



ODF CG-2022-SQU V1.7 APP

OLYMPIC DATA FEED

ODF Squash Data Dictionary
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1 Introduction

1.1 This document

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

1.2 Objective

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

- 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_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_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.

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.

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 usually 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.
- 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).
- 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'.
- Where HideStartDate='Y' is used then all start times for the units may be the same, usually the same as the first unit in the session or location (which generally will not use HideStartDate='Y') but this is not mandatory and approximate start times may be used. The specific way this is managed in each sport is detailed in the specific sport data dictionary.

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)
3. By Time (regardless if HideStartDate='Y')
4. By Order

The Order is sent for all units where HideStartDate='Y' else not sent. Start with 1 each new session each day
End users should only display StartText if HideStartDate='Y'

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 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.

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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") approximately 1 month 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)	Format DDD00 where DDD is the discipline and 00 is the session number.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	O	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 name
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
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	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

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
			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 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).

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
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(30)	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

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

Element: Competition /Unit /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

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
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	CC @Unit	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(30) 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	T,A	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

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

Only send in the case that the Unit type is one of HATH or HCOUP

In case of the 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

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

2.2.1.5 Message Sort

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	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "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 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: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(30) 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(30) 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).

Element: Participant (1,N)			
Attribute	M/O	Value	Description
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 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.
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 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

Element: Participant (1,N)			
Attribute	M/O	Value	Description
			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)	Competitor's federation number for the corresponding 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
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player
Bib	O	S(2)	Shirt number for the athletes. Although this attribute is optional, it will be updated and informed as soon as it is known. Example: 8, 10 ...

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	RANK_WLD	N/A	Element Expected: Individual Events	
	Attribute	M/O	Value	Description
	Value	O	S(4)	World Ranking or * if the athlete has no ranking in this event
ENTRY	SEED	N/A	Element Expected: As soon as it is known	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Seed Number

Sample (General)

```

<Discipline Code="SQU -----" IFld="203258" >
  <RegisteredEvent Event="SQUMSINGLES -----" >
    <EventEntry Type="ENTRY" Code="RANK_WLD" Value="25" />
  </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	Full RSC (discipline level)	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	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(30) 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	M	S(40)	Team's short name
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG
TVTeamName	M	S(21)	TV Team Name
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(30) 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	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	O	Numeric #0
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	O	S(1)
			Team's Preliminary Group

Sample (General)

```

<Team Code="SQUWDOUBLES---CAN01" Organisation="CAN" Number="1" Name="Canada"
TVTeamName="SMITH/JONES" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  </Composition>
  <Discipline Code="SQU -----" >
    <RegisteredEvent Event="SQUWDOUBLES-----" >
      <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.

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 SQU	Not used in SQU
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 INTERMEDIATE (after each game or match end) LIVE (used during the competition when nothing else applies). 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/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

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

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.
Duration	O	Mm	Match duration (Team Events Total duration only) Duration of the Match in minutes. Update with each message after the start of the match.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PERIOD	N/A	Element Expected: Beginning of each period and throughout the period. Remove when official.	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send current period
UI	SERVER	N/A	Element Expected: Always when LIVE.	
	Attribute	M/O	Value	Description
	Value	M	S(30) without leading zeroes	Send the Athlete ID of the player currently serving, either individual or player within the pair.
TEAM	MATCH	Numeric 0	Pos Description: Send the match number in the team match. (1-5) Element Expected: Just for team	
	Attribute	M/O	Value	Description
	Value	O	String	Send the singles/doubles match RSC
Sub Element: ExtendedInfos /ExtendedInfo /Extension (0,N)				
Expected: Just for team events, if available				
	Attribute	Value	Description	
	Code	AWAY		
	Pos	Numeric 0	Send 1 in case of singles matches in the team match. Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 1)	
	Value	S(30) with no leading zeroes or TBD or NOCOMP	Send the player ID for each player (for the team with team order 2) at the match in the team match (if known) or TBD (for To Be Defined) or NOCOMP (if no player)	
Sub Element: ExtendedInfos /ExtendedInfo /Extension				
Expected: Just for team events, if available				
	Attribute	Value	Description	
	Code	HOME		
	Pos	Numeric 0	Send 1 in case of singles matches in the team match. Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 1)	
	Value	S(30) with no leading zeroes	Send the player ID for each player (for the team with	

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
		or TBD or NOCOMP	team order 1) at the match in the team match (if known) or TBD (for To Be Defined) or NOCOMP (if no player)	
Sub Element: ExtendedInfos /ExtendedInfo /Extension				
Expected: Just for team events, if available				
Attribute	Value	Description		
Code	TYPE			
Pos	N/A	N/A		
Value	SC @MatchType	Send S for singles match and D for doubles match in the team match		
TEAM	CURRENT	N/A	Element Expected: Just for team events when a match is in progress (when LIVE, in singles/doubles matches and team match)	
Attribute	M/O	Value	Description	
Value	O	Numeric 0	Send the current match number in the team match. (1-5)	
TEAM	IS_CURRENT	N/A	Element Expected: singles/doubles matches when it is in the team events	
Attribute	M/O	Value	Description	
Value	O	S(1)	Send "Y" if this match is the current sub-match in the Team match, else do not send	

Sample (Singles/Doubles)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="4" />
</ExtendedInfos>
  
```

Sample (Singles/Doubles match in Team event)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00"/>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="4" />
  <ExtendedInfo Type="TEAM" Code="IS_CURRENT" Value="Y" />
</ExtendedInfos>
  
```

Sample (Team event, Team Match)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="189" />
    <ExtendedInfo Type="TEAM" Code="MATCH" Pos="1" Value="SQUWTEAM....">
      <Extension Code="TYPE" Value="S" />
      <Extension Code="HOME" Pos="1" Value="4123456" />
      <Extension Code="AWAY" Pos="1" Value="5654321" />
    </ExtendedInfo>
    <ExtendedInfo Type="TEAM" Code="MATCH" Pos="2" Value=" SQUWTEAM....">
      <Extension Code="TYPE" Value="S" />
      <Extension Code="HOME" Pos="1" Value="4362698" />
      <Extension Code="AWAY" Pos="1" Value="5436276" />
    </ExtendedInfo>
    <ExtendedInfo Type="TEAM" Code="MATCH" Pos="3" Value=" SQUWTEAM....">
      <Extension Code="TYPE" Value="S" />
      <Extension Code="HOME" Pos="1" Value="TBD" />
      <Extension Code="AWAY" Pos="1" Value="TBD" />
    </ExtendedInfo>
  ....
</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 @SportGender	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: 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(30) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Send the referees
Order	M	Numeric	Send by Order as on official score sheet

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)

Element: Officials /Official /Description (1,1)
Officials extended information.

Attribute	M/O	Value	Description
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

```

<Officials>
  <Official Code="1138266" Function="RE" Order="1">
    <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" />
  </Official>
  <Official Code="1105079" Function="RE" Order="2">
    <Description GivenName="Ann" FamilyName="Jones" Gender="F" Organisation="ESP" />
  </Official>
  <Official Code="1105084" Function="RE" Order="3">
    <Description GivenName="Jody" FamilyName="Wickens" Gender="M" Organisation="BOT" />
  </Official>
</Officials>
  
```

Element: Periods (0,1)

Attribute	M/O	Value	Description
Home	M	S(30) with no leading zeroes	Home Competitor ID
Away	M	S(30) with no leading zeroes	Away Competitor ID

Element: Periods /Period (1,N)

Attribute	M/O	Value	Description
Code	M	S(2)	Send the period code number
HomeScore	M	Numeric #0	Overall score of the home competitor (games).
AwayScore	M	Numeric #0	Overall score of the away competitor (games)
HomePeriodScore	M	Numeric #0	Home competitor points in the period
AwayPeriodScore	M	Numeric #0	Away competitor points in the period
Duration	M	Numeric #0	Duration of the game in minutes

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod

Type	Code	Pos	Description
EP	DURATION	N/A	Element Expected: When available after the start of the match
	Attribute	M/O	Value
	Value	O	Numeric ##0
			Description
			Match time in minutes

Sample

```

<Periods Home="SQUWTEAM----IND01" Away="SQUWTEAM----HKG01">
  <Period Code="G1" HomeScore="1" AwayScore="0" HomePeriodScore="11" AwayPeriodScore="9" Duration="15">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="DURATION" Value="64" />
    </ExtendedPeriods>
  </Period>
  <Period Code="G2" HomeScore="1" AwayScore="1" HomePeriodScore="10" AwayPeriodScore="12" Duration="14">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="DURATION" Value="64" />
    </ExtendedPeriods>
  </Period>
  <Period Code="G3" HomeScore="1" AwayScore="2" HomePeriodScore="5" AwayPeriodScore="11" Duration="13">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="DURATION" Value="64" />
    </ExtendedPeriods>
  </Period>
  <Period Code="G4" HomeScore="2" AwayScore="2" HomePeriodScore="11" AwayPeriodScore="2" Duration="9">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="DURATION" Value="64" />
    </ExtendedPeriods>
  </Period>
  <Period Code="G5" HomeScore="2" AwayScore="3" HomePeriodScore="4" AwayPeriodScore="11" Duration="13">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="DURATION" Value="64" />
    </ExtendedPeriods>
  </Period>
</Periods>
  
```

Element: Result (1,N)			
Attribute	M/O	Value	Description
Result	O	Numeric #0	Result (games) 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 or lost
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	Type of the @Result attribute. Result type, either POINTS, IRM or IRM_POINTS for the corresponding match Only included (mandatory) at the end of the match/sub-match.

Element: Result /ResultItems /ResultItem (1,N)
Only applicable in Team Matches
ResultItem /Result will be for one particular subunit in the team match)

Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full phase level RSC of the subunit.

Element: Result /ResultItems /ResultItem (1,N)

Only applicable in Team Matches

ResultItem /Result will be for one particular subunit in the team match)

Attribute	M/O	Value	Description
Order	M	Numeric #0	Logical order of the subunits, usually schedule order.

Element: Result /ResultItems /ResultItem /Result (1,1)

Attribute	M/O	Value	Description
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric #0	Games won in the sub-match
IRM	O	SC @IRM	Invalid result mark (if applicable). Only send it if ResultType is equal to IRM_POINTS
WLT	O	SC @WLT	Indicate if the competitor won (W) or lost (L) Only included (mandatory) at the end of the sub-match
SortOrder	M	Numeric 0	One for the first named competitor in the subunit, 2 for the second named competitor

Sample

```

<ResultItems>
  <ResultItem Unit="SQUWTEAM-----GPB-00010001" Order="1">
    <Result ResultType="POINTS" Result="2" WLT="L" SortOrder="1" />
  </ResultItem>
  <ResultItem Unit="SQUWTEAM-----GPB-00010002" Order="2">
    <Result ResultType="POINTS" Result="2" WLT="L" SortOrder="1" />
  </ResultItem>
  <ResultItem Unit="SQUWTEAM-----GPB-00010003" Order="3">
    <Result ResultType="POINTS" Result="2" WLT="L" SortOrder="1" />
  </ResultItem>
</ResultItems>
  
```

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(30) 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: Result /Competitor /Description (0,1)

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

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

Type	Code	Pos	Description
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="1234567" Type="A" Organisation="RSA">
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
....
  
```

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

Attribute	M/O	Value	Description
Code	M	S(30) 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: 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

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

2.2.5.3 Trigger and Frequency

- At the start of the match and after every point as LIVE
- After the match (unit) as OFFICIAL

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: ExtendedInfos /SportDescription (0,1)
Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Unit, not code
Gender	M	CC @SportGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)
Venue Names in Text.

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

Element: Actions (0,1)

Attribute	M/O	Value	Description
Home	M	S(30) with no leading zeroes	Home Competitor ID
Away	M	S(30) 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 within the match
Oder	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action
ScoreH	O	Numeric #0	Total Home Score in the game after the action
ScoreA	O	Numeric #0	Total Away Score in the game after the action

Sample (General)

```
<Action Id="123456" Period="G1" Order="1" ScoreH="0" ScoreA="1" />
```

2.2.5.5 Message Sort

Actions /Action @Order

2.2.6 Pool Standings

2.2.6.1 Description

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (for the group)	RSC for the pool/group
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 first match starts) 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.

2.2.6.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

2.2.6.4 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: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.
	Attribute	M/O	Value
	Value	O	CC @Unit
			Send the full RSC of the most recently unit made official for the pool included in this message.
UI	UNITS_TOTAL	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric ##0
			Total number of units (games) to be played in the pool included in the message.
UI	UNITS_COMPLETE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric ##0
			Total number of units (games) 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 @SportGender	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 at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is 33qualified else do not send.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the

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

Element: Result /ExtendedResults (0,N)			
Type	Code	Pos	Description
UI	SUB_RES	N/A	Element Expected: After at least one unit is complete.
	Attribute	M/O	Value
	Value	O	N/A
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension			
Expected: When available			
	Attribute	Value	Description
	Code	WON	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number of points won
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension			
Expected: When available			
	Attribute	Value	Description
	Code	LOST	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number of points lost
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension			
Expected: When available			
	Attribute	Value	Description
	Code	DIFF	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the points difference

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

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Organisation	M	CC @Organisation	Competitor's organisation

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

Element: Result /Competitor /Composition /Athlete (1,N) Only in the case of singles			
Attribute	M/O	Value	Description
Code	M	S(30) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	Send 1 for singles or 1..n in doubles/teams.

Element: 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: Result /Competitor /Opponent (0,N) Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)				
Type	Code	Pos	Description	
T for team	S(30) with no leading zeroes	Numeric	Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor. Element Expected: Always	
	Attribute	M/O	Value	Description
	Organisation	M	CC @Organisation	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.

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

Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)

Type	Code	Pos	Description
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. 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 /Description (0,1)

Competitors extended information.

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

2.2.6.5 Message Sort

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

2.2.7 Brackets

2.2.7.1 Description

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: 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.

2.2.7.3 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.

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

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

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

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	S(20)	Game number for each bracket item (e.g.: WD17)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Position	M	Numeric	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 CRIS. If the match is cancelled, "Cancelled" should be sent.

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	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	S(10)	The result (score) of the competitor in the event unit (total games won)
IRM	O	SC @IRM	The invalid rank mark, if applicable

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	Full RSC at unit level	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	If there is no competitor team (TBD) and coming from Pool then send appropriate code.
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
Seed	O	Numeric #0	The seed of the competitor or equivalent information Always when it exits
Organisation	O	CC @Organisation	Competitors' organisation if known

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

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

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
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
IFId	O	S(16)	International Federation ID

Sample (General)

```

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

2.2.7.5 Message Sort

Bracket @Code (based on order in Sport Codes) then BracketItems @Code then BracketItems /BracketItem /Unit @Phase and then 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.

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

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Full (34) RSC of the event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.8.3 Trigger and Frequency

After each position is known.

2.2.8.4 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: 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

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

Attribute	M/O	Value	Description
Gender	M	CC @SportGender	Gender code for the event unit.

Element: ExtendedInfos /VenueDescription (0,1)
Venue Names in text

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

Element: 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: Result /Competitor (1,1)
Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(30) with no leading zeroes, Organisation ID	Competitor's ID. If organisation, the value will be Organisation Code 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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(30) 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: 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)

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
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="1" SortOrder="1" >
  <Competitor Code="SQUWDOUBLES---NZL01" Type="T" Organisation="NZL">
    <Description TeamName="New Zealand"/>
    <Composition>
      <Athlete Code="1085534" Order="1" >
  
```

2.2.8.5 Message Sort

Sort by Result @SortOrder

2.2.9 Discipline Configuration

2.2.9.1 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.

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Full (34) 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.

2.2.9.3 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.

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

Element: Configs /Config /ExtendedConfig			
Type	Code	Pos	Description
EC	PERIODS	N/A	Pos Description: Do not send.

Element: Configs /Config /ExtendedConfig				
Type		Code	Pos	Description
				Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of periods (games) in each match 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

2.2.9.5 Message Sort

N/A

3 Document Control

Version history		
Version	Date	Comments
v1.0	2 March 2017	First version
V1.1	1 August 2017	Updated
V1.2	25 August 2017	Updated
V1.3	15 September 2017	Updated
V1.4	3 November 2017	Updated
V1.5	25 November 2021	Updated
V1.6	08 March 2022	Updated
V1.7	26 April 2022	Updated

File Reference: ODF CG-2022-SQU V1.7 APP

Change Log		
Version	Status	Changes in version
v1.0	SFR	First Version
V1.1	APP	DT_RESULT: Clarify team composition for doubles DT_SCHEDULE: Add Composition element
V1.2	APP	DT_RESULT: Add description in ResultType.
V1.3	APP	DT_RESULT: Add officials, missing in error. DT_BRACKETS: Add competitor description, missing in error.
V1.4	APP	DT_BRACKETS: Updated the sort order.
V1.5	APP	DT_PARTIC / DT_PARTIC_UPDATE: Aligned to Tokyo 2020 specifications. DT_BRACKETS: Aligned to Tokyo 2020 specifications.
V1.6	APP	DT_RESULT: ExtendedInfos/ExtendedInfo SERVER added Align document to the Asian Games version
V1.7	APP	DT_Schedule/DT_SCHEDULE_UPDATE: <ul style="list-style-type: none"> • add attribute @Medal to Session element • add attribute @Order to Unit element • add @PreviousWLT and @PreviousUnit attributes to Start element DT_BRACKETS: <ul style="list-style-type: none"> • on SportDescription element change reference from CC @DisciplineGender to CC @SportGender • definition of @Code attribute on BracketItem element change from Numeric to S(20) Add competition element to all messages. On all messages on SportDescription element change reference from CC @DisciplineGender to CC @SportGender