



# Olympic Data Feed



## Judo

### ODF Data Dictionary

Technology and Information Department  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Judo 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 Judo 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 Judo Overview

#### MESSAGES IN EACH EVENT

- \* All events (individual and team) have a single DT\_RESULT and DT\_PLAY\_BY\_PLAY 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.
- \* In the case of team events, only the team match is scheduled, the individual contests are not scheduled (primarily because the information is known late and not all contested are played, depending on the result of earlier contests).
- \* The detailed schedule is not known until the draw (one day before the start of competition). To provide additional information a series of temporary units will be scheduled (all identified by using phase = TMRY). The units will all be removed with the final schedule is published.

#### ENTRIES

- \* In the distribution of entries the teams will not include the athletes within each team as this information is not known at that time.

### 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_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	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_BIO_TEA	Team 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	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	<a href="#">SC @Source</a>	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.

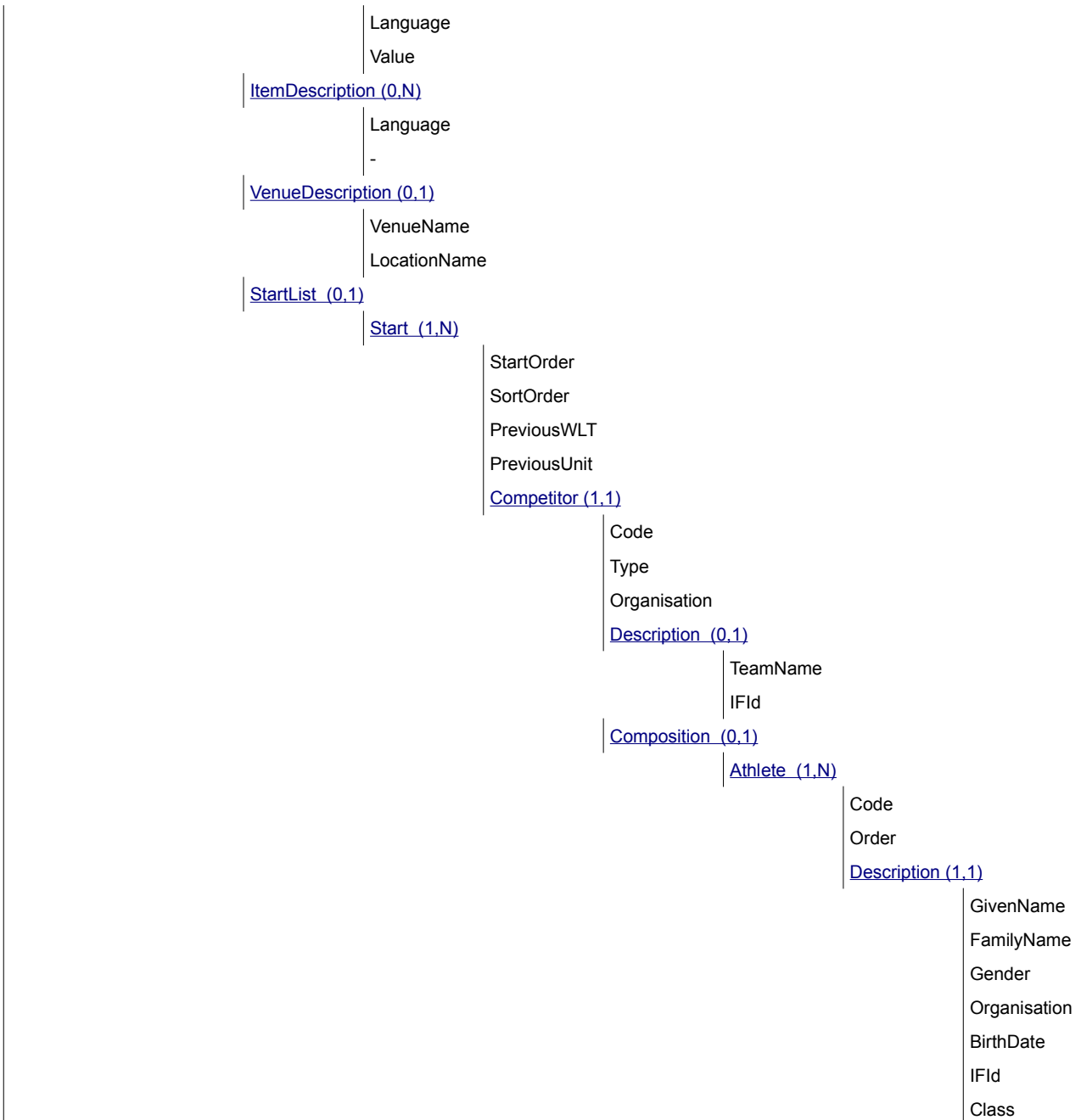
### 2.3.1.4 Message Structure

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
<a href="#">Competition (0.1)</a>								
	Gen							



	Sport	
	Codes	
	<a href="#">Session (0..N)</a>	
		SessionCode
		StartDate
		EndDate
		Leadin
		Venue
		VenueName
		ModificationIndicator
		SessionStatus
		SessionType
		Medal
		FOP
		<a href="#">SessionName (1..N)</a>
		Language
		Value
	<a href="#">Unit (0..N)</a>	
		Code
		PhaseType
		UnitNum
		ScheduleStatus
		StartDate
		HideStartDate
		EndDate
		HideEndDate
		ActualStartDate
		ActualEndDate
		Order
		Medal
		Venue
		Location
		MediaAccess
		SessionCode
		ModificationIndicator
		<a href="#">StartText (0..N)</a>
		Language
		Value
		<a href="#">ItemName (1..N)</a>



### 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	<a href="#">CC @VenueCode</a>	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	<a href="#">CC @ScheduleStatus</a>	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	<a href="#">CC @SessionType</a>	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	<a href="#">CC @Language</a>	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	<a href="#">CC @Unit</a>	Full RSC for the unit
PhaseType	M	<a href="#">CC @PhaseType</a>	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	<a href="#">CC @ScheduleStatus</a>	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)	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	<a href="#">SC @UnitMedalType</a>	Indicator of medal awarded for this unit.
Venue	O	<a href="#">CC @VenueCode</a>	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	<a href="#">CC @Location</a>	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	<a href="#">CC @Language</a>	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	<a href="#">CC @Language</a>	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	<a href="#">CC @Language</a>	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, TBD or NOCOMP.	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	T,A	T for team A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	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 for individual, not teams. 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".

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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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 @SportClass	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.



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Committee

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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 (event unit start list and results, phase results, medallists 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 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.2.3 Trigger and Frequency

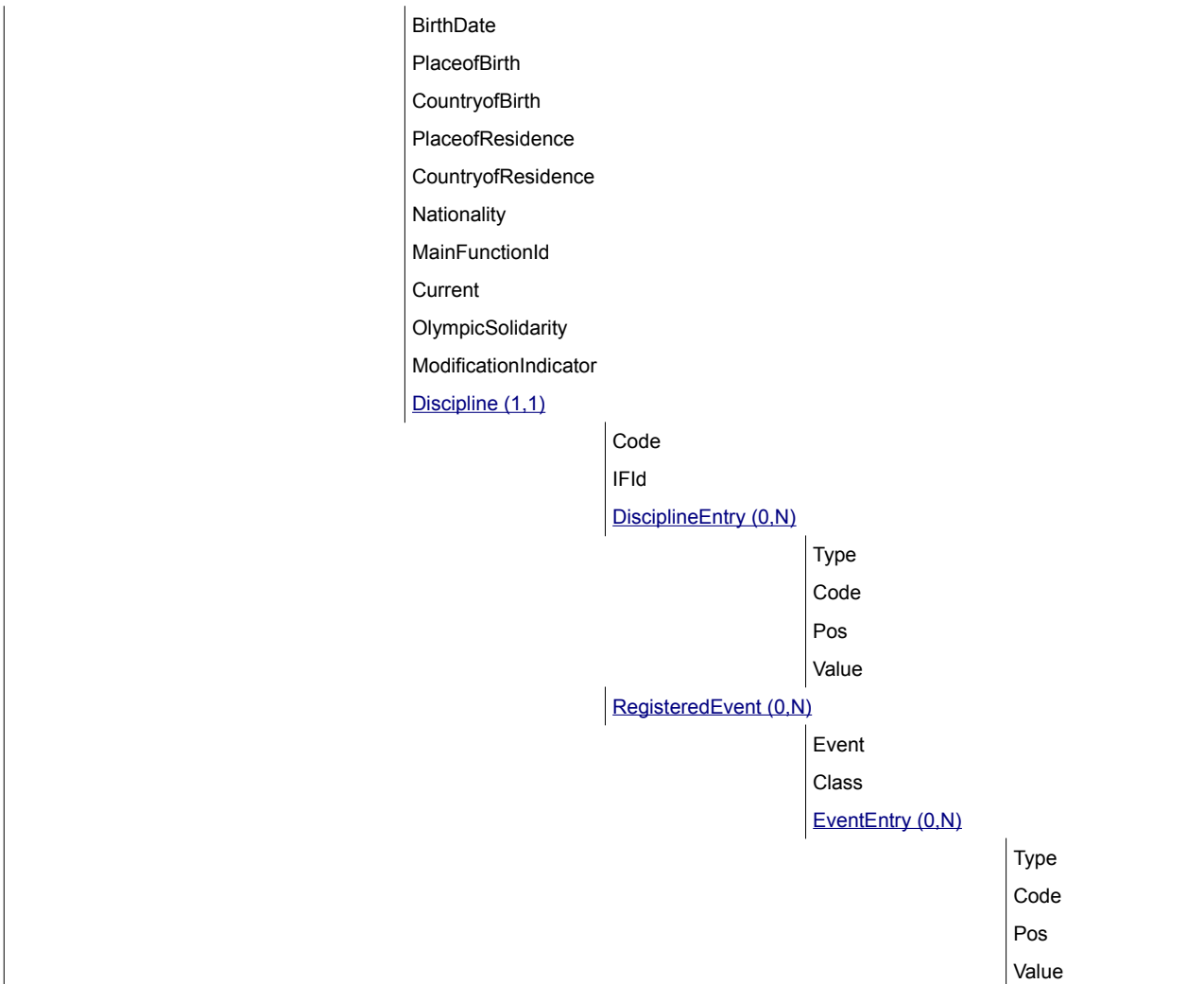
The DT\_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

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
<a href="#">Competition (0.1)</a>	Gen				
	Sport				
	Codes				
	<a href="#">Participant (1.N)</a>	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 (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-JUD-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	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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	<a href="#">CC @Discipline</a>	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IJF unique judoka identification (IF number)

**Element: Competition /Participant /Discipline /DisciplineEntry (0,N)**

Send if there is specific discipline information.

Type	Code	Pos	Description
------	------	-----	-------------



ENTRY	BIB	N/A	Element Expected: As soon as it is known (only will be sent in the update message)
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	String	Official's bib

**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	<a href="#">CC @Event</a>	Full RSC of the Event
Class	O	CC @SportClass	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".

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	QUAL_TYPE	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	<a href="#">SC @QualifyingType</a>	Qualification tournament code
ENTRY	RANK_WLD	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(3)	World Ranking
ENTRY	DEAF	N/A	Element Expected: As soon as it is known (it can be sent in both messages) Only applicable in the Paralympic Games
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(1)	Send D if the athlete has a hearing impairment else do not send

### 2.3.2.6 Message Sort

The message is sorted by Participant @Code





## 2.3.3 List of teams / List of teams update

### 2.3.3.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

List of teams update (DT\_PARTIC\_TEAMS\_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team(s) being modified.

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0,1)</a>	Gen Sport Codes				
	<a href="#">Team (1,N)</a>	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator			
		<a href="#">Composition (0,1)</a>	<a href="#">Athlete (0,N)</a>	Code Order	
		<a href="#">Discipline (0,1)</a>	Code <a href="#">RegisteredEvent (0,1)</a>	Event <a href="#">EventEntry (0,N)</a>	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 (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number.  If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc.  Required in the case of current teams.
Name	M	S(73)	Team name.
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	Team's TV 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 ORG.
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 zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

Element: Competition /Team /Discipline (0,1)			
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	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	<a href="#">CC @Event</a>	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: As soon as it is known (it can be sent in both messages)
Attribute	M/O	Value	Description
Value	M	S(3)	World Ranking

### 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC at unit level (includes team match and contests within team match)
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	<a href="#">CC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (for unexpected interruptions, not between normal periods) 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	<a href="#">SC @Source</a>	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 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)



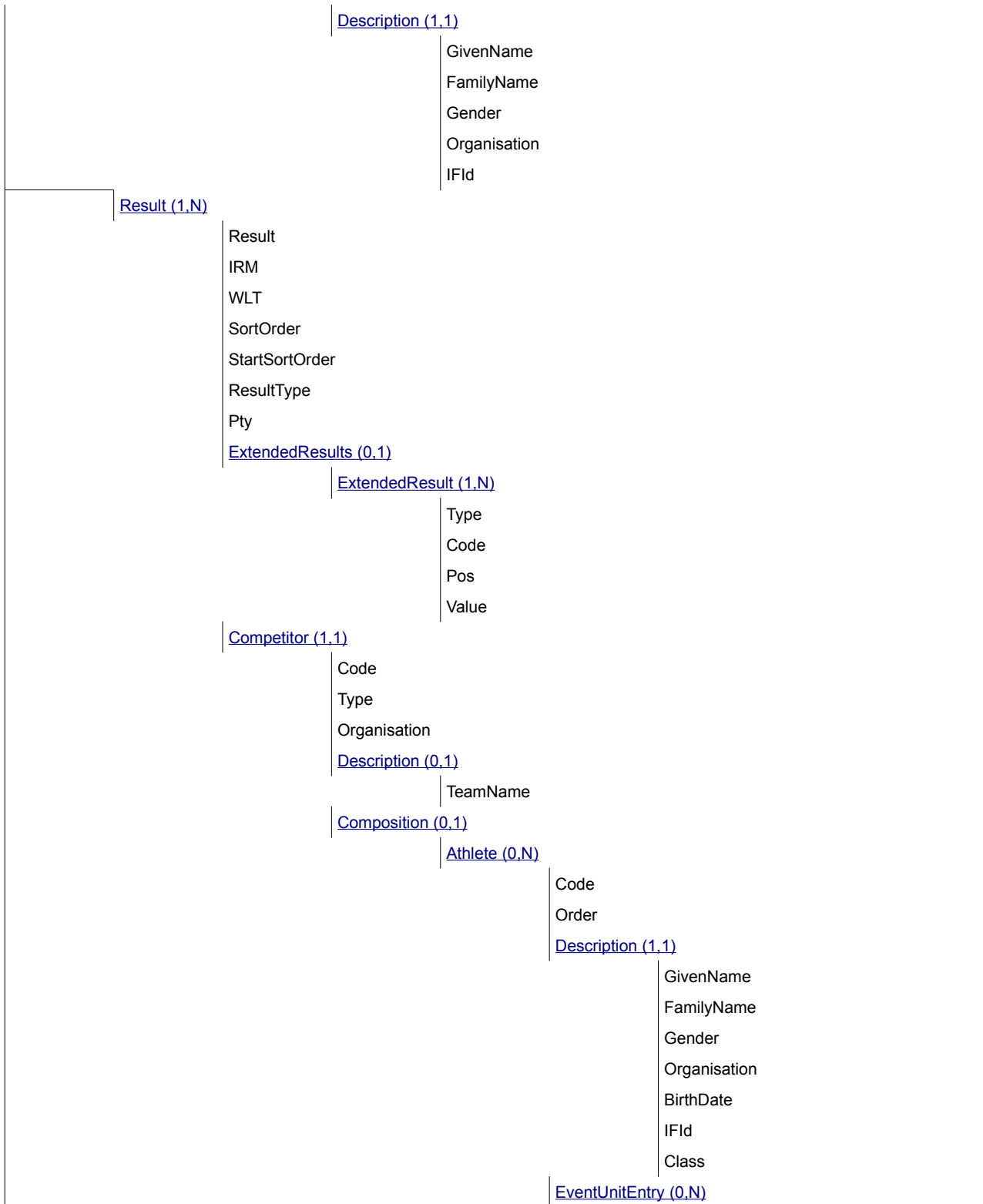
- When the contest starts and after every change in any data (LIVE)
- After the contest (UNOFFICIAL/OFFICIAL)

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
<a href="#">Competition (0,1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0,1)</a>							
		<a href="#">UnitDateTime (0,1)</a>						
			StartDate					
			EndDate					
			Duration					
		<a href="#">ExtendedInfo (0,N)</a>						
			Type					
			Code					
			Pos					
			Value					
			<a href="#">Extension (0,N)</a>					
		<a href="#">SportDescription (0,1)</a>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		<a href="#">VenueDescription (0,1)</a>						
			Venue					
			VenueName					
			Location					
			LocationName					
	<a href="#">Officials (0,1)</a>							
		<a href="#">Official (1,N)</a>						
			Code					
			Function					
			Order					
			Bib					





	Type
	Code
	Pos
	Value
	<a href="#">ExtendedResults (0,1)</a>
	<a href="#">ExtendedResult (1.N)</a>
	Type
	Code
	Pos
	Value
	<a href="#">Extension (0.N)</a>

### 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.
EndDate	O	DateTime	Actual end date-time.
Duration	O	mm:ss	Match duration. This is the total duration of the bout (in individual & individual bouts within a team match) or all bouts in team events match results.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	RES_CODE	N/A	Element Expected: When available in individual contests (including within the team competition).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC.@ResultCode</a> Decision for how the contest was won. If it is a gold score send the result after that.
UI	GOLD_SCORE	N/A	Element Expected: If applicable in individual contests (including within the team competition).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1) Gold Score flag





				Send Y If in Golden Score else do not send.
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always for bouts going into Golden Score.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DURATION		
	Pos	Numeric 0	Send 1 for the Regular time in the bout Send 2 for Golden Score time in the bout	
	Value	mm:ss	Duration of regular/gold score time in the bout	
UI		TECH_CODE	N/A	Element Expected: As appropriate in individual contests (including within the team competition).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Technique</a>	Send the Winning Technique's Code. If in Golden Score send the result after that.
UI		TECH_DESCRIPTION	N/A	Element Expected: As appropriate in individual contests (including within the team competition).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Send the Winning Technique Description Use the description column from CC @Technique. If in Golden Score send the result after that
TEAM		COMP	Numeric #	Pos Description: Sequential number to indicate the contest number/order between each member of one team against each from the other one.  Element Expected: Always, when this information is available (just for Team unit [not team subunits])
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Unit</a>	Full RSC of the subunit
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always, when this information is available (just for Team units)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	WEIGHT_CATEGORY		
	Pos	N/A		
	Value	CC @Unit	Full RSC (34) at event level for this bout within the team match	
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always, when this information is available (just for Team units)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	HOME		
	Pos	N/A		
	Value	S(20) with no leading zeroes	Athlete's ID (to identify an athlete) that competes in this bout as a member from the HOME team.	
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always, when this information is available (just for Team units)</b>				



Attribute	Value	Description
Code	AWAY	
Pos	N/A	
Value	S(20) with no leading zeroes	Athlete's ID (to identify an athlete) that competes in this bout as a member from the AWAY team.
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always, when this information is available (just for Team events)</b>		
Attribute	Value	Description
Code	DURATION	
Pos	S(3)	Send 1 for the Regular time in the bout Send 2 for Golden Score time in the bout if applicable Send TOT for Total time in the bout
Value	mm:ss	Duration of the Bout (within the match, for team events), including any overtime.
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always, when this information is available (just for Team units)</b>		
Attribute	Value	Description
Code	GOLD_SCORE	
Pos	N/A	
Value	S(1)	Gold Score flag Send Y If in Golden Score in the bout else do not send.
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When team match is in progress</b>		
Attribute	Value	Description
Code	STATUS	
Pos	N/A	
Value	CC @ScheduleStatus	Send applicable status, only options as below: SCHEDULED RUNNING FINISHED CANCELLED

### Sample (Individual Unit or Team Subunit))

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-03T16:10:00+01:00" Duration="3:12" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="WAZ" />
  <ExtendedInfo Type="UI" Code="TECH_CODE" Value="P29" />
  <ExtendedInfo Type="UI" Code="TECH_DESCRIPTION" Value="Non-Combatively" />
</ExtendedInfos>
```

### Sample (Team Unit)



```
<ExtendedInfos>
<ExtendedInfo Value="JUDXTEAM5-----8FNL00010001" Pos="1" Code="COMP" Type="TEAM">
<Extension Value=" JUDW44KG-----" Code="WEIGHT_CATEGORY"/>
<Extension Value="5285271" Code="HOME"/>
<Extension Value="5285128" Code="AWAY"/>
<Extension Value="Y" Code="GOLD_SCORE"/>
</ExtendedInfo>
<ExtendedInfo Value="JUDXTEAM5-----8FNL00010002" Pos="2" Code="COMP" Type="TEAM">
<Extension Value="JUDW070KG-----" Code="WEIGHT_CATEGORY"/>
<Extension Value="5285269" Code="HOME"/>
<Extension Value="5285116" Code="AWAY"/>
<Extension Value="4:00" Code="DURATION"/>
<Extension Value="Y" Code="GOLD_SCORE"/>
<Extension Value="FINISHED" Code="STATUS"/>
```

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

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(6)	Contest number

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

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	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	<a href="#">CC @ResultsFunction</a>	Official's function (example: referee, etc.).  Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric 0	Official's order. Send by order for each official in each function, example: 1 for Referee
Bib	O	S(4)	Referee Bib

**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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Official's organisation
IFld	O	S(16)	International Federation ID

### Sample (General)

```
<Officials>
<Official Code="7350035" Order="1" Function="RE" Bib="12" >
  <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS" />
</Official>
<Official Code="7350063" Order="2" Function="JU" Bib="33" >
  <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS" />
</Official>
```

Element: Competition /Result (1,N)			
Attribute	M/O	Value	Description
Result	O	String	The result of the competitor in the event unit. Indicates the score of the competitor. This can be sent in Golden Score as applicable.  Penalties are not included.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, if applicable. IRM of the competitor for the particular event unit. Send if DNS before competition also.
WLT	O	<a href="#">SC @WLT</a>	The code whether a competitor won (W) or lost (L) the bout. Send L just in case of no winner.
SortOrder	M	Numeric	Used to sort all the results of an event unit.  This attribute is a sequential number with the order of the competitor. Send 1 for White competitor and 2 for Blue competitor
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Send 1 for White competitor and 2 for Blue competitor
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute. Result type, either points or IRM for the corresponding event unit.
Pty	O	<a href="#">SC @PenaltyType</a>	Penalty codes associated to the score in individual contests.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	OUTCOME	N/A	Element Expected: Send if available



	Attribute	M/O	Value	Description
	Value	M	SC @Outcome	Progression of the athlete in the competition
ER		y Where y = CC @PenaltyType	S(3)	Code Description: Send the code for each type of penalty (see codes section)  Pos Description: Send 1 for Regular time Send 2 for Golden Score time Send TOT for Total  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #	Number of penalties obtained by competitor during the contest for given CC @PenaltyType.  Send value 0 and PenaltyType ='S' when there are no penalties for this competitor. These values should be sent when the match starts.
ER		z Where z = CC @PointsType	S(3)	Code Description: Send the code for each CC @PointsType  Pos Description: Send 1 for Regular time Send 2 for Golden Score time Send TOT for Total  Element Expected: As soon as it is known
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Number of scores obtained by competitor during contest for given CC @PointsType  Should be 0 for those PointsType without scoring. These values should be sent when the match started.

### Sample (Individual)

```
<Result ResultType="POINTS" Result="11" WLT="W" SortOrder="1" StartOrder="1" StartSortOrder="1">
<ExtendedResults>
<ExtendedResult Type="ER" Code="S3" Pos="1" Value="1"/>
<ExtendedResult Type="ER" Code="IPP" Pos="1" Value="1" />
<ExtendedResult Type="ER" Code="WAZ" Pos="1" Value="1" />
<ExtendedResult Type="ER" Code="OUTCOME" Value="ABC" />
</ExtendedResults>
```

### Sample (Team Match)



<Result ResultType="POINTS" Result="1" SortOrder="1" StartOrder="1" StartSortOrder="1">

Element: Competition /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes SC @CompetitorPlace	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available. Send NCT in the case of No Contestant
Type	M	S(1)	A for athlete or T for Team
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Athlete's ID. Send NCT in the case of No Contestant.
Order	M	Numeric	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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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 @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.

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



Type	Code	Pos	Description
EUE	BODYWEIGHT	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0.0
EUE	COLOUR	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @Colour</a>
EUE	RANK_WLD	N/A	Element Expected: Send if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(3)
EUE	RESULT_BEST	N/A	Element Expected: Send if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(30)
			Best achievement prior to the Olympic.  Same information like the one provided in the dt_partic message.

### Sample (General)

```
<EventUnitEntry Type="EUE" Code="COLOUR" Value="WHITE" />
<EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="105.7" />
<EventUnitEntry Type="EUE" Code="RESULT_BEST" Value="2008 Olympic Games 3rd" />
<EventUnitEntry Type="EUE" Code="RANK_WLD" Value="7" />
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team members extended result. Only send in team events.			
Type	Code	Pos	Description
ER	CONTEST	Numeric #	Pos Description: The number that identifies the Bout number (within the match, as in ExtendedInfos), in which this athlete fights as a team member.  Element Expected: Only for Team events Send only for the current and completed bouts
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
			Send the team member result in this contest. Not cumulative.
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only for Team events (for any team member)</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>



Code	IRM	
Pos	N/A	
Value	SC @IRM	Send the IRM granted in the related bout.
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only for Team events. When changes and after each bout.</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	WLT	
Pos	N/A	
Value	S(1)	Winner indicator for each contest (within the match). Send 'W' or 'L' if the team member wins or loses the contest (within the match)

### 2.3.4.6 Message Sort

Sort by Result @SortOrder





## 2.3.5 Play by Play

### 2.3.5.1 Description

The Play by Play is a message containing official raw data from the results provider for each action.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Send Full RSC for each contest
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	<a href="#">CC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

This message is sent:

- START\_LIST: Only sent if there is an action before the start of the unit
- LIVE: When the contest starts
- LIVE: After every action
- INTERMEDIATE: For interruption.
- UNOFFICIAL/OFFICIAL: After the contest (unit)



### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Actions (0,1)</a>						
		Home					
		Away					
		<a href="#">Action (1,N)</a>					
			Id				
			Period				
			Order				
			Action				
			ActionAdd				
			When				
			Result				
			<a href="#">Competitor (0,N)</a>				
				Code			
				Type			
				Order			
				Organisation			
				<a href="#">Composition (0,1)</a>			
					<a href="#">Athlete (1,N)</a>		
						Code	
						Order	
						<a href="#">Description (1,1)</a>	



	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class

### 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)			
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)			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	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	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	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	<a href="#">SC.@Period</a>	Period of the action within the match
Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n' It is used to sort Action
Action	M	SC.@PointsType or SC.@PenaltyType or SC.@Action	Points or Penalty, send one code @Action is required at the start and end of the contest
ActionAdd	M	S(12)	Send ACTION, POINTSTYPE or PENALTYTYPE to know the type of action
When	O	mm:ss	Action's time in minutes and seconds Example (2:05)  Time of the action. Ascending from the beginning (0:00) to the end of one Period.
Result	O	<a href="#">SC.@Technique</a>	Send the Technique Code

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for Team and A for Athlete
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	<a href="#">CC.@Organisation</a>	Competitors' organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.

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

Athletes extended information

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC.@PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC.@Organisation</a>	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 @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

### Sample (General)

```
<Action Id="123456" Period="N" Order="3" Action="S" ActionAdd="PENALTYTYPE" When="2:12">  
<Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">  
  <Composition>  
    <Athlete Code="1008743" Order="1" >  
      <Description GivenName="Jane" FamilyName="Smits" Gender="W" Organisation="SUI" BirthDate="1994-12-15" />  
    </Athlete>  
  </Composition>  
</Competitor>
```

### 2.3.5.6 Message Sort

Actions /Action @Order.



## 2.3.6 Brackets

### 2.3.6.1 Description

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

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	Status of the message. Expected statuses are: START_LIST (when the draw initially made) INTERMEDIATE (during the competition) 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

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

Send when a match (in teams) and bout (in individual) is completed, including Official status. Therefore it is triggered up to two times (with both status) for each event unit but only if there is a change from the previous version. 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 starts
- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (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



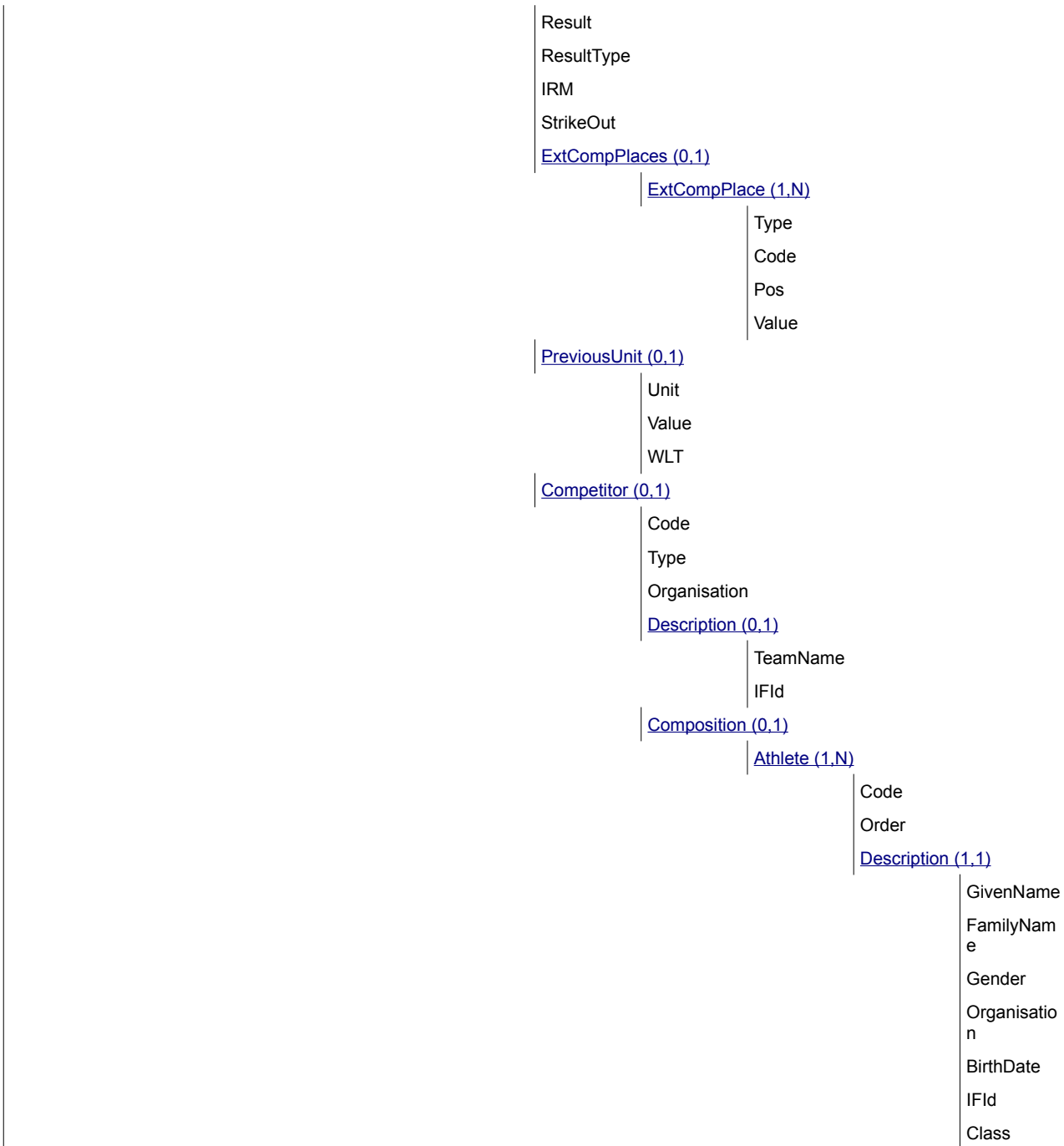
status.

Trigger also after any change.

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<a href="#">Competition (0,1)</a>									
	Gen								
	Sport								
	Codes								
	<a href="#">ExtendedInfos (0,1)</a>								
		<a href="#">SportDescription (0,1)</a>							
			DisciplineName						
			EventName						
			Gender						
		<a href="#">VenueDescription (0,1)</a>							
			Venue						
			VenueName						
	<a href="#">Bracket (1,N)</a>								
		Code							
		<a href="#">BracketItems (1,N)</a>							
			Code						
			<a href="#">BracketItem (1,N)</a>						
				Code					
				Order					
				Position					
				Date					
				Unit					
				Result					
				<a href="#">ExtBracketItems (0,1)</a>					
					<a href="#">ExtBracketItem (1,N)</a>				
						Type			
						Code			
						Pos			
						Value			
				<a href="#">CompetitorPlace (1,N)</a>					
					Pos				
					Code				
					WLT				



### 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.
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	<a href="#">CC @VenueCode</a>	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	<a href="#">SC @Bracket</a>	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	<a href="#">SC @BracketItems</a>	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	S(3)	In general, this is the contest number for each bracket item as a unique identifier. (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" for to be defined, if the contest number is not known.
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.



Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the contest for the particular event unit. Indicates the final result with the ORIS format.

Element: Competition /Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)				
ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.				
Type	Code	Pos	Description	
EBI	DECISION	N/A	Element Expected: When available in individual.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @ResultCode</a>	Decision of the contest
EBI	TECH_CODE	N/A	Element Expected: Element Expected: When available in individual.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Technique</a>	Send the Winning Technique's Code.
EBI	LOCATION	N/A	Element Expected: Send it always when available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Location</a>	Location 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, 2 ...).	
Code	O	<a href="#">SC @CompetitorPlace</a>	Send when there is no competitor (BYE) or when it is not known yet (TBD).	
WLT	O	<a href="#">SC @WLT</a>	Indicates the winner or loser of the bracket item. Always send when known	
Result	O	S(10)	The result of the competitor in the event unit. For individual: PP format (IPP and WAZ) For teams: a simple numeric of the sub matches won.	
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.	
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, if applicable	
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.	

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)				
Type	Code	Pos	Description	
ER	PENALTY	N/A	Element Expected: Send if applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @PenaltyType</a>	Penalty codes associated to the score in individual contests.



**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	<a href="#">CC @Unit</a>	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	<a href="#">SC @WLT</a>	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 or T for Team
Organisation	O	<a href="#">CC @Organisation</a>	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 teams / groups.
IFld	O	S(16)	Team IF number, send if available

**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	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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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 @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

### Sample (General)

```
<BracketItem Code="131" Order="2" Position="2" Date="2016-08-09" Time="01:20" Unit="JUDM54KG-----SFNL0001----"
Result="110s1/ 0s1 VVV 5:00" >
  <CompetitorPlace Pos="1" WLT="W" Result="110s1" >
    <PreviousUnit Unit=" JUDM54KG-----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>
    </CompetitorPlace>
  </BracketItem>
```

### 2.3.6.6 Message Sort

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



## 2.3.7 Statistics

### 2.3.7.1 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.

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	CC @Discipline CC @DisciplineGender CC @Event	Sent at three different levels: - Full RSC at discipline level - Full RSC at discipline gender level - Full RSC at event level
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU	TOU: tournament statistics.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	It indicates whether the result is official or intermediate etc). 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

Sent at event level after all units are complete in an event

Sent at discipline gender and discipline level after all individual events are complete.

### 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
<a href="#">Competition (0,1)</a>				



	Gen				
	Sport				
	Codes				
	<a href="#">ExtendedInfos (0,1)</a>				
		<a href="#">SportDescription (0,1)</a>		DisciplineName	
		<a href="#">VenueDescription (0,1)</a>		Venue	
				VenueName	
	<a href="#">Stats (1,1)</a>				
		Code			
		<a href="#">StatsItems (0,1)</a>			
			<a href="#">StatsItem (1,N)</a>		
				Type	
				Code	
				Pos	
				Value	
				Percent	

### 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 /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	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	<a href="#">SC @Statistics</a>	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				
Type	Code	Pos	Description	
ST	COMPETITION_TOTAL	Numeric 0	Pos Description: Send 1 for all the contests Send 2 for Golden Score time  Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the total number of contests completed.
ST	CONTEST_LONGEST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(34)	Send RSC for the longest contest for that event
ST	CONTEST_SHORTEST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(34)	Send RSC for the shortest contest for that event
ST	DURATION_CUM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss	Cumulative time to win the gold medal
ST	PARTIC_NUM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the total of competitors for that event.
ST		y Where y = @ResultCode or CC@Technique	N/A	Code Description: Where y = @ResultCode or CC@Technique (only the technique used during the competition)  Element Expected: Always, if the information is available for the



				DocumentSubtype=TOU
Attribute	M/O	Value	Description	
Value	M	Numeric #0	The number of times this code was realised in the competition. Use y for the winning scores or techniques.	
Percent	O	Numeric ##0.00	Send the percentage for that result code or technique	
ST	y_TOT	N/A	Code Description: Where y = CC@Technique ((only the technique used during the competition)) or CC@PenaltyType or CC@PointsType  Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
Attribute	M/O	Value	Description	
Value	M	Numeric ##0	The number of times this code was realised in the competition. Use y_TOT for all scores or penalties or techniques.	
Percent	O	Numeric ##0.00	Send the percentage for that technique or score or penalty	

### Sample (General)

```

...
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="PARTIC_NUM" Value="37" />
    <StatsItem Type="ST" Code="COMPETITION_TOTAL" Pos="1" Value="40" />
    <StatsItem Type="ST" Code="COMPETITION_TOTAL" Pos="2" Value="13" />
    <StatsItem Type="ST" Code="IPP" Value="23" Percent="57.50" />
    <StatsItem Type="ST" Code="WAZ" Value="6" Percent="15.00" />
    <StatsItem Type="ST" Code="KIK" Value="0" Percent="0.00" />
    <StatsItem Type="ST" Code="FUS" Value="0" Percent="0.00" />
    <StatsItem Type="ST" Code="YUS" Value="4" Percent="10.00" />
    ....
    <StatsItem Type="ST" Code="CONTEST_SHORTEST" Value="JUDM60KG-----QFNL000400--" />
    <StatsItem Type="ST" Code="CONTEST_LONGEST" Value="JUDM52KG-----QFNL000100--" />
    <StatsItem Type="ST" Code="DURATION_CUM" Value="18:08" />
  </StatsItems>
</Stats>

```

### 2.3.7.6 Message Sort

Sort according to the @Order attributes.





## 2.3.8 Event Final Ranking

### 2.3.8.1 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.

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Event</a>	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	<a href="#">CC_@ResultStatus</a>	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	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.8.3 Trigger and Frequency

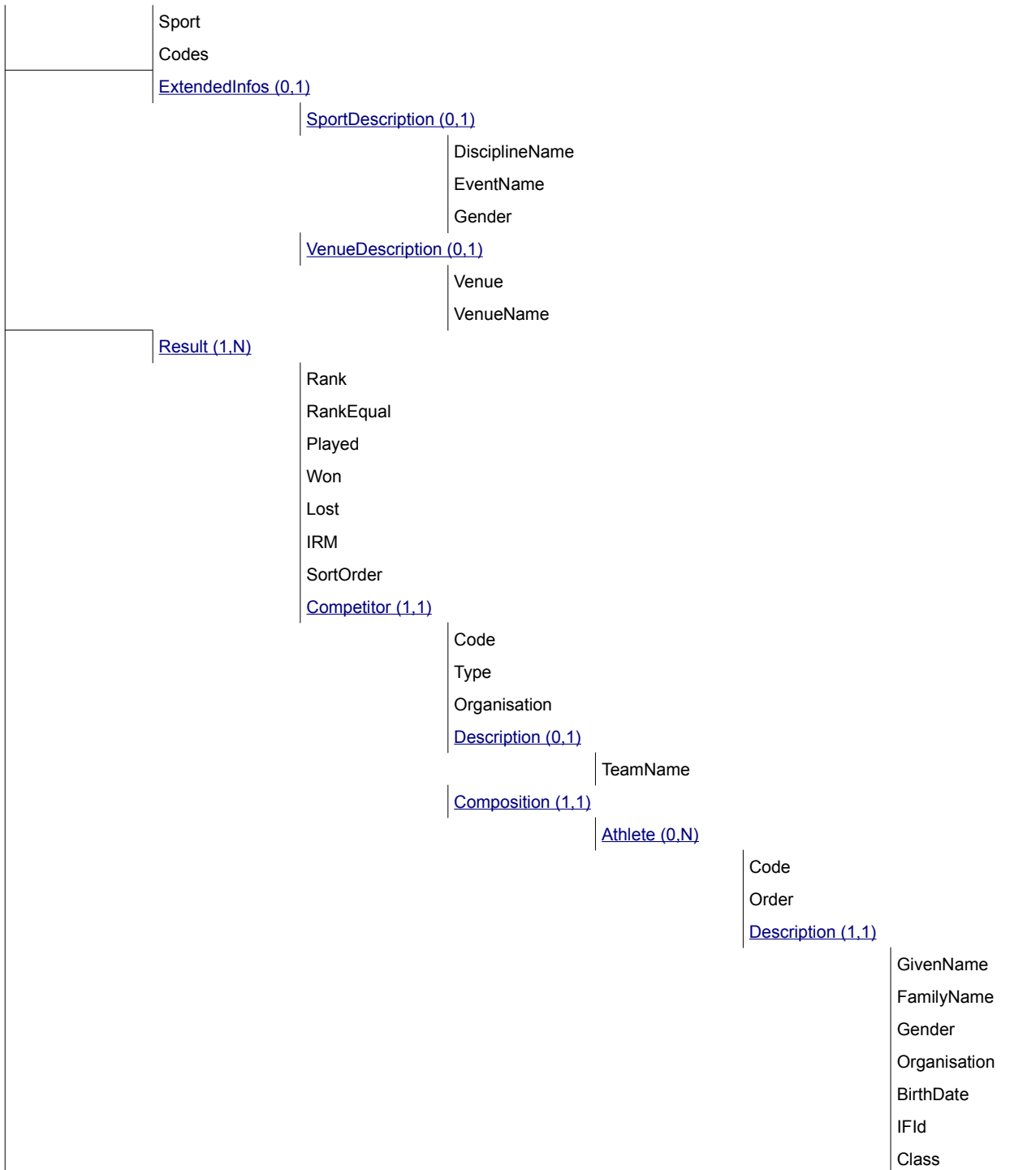
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change. For the lower ranked athletes it can be sent after the morning session and then each match in the afternoon.

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
<a href="#">Competition (0.1)</a>						
	Gen					



### 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. 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	<a href="#">CC @VenueCode</a>	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. Only send if applicable
Played	O	Numeric #0	Send number of contests for the competitor (not within a team)
Won	O	Numeric #0	Send number of contests won by the competitor (not within a team)
Lost	O	Numeric #0	Send number of contests lost by the competitor (not within a team)
IRM	O	<a href="#">SC @IRM</a>	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)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.



Type	M	S(1)	A for athlete or T for Team
Organisation	O	<a href="#">CC @Organisation</a>	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 / groups.

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	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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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 @SportClass	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 but is mandatory where applicable.

### Sample (General)



```
<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>
...
```

### 2.3.8.6 Message Sort

Sort by Result @SortOrder



## 2.3.9 Configuration

### 2.3.9.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. Send one message per event.

### 2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	Full RSC at event level
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.9.3 Trigger and Frequency

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

- As soon as the data is known send the message for that event, before sending any DT\_RESULT.

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. If the message is sent after any DT\_RESULT then those DT\_RESULT messages must be sent again with the next version.

### 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
<a href="#">Competition (0.1)</a>				
	Gen			
	Sport			
	Codes			
	<a href="#">Configs (1.1)</a>			



<a href="#">Config (1,N)</a>	Unit	
	<a href="#">ExtendedConfig (1,N)</a>	Type
		Code
		Pos
		Value

### 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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	O	<a href="#">CC @Unit</a>	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	Description
Value	M	<a href="#">SC @BracketItems</a>	Send the code for the first phase of the event

#### Sample (General)

```
....
<Configs>
  <Config Unit="JUDM57KG-----">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
  </Config>
</Configs>
```

### 2.3.9.6 Message Sort

There is no general message sorting rule.



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### 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_SCHEDULE		x				
	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When INFO goes live	DT_PDF C08 Competition Schedule		x				
	DT_PDF C35 Competition Officials		x				
After Initial Download, if any change	DT_PDF C08 Competition Schedule		x				
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
	DT_PDF C30 Number of Entries by NOC		x				
When athlete's data is confirmed	DT_PDF C32A Entry List by NOC		x				
When event's data is confirmed	DT_PDF C32C Entry List by Event (Individual)			x			
	DT_PDF C32C2 Entry List by Event (Team) - without team members			x			
As soon as any competition schedule change is known	DT_SCHEDULE_UPDATE		x				o
	DT_PDF C08 Competition Schedule		x				
After changes of athlete data	DT_PARTIC_UPDATE		x				
After the draw	DT_CONFIG		x				
	DT_RESULT	START_LIST					x
	DT_BRACKETS	START_LIST		x			
	DT_PDF C75I Draw Sheet (Individual) - without contest numbers	START_LIST		x			
15 minutes after the draw	DT_PDF B51 Start List Package - without contest numbers		x				
30 minutes after the draw (in case of changes)	DT_PDF C30 Number of Entries by NOC		x				
	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C32C Entry List by Event (Individual)			x			
	DT_PDF C32C2 Entry List by Event (Team) - without team members			x			



	DT_PDF C35B Referees		x					
2 hours after the draw	DT_PDF C75I Draw Sheet (Individual) - with contest/match numbers	START_LIST		x				
	DT_PDF C75T Draw Sheet (Team) - with match numbers	START_LIST		x				
	DT_PDF C58AI Contest Order (Individual) - preliminary rounds						x	
	DT_PDF C58AT Match Order (Team) - preliminary rounds						x	
	DT_PDF B51 Start List Package - with contest/match numbers		x					
30 minutes after the Team Manager's Meeting	DT_PDF C32C2 Entry List by Event (Team) - with team members			x				
30 minutes after the Team Manager's Meeting (team members confirmation)	DT_RESULT	START_LIST						x
30 minutes after the Team Manager's Meeting (team members confirmation)	DT_BRACKETS	START_LIST		x				

### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Only if there are actions before the start	DT_PLAY_BY_PLAY	START_LIST					x
When competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
If any match/contest action	DT_PLAY_BY_PLAY	LIVE					x
If interruption	DT_SCHEDULE_UPDATE	INTERRUPTED	x				o
If interruption	DT_RESULT	INTERMEDIATE					x
If interruption	DT_PLAY_BY_PLAY	INTERMEDIATE					x

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When the match/contest finishes	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_BRACKETS	INTERMEDIATE		x			
After Bronze medal matches/contests	DT_MEDALLISTS	PARTIAL		x			
2 minutes after the match	DT_PDF C73T Draw Sheet (Team) - with results	OFFICIAL					x



For all contests of the match	DT_PDF C73TC Contest Results (Team)	OFFICIAL						x
	DT_PDF C75T Draw Sheet (Team) - with results	INTERMEDIATE		x				
When a competition round finishes	DT_RANKING	PARTIAL		x				
5 minutes after the round finishes	DT_PDF C58AI Contest Order (Individual) - subsequent round						x	
	DT_PDF C58AT Match Order (Team) - subsequent round						x	
	DT_PDF C75x Draw Sheet - with results	INTERMEDIATE		x				
	DT_PDF C73x Contest Results - for all contests	OFFICIAL						x
	DT_PDF C73TM Match Sheet (Team)	OFFICIAL						x
	DT_BRACKETS	OFFICIAL		x				
	DT_MEDALLISTS	OFFICIAL		x				
	DT_MEDALLISTS_DISCIPLINE			x				
	DT_MEDALS			x				
	DT_RANKING	OFFICIAL		x				
2 minutes after the results of the final are approved	DT_PDF C92A Medallists (Individual)	OFFICIAL		x				
	DT_PDF C92B Medallists (Team)	OFFICIAL		x				
	DT_PDF C75x Draw Sheet - with results	OFFICIAL		x				
	DT_PDF C93 Medallists by Event			x				
	DT_PDF C95 Medal Standings			x				
	DT_PDF C74AI Results Summary (Individual)	OFFICIAL		x				
	DT_PDF C74B Results Summary by NOC	OFFICIAL		x				
	DT_PDF C74AT Results Summary (Team)	OFFICIAL		x				
	DT_PDF C74B Results Summary by NOC	OFFICIAL		x				
	DT_STATS	OFFICIAL		x				
	DT_PDF C83A Competition Statistics by Weight Category	OFFICIAL		x				
	DT_PDF C83B Competition Statistics by Gender	OFFICIAL		x				
	DT_PDF C83C Overall Competition 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	15 Sep 2017	First version
V1.1	3 Jan 2018	Updated
V1.2	22 Apr 2018	Updated
V1.3	15 Jun 2018	Updated
V2.0	8 Aug 2018	Updated
V2.1	7 Sep 2018	Updated with updated ORIS
V2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated
V2.4	25 Feb 2019	Updated
V2.5	30 May 2019	Updated
V2.6	14 Aug 2019	Updated
V2.7	11 Nov 2019	Updated
V2.8	14 Feb 2020	Updated
V2.9	8 May 2020	Update from PRIS Validation
V3.0	7 Jan 2022	First version for Paris 2024
V3.01	20 May 2022	Updated
V3.02	23 Sep 2022	Updated
V3.1	28 Oct 2022	Approved
V3.2	17 Feb 2023	CR025472 & CR025457
V3.3	28 Mar 2024	CR027375

### File Reference: SOG-2024-JUD-3.3 APP

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V1.2	SFA	Minor updates to always allow team and individual in DT_RESULT, DT_BRACKETS, DT_RANKING Include DT_PLAY_BY_PLAY as not applicable in YOG.
V1.3	SFA	DT_RESULTS: Update ExtendedInfos to clarify team units and subunits. DT_RESULTS: Results/ExtendedResults, added TOT_SCORE
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.
V2.1	SFA	DT_PARTIC_TEAMS: Add World Rank DT_RANKING: Add Played, Won, Lost at element Result DT_STATS: Update to provide data at discipline, gender and events levels.
V2.2	APP	DT_PARTIC: Remove best result, data to be added locally in OVR.
V2.3	APP	CR16928: Delete Extensions for PERCENT and use Percent Attribute



		DT_BRACKETS: Correct Result @ Bracket /BracketItems /BracketItem /CompetitorPlace to explain team matches. Corrected typographical error in WLT.
V2.4	APP	CR17198: DT_RESULT: Add scores/penalties for @Pos TOT Typographical corrections without changing the intent.
V2.5	APP	CR16640: Add ODF Version @Competition DT_RESULT: Update duration information to provide more data and increase clarity.
V2.6	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17970: In PLAY_BY_PLAY Add ActionAdd update When (remove leading 0) @Actions/Action CR17809: Change Participant/OlympicSolidarity to disallow N
V2.7	APP	CR18395: Increase size of SessionCode in DT_SCHEDULE DT_RESULT: Update Code @Result/Competitor DT_RESULT: Update Code @Result/Competitor/Composition/Athlete Typographical corrections
V2.8	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight DT_BRACKETS: Remove Date and Time at Bracket /BracketItems /BracketItem (185775) DT_BRACKETS: Add EBI/TECH_CODE at Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (175698)
V2.9	APP	DT_PARTIC: Add ENTRY/DEAF at Participant /Discipline /RegisteredEvent /EventEntry [CR19836]
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_SCHEDULE: Update Unit /StartText /Value to reference codes DT_PARTIC_TEAMS: Remove Team /TeamOfficials /Official DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Add ExtendedInfos /UnitDateTime/EndTime DT_RESULT: Update ER/OUTCOME at Result /ExtendedResults /ExtendedResult to use code DT_RESULT: Add TEAM/COMP/STATUS at ExtendedInfos /ExtendedInfo DT_RESULT: Update ResyIt/Result DT_RESULT: Add Result/Pty DT_PLAY_BY_PLAY: Update triggering DT_STATS: Update ResultsStatus DT_STATS: Update triggering DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Result/Pty DT_BRACKETS: Add Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)
V3.01	SFA	DT_RESULT: Update Value at ExtendedInfos /UnitDateTime /Duration DT_RESULT: Update Value at UI/GOLD_SCORE/DURATION at ExtendedInfos /ExtendedInfo DT_RESULT: Update Value at TEAM/COMP/DURATION at ExtendedInfos /ExtendedInfo DT_RESULT: Delete ER/TOT_SCORE at Result /ExtendedResults /ExtendedResult DT_PLAY_BY_PLAY: Update Value at Actions/Action/When DT_STATS: Update Value of ST/PARTIC_NUM at Stats /StatsItems /StatsItem DT_STATS: Update Value of ST/y_TOT at Stats /StatsItems /StatsItem DT_STATS: Update Value of ST/DURATION_CUM at Stats /StatsItems /StatsItem
V3.02	SFA	DT_RESULT: Update ResultStatus DT_BRACKETS: Update Message Sort Typographical error, SC @Penalty should be SC @PenaltyType
V3.1	APP	Changed to approved
V3.2	APP	DT_PLAY_BY_PLAY: Update Actions/Action/Action [CR025472] DT_PLAY_BY_PLAY: Update Actions/Action/ActionAdd [CR025472] DT_BRACKETS: Add EBI/LOCATION at Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem [CR025457] DT_BRACKETS: Add Bracket /BracketItems /BracketItem /Date [CR025457]
V3.3	APP	DT_PARTIC: Remove Height [CR027375]



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