



International  
Olympic  
Committee

SOG-2024-TEN-3.0 APP

# Olympic Data Feed



## **Tennis** **ODF Data Dictionary**

Technology and Information Department  
© International Olympic Committee

SOG-2024-TEN-3.0 APP  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Tennis 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 Tennis 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 Tennis Overview

#### MESSAGES IN EACH EVENT

\* All events (individual and pairs) have a single DT\_RESULT, DT\_CURRENT and DT\_PLAY\_BY\_PLAY for each unit (match).

\* There is also a DT\_BRACKET message for the progression in each event.

#### SCHEDULE

\* The DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include each unit (schedule=Y) only which is aligned with the same RSC for DT\_RESULT.

\* The detailed schedule is not known until the evening before each day of competition. A series of temporary units will be scheduled (all identified by using phase = TMRY). The units will all be removed when the schedule is published.

### 2.2 Applicable Messages

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message extended” indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message\nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	



DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



## 2.3 Messages

### 2.3.1 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time	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:

1. By day (or filter by day)
2. By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
3. By Time (regardless if HideStartDate="Y")
4. By Order

- The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day

- End users should display StartText if HideStartDate="Y"

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

Competition schedule update:

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

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

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

It has to be understood that if one DT\_SCHEDULE message arrives, then all previous DT\_SCHEDULE\_UPDATE messages should be discarded.

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:

- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application

- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<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
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.

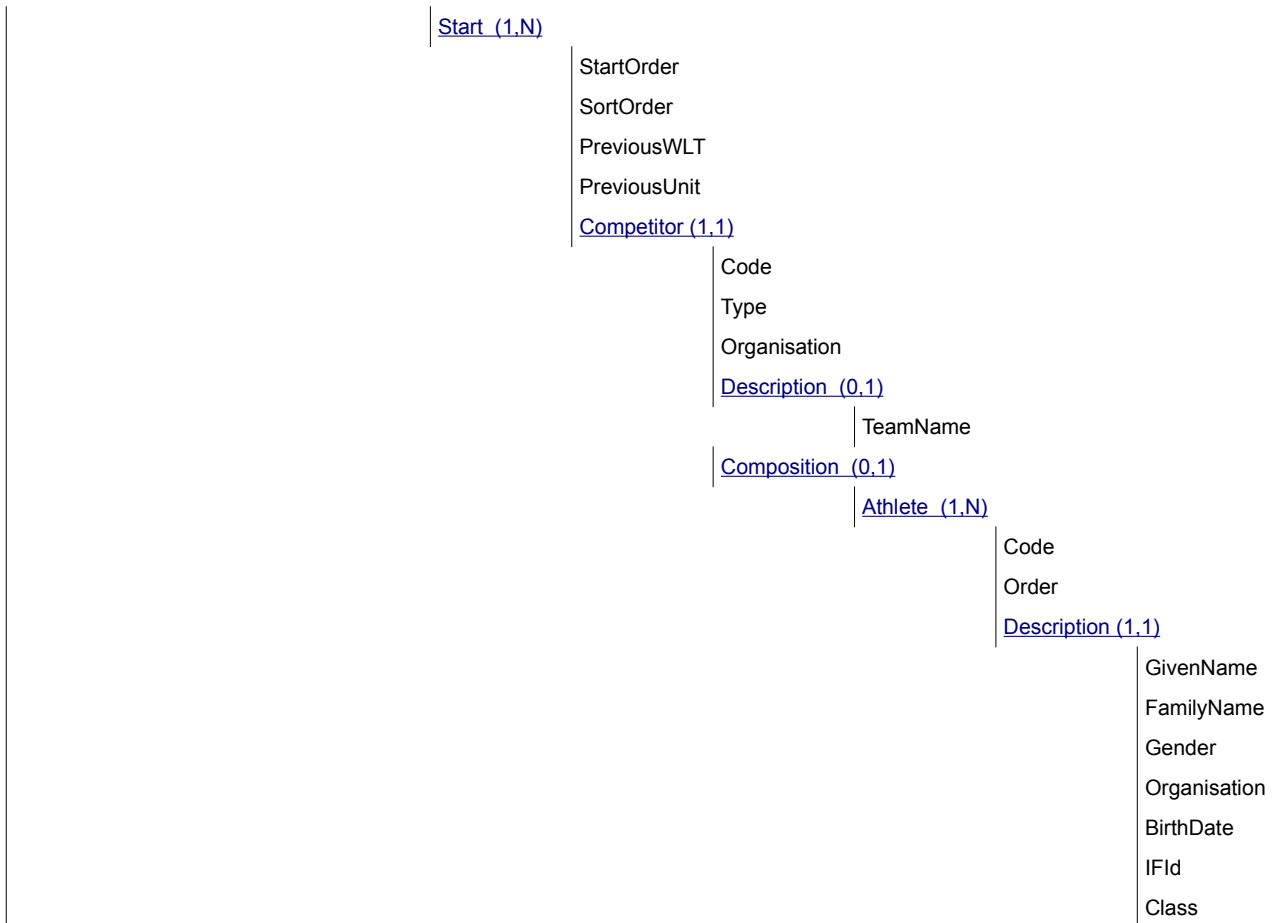
### 2.3.1.4 Message Structure

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>
	Language
	Value
	<a href="#">ItemDescription (0.N)</a>
	Language
	-
	<a href="#">VenueDescription (0.1)</a>
	VenueName
	LocationName
	<a href="#">StartList (0.1)</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

#### Sample (General)

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

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 SessionCode="TEN01" StartDate="2020-07-25T10:45:00+09:00" EndDate="2020-07-25T23:15:00+09:00"
LeadIn="5:00" Venue="ART" VenueName="Ariake Tennis Park" >
  <SessionName Language="ENG" Value="Tennis Session 1" />
</Session>
<Session SessionCode="TEN02" StartDate="2020-07-26T10:45:00+09:00" EndDate="2020-07-26T23:15:00+09:00"
LeadIn="5:00" Venue="ART" VenueName="Ariake Tennis Park" >
  <SessionName Language="ENG" Value="Tennis 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)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. This field is considered in two situations:</p> <ol style="list-style-type: none"> <li>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.</li> <li>2. If some units start at the same time and a particular order of</li> </ol>



			<p>the units is expected.</p> <p>It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.</p>
Medal	O	<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	<p>Attribute is mandatory in the DT_SCHEDULE_UPDATE message only</p> <p>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.</p> <p>If ModificationIndicator="U", then update the event unit.</p>

**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 <a href="#">SC @StartText</a>	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)	<p>Item Name / Unit Description.</p> <p>For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description only the ENG description is expected.</p>



			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, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	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

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





Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN etc) or HCOUP (BDM, TEN etc),

In case of the Competitor @Code='TBD' the Competitor element should not be sent.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading 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 @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.

### 2.3.1.6 Message Sort

Sort by Session @SessionCode.

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.

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



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

### 2.3.2.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

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

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

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

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

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<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)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE 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.

### 2.3.2.3 Trigger and Frequency

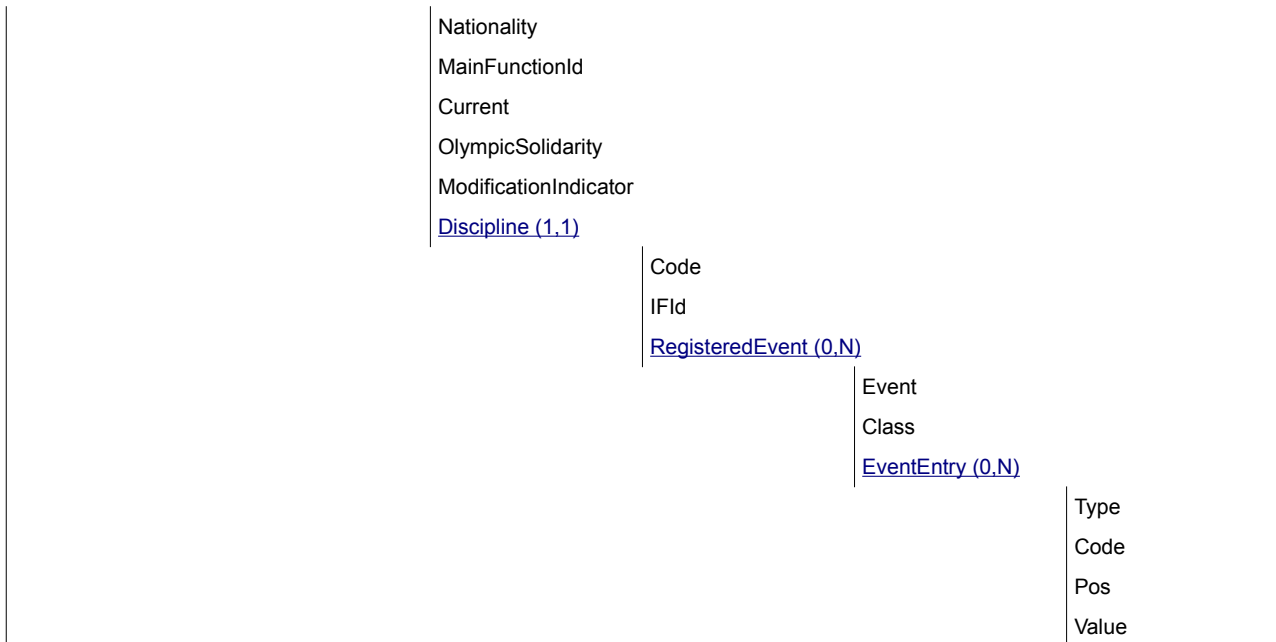
The DT\_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

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 BirthDate Height PlaceofBirth CountryofBirth PlaceofResidence CountryofResidence			



### 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

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	Participant's parent ID, which is used to link to the latest valid



		zeroes	<p>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 officials.
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<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>	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).

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

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

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
Class	O	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of Wheelchair Tennis. Mandatory in Wheelchair Tennis. 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: If applicable (this information can be sent in



				both messages). Send for Individual events only (not in Team events).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @QualifyingType</a>	Qualification method
ENTRY		RANK_WLD	N/A	Element Expected: If applicable (this information can be sent in both messages).  Applies to both Individual and Doubles events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(4)	Player's world ranking
ENTRY		SEED	N/A	Element Expected: If applicable as soon as this information is known (this information only will be sent in the update message).  Only for Individual events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Seed number is applicable
ENTRY		HAND	N/A	Element Expected: As soon as this information is available (this information can be sent in both messages).  Send for Individual and Team events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Hand</a>	Handedness

### 2.3.2.6 Message Sort

The message is sorted by Participant @Code



## 2.3.3 List of teams / List of teams update

### 2.3.3.1 Description

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

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<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)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE 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.

### 2.3.3.3 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: "TENXDOUBLES-AUS01")
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
<b>ShortName</b>	<b>M</b>	<b>S(40)</b>	<b>Team Short Name</b>
TVTeamName	M	S(21)	Team's TV Name. In head-to-head pairs competitions this should be in the format JONES/SMITH [max char(10) per name] else it is the organisation name unless special rules apply.
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)
<b>TeamType</b>	<b>M</b>	<b>SC @TeamType</b>	<b>Send the team type. This is how the name is constructed to allow clients to build in other languages. Use CPLW</b>
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	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this team has Qualifying Type (this information 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>	Qualifying Type
ENTRY	SEED	N/A	Element Expected: Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##	Seed Number

### Sample (General)

```
<Team Code="TENXDOUBLES-CAN01" Organisation="CAN" Number="1" Name="Canada" TVTeamName="JONES/SMITH"
Gender="X" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  </Composition>
  <Discipline Code="TEN-----" >
  <RegisteredEvent Event="TENXDOUBLES-----" >
    <EventEntry Type="ENTRY" Code="QUAL_TYPE" Value="ITF" />
  </RegisteredEvent>
  </Discipline>
</Team>
```

### 2.3.3.6 Message Sort

The message is sorted by Team @Code.



## 2.3.4 Event Unit Start List and Results

### 2.3.4.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Unit</a>	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<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 (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC.@Source</a>	Code indicating the system which generated the message.

### 2.3.4.3 Trigger and Frequency

For each match:

- \* As soon as each competitor is known and any changes in start list data (START\_LIST)
- \* When the match starts and after every point (LIVE)
- \* When match is stopped due to weather or bad light, high temperature etc. (INTERMEDIATE)



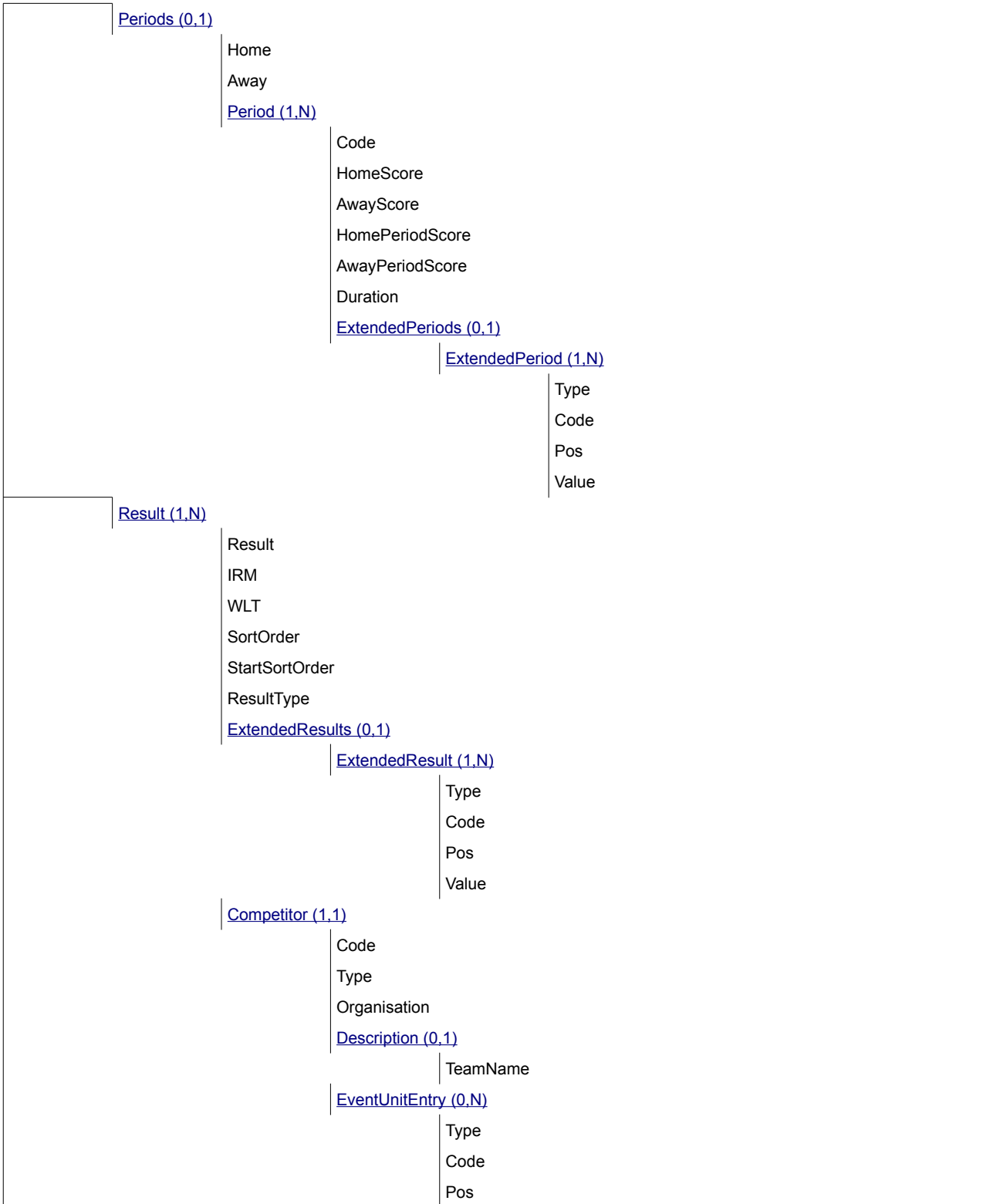
\* After the match over (UNOFFICIAL/OFFICIAL)

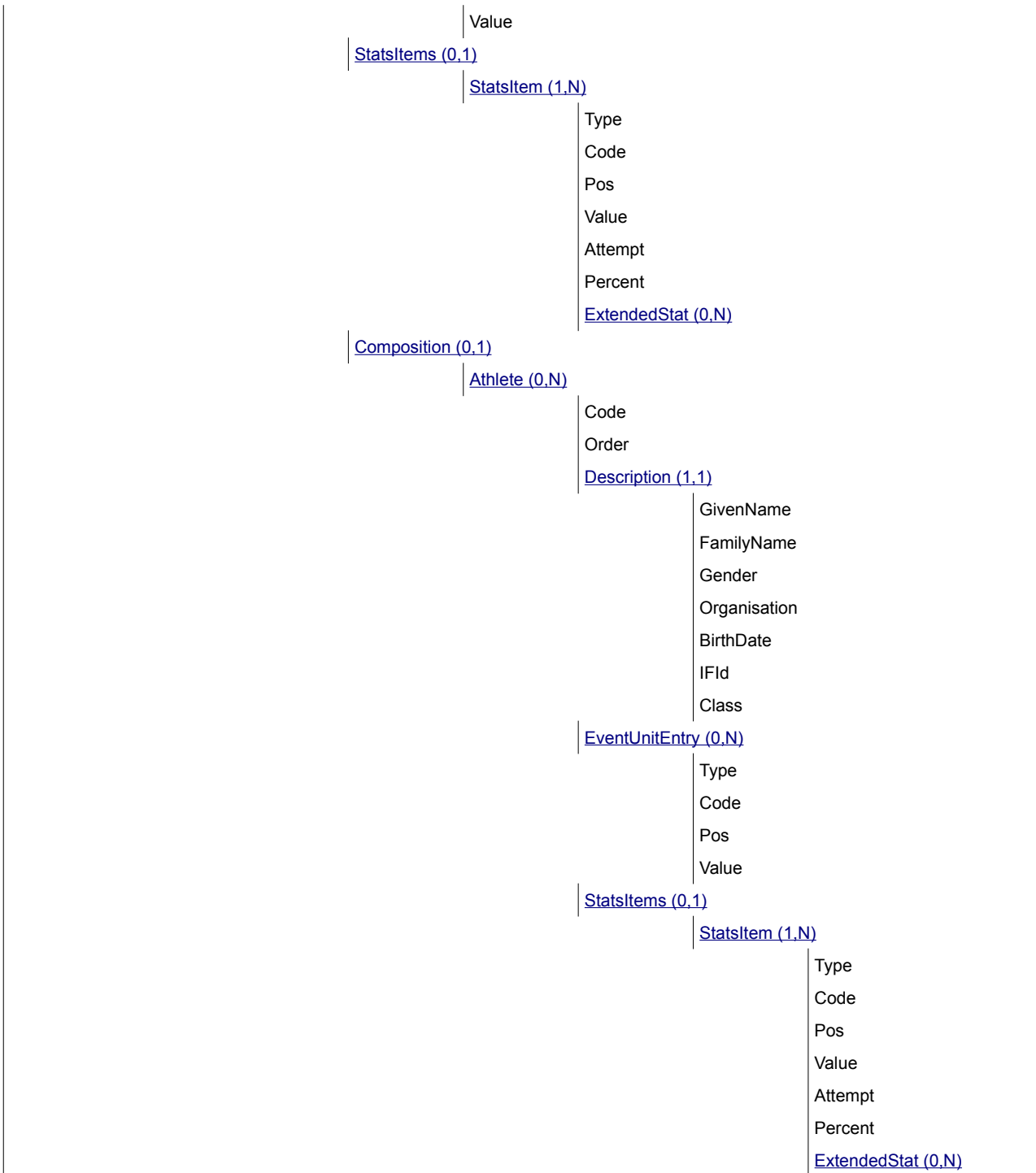
Trigger also after any change.

### 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					
			Duration					
		<a href="#">ExtendedInfo (0.N)</a>						
			Type					
			Code					
			Pos					
			Value					
		<a href="#">SportDescription (0.1)</a>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		<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					
			<a href="#">Description (1.1)</a>					
				GivenName				
				FamilyName				
				Gender				
				Organisation				





### 2.3.4.5 Message Values



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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.
Duration	O	h:mm	Match duration (elapsed time) It will not be sent for DSQ before the match or WO. This value must be updated during the match in each message.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	CURRENT_SET	N/A	Element Expected: Always when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC.@Period</a> Send the proposed Code
UI	FINAL_RESULT	N/A	Element Expected: When the match is over
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String Match final result in the display format: 7-6(3) 7-5 or 6-3 3-6 [10-4] or 6-1 4-6 1-1 RET
UI	MATCH_STATUS	N/A	Element Expected: Always after the match has started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC.@Status</a> Match status
UI	SERVER	N/A	Element Expected: Always when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) without leading zeroes Send the athlete ID of the player currently serving, either individual or player within the pair.

### Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="1:29" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="7-6(3) 7-5" />
  ...
</ExtendedInfos>
```





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

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. Send according to the code for: -Chair Umpire  Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric 0	Order of the Officials, starting at 1.

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

### Sample (General)

```
<Officials>
  <Official Code="1138266" Function="UR" Order="1">
    <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" />
  </Official>
</Officials>
```



Element: Competition /Periods (0,1)				
Attribute	M/O	Value		Description
Home	M	S(20)	with no leading zeroes	Home Competitor ID
Away	M	S(20)	with no leading zeroes	Away Competitor ID

Element: Competition /Periods /Period (1,N)				
Attribute	M/O	Value		Description
Code	M	<a href="#">SC.@Period</a>		Set Number, usually there are 3 sets.
HomeScore	M	String		Home competitor score achieved in the set. The format of the result can be [10] or 6 (4).
AwayScore	M	String		Away competitor score achieved in the set. The format of the result can be [10] or 6 (4).
HomePeriodScore	O	S(2)		Home competitor points achieved in the current game or "AD" (update after each point). Only applicable during a game.
AwayPeriodScore	O	S(2)		Away competitor points achieved in the current game or "AD" (update after each point). Only applicable during a game.
Duration	O	h:mm		Duration of the Set. Do not send hours or ":" if hours is zero. Expected at the end of the period.

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
ExtendedPeriod information.				
Type	Code	Pos	Description	
EP	TIE-BREAK_AWAY	N/A	Element Expected: For any tie-break	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Score of the away competitor in the Tie-Break
EP	TIE-BREAK_HOME	N/A	Element Expected: For any tie-break	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Score of the home competitor in the Tie-Break
EP	WIN	N/A	Element Expected: When the Set finishes	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Set Winner Indicator send H or A if the set is winner for Home or Away.

### Sample (General)



```

<Periods Home="3246254" Away="6318737" >
  <Period Code="S1" HomeScore="6" AwayScore="7" Duration="53">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="TIE-BREAK_HOME" Value="4" />
      <ExtendedPeriod Type="EP" Code="TIE-BREAK_AWAY" Value="7" />
      <ExtendedPeriod Type="EP" Code="WIN" Value="A" />
    </ExtendedPeriods>
  </Period>
  <Period Code="S2" HomeScore="6" AwayScore="3" Duration="37">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="WIN" Value="H" />
    </ExtendedPeriods>
  </Period>
  <Period Code="S3" HomeScore="2" AwayScore="3" HomePeriodScore="30" AwayPeriodScore="15"/>
  ...
</Periods>
  ...

```

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

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	Numeric 0	Number of completed sets won by the competitor.
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned Only send it if ResultType is IRM.
WLT	O	<a href="#">SC @WLT</a>	Indicate if the competitor won (W) or lost (L). Only included (mandatory) at the end of the match.
SortOrder	M	Numeric	Used to sort all start list competitors. Send 1 for Home and 2 for Away.
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either score or IRM for the corresponding match. Mandatory when the match is finished.

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

Type	Code	Pos	Description	
ER	CHALLENGES_REMAIN	SC @Period	Pos Description: Send the period code.  Element Expected: Always on courts where the data is applicable.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the number of remained challenges for the competitor in the current set.
ER	MATCH_PT_COUNT	N/A	Element Expected: Always when the value is not zero.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a match point in the current MATCH



ER	SET_PT_COUNT	SC @Period	Pos Description: Send the period code.  Element Expected: Always when the value is not zero.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			<b>Description</b>
			Send the cumulative number of times that this competitor has held a set point in the set seen in @Pos.

**Element: Competition /Result /Competitor (1,1)**  
**Competitor related to the result of one event unit.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID (if known): -For Competitor @Type=T, it will be: Team's ID -Otherwise, Athlete's ID (for Competitor @Type=A) (for singles).  Or, TBD (for To Be Determined) in case that the competitor is unknown at this time but will be available.
Type	M	S(1)	T for team A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

**Element: Competition /Result /Competitor /Description (0,1)**  
**Competitors extended information (for Team events, when competitor known).**

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

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

Type	Code	Pos	Description
EUE	SEED	N/A	Element Expected: Send only for those competitors with seed.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			<b>Description</b>
			Seed Number (for team)

### Sample (Doubles)

```

...
<Competitor Code="TENXDOUBLES-FRA02" Type="T" Organisation="FRA">
  <Description TeamName="France"/>
  <EventUnitEntry Type="EUE" Code="SEED" Value="3"/>
...

```

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



Only send for Doubles events.				
Type	Code	Pos	Description	
ST	1ST_SERVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Doubles events)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	1st Serves made. This is also the information of the 1st Serves POINTS played.
	Attempt	M	Numeric ##0	1st Serves attempts.
	Percent	M	S(3) ##0	1st Serve %
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ACE		
	Pos	N/A		
	Value	Numeric #0	1st Serve Aces	
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	POINTS_WON		
	Pos	N/A		
	Value	Numeric ##0	1st Serve Points Won	
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	POINTS_WON_PERCENT		
	Pos	N/A		
	Value	S(3) ##0	1st Serve Points Winning %	
ST	2ND_SERVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Doubles events)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	2nd Serves made. This is also the information of the 2nd Serves POINTS played.



	Attempt	M	Numeric ##0	2nd Serves attempts
	Percent	M	S(3) ##0	2nd Serve %
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ACE		
	Pos	N/A		
	Value	Numeric #0	2nd Serve Aces	
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	POINTS_ WON		
	Pos	N/A		
	Value	Numeric ##0	2nd Serve Points Won	
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	POINTS_ WON_ PERCE NT		
	Pos	N/A		
	Value	S(3) ##0	2nd Serve Points Winning %	
ST		ACES	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Doubles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Aces
ST		BREAK_ PTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Doubles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Break Points Converted
	Attempt	M	Numeric ##0	Break Points Opportunities
	Percent	M	S(3) ##0	Break Point Conversion %



ST		DBL_FAULT	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Doubles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Double Faults
ST		ERR_FORCED	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Doubles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or "-"	Forced Errors Send – if data not available or not collected
ST		ERR_UNFORCED	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Doubles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or "-"	Unforced Errors Send – if data not available or not collected
ST		POINTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Doubles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total Points Won
ST		RECEIVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Doubles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Receiving Points won
	Attempt	M	Numeric ##0	Receiving Points Played
	Percent	M	S(3) ##0	Receiving Points won %
ST		SERV_WIN	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total



				Element Expected: When available (only for the Doubles events)
Attribute	M/O	Value	Description	
Value	M	Numeric #0 or "-"	Service Winners Send – if data not available or not collected	
ST	WINNERS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Doubles events)	
Attribute	M/O	Value	Description	
Value	M	Numeric ##0 or "-"	Total Winners Send – if data not available or not collected	
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available				
Attribute	Value	Description		
Code	BACKHAND			
Pos	N/A			
Value	Numeric ##0 or "-"	Backhand winners Send – if data not available or not collected		
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available				
Attribute	Value	Description		
Code	FOREHAND			
Pos	N/A			
Value	Numeric ##0 or "-"	Forehand winners Send – if data not available or not collected		

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

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 @DisciplineClass	Code to identify the sport class in the case of Wheelchair Tennis. Mandatory in Wheelchair Tennis.

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

Individual athletes entry information.

Type	Code	Pos	Description	
EUE	SEED	N/A	Element Expected: Send only for those athletes who are seeded in Singles.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Seed Number (for athlete)

**Sample (Singles)**

```
...
<Athlete Code="9380294" Order="1">
  <Description GivenName="Peter" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1985-03-28" />
  <EventUnitEntry Type="EUE" Code="SEED" Value="4" />
...
```

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

Only send for Singles events.

Type	Code	Pos	Description	
ST	1ST_SERVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	1st Serves made. This is also the information of the 1st Serves POINTS played.
	Attempt	M	Numeric ##0	1st Serves attempts
	Percent	M	S(3) ##0	1st Serve %
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ACE		
	Pos	N/A		
	Value	Numeric #0	1st Serve Aces	



Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available				
Attribute	Value	Description		
Code	POINTS_WON			
Pos	N/A			
Value	Numeric ##0	1st Serve Points Won		
Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available				
Attribute	Value	Description		
Code	POINTS_WON_PERCENT			
Pos	N/A			
Value	S(3) ##0	1st Serve Points Winning %		
ST	2ND_SERVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)	
Attribute	M/O	Value	Description	
Value	M	Numeric ##0	2nd Serves made. This is also the information of the 2nd Serves POINTS played.	
Attempt	M	Numeric ##0	2nd Serves attempts	
Percent	M	S(3) ##0	2nd Serve %	
Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available				
Attribute	Value	Description		
Code	ACE			
Pos	N/A			
Value	Numeric #0	2nd Serve Aces		
Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available				
Attribute	Value	Description		
Code	POINTS_WON			
Pos	N/A			
Value	Numeric ##0	2nd Serve Points Won		
Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available				
Attribute	Value	Description		
Code	POINTS_WON_PERCENT			



		NT		
	Pos	N/A		
	Value	S(3) ##0	2nd Serve Points Winning %	
ST		ACES	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Aces
ST		BREAK_PTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Break Points Converted
	Attempt	M	Numeric ##0	Break Points Opportunities
	Percent	M	S(3) ##0	Break Point Conversion %
ST		DBL_FAULT	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Double Faults
ST		ERR_FORCED	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Forced Errors
ST		ERR_UNFORCED	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Unforced Errors



			#0	
ST		MAX_SPEED	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: Always, only for Singles Events and only for those courts provided with speed radar
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(3) ##0 or "-" or "0"	Max Speed (km/h) in the 1st or 2nd Service
ST		NET_PTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Net Points won
	Attempt	M	Numeric ##0	Net Points Played
	Percent	M	S(3) ##0	Net Points Winning %
ST		POINTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total Points Won
ST		RECEIVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Receiving Points won
	Attempt	M	Numeric ##0	Receiving Points Played
	Percent	M	S(3) ##0	Receiving Points won %
ST		SERV_WIN	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)



	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Service Winners
ST		WINNERS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total  Element Expected: When available (only for the Singles events)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total Winners
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available</b>				
	Attribute	Value	Description	
	Code	BACKHAND		
	Pos	N/A		
	Value	Numeric ##0	Backhand winners	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available</b>				
	Attribute	Value	Description	
	Code	FOREHAND		
	Pos	N/A		
	Value	Numeric ##0	Forehand winners	

**Sample (Singles)**



```
<Athlete Code="6540182" Order="1">
...
<StatsItems>
  <StatsItem Type="ST" Code="SERV_WIN" Pos="S1" Value="0" />
  ...
  <StatsItem Type="ST" Code="SERV_WIN" Pos="TOT" Value="0" />
  <StatsItem Type="ST" Code="DBL_FAULT" Pos="S1" Value="5" />
  ...
  <StatsItem Type="ST" Code="DBL_FAULT" Pos="TOT" Value="8" />
  <StatsItem Type="ST" Code="ACES" Pos="S1" Value="1" />
  ...
  <StatsItem Type="ST" Code="ACES" Pos="TOT" Value="7" />

  <StatsItem Type="ST" Code="1ST_SERVE" Pos="S1" Attempt="25" Value="20" Percent="80" >
  <ExtendedStat Code="POINTS_WON" Value="11" />
  <ExtendedStat Code="POINTS_WON_PERCENT" Value="25" />
  <ExtendedStat Code="ACE" Value="1" />
  </StatsItem>
  ...
  <StatsItem Type="ST" Code="1ST_SERVE" Pos="TOT" Attempt="100" Value="72" Percent="72" >
  <ExtendedStat Code="POINTS_WON" Value="42" />
  <ExtendedStat Code="POINTS_WON_PERCENT" Value="67" />
  <ExtendedStat Code="ACE" Value="7" />
  </StatsItem>
  <StatsItem Type="ST" Code="2ND_SERVE" Pos="S1" Attempt="12" Value="6" Percent="50" >
  <ExtendedStat Code="POINTS_WON" Value="5" />
  <ExtendedStat Code="POINTS_WON_PERCENT" Value="23" />
  <ExtendedStat Code="ACE" Value="0" />
  </StatsItem>
  ...
  <StatsItem Type="ST" Code="2ND_SERVE" Pos="TOT" Attempt="25" Value="15" Percent="60" >
  <ExtendedStat Code="POINTS_WON" Value="8" />
  <ExtendedStat Code="POINTS_WON_PERCENT" Value="64" />
  <ExtendedStat Code="ACE" Value="0" />
  </StatsItem>
  ...
  <StatsItem Type="ST" Code="MAX_SPEED" Pos="TOT" Value="138" />
  ...
</Athlete Code="6540182" Order="1">
```

### 2.3.4.6 Message Sort

Sort by Result @SortOrder



## 2.3.5 Current Information

### 2.3.5.1 Description

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

### 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>	Full RSC of the event unit (match)
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

- \* After every serve on courts which collect serve speed.
- \* At the end of every point with the information relating to the next point (AFTER DT\_RESULT).

### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (0,1)</a>	Gen		
	Sport		
	Codes		
	<a href="#">ExtendedInfos (0,1)</a>	<a href="#">ExtendedInfo (1,N)</a>	
			Type



	Code
	Pos
	Value

### 2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	BREAK_POINT	N/A	Element Expected: If applicable for the current point (when message is triggered by server speed) or if applicable when triggered at the end of the point.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Next break point indicator: Send H for home team Send A for away team
UI	MATCH_POINT	N/A	Element Expected: If applicable for the current point (when message is triggered by server speed) or if applicable when triggered at the end of the point.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Next match point indicator: Send H for home team Send A for away team
UI	SERVE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Serve indicator: Send H for home team Send A for away team
UI	SET_POINT	N/A	Element Expected: If applicable for the current point (when message is triggered by server speed) or if applicable when triggered at the end of the point.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Next set point indicator: Send H for home team Send A for away team





UI		SPEED	N/A	Element Expected: Always on courts where speed available but not in the message at the end of the point (as the data related to the next point).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Online serve speed
UI		GAME_PT_COUNT	S(1)	Pos Description: Send H or A for Home and Away as appropriate  Element Expected: Always when the games point count is greater than 1 for the competitor @Pos
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a game point in the current GAME

### Sample (General)

```
<ExtendedInfo Type="UI" Code="SERVE" Value="H" />
<ExtendedInfo Type="UI" Code="SPEED" Value="143" />
<ExtendedInfo Type="UI" Code="GAME_PT_COUNT" Pos="H" Value="3" />
...
```

### 2.3.5.6 Message Sort

There is no message sorting rule.



## 2.3.6 Play by Play

### 2.3.6.1 Description

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

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

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<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)
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.

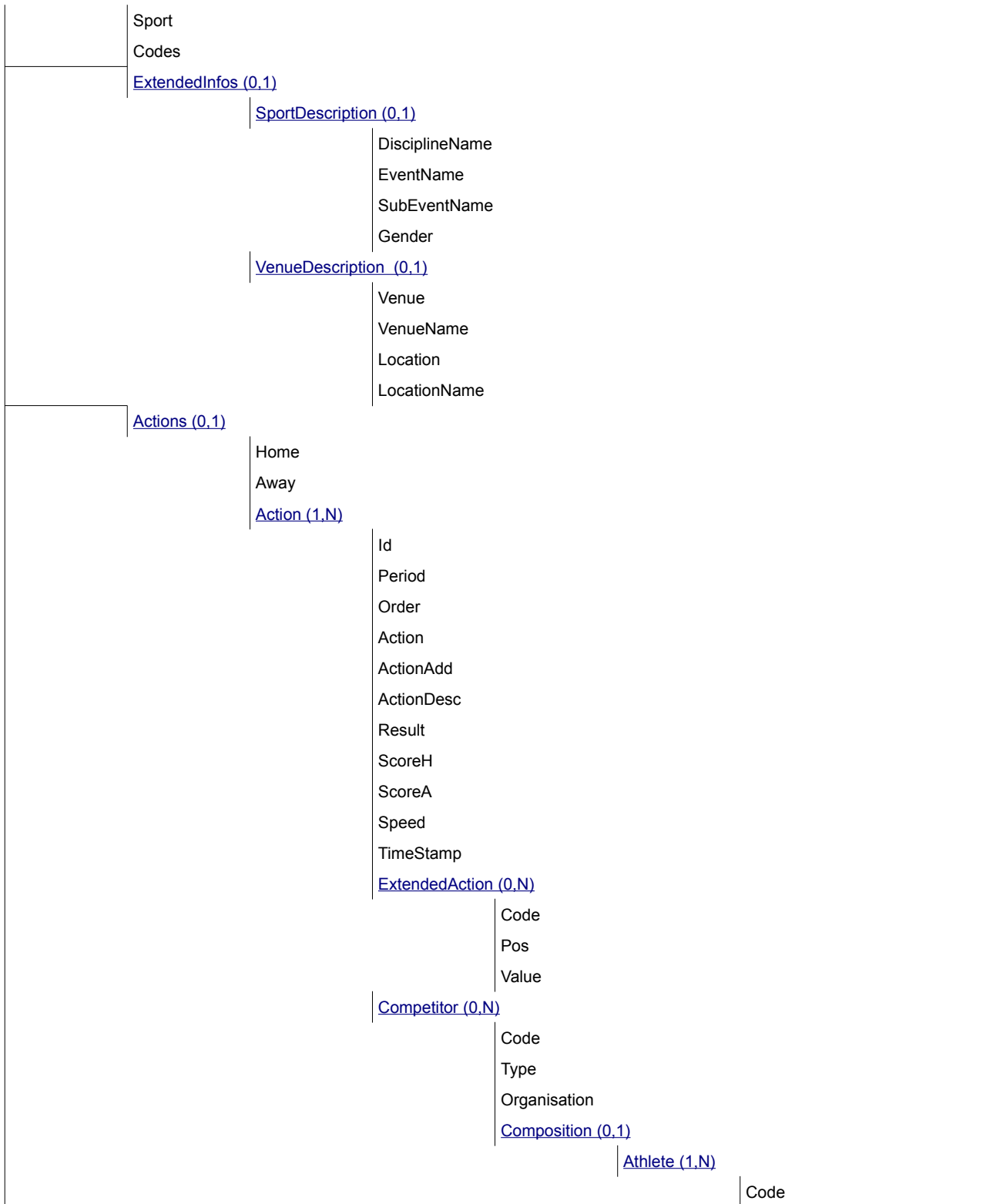
### 2.3.6.3 Trigger and Frequency

Only at the end of each point in the match.

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





Order	
Role	
<a href="#">Description (1,1)</a>	
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	Class

### 2.3.6.5 Message Values

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

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<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	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading	Away Competitor ID



		zeroes	
--	--	--------	--

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 actions, from 1 to n. It is used to sort Action.
Action	M	<a href="#">SC @Action</a>	Game number within the set (Gn) or TB for tie-break.
ActionAdd	O	S(1)	Send Y if the action is the end of the game and there was a service break in this game.
ActionDesc	O	<a href="#">SC @ActionDesc</a>	<a href="#">Action description code</a>
Result	M	<a href="#">SC @ResAction</a>	Result of the point.
ScoreH	O	S(2)	Home score in the game or AD for advantage. Send except if it was the last point in the game.
ScoreA	O	S(2)	Away score in the game or AD for advantage. Send except if it was the last point in the game.
Speed	O	Numeric ##0	Send the service speed. Send after each point and only in the available courts and only in the case of a successful serve (km/h).
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Competition /Actions /Action /ExtendedAction (0,N)			
Extended Action information.			
Type	Code	Pos	Description
N/A	SET_SCORE_H	N/A	Element Expected: Only at the end of the game
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
N/A	SET_SCORE_A	N/A	Element Expected: Only at the end of the game
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
N/A	<a href="#">SERVER</a>	N/A	Element Expected: Send for every point in tiebreaks Send for the first point in each game.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
N/A	<a href="#">PT_TYPE</a>	Numeric 0	Pos Description: Send numeric to differentiate types. Always include even if only one sent. 1..n



			Element Expected: Include if applicable, send all which apply.
Attribute	M/O	Value	Description
Value	M	SC @PtType	Send applicable point type

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 A for athlete
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	Send 1
Role	O	<a href="#">SC @ActionRole</a>	Role of the player in 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 @DisciplineClass	Code to identify the sport class in the case of Wheelchair Tennis. Mandatory in Wheelchair Tennis.

### Sample (Singles)



```
<Actions Home="127756" Away="234567" >
...
<Action Id="1-2-4" Period="S1" Order="9" Action="G2" ScoreH="15" ScoreA="40" Result="PS1" Speed="110" ActionDesc="J.
Fry wins the point with a Forehand Winner" TimeStamp="2012-08-16T16:48:01-08:00">
<Competitor Code="1124914" Type="A" Organisation="NZL">
  <Composition>
    <Athlete Code="1124914" Role="SRV">
      <Description GivenName="John" FamilyName="Fry" Gender="M" Organisation="NZL" />
    </Athlete>
  </Composition>
</Competitor>
</Action>
<Action Id="1-2-4" Period="S1" Order="10" Action="G2" Result="PR1" Speed="122" ActionDesc="J. Smith loses the point with a
Forehand Forced Error" TimeStamp="2012-08-16T16:48:12-08:00">
<ExtendedAction Code="SET_SCORE_H" Value="1" />
<ExtendedAction Code="SET_SCORE_A" Value="0" />
<Competitor Code="1124914" Type="A" Organisation="NZL">
  <Composition>
    <Athlete Code="1124914" Role="SRV">
      <Description GivenName="John" FamilyName="Fry" Gender="M" Organisation="NZL" />
    </Athlete>
  </Composition>
</Competitor>
</Action>
...
```

### 2.3.6.6 Message Sort

Actions /Action @Order.



## 2.3.7 Brackets

### 2.3.7.1 Description

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

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<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: INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 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/event unit is completed, including Unofficial and Official status. Therefore it is triggered up to two times for each event unit (if unofficial is used). However if there is no change in the information contained in the messages then it should not be triggered a second time.

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

\* 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 = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.

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



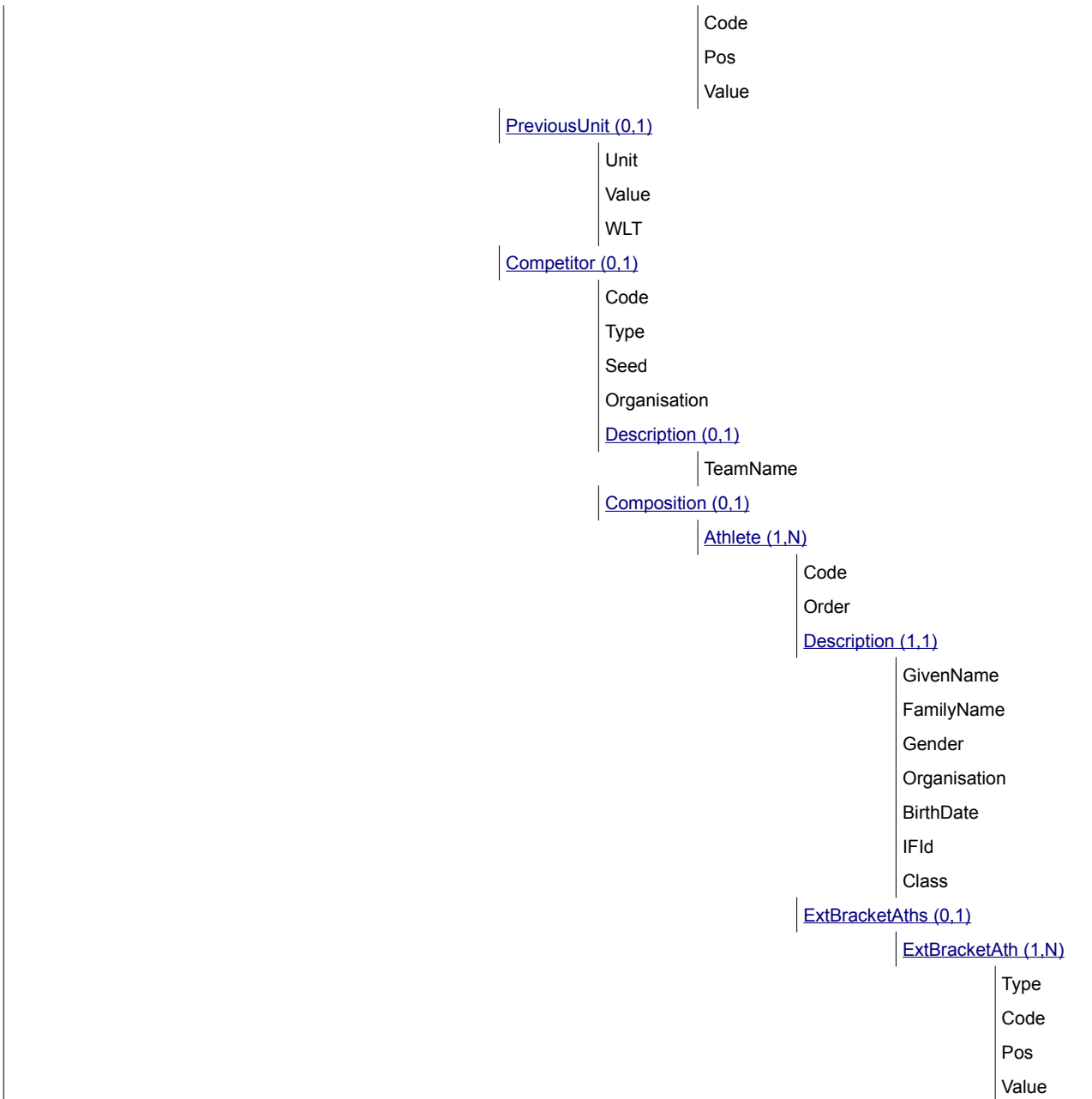


Trigger also after any change.

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
<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="#">CompetitorPlace (1.N)</a>						
					Pos					
					Code					
					WLT					
					Result					
					ResultType					
					IRM					
					StrikeOut					
					<a href="#">ExtCompPlaces (0.1)</a>					
						<a href="#">ExtCompPlace (1.N)</a>				
							Type			



### 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
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. One for each individual bracket. Note for example Gold and Bronze are different brackets.

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items. It usually refers to the round in the brackets, for example quarterfinals, semifinals or finals phases, etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric	Bracket code to identify a bracket item. Unique identifier for the BracketItem. Sequential number starting at 1.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase even if both competitors of this BracketItem are BYEs.
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). Start date of the match, only fill after the match is complete.
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (example 5-7 7-6(7) 6-4). Must include if the data is available and the match is complete.



**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 competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace or SC @IRM	Code for the competitor of the BracketItem.  When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	<a href="#">SC @WLT</a>	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit (sets won).
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, if applicable.
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

Type	Code	Pos	Description	
ECP	SET	<a href="#">SC @Period</a>	Pos Description: Period  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Games won in the set.
ECP	SET_WON	<a href="#">SC @Period</a>	Pos Description: Period Element Expected: If the competitor won the set	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if this competitor won the set.
ECP	TB	<a href="#">SC @Period</a>	Pos Description: Period Element Expected: Always if lost the tiebreak in this set	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Tiebreak points in the set.

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

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

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Unit	O	<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. If from a pool then this is the RSC of the pool.
Value	O	S(6)	If the competitor in the current unit is unknown due to coming previous matches then fill this field with the match number as appropriate.
WLT	O	<a href="#">SC @WLT</a>	Send W or L for winner or loser of previous match (if not Pool). Do not send if competitor comes from a pool.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team A for athlete
Seed	O	Numeric #0	The seed of the competitor or equivalent information. Always when it exists.
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 (Organisation). Only applies for doubles.

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

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

**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	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of Wheelchair Tennis. Mandatory in Wheelchair Tennis.



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

CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Description
EB	QUAL_TYPE	N/A	Element Expected: When known in the first phase of the event
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @QualifyingType</a> Send the qualifying type for the athlete
EB	RANK_WLD	N/A	Element Expected: When known in the first phase of the event
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0 Send the world rank of the athlete (singles/doubles as appropriate)

### Sample (Singles)



```
<Bracket Code="FNL">
...
<BracketItems Code="1R">
<BracketItem Order="1" Position="1" Unit="TENMSINGLES-----R64-000100--">
  <CompetitorPlace Pos="1" WLT="W">
    <Competitor Code="1126417" Type="A" Organisation="CAN" Seed="1">
      <Composition>
        <Athlete Code="1126417" Order="1">
          <Description GivenName="Jonas" FamilyName="Smith" Gender="M" Organisation="CAN" BirthDate="1985-06-22" />
          <ExtBracketAths>
            <ExtBracketAth Type="EB" Code="RANK_WLD" Value="2"/>
          </ExtBracketAths>
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
  <CompetitorPlace Pos="2" WLT="L" Code="BYE"/>
</BracketItem>
...
<BracketItems Code="QFL">
<BracketItem Order="1" Position="1" Unit="TENMSINGLES-----QFNL000100--" Result="6-4 6-4" Date="2018-12-12"
Time="19:43">
  <CompetitorPlace Pos="1" WLT="W" Result="2">
    <ExtCompPlaces>
      <ExtCompPlace Type="ECP" Code="SET" Pos="1" Value="6"/>
      <ExtCompPlace Type="ECP" Code="SET" Pos="2" Value="6"/>
    </ExtCompPlaces>
    <PreviousUnit Unit="TENMSINGLES-----8FNL000100--" WLT="W"/>
    <Competitor Code="1126413" Type="A" Organisation="SUI">
      ...
    </CompetitorPlace>
    <CompetitorPlace Pos="2" WLT="L" Result="0">
      <ExtCompPlaces>
        <ExtCompPlace Type="ECP" Code="SET" Pos="1" Value="4"/>
        <ExtCompPlace Type="ECP" Code="SET" Pos="2" Value="4"/>
      </ExtCompPlaces>
      <PreviousUnit Unit="TENMSINGLES-----8FNL000200--" WLT="W"/>
      <Competitor Code="1126451" Type="A" Organisation="AUS" Seed="5">
        ...
      </CompetitorPlace>
    </BracketItem>
  <BracketItem Order="2" Position="2" Unit="TENMSINGLES-----QFNL000200--">
    <CompetitorPlace Pos="1">
      <PreviousUnit Unit="TENMSINGLES-----8FNL000300--" WLT="W"/>
    </CompetitorPlace>
    <CompetitorPlace Pos="2">
      <PreviousUnit Unit="TENMSINGLES-----8FNL000400--" WLT="W"/>
    </CompetitorPlace>
  </BracketItem>
  ...
</BracketItems>
```

### 2.3.7.6 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Phase and then BracketItem /Unit @Unit are sorted according to their Position in the bracket.



## 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 Result 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
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.

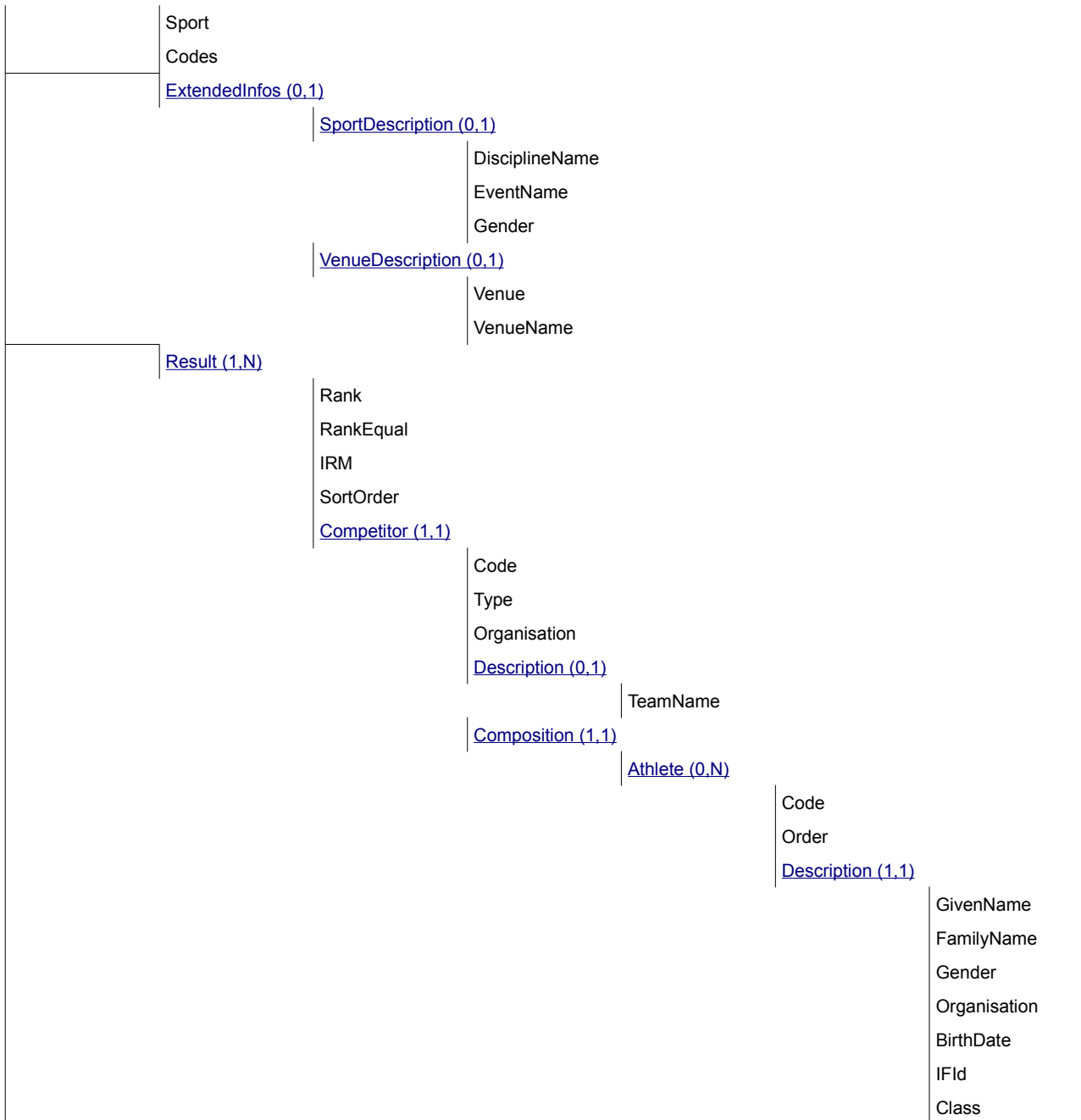
- \* After any final ranking is known (PARTIAL)
- \* After the event is finished (OFFICIAL)

### 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
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 /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. It is optional because the competitor be disqualified.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" only if applicable.
IRM	O	<a href="#">SC @IRM</a>	Send just if the competitor has been disqualified
SortOrder	M	Numeric #0	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace or NOC ID	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. If NOC or NPC, the value will be NOC ID.
Type	M	S(1)	T for team A for athlete
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.

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of Wheelchair Tennis. Mandatory in Wheelchair Tennis.

### Sample (Singles)

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

### 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 of the event
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.9.3 Trigger and Frequency

Send for all events, one message per event when all the information is known.

### 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	M	<a href="#">CC @Event</a>	Full RSC of the event.

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	BRACKET_SIZE	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @BracketItems</a>
			Send the code for the first bracket phase of the event.
EC	RANK_DATE	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Date
			Rank Date

#### Sample (Singles)

```

...
<Config Unit="TENMSINGLES-----" >
  <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R64" />
  <ExtendedConfig Type="EC" Code="RANK_DATE" Value="2016-08-02" />
</Config>

```

### 2.3.9.6 Message Sort

There is no message sorting rule.



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### 3 Message Timeline

Legend:

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



## 4 Document Control

Version history		
Version	Date	Comments
V1.0	01 Aug 2017	First version
V1.1	03 Jan 2018	Updated, CR
V1.2	26 Mar 2018	Updated
V2.0	08 Aug 2018	Updated, CRs
V2.1	21 Sep 2018	Updated
V2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated. CR
V2.4	14 Aug 2019	Updated, CRs.
V2.5	11 Nov 2019	Updated, CR. First version as a full document
V2.6	14 Feb 2020	Updated after TEV
V2.7	3 Apr 2020	Updated after Homologation
V3.00	28 Apr 2022	First version for Paris 2024

### File Reference: SOG-2024-TEN-3.0 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	Added @Class in applicable messages for Wheelchair Tennis. Typographical corrections without changing the meaning.
V2.0	SFA	CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. CR16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_RESULT: Change to have Duration updated during each match. DT_PLAY_BY_PLAY: Add ActionDesc to support the description required in ORIS Live Screens.
V2.2	SFA	DT_BRACKETS: Add set scores.
V2.3	APP	CR16928: Apply new stats attributes in DT_RESULT DT_SCHEDULE: Clarified the use of HideStartDate and the date/time to send DT_PLAY_BY_PLAY: Update ActionDesc DT_BRACKETS: For consistency update Type @ Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace Remove information related to the Youth Olympic Games.
V2.4	APP	CR16640: Add ODF Version @Competition. CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS. CR17809: Change Participant/OlympicSolidarity to disallow N.
V2.5	APP	CR18395: Increase size of SessionCode in DT_SCHEDULE First version as a full document
V2.6	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight DT_RESULT: Update triggering to remove INTERMEDIATE message after each set. DT_BRACKETS: Remove Time at Bracket /BracketItems /BracketItem DT_BRACKETS: Update Date at Bracket /BracketItems /BracketItem DT_BRACKETS: Add ECP/SET_WON at Bracket /BracketItems /BracketItem /CompetitorPlace





		<p>/ExtCompPlaces /ExtCompPlace Add DT_PDF note in applicable messages DT_RESULT: Update duration at Periods/Period</p>
V2.7	APP	<p>DT_PLAY_BY_PLAY: Update format of Actions/Action/Speed [189579] DT_CURRENT: Update Value format at UI/SPEED at ExtendedInfos /ExtendedInfo [189579] DT_RESULT: Remove "-" as a possible value for percentage throughout [189567] DT_PLAY_BY_PLAY: Update Actions/Action/ScoreH and Update Actions/Action/ScoreA to send both competitor points when advantage [189606] DT_RESULT: Update Periods/Period/HomePeriodScore and Update Periods/Period/AwayPeriodScore to send both competitor points when advantage [189606]</p>
V3.00	SFA	<p>DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_PARTIC: Remove Participant/Weight DT_PARTIC_TEAM: Add Team/TeamType &amp; Team/ShortName [CR019497] DT_PLAY_BY_PLAY: Update Actions/Action/ActionDesc to send code DT_PLAY_BY_PLAY: Add SERVER at Actions /Action /ExtendedAction DT_PLAY_BY_PLAY: Add PT_TYPE at Actions /Action /ExtendedAction DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_SCHEDULE: Delete Unit /StartList /Start /Competitor /Description /IFld DT_RESULT: Delete Result /Competitor /Description /IFld DT_RESULT: Update ST/1ST_SERVE at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/2ND_SERVE at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/BREAK_PTS at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/RECEIVE at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/1ST_SERVE at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/2ND_SERVE at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/BREAK_PTS at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/NET_PTS at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/RECEIVE at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_BRACKETS: Delete Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description /IFld DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace to use SC @Period DT_RANKING: Delete Result /Competitor /Description /IFld</p>