International
Olympic
Committee

Olympic Data Feed

Badminton
ODF Data Dictionary
Technology and Information Department
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**International
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1 Introduction

1.1 This document

This document includes the ODF Badminton 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 Badminton 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 Badminton Overview

MESSAGES IN EACH EVENT
* All events (individual and pairs) have a single DT_RESULT, DT_PLAY_BY_PLAY for each unit (match).
* For events which start with a groups phase then DT_POOL_STANDING is also provided.
* There is also a DT_BRACKET message for the progression in each event.

SCHEDULE
* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (schedule=Y) only which is aligned with the same RSC for DT_RESULT.
* The detailed schedule is not known until a few days before each day of competition. A series of temporary units will be scheduled (all identified by using phase = TMRY). The units will all be removed when the schedule is published.

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\nextended
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_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_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
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' or '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 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)
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 in message	Display	Unit	HideStartDate	Location	Order
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:
Where the discipline is defined as LOC:
1. By day (or filter by day)
2. Session Code
3. By location
4. By Time (regardless if HideStartDate="Y")
5. By Order

Where the discipline is defined as SESSION OR DATE:
1. By day (or filter by day)
2. Session Code
3. By Time (regardless if HideStartDate="Y")
4. By Order

- The Order can be match number for simplicity and show correct order for two matches at the same time.
- 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
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). Never included in _UPDATE messages.
Version	1...V	Version number associated to the message's content. Ascending 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 units should be sent immediately when officially known, which should be as soon as possible after the preceding unit changes to official.

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

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

2.3.1.4 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	Level 8	Level 9
Competition (0,1)								
	Gen							

Sport

Codes

Session (0,N)

  SessionCode

  StartDate

  EndDate

  Leadin

  Venue

  VenueName

  ModificationIndicator

  SessionStatus

  SessionType

  Medal

  FOP

  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

  StartText (0,N)

    Language

    Value

  ItemName (1,N)

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```
                    Language
                    Value
        ItemDescription (0,N)
                    Language
                    -
        VenueDescription (0,1)
                    VenueName
                    LocationName
        StartList  (0,1)
                Start  (1,N)
                        StartOrder
                        SortOrder
                        PreviousWLT
                        PreviousUnit
                        Competitor (1,1)
                                Code
                                Type
                                Organisation
                                Description  (0,1)
                                        TeamName
                                        IFId
                                Composition  (0,1)
                                        Athlete  (1,N)
                                                Code
                                                Order
                                                Description (1,1)
                                                        GivenName
                                                        FamilyName
                                                        Gender
                                                        Organisation
                                                        BirthDate
                                                        IFId
                                                        Class
```

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 ENG 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	Numeric #0	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	Numeric #0	The number of fields of play planned to be used in this session. This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.

| Element: Competition /Session /SessionName (1,N) | | | |
Attribute	M/O	Value	Description
Language	M	CC @Language	Language of the Session Description
Value	O	S(40)	Name of the sports competition session

Sample (General)

```
<Session    SessionCode="BDM01"    StartDate="2020-07-30T08:00:00+09:00"          EndDate="2020-07-30T14:00:00+09:00"
Leadin="5:00" Venue="MFS" VenueName="Musashino Forest Sp Plaza" >
  <SessionName Language="ENG" Value="Badminton Session 1" />
</Session>
<Session    SessionCode="BDM02"    StartDate="2020-07-30T15:30:00+09:00"          EndDate="2020-07-30T18:30:00+09:00"
Leadin="0:00" Venue="MFS" VenueName="Musashino Forest Sp Plaza" >
  <SessionName Language="ENG" Value="Badminton 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)	Match number as appropriate
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 incorrert (including CANCELLED and POSTPONED.
			This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (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	This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)
			This attribute is not required when the @ScheduleStatus is UNSCHEDULED 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	Indicator of medal awarded for this unit.
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
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.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

Element: Competition /Unit /StartText (0,N)			
This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.			
Attribute	M/O	Value	Description

Language	M	CC @Language	Code Language of the @Value
Value	M	S(20) or SC @StartText	Text to be displayed in the case that StartDate is not to be displayed. Use available codes or free text if appropriate is not available

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 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 (0,1)

Mandatory when Unit/Venue is included

Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

StartList information is only sent in the case that the Unit type is one of HATH, HCOUP 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 competitors 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 competitors 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 or another indicator (SC @CompetitorPlace) which may include possible options of: 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 A for athlete
Organisation	O	CC @Organisation	Should be sent when known

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N) Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN, etc.) or HCOUP (BDM, TEN, etc.). In case of the Competitor @Code='TBD' this element should not be sent.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". (same order as defined in ORIS)

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

2.3.1.6 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.

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message.

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

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

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

2.3.2.2 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
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending 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			
		PlaceofBirth			
		CountryofBirth			

PlaceofResidence

CountryofResidence

Nationality

MainFunctionId

Current

OlympicSolidarity

ModificationIndicator

Discipline (1,1)

Code

IFId

RegisteredEvent (0,N)

Event

Class

Substitute

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 (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-BDM-1.10" Codes="SOG-2020-1.20" >
```

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. Expected for athletes, not expected for all groups of officials.
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.
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)	Competitor's federation number for the corresponding discipline.

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

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

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

Class	O	CC @DisciplineClass	Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games). This attribute is optional because is not used in other type of events without handicapped athletes. Send only in the Case of Current="true".
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player.

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	RANK_PTS	N/A	Element Expected: If available (this information can be sent in both messages). Only for participants in individual events.

	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Send the athlete's World Badminton Ranking Points.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: If applicable (this information can be sent in both messages). Only for participants in individual events.

	Attribute	M/O	Value	Description
	Value	M	S(4)	Player's world ranking.

Type	Code	Pos	Description
ENTRY	HAND	N/A	Element Expected: If available (this information can be sent in both messages). For each participant in each event.

	Attribute	M/O	Value	Description
	Value	M	SC @Hand	Handedness

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

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

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams. Badminton has two types of teams, pairs and "team" in the team 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
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending 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	
		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(39)	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. Use CPLM
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)			
In the case of current teams the number of athletes is 2 or more.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Athlete ID of the listed team member.

		zeroes	
Order	O	Numeric	Team member order (same as defined in ORIS)

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	RANK_WLD	N/A	Element Expected: If available (this information can be sent in both messages).
Attribute	**M/O**	**Value**	**Description**
Value	M	S(4)	Send the team's World Badminton Ranking.
ENTRY	RANK_PTS	N/A	Element Expected: If available (this information can be sent in both messages).
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #####0	Send the team's World Badminton Ranking Points.

Sample (General)

```
<Team   Code="BDMMDOUBLES-AUS01"   Organisation="AUS"   Number="1"   Name="BLACK   John   /   GREEN   Tom"
ShortName="BLACK   J   /   GREEN   T"     TVTeamName="BLACK/GREEN"   TeamType="CPLM"   Gender="M"   Current="true"
ModificationIndicator="U">
  <Composition>
  <Athlete Code="1063192" Order="1"/>
  <Athlete Code="1063249" Order="2"/>
  </Composition>
  <Discipline Code="BDM-----------------------------" >
  <RegisteredEvent Event="BDMMDOUBLES----------------------" >
    <EventEntry Type="ENTRY" Code="RANK_WLD" Value="46" />
  </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.

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

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

2.3.4.2 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
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. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc.). START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL PROVISIONAL
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

This message is sent with ResultStatus 'START_LIST' as soon as the start list (competitors) are known and any changes to the information.
This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered

on all updates.

For each match:
 - As soon as each competitor is known and any changes in start list data (START_LIST)
 - When the unit starts and after every change in any data (LIVE)
 - At the end of each game (INTERMEDIATE)
 - After the unit is over (UNOFFICIAL / 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				
			Duration				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Officials (0,1)						
		Official (1,N)					
			Code				
			Function				
			Order				
			Description (1,1)				

International
Olympic
Committee

GivenName

FamilyName

Gender

Organisation

Periods (0,1)

Home

Away

Period (1,N)

Code

HomeScore

AwayScore

HomePeriodScore

AwayPeriodScore

Duration

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

EventUnitEntry (0,N)
    Type
    Code
    Pos
    Value

StatsItems (0,1)
    StatsItem (1,N)
        Type
        Code
        Pos
        Value

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

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)

Actual times. Include when the unit starts.

Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.
Duration	O	mmm	Match duration. Duration of the Match in minutes. Update with each message after the start of the match.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	RES_CODE	N/A	Element Expected: Always when available
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @ResultCode	Send the Result Code of the Match. Used only for Bye or W/O.
UI	RALLY_TIME_MAX	N/A	Element Expected: Always when available
Attribute	**M/O**	**Value**	**Description**
Value	M	ss	Duration (sec) of the longest rally in the match.
UI	RALLY_STROKES_MAX	N/A	Element Expected: Always when available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Strokes in the longest rally in the match.
UI	RALLY_TIME_AVG	N/A	Element Expected: Always when available
Attribute	**M/O**	**Value**	**Description**
Value	M	ss	Average time (sec) per rally in the match.
UI	RALLY_STROKES_AVG	N/A	Element Expected: Always when available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Average strokes per rally in the match.
UI	SHUTTLES_USED	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Number of shuttles used in the match.
UI	CURRENT_GAME	N/A	Element Expected: Always when LIVE

	Attribute	M/O	Value	Description
	Value	M	SC @Period	Current Game
UI	SERVE		SC @Home	Pos Description: If home or away have serve Element Expected: When available when LIVE. Updated for the server after each point for the next point.
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Competitor ID of the server
UI	RECEIVE		SC @Home	Pos Description: If home or away receive Element Expected: When available when LIVE in doubles. Updated for the next receiver after each point for the next point.
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Competitor ID of the receiver
UI	MATCH_POINT		Numeric 0	Pos Description: Send 1,2 as needed. Usually only 1, 2 is used if both have match point. Element Expected: If applicable for the current point when triggered at the end of the point.
	Attribute	M/O	Value	Description
	Value	M	SC @Home	Next match point indicator:
UI	MATCH_POINT_ADV		SC @Home	Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive match points
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of match points that an athlete or team has to their advantage.
UI	GAME_POINT		Numeric 0	Pos Description: Send 1,2 as needed. Usually only 1, 2 is used if both have game point. Element Expected: If applicable for the current point when triggered at the end of the point.
	Attribute	M/O	Value	Description
	Value	M	SC @Home	Next game point indicator
UI	GAME_POINT_ADV		SC @Home	Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive game points
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of game points that an athlete or team has to their advantage.

Sample (singles)

```
<ExtendedInfos>
    <UnitDateTime StartDate="2012-07-31T13:07:00+01:00" Duration="29" />
    <ExtendedInfo Type="UI" Code="RALLY_TIME_MAX" Value="33" />
    <ExtendedInfo Type="UI" Code="RALLY_STROKES_MAX" Value="26" />
    <ExtendedInfo Type="UI" Code="RALLY_TIME_AVG" Value="11" />
    <ExtendedInfo Type="UI" Code="RALLY_STROKES_AVG" Value="7" />
    <ExtendedInfo Type="UI" Code="SHUTTLES_USED" Value="11" />
</ExtendedInfos>
```

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15)	Match number as appropriate

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 ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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. Send according to the codes for: -Umpire -Service Judge Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric 0	Order of the Officials. According to the sport rules

Element: Competition /Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	**M/O**	**Value**	**Description**

GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Official's organisation

Sample (General)

```
<Officials>
  <Official Code="1138266" Function="SJ" Order="1">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" />
  </Official>
  <Official Code="1105079" Function="UM" Order="2">
  <Description GivenName="Ann" FamilyName="Jones" Gender="F" Organisation="ESP" />
  </Official>
</Officials>
```

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	Game number in case of singles and doubles matches. Do not send TOT.
HomeScore	M	Numeric #0	Home competitor score up (number of games won) at the end of this game (@Code period). Cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match.
AwayScore	M	Numeric #0	Away competitor score up (number of games) at the end of this game (@Code period). Cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match.
HomePeriodScore	O	Numeric #0	Home competitor points just for this game (@Code period). Points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match.
AwayPeriodScore	O	Numeric #0	Away competitor points just for this game (@Code period). Points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match.
Duration	O	mm	Duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match.

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

Type	Code	Pos	Description
EP	RALLY_TIME_MAX	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**

	Attribute	**M/O**	**Value**	**Description**
	Value	M	ss	Duration of longest rally. (ss is seconds)

Type	Code	Pos	Description
EP	RALLY_STROKES_MAX	N/A	Element Expected: Always

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of strokes in the longest rally.

Type	Code	Pos	Description
EP	RALLY_TIME_AVG	N/A	Element Expected: Always

	Attribute	**M/O**	**Value**	**Description**
	Value	M	ss	Duration of average rally. (ss is seconds)

Type	Code	Pos	Description
EP	RALLY_STROKES_AVG	N/A	Element Expected: Always

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of strokes in the average rally.

Type	Code	Pos	Description
EP	SHUTTLES_USED	N/A	Element Expected: Always

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of shuttles used.

Type	Code	Pos	Description
EP	IRM	Numeric 0	Pos Description: Indicator of the one who has produced the IRM. Send 1 or 2 for Home or Away competitor. Element Expected: Always

	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	Invalid Result Mark for the particular period (CC @Period).

Sample (General)

```
<Periods Home="123456" Away="234567" >
  <Period Code="G1" HomeScore="1" AwayScore="0" HomePeriodScore="21" AwayPeriodScore="11" Duration="15">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="RALLY_TIME_MAX" Value="33" />
    <ExtendedPeriod Type="EP" Code="RALLY_STROKES_MAX" Value="26" />
    <ExtendedPeriod Type="EP" Code="RALLY_TIME_AVG" Value="11" />
    <ExtendedPeriod Type="EP" Code="RALLY_STROKES_AVG" Value="7" />
    <ExtendedPeriod Type="EP" Code="SHUTTLES_USED" Value="7" />
  </ExtendedPeriods>
  </Period>
  <Period Code="G2" HomeScore="2" AwayScore="0" HomePeriodScore="21" AwayPeriodScore="7" Duration="13">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="RALLY_TIME_MAX" Value="36" />
    <ExtendedPeriod Type="EP" Code="RALLY_STROKES_MAX" Value="34" />
    <ExtendedPeriod Type="EP" Code="RALLY_TIME_AVG" Value="11" />
    <ExtendedPeriod Type="EP" Code="RALLY_STROKES_AVG" Value="7" />
    <ExtendedPeriod Type="EP" Code="SHUTTLES_USED" Value="4" />
  </ExtendedPeriods>
  </Period>
</Periods>
```

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	The result of the competitor in the event unit, i.e. the number of games won in the corresponding match. Send either in the case @ResultType is points or IRM with points. At the start of the match the result should be 0.
IRM	O	SC @IRM	Invalid Result Mark for the event unit, in case it is assigned. Send just in the case @ResultType is both IRM and Points for some period; the match will have finished.
WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L) the match. Only included at the end of the unit if applicable.
SortOrder	M	Numeric 0	Used to sort all start list competitors in an event unit. Send 1 for Home and 2 for Away.
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding match.

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

Only applicable in singles and doubles.

Type	Code	Pos	Description
ER	CHALLENGES_REMAIN	SC @Period	Pos Description: Send the period code for the current game. Element Expected: Always on courts where the data is applicable. Do not include when the match is UNOFFICIAL/OFFICIAL. Not applicable in Paralympics

Attribute	M/O	Value	Description
Value	M	Numeric 0	Send the number of remaining challenges for the competitor in the current game.

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 (if known): -For Competitor @Type=T, it will be: Team's ID -Otherwise, Athlete's ID (for Competitor @Type=A) (for singles). Or, TBD (for To Be Determined) in case that the competitor is unknown at this time but will be available. NOCOMP is sent when there is no competitor (and will not come later).
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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

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

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

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

For team event information

Type	Code	Pos	Description
EUE	SEED	N/A	Element Expected: Always, as soon as this information is known and this team has a Seed Number.

	Attribute	M/O	Value	Description
	Value	M	Numeric ##	Seed Number (for team)

Sample (doubles)

```
<EventUnitEntry Type="EUE" Code="SEED" Value="4" />
```

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

Only applicable for doubles matches.

Type	Code	Pos	Description
ST	PTS_PLAYED	SC @Period	Pos Description: Send the Period, not "TOT" Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Points Played
ST		PTS_WON	SC @Period	Pos Description: Send the Period, not "TOT" Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Points Won
ST		PTS_CONSEC	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Most consecutive points won
ST		PTS_MATCH	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total match points
ST		PTS_GAME	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total game points
ST		PTS_NOSERVICE	SC @Period	Pos Description: All periods played and "TOT" Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points scored without service for this period
ST		PTS_SERVICE	SC @Period	Pos Description: All periods played and "TOT" Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points scored with service for this period.
ST		LEAD_MAX	SC @Period	Pos Description: All periods played and "TOT" Element Expected: When available
	Attribute	M/O	Value	Description

	Value	M	Numeric #0 or '-'	Biggest lead for this period. Send '-' when no value available.
ST		CBACK_WIN_MAX	SC @Period	Pos Description: All periods played and "TOT" Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or '-'	Biggest comeback to win for this period. Send '-' when no value available.
ST		SERVE_FAULTS	SC @Period	Pos Description: All periods played and "TOT" Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Service faults for this period.
ST		PTY	Numeric 0	Pos Description: Sequential number of each card by the pair. Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Card	Penalty card type
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	**Value**	**Description**	
	Code	PERIOD		
	Pos	SC @Period	Period of the card	
	Value	S(10)	Score at the time of the penalty, for example 4-3.	
ST		CHALLENGE_WON	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available in Olympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total successful challenges
ST		CHALLENGE_LOST	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available in Olympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total unsuccessful challenges
ST		SMASH_MAX	SC @Period	Pos Description: Send the Period including "TOT" Element Expected: When available in pairs

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Attribute	M/O	Value	Description
Value	M	Numeric ##0	Fastest smash
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always			
Attribute	**Value**	**Description**	
Code	PLAYER		
Pos	N/A		
Value	S(20) with no leading zeroes	Athlete ID with the fastest smash in this pair	

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="PTS_NOSERVICE" Pos="TOT" Value="7" />
  <StatsItem Type="ST" Code="PTS_SERVICE" Pos="TOT" Value="35" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="TOT" Value="33" />
  <StatsItem Type="ST" Code="CBACK_WIN_MAX" Pos="TOT" Value="2" />
  <StatsItem Type="ST" Code="SERVE_FAULTS" Pos="TOT" Value="0" />
  <StatsItem Type="ST" Code="PTS_PLAYED" Pos="G1" Value="25" />
  <StatsItem Type="ST" Code="PTS_WON" Pos="G1" Value="21" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G1" Value="9" />
  <StatsItem Type="ST" Code="PTS_MATCH" Pos="G1" Value="0" />
  <StatsItem Type="ST" Code="PTS_GAME" Pos="G1" Value="1" />
  <StatsItem Type="ST" Code="PTS_NOSERVICE" Pos="G1" Value="4" />
  <StatsItem Type="ST" Code="PTS_SERVICE" Pos="G1" Value="17" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="G1" Value="17" />
  <StatsItem Type="ST" Code="CBACK_WIN_MAX" Pos="G1" Value="-" />
  <StatsItem Type="ST" Code="SERVE_FAULTS" Pos="G1" Value="0" />
  <StatsItem Type="ST" Code="PTS_PLAYED" Pos="G2" Value="26" />
  <StatsItem Type="ST" Code="PTS_WON" Pos="G2" Value="21" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G2" Value="11" />
  <StatsItem Type="ST" Code="PTS_MATCH" Pos="G2" Value="1" />
  <StatsItem Type="ST" Code="PTS_GAME" Pos="G2" Value="0" />
  <StatsItem Type="ST" Code="PTS_NOSERVICE" Pos="G2" Value="3" />
  <StatsItem Type="ST" Code="PTS_SERVICE" Pos="G2" Value="18" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="G2" Value="16" />
  <StatsItem Type="ST" Code="CBACK_WIN_MAX" Pos="G2" Value="2" />
  <StatsItem Type="ST" Code="SERVE_FAULTS" Pos="G2" Value="0" />
  ...
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	If Competitor @Type="T" then order attribute used to sort team members in a team. (same order as defined in ORIS) If Competitor @Type="A" then 1

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

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	**Code**	**Pos**	**Description**
EUE	SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Seed Number (for athlete)

Sample (singles)

```
<EventUnitEntry Type="EUE" Code="SEED" Value="5" />
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Only applicable for single matches.			
Type	**Code**	**Pos**	**Description**
ST	PTS_PLAYED	SC @Period	Pos Description: Send the Period, not "TOT" Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Total Points Played
ST	PTS_WON	SC @Period	Pos Description: Send the Period, not "TOT" Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Total Points Won
ST	PTS_CONSEC	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Most consecutive points won
ST		PTS_MATCH	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total match points
ST		PTS_GAME	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total game points
ST		PTS_NOSERVICE	SC @Period	Pos Description: All periods played and "TOT" Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points scored without service for this period
ST		PTS_SERVICE	SC @Period	Pos Description: All periods played and "TOT" Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points scored with service for this period
ST		LEAD_MAX	SC @Period	Pos Description: All periods played and "TOT" Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or '-'	Biggest lead for this period. Send '-' when no value available.
ST		CBACK_WIN_MAX	SC @Period	Pos Description: All periods played and "TOT" Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or '-'	Biggest comeback to win for this period. Send '-' when no value available.
ST		SERVE_FAULTS	SC @Period	Pos Description: All periods played and "TOT"

				Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Service faults for this period
ST		PTY	Numeric 0	Pos Description: Sequential number of each card by the player Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Card	Penalty card type

Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always

	Attribute	**Value**	**Description**	
	Code	PERIOD		
	Pos	SC @Period	Period of the card	
	Value	S(10)	Score at the time of the penalty, for example 4-3.	
ST		CHALLENGE_WON	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available in Olympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total successful challenges
ST		CHALLENGE_LOST	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available in Olympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total unsuccessful challenges
ST		SMASH_MAX	SC @Period	Pos Description: Send the Period including TOT Element Expected: When available in singles
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Fastest smash

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

The message is only used for challenges and only ever related to each challenge. Not applicable in Paralympic Games.

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 event unit (match)
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. Ascending 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

* After every challenge requested
* After every challenge result
* Empty message after result (before next point, but not immediately after result)

2.3.5.4 Message Structure

The following table defines the structure of the message.

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

	ExtendedInfos (0,1)			
		ExtendedInfo (1,N)		
			Type	
			Code	
			Pos	
			Value	

2.3.5.5 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	CHALLENGE	N/A	Element Expected: If there is a challenge requested. Only for the current challenge. This remains when the result is included.
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes or UMPIRE	Competitor ID of the challenger or UMPIRE if umpire requested
UI	CHALLENGE_RESULT	N/A	Element Expected: When the result of the current challenge is known if the challenge is by a competitor
Attribute	M/O	Value	Description
Value	M	SC @ChallengeResult	Send challenge result

Sample (Request by umpire)

```
<ExtendedInfos>
    <ExtendedInfo Type="UI" Code="CHALLENGE" Value="UMPIRE"/>
</ExtendedInfos>
```

Sample (Request by Pair)

```
<ExtendedInfos>
    <ExtendedInfo Type="UI" Code="CHALLENGE" Value="BDMMDOUBLES-AUS02"/>
</ExtendedInfos>
```

Sample (Request by Pair with result)

```
<ExtendedInfos>
    <ExtendedInfo Type="UI" Code="CHALLENGE" Value="BDMMDOUBLES-AUS02"/>
    <ExtendedInfo Type="UI" Code="CHALLENGE_RESULT" Value="SUCCESSFUL"/>
</ExtendedInfos>
```

Sample (When request complete/cancelled)

```
<Competition />
```

2.3.5.6 Message Sort

There is no message sorting rule.

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 event unit
DocumentSubcode	N/A	N/A
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. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
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

The message is sent after every change in score in the unit (not application in team overall) and when the ResultStatus changes.

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			

International
Olympic
Committee

Gen

Sport

Codes

ExtendedInfos (0,1)

SportDescription (0,1)

DisciplineName

EventName

SubEventName

Gender

VenueDescription (0,1)

Venue

VenueName

Location

LocationName

Actions (0,1)

Home

Away

Action (1,N)

Id

Period

Order

Action

ScoreH

ScoreA

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 /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes

| Gender | M | CC @SportGender | Gender code for the event unit |

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

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG 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. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
Period	M	SC @Period	Period of the action within the match.
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action.
Action	O	S(2)	Scoring indicator H or A for Home / Away. In doubles follow H/A with 1 or 2 indicating player 1 or 2 (H1, etc.) where 1/2 indicates who is serving.
ScoreH	O	Numeric #0	Home competitor score in the period. Only send if there is a score by the home competitor.
ScoreA	O	Numeric #0	Away competitor score in the period. Only send if there is a score by the away competitor.

Sample (General)

```
<Actions Home="123456" Away="234567" >
  ...
  <Action Id="1234561324" Period="G1" Order="3" ScoreH="2" Action="H" />
  <Action Id="1234571325" Period="G1" Order="4" ScoreA="3" Action="A" />
  ...
</Actions>
```

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

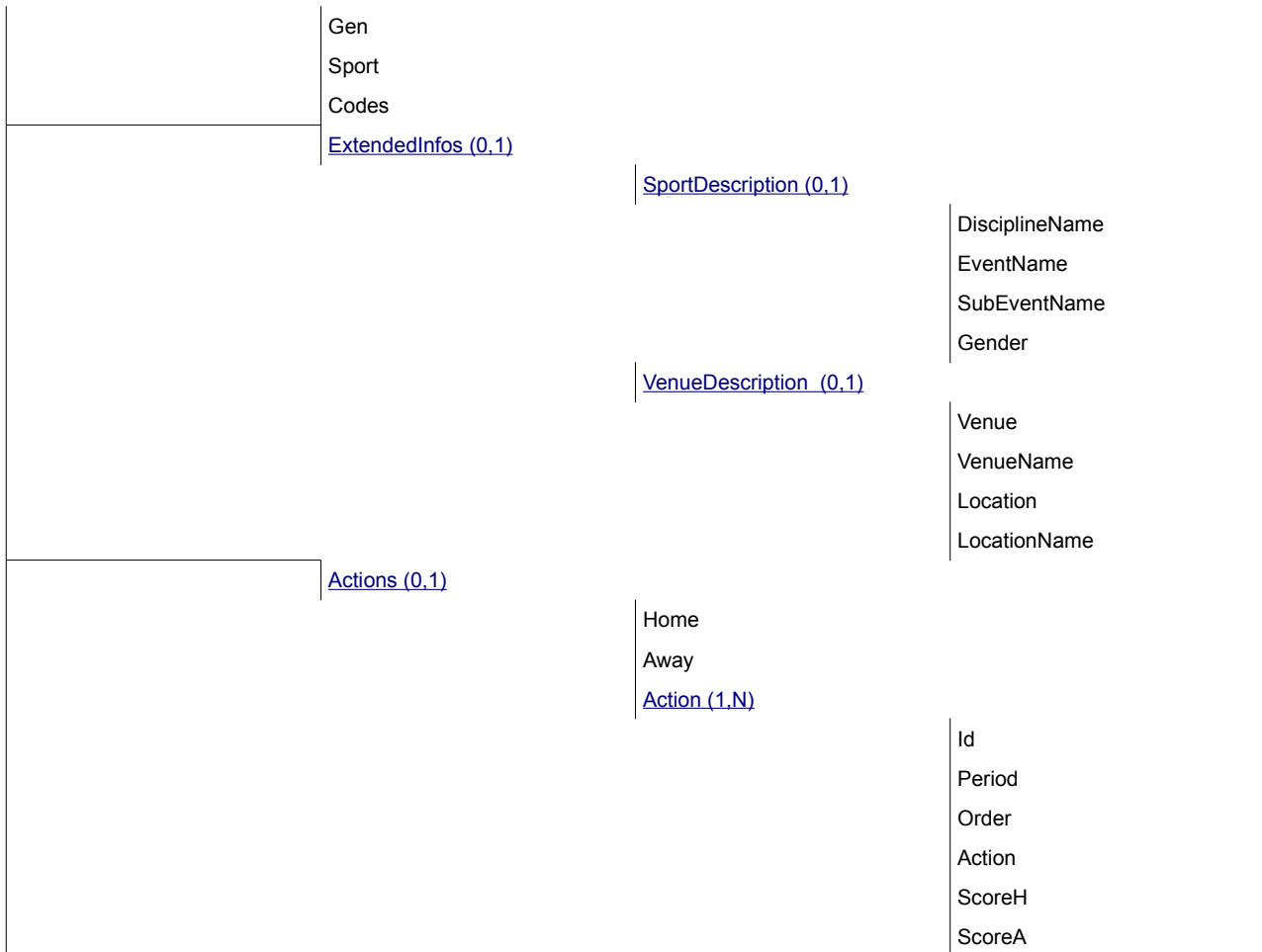| Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC for the pool/group (phase)
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official) PROVISIONAL
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

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

Trigger also after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	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				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Result (1,N)						
		Rank					
		RankEqual					
		IRM					
		QualificationMark					
		SortOrder					
		Won					
		Lost					
		Played					
		For					
		Against					
		Diff					
		ExtendedResults (0,1)					

ExtendedResult (1,N)
- Type
- Code
- Pos
- Value
- Diff
- Extension (0,N)

Competitor (1,1)
- Code
- Type
- Organisation
- Description (0,1)
  - TeamName
  - ExtendedDescription (0,N)
    - Type
    - Code
    - Pos
    - Value
- Composition (0,1)
  - Athlete (1,N)
    - Code
    - Order
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - BirthDate
      - IFId
      - Class
      - ExtendedDescription (0,N)
        - Type
        - Code
        - Pos
        - Value

Opponent (0,N)
- Code
- Type
- Pos

```
                                              Organisation
                                              Date
                                              Time
                                              Unit
                                              HomeAway
                                              Result
                                              ExtendedResults (0,1)
                                                          ExtendedResult (1,N)
                                                                      Type
                                                                      Code
                                                                      Pos
                                                                      Value
                                              Description (0,1)
                                                          TeamName
                                              Composition (0,1)
                                                          Athlete (1,N)
                                                                      Code
                                                                      Order
                                                                      Description (1,1)
                                                                                  GivenName
                                                                                  FamilyName
                                                                                  Gender
                                                                                  Organisation
                                                                                  BirthDate
                                                                                  IFId
                                                                                  Class
```

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	QUAL_RULE	N/A	Element Expected: Always

Attribute	M/O	Value	Description
Value	M	SC @QualRule	Send the code for the qualification rule.

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

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

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

Sport Descriptions in Text.

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

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

Venue Names in Text. Only included where the phase is contested at a single venue

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

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	Text	Rank at the group. It is optional because the competitor can be disqualified.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. Send just in the case of an IRM.
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition.
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 competitors.
Won	O	Numeric #0	Number of matches won by the competitor in the group. Do not send if the competitor has not played.
Lost	O	Numeric #0	Number of matches lost by the competitor in the group. Do not send if the competitor has not played.
Played	O	Numeric #0	Number of matches played by the competitor in the group. Send 0 if not played.

For	O	Numeric ###0	Total number of points won. Do not send if the competitor has not played.
Against	O	Numeric ###0	Total number of points lost. Do not send if the competitor has not played.
Diff	O	+/-Numeric +##0 or -##0 or 0	Points difference, between points won and lost. Do not send if the competitor has not played.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	GAMES	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of Games won. Do not send in case of IRM.
	Diff	M	+/-Numeric +/-#0 or 0	Difference of games won/lost. Do not send anything in case of IRM.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If available			
	Attribute	Value	Description	
	Code	LOST		
	Pos	N/A		
	Value	Numeric #0	Number of Games lost. Do not send anything in case of IRM.	

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 A for athlete
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, if a team.

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)			
Type	**Code**	**Pos**	**Description**
ED	SEED	N/A	Element Expected: If applicable in team events
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Seed value

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". (same order as defined in ORIS)

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
Class	O	CC @DisciplineClass	This attribute is required in competitions including athletes with disabilities.

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

Type	Code	Pos	Description
ED	SEED	N/A	Element Expected: If applicable in individual events

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Seed value

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
Type	M	S(1)	A for athlete, T for team
Pos	M	Numeric #0	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is

			available and allowed to display, send even after the match is complete.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules. In case of withdrawn then send "No match"

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

Type		Code	Pos	Description
ER		ALT_TIME	N/A	Element Expected: If required to display text in front on the time Do not sent if match complete.
	Attribute	M/O	Value	Description
	Value	M	SC @AltTime	Send applicable code

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, if a team

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID, corresponding to either a team member or an individual athlete
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". (same order as defined in ORIS)

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

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

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="3" Won="3" Lost="0" For="128" Against="80" Diff="48">
  <ExtendedResults>
  <ExtendedResult Type="ER" Code="GAMES" Value="6" Diff="6" >
    <Extension Code="LOST" Value="0" />
  </ExtendedResult>
```

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. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official) PROVISIONAL
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

This message should be sent at the very beginning of a competition, as soon as brackets are available.

Send when a match/event unit is completed is UNOFFICIAL. Send again when OFFICIAL in the case that the content changed, else do not trigger again. The message should be updated including information on each competitor in the different bracket items.

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

* Send with ResultStatus = 'START_LIST' before the competition with the empty bracket
* Send with ResultStatus = 'INTERMEDIATE' after every match in the preliminaries which determines a position in the bracket
* Send with ResultStatus = 'INTERMEDIATE' until the last event unit is Unofficial (i.e. for all event units up

until the Gold Medal match is completed for an event)
* Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event has Unofficial status.
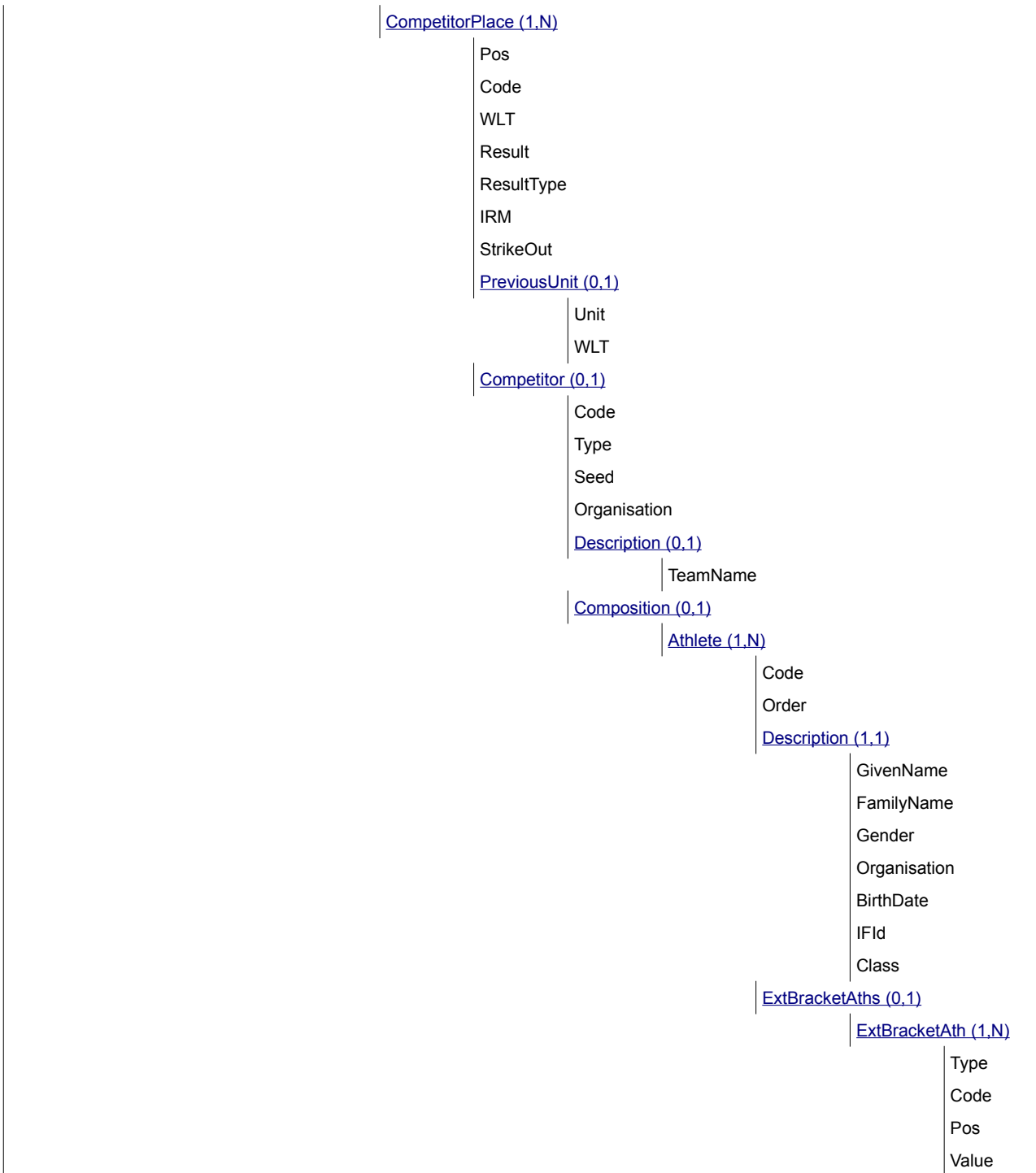* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event has Official status.

Trigger also 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	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			Gender							
		VenueDescription (0,1)								
			Venue							
			VenueName							
	Bracket (1,N)									
		Code								
		BracketItems (1,N)								
			Code							
			BracketItem (1,N)							
				Code						
				Order						
				Position						
				Date						
				Time						
				Unit						
				Result						
				ExtBracketItems (0,1)						
					ExtBracketItem (1,N)					
						Type				
						Code				
						Pos				
						Value				

CompetitorPlace (1,N)
  Pos
  Code
  WLT
  Result
  ResultType
  IRM
  StrikeOut
  PreviousUnit (0,1)
    Unit
    WLT
  Competitor (0,1)
    Code
    Type
    Seed
    Organisation
    Description (0,1)
      TeamName
    Composition (0,1)
      Athlete (1,N)
        Code
        Order
        Description (1,1)
          GivenName
          FamilyName
          Gender
          Organisation
          BirthDate
          IFId
          Class
        ExtBracketAths (0,1)
          ExtBracketAth (1,N)
            Type
            Code
            Pos
            Value

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 /SportDescription (0,1)

Sport Description in Text

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

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

Venue Names in text.

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

Element: Competition /Bracket (1,N)

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(15)	Bracket code to identify a bracket item. It will be the Match number (event code + number of match) for each bracket item, (e.g.: for Men's Singles events: MS110, MS112..., MS116 in R16, ..., MS141..., MS144 in QFL, etc.).
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. If there is only 3 items in a quarterfinal and the fourth is not

				displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date		Date of match (example: YYYY-MM-DD). Must be filled if known.
Time	O	S(5)		Time of match (example HH:MM). Must be filled if known.
Unit	O	CC @Unit		Full RSC of the unit for the BracketItem
Result	O	S(50)		Result of the match if the match is complete and formatted as in ORIS (example: 21-15, 21-16 54'). Must include if the data is available and the match is complete.

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

ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.

Type		Code	Pos	Description
EBI		LOCATION	N/A	Element Expected: Send it always when available.
	Attribute	M/O	Value	Description
	Value	M	CC @Location	Location Code
EBI		ALT_TIME	N/A	Element Expected: If required to display text in front on the time Do not send after match complete.
	Attribute	M/O	Value	Description
	Value	M	SC @AltTime	Send applicable code

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 or 2).
Code	O	SC @CompetitorPlace or SC @IRM	When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid result mark, send DQB 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 (unit level) of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
WLT	O	SC @WLT	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes 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 A for athlete
Seed	O	Numeric #0	The seed of the competitor or equivalent information. Always when it exits.
Organisation	O	CC @Organisation	Competitors' organisation if known.

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

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

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

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

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

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

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

CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Type	**Code**	**Pos**	**Description**
EBA	IRM	N/A	Element Expected: Just when DQB is available

	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Invalid Result Mark DQB for the particular event unit (individual bout); in the case the DQB is assigned. Send IRM DQB if known before competition.

Sample (singles)

```
<BracketItem Code="MS122" Order="1" Position="1" Date="2020-08-05" Time="08:30" Result="21-15, 21-16 54'"
Unit="BDMMSINGLES-----------QFNL000100--" >
  <ExtBracketItems>
  <ExtBracketItem Type="EBI" Code="Location" Value="BD1" />
  </ExtBracketItems>
  <CompetitorPlace Pos="1">
  <Competitor Code="1126413" Type="A" Organisation="ESP" >
    <Composition>
      <Athlete Code="1126413" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
  </CompetitorPlace>
  <CompetitorPlace Pos="2">
  <Competitor Code="1093294" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="1093294" Order="1" >
        <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1992-12-13" />
      </Athlete>
    </Composition>
  </Competitor>
  </CompetitorPlace>
</BracketItem>
```

2.3.8.6 Message Sort

Bracket @Code (using order in sport codes) then Bracket/BracketItems @Code (using order in sport codes) then Bracket/BracketItems/BracketItem @Position.

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.

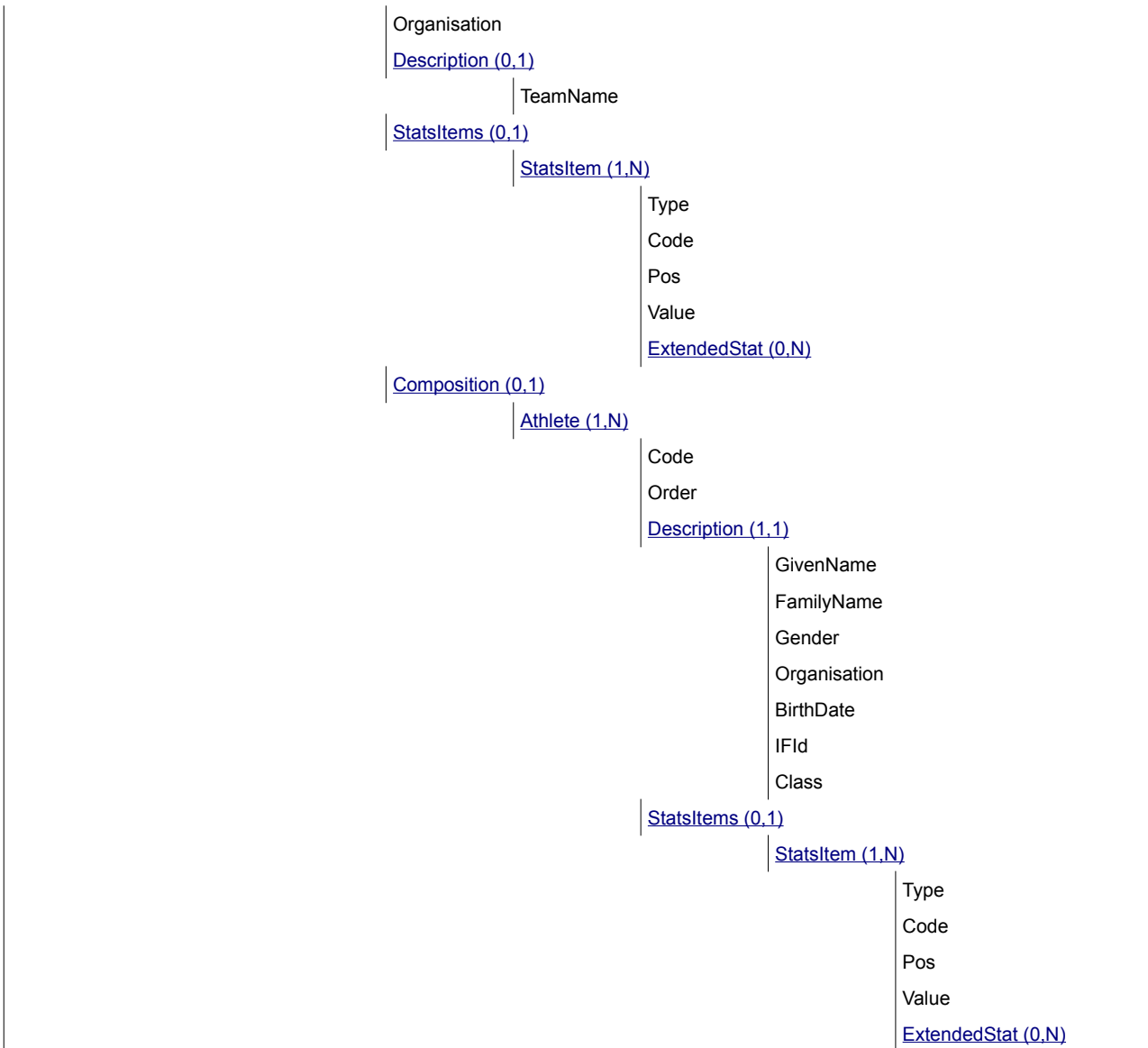| Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline CC @Event CC @Unit	Full RSC at the appropriate level
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	- ANALYSIS: For the cumulative data of match analysis for both the Singles and Doubles statistics, for all the competitors who have reached the Semi-final or the Final phase. Send the DocumentCode at Eventunit level and only for the Semi-final and Final (Gold and Bronze medal match) phases. - TOU: Tournament statistics, at event level. Send the DocumentCode at event level. - CUM: Penalties statistics per player (although participating in Singles or Doubles), at discipline level. Send the DocumentCode at discipline level.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or intermediate etc). 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) PROVISIONAL
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

- For Cumulative Match analysis statistics (ANALYSIS):
  * Immediately after the semifinal or Final (Gold/Silver or Bronze) match start list has been confirmed.
- For Tournament statistics (TOU):
  * Message sent after the last match in each phase for all events completed and made official.
- For Penalty statistics (CUM):
  * After each match with a penalty.

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	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		Progress (0,1)						
			LastUnit					
			UnitsTotal					
			UnitsComplete					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
		VenueDescription (0,1)						
			Venue					
			VenueName					
	Stats (1,1)							
		Code						
		StatsItems (0,1)						
			StatsItem (1,N)					
				Type				
				Code				
				Pos				
				Value				
				Avg				
				ExtendedStat (0,N)				
		Competitor (0,N)						
			Code					
			Type					
			Order					

Organisation

Description (0,1)

TeamName

StatsItems (0,1)

StatsItem (1,N)

Type

Code

Pos

Value

ExtendedStat (0,N)

Composition (0,1)

Athlete (1,N)

Code

Order

Description (1,1)

GivenName

FamilyName

Gender

Organisation

BirthDate

IFId

Class

StatsItems (0,1)

StatsItem (1,N)

Type

Code

Pos

Value

ExtendedStat (0,N)

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 /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send full RSC of the most recently unit made official.
UnitsTotal	O	Numeric ##0	The total number of units (matches) to be played.
UnitsComplete	O	Numeric ##0	The total number of units (matches) which are official.

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

Sport Description in Text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	O	S(40)	Event 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 ENG Description (not code) from Common Codes

Element: Competition /Stats (1,1)

Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

Element: Competition /Stats /StatsItems /StatsItem (1,N)

Statistics for the event unit / phase or event - depending on the headers' DocumentCode.

Type	Code	Pos	Description
ST	MATCHES_NUM	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of matches for this Round

Type	Code	Pos	Description
ST	GAMES_NUM	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of games for this Round

Type	Code	Pos	Description
ST	PTS_NUM	SC @StatsPhase	Pos Description:

				Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Total points scored for this Round
ST		DURATION	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm	Total duration time (hours) for this Round
	Avg	O	mm	Average match duration (minutes) for this Round (@Pos round number). mm is minutes.
ST		DURATION_MAX	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm	Longest match duration (minutes) for this Round
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always for the complete rounds, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	
	Code	UNIT_NUM		
	Pos	N/A		
	Value	S(15)	Match Number (as event code + number of the match) corresponding to longest match duration, (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138).	
ST		DURATION_MIN	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm	Shortest match duration (minutes) for this Round
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always for the complete rounds, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	
	Code	UNIT_NUM		
	Pos	N/A		
	Value	S(15)	Match Number (as event code + number of the match) corresponding to shortest match duration (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's	

ST				Singles Match 138).
ST		SHUTTLES_USED	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total shuttles used for this Round
	Avg	O	Numeric #0.0	Average number of shuttles used per match for this Round (@Pos round number).
ST		YC	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of yellow penalty cards for this Round
ST		RC	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of red penalty cards for this Round
ST		BC	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of black penalty cards for this Round
ST		IRS	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of Instant Review System.
ST		RALLY_TIME_MAX	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	sss	Longest rally (seconds) for this Round
ST		RALLY_STROKES_MAX	SC @StatsPhase	Pos Description:

			Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Highest number of strokes in the longest rally for this Round
ST		SMASH_MAX	SC @StatsPhase	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Fastest smash

Sample (TOU)

```
<Stats Code="TOU">
  <StatsItems>
  <StatsItem Type="ST" Code="MATCHES_NUM" Pos="GP--" Value="32" />
  <StatsItem Type="ST" Code="GAMES_NUM" Pos="GP--" Value="71" />
  <StatsItem Type="ST" Code="PTS_NUM" Pos="GP--" Value="2399" />
  <StatsItem Type="ST" Code="DURATION" Pos="GP--" Value="20:12" Avg="40" />
  <StatsItem Type="ST" Code="DURATION_MAX" Pos="GP--" Value="77">
    <ExtendedStat Code="UNIT_NUM" Value="MS116" />
  </StatsItem>
  <StatsItem Type="ST" Code="DURATION_MIN" Pos="GP--" Value="22">
    <ExtendedStat Code="UNIT_NUM" Value="MS120" />
  </StatsItem>
  <StatsItem Type="ST" Code="SHUTTLES_USED" Pos="GP--" Value="528" Avg="16.5" />
  <StatsItem Type="ST" Code="YC" Pos="GP--" Value="0" />
  <StatsItem Type="ST" Code="RC" Pos="GP--" Value="0" />
  <StatsItem Type="ST" Code="BC" Pos="GP--" Value="0" />
  <StatsItem Type="ST" Code="IRS" Pos="GP--" Value="0" />
  <StatsItem Type="ST" Code="RALLY_TIME_MAX" Pos="GP--" Value="60" />
  <StatsItem Type="ST" Code="RALLY_STROKES_MAX" Pos="GP--" Value="51" />
  ...
```

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	T for team A for athlete
Order	M	Numeric ##0	Order of the competitor in the statistics
Organisation	O	CC @Organisation	Competitor's organisation if known

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

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)

Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
ANALYSIS	GAMES	S(1)	Pos Description: Send W for games won, L for games lost. Element Expected: Always, in the case of ANALYSIS statistics

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of games for (won) @Pos W and against (lost) @Pos L

Type	Code	Pos	Description
ANALYSIS	PTS	S(1)	Pos Description: Send W for points won, L for points conceded. Element Expected: Always, in the case of ANALYSIS statistics

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the total number of points won @Pos = W and conceded @Pos = L

Type	Code	Pos	Description
PTY	YC (Yellow) RC (Red) BC (Black)	Numeric	Pos Description: Sequential number to differentiate when this card is imposed more than once in the same match. Element Expected: Always, if the information is available in the case of CUM statistics

	Attribute	M/O	Value	Description
	Value	M	CC @Unit	Full RSC of the Event Unit, in the match where the disciplinary penalty is imposed.

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected Always, if the information is available in the case of CUM statistics

	Attribute	Value	Description
	Code	OFFENCE	
	Pos	N/A	
	Value	SC @Offence	Related offence to the penalty.

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected Always, if the information is available in the case of CUM statistics

	Attribute	Value	Description
	Code	SCORE	
	Pos	N/A	
	Value	String	Score at offence (e.g.: an offence is produced at game-2, send the result at this time: "21-19, 7-7")

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected Always, if the information is available in the case of CUM statistics

	Attribute	Value	Description
	Code	TIME	
	Pos	N/A	
	Value	Time	The time of penalty.
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available in the case of CUM statistics**		
	Attribute	Value	Description
	Code	UNIT_NUM	
	Pos	N/A	
	Value	S(15)	The match number

Sample (ANALYSIS)

```
<StatsItems>
  <StatsItem Type="ANALYSIS" Code="GAMES" Pos="W" Value="8" />
  <StatsItem Type="ANALYSIS" Code="GAMES" Pos="L" Value="1" />
  <StatsItem Type="ANALYSIS" Code="PTS" Pos="W" Value="188" />
  <StatsItem Type="ANALYSIS" Code="PTS" Pos="L" Value="114" />
</StatsItems>
```

Sample (CUM)

```
<StatsItems>
  <StatsItem Type="PTY" Code="YC" Pos="1" Value="BDMXDOUBLES-----------QFNL000300--">
  <ExtendedStat Code="UNIT_NUM" Value="XD925" />
  <ExtendedStat Code="TIME" Value="17:26" />
  <ExtendedStat Code="OFFENCE" Value="OF1" />
  <ExtendedStat Code="SCORE" Value="13-21, 4-9" />
  </StatsItem>
</StatsItems>
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". (same order as defined in ORIS)

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
Class	O	CC @DisciplineClass	This attribute is required in competitions including athletes with disabilities.

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

Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Description
ANALYSIS	GAMES	S(1)	Pos Description: Send W for games won, L for games lost. Element Expected: Always, in the case of ANALYSIS statistics

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of games for (won) @Pos W and against (lost) @Pos L

Type	Code	Pos	Description
ANALYSIS	PTS	S(1)	Pos Description: Send W for points won, L for points conceded. Element Expected: Always, in the case of ANALYSIS statistics

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the total number of points won @Pos = W and conceded @Pos = L

Type	Code	Pos	Description
PTY	YC (Yellow) RC (Red) BC (Black)	Numeric 0	Pos Description: Sequential number to differentiate when this card is imposed more than once in the same match. Element Expected: Always, if the information is available in the case of CUM statistics

	Attribute	M/O	Value	Description
	Value	M	CC @Unit	Full RSC of the Event Unit, in the match where the disciplinary penalty is imposed.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected Always, if the information is available in the case of CUM statistics

	Attribute	Value	Description
	Code	OFFENCE	
	Pos	N/A	
	Value	SC @Offence	Related offence to the penalty.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected Always, if the information is available in the case of CUM statistics

	Attribute	Value	Description
	Code	SCORE	
	Pos	N/A	
	Value	String	Score at offence

			(e.g.: an offence is produced at game-2, send the result at this time: "21-19, 7-7")
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available in the case of CUM statistics**			
Attribute	**Value**	**Description**	
Code	TIME		
Pos	N/A		
Value	Time	The time of penalty.	
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available in the case of CUM statistics**			
Attribute	**Value**	**Description**	
Code	UNIT_NUM		
Pos	N/A		
Value	S(15)	The match number	

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, either for individual athletes or for agregated athletes.

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL UNOFFICIAL OFFICIAL PROVISIONAL
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.

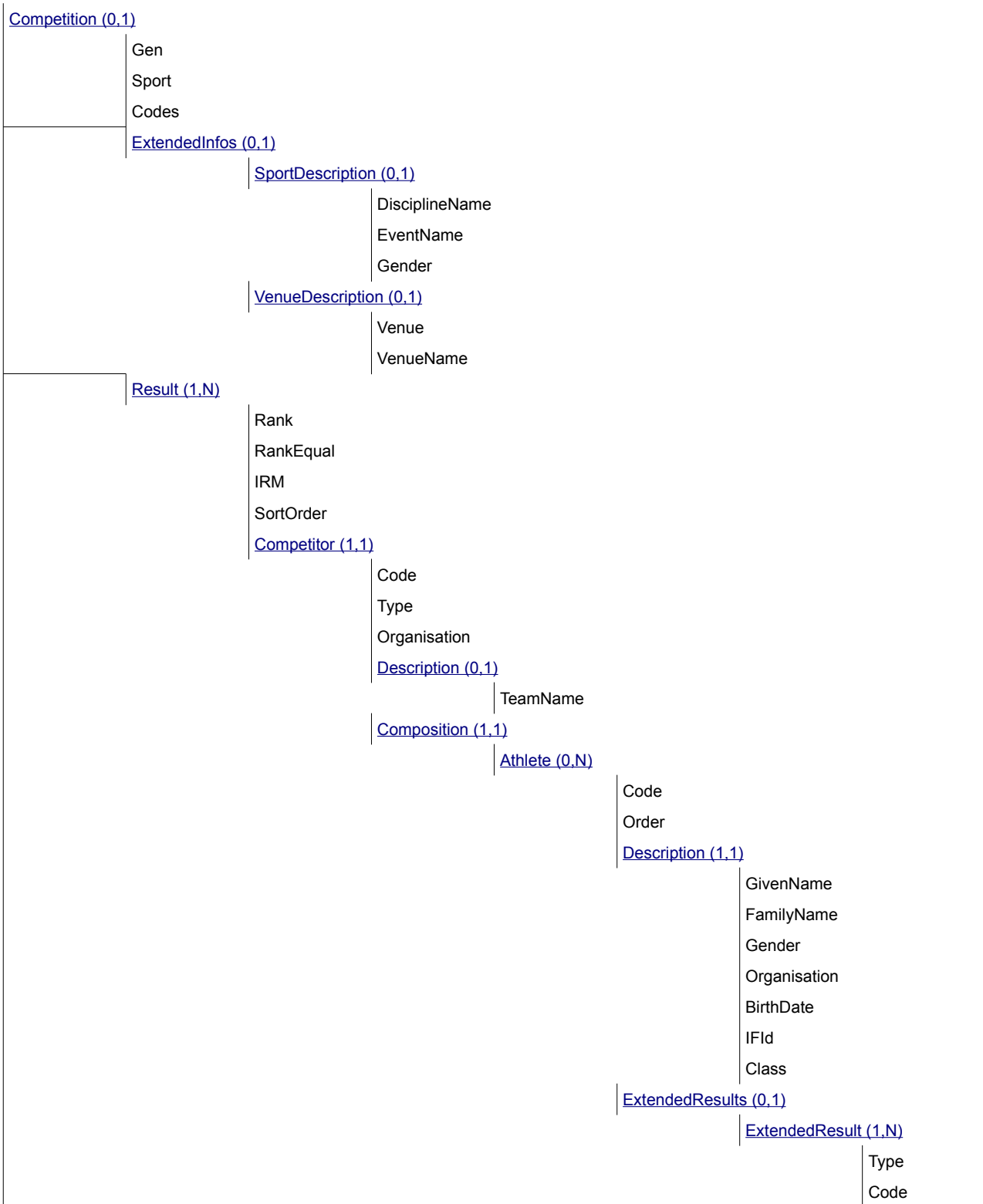* After any final ranking is known (PARTIAL)
* After the event is finished (UNOFFICIAL/OFFICIAL)

Trigger also after any major change.

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	Level 8

Competition (0,1)

Gen

Sport

Codes

ExtendedInfos (0,1)

SportDescription (0,1)

DisciplineName

EventName

Gender

VenueDescription (0,1)

Venue

VenueName

Result (1,N)

Rank

RankEqual

IRM

SortOrder

Competitor (1,1)

Code

Type

Organisation

Description (0,1)

TeamName

Composition (1,1)

Athlete (0,N)

Code

Order

Description (1,1)

GivenName

FamilyName

Gender

Organisation

BirthDate

IFId

Class

ExtendedResults (0,1)

ExtendedResult (1,N)

Type

Code

			Pos
			Value

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 /SportDescription (0,1)			
Sport Description in text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event unit. Must be included if it is a single gender

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 ENG Description (not code) from Common Codes

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

Element: 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 or NOC ID	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. If NOC or NPC, the value will be NOC ID.
Type	M	S(1)	A for athlete T for team
Organisation	O	CC @Organisation	Competitor's organisation if known

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

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

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

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

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
Class	O	CC @DisciplineClass	This attribute is required in competitions including athletes with disabilities.

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

Team member's extended result (only for Team events).

Type	Code	Pos	Description
ER	IRM	N/A	Element Expected: As soon as this information is available and only for individuals in a team if applicable.

	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Send invalid result mark, in case it is assigned to a team member.

Sample (singles)

```
<Result Rank="1" SortOrder="1" >
  <Competitor Code="1078935" Type="A" Organisation="ESP" >
  <Composition>
    <Athlete Code="1102342" Order="1">
        <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="ESP" BirthDate="1994-12-15"
IFId="51690" />
    </Athlete>
  </Composition>
  </Competitor>
</Result>
<Result Rank="2" SortOrder="2" >
  <Competitor Code="1126413" Type="A" Organisation="USA" >
  <Composition>
    <Athlete Code="1102342" Order="1">
        <Description GivenName="Pat" FamilyName="Smith" Gender="M" Organisation="USA" BirthDate="1992-12-15"
IFId="48962" />
    </Athlete>
  </Composition>
  </Competitor>
</Result>
```

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.

Ideally the configuration should be provided before competition.

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. Ascending 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

Send for all events, one message per event.
Send as soon at the bracket size is known (regardless of the competition starts with pools or not).

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	BRACKET_SIZE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**

	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BracketItems	Send the code for the first bracket phase of the event.

Sample (singles)

```
...
<Config Unit="BDMMSINGLES----------------------" >
   <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R64" />
</Config>
```

2.3.11.6 Message Sort

There is no message sorting rule.

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				
Day INFO goes live (VRM)	DT_PDF C08 Competition Schedule		x				
Day INFO goes live (VRM)	DT_PDF C35A Competition Officials		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After ID - After changes of athlete data	DT_PARTIC_UPDATE		x				
After ID - After changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
After Initial Download	DT_PDF C30 Number of Entries by NOC		x				
After Initial Download	DT_PDF C32A Entry List by NOC		x				
After Initial Download - Each Event	DT_PDF C32C Entry List by Event			x			
After Initial Download - Each Event	DT_PDF C48 Olympic Seeding List			x			
After Initial Download - Each Event	DT_CONFIG			x			
After Initial Download - Each Event	DT_BRACKETS	START_LIST		x			
After draw (2 weeks before competition)	DT_PDF C50 Groups			x			
After draw (2 weeks before competition) - Without schedule	DT_PDF C76 Group Play Summary	START_LIST			x		
After draw (2 weeks before competition) - Without schedule	DT_POOL_STANDING	START_LIST			x		
After draw - With first two days schedule - Without umpires and service judge	DT_PDF C58 Daily Schedule		x				
After draw - With first two days schedule	DT_PDF C76 Group Play Summary	START_LIST			x		
After draw - With first two days schedule	DT_POOL_STANDING	START_LIST			x		
After draw - With first two days schedule	DT_SCHEDULE_UPDATE		x				o

After draw - With first two days schedule	DT_RESULT	START_LIST					x
Day INFO goes live - After changes of athlete data	DT_PARTIC_UPDATE				x		
Day INFO goes live - After changes of team data	DT_PARTIC_TEAMS_UPDATE				x		
After Inial Download, if any change (OVR)	DT_PDF C08 Competition Schedule				x		

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
One evening before the start if next day includes SFNL or medal matches	DT_PDF C63 Competition Progress						x
Before start the day with umpires and service judge data for day matches	DT_PDF C58 Daily Schedule		x				
Some minutes before each match starts	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When match starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
If New Challenge/Challenge Result/ Empty	DT_CURRENT						x
After Each game in the match	DT_RESULT	INTERMEDIATE					x
After Each game in the match	DT_PLAY_BY_PLAY	INTERMEDIATE					x
After each Match - Group play stage	DT_POOL_STANDING	INTERMEDIATE			x		
After each Match with a penalty	DT_STATS - CUM	INTERMEDIATE	x				
After each Match	DT_PDF C74A Daily Results Summary	INTERMEDIATE	x				
After each Match - Only Group Play Stage	DT_PDF C76 Group Play Summary	INTERMEDIATE			x		
If penalties imposed during the match	DT_PDF C83 Disciplinary Penalty Statistics	INTERMEDIATE	x				
After last match of the group or IRM/After each match in knock-out stage	DT_RANKING	PARTIAL		x			
After last match of the group play stage/After last match in each phase	DT_STATS - TOU	INTERMEDIATE		x			

Before Semifinal or Final matches	DT_STATS - ANALISYS	INTERMEDIATE					x
After last match of the group play stage/After last match in each phase	DT_PDF C84 Tournament Statistics	INTERMEDIATE		x			
After Knock-out stage Draw/After each match	DT_PDF C75 Draw	INTERMEDIATE		x			
After Knock-out stage Draw/After each match	DT_BRACKETS	INTERMEDIATE		x			
After last session of the day for next day without umpires and service judge	DT_PDF C58 Daily Schedule		x				
After each match - Match next phase	DT_SCHEDULE_UPDATE		x				o
After each match - Match next phase	DT_RESULT	START_LIST					x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
After each Match	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
	DT_RESULT	UNOFFICIAL					x
After last match of the group play stage in each event	DT_POOL_STANDING	UNOFFICIAL			x		
After each Match results approved	DT_PLAY_BY_PLAY	OFFICIAL					x
After each Match results approved	DT_RESULT	OFFICIAL					x
After last match of the group play stage in each event - results approved	DT_POOL_STANDING	OFFICIAL			x		
After each Match results approved	DT_PDF C73 Results	OFFICIAL					x
After last match of the group play stage in each event - results approved	DT_PDF C76 Group Play Summary	OFFICIAL			x		
After Bronze Medal Matches	DT_MEDALLISTS	PARTIAL		x			
	DT_MEDALS		x				

	DT_MEDALLISTS_DISCIPLINE		x				
After Gold Medal Match - In case of delay of results becoming OFFICIAL	DT_MEDALLISTS	UNOFFICIAL		x			
	DT_BRACKETS	UNOFFICIAL		x			
	DT_RANKING	UNOFFICIAL		x			
After results approved	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALS		x				
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_BRACKETS	OFFICIAL		x			
	DT_RANKING	OFFICIAL		x			
	DT_STATS - TOU	OFFICIAL		x			
	DT_PDF C92A Medallists	OFFICIAL		x			
	DT_PDF C92B Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
	DT_PDF C74B Event Results Summary	OFFICIAL		x			
	DT_PDF C75 Draw	OFFICIAL		x			
After last match of the round for an event	DT_PDF C84 Tournament Statistics	OFFICIAL		x			

Legend:
D Discipline; **E** Event; **P** Phase; **S** Session; **U** Unit
x Sent on that level; **o** Includes info from that level

4 Document Control

Version history		
Version	**Date**	**Comments**
V1.0	23 Nov 2016	First Version
V1.1	09 Jan 2017	Updated with corrections
V1.2	02 Mar 2017	Updated
V1.3	24 Mar 2017	Updated
V1.4	21 May 2017	Updated to correct error
V1.5	21 Jun 2017	Updated
V1.6	15 Sep 2017	Updated
V1.7	18 May 2018	Updated, CR
V2.0	08 Aug 2018	Updated, CRs
V2.1	21 Sep 2018	Updated
V2.2	25 Oct 2018	Approved
V2.3	24 Jan 2019	Updated, CRs
V2.4	30 May 2019	Updated, CRs
V2.5	14 Aug 2019	Updated. First version as a full document
V2.6	11 Nov 2019	Updated, CRs
V2.7	10 Dec 2019	Updated
V3.0	8 Jul 2022	First version for Paris 2024
V3.01	14 Oct 2022	Updated
V3.02	18 Nov 2022	Updated
V3.1	13 Jan 2023	Approved
V3.2	6 Apr 2023	CR025610
V3.3	29 Sep 2023	CR026640
V3.4	8 Mar 2024	CR273250

File Reference: SOG-2024-BDM-3.4 APP

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First Version
V1.1	SFA	Remove references to Bib throughout (copy/paste error) DT_SCHEDULE: Corrected type at Competition /Unit /StartList /Start /Competitor DT_PARTIC: Removed the status attribute (was included in error) DT_RESULT: Updated description of UnitNum DT_PLAY_BY_PLAY: Corrected typo in the sample DT_PLAY_BY_PLAY: Clarified that 1/2 in Action indicates serving player, not winning player.
V1.2	APP	DT_RESULT: Remove StartListMod from header. DT_POOL_STANDING: Remove DocumentSubtype from the Header
V1.3	APP	DT_RESULT: Corrected Stats to StatsItems
V1.4	APP	DT_RESULT: Correct error in the use of duration in ExtendedInfos. Should be an attribute.

V1.5	APP	DT_RESULT: ExtendedInfos, add information related to the team match.
V1.6	APP	Added applicability to YOG
V1.7	SFA	Removed the exclusion of ranking points for YOG. Removed reference to Commonwealth Games DT_PARTIC: Updated to add Passport names (CR15219)
V2.0	SFA	Added athlete class for Paralympic Games. Removed references to YOG Removed information related to teams as not applicable (not removed doubles) CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. CR16537: ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions. CR16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_POOL_STANDING: Move extension Qualified to attribute. (was an error)
V2.2	APP	Status change
V2.3	APP	DT_SCHEDULE/DT_RESULT: Apply CR16833, in particular to increase size of UnitNum DT_STATS: Increase size of UNIT_NUM to follow OVR implementation (and follow above). DT_BRACKETS: Increase size of Code @ Bracket /BracketItems /BracketItem to follow OVR implementation (and follow above). DT_STATS: Apply CR16928, use attribute Avg.
V2.4	APP	DT_STATS: Update triggering DT_PLAY_BY_PLAY: Update triggering DT_RESULT: Remove reference to suspension @Result/IRM DT_POOL_STANDINGS: Add Gender @ ExtendedInfos /SportDescription CR16640: Add ODF Version @Competition Clarify that team order is the same as defined in ORIS
V2.5	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS. CR17809: Change Participant/OlympicSolidarity to disallow N. Clarify that team order is the same as defined in ORIS (in the rest of messages). First version as a full document.
V2.6	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.7	APP	DT_PARTIC: Update Participant/Weight to not send "-" DT_PARTIC: Update Data format at ENTRY/RANK_PTS @Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Update Data format at ENTRY/RANK_PTS @Team /Discipline /RegisteredEvent /EventEntry DT_POOL_STANDING: Update format at Result/Diff to send + if applicable (consistency) DT_POOL_STANDING: Update format at ER/GAMES/DIFF @Result /ExtendedResults /ExtendedResult to send 0 if applicable (consistency)
V3.0	SFA	DT_SCHEDULE: Update Unit/Medal description DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_PARTIC: Remove Participant/Weight DT_PARTIC: Remove ENTRY/SEED at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Remove ENTRY/SEED at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Update UI/SERVE at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/MATCH_POINT at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/GAME_POINT at ExtendedInfos /ExtendedInfo DT_RESULT: Remove ER/SERVE at Result /ExtendedResults /ExtendedResult DT_RESULT: Add UI/SERVE at ExtendedInfos /ExtendedInfo DT_RESULT: Add ER/CHALLENGES_REMAIN at Result /ExtendedResults /ExtendedResult DT_CURRENT: Message added DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial) DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo DT_POOL_STANDING: Update ER/GAMES at Result /ExtendedResults /ExtendedResult DT_BRACKETS: Update Triggering

		DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BRACKETS: Update Message Sort DT_STATS: Update Triggering DT_STATS: Update ANALYSIS/GAMES at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update ANALYSIS/PTS at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update ANALYSIS/GAMES at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update ANALYSIS/PTS at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem
V3.01	SFA	DT_RESULT: Add ST/SMASH_MAX at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/SMASH_MAX at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_POOL_STANDING: Update Result /Competitor /Opponent /Result [Octane 207004] DT_BRACKETS: Update triggering DT_STATS: Update Stats /StatsItems /StatsItem by replacing CC @Phase with SC @Phase and related @Pos Description DT_STATS: Add ST/SMASH_MAX at Stats /StatsItems /StatsItem
V3.02	SFA	DT_RESULT: Update Result/WLT DT_RESULT: Update ST/PTS_CONSEC at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/PTS_CONSEC at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/PTS_MATCH at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/PTS_MATCH at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/PTS_GAME at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/PTS_GAME at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/CHALLENGE_WON at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/CHALLENGE_WON at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/CHALLENGE_LOST at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/CHALLENGE_LOST at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Remove ER/MATCH_PT_COUNT at Result /ExtendedResults /ExtendedResult (duplicated) DT_RESULT: Remove ER/GAME_PT_COUNT at Result /ExtendedResults /ExtendedResult (duplicated) DT_RESULT: Add UI/MATCH_POINT_ADV at /ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/GAME_POINT_ADV at /ExtendedInfos /ExtendedInfo DT_CURRENT: Update triggering DT_RANKING: Update ResultStatus DT_RANKING: Update triggering
V3.1	APP	DT_RESULT: Update ST/PTY at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/PTY at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_POOL_STANDING: Update M/O for Result /Competitor /Opponent /Day to O DT_POOL_STANDING: Add Competition /Result /Competitor /Opponent /ExtendedResults /ExtendedResult DT_BRACKETS: Add EBI/ALT_TIME at Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem
V3.2	APP	DT_PARTIC_TEAM: Update Team/ShortName format [CR025610] DT_RESULT: Update Expected for UI/SHUTTLES_USED at ExtendedInfos /ExtendedInfo to match the updates in Period element [CR025610] DT_RESULT: Update @Pos for ST/SMASH_MAX at Result /Competitor /StatsItems /StatsItem [CR025610] DT_RESULT: Update @Pos for ST/SMASH_MAX at Result /Competitor /Composition /Athlete /StatsItems /StatsItem [CR025610]
V3.3	APP	DT_POOL_STANDING: Add Result / Competitor /Description / ExtendedDescription [CR026640] DT_POOL_STANDING: Add Result /Competitor /Composition /Athlete /Description /ExtendedDescription [CR026640]
V3.4	APP	DT_RESULT: Update Result/Result and Result/ResultType [CR273250]