode	O	S(10)	Code of the session which contains this event unit.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

Element: Competition /Unit /StartText (0,N)			
This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

Element: Competition /Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value

Element: Competition /Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Value	M	S(40)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

Element: Competition /Unit /ItemDescription (0,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

Element: Competition /Unit /VenueDescription (1,1)			
Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

Element: Competition /Unit /StartList /Start (1,N)			
StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)			
Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

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

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

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

Attribute	M/O	Value	Description
Code	M	S(30) with no leading zeroes	Athlete's ID , corresponding to either a team member or an individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

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

2.2.1.5 Message Sort

Sort by Session @SessionCode

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.

In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end in Unit@Code order.

2.2.2 List of participants by discipline / List of participants by discipline update

2.2.2.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

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

2.2.2.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages

are sent.

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

2.2.2.4 Message Values

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

Element: Competition /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>

Element: Competition /Participant (1,N)			
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)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "- " may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "- " may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	Boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
			<p>message only</p> <p>N-New participant (in the case that this information comes as a late entry)</p> <p>U-Update participant</p> <p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>

Element: Competition /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)	Competitor's federation number for the corresponding discipline.

Element: Competition /Participant /Discipline /RegisteredEvent (0,N)			
All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event
Class	O	CC @DisciplineClass	<p>Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games).</p> <p>This attribute is optional because is not used in other type of events without handicapped athletes.</p> <p>Send only in the Case of Current="true".</p>
Status	O	SC @AthleteStatus	Participant status. As soon as information is known.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	POSITION	N/A	Element Expected: Team events	
	Attribute	M/O	Value	Description
	Value	O	CC @Position	Position Code in the Team
ENTRY	SEED	N/A	Element Expected: As soon as it is known	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Seed Number
ENTRY	GROUP	N/A	Element Expected: As soon as it is known	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Athlete's Preliminary Group

Sample (General)

```
<Discipline Code="LBO-----" IFid="203258" >  
  <RegisteredEvent Event="LBOWTEAM4 -----" >  
    <EventEntry Type="ENTRY" Code="POSITION" Value="S" />  
  </RegisteredEvent>  
</Discipline>
```

2.2.2.5 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

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

2.2.3.3 Trigger and Frequency

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

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

2.2.3.4 Message Values

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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
ShortName	O	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	O	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages.
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: Competition /Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

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

Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
Attribute	M/O	Value	Description
Value	O	Numeric #0	The position in which the team is seeded for the competition.
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
Attribute	M/O	Value	Description
Value	O	S(1)	Team's Preliminary Group

Sample (General)

```
<Team Code="LBOWTEAM3 ----CAN01" Organisation="CAN" Number="1" Name="Canada"
TVTeamName="Canada" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1063277" Order="3"/>
  </Composition>
  <Discipline Code="LBO-----" >
    <RegisteredEvent Event="LBOWTEAM3 -----" >
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.2.3.5 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in LBO	Not used in LBO
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 (during the match) INTERMEDIATE (only if there is an unscheduled break in play) 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

-START LIST: As soon as the athlete/athletes/team/teams are known.

-START LIST: As soon as any of the line-up and starters are known and any change/addition to these.

-LIVE: At the beginning of each period.

-LIVE: After every change in any data [scores, substitute etc].

-INTERMEDIATE: After each period (if it is not the last period).

-UNOFFICIAL / OFFICIAL: After the match (unit).

2.2.4.4 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Beginning of each period. Remove when official.
	Attribute	M/O	Value
	Value	O	Numeric#0

Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="2" />
</ExtendedInfos>
```

Element: Competition /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
UnitNum	O	S(6)	Match number

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

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

Element: Competition /Periods /Period (1,N)			
Attribute	M/O	Value	Description
Code	M	Numeric #0	Send the end number
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.

Element: Competition /Result (1,N)			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the competitor for the particular event unit.
IRM	O	SC @IRM	Invalid Result Mark for the particular event unit, if applicable. Send just in the case @ResultType is both IRM and Points for some period; the match will have finished
WLT	O	SC @WLT	The code whether a competitor won, lost or tied.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home named (1) and the Visitor (2)
StartOrder	M	Numeric	Send 1 for first named competitor, send 2 for second named competitor
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	

Element: Competition /Result /Competitor (1,1) Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	A for Athlete or T for team
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team

Element: Competition /Result /Competitor /EventUnitEntry (0,N) For team event information			
Type	Code	Pos	Description
EUE	UNIFORM	N/A	Element Expected: If it is available in teams
Attribute	M/O	Value	Description

Element: Competition /Result /Competitor /EventUnitEntry (0,N)
For team event information

Type	Code	Pos	Description
Value	O	String	Red or Blue
EUE	HOME_AWAY	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	O	SC @Home	Send Home or Away designator

Sample (General)

```

....
<Competitor Code="LBOWTEAM4 ----RSA01" Type="T" Organisation="RSA">
  <Description TeamName="South Africa"/>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
  <EventUnitEntry Type="EUE" Code="UNIFORM" Value="Red" />
....
  
```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
StartSortOrder	M	Numeric	Order the competitor should appear in the Start List. Start with starters, substitutes and then suspended.

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)
Athletes extended information.

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

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

Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: Send just for those players with status
	Attribute	M/O	Value
	Value	O	SC @AthleteStatus
EUE	POSITION	N/A	Element Expected: As soon as it is known
	Attribute	M/O	Value
	Value	O	CC @Position

Sample (General)

```
<Athlete Code="1125142" Order="4">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="S" />
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Type	Code	Pos	Description
ER	STATUS	N/A	Element Expected: Send just for those players suspended during the match
	Attribute	M/O	Value
	Value	O	SC @AthleteStatus

2.2.4.5 Message Sort

Sort by Result @SortOrder.

2.2.5 Pool Standings

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

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

2.2.5.3 Trigger and Frequency

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 is made unofficial or official. The message has status INTERMEDIATE.
- When the phase finishes (there are no more event units/games to compete, last matches are unofficial). The message has status UNOFFICIAL.
- When all matches of the phase are official. The message has status OFFICIAL.

Trigger also after any change.

2.2.5.4 Message Values

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

Element: Competition /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 (games) to be played in the pool included in the message.
UnitsComplete	O	Numeric ##0	Total number of units (games) which are official in the pool included in this message.

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

Element: Competition /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: Competition /Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	O	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric #0	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)
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.

Element: Competition /Result (1,N)			
Attribute	M/O	Value	Description
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Tied	O	Numeric #0	Number of games tied by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group. Send 0 if the team has not played.
For	O	Numeric ##0	Total number of shots for. Do not send if the team has not played.
Against	O	Numeric ##0	Total number of shots against. Do not send if the team has not played.
Diff	O	Numeric ##0 or -##0	Shot difference May be negative

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

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

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

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information only in the case of singles.			
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

Element: Competition /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 leading zeroes	Competitor ID or TBD if unknown
Type	M	S(1)	A for athlete or 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	Competitors' organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available.
Unit	O	CC @Unit	Full RSC 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(10)	Result of the match if match is complete and formatted (examples "5-21", "21-15") . 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: Competition /Result /Competitor /Opponent /Description (0,1)
Competitors extended information.

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

Element: Competition /Result /Competitor /Opponent /Composition /Athlete (1,N)
Only in the case of singles

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID is singles
Order	M	Numeric #0	Send 1

Element: Competition /Result /Competitor /Opponent /Composition /Athlete /Description (1,1)
Athletes extended information only in the case of singles.

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" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="3"
Against="3" Diff="0">
  <Competitor Code="LBOWTEAM7-----ENG01" Type="T" Organisation="ENG">
    <Description TeamName="England"/>
    <Opponent Code="LBOWTEAM7-----AUS01" Type="T" Pos="1" Organisation="AUS" Date="2012-07-27"
Time="14:00" Unit="LBOWTEAM7-----GPA-000200--" HomeAway="H" Result="21-15">
      <Description TeamName="Australia"/>
    </Opponent>
    <Opponent Code="LBOWTEAM7-----JAM01" Type="T" Pos="2" Organisation="JAM" Date="2012-08-01"
Time="09:00" Unit="LBOWTEAM7-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Jamaica"/>
    </Opponent>
    <Opponent Code="LBOWTEAM7-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Unit="LBOWTEAM7-----GPA-000500--" HomeAway="A" Result="5-21">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.2.5.5 Message Sort

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

2.2.6 Brackets

2.2.6.1 Description

The brackets message contains the brackets information for one particular event.

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

2.2.6.2 Header Values

The following table describes the message header attributes.

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

2.2.6.3 Trigger and Frequency

- Before the competition.
- After every match in the preliminaries which determines a position in the bracket.
- After every match during final phases.

2.2.6.4 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
UnitsTotal	O	Numeric ##0	Total units expected related data impacting this message.
UnitsComplete	O	Numeric ##0	Total units completed which have related data impacting this message.

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

Element: Competition /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: Competition /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined.

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric ##0	Game number for each bracket item (e.g.: 17, 18, 19, 20...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS. If the match is cancelled, "Cancelled" should be sent.

Element: Competition /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	It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	Numeric #0	The result (score) of the competitor in the event unit
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

Element: Competition /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. Not sent when from group.
Value	O	SC @Pool or S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

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

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

Attribute	M/O	Value	Description
Code	M	S(30) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team or A for athlete
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.

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

Attribute	M/O	Value	Description
Code	M	S(30) 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 WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Sample (General)

```

<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Date="2012-08-10" Time="15:00" Unit="LBOWTEAM4-----
SFNL000100--" NextUnit="LBOWTEAM4-----FNL-000100--" NextUnitLoser="LBOWTEAM4 ----- FNL-
000200--">
      <CompetitorPlace Pos="1">
        <Competitor Code="LBOWTEAM4 ---- AUS01" Type="T" Organisation="AUS">
          <Description TeamName="Australia"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="LBOWTEAM4 ---- NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>

```

2.2.6.5 Message Sort

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

2.2.7 Event Final Ranking

2.2.7.1 Description

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

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

After each position is known.

2.2.7.4 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
UnitsTotal	O	Numeric ##0	Total units expected related data impacting this message.
UnitsComplete	O	Numeric ##0	Total units completed which have related data impacting this message.

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

Element: Competition /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: Competition /Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equal else do not send.
Played	O	Numeric #0	Send number of matches played
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Competition /Result /Competitor (1,1) Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes,	Competitor's ID. If organisation, the value will be Organisation Code ID.

Element: Competition /Result /Competitor (1,1)

Competitor related to one final event result.

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

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

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

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

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

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

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

Sample (General)

```
<Result Rank="1" SortOrder="1" >
  <Competitor Code="LBOWTEAM7-----NZL01" Type="T" Organisation="NZL">
    <Description TeamName="New Zealand"/>
    <Composition>
      <Athlete Code="1085534" Order="1" >
```

2.2.7.5 Message Sort

Sort by Result @SortOrder

2.2.8 Discipline Configuration

2.2.8.1 Description

This message is the Discipline Configuration message as described in the ODF General Messages Interface Document.

There should be one message sent per event.

2.2.8.2 Header Values

The following table describes the message header attributes.

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

2.2.8.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Should only be required to send once per event. Tigger after any change.

2.2.8.4 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	0	CC @Event	Full RSC of the Event only.

Element: Competition /Configs /Config /ExtendedConfig				
Type	Code	Pos	Description	
EC	PERIODS	N/A	Pos Description:Do not send. Element Expected:Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of periods in this event
EC	BRACKET_SIZE	N/A	Element Expected:When available	
	Attribute	M/O	Value	Description
	Value	O	SC @BracketItems	Send the code for the first bracket phase of the event

2.2.8.5 Message Sort

N/A

3 Document Control

Version history		
Version	Date	Comments
v1.0	31 October 2016	First version
v1.1	23 November 2016	Updated
v1.2	9 January 2017	Updated with feedback
1.3	2 March 2017	Updated for match GEN
1.4	14 December 2021	Updated
1.5	12 January 2022	Updated
1.6	27 January 2022	Updated
1.7	21 April 2022	Updated
1.8	02 May 2022	Update

File Reference: ODF CG-2022-LBO V1.8 APP

Change Log		
Version	Status	Changes in version
v1.0	SFR	First Version
v1.1	SFR	DT_RESULT: Remove PreviousResults.
v1.2	SFA	DT_RESULT: Update ResultStatus to only use LIVE during play. DT_POOL_STANDING: Update triggering
v1.3	APP	DT_RESULT: Remove StartListMod in the Header DT_POOL_STANDING: Remove DocumentSubtype
V1.4	APP	DT_PARTIC / DT_PARTIC_UPDATE: Aligned to Tokyo 2020 specifications. DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE: Aligned to Tokyo 2020 specifications. DT_BRACKETS: Aligned to Tokyo 2020 specifications. DT_RANKING: Aligned to Tokyo 2020 specifications. DT_SCHEDULE / DT_SCHEDULE_UPDATE: Aligned to Tokyo 2020 specifications.
V1.5	APP	<p><u>Chapter 2.1 – Applicable Messages</u> Remove DT_GLOBAL_GM and DT_GLOBAL_GN from the table list.</p> <p><u>Chapter 2.2.1.4 – Messages Values (DT_SCHEDULE)</u> At the end of the chapter add elements Competition/Unit/StartList/Start/Competitor/Composition/Athlete Competition/Unit/StartList/Start/Competitor/Composition/Athlete/Description</p> <p><u>Chapter 2.2.2.4 – Messages Values (DT_PARTIC / DT_PARTIC_UPDATE)</u> On element Competition/Participant/Discipline/RegisteredEvent remove the attribute Substitute.</p> <p><u>Chapter 2.2.4.4 – Messages Values (DT_RESULT)</u> On element Competition /ExtendedInfos /UnitDateTime add attribute EndDate.</p> <p><u>Chapter 2.2.5.2 – Header Values (DT_POOL_STANDING)</u> On attribute ResultStatus change description (add as status START_LIST)</p> <p><u>Chapter 2.2.5.3 – Trigger and Frequency (DT_POOL_STANDING)</u> Change the description.</p> <p><u>Chapter 2.2.5.4 – Messages Values (DT_POOL STANDING)</u> At the beginning remove element Competition /ExtendedInfos /ExtendedInfo and</p>

Change Log		
Version	Status	Changes in version
V1.6	APP	<p>add element Competition /ExtendedInfos /Progress</p> <p>Add element Competition for each DT messages. Change description of LogicalDate in the chapter Header Value for each DT messages.</p> <p><u>DT SCHEDULE / DT SCHEDULE UPDATE</u></p> <ul style="list-style-type: none"> • Chapter 2.2.1.2 – Header Values <ul style="list-style-type: none"> ○ See attributes DocumentCode • Chapter 2.2.1.4 – Message Values <ul style="list-style-type: none"> ○ Changes to element Session ○ Changes to element Unit ○ Changes to element Unit/StartList/Start/Competitor ○ Changes to element Unit/StartList/Start/Competitor/Composition/Athlete/Description ○ Add element Unit/ItemDescription • Chapter 2.2.1.5 – Message Sort <ul style="list-style-type: none"> ○ Change description of charapter <p><u>DT PARTIC / DT PARTIC UPDATE</u></p> <ul style="list-style-type: none"> • Chapter 2.2.2.2 – Header Values <ul style="list-style-type: none"> ○ See attributes DocumentCode • Chapter 2.2.2.4 – Message Values <ul style="list-style-type: none"> ○ Add PassportGivenName, PassportFamilyName, LocalFamilyName, LocalGivenName attributes to element Participant. ○ Add Class attribute to element RegisteredEvent <p><u>DT PARTIC TEAMS / DT PARTIC TEAMS UPDATE</u></p> <ul style="list-style-type: none"> • Chapter 2.2.3.2 – Header Values <ul style="list-style-type: none"> ○ See attributes DocumentCode • Chapter 2.2.3.4 – Message Values <ul style="list-style-type: none"> ○ Add ShortName and TeamType attributes to element Team. <p><u>DT RESULT</u></p> <ul style="list-style-type: none"> • Chapter 2.2.4.4 – Message Values <ul style="list-style-type: none"> ○ Add Class attribute to element Competitor/Composition/Athlete/Description. ○ Changes type to ER at element Competitor/Composition/Athlete/ExtendedResult. <p><u>DT POOL STANDING</u></p> <ul style="list-style-type: none"> • Chapter 2.2.5.2 – Header Values <ul style="list-style-type: none"> ○ See attributes DocumentCode • Chapter 2.2.5.4 – Message Values <ul style="list-style-type: none"> ○ Changes to Competition/ExtendedInfos/SportDescription element ○ Changes to Competition/Result element ○ Changes to Competition/Result/Competitor/Opponent element ○ Changes to the sample Xml <p><u>DT BRACKETS</u></p> <ul style="list-style-type: none"> • Chapter 2.2.6.2 – Header Values <ul style="list-style-type: none"> ○ See attributes DocumentCode • Chapter 2.2.6.4 – Message Values <ul style="list-style-type: none"> ○ Add Competition/ExtendedInfos/Progress element ○ Changes to Competition/ExtendedInfos/SportDescription element ○ Add StrikeOut attribute on Competition/Bracket/BracketItems/BracketItem/CompetitorPlace element ○ Changes to Competition/Bracket/BracketItems/BracketItem/CompetitorPlace/Previous element <p><u>DT RANKING</u></p>

Change Log		
Version	Status	Changes in version
		<ul style="list-style-type: none"> • Chapter 2.2.7.2 – Header Values <ul style="list-style-type: none"> ○ See attributes DocumentCode • Chapter 2.2.7.4 – Message Values <ul style="list-style-type: none"> ○ Changes to Competition/ExtendedInfos/SportDescription element ○ Add Competition/ExtendedInfos/Progress element ○ Add Class attribute to Competition/Result/Competitor/Composition/Athlete/Description element <p><u>DT_CONFIG</u></p> <ul style="list-style-type: none"> • Chapter 2.2.8.2 – Header Values <ul style="list-style-type: none"> ○ See attributes DocumentCode
V1.7	APP	<p><u>DT_RANKING</u></p> <ul style="list-style-type: none"> • Chapter 2.2.7.4 – Message Values <ul style="list-style-type: none"> ○ Add attribute “Organisation” to the Competition /Result /Competitor
V1.8	APP	<p><u>DT_BRACKETS</u></p> <ul style="list-style-type: none"> • Chapter 2.2.6.4 – Message Values <ul style="list-style-type: none"> ○ Add element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1) and sub-element