Olympic Data Feed

Curling
ODF Data Dictionary
Technology and Information Department
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1   Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

2 Messages

2.1 Curling Overview

MESSAGES IN EACH EVENT
All games have the same messages sent and all games are managed in isolation. Each game includes DT_RESULT, DT_PLAY_BY_PLAY and DT_CURRENT messages.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each game (Y) and each session (S) (unit 000x00--). Each game in the schedule matches the game RSC in DT_RESULT, DT_PLAY_BY_PLAY and DT_CURRENT.

2.2 Applicable Messages

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

- 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 follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message\n extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	

DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BIO_PAR	Participant Biography	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

The Competition schedule is a bulk message provided for one discipline. As a general rule, it contains the complete schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.

This message contains the competition timetable for a complete discipline as well as status for each competition unit and is updated from OVR via the schedule update message.

All event units in codes which have the 'schedule' flag set to 'Y' and 'S' are included in schedule messages regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y' or 'S').

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

The StartList component of the message is only included in the case that the Unit Type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

HATH Individual Head to Head units (e.g. ARC, BDM, TEN, SBD etc)
HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)
HNOC NOC Head to Head units (e.g. ARC, ALP)
HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.

In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.

In these disciplines only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used (and must be sent from the venue).

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this). For example:

```
Start Time  Display          Unit     HideStartDate  Location   Order
in message
12:00    12:00              Unit 1   N              Court 2    1
12:00    Match 2 Court 2    Unit 2   Y              Court 2    2
12:00    Match 3 Court 2    Unit 3   Y              Court 2    3
16:30    Not before 16:30   Unit 4   Y              Court 2    4
```

If the discipline requires some text describing the order then StartText is used. Typical uses include "Not before 17:00" or "SUN 29 - 2nd match on CC" or "Follows".

Advice for end users - how to sort event units and use DT_SCHEDULE:
- When displaying the schedule users must use the following sort order to display as intended:
1. By day (or filter by day)
2. By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
3. By Time (regardless if HideStartDate="Y")
4. By Order
- The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day
- End users should display StartText if HideStartDate="Y"

If a StartText value of "Not before hh:mm" is used then it is expected that the StartDate sent is the same hh:mm.

Competition schedule update:

Competition schedule update is an update message. It is not a complete schedule information message, but only the schedule data being modified.

The arrival of this message updates the previous schedule information for one particular event unit(s) or sessions(s), but does not notify any other change for the rest of the event units/sessions except for those contained in the message.

The key of the information updated is Unit @Code. Therefore, any new unit, deleted unit or updated unit will be identified by all this attribute.

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

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:
- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

2.3.1.2 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		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.

2.3.1.3 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.

Note: Session units are updated in DT_SCHEDULE_UPDATE as well. Therefore, schedule updates for each game of a session as well as the session itself as a unit element will be sent. End user solutions should use appropriate filtering to show the schedule with games only or with the related session.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
		Gen				
		Sport				
		Codes				

Session (0,N)			
	SessionCode		
	StartDate		
	EndDate		
	Leadin		
	Venue		
	VenueName		
	ModificationIndicator		
	SessionStatus		
	SessionType		
	Medal		
	SessionName (1,N)		
		Language	
		Value	
Unit (0,N)			
	Code		
	PhaseType		
	UnitNum		
	ScheduleStatus		
	StartDate		
	HideStartDate		
	EndDate		
	HideEndDate		
	ActualStartDate		
	ActualEndDate		
	Order		
	Medal		
	Venue		
	Location		
	MediaAccess		
	SessionCode		
	ModificationIndicator		
	ItemName (1,N)		
		Language	
		Value	
	ItemDescription (0,N)		
		Language	
		-	
	VenueDescription (1,1)		
		VenueName	

					LocationName	
	StartList (0,1)					
		Start (1,N)				
			StartOrder			
			SortOrder			
			PreviousWLT			
			PreviousUnit			
			Competitor (1,1)			
				Code		
				Type		
				Organisation		
				Description (0,1)		
					TeamName	

2.3.1.5 Message Values

Element: Competition (0,1)

Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Session (0,N)

Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Venue Description (not code) from Common Codes
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.
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	M	S(40)	Name of the sports competition session

Sample (Session)

```
<Session Code="ATH01" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-
12T14:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
  <SessionName Language="ENG" Value="Athletics Session 1" />
</Session>
<Session Code="ATH02" StartDate="2016-08-12T18:00:00+01:00" EndDate="2016-08-
12T21:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
  <SessionName Language="ENG" Value="Athletics Session 2" />
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	CC @Unit	Full RSC for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Game Number (not usually included)
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) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. 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	Medal indicator. Do not send if not a medal event unit
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (CC).
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.
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 /ItemName (1,N)

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

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

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

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

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

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace.	Competitor's ID TBD in case that the competitor is not known at this time AND the other competitor is known and there is no other code giving more information.

			NOCOMP is sent when there is no competitor (and will not come later) Use LSF/WSF to provide more information for finals where applicable.
Type	M	S(1)	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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

2.3.2 List of participants by discipline / List of participants by discipline update

2.3.2.1 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.

2.3.2.2 Header Values

The following table describes the message header attributes.

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

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			

	Discipline (1,1)			
		Code		
		IFId		
		RegisteredEvent (0,N)		
			Event	
			Status	
			EventEntry (0,N)	
				Type
				Code
				Pos
				Value

2.3.2.5 Message Values

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

Sample (Competition)

<Competition Gen="WOG-2022-1.10" Sport="WOG-2022-CUR-1.10" Codes="WOG-2022-1.20" >

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. 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. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	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. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.

			The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.

Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: 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. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the 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
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send.

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

Type		Code	Pos	Description
ENTRY		POSITION	N/A	Element Expected: If the information is known (this information can be sent in both messages).`
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Position Code in the Team
ENTRY		ROLE	N/A	Element Expected: When applicable in DT_PARTIC Always in the _UPDATE message
	Attribute	M/O	Value	Description
	Value	M	SC @Role	Athlete's role in the team

ENTRY	HAND	N/A	Element Expected: As soon it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Hand	Hand

Sample (Entry)

```
<Discipline Code="CUR------------------------------" >
  <RegisteredEvent Event="CURMTEAM4-------------------------" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="3" />
    <EventEntry Type="ENTRY" Code="ROLE" Value="V" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
  </RegisteredEvent>
</Discipline>
```

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 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.

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 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.

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				

	Sport				
	Codes				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		ShortName			
		TVTeamName			
		Gender			
		Current			
		TeamType			
		ModificationIndicator			
		Composition (0,1)			
			Athlete (0,N)		
				Code	
				Order	
			TeamOfficials (0,1)		
				Official (1,N)	
					Code
					Function
					Order
			Discipline (0,1)		
				Code	
				RegisteredEvent (0,1)	
					Event
					EventEntry (0,N)
					Type
					Code
					Pos
					Value

2.3.3.5 Message Values

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

Element: 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 name
ShortName	M	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	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Always ORG in curling
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 /TeamOfficials /Official (1,N)

Send if there are specific officials for the team. Does not apply to historical teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. For all team officials
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

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		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	M	S(1)	Team's Preliminary Group

Sample (Team)

```
Team Code="CURMTEAM4-----CHN01" Organisation="CHN" Number="1" Name="People's Republic of China" ShortName="China"
TVTeamName="China" Gender="M" Current="true" TeamType="ORG" ModificationIndicator="U">
  <Composition>
    <Athlete Code="2005035" Order="1" />
    <Athlete Code="2005037" Order="2" />
    <Athlete Code="2005038" Order="3" />
    <Athlete Code="2005040" Order="4" />
    <Athlete Code="2005047" Order="5" />
  </Composition>
  <TeamOfficials>
    <Official Code="2005094" Function="COACH" />
    <Official Code="2456788" Function="TM_MGR" />
  </TeamOfficials>
  <Discipline Code="CUR-----------------------------" >
    <RegisteredEvent Event="CURMTEAM4------------------------" />
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 Event Unit Start List and Results

2.3.4.1 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.

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the event unit (game)
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
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 period) 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.

2.3.4.3 Trigger and Frequency

* START_LIST: As soon as the team/teams are known, before the match begins.
* START_LIST: As soon as any of the line-up or starters are known and any change/addition to these only before the start of the match.
* START_LIST: As soon as Last Stone Draw information is available (after warm-up period of each team)
* LIVE: After the beginning of each end until the completion of the end.
* LIVE: After every change in any data during the end [scores etc.].
* INTERMEDIATE: After the result of each end has been confirmed by the teams.
* LIVE: Mixed Doubles only: Before the beginning of an end in case of powerplay situations announced to the umpires.
* UNOFFICIAL: As soon as the match is finished including last actions without further corrections, unless

OFFICIAL messages are imminent.
* OFFICIAL: After the unit is official.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
		Gen					
		Sport					
		Codes					
		ExtendedInfos (0,1)					
			UnitDateTime (0,1)				
				StartDate			
			ExtendedInfo (0,N)				
				Type			
				Code			
				Pos			
				Value			
			SportDescription (0,1)				
				DisciplineName			
				EventName			
				Gender			
				SubEventName			
			VenueDescription (0,1)				
				Venue			
				VenueName			
				Location			
				LocationName			
				Attendance			
		Officials (0,1)					
			Official (1,N)				
				Code			
				Function			
				Order			
				Description (1,1)			
					GivenName		
					FamilyName		
					Gender		
					Organisation		
		Periods (0,1)					

	Home				
	Away				
	Period (1,N)				
		Code			
		HomeScore			
		AwayScore			
		HomePeriodScore			
		AwayPeriodScore			
		ExtendedPeriods (0,1)			
			ExtendedPeriod (1,N)		
				Type	
				Code	
				Pos	
				Value	
	Result (1,N)				
		Result			
		IRM			
		WLT			
		SortOrder			
		StartSortOrder			
		ResultType			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
		Competitor (1,1)			
			Code		
			Type		
			Organisation		
			Description (0,1)		
				TeamName	
			Coaches (0,1)		
				Coach (1,N)	
					Code
					Order
					Function
					Description (1,1)
						GivenName

			FamilyName	
			Gender	
			Nationality	
			ExtendedDescription (0,N)	
				Type
				Code
				Pos
				Value
	EventUnitEntry (0,N)			
		Type		
		Code		
		Pos		
		Value		
	StatsItems (0,1)			
		StatsItem (1,N)		
			Type	
			Code	
			Pos	
			Value	
			Percent	
	Composition (0,1)			
		Athlete (0,N)		
			Code	
			Order	
			StartSortOrder	
			Description (1,1)	
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
				IFId
			EventUnitEntry (0,N)	
				Type
				Code
				Pos
				Value
			StatsItems (0,1)	
				StatsItem (1,N)
					Type

	Code
	Pos
	Value
	Percent

2.3.4.5 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	PERIOD	N/A	Element Expected: Send when LIVE or INTERMEDIATE
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @Period	Send current end code
UI	EE	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" is the game has extra ends else do not send
UI	LRRS	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" if the game is in the last round robin session else do not send.
UI	SITUATION	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Send the description of the overall game situation.
DISPLAY	LAST_COMP_HOME	N/A	Element Expected: When available at the end of each end
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send Y if the Home team was the last team to score or in case of a blank end (0:0) or no score (X:X).

DISPLAY	LAST_COMP_AWAY	N/A	Element Expected: When available at the end of each end
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the Away team was the last team to score or in case of a blank end (0:0) or no score (X:X).

Sample (ExtendedInfos)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-25T17:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="5" />
...
</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 @SportGender	Gender code for the event unit
SubEventName	M	S(40)	ENG Description (not code) from Common Codes

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 Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location Description (not code) from Common Codes
Attendance	O	Numeric #####0	Total attendance (do not send if unknown)

Element: Competition /Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function. Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric #0	Send by order for each official.

Element: Competition /Officials /Official /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 official

Organisation	M	CC @Organisation	Officials' organisation

Element: Competition /Periods (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: Competition /Periods /Period (1,N)

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	SC @Period	Period code
HomeScore	M	S(3)	Overall score of the home competitor at the end of the end indicated at @Code. Can be the score, W, L, empty, DSQ or DQB
AwayScore	M	S(3)	Overall score of the away competitor at the end of the end indicated at @Code. Can be the score, W, L, empty, DSQ or DQB
HomePeriodScore	O	S(1)	Score of the home competitor just for the end indicated at @Code. Can be the score, X, /, empty or not sent
AwayPeriodScore	O	S(1)	Score of the away competitor just for the end indicated at @Code. Can be the score, X, /, empty or not sent

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

Type	Code	Pos	Description
EP	HOME_REMAIN	N/A	Element Expected: After each end is complete.

	Attribute	M/O	Value	Description
	Value	M	mm:ss	Send the remaining time for the home team. Do not send leading zeros in minutes.

Type	Code	Pos	Description
EP	AWAY_REMAIN	N/A	Element Expected: After each end is complete.

	Attribute	M/O	Value	Description
	Value	M	mm:ss	Send the remaining time for the away team. Do not send leading zeros in minutes.

Type	Code	Pos	Description
EP	LSCE	N/A	Element Expected: Only for the current end

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send which team gets the last stone in the current end corresponding to the period. Send 1 for the first (Home) Team, 2 for the second (Away) Team

Type	Code	Pos	Description
EP	HOME_POWERPLAY	N/A	Element Expected: As soon as the teams let the umpire know, before an end is played. Data remains in the message until the end of the game.

	Attribute	M/O	Value	Description

	Value	M	S(1)	Send 'Y' to indicate that the positioned stones are placed in the Power Play option.
EP		AWAY_POWERPLAY	N/A	Element Expected: As soon as the teams let the umpire know, before an end is played. Data remains in the message until the end of the game.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' to indicate that the positioned stones are placed in the Power Play option.

Sample (Period)

```
<Period Code="6" HomeScore="1" AwayScore="6" HomePeriodScore="0" AwayPeriodScore="4">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="HOME_REMAIN" Value="31:45" />
    <ExtendedPeriod Type="EP" Code="AWAY_REMAIN" Value="35:54" />
    <ExtendedPeriod Type="EP" Code="HOME_POWERPLAY" Value="Y" />
  </ExtendedPeriods>
</Period>
<Period Code="7" HomeScore="1" AwayScore="6" HomePeriodScore=" AwayPeriodScore="">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LSCE" Value="1" />
    <ExtendedPeriod Type="EP" Code="AWAY_POWERPLAY" Value="Y" />
  </ExtendedPeriods>
</Period>
```

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric #0 or W or L	The result of the competitor in the event unit W and L are only used special cases (forfeit before or during game)
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
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 team (1) and the Away team (2)
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	LSD_TOTAL	N/A	Element Expected: When available, usually only for Round Robin
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0.0	Total of Last Stone Draw shots in cm.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected Only if it is needed**			
Attribute	**Value**	**Description**	

	Code	TOSS		
	Pos	N/A		
	Value	S(1)	Send "Y" if determined by toss.	
ER		LSD	Numeric 0	Element Expected: LSD number, 1 or 2 Element Expected: For each LSD shot if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Last Stone Draw in cm for this stone @Pos
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected For each LSD shot if applicable			
	Attribute	**Value**	**Description**	
	Code	PLAYER		
	Pos	N/A		
	Value	S(20)	ID of the competitor who took the shot	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected For each LSD shot if applicable			
	Attribute	**Value**	**Description**	
	Code	TURN		
	Pos	N/A		
	Value	SC @Turn	Send Turn	
ER		LSFE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
ER	Value	M	S(1)	Send Y to indicate this team throws the "Last Stone First End" else do not send
ER		SITUATION	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send the description of the game situation.

Sample (Result)

```
<ExtendedResults>
  <ExtendedResult Type="ER" Code="LSD_TOTAL" Value="158.4" >
  <ExtendedResult Type="ER" Code="LSD Pos="1" Value="62.0" >
    <Extension Code="PLAYER" Value="123456" />
    <Extension Code="TURN" Value="CW" />
...
  </ExtendedResult>
</ExtendedResults>
```

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)	T for team
Organisation	O	CC @Organisation	Competitor's organisation

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

Competitors extended information.

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

Element: Competition /Result /Competitor /Coaches /Coach (1,N)

Competitor's Coach

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach order (if more than one coach is needed). Send 1 if just one coach, sequential number if more than one (order as they are presented on organisation entry form)
Function	M	CC @ResultsFunction	Coach functions

Element: Competition /Result /Competitor /Coaches /Coach /Description (1,1)

Coach extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Nationality	M	CC @Country	Coach's nationality

Element: Competition /Result /Competitor /Coaches /Coach /Description /ExtendedDescription (0,N)

Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: If applicable for the coach.

	Attribute	M/O	Value	Description
	Value	M	SC @AthleteStatus	Send code is applicable. Only send if suspended or disqualified

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
Type	**Code**	**Pos**	**Description**
EUE	HOME_AWAY	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @Home	Send Home or Away designator

Sample (Entry)

<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	TOURN_SUCCESS	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of success stones in the tournament for the team
Percent	M	Numeric ##0 or "-"	Cumulative percentage of the team until the end of the current game
ST	GAME_SUCCESS	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Number of success stones in the game for the team
Percent	M	Numeric ##0 or "-"	Game percentage of the team
ST	CW	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of CW stones considered in the game for the team
Percent	M	Numeric ##0 or "-"	Game percentage of the team
ST	CCW	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of CCW stones considered in the game for the team
Percent	M	Numeric ##0 or "-"	Game percentage of the team
ST	DRAW	N/A	Element Expected:

	Attribute	M/O	Value	Description
				Always, if the information is available
	Value	M	Numeric ##0	Draws number in the game for the team
	Percent	M	Numeric ##0 or "-"	Draws percentage for the team
ST	TAKEOUT	N/A		Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Takeout number in the game for the team
	Percent	M	Numeric ##0 or "-"	Takeout percentage for the team

Sample (Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="TOURN_SUCCESS" Value="156" Percent="74" />
  <StatsItem Type="ST" Code="GAME_SUCCESS" Value="79" Percent="83" />
  <StatsItem Type="ST" Code="CW" Value="50" Percent="84" />
  <StatsItem Type="ST" Code="CCW" Value="29" Percent="83" />
  <StatsItem Type="ST" Code="DRAW" Value="25" Percent="82" />
  <StatsItem Type="ST" Code="TAKEOUT" Value="15" Percent="88" />
...
</StatsItems>
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	Current Order (when OFFICIAL it is the order at the end of the game)
StartSortOrder	M	Numeric #0	Order the players should appear in the Start List.

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
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	**Code**	**Pos**	**Description**
EUE	STATUS	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Send code if applicable
EUE	START_ROLE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Role	The Starting Role of the player in the team
EUE	ROLE	Numeric #0	Pos Description: Send the end where the athlete started in this role. Usually 1 unless changed after game starts Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Role	The current role of the player in the team (at the start it is the same as START_ROLE)
EUE	START_POSITION	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	The Starting Position of the player in the team
EUE	POSITION	Numeric #0	Pos Description: Send the end where the athlete started in this position. Usually only 1 Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	The current position of the player in the team (at the start it is the same as START_POSITION)
EUE	HAND	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Hand	Handedness of the player

Sample (Athlete Entry)

```
<Athlete Code="1135320" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="START_POSITION" Value="3" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="6" Value="4" />
  <EventUnitEntry Type="EUE" Code="START_ROLE" Value="V" />
  <EventUnitEntry Type="EUE" Code="ROLE" Pos="1" Value="V" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	TOURN_SUCCESS	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of success stones in the tournament for the athlete
Percent	M	Numeric ##0 or "-"	Cumulative percentage of the athlete
ST	GAME_SUCCESS	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Number of success stones in the game for the athlete
Percent	M	Numeric ##0 or "-"	Game percentage of the athlete
ST	CW	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of CW stones considered in the game for the athlete
Percent	M	Numeric ##0 or "-"	Game percentage of the athlete
ST	CCW	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of CCW stones considered in the game for the athlete
Percent	M	Numeric ##0 or "-"	Game percentage of the athlete
ST	DRAW	SC @Turn or TOT	Pos Description: CW for Clockwise, CCW for counter clockwise, TOT to total. Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Draws number in the game for the athlete
Percent	M	Numeric ##0 or "-"	Draws percentage for the athlete
ST	TAKEOUT	SC @Turn	Element Expected:

	Attribute	M/O	Value	Description
			or TOT	CW for Clockwise, CCW for counter clockwise, TOT to total.
	Value	M	Numeric ##0	Takeout number in the game for the athlete
	Percent	M	Numeric ##0 or "-"	Takeout percentage for the athlete

Sample (Athlete Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="TOURN_SUCCESS" Value="156" Percent="74" />
  <StatsItem Type="ST" Code="GAME_SUCCESS" Value="79" Percent="83" />
  <StatsItem Type="ST" Code="CW" Value="50" Percent="84" />
  <StatsItem Type="ST" Code="CCW" Value="29" Percent="83" />
  <StatsItem Type="ST" Code="DRAW" Pos="TOT" Value="25" Percent="82" />
  <StatsItem Type="ST" Code="DRAW" Pos="CW" Value="15" Percent="88" />
  <StatsItem Type="ST" Code="DRAW" Pos="CCW" Value="10" Percent="73" />
...
</StatsItems>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (game)
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
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.

2.3.5.3 Trigger and Frequency

* When the game starts
* For the first stone of the subsequent ends, send 30sec before the end starts.
* For each subsequent stone, send when the time for the other team starts
* Send as soon as the statistical information for each stone is entered
* Send only the current athlete and the one to follow.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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

		Type			
		Code			
		Pos			
		Value			
Result (0,N)					
	SortOrder				
	StartSortOrder				
	Competitor (1,N)				
		Code			
		Type			
		Organisation			
		StatsItems (0,1)			
			StatsItem (1,N)		
				Type	
				Code	
				Pos	
				Value	
				Percent	
		Composition (0,1)			
			Athlete (0,N)		
				Code	
				Order	
				StatsItems (0,1)	
					StatsItem (1,N)
					Type
					Code
					Pos
					Value
					Percent

2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)

Type		Code	Pos	Description
UI		PERIOD	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Send current end code
UI		LAST_CON_STONE	N/A	Element Expected: Always after the first stone in this end
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of the last considered stone for this end.
DISPLAY		CURRENT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the current athlete.
DISPLAY		DRAW or TAKEOUT	N/A	Code Description: Send the @Code of the last updated Result /Competitor /Composition /Athlete /StatsItems /StatsItem. May be DRAW or TAKEOUT Element Expected: When available and only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the athlete who was updated in statistics (last played)

Sample (ExtendedInfos)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="3" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2111355" />
  <ExtendedInfo Type="DISPLAY" Code="DRAW" Value="1234567" />
```

Element: Competition /Result (0,N)

Attribute	M/O	Value	Description
SortOrder	M	Numeric	Used to sort both teams
StartSortOrder	M	Numeric	1 for Home 2 for Visitor

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

Competitor related to the result of one event unit.

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

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	TOURN_SUCCESS	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of stones considered in the tournament for the team
Percent	M	Numeric ##0 or "-"	Cumulative percentage of the team until the end of the current game
ST	GAME_SUCCESS	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of stones considered in the game for the team
Percent	M	Numeric ##0 or "-"	Game percentage of the team
ST	CW	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of CW stones considered in the game for the team
Percent	M	Numeric ##0 or "-"	Game percentage of the team
ST	CCW	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of CCW stones considered in the game for the team
Percent	M	Numeric ##0 or "-"	Game percentage of the team
ST	DRAW	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Draws number in the game for the team
Percent	M	Numeric ##0 or "-"	Draws percentage for the team
ST	TAKEOUT	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric ##0	Takeout number in the game for the team
	Percent	M	Numeric ##0 or "-"	Takeout percentage for the team

Sample (Team Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="TOURN_SUCCESS" Value="156" Percent="74" />
  <StatsItem Type="ST" Code="GAME_SUCCESS Value="34" Percent="77" />
  <StatsItem Type="ST" Code="DRAW" Value="49" Percent="79" />
  <StatsItem Type="ST" Code="TAKEOUT " Value="30" Percent="73"/>
...
</StatsItems>
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athletes ID
Order	M	Numeric	Order attribute used to sort team members in a team

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	TOURN_SUCCESS	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of stones considered in the tournament for the player
Percent	M	Numeric ##0 or "-"	Cumulative percentage of the team until the end of the current player
ST	GAME_SUCCESS	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of stones considered in the game for the player
Percent	M	Numeric ##0 or "-"	Game percentage of the player
ST	CW	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total number of CW stones considered in the game for the team
Percent	M	Numeric ##0 or "-"	Game percentage of the athlete
ST	CCW	N/A	Element Expected:

	Attribute	M/O	Value	Description
				Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of CCW stones considered in the game for the team
	Percent	M	Numeric ##0 or "-"	Game percentage of the athlete
ST		DRAW	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Draws number in the game for the player
	Percent	M	Numeric ##0 or "-"	Draws percentage for the player
ST		TAKEOUT	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Takeout number in the game for the player
	Percent	M	Numeric ##0 or "-"	Takeout percentage for the player

Sample (Current)

```
<StatsItems>
  <StatsItem Type="ST" Code="TOURN_SUCCESS" Value="156" Percent="74" />
  <StatsItem Type="ST" Code="GAME_SUCCESS Value="34" Percent="77" />
  <StatsItem Type="ST" Code="DRAW" Value="49" Percent="79" />
  <StatsItem Type="ST" Code="TAKEOUT " Value="30" Percent="73"/>
...
</StatsItems>
```

2.3.5.6 Message Sort

Sort by Result @SortOrder.

2.3.6 Play by Play

2.3.6.1 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.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (game)
DocumentSubcode	SC @Period	Period code If message is sent without DocumentSubcode then the message includes the full game.
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: LIVE (used during the competition when nothing else applies) INTERMEDIATE 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.

2.3.6.3 Trigger and Frequency

This message is sent:
* After every action, when the statistics and the stone position have been entered, but not for the last stone of the end (LIVE). Current end only. Include DocumentSubcode.
* After the last stone of each end (INTERMEDIATE). Include DocumentSubcode.
* After the unit with all ends included (OFFICIAL) [without DocumentSubcode

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Actions (0,1)						
		Home					
		Away					
		Action (1,N)					
			Id				
			Period				
			Order				
			Comment				
			ExtendedAction (0,N)				
				Code			
				Pos			
				Value			
			Competitor (0,N)				
				Code			
				Type			
				Organisation			
				Composition (0,1)			
					Athlete (1,N)		
						Code	

		Description (1,1)	
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFId
	ImageData (0,1)		
		-	

2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE and INTERMEDIATE
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Send the @Order for the previous action.
DISPLAY	CURRENT	N/A	Element Expected: When available and only when the unit is LIVE and INTERMEDIATE
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Send the @Order for the current action.
MIS	ORDER	N/A	Element Expected: Only if applicable and when the message is OFFICIAL
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Send the @Order for the most important shot. This is a link to the most important shot listed in the message.
MIS	DESC	N/A	Element Expected: Only if applicable and when the message is OFFICIAL
Attribute	**M/O**	**Value**	**Description**
Value	M	Text	Text description of the shot

Sample (ExtendedInfos)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="22" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="23" />
```

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)	ENG Description of the Event Unit, 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 Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location Description (not code) from Common Codes

Element: Competition /Actions (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: Competition /Actions /Action (1,N)

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
Period	M	SC @Period	Send the end code
Order	M	Numeric ##0	Unique sequential number for all the actions in the unit, from 1 to n (from the first action the last one).
Comment	O	S(200)	Send the comment on the shot.

Element: Competition /Actions /Action /ExtendedAction (0,N)

Extended Action information.

Type	Code	Pos	Description
	STONE_NUM	N/A	Type Description: Do not send Element Expected: Always
Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Send the stone's number in the end (from 1 to 10 in doubles, 1 to 16 in teams).
	TASK	N/A		Type Description: Do not send Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Task	Send the appropriate task
	TURN	N/A		Type Description: Do not send Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Turn	Send turn
	POINTS	N/A		Type Description: Do not send Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Point	Points code of the shot

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (team member) related to the action

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

Athletes extended information

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

Element: Competition /Actions /Action /ImageData (0,1)			
Attribute	**M/O**	**Value**	**Description**
-	M	Text	The ImageData element contains a body consisting of one Base64-encoded PNG file. 600px x 300px

Sample (Play by Play)

```
<Action Id="123456" Period="2" Order="20" >
  <ExtendedAction Code="STONE_NUM" Value="4" />
  <ExtendedAction Code="TASK" Value="Takeout" />
  <ExtendedAction Code="TURN" Value="CW" />
  <ExtendedAction Code="POINTS" Value="2" />
  <Competitor Code="CURMTEAM4---SUI01" Type="T" Organisation="SUI" >
    <Composition>
      <Athlete Code="1102203" >
        <Description GivenName="John" FamilyName="Parker" Gender="M" Organisation="SUI" BirthDate="1994-10-15" />
      </Athlete>
    </Composition>
  </Competitor>
  <ImageData>iVBORw0KggoAA   image   49xoUC/AuGXhACr</ImageData>
</Action>
```

2.3.6.6 Message Sort

Actions /Action @Order.

2.3.7 Pool Standings

2.3.7.1 Description

The pool standings message contains the standings of a group in a competition.

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).

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full Phase level RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	S(20)	DocumentSubtype in the case the message sent for "Tentative Standings" in the final round of pool/group play then send as "PROJECTED". "Tentative Standings" provide the Round Robin final standings as if all games currently underway were finished, assuming the teams currently leading each game do in fact win. In the case of ties, the team with the last stone is assumed to be winning.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the phase) 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.

2.3.7.3 Trigger and Frequency

* Before the start of the competition to build the initial tables (START_LIST)
* Send after each game is OFFICIAL (message is INTERMEDIATE until after last game).
* Send during play in the final round of pool play with DocumentSubtype = "PROJECTED". When the message is sent as PROJECTED:
 - Do not include the Opponent Element
 - Update each time there is any change in the projected rankings and for the first time when all LSFE are known.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		ExtendedInfo (0,N)			
			Code		
			Pos		
			Value		
		Progress (0,1)			
			LastUnit		
			UnitsTotal		
			UnitsComplete		
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			SubEventName		
			Gender		
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		Result			
		IRM			
		QualificationMark			
		SortOrder			
		Won			
		Lost			
		Played			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
		Competitor (1,1)			

		Code	
		Type	
		Organisation	
		Description (0,1)	
			TeamName
	Opponent (0,N)		
		Code	
		Type	
		Pos	
		Organisation	
		Date	
		Time	
		Unit	
		HomeAway	
		Result	
		Description (0,1)	
			TeamName

2.3.7.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	SESSION	N/A	Element Expected: After at least one unit is complete
	Attribute	**M/O**	**Value**	**Description**

	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Unit	Send the RSC of the session, either the current session or if not current then most recently completed.

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. Not included for PROJECTED.
UnitsTotal	O	Numeric ##0	Total number of units (games) to be played in the pool included in the message. Not included for PROJECTED.
UnitsComplete	O	Numeric ##0	Total number of units (games) which are official in the pool included in this message. Not included for PROJECTED.

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)	ENG Description of the Event Phase, not code
Gender	M	CC @SportGender	Gender code for the event unit

Element: Competition /Result (1,N)

For any message, there should be at least one competitor being awarded a result for the pool.

Attribute	M/O	Value	Description
Rank	O	S(2)	Rank in the group.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Result type, only send if an IRM unless points are used then POINTS is also applicable.
Result	O	Numeric	Points in the table if points are used.
IRM	O	SC @IRM	The invalid rank mark if applicable.
QualificationMark	O	SC @QualificationMark	Indicator for qualification of the competitor for the finals.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of 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.
Played	O	Numeric #0	Number of games played by the team in the group Send 0 if not yet played

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

Type	Code	Pos	Description
ER	WIN_TIED	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(12)	Numbers of points against tied teams
ER	POINTS_TIED	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(3)	Numbers of points against tied teams
ER	DSC	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20)	Draw shot challenge

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)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

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

Competitors extended information.

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

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)	T for team
Pos	M	Numeric	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation	M	CC @Organisation	Competitor's organisation (code).
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD).
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
Unit	M	CC @Unit	Full RSC unit code for the unit
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is always relative to the competitor. The opponent score is the second score.

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.

Sample (Teams)

```
<Result Rank="4" Played="9" Won="5" Lost="4" SortOrder="4" QualificationMark="Q" >
  <Competitor Code="CURMTEAM4---GBR01" Type="T" Organisation="GBR">
    <Description TeamName="Great Britain"/>
    <Opponent    Code="CURMTEAM4---RUS01"    Type="T"    Pos="1"    Organisation="RUS"    Date="2018-02-03"    Time="14:00"
Unit="CURMTEAM4-------------RR"00090001" HomeAway="H" Result="9-7" >
      <Description TeamName="Russia"/>
    </Opponent>
    <Opponent    Code="CURMTEAM4---SWE01"    Type="T"    Pos="2"    Organisation="GBR"    Date="2018-02-02"    Time="09:00"
Unit="CURMTEAM4-------------RR"00120002" HomeAway="H" Result="8-10" >
      <Description TeamName="Sweden"/>
    </Opponent>
    <Opponent    Code="CURMTEAM4---ITA01"    Type="T"    Pos="3"    Organisation="ITA"    Date="2018-02-01"    Time="09:00"
Unit="CURMTEAM4-------------RR"00170001" HomeAway="A" Result="10-8" >
      <Description TeamName="Italy"/>
    </Opponent>
...
  </Competitor>
</Result>
```

2.3.7.6 Message Sort

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

2.3.8 Brackets

2.3.8.1 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.

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

2.3.8.3 Trigger and Frequency

* Before the competition (START_LIST).
* After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
* After every match during final phases (INTERMEDIATE)
* After the final match (OFFICIAL)
* Trigger after any change

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						

	Codes			
	ExtendedInfos (0,1)			
		Progress (0,1)		
			LastUnit	
			UnitsTotal	
			UnitsComplete	
		SportDescription (0,1)		
			DisciplineName	
			EventName	
			Gender	
	Bracket (1,N)			
		Code		
		BracketItems (1,N)		
			Code	
			BracketItem (1,N)	
				Order
				Position
				Date
				Time
				Unit
				Result
				ExtBracketItems (0,1)
				ExtBracketItem (1,N)
				Type
				Code
				Pos
				Value
				CompetitorPlace (1,N)
				Pos
				Code
				WLT
				Result
				IRM
				StrikeOut
				PreviousUnit (0,1)
				Unit
				Value
				WLT
				Competitor (0,1)
				Code

	Type	
	Organisation	
	Description (0,1)	
		TeamName

2.3.8.5 Message Values

Element: Competition (0,1)

Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the event
UnitsComplete	O	Numeric ##0	Total number of units which are official of the UnitsTotal.

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 /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 in ORIS.

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 semifinals or finals phases etc.

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

Attribute	M/O	Value	Description
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1

Position	M	Numeric #0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	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.

Element: Competition /Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)			
Type	**Code**	**Pos**	**Description**
EBI	LOCATION	N/A	Element Expected: Always when announced
	Attribute	**M/O**	**Value**	**Description**

	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Location	Send the location (sheet) where this Match will be played. Only include when the location is known.

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 different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	Sent when there is no competitor team (BYE) or when it is not known yet send to indicate who is placed in the bracket with the most information available. Only use TBD if no more detailed information is available.
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(5)	The result (score) of the competitor in the event unit
IRM	O	SC @IRM	The invalid result mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

Element: 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. If from a pool then send RSC of the Pool phase.
Value	O	Numeric 0	When coming from the preliminary phase (pools) fill this with the rank in the pool phase. Only applies in semifinals.
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: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)

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

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

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

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

Sample (Bracket)

```
<Bracket Code="FNL">
  <BracketItems Code="SFNL">
    <BracketItem Order="1" Position="1" Date="2014-02-07" Time="12:00" Unit="CURMTEAM4-------------SFNL00090002" Result="10-
8" >
      < ExtBracketItems>
        <ExtBracketItem Type="EBI" Code="LOCATION" Value="CUB" / >
      </ExtBracketItems>
      <CompetitorPlace Pos="1" WLT="W" Result="10" >
        <PreviousUnit Unit="CURMTEAM4-------------PREL--------" Value="1" />
        <Competitor Code="CURMTEAM4---SWE01" Type="T" Organisation="SWE" >
          <Description TeamName="Sweden"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="8" >
        <PreviousUnit Unit="CURMTEAM4-------------PREL--------" Value="4" />
        <Competitor Code="CURMTEAM4---GBR01" Type="T" Organisation="GBR" >
          <Description TeamName="Great Britain"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
    <BracketItem Order="2" Position="2" Date="2014-02-07" Time="15:00" Unit="CURMTEAM4-------------SFNL00020001" >
      <CompetitorPlace Pos="1">
        <PreviousUnit Unit="CURMTEAM4-------------PREL--------" Value="2" />
        <Competitor Code="CURMTEAM4---CAN01" Type="T" Organisation="CAN" >
          <Description TeamName="Canada"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <PreviousUnit Unit="CURMTEAM4-------------PREL--------" Value="3" />
        <Competitor Code="CURMTEAM4---CHN01" Type="T" Organisation="CHN" >
          <Description TeamName="China"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
```

2.3.8.6 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.

2.3.9 Statistics

2.3.9.1 Description

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

There will be a separate message (identified by the header's DocumentSubtype and DocumentSubcode) for every table where multiple statistics apply.

2.3.9.2 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 at event level
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	Types of statistics: - DSC: Ranking of the Draw Shot Challenge. - CUM: For cumulative data of individual player statistics and team statistics. There will be one message for each team. - RANKING: Ranking of individual and team statistics.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). START_LIST (before start of competition to build the tables INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

Before any game starts as START_LIST (CUM and TOU messages)
After each game
* The DSC is produced during the round robin phase only and only after all teams have four LSD scores.
* The RANKING message is only provided during the round robin phase.
* To avoid resending CUM message with only change of status, teams who do not progress to the finals will

remain with status INTERMEDIATE.

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		Progress (0,1)					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
	Stats (1,1)						
		Code					
		Competitor (0,N)					
			Code				
			Type				
			Order				
			Organisation				
			Description (0,1)				
				TeamName			
			StatsItems (0,1)				
				StatsItem (1,N)			
					Type		
					Code		
					Pos		
					Value		
					Attempt		
					Avg		

			Percent
			Rank
			RankEqual
			SortOrder
	Composition (0,1)		
		Athlete (1,N)	
			Code
			Order
		Description (1,1)	
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFId

2.3.9.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	SESSION	N/A	Element Expected: Always after at least one unit is complete.
Attribute	**M/O**	**Value**	**Description**
Value	M	CC @Unit	Send the RSC of the session, either the current session or if not current then most recently completed.

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team.
UnitsTotal	M	Numeric ##0	Send the total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team.
UnitsComplete	O	Numeric ##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. For DSC, send the total number of games which are included.

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 /Stats (1,1)

Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed.

Element: Competition /Stats /Competitor (0,N)

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	S(1)	T for team
Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code
Organisation	O	CC @Organisation	Competitor's organisation

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

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)			
Team competitor's stats item, according to competitors' rules.			
Type	**Code**	**Pos**	**Description**
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype = DSC
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @IRM	IRM if applicable
ST	LSD_CW	Numeric #0	Pos Description: Send the round. Element Expected: Always, if the information is available for the DocumentSubtype=DSC only
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0.0	Clockwise last stone distance for the round in cm.
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected If applicable**			
Attribute	**Value**	**Description**	
Code	DISCARDED		
Pos	N/A		
Value	S(1)	Send "Y" if this score is eliminated else do not send	
ST	LSD_CCW	Numeric #0	Pos Description: Send the round. Element Expected: Always, if the information is available for the DocumentSubtype=DSC only
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0.0	Counter Clockwise last stone distance for the round in cm.
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected If applicable**			
Attribute	**Value**	**Description**	
Code	DISCARDED		
Pos	N/A		
Value	S(1)	Send "Y" if this score is eliminated else do not send	
ST	DSC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=DSC only
Attribute	**M/O**	**Value**	**Description**
Value	O	Numeric ##0.00	Draw shot challenge in cm.
Rank	O	S(2)	Send the Rank for display of the DSC. Usually numeric but may be missing in the case of IRM.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
SortOrder	O	Numeric #0	Send the sort order for DSC

Sample (DSC)

```
<Stats Code= "DSC ">
...
  <Competitor Code="CURMTEAM4---NOR01" Type="T" Order="5" Organisaion="NOR" >
    <Description TeamName="Norway" >
    <StatsItems>
      <StatsItem Type="ST" Code="DSC" Value="11.94" Rank="5" SortOrder="5"/>
      <StatsItem Type="ST" Code="LSD_CW" Pos="1" Value="12.0">
        <ExtendedStat Code="DISCARDED" Value="Y" />
      </StatsItem>
      <StatsItem Type="ST" Code="LSD_CW" Pos="2" Value="11.9" />
      <StatsItem Type="ST" Code="LSD_CW" Pos="3" Value="8.5" />
    </StatsItems>
  </Competitor>
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
ttribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric 0	Sort order

Element: Competition /Stats /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

2.3.9.6 Message Sort

Sort according to the @Order attributes.

2.3.10 Event Final Ranking

2.3.10.1 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.

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full (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. PARTIAL 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.

2.3.10.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.
* After each final position is known (PARTIAL or OFFICIAL).

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					

Progress (0,1)			
	LastUnit		
	UnitsTotal		
	UnitsComplete		
SportDescription (0,1)			
	DisciplineName		
	EventName		
	Gender		
Result (1,N)			
	Rank		
	RankEqual		
	Played		
	Won		
	Lost		
	IRM		
	SortOrder		
	Competitor (1,1)		
		Code	
		Type	
		Organisation	
		Description (0,1)	
			TeamName
		Composition (1,1)	
			Athlete (0,N)
				Code
				Order
				Description (1,1)
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId

2.3.10.5 Message Values

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

| Codes | O | S(20) | Version of the Codes applicable to the message |

Element: Competition /ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the event
UnitsComplete	O	Numeric ##0	Total number of units which are official of the UnitsTotal.

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. ENG Description, not code
Gender	M	CC @SportGender	Gender code for the event unit.

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	Numeric #0	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Played	O	Numeric #0	Send number of matches played including Round Robin and play-offs
Won	O	Numeric #0	Send number of matches won including Round Robin and play-offs
Lost	O	Numeric #0	Send number of matches lost including Round Robin and play-offs
IRM	O	SC @IRM	Send just if the team has been disqualified or DNS
SortOrder	M	Numeric #0	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 or SC @CompetitorPlace	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for team
Organisation	O	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 (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric #0	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
IFId	O	S(16)	International Federation ID

Sample (Ranking)

```
<Result Rank="2" SortOrder="2" Played="12" Won="9" Lost="3" >
 <Competitor Code="CURWTEAM4---SWE01" Type="T" Organisation="SWE" >
   <Description TeamName="Sweden"/>
   <Composition>
     <Athlete Code="2002600" Order="1" />
```

2.3.10.6   Message Sort

Sort by Result @SortOrder

2.3.11 Configuration

2.3.11.1 Description

The Configuration is a message containing general configuration.

2.3.11.2 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.

2.3.11.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.
If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.3.11.4 Message Structure

The following table defines the structure of the message.

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

	Pos
	Value

2.3.11.5   *Message Values*

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
EC	ENDS_NUM	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Send the number of ends to be played in this tournament.
EC	TEAMS	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Number of teams in the competition
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
Attribute	**Value**	**Description**	
Code	FINALS		
Pos	N/A		
Value	Numeric #0	Number of teams which progress to the finals	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected If applicable**			
Attribute	**Value**	**Description**	
Code	RELEGATED		
Pos	N/A		
Value	Numeric #0	Number of teams which are relegated to a lower division if applicable	
EC	GROUPS	N/A	Element Expected: If groups are applicable (i.e. if more than 1)
Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Number of groups in the preliminary phase of the competition.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	COLOUR		
	Pos	Numeric #0		
	Value	String	Colour of the group, for example blue	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	FINALS		
	Pos	N/A		
	Value	Numeric #0	Number of teams per group which progress to the finals	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	NAME		
	Pos	Numeric #0	Send the group number to distinguish the groups 1..n	
	Value	String	Name of the Group, for example "Group A"	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	RELEGATED		
	Pos	N/A		
	Value	Numeric #0	Number of teams per group which are relegated to a lower division if applicable.	
EC		CHALLENGE	N/A	Element Expected: If challenge game applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the rank that needs to play a challenge games
EC		PLAYERS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of players per team playing at one time (2 or 4)
QUALIFICATION		QUAL_RULE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualRule	Send the code for the qualification rule.
EC		COMPETITION	N/A	Element Expected: Always

Attribute	M/O	Value	Description
Value	M	String	Full competition name, for example "Olympic Winter Games Beijing 2022"

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always		
Attribute	**Value**	**Description**
Code	COMP_TYPE	
Pos	N/A	
Value	String	Send the type of the competition, for example "World Championship"

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always		
Attribute	**Value**	**Description**
Code	EVENT_NAME	
Pos	N/A	
Value	String	Send the event name, for example "Women"

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always		
Attribute	**Value**	**Description**
Code	ABBREVIATION	
Pos	N/A	
Value	String	Send the abbreviation of the competition, including the year, for example "WMCC2020"

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always		
Attribute	**Value**	**Description**
Code	START_DATE	
Pos	N/A	
Value	Date	Start Date of the competition.

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always		
Attribute	**Value**	**Description**
Code	END_DATE	
Pos	N/A	
Value	Date	End Date of the competition.

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always		
Attribute	**Value**	**Description**
Code	LOCATION	
Pos	N/A	
Value	String	City of the competition, for example "Sochi, Russia"

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always		
Attribute	**Value**	**Description**
Code	TIME_ZONE	

	Pos	N/A	
	Value	String	Time zone code for the main competition venue, for example in winter London is GMT or PyeongChang is KST.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**		
	Attribute	**Value**	**Description**
	Code	UTC_OFFSET	
	Pos	N/A	
	Value	S(9)	UTC offset for the main competition venue. For example "UTC-05:00" for New York.

Sample (Teams)

```
<Configs>
  <Config Unit="CURMTEAM4------------------------"/>
    <ExtendedConfig Type="EC" Code="ENDS_NUM"Value="10" />
    <ExtendedConfig Type="EC" Code="TEAMS" Value="10" >
      <ExtendedConfigItem="FINALS" Value="4" />
      <ExtendedConfigItem Code="RELEGATED" Value="0" />
    </ExtendedConfig>
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="PT4^SF" />
    <ExtendedConfig Type="EC" Code="PLAYERS" Value="4" />
....
  </Config>
</Configs>
```

2.3.11.6 Message Sort

There is no general message sorting rule.

3 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	31 Jan 2020	First version
V0.2	3 Apr 2020	Updated with ORIS 1.0
V0.3	9 Apr 2020	Updated with feedback
V0.4	22 May 2020	Updated with feedback
V0.5	1 Jul 2020	Updated after PT0
V1.0	14 Aug 2020	Updated
V1.1	23 Oct 2020	Editorial update and add Timeline
V1.2	15 Jan 2021	Updated with CR021188
V3.0	5 May 2023	First version for Gangwon
V3.1	7 Jun 2023	Updated

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First Version
V0.2	SFR	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE DT_STATS: Update DocumentSubtype to use team ID DT_CONFIG: Add QUALIFICATION/QUAL_RULE @ Configs /Config /ExtendedConfig DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497] DT_STATS: Change format of ST/AVG/Value @Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Add ST/LS_EFF and ST/FORCE_EFF @Stats /Competitor /StatsItems /StatsItem
V0.3	SFR	DT_SCHEDULE: Remove Competition /Unit /StartText (not used in Curling) DT_SCHEDULE: Remove Competition /Unit /StartList /Start /Competitor /Description /IFId (not used in Curling) DT_SCHEDULE: Update Description at Competition/Unit/UnitNum DT_PARTIC_TEAM: Add TVTeamName in the sample DT_RESULT: Update Periods/Period/HomeScore and Periods/Period/AwayScore DT_RESULT: Update EUE/ROLE @: Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update EUE/POSITION @: Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add EUE/START_ROLE @ Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add EUE/START_POSITION @ Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update expected at EUE/HAND @Result /Competitor /Composition /Athlete /EventUnitEntry DT_PLAY_BY_PLAY: Remove START_LIST as a ResultStatus option DT_RESULT: Add ST/CW @Result /Competitor /StatsItems /StatsItem & Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Add ST/CCW @Result /Competitor /StatsItems /StatsItem & Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/GAME_SUCCESS @Result /Competitor /StatsItems /StatsItem & Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_CURRENT: Add ST/CW @Result /Competitor /StatsItems /StatsItem & Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_CURRENT: Add ST/CCW @Result /Competitor /StatsItems /StatsItem & Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_CURRENT: Update ST/GAME_SUCCESS @Result /Competitor /StatsItems /StatsItem & Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_POOL_STANDINGS: Update Result/Played DT_POOL_STANDINGS: Update Value of Value at UI/SESSION @ExtendedInfos /ExtendedInfo DT_STATS: Add ST/PP @Stats /StatsItems /StatsItem DT_STATS: Add ST/PP @Stats /Competitor /StatsItems /StatsItem DT_STATS: Add ST/PP_EFF @@Stats /Competitor /StatsItems /StatsItem

		DT_STATS: Update Value of Value at UI/SESSION @ExtendedInfos /ExtendedInfo DT_RANKING: Update Result/IRM DT_CONFIG: Add EC/COMPETITION/COMP_TYPE @Configs /Config /ExtendedConfig DT_CONFIG: Add EC/COMPETITION/EVENT_NAME @Configs /Config /ExtendedConfig Add Athlete IFId throughout the document Changed Value to M where there is only one attibute in the extension. Editorial improvements without changing the intent
V0.4	SFR	DT_RESULT: Clarification at Result /Competitor /Composition /Athlete /Order DT_BRACKETS: Add Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem DT_STATS: Update ST/AVG at SStats /Competitor /StatsItems /StatsItem DT_STATS: Update ST/AVG at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Remove ST/POS_DIFF at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_CONFIG: Add EC/COMPETITION/ABBREVIATION at Configs /Config /ExtendedConfig DT_CONFIG: Remove EC/FINALS at Configs /Config /ExtendedConfig Yellow highlight added to baseline changes Typographical corrections
V0.5	SFA	DT_RESULT: Update Result/Result to explain use of W/L DT_RESULT: Change Value at ST/DRAW and ST/TAKEOUT at Result /Competitor /StatsItems /StatsItem to Mandatory DT_RESULT: Clarify Expected at EUE/START_ROLE and EUE/ROLE at Result /Competitor /Composition /Athlete /EventUnitEntry DT_PLAY_BY_PLAY: Remove UNOFFICIAL for possible values for ResultStatus in header values DT_CURRENT: Clarified DISPLAY/DRAW or TAKEOUT at ExtendedInfos /ExtendedInfo DT_CURRENT: Change Value at ST/DRAW and ST/TAKEOUT at Result /Competitor /StatsItems /StatsItem to Mandatory DT_CURRENT: Remove DISPLAY/NEXT at ExtendedInfos /ExtendedInfo DT_POOL_STANDING: Change Value at UI/SESSION at ExtendedInfos /ExtendedInfo to Mandatory DT_POOL_STANDING: Result /Competitor /Opponent /Unit to Mandatory DT_STATS: Change DELIVERY Value at Stats /Competitor /StatsItems /StatsItem to Mandatory DT_STATS: Change DELIVERY Value at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem to Mandatory DT_RANKING: Update Value of Result/Rank DT_SCHEDULE: Update triggering DT_PARTIC: Update Expected for ENTRY/ROLE at : Participant /Discipline /RegisteredEvent /EventEntry DT_RESULT: Remove ResultStatus PROTESTED from header values DT_RESULT: Update Result/Result regarding use of W/L DT_RESULT: Update Expected for EUE/ROLE at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update Expected for EUE/START_ROLE at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update Value at ST/DRAW and ST/TAKEOUT to M at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_CURRENT: Update triggering DT_CURRENT: Update Value at ST/DRAW and ST/TAKEOUT to M at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_POOL_STANDINGS: Update description for : Result /Competitor /Opponent /Result DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit /Value DT_STATS: Add START_LIST and remove LIVE at ResultStatus in the header values DT_STATS: Update triggers DT_CONFIG: Update Expected for EC/TEAMS/RELEGATED at Configs /Config /ExtendedConfig DT_WEATHER: Update Description for clarify source Editorial improvements
V1.0	APP	Section 2.1 added DT_POOL_STANDINGS: Remove UNOFFICIAL as a ResultStatus DT_BRACKETS: Remove UNOFFICIAL as a ResultStatus DT_STATS: Add ST/IRM at Stats /Competitor /StatsItems /StatsItem DT_STATS: Add ST/IRM at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem
V1.1	APP	DT_STATS: Update triggering to reflect current implementation DT_STATS: Update ExtendedInfos /Progress /UnitsComplete for DSC to reflect current implementation Add Timeline
V1.2	APP	DT_SCHEDULE: Update description of Unit /StartList /Start /Competitor /Code [HPQC195935]

		DT_RESULT: Correct Type for AWAY_REMAIN at Periods /Period /ExtendedPeriods /ExtendedPeriod (HPQC195499) DT_RESULT: Update format for HOME_REMAIN/AWAY_REMAIN at Periods /Period /ExtendedPeriods /ExtendedPeriod (HPQC195406) DT_RESULT: Update Value for Periods /Period /Code to use SC @Period (IF request in OSRP, consistency) DT_RESULT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo to use SC @Period (IF request in OSRP, consistency) DT_RESULT: Correct typo at ST/GAMES_SUCCESS to become ST/GAME_SUCCESS at Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (HPQC195501) DT_RESULT: Clarify that Competition /Periods /Period /HomePeriodScore and HomeScore and AwayScore AwayPeriodScore can be empty (HPQC195419) DT_RESULT: Update ExtendedInfos /SportDescription /SubEventName (editorial consistency) DT_CURRENT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo to use SC @Period (IF request in OSRP, consistency) DT_PLAY_BY_PLAY: Update DocumentSubcode in the header DT_PLAY_BY_PLAY: Update Actions /Action /Period to use SC @Period (IF request in OSRP, consistency) DT_POOL_STANDINGS: Update ExtendedInfos /SportDescription /SubEventName (editorial consistency) DT_POOL_STANDING: Update Result/ResultType to O and the the values is not always required as noted in the description. Documentation correction. DT_POOL_STANDING: Update Value format for all extensions to be more precise. Make documentation more precise without impacting current OVR implementation. DT_BRACKETS: Update description of Bracket /BracketItems /BracketItem /CompetitorPlace /Code to increase clarity. [HPQC195934] DT_STATS: Clarify format of ST/PP/Value & Avg at Competition /Stats /StatsItems /StatsItem (HPQC195407) DT_STATS: Update expected at DELIVERY/NOT_CON at Competition /Stats /Competitor /StatsItems /StatsItem (HPQC195341) DT_STATS: Update value of Percent at ST/TIMEOUT at Stats /Competitor /StatsItems /StatsItem (cut-paste error) DT_STATS: Update value at ST/PLUS_MINUS at Stats /Competitor /StatsItems /StatsItem (editorial consistency) DT_STATS: Update ExtendedInfos /Progress /UnitComplete to M to document the current OVR implementation. Documentation improvement. Corrections in some samples (typographical errors)
V3.0	SFA	Remove all para references DT_STATS: Remove messages except DSC
V3.1	SFA	DT_STATS: Update DocumentSubtype to remove CUM and RANKING