



Olympic Data Feed



Boxing

ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Boxing 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 Boxing 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 Boxing Overview

MESSAGES IN EACH EVENT

- * All events have a single DT_RESULT for each unit.
- * There is also a DT_BRACKET message for the progression.

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.

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 extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_RESULT	Event Unit Start List and Results	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	



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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	Display in message	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.

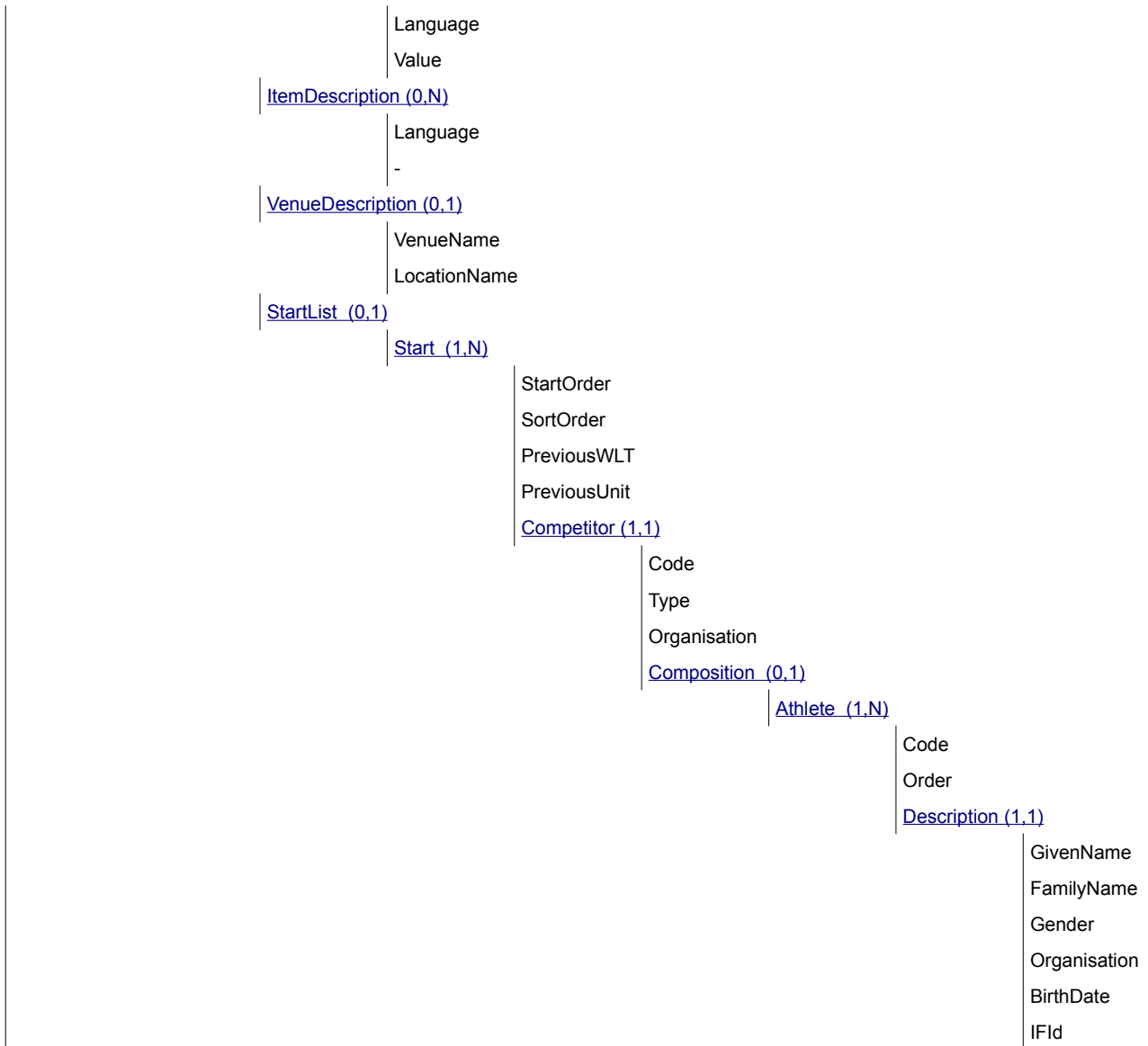
2.3.1.4 Message Structure

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)



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	M	S(40)	Name of the sports competition session

Sample (General)

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

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



Code	M	CC @Unit	Full RSC for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<p>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).</p> <p>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)</p> <p>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.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>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.</p> <p>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'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>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)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>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.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. This field is considered in two situations:</p> <ol style="list-style-type: none"> 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



			<p>in a discipline where the concept is used in the discipline.</p> <p>2. If some units start at the same time and a particular order of the units is expected.</p> <p>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.</p>
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 (CC) or a generic code for the discipline.
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 short unit description from common codes which matches the RSC. As in all messages with a description.



			Only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.
--	--	--	--

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

Element: Competition /Unit /VenueDescription (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	CC @Unit	The full RSC of the unit where this competitor came from. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.

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

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' the Competitor element should not be sent.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Athlete's ID, corresponding to either a team member or an



		zeroes	individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

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.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
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				



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 (Boxing)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-BOX-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



			<p>valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
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)	IF ID (competitor's federation number for the discipline if it is assigned).

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
-------	---	---------------------------	-----------------------

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number (this information can be sent in both messages)	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Seed number	
ENTRY	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this athlete has Qualification tournament (this information can be sent in both messages)	
Attribute	M/O	Value	Description	
Value	M	SC @QualifyingType	Qualification code	
ENTRY	STANCE	N/A	Element Expected: If available. This information can be sent in both messages.	
Attribute	M/O	Value	Description	
Value	M	SC @Foot	Code for stance	
ENTRY	REACH	N/A	Element Expected: If available. This information can be sent in both messages.	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Reach in cm	

2.3.2.6 Message Sort

The message is sorted by Participant @Code



2.3.3 Event Unit Start List and Results

2.3.3.1 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.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC.@Competition	Unique ID for competition
DocumentCode	CC.@Unit	Full RSC of the unit
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 the result status START_LIST LIVE (used during the competition when nothing else applies). OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC.@Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

* As soon as each competitor is known and any changes in start list data (START_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.



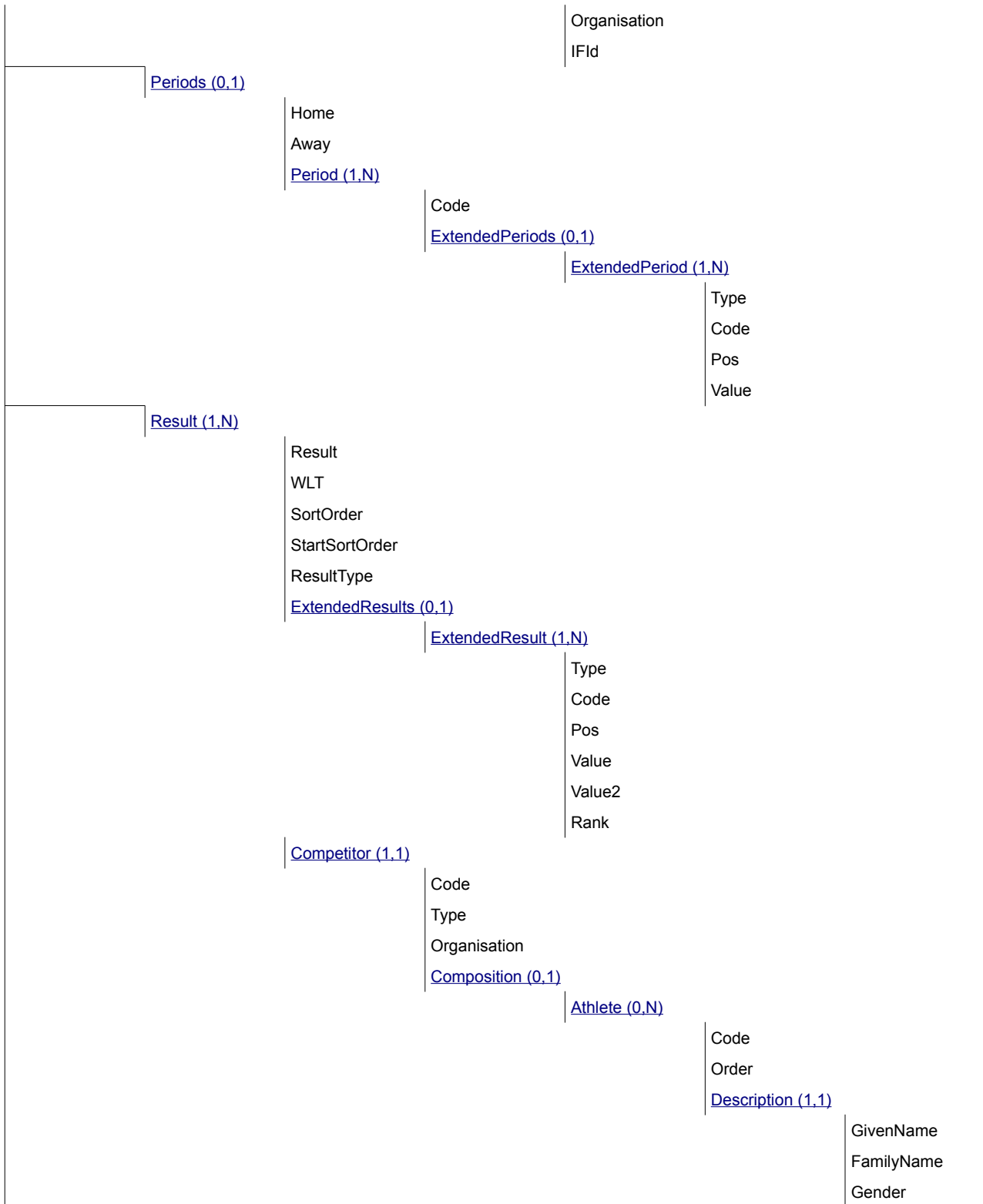
This message is then expected when the results become official. The official status is included in the ODF header (ResultStatus attribute).

Trigger also after any change.

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	Level 7
Competition (0.1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0.1)					
		UnitDateTime (0.1)				
			StartDate			
			EndDate			
		ExtendedInfo (0.N)				
			Type			
			Code			
			Pos			
			Value			
		SportDescription (0.1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		VenueDescription (0.1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Officials (0.1)					
		Official (1.N)				
			Code			
			Function			
			Order			
			Description (1.1)			
					GivenName	
					FamilyName	
					Gender	





	Organisation
	BirthDate
	IFld
	EventUnitEntry (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 /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.
EndDate	O	DateTime	Actual end date-time else not sent

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	RES_CODE	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @ResultCode Send the bout result mark
UI	PERIOD	N/A	Element Expected: Send during the bout only including during breaks.
	Attribute	M/O	Value
	Value	M	SC @Period Send the code (R1...R3) of the current round or the round most recently finished if in a break.
UI	ROUND	N/A	Element Expected: When the result is Official
	Attribute	M/O	Value
	Value	M	SC @Period Send the round in which bout stopped according to the winning decision. To be sent when the ResultType is RM or



				RM_Points
UI		TIME	N/A	Element Expected: When the result is Official
	Attribute	M/O	Value	Description
	Value	M	m:ss	Send the Stop Time, ascending from 0:00 according to the winning decision. To be sent when the ResultType is RM or RM_Points

Sample (Result: WP 3:0 Decision: R2 01:09)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="WP" />
  <ExtendedInfo Type="UI" Code="ROUND" Value="R2" />
  <ExtendedInfo Type="UI" Code="TIME" Value="01:09" />
  ....
</ExtendedInfos>
<Result ResultType="RM_POINTS" Result="3" WLT="W" SortOrder="1">
  ....
</ExtendedResults>
<Competitor Code="1072766" Type="A" Organisation="NZL">
  <Composition>
    <Athlete Code="1072766" Order="1">
      <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
    </Athlete>
  </Composition>
</Competitor>
</Result>
<Result ResultType="RM_POINTS" Result="0" WLT="L" SortOrder="2">
  ....
</ExtendedResults>
<Competitor Code="1072750" Type="A" Organisation="GBR">
  <Composition>
    <Athlete Code="1072750" Order="1">
      <Description FamilyName="Kettle" GivenName="George" Gender="M" Organisation="GBR" BirthDate="1995-12-15" />
    </Athlete>
  </Composition>
</Competitor>
</Result>

```

Sample (Result: WP Decision: 3:0)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="WP" />
  ....
</ExtendedInfos>
<Result ResultType="POINTS" Result="3" WLT="W" SortOrder="1">
  ....
  </ExtendedResults>
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Result: TKO-I Decision: R2 01:09)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="TKO-I"/>
  <ExtendedInfo Type="UI" Code="ROUND" Value="R2"/>
  <ExtendedInfo Type="UI" Code="TIME" Value="01:09"/>
  ....
</ExtendedInfos>
<Result ResultType="RM" WLT="W" SortOrder="1">
  ....
  </ExtendedResults>
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Result: NC)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="NC"/>
  ....
</ExtendedInfos>
<Result ResultType="RM" WLT="L" SortOrder="1">
  ....
</ExtendedResults>
<Competitor Code="1072766" Type="A" Organisation="NZL">
  <Composition>
    <Athlete Code="1072766" Order="1">
      <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
    </Athlete>
  </Composition>
</Competitor>
</Result>
```

Sample (Result: No winner)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="DKO"/>
  <ExtendedInfo Type="UI" Code="ROUND" Value="R3"/>
  <ExtendedInfo Type="UI" Code="TIME" Value="00:48"/>
  ....
</ExtendedInfos>
<Result ResultType="RM" WLT="L" SortOrder="1">
  ....
</ExtendedResults>
<Competitor Code="1072766" Type="A" Organisation="NZL">
  <Composition>
    <Athlete Code="1072766" Order="1">
      <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
    </Athlete>
  </Composition>
</Competitor>
</Result>
<Result ResultType="RM" WLT="L" SortOrder="2">
  ....
</ExtendedResults>
<Competitor Code="1072750" Type="A" Organisation="GBR">
  <Composition>
    <Athlete Code="1072750" Order="1">
      <Description FamilyName="Keattle" GivenName="Din" Gender="M" Organisation="GBR" BirthDate="1995-12-15" />
    </Athlete>
  </Composition>
</Competitor>
</Result>
```

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

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 (RE, J1, J2 etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric #0	Official's order. The Referee should be the first one and next the judges ordered by the judge number

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
IFld	O	S(16)	International Federation ID

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)			
Attribute	M/O	Value	Description
Code	M	SC @Period	Round Number

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



ExtendedPeriod information.				
Type	Code	Pos	Description	
EP	SCR_H	J1, J2, J3, J4, J5	Pos Description: Judge (J1, J2, J3, J4, J5) Element Expected: After each round or if bout is OFFICIAL	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send Score for red competitor at this round for Scoring position @Pos.
EP	SCR_A	J1, J2, J3, J4, J5	Pos Description: Judge (J1, J2, J3, J4, J5) Element Expected: After each round or if bout is OFFICIAL	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send Score for blue competitor at this round for Scoring position @Pos.

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 points of the competitor. To be sent for the ResultType Points and RM_Points (0-5)	
WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L) the bout. Send L just in case of no winner, for example DKO or BDSQ	
SortOrder	M	Numeric 0	1 for RED (Home) and 2 for BLUE (Away)	
StartSortOrder	M	Numeric 0	Used to sort all start list competitors in an event unit. 1 for RED and 2 for BLUE	
ResultType	O	SC @ResultType	Type of the @Result attribute. If informed, it will be: RM_Points, Points or RM. When the ResultType is RM_Points, the contest result will be (please see the sample): Result: WP 3:0 Decision: R2 01:09 When the ResultType is Points, the contest result will be (please see the sample): Result: WP Decision: 3:0 When the ResultType is RM, the contest result will be (please see the sample): Result: DSQ Decision: R2 01:09	

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	JUDGE	S(2)	Pos Description: Send J1, J2, J3, J4, J5 Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the Total Judge points for @Pos for this competitor



	Value2	O	S(1)	Send Y if this is the preferred competitor from this judge
	Rank	O	Numeric 0	Send "1" for the athlete adjudged the best by this judge between the competitors.
ER		WARNING	SC @Period or "TOT"	Pos Description: Send the round number or 'TOT' for the total Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the warnings given in the round. For the 'TOT' pos, send Total number of warnings given to the competitor
ER		KD	SC @Period or "TOT"	Pos Description: Send the round number or 'TOT' for the total Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of knockdowns. For the "TOT" pos, send Total number of counts given to the competitor.

Sample (Result)



```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="R2" />
  ....
</ExtendedInfos>
....
<Periods>
  <Period Code="R1">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="J1" Value="10" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="J2" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="J3" Value="9" />
      ...
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="J1" Value="10" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="J2" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="J3" Value="10" />
      ...
    </ExtendedPeriods>
  </Period>
  <Period Code="R2">
  ...
  </Period>
</Periods>
....
<Result SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="JUDGE" Pos="J1" Value="27"/>
    <ExtendedResult Type="ER" Code="JUDGE" Pos="J2" Value="28"/>
    <ExtendedResult Type="ER" Code="JUDGE" Pos="J3" Value="27"/>
    ...
    <ExtendedResult Type="ER" Code="WARNING" Pos="R1" Value="2"/>
    <ExtendedResult Type="ER" Code="WARNING" Pos="R2" Value="1"/>
    <ExtendedResult Type="ER" Code="WARNING" Pos="TOT" Value="3"/>
    <ExtendedResult Type="ER" Code="KD" Pos="R1" Value="1">
    <ExtendedResult Type="ER" Code="KD" Pos="R2" Value="1">
    <ExtendedResult Type="ER" Code="KD" Pos="TOT" Value="2">
  </ExtendedResults>
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
        ....
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation



Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric 0	Order attribute used to sort. Send 1 if Competitor @Type="A".

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	DETAILED	N/A	Element Expected: When the competitor code is equal to NOCOMP, no competitor available
	Attribute	M/O	Value
	Value	M	Text
			Description
			Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to NOCOMP eg: 'BDSQ from bout no. 11'

Sample (Entry)

```
<Result SortOrder="1">
  <Competitor Code="NOCOMP" Type="A" >
  ...
  <EventUnitEntry Type="EUE" Code="DETAILED" Value="BDSQ from bout no. 11" />
```

2.3.3.6 Message Sort

Sort by Result @SortOrder



2.3.4 Brackets

2.3.4.1 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.

2.3.4.2 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 (when the draw initially made) INTERMEDIATE (during the competition) OFFICIAL (when all matches official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

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

Send when a match/event unit is completed, including Official status. Therefore it is triggered up to two times (with both status) for each event unit. 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 = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is **official** (i.e. for all event units up until the Gold Medal match is completed for an event)

* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

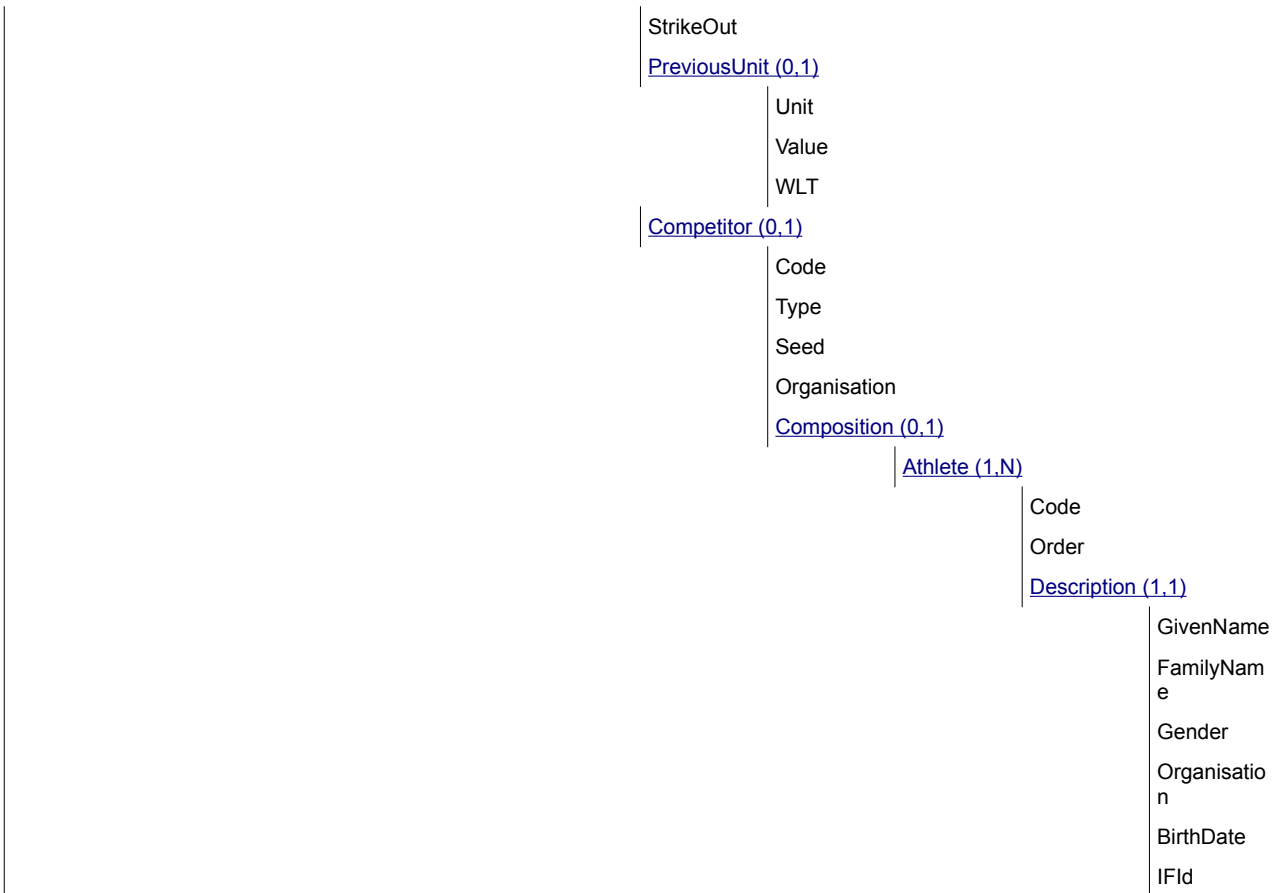


Trigger also after any change.

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	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			Gender						
	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				



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 /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 /Bracket (1,N)			
-------------------------------------	--	--	--



Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item (finals). There should be a different code for each bracket based on sport/ORIS presentation of the bracket.

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

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Each BracketItems should include all BracketItem grouped by their SC @BracketItems.

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

Attribute	M/O	Value	Description
Code	O	Numeric ##0	In general, it will be sent the bout number for each bracket item (e.g.: 17, 18, 19, 20 ..)
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 include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (with result and decision, WP 3:0 or TKO R3 1:23 etc). 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	SESSIONTYPE	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	CC @SessionType
EBI	DECISION	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @ResultCode

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

- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket...)



Attribute	M/O	Value	Description
Pos	M	Numeric ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	Send code when applicable
WLT	O	SC @IRM	W, L (Send L for DKO etc., in the case of no winner) Indicates the winner or loser of the bracket item. Always send when known
Result	O	Numeric 0	The points of the competitor. To be sent for the ResultType Points and RM_Points. (value in the range 0-5)
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid result mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

- CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.

Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
Value	O	S(2)	If the competitor in the current unit is unknown due to coming from previous matches then fill this field with the match number as appropriate.
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)	A for athlete
Seed	O	S(10)	The seed of the competitor or equivalent information
Organisation	O	CC @Organisation	Competitors' organisation if known.

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
Order	M	Numeric 0	Order attribute use 1 if Competitor @Type="A".



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
IFld	O	S(16)	International Federation ID

Sample (Boxing)

```
<BracketItem Code="131" Order="2" Position="3" Date="2016-08-09" Time="01:20" Unit="BOXM54KG-----SFNL0001----"
Result="WP 3:0" >
  <CompetitorPlace Pos="1" WLT="W" >
    <PreviousUnit Unit=" BOXM54KG-----QFNL0001----" />
    <Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
      <Composition>
        <Athlete Code="1066978" Order="1" >
          <Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP" BirthDate="1991-12-16" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
  <CompetitorPlace Pos="2" WLT="L" >
    <PreviousUnit Unit=" BOXM54KG-----QFNL0003----" />
    <Competitor Code="1129984" Type="A" Organisation="NZL" Seed="6" >
      <Composition>
        <Athlete Code="1129984" Order="1" >
          <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1991-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
</BracketItem>
```

2.3.4.6 Message Sort

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



2.3.5 Statistics

2.3.5.1 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.

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

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 @Discipline CC @Event	Full RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU TEAM_RANKING	The header attribute DocumentSubtype will be included, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes: * TOU: Tournament statistics, at event level. Send the DocumentCode at event level for each event and one at DisciplineGender for summaries. * TEAM_RANKING: Ranking statistics per NOC 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). LIVE (used during the competition when nothing else applies) 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.

2.3.5.3 Trigger and Frequency

This message to be sent at the end of the tournament.



2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)	Gen Sport Codes				
	ExtendedInfos (0,1)	SportDescription (0,1)	DisciplineName EventName Gender		
	Stats (1,1)	Code StatsItems (0,1)	StatsItem (1,N)	Type Code Pos Value Percent	
		Competitor (0,N)	Code Type Order StatsItems (0,1)	StatsItem (1,N)	Type Code Pos Value Avg Rank RankEqual SortOrder

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 /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 /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)

Type	Code	Pos	Description	
ST	SC @ResultCode	N/A	Element Expected: If available, in the case of DocumentSubtype= TOU	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of wins
	Percent	O	Numeric ##0.00	Percentage of wins

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

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Used in the case TEAM_RANKING only. Send organisation.
Type	M	S(1)	T for team
Order	M	Numeric	Order of the competitor in the statistics

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

Type	Code	Pos	Description
ST	COMPETITORS_NUM	NUM	Element Expected:



				Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of participants by NOC
ST		P	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of victories in Preliminaries phase
ST		SF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of victories in Semifinals phase
ST		F	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of victories in Finals phase
ST		BOUTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of played bouts
	Avg	M	Numeric ##0	Number of bouts/participant
ST		LOST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of lost bouts
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of team points
	Avg	O	Numeric ##0	Number of points/participant
	Rank	O	Numeric ##0	Rank of the team due to points
	RankEqual	O	S(1)	Only included if the rank is equalled.



	SortOrder	M	Numeric	SortOrder of the team due to points
ST		GOLD	S(1)	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of number of Gold Medal
ST		SILVER	S(1)	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of number of Silver Medal
ST		BRONZE	S(1)	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total of number of Bronze Medal
ST		TOT	S(1)	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of medals

Sample (TOU)

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="WP" Value="25" Percent="92.60" />
    <StatsItem Type="ST" Code="KO" Value="1" Percent="3.70" />
    <StatsItem Type="ST" Code="WO" Value="1" Percent="3.70" />
  </StatsItems>
</Stats Code="TOU">
```

Sample (TEAM_RANKING)



```
<Stats Code=" TEAM_RANKING">
  <Competitor Code="GBR" Type="T" Order="1" >
    <StatsItems>
      <StatsItem Type="ST" Code="COMPETITORS_NUM" Value="10" />
      <StatsItem Type="ST" Code="P" Value="15" />
      <StatsItem Type="ST" Code="SF" Value="4" />
      <StatsItem Type="ST" Code="F" Value="3" />
      <StatsItem Type="ST" Code="BOUTS" Value="7" Avg="2.9" />
      <StatsItem Type="ST" Code="LOST" Value="29" />
      <StatsItem Type="ST" Code="PTS" Value="32" Avg="3.2" />
      <StatsItem Type="ST" Code="GOLD" Pos="0" Value="2" />
      <StatsItem Type="ST" Code="GOLD" Pos="1" Value="1" />
      <StatsItem Type="ST" Code="GOLD" Pos="2" Value="1" />
      <StatsItem Type="ST" Code="SILVER" Pos="0" Value="4" />
      <StatsItem Type="ST" Code="SILVER" Pos="1" Value="2" />
      <StatsItem Type="ST" Code="SILVER" Pos="2" Value="2" />
      <StatsItem Type="ST" Code="BRONZE" Pos="0" Value="0" />
      <StatsItem Type="ST" Code="BRONZE" Pos="1" Value="0" />
      <StatsItem Type="ST" Code="BRONZE" Pos="2" Value="0" />
      <StatsItem Type="ST" Code="TOT" Pos="0" Value="6" />
      <StatsItem Type="ST" Code="TOT" Pos="1" Value="3" />
      <StatsItem Type="ST" Code="TOT" Pos="2" Value="3" />
    </StatsItems>
  </Competitor>
</Stats>
```

2.3.5.6 Message Sort

Sort according to the @Order attributes.



2.3.6 Event Final Ranking

2.3.6.1 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 aggregated 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 Rank Mark (disqualified, etc.), or both.

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_@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 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

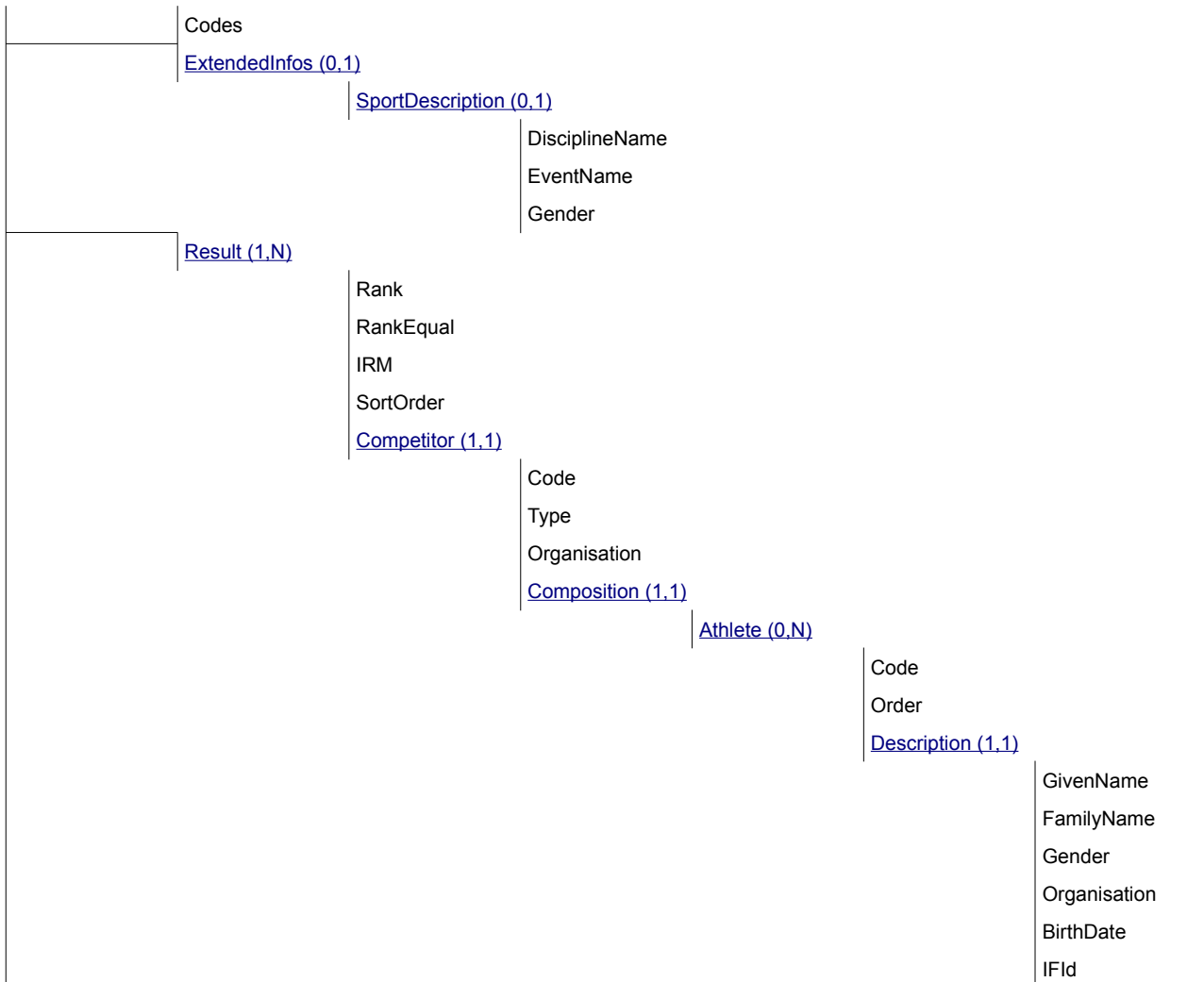
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

Trigger also after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



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 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. Must be included if it is a single gender

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 See table comment	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	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)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric #0	Order attribute. Send 1 when Competitor @Type="A".

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

Sample (Boxing)



```
<Result Rank="1" SortOrder="1">
  <Competitor Code="1106858" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="1106858" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result SortOrder="2" IRM="DQB" >
  <Competitor Code="1090697" Type="A" Organisation="ESP" >
    <Composition>
      <Athlete Code="1090697" Order="1">
        <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="ESP" BirthDate="1994-12-16" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.6.6 Message Sort

Sort by Result @SortOrder



2.3.7 Configuration

2.3.7.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="). Send one message per event.

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_@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.

2.3.7.3 Trigger and Frequency

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

* 1 day before the start of competition - but not before the Initial Weigh-In and/or Medical Examination on day the draw is approved

Trigger also after any change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list.

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
Competition (0.1)				
	Gen			
	Sport			
	Codes			



	Configs (1,1)	Config (1,N)	Unit	
			ExtendedConfig (1,N)	
		Type		
		Code		
	Pos			
	Value			

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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC at event level.

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	BRACKET_SIZE	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @BracketItems Send the code for the first phase of the event
EC	COMPETITORS_NUM	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	Numeric #0 Total number of boxers in one specific event
EC	PERIODS	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	Numeric #0 Number of Rounds
EC	DURATION	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	m:ss Round duration



Sample (Boxing)

```
<Configs>
  <Config Unit="BOXM57KG-----">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
    <ExtendedConfig Type="EC" Code="COMPETITORS_NUM" Value="28" />
    <ExtendedConfig Type="EC" Code="PERIODS" Value="3"/>
    <ExtendedConfig Type="EC" Code="DURATION" Value="3:00"/>
  </Config>
</Configs>
```

2.3.7.6 Message Sort

There is no general message sorting rule.



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3 Message Timeline

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	10 Oct 2016	First version
V1.1	23 Nov 2016	Updated
V1.2	9 Jan 2017	Updated with feedback and new rules.
V1.3	2 Mar 2017	Updated
V1.4	25 Oct 2017	Update for YOG
V1.5	12 Mar 2018	Updated
V2.0	23 Aug 2019	Updated
V2.1	11 Nov 2019	Updated
V2.2	28 Feb 2020	Updated after TEV
V3.0	21 Dec 2022	First version for Paris 2024

File Reference: SOG-2024-BOX-3.0 SFA

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFR	DT_RESULT: Remove PreviousResults
V1.2	SFA	DT_RESULT: Update for new rules, all 5 judges' scores count and score is only sent at the end of the bout.
V1.3	APP	DT_RESULT: Remove StartListMod in the header
V1.4	APP	Updated for YOG
V1.5	APP	DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit. CR16928: DT_STATS: Add attributes to remove some extensions CR16640: Add ODF Version @Competition CR17809: Change Participant/OlympicSolidarity to disallow N DT_RESULT: Update Periods /Period /ExtendedPeriods /ExtendedPeriod and Results/ExtendedResults to make direct association to judges. DT_RESULT: Remove DEDUCTION/P1 and P2 under WARNING
V2.1	APP	CR18395: Increase size of SessionCode in DT_SCHEDULE DT_BRACKETS: Add Result @ Bracket /BracketItems /BracketItem /CompetitorPlace
V2.2	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565] DT_RESULT: Update triggering to remove the error comment "Note that scores are not sent during the bout." DT_RESULT: Remove UNOFFICIAL as a possible ResultStatus value [188759] DT_BRACKET: Add EBI/DECISION at Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem as used in the other combat sports [188736] DT_RANKING: Update Value and Value Description at Result/Competitor [188836]
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: Add ENTRY/STANCE at Participant /Discipline /RegisteredEvent /EventEntry



		DT_PARTIC: Add ENTRY/REACH at Participant /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update ER/JUDGE at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove Periods/Period/HomeScore DT_RESULT: Remove Periods/Period/AwayScore DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BRACKETS: Update Message Sort DT_BRACKETS: Update triggering DT_BRACKETS: Remove ExtendedInfos /VenueDescription DT_BRACKETS: Update Bracket /BracketItems /BracketItem /Code DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Code DT_STATS: Remove ExtendedInfos /VenueDescription DT_RANKING: Remove ExtendedInfos /VenueDescription DT_RANKING: Update Result /Competitor /Code
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