



Olympic Data Feed



Table Tennis ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Table 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 Table 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 Table Tennis Overview

MESSAGES IN SINGLES AND DOUBLES

- * All events (individual and pairs) have a single DT_RESULT, DT_PLAY_BY_PLAY for each unit (match).
- * There is also a DT_BRACKET message for the progression in each event.

MESSAGES IN TEAMS

- * For each teams match there is a DT_RESULT for the match
- * Each team sub-match has a single DT_RESULT, DT_PLAY_BY_PLAY for each sub-unit (match). Matches 4 & 5 are only sent when confirmed as required.
- * There is also a DT_BRACKET message for the progression in each event.

SCHEDULE

- * In singles and doubles the DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (schedule=Y) only which is aligned with the same RSC for DT_RESULT.
- * In the team events the DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each team match unit (schedule=Y) only which is aligned with the same RSC for DT_RESULT of the team match.

PARALYMPICS:

- * DT_POOL_STANDING added for pools.
- * Athlete class added

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_POOL_STANDING	Pool Standings	X



DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time	Display in message	Unit	HideStartDate	Location	Order
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2	Court 2 Unit 2	Y	Court 2	2



12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

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

Advice for end users - how to sort event units and use DT_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:

Where the discipline is defined as LOC:

1. By day (or filter by day)
2. Session Code
3. By location
4. By Time (regardless if HideStartDate="Y")
5. By Order

Where the discipline is defined as SESSION OR DATE:

1. By day (or filter by day)
2. Session Code
3. By Time (regardless if HideStartDate="Y")
4. By Order

- The Order can be match number for simplicity and show correct order for two matches at the same time.
- End users should display StartText if HideStartDate="Y"

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

Competition schedule update:

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

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

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

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

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

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



2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_SCHEDULE DT_SCHEDULE_UPDATE /	Competition schedule bulk / update
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). Never included in _UPDATE messages.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR. There is no automatic triggering and this (DT_SCHEDULE) message must not be sent after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

Generally start list details for H2H units should be sent immediately when officially known, which should be as soon as possible after the preceding unit changes to official.

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

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

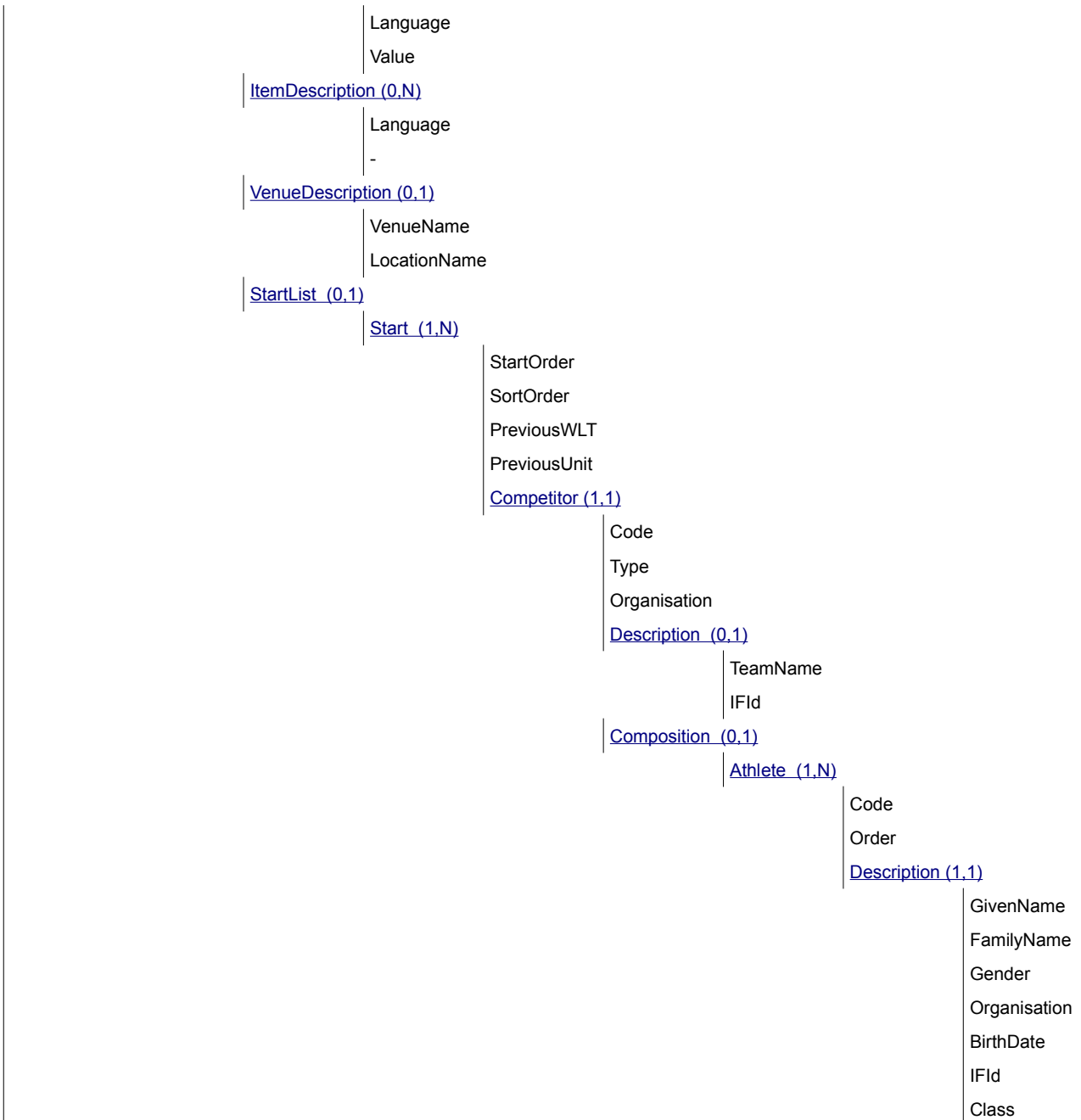
2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0.1)								
	Gen							



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



2.3.1.5 Message Values

Element: Competition (0,1)

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



Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.
Medal	O	Numeric #0	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	Numeric #0	The number of fields of play planned to be used in this session. This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.

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

Sample (General)



```
<Session SessionCode="TTE01" StartDate="2020-07-25T09:00:00+09:00" EndDate="2020-07-25T12:45:00+09:00" Venue="TGY"
VenueName="Tokyo Metropolitan Gym" >
  <SessionName Language="ENG" Value="Table Tennis Session 1" />
</Session>
<Session SessionCode="TTE02" StartDate="2020-07-25T14:15:00+09:00" EndDate="2020-07-25T17:15:00+09:00" Leadin="0:00"
Venue="TGY" VenueName="Tokyo Metropolitan Gym" >
  <SessionName Language="ENG" Value="Table Tennis Session 2" />
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	CC @Unit	Full RSC for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match number as appropriate
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<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 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,</p>



			however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Indicator of medal awarded for this unit.
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send 'OPE', if the unit is closed then send 'CLO'.
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.



Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is not to be displayed.

Element: Competition /Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description. Only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

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

Element: Competition /Unit /VenueDescription (0,1)			
Mandatory when Unit/Venue is included			
Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace .	Competitor's ID, 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	CC @Organisation	Should be sent when known

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)
Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN etc) or HCOUP (BDN, 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	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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



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

2.3.2.1 Description

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

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.



Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0.1)	Gen Sport Codes				
	Participant (1.N)	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName LocalGivenName Gender Organisation BirthDate PlaceofBirth CountryofBirth			



PlaceofResidence			
CountryofResidence			
Nationality			
MainFunctionId			
Current			
OlympicSolidarity			
ModificationIndicator			
Discipline (1,1)			
	Code		
	IFId		
	RegisteredEvent (0,N)		
		Event	
		Class	
		EventEntry (0,N)	
			Type
			Code
			Pos
			Value

2.3.2.5 Message Values

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

Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information.



			<p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth



PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Competition /Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

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

All accredited athletes will be assigned to one or more events. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Class	O	CC @DisciplineClass	This attribute is required in competitions including athletes with disabilities.

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 and Team events.
Attribute	M/O	Value	Description
Value	M	SC @QualifyingType	Qualification method.
ENTRY	RANK_WLD	N/A	Element Expected: If applicable (this information can be sent in both messages). Only for Individual events.
Attribute	M/O	Value	Description
Value	M	S(4)	Player's world ranking.
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.
Attribute	M/O	Value	Description
Value	M	SC @Hand	Handedness.
ENTRY	GRIP	N/A	Element Expected: As soon as this information is known (this information only will be sent in the update message). Send for Individual and Team events.
Attribute	M/O	Value	Description
Value	M	SC @Grip	Grip.
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages). No applicable in Paralympic Games.
Attribute	M/O	Value	Description
Value	M	Numeric #0	The position in which the competitor is seeded for the competition.

Sample (General)

```
<Discipline Code="TTE-----" IFId="203258" >
  <RegisteredEvent Event="TTEMSINGLES-----" >
    <EventEntry Type="ENTRY" Code="GRIP" Value="S" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="QUAL_TYPE" Value="QWR"/>
    <EventEntry Type="ENTRY" Code="RANK_WLD" Value="7" />
  </RegisteredEvent>
</Discipline>
```

2.3.2.6 Message Sort

The message is sorted by Participant @Code



2.3.3 List of teams / List of teams update

2.3.3.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams. Table tennis has two types of teams, pairs and “team” in the team competition.

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.



2.3.3.3 Trigger and Frequency

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

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0.1)	Gen				
	Sport				
	Codes				
	Team (1.N)				
		Code			
		Organisation			
		Number			
		Name			
		ShortName			
		TVTeamName			
		Gender			
		Current			
		TeamType			
		ModificationIndicator			
		Composition (0.1)			
			Athlete (0.N)		
				Code	
				Order	
		TeamOfficials (0.1)			
			Official (1.N)		
				Code	
				Function	
				Order	
		Discipline (0.1)			
			Code		
			RegisteredEvent (0.1)		
				Event	
				EventEntry (0.N)	
					Type



	Code
	Pos
	Value

2.3.3.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example: "TTEXDOUBLES-AUS01").
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG for teams and CPLM for couples.
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 /TeamOfficials /Official (1,N)
Send if there are specific officials for the team.

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

Element: Competition /Team /Discipline (0,1)
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

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

Element: Competition /Team /Discipline /RegisteredEvent (0,1)
Each current team is assigned to one event. Historical teams will not be registered to any event.

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

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N)
Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
Attribute	M/O	Value	Description
Value	M	Numeric #0	The position in which the team is seeded for the competition.

Sample (General)



```
<Team Code="TTEMTEAM---AUS01" Current="true" Gender="M" ShortName="Australia" Name="Australia"
TVTeamName="Australia" Number="1" TeamType="ORG" Organisation="AUS">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
  </Composition>
  <TeamOfficials>
    <Official Code="1067350" Function="COACH"/>
  </TeamOfficials>
  <Discipline Code="TTE-----">
    <RegisteredEvent Event="TTEMTEAM-----">
      <EventEntry Type="ENTRY" Code="SEED" Value="3" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.3.3.6 Message Sort

The message is sorted by Team @Code.



2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC.@Competition	Unique ID for competition
DocumentCode	CC.@Unit	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC.@ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC.@Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

For matches in Singles or Doubles (not part of team match):

- * As soon as each competitor is known and any changes in start list data (START_LIST)
- * When the unit starts and after every change in any data (LIVE)
- * After the unit is over (UNOFFICIAL / OFFICIAL)



For matches (sub-units) within a team match:

* As soon as each competitor is known and any changes in start list data (START_LIST) for the first three (3) sub-units. For the fourth and fifth matches (sub-units) send the start list data (START_LIST) when it is confirmed that the match is required.

* When the unit starts and after every change in any data (LIVE)

* After the unit is over (UNOFFICIAL / OFFICIAL)

For team match in Team events:

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

* When the unit starts (LIVE)

* After every game is finished in each sub-match (LIVE)

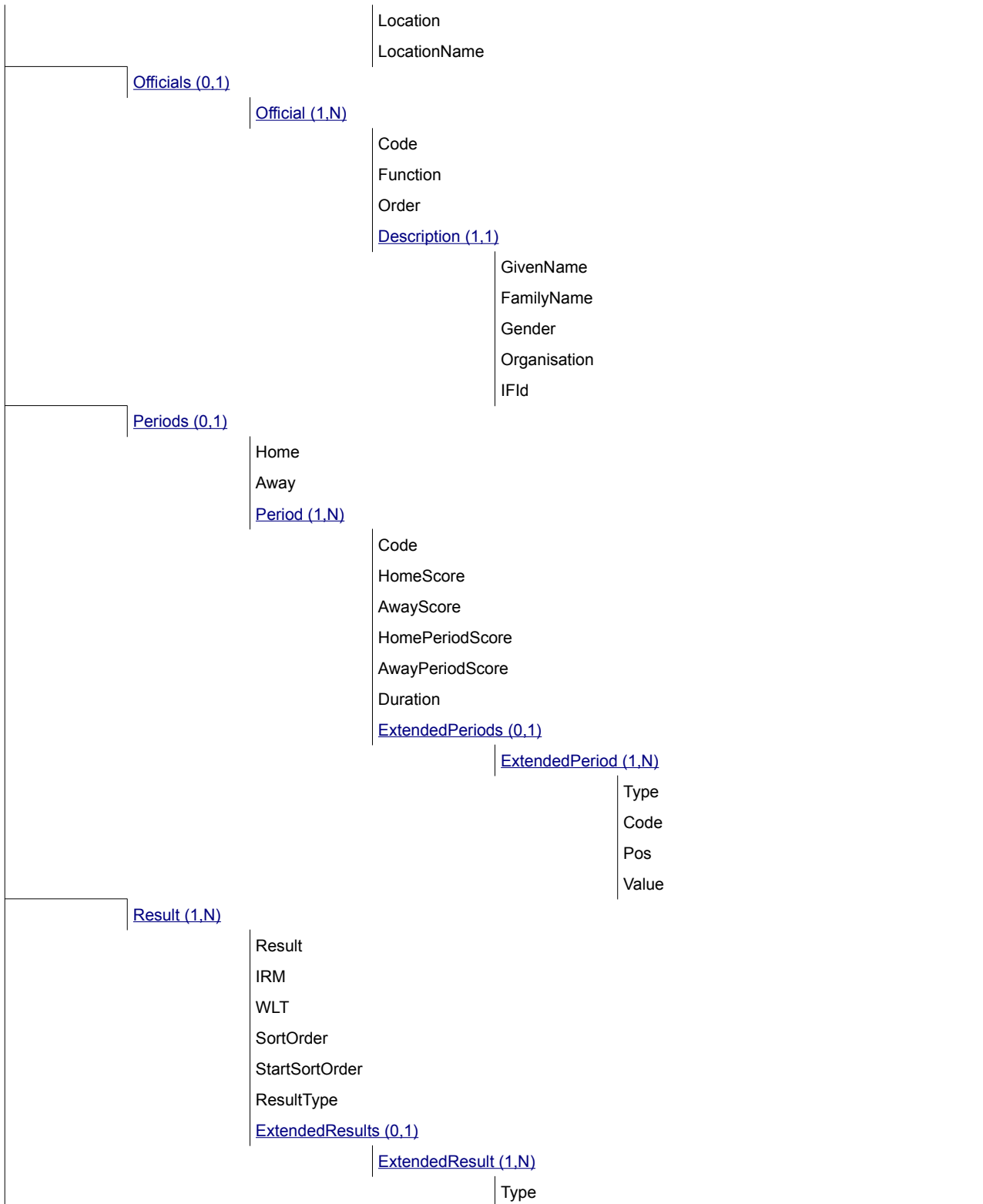
* After the unit is over (UNOFFICIAL / OFFICIAL)

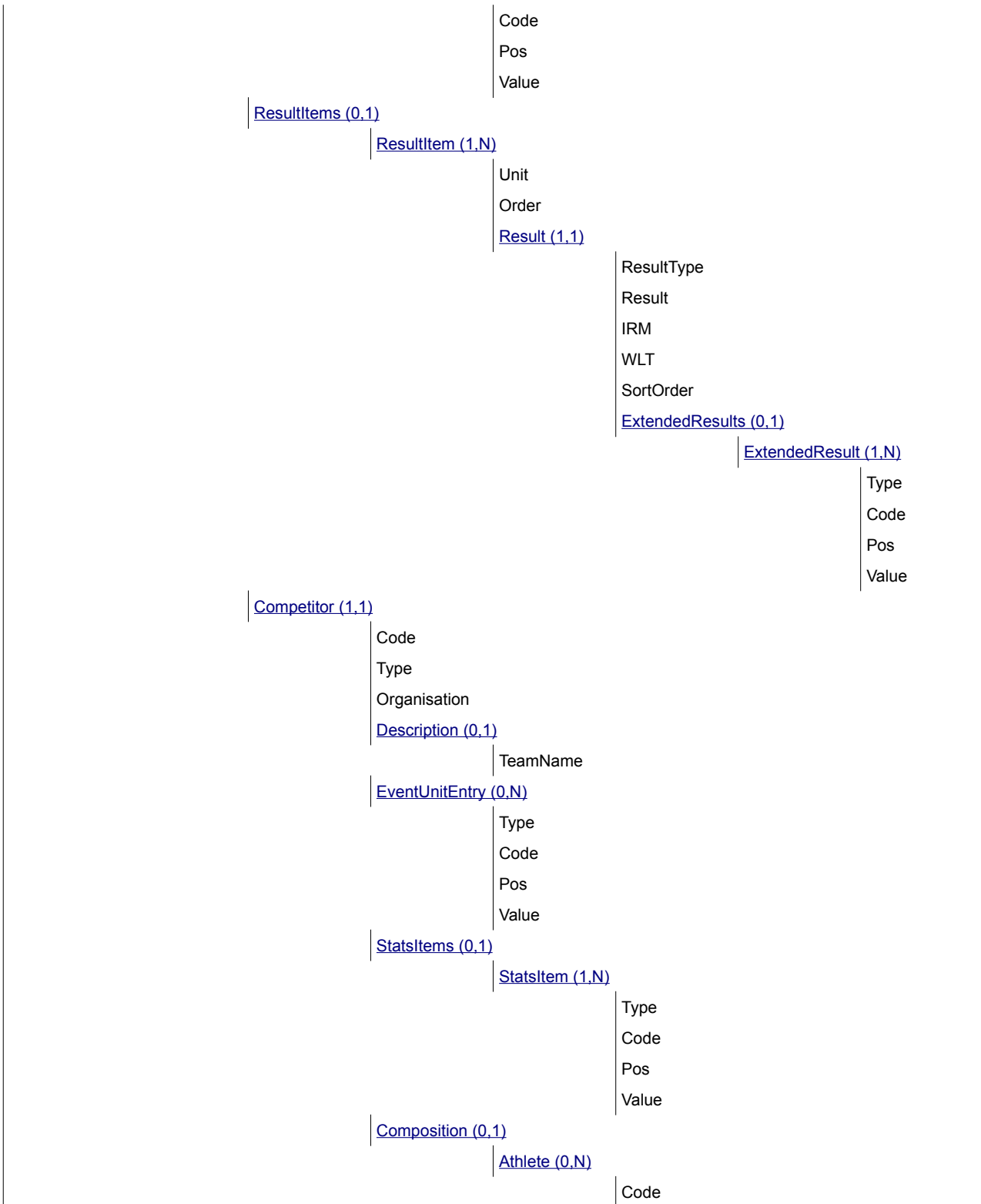
Note: during a team match when the first sub-match finishes for example (the sub-match status is UNOFFICIAL), and the status of DT_RESULT for team match remains LIVE until the team match finishes (UNOFFICIAL / OFFICIAL).

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0.1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0.1)						
		UnitDateTime (0.1)					
			StartDate				
			Duration				
		ExtendedInfo (0.N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0.N)				
		SportDescription (0.1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		VenueDescription (0.1)					
			Venue				
			VenueName				







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. It will not be sent for DSQ before the match or WO. In case of team events: duration of the team match.
----------	---	------	---

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	FINAL_RESULT	N/A	Element Expected: At the end of the match/sub-match. For singles, doubles and team events (for team match also at the end of each sub-match).	
	Attribute	M/O	Value	Description
	Value	M	String	Match final result in the display format. Examples: -for singles/doubles match or team events - sub-match: "4-1 DSQ", or "4-1", or "4-0 WO" -for team events - Team match (and sub-matches in brackets). After a sub-match, there is no closing bracket in the final result of the team match while the match is not finished. (team match - after first sub-match): "1-0 (3:0 " (team match finished): "3-0 (3:1,3:1,3:0)", or "0-3 (0:3,0-3WO,1:3)" or "3-2 (0:3,3:2,0:3,3:0,3:1)"
UI	RALLY_MAX	N/A	Element Expected: At the end of the match. For singles, doubles and team.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or "-"	Send the longest rally (number of strokes) in the match (in case of singles/doubles matches) or in the team match (in case of team events). In the case of a singles/doubles match within a team match which is a WO then send "-"
UI	RALLY_AVG	N/A	Element Expected: At the end of the match. For singles, doubles and team.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or "-"	Send the average rally (number of strokes) in the match (in case of singles/doubles matches) or in the team match (in case of team events). In the case of a singles/doubles match within a team match which is a WO then send "-"
UI	TABLE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send table number.
UI	SERVE		SC @Home	Pos Description:



				If home or away have serve. Element Expected: When available when LIVE in singles and doubles. Updated for the server after each point for the next point.
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Competitor ID of the server
UI		RECEIVE	SC @Home	Pos Description: If home or away receive Element Expected: When available when LIVE in doubles. Updated for the next receiver after each point for the next point.
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Competitor ID of the receiver
UI		CURRENT	N/A	Element Expected: When applicable when LIVE. For singles/doubles events match, and, for team events sub-matches matches.
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the current game number within the match (singles & doubles matches, not team match).
TEAM		CURRENT	N/A	Element Expected: Just for team events when a match is in progress (when LIVE, in singles/doubles matches and team match)
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the current match number in the team match. (in the range 1 to 5 as applicable)
TEAM		IS_CURRENT	N/A	Element Expected: Just for team events singles/doubles matches (sub-match).
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if this match is the current sub-match in the Team match, else do not send.
TEAM		MATCH	Numeric 0	Pos Description: Send the match number in the team match (1, 2 ...) Element Expected: Only for team events.
	Attribute	M/O	Value	Description
	Value	M	CC @Unit	Send the full RSC of the singles/doubles subunit within the team match.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Just for team events, if available.				
	Attribute	Value	Description	



	Code	AWAY	
	Pos	Numeric 0	Send 1 in case of singles matches in the team match. Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 2)
	Value	S(20) with no leading zeroes or TBD or NOCOMP	Send the player ID for each player (for the team with team order 2) at the match in the team match (if known) or TBD (for To Be Defined) or NOCOMP (if no player).
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Just for team events, if available			
	Attribute	Value	Description
	Code	HOME	
	Pos	Numeric 0	Send 1 in case of singles matches in the team match. Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 1)
	Value	S(20) with no leading zeroes or TBD or NOCOMP	Send the player ID for each player (for the team with team order 1) at the match in the team match if known or TBD (for To Be Defined) or NOCOMP (if no player).
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Just for team events.			
	Attribute	Value	Description
	Code	TYPE	
	Pos	N/A	
	Value	SC @MatchType	Send S for singles match and D for doubles match in the team match.
UI		MATCH_POINT	N/A Element Expected: If applicable for the current point when triggered at the end of the point.
	Attribute	M/O	Value
	Value	M	SC @Home Next match point indicator
UI		MATCH_POINT_CONS	SC @Home Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive match points
	Attribute	M/O	Value
	Value	O	Numeric #0 Number of consecutive match points for this competitor
UI		GAME_POINT	N/A Element Expected: If applicable for the current point when triggered at the end of the point.
	Attribute	M/O	Value
	Value	M	SC @Home Next game point indicator
UI		GAME_POINT_CONS	SC @Home Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive game points



Attribute	M/O	Value	Description
Value	M	Numeric #0	Number of consecutive game points for this competitor

Sample (Singles)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="29" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="13" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="7" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="0-3" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="1" />
</ExtendedInfos>
```

Sample (Team event, singles/doubles match)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="29" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="13" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="7" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="0-3" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="1" />
</ExtendedInfos>
```

Sample (Team event, team match)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="2:29" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="16" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="9" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="0-3 (0:3,2:3,2:3)" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="4" />
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="1" Value="TTEM....">
    <Extension Code="TYPE" Value="S" />
    <Extension Code="HOME" Pos="1" Value="4123456" />
    <Extension Code="AWAY" Pos="1" Value="5654321" />
  </ExtendedInfo>
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="2" Value="TTEM....">
    <Extension Code="TYPE" Value="S" />
    <Extension Code="HOME" Pos="1" Value="4362698" />
    <Extension Code="AWAY" Pos="1" Value="5436276" />
  </ExtendedInfo>
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="3" Value="TTEM....">
    <Extension Code="TYPE" Value="D" />
    <Extension Code="HOME" Pos="1" Value="TBD" />
    <Extension Code="HOME" Pos="2" Value="TBD" />
    <Extension Code="AWAY" Pos="1" Value="TBD" />
    <Extension Code="AWAY" Pos="2" Value="TBD" />
  </ExtendedInfo>
  ....
</ExtendedInfos>
```

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



Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(6)	Match number In the case of singles/doubles matches in a team match, it is followed by: 1, 2, 3 etc. in brackets (to indicate the current sub-match, while the team match is not finished) (e.g.: "12", "32(2)", ...)

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Send the umpires.
Order	M	Numeric 0	Order of the Officials. According to the sport rules

Element: Competition /Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Official's organisation
IFId	O	S(16)	International Federation ID

Sample (General)



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

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

Element: Competition /Periods /Period (1,N)				
Period in which the event unit message arrives. Only send for singles and doubles matches (not team match).				
Attribute	M/O	Value		Description
Code	M	SC.@Period		Game number in case of singles and doubles matches.
HomeScore	M	Numeric #0		Home competitor score up (number of games won) at the end of this game (@Code period). Cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match.
AwayScore	M	Numeric #0		Away competitor score up (number of games) at the end of this game (@Code period). Cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match.
HomePeriodScore	O	Numeric #0		Home competitor points just for this game (@Code period). Points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match.
AwayPeriodScore	O	Numeric #0		Away competitor points just for this game (@Code period). Points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match.
Duration	O	mm		Duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match.

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
ExtendedPeriod information.				
Type	Code	Pos	Description	
EP	RALLY_MAX	N/A	Element Expected: Always in singles and doubles matches.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the longest rally (number of strokes) for the corresponding game.
EP	RALLY_AVG	N/A	Element Expected: Always in singles and doubles matches.	



Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the average rally (number of strokes) for the corresponding game.
EP	IRM	SC @Home	Element Expected: If this competitor retired in this period
Attribute	M/O	Value	Description
Value	M	SC @IRM	Send RET if applicable

Sample (Singles)

```
<Periods>
<Period Code="G1" HomeScore="1" AwayScore="0" HomePeriodScore="14" AwayPeriodScore="12" Duration="8">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="16" />
    <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="4" />
  </ExtendedPeriods>
</Period>
<Period Code="G2" HomeScore="2" AwayScore="0" HomePeriodScore="11" AwayPeriodScore="2" Duration="4">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="11" />
    <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="4" />
  </ExtendedPeriods>
</Period>
....
<Period Code="G6" HomeScore="3" AwayScore="3" HomePeriodScore="15" AwayPeriodScore="17" Duration="14">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="12" />
    <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="5" />
  </ExtendedPeriods>
</Period>
<Period Code="G7" HomeScore="4" AwayScore="3" HomePeriodScore="11" AwayPeriodScore="8" Duration="6">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="10" />
    <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="5" />
  </ExtendedPeriods>
</Period>
</Periods>
```

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Result	O	Numeric #0	Games won in the match for singles/doubles (stand-alone or part of the team event). If the opponent retires (RET) or is disqualified (DSQ) after the match was started, it will be 4 for the winner. Or Matches won in the team match for Team events. If the opponent retires (RET) or is disqualified (DSQ) after the team match was started, it will be 3 for the winner.
IRM	O	SC @IRM	Invalid result mark (if applicable). Only send it if ResultType is equal to IRM_POINTS.



WLT	O	SC @WLT	Indicate if the competitor won (W), lost (L) or tied (T). Only included (mandatory) at the end of the match/sub-match.
SortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Send 1 for Home and 2 for Away.
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either POINTS or IRM_POINTS for the corresponding match Only included (mandatory) at the end of the match/sub-match.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	TOUT	N/A	Element Expected. Only if the time-out is taken for the competitor in singles and doubles matches
Attribute	M/O	Value	Description
Value	M	S(1)	Send Y if the time-out is taken.

Element: Competition /Result /ResultItems /ResultItem (1,N)			
Only applicable in Team Matches.			
ResultItem /Result will be for one particular subunit in the team match.			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full phase level RSC of the subunit.
Order	M	Numeric #0	Logical order of the sub-units, usually schedule order.

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem.
Result	O	Numeric #0	Games won in the sub-match.
IRM	O	SC @IRM	Invalid result mark (if applicable). Only send it if ResultType is equal to IRM_POINTS.
WLT	O	SC @WLT	Indicate if the competitor won (W) or lost (L) Only included (mandatory) at the end of the sub-match.
SortOrder	M	Numeric 0	One for the first named competitor in the subunit, 2 for the second named competitor.

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	STATUS	N/A	Element Expected. Include after the team match has started for each sub-unit (match)



			Not included for first three sub-units until each subunit starts.
Attribute	M/O	Value	Description
Value	M	SC @Status	Send status

Element: Competition /Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID (if known): -For Competitor @Type=T, it will be: Team's ID -Otherwise, Athlete's ID (for Competitor @Type=A) (for singles) or, TBD (for To Be Determined) in case that the competitor is unknown at this time but will be available. NOCOMP is sent when there is no competitor (and will not come later).
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Competitors extended information (for Team events, when competitor known).			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams.

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
Team entry information.			
Type	Code	Pos	Description
EUE	SEED	N/A	Element Expected: Always when applicable in doubles and team matches.
Attribute	M/O	Value	Description
Value	M	Numeric #0	Competitor seed.

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Only send for Doubles/Team events.			
Type	Code	Pos	Description
ST	PTS_WON	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles. Send the match number or TOT for full team match. Element Expected: After period or sub-match starts.
Attribute	M/O	Value	Description
Value	M	Numeric #0	Points won by the competitor in the related @Pos



			or "-"	Send "-" where the match completes in a WO
ST		LEAD_MAX	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles. Send the match number or TOT for full team match. Element Expected: After period or sub-match starts.
	Attribute	M/O	Value	Description
	Value	M	S(2)	Biggest lead by the competitor in the related @Pos. If competitor never had the lead or match completed in WO, use "-"
ST		PTS_SERVICE_WON	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles. Send the match number or TOT for full team match. Element Expected: After period or sub-match starts
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or "-"	Number of points won on own serve by the competitor in the related @Pos Send "-" where the match completes in a WO
ST		PTS_SERVICE_LOST	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles. Send the match number or TOT for full team match. Element Expected: After period or sub-match starts.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or "-"	Number of points lost on own serve by the competitor in the related @Pos Send "-" where the match completes in a WO
ST		PTS_CONSEC	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles. Send the match number or TOT for full team match. Element Expected: After period or sub-match starts.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or "-"	The most consecutive points won by the competitor in the related @Pos Send "-" where the match completes in a WO
ST		DEF_OVC_MAX	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles. Send the match number or TOT for full team match. Element Expected: After period or sub-match starts.
	Attribute	M/O	Value	Description
	Value	M	S(2)	The greatest deficit overcome by the



				competitor in the period. If competitor never had deficit overcome or match competed in WO, use ".".
ST	PTS_MATCH	SC @Period		Pos Description: Send the Period and TOT Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total match points
ST	PTS_GAME	SC @Period		Pos Description: Send the Period and TOT Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total game points

Sample (Doubles)

```
<StatsItems>
  <StatsItem Type="ST" Code="PTS_WON" Pos="TOT" Value="80" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="TOT" Value="9" />
  <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="TOT" Value="42" />
  <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="TOT" Value="35" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="TOT" Value="8" />
  <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="TOT" Value="3" />
  <StatsItem Type="ST" Code="PTS_WON" Pos="G1" Value="14" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="G1" Value="3" />
  <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G1" Value="6" />
  <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G1" Value="7" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G1" Value="5" />
  <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G1" Value="2" />
  <StatsItem Type="ST" Code="PTS_WON" Pos="G2" Value="11" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="G2" Value="9" />
  <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G2" Value="5" />
  <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G2" Value="1" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G2" Value="8" />
  <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G2" Value="-" />
  <StatsItem Type="ST" Code="PTS_WON" Pos="G3" Value="7" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="G3" Value="1" />
  <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G3" Value="3" />
  <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G3" Value="7" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G3" Value="2" />
  <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G3" Value="-" />
  <StatsItem Type="ST" Code="PTS_WON" Pos="G4" Value="9" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="G4" Value="-" />
  <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G4" Value="6" />
  <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G4" Value="4" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G4" Value="4" />
  <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G4" Value="-" />
</StatsItems>
```

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

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



Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	If Competitor @Type="T" then order attribute used to sort team members in a team. Where the unit is doubles (or doubles within a team match) then the order used is 1,2 for the two players). For Team events, only those members that participate in this sub-match will be included. 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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	This attribute is required in competitions including athletes with disabilities (e.g: Paralympic Games).

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

Individual athletes entry information.

Type	Code	Pos	Description	
EUE	TS	N/A	Element Expected: Just for team events, if available.	
	Attribute	M/O	Value	Description
	Value	M	S(1) A, B, C, X, Y or Z	Team sequence for each player. The team with team order 1 uses team sequence A, B and C for the players. The team with team order 2 uses team sequence X, Y and Z. In the Paralympics there are only three matches.
EUE	GRIP	N/A	Element Expected: Always when available in singles and doubles matches.	
	Attribute	M/O	Value	Description
	Value	M	SC @Grip	Grip of the player.
EUE	HAND	N/A	Element Expected: Always when available in singles and doubles matches.	
	Attribute	M/O	Value	Description
	Value	M	SC @Hand	Handedness of the athlete.



EUE		SEED	N/A	Element Expected: Always when applicable in singles matches (not applicable in Paralympics).
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Athlete seed.

Sample (Singles or Doubles)

```
<EventUnitEntry Type="EUE" Code="HAND" Value="R" />
<EventUnitEntry Type="EUE" Code="GRIP" Value="P" />
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	CARD	S(1)	Pos Description: Sequential order of the cards received by the athlete in singles or doubles (1..) Element Expected: When applicable in singles/doubles matches.	
	Attribute	M/O	Value	Description
	Value	M	SC @Card	Send the penalty card code

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
For individual athletes statistics.				
Type	Code	Pos	Description	
ST	PTS_WON	SC @Period or TOT	Pos Description: Send the period or TOT for full match. Element Expected: For singles matches.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or "-"	Points won by the competitor in the @Pos Send "-" where the match completes in a WO
ST	LEAD_MAX	SC @Period or TOT	Pos Description: Send the period or TOT for full match. Element Expected: For singles matches.	
	Attribute	M/O	Value	Description
	Value	M	S(2) or "-"	Biggest lead by the competitor in the @Pos. If competitor never had the lead or match completed in WO, use "-"
ST	PTS_SERVICE_WON	SC @Period or TOT	Pos Description: Send the period or TOT for full match. Element Expected: For singles matches.	
	Attribute	M/O	Value	Description
	Value	M	Numeric	Number of points won on own serve by the



			#0 or "-"	competitor in the @Pos Send "-" where the match completes in a WO
ST		PTS_SERVICE_LOST	SC @Period or TOT	Pos Description: Send the period or TOT for full match. Element Expected: For singles matches.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or "-"	Number of points lost on own serve by the competitor in the @Pos Send "-" where the match completes in a WO
ST		PTS_CONSEC	SC @Period or TOT	Pos Description: Send the period or TOT for full match. Element Expected: For singles matches.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or "-"	The most consecutive points won by the competitor in the @Pos Send "-" where the match completes in a WO
ST		DEF_OVC_MAX	SC @Period or TOT	Pos Description: Send the period or TOT for full match. Element Expected: For singles matches.
	Attribute	M/O	Value	Description
	Value	M	S(2)	The greatest deficit overcome by the competitor in the @Pos. If competitor never had deficit overcome or match completed in WO, use "-".
ST		PTS_MATCH	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total match points
ST		PTS_GAME	SC @Period	Pos Description: Send the Period and TOT Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total game points

Sample (Singles)



```
<Athlete Code="1086788" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="NZL" BirthDate="1992-12-15" IFId="122286"
  />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
  <EventUnitEntry Type="EUE" Code="GRIP" Value="S" />
  <StatsItems>
    <StatsItem Type="ST" Code="PTS_WON" Pos="TOT" Value="80" />
    <StatsItem Type="ST" Code="LEAD_MAX" Pos="TOT" Value="9" />
    <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="TOT" Value="42" />
    <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="TOT" Value="35" />
    <StatsItem Type="ST" Code="PTS_CONSEC" Pos="TOT" Value="8" />
    <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="TOT" Value="3" />
    <StatsItem Type="ST" Code="PTS_WON" Pos="G1" Value="14" />
    <StatsItem Type="ST" Code="LEAD_MAX" Pos="G1" Value="3" />
    <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G1" Value="6" />
    <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G1" Value="7" />
    ...
    <StatsItem Type="ST" Code="PTS_WON" Pos="G7" Value="11" />
    <StatsItem Type="ST" Code="LEAD_MAX" Pos="G7" Value="3" />
    <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G7" Value="6" />
    <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G7" Value="4" />
    <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G7" Value="5" />
    <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G7" Value="2" />
  </StatsItems>
</Athlete>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder



2.3.5 Play by Play

2.3.5.1 Description

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

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

The message is sent after every point in all units (except overall team match).

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0.1)	Gen		



	Sport Codes			
	ExtendedInfos (0,1)		SportDescription (0,1)	DisciplineName EventName SubEventName Gender
			VenueDescription (0,1)	Venue VenueName Location LocationName
	Actions (0,1)	Home Away	Action (1,N)	Id Period Order Action ScoreH ScoreA

2.3.5.5 Message Values

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

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



Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
Period	M	SC @Period	Period of the action within the match.
Order	M	Numeric	Unique sequential number for all actions, from 1 to n. It is used to sort Action.
Action	O	S(2)	Server indicator (for next serves) H or A for Home / Away. In doubles follow H/A with 1 or 2 indicating player 1 or 2 to serve.
ScoreH	O	Numeric #0	Total Home Score of the game after the action. Send if there is a score change for either team.
ScoreA	O	Numeric #0	Total Away Score of the game after the action. Send if there is a score change for either team.

Sample (General)

```
<Actions Home="123456" Away="234567" >
...
<Action Id="00014433456" Period="G1" Order="3" ScoreH="2" ScoreA="2" Action="H" />
<Action Id="00223323457" Period="G1" Order="4" ScoreH="2" ScoreA="3" Action="A" />
...
</Actions>
```

2.3.5.6 Message Sort

Actions /Action @Order.



2.3.6 Pool Standings

2.3.6.1 Description

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

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

This message is only for use in the Paralympic Games in singles events.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC.@Competition	Unique ID for competition
DocumentCode	CC.@Phase	Full Phase RSC (for the group)
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC.@ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC.@Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

The general rule is that this message is sent:

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

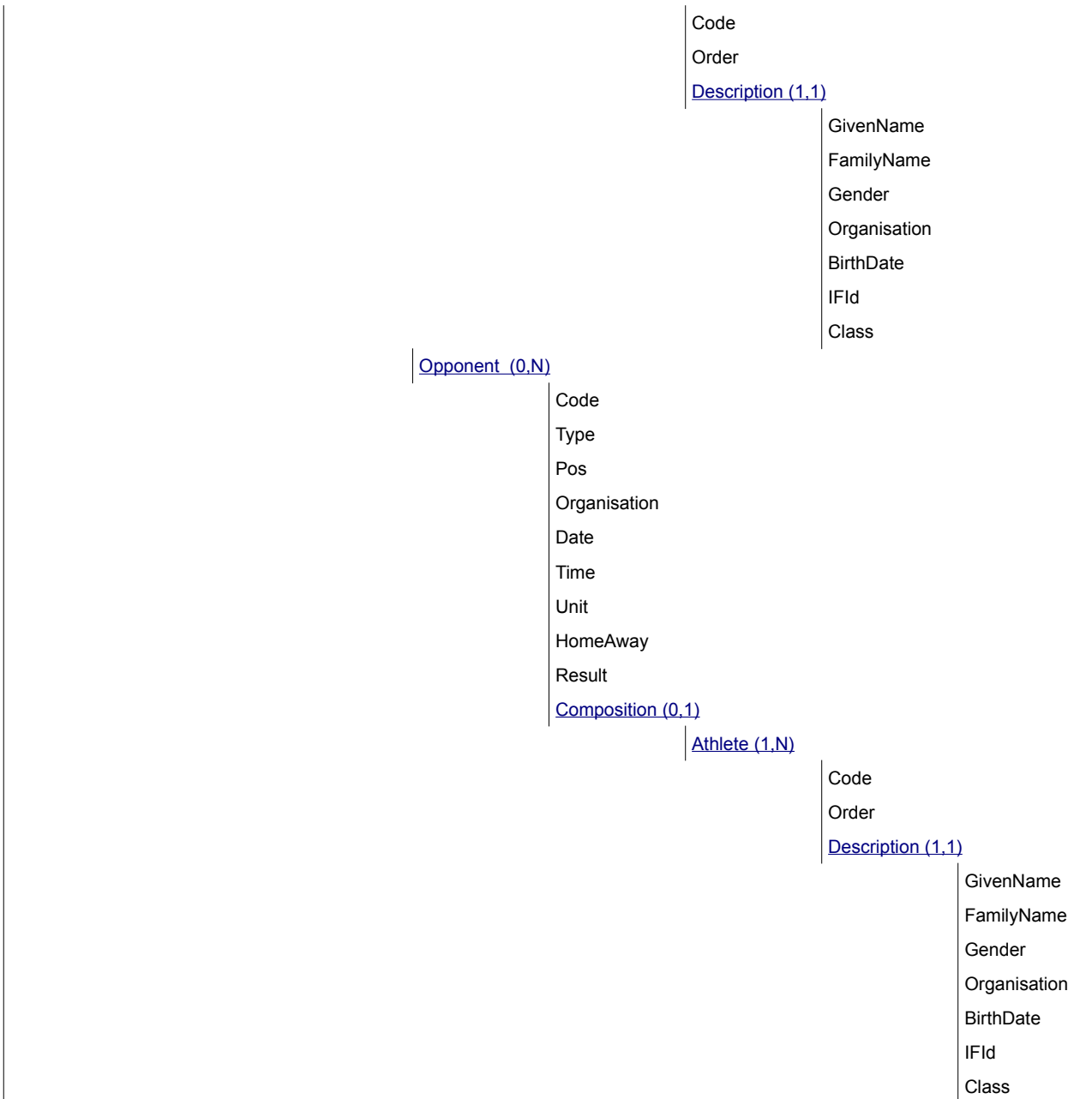


Trigger also after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0.1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0.1)						
		ExtendedInfo (0.N)					
			Code				
			Pos				
			Value				
		Progress (0.1)					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		SportDescription (0.1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0.1)					
			Venue				
			VenueName				
	Result (1.N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		Competitor (1.1)					
			Code				
			Type				
			Organisation				
			Composition (0.1)				
							Athlete (1.N)



2.3.6.5 Message Values

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



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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	QUAL_RULE	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	M	SC @QualRule	Send the code for the qualification rule.

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently unit made official for the pool included in this message.
UnitsTotal	O	Numeric ##0	Total number of units (matches) to be played in the pool included in the message.
UnitsComplete	O	Numeric ##0	Total number of units (matches) which are official in the pool included in this message.

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. Only included where the phase is contested at a single venue			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)			
For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group.
Result	O	Numeric #0	Send the classification/match points the competitor has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. Send just in the case @ResultType is points and IRM.



QualificationMark	O	S(1)	Send "Q" for individuals qualified for next round
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Competition /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete
Order	M	Numeric 0	Send 1 as only used for individual events.

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

Element: Competition /Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	A for athlete
Pos	M	Numeric #0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.



Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available and allowed to display.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

Element: Competition /Result /Competitor /Opponent /Composition /Athlete (1,N)			
Only send composition if singles event.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID, corresponding to an individual athlete
Order	M	Numeric 0	Send 1 as only used for individual events.

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

2.3.6.6 Message Sort

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



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

2.3.7.3 Trigger and Frequency

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

Send when a match/event unit is completed, including Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

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

- * Send with ResultStatus = 'START_LIST' as soon as the brackets are available until after the first match.
- * 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.



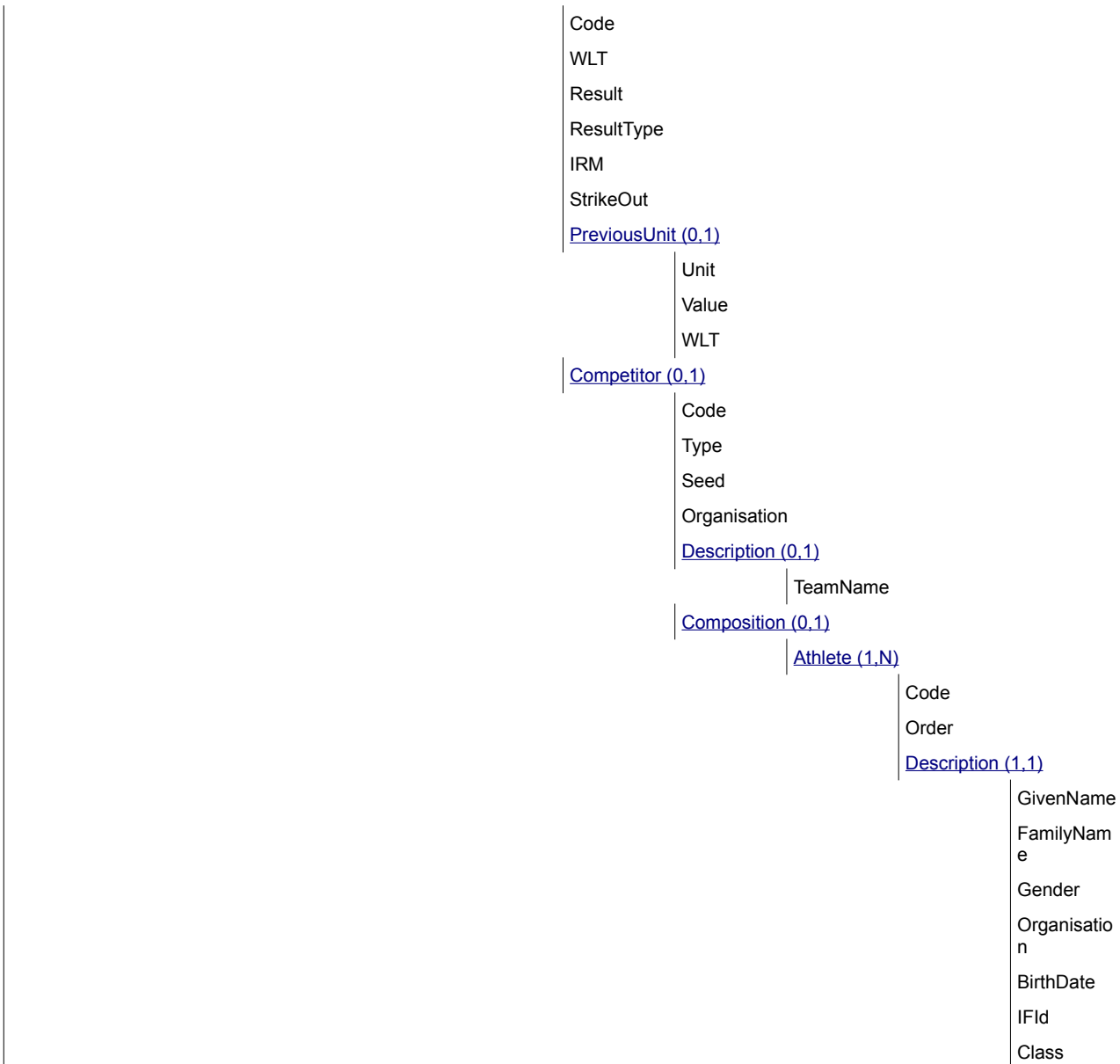
* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

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



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

Element: Competition /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket. Note for example Gold and Bronze are different brackets.

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

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	S(6)	Bracket code to identify a bracket item. Unique identifier for the BracketItem. Where available it should be the match number or team match number.
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). Must be filled if known.
Time	O	S(5)	Time of match (example HH:MM). Must be filled if known,
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if match is complete and formatted as in



			ORIS (example 4-1 (11:4 11:7 11:4 1:11 11:1)). Must include if the data is available and the match is complete.
--	--	--	---

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

Type	Code	Pos	Description
EBI	LOCATION	N/A	Element Expected: Send it always when available.
Attribute	M/O	Value	Description
Value	M	CC @Location	Location Code

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace or SC @IRM	When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid result, if applicable.
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

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

Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool or S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	SC @WLT	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

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

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

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



Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team A for athlete
Seed	O	Numeric #0	The seed of the competitor or equivalent information. Always when it exists.
Organisation	O	CC @Organisation	Competitors' organisation if known.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams/doubles (Organisation).

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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	This attribute is required in competitions including athletes with disabilities.

Sample (Singles)



```
<Bracket Code="FNL-">
...
<BracketItems Code="QFNL">
<BracketItem Order="1" >
  <CompetitorPlace Pos="1" Code="BYE"/>
  <CompetitorPlace Pos="2" Code="BYE"/>
</BracketItem>
<BracketItem Code="74" Order="2" Position="2" Date="2020-07-29" Time="16:00" Result="4-1 (11:4 11:7 11:4 1:11 11:1)"
Unit="TTEMSINGLES-----QFNL000100--" >
  <CompetitorPlace Pos="1" WLT="W" Result="4">
    PreviousUnit Unit="TTEMSINGLES-----8FNL000300--" WLT="W" />
  <Competitor Code="1126413" Type="A" Seed="2" Organisation="ESP" >
    <Composition>
      <Athlete Code="1126413" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1994-12-15"
IFId="220696" />
      </Athlete>
    </Composition>
  </Competitor>
</CompetitorPlace>
  <CompetitorPlace Pos="2" WLT="L" Result="1">
    <PreviousUnit Unit="TTEMSINGLES-----8FNL000400--" WLT="W" />
  <Competitor Code="1093294" Type="A" Seed="26" Organisation="SUI" >
    <Composition>
      <Athlete Code="1093294" Order="1" >
        <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1992-12-13"
IFId="223658" />
      </Athlete>
    </Composition>
  </Competitor>
</CompetitorPlace>
</BracketItem>
...
```

2.3.7.6 Message Sort

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



2.3.8 Statistics

2.3.8.1 Description

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

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC.@Competition	Unique ID for competition
DocumentCode	CC @DisciplineGender CC @Event	Full RSC of the DisciplineGender or Event
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TOU	In the case of CUM it will indicate singles, teams (singles in teams) or all matches. In the case of TOU it will indicate event GSINGLES, GTEAM where G = M, W or O. Moreover, header attribute DocumentSubtype will be informed, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes: * CUM: For cumulative statistics for individuals. * TOU: For Tournament statistics.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC.@ResultStatus	It indicates whether the result is official or intermediate etc). INTERMEDIATE (after each unit except last) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC.@Source	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

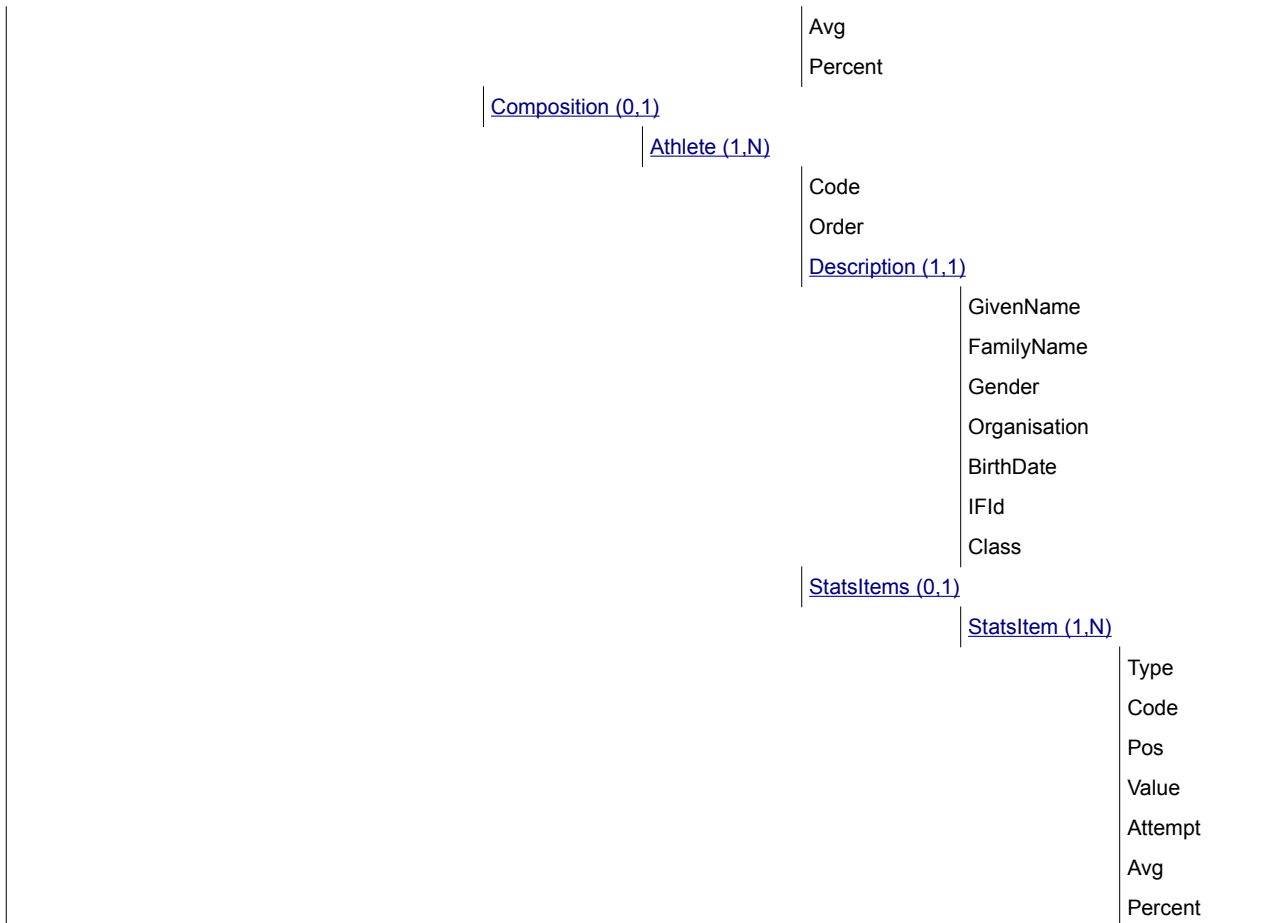
This message is sent with CUM and TOU after each match.



2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0.1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0.1)						
		Progress (0.1)					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		SportDescription (0.1)					
			DisciplineName				
			EventName				
			Gender				
	Stats (1.1)						
		Code					
		StatsItems (0.1)					
			StatsItem (1.N)				
				Type			
				Code			
				Pos			
				Value			
				Avg			
		Competitor (0.N)					
			Code				
			Type				
			Order				
			Organisation				
			Description (0.1)				
				TeamName			
			StatsItems (0.1)				
				StatsItem (1.N)			
				Type			
				Code			
				Pos			
				Value			
				Attempt			



2.3.8.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the RSC of the most recently unit made official.
UnitsTotal	O	Numeric ##0	The total number of units (matches) to be played
UnitsComplete	O	Numeric ##0	The total number of units (matches) which are official.



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

Element: Competition /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed

Element: Competition /Stats /StatsItems /StatsItem (1,N)			
Statistics for the event unit / phase or event – depending on the headers' DocumentCode. (information sent in the messages with TOU at the DocumentSubtype header)			
Type	Code	Pos	Description
ST	MATCHES_TEAM	SC @StatsPhase	Pos Description: Send phase for the statistics of each phase. Element Expected: For team events. It must include statistics for each phase and total statistics Only send Pos=TOT- for Daily message.
	Attribute	M/O	Value
	Value	M	Numeric #0
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	Value	Description
	Code	DURATION	
	Pos	N/A	
	Value	hh:mm	Duration of team matches played
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	Value	Description
	Code	DURATION_AVG	
	Pos	N/A	
	Value	hh:mm	Average duration of team matches played
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	Value	Description
	Code	DURATION_MAX	
	Pos	N/A	
	Value	hh:mm	Duration of the longest team match
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			



Attribute	Value	Description	
Code	DURATION_MIN		
Pos	N/A		
Value	hh:mm	Duration of the shortest team match	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
Attribute	Value	Description	
Code	MARGIN		
Pos	SC @Margin	Send 5 for 3:0, 6 for 3:1, 7 for 3:2 match margin and 8 for IRM. In the Paralympics Send 5 for 2:0, 6 for 2:1 match margin, and 8 for IRM	
Value	Numeric #0	Number of team matches won for each match margin (indicated at the @Pos number)	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
Attribute	Value	Description	
Code	MARGIN_PERCENT		
Pos	SC @Margin	Send 5 for 3:0, 6 for 3:1, 7 for 3:2 match margin and 8 for IRM. In the Paralympics Send 5 for 2:0, 6 for 2:1 match margin, and 8 for IRM	
Value	Numeric ##0	Percentage of team matches won for each match margin (indicated at the @Pos number)	
ST	MATCHES	<p>SC @StatsPhase</p> <p>Pos Description: Send phase for the statistics of each phase. Element Expected: For singles and doubles matches (including within a team match) It must include statistics for each phase and total statistics Only send Pos=TOT- for Daily message.</p>	
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Total number of matches played (not team matches)
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
Attribute	Value	Description	
Code	DURATION		
Pos	N/A		
Value	hh:mm	Total duration	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
Attribute	Value	Description	
Code	DURATION_AVG		
Pos	N/A		
Value	hh:mm	Average match duration	



Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always				
Attribute	Value	Description		
Code	DURATION_MAX			
Pos	N/A			
Value	hh:mm	Duration of the longest match		
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always				
Attribute	Value	Description		
Code	DURATION_MIN			
Pos	N/A			
Value	hh:mm	Duration of the shortest match		
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always				
Attribute	Value	Description		
Code	MARGIN			
Pos	SC @Margin	Send 1 for 4:0, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM In the Paralympics. Send 1 for 3:0, 2 for 3:1, 3 for 3:2 match margin and 8 for IRM		
Value	Numeric #0	Number of matches won for each game margin (indicated at the @Pos number)		
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always				
Attribute	Value	Description		
Code	MARGIN_PERCENT			
Pos	SC @Margin	Send 1 for 4:0, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM. In the Paralympics. Send 1 for 3:0, 2 for 3:1, 3 for 3:2 match margin and 8 for IRM		
Value	Numeric #0	Percentage of matches won for each game margin (indicated at the @Pos number)		
ST	GAMES	SC @StatsPhase	Pos Description: Send phase for the statistics of each phase. Element Expected: For singles and doubles matches (including within a team match) It must include statistics for each phase and total statistics Only send Pos=TOT- for Daily message.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total games played
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always				
Attribute	Value	Description		



	Code	DURATION	
	Pos	N/A	
	Value	hh:mm	Total duration
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	Value	Description
	Code	DURATION_AVG	
	Pos	N/A	
	Value	hh:mm	Average game duration
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	Value	Description
	Code	DURATION_MAX	
	Pos	N/A	
	Value	hh:mm	Duration of the longest game
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	Value	Description
	Code	DURATION_MIN	
	Pos	N/A	
	Value	hh:mm	Duration of the shortest game
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	Value	Description
	Code	MARGIN	
	Pos	SC @PointMargin	Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM
	Value	Numeric #0	Number of games won for each point margin (indicated at the @Pos number)
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	Value	Description
	Code	MARGIN_PERCENT	
	Pos	SC @PointMargin	Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM
	Value	Numeric #0	Percentage of games won for each point margin (indicated at the @Pos number)
ST		PTS	SC @StatsPhase Pos Description: Send phase for the statistics of each phase. Element Expected: For singles and doubles matches (including within a team match) It must include statistics for each phase and total statistics Only send Pos=TOT- for Daily message.
	Attribute	M/O	Value
			Description



	Value	M	Numeric ###0	Total points scored
	Avg	O	Numeric #0.00	Average of points scored per game
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always				
	Attribute	Value	Description	
	Code	CONS_WON_MAX		
	Pos	N/A		
	Value	Numeric #0	Send the most consecutive points won	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always				
	Attribute	Value	Description	
	Code	DEF_OVC_MAX		
	Pos	N/A		
	Value	Numeric #0	Send the greatest deficit overcome	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always				
	Attribute	Value	Description	
	Code	RALLY_AVG		
	Pos	N/A		
	Value	Numeric #0	Send the average rally (number of strokes)	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always				
	Attribute	Value	Description	
	Code	RALLY_MAX		
	Pos	N/A		
	Value	Numeric #0	Send the longest rally (number of strokes)	

Sample (Team)



```

<StatsItems>
  <StatsItem Type="ST" Code="MATCHES_TEAM" Pos="FNL-" Value="12" >
    <ExtendedStat Code="MARGIN" Pos="5" Value="9" />
    <ExtendedStat Code="MARGIN" Pos="6" Value="3" />
    <ExtendedStat Code="MARGIN" Pos="7" Value="0" />
    <ExtendedStat Code="MARGIN" Pos="8" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="5" Value="75" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="6" Value="25" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="7" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="8" Value="0" />
    <ExtendedStat Code="DURATION" Value="19:18" />
    <ExtendedStat Code="DURATION_MAX" Value="2:42" />
    <ExtendedStat Code="DURATION_MIN" Value="0:58" />
    <ExtendedStat Code="DURATION_AVG" Value="1:37" />
  </StatsItem>
  <StatsItem Type="ST" Code="MATCHES" Pos="FNL-" Value="39" >
    <ExtendedStat Code="MARGIN" Pos="5" Value="26" />
    <ExtendedStat Code="MARGIN" Pos="6" Value="10" />
    <ExtendedStat Code="MARGIN" Pos="7" Value="3" />
    <ExtendedStat Code="MARGIN" Pos="8" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="5" Value="67" />
  ...
</StatsItem>
  <StatsItem Type="ST" Code="GAMES" Pos="FNL-" Value="133" >
    <ExtendedStat Code="MARGIN" Pos="1" Value="0" />
    <ExtendedStat Code="MARGIN" Pos="2" Value="1" />
    <ExtendedStat Code="MARGIN" Pos="3" Value="7" />
    ....
    <ExtendedStat Code="MARGIN" Pos="11" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="1" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="2" Value="1" />
    ....
    <ExtendedStat Code="MARGIN_PERCENT" Pos="10" Value="23" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="11" Value="0" />
    <ExtendedStat Code="DURATION" Value="13:38" />
    <ExtendedStat Code="DURATION_MAX" Value="0:13" />
    <ExtendedStat Code="DURATION_MIN" Value="0:03" />
    <ExtendedStat Code="DURATION_AVG" Value="0:06" />
  </StatsItem>
  <StatsItem Type="ST" Code="PTS" Pos="FNL-" Value="2435" Avg="18.31" >
    <ExtendedStat Code="CONS_WON_MAX" Value="9" />
    <ExtendedStat Code="DEF_OVC_MAX" Value="5" />
    <ExtendedStat Code="RALLY_MAX" Value="93" />
    <ExtendedStat Code="RALLY_AVG" Value="6" />
  </StatsItem>

```

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

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	S(1)	A for athlete, T for team
Order	M	Numeric ##0	Order of the competitor in the statistics



Organisation	O	CC @Organisation	Competitor's organisation if known
--------------	---	----------------------------------	------------------------------------

Element: Competition /Stats /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)			
For Mixed Team only (information sent in the messages with CUM at the DocumentSubtype header attribute)			
Type	Code	Pos	Description
ST	MATCHES	N/A	Element Expected: For the team
	Attribute	M/O	Value
	Value	M	Numeric #0
	Attempt	O	Numeric #0
	Percent	O	Numeric ##0
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	LOST	
	Pos	N/A	
	Value	Numeric #0	Number of matches lost
ST	DURATION	N/A	Element Expected: If available
	Attribute	M/O	Value
	Value	M	hh:mm
	Avg	O	hh:mm
			Duration of all matches
			Average match duration
ST	GAMES	N/A	Element Expected: If available
	Attribute	M/O	Value
	Value	M	Numeric ##0
	Attempt	O	Numeric ##0
	Percent	O	Numeric ##0
			Number of games played
			Percentage of games won
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	LOST	
	Pos	N/A	
	Value	Numeric	Number of games lost



		##0	
ST		PTS	N/A Element Expected: For the team
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	CONS_LOST_MAX	
	Pos	N/A	
	Value	Numeric ##0	Most consecutive points lost
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	CONS_WON_MAX	
	Pos	N/A	
	Value	Numeric ##0	Most consecutive points won
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	DEF_OVC_MAX	
	Pos	N/A	
	Value	Numeric #0	Greatest deficit overcome
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	LEAD_LOST_MAX	
	Pos	N/A	
	Value	Numeric #0	Greatest lead lost
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	LOST	
	Pos	N/A	
	Value	Numeric ##0	Total points lost
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	LOST_OPP_SERVE	
	Pos	N/A	
	Value	Numeric ##0	Total points lost in opponent's serve



Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
Attribute	Value	Description	
Code	LOST_OWN_SERVE		
Pos	N/A		
Value	Numeric ##0	Total points lost in own serve	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
Attribute	Value	Description	
Code	WON		
Pos	N/A		
Value	Numeric ##0	Total points won	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
Attribute	Value	Description	
Code	WON_OPP_SERVE		
Pos	N/A		
Value	Numeric ##0	Total points won in opponent's serve	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available			
Attribute	Value	Description	
Code	WON_OWN_SERVE		
Pos	N/A		
Value	Numeric ##0	Total points won in own serve	
ST	IRM	N/A	Element Expected: If applicable
Attribute	M/O	Value	Description
Value	M	SC @IRM	Team's invalid result mark for the tournament

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

Element: Competition /Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)



Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	This attribute is required in competitions including athletes with disabilities.

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules. (information sent in the messages with CUM at the DocumentSubtype header attribute)				
Type	Code	Pos	Description	
ST	MATCHES	N/A	Element Expected: For athletes or team members	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of matches won by the athlete
	Attempt	O	Numeric #0	Number of matches played by the athlete
	Percent	O	Numeric ##0	Percentage of matches won
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available				
	Attribute	Value	Description	
	Code	LOST		
	Pos	N/A		
	Value	Numeric #0	Number of matches lost by the athlete	
ST	DURATION	N/A	Element Expected: For athletes or team members	
	Attribute	M/O	Value	Description
	Value	M	hh:mm	Duration of all matches for the player
	Avg	O	hh:mm	Average match duration for the player
ST	GAMES	N/A	Element Expected: If available	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of games won by the player
	Attempt	O	Numeric ##0	Number of games played by the player
	Percent	O	Numeric ##0	Percentage of games won by the player
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available				
	Attribute	Value	Description	



	Code	LOST	
	Pos	N/A	
	Value	Numeric ##0	Number of games lost by the player
ST		PTS	N/A Element Expected: For athletes or team members
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	CONS_LOST_MAX	
	Pos	N/A	
	Value	Numeric ##0	Most consecutive points lost by the player
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	CONS_WON_MAX	
	Pos	N/A	
	Value	Numeric ##0	Most consecutive points won by the player
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	DEF_OVC_MAX	
	Pos	N/A	
	Value	Numeric #0	Greatest deficit overcome by the player
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	LEAD_LOST_MAX	
	Pos	N/A	
	Value	Numeric #0	Greatest lead lost by the player
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	LOST	
	Pos	N/A	
	Value	Numeric ##0	Total points lost by the player
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	LOST_OPP_SERVE	



	Pos	N/A	
	Value	Numeric ##0	Total points lost by the player in opponent's serve
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	LOST_OWN_SERVE	
	Pos	N/A	
	Value	Numeric ##0	Total points lost by the player in own serve
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	WON	
	Pos	N/A	
	Value	Numeric ##0	Total points won by the player
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	WON_OPP_SERVE	
	Pos	N/A	
	Value	Numeric ##0	Total points won by the player in opponent's serve
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available			
	Attribute	Value	Description
	Code	WON_OWN_SERVE	
	Pos	N/A	
	Value	Numeric ##0	Total points won by the player in own serve
ST		HAND	N/A
			Element Expected: For athletes or team members, if available
	Attribute	M/O	Value
	Value	M	SC @Hand
			Handedness of the player
ST		GRIP	N/A
			Element Expected: For athletes or team members, if available
	Attribute	M/O	Value
	Value	M	SC @Grip
			Grip of the player
ST		IRM	N/A
			Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	SC @IRM
			Player's invalid result mark for the tournament



Sample (Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="MATCHES" Attempt="2" Value="2" Percent="100" >
    <ExtendedStat Code="LOST" Value="0" />
  </StatsItem>
  <StatsItem Type="ST" Code="DURATION" Value="0:50" Avg="0:25" >
  <StatsItem Type="ST" Code="GAMES" Attempt="6" Value="6" Percent="100" >
    <ExtendedStat Code="LOST" Value="0" />
  </StatsItem>
  <StatsItem Type="ST" Code="PTS">
    <ExtendedStat Code="WON" Value="67" />
    <ExtendedStat Code="LOST" Value="44" />
    <ExtendedStat Code="WON_OWN_SERVE" Value="30" />
    <ExtendedStat Code="LOST_OWN_SERVE" Value="27" />
    <ExtendedStat Code="WON_OPP_SERVE" Value="37" />
    <ExtendedStat Code="LOST_OPP_SERVE" Value="17" />
    <ExtendedStat Code="CONS_WON_MAX" Value="6" />
    <ExtendedStat Code="CONS_LOST_MAX" Value="5" />
    <ExtendedStat Code="DEF_OVC_MAX" Value="4" />
    <ExtendedStat Code="LEAD_LOST_MAX" Value="0" />
  </StatsItem>
  <StatsItem Type="ST" Code="HAND" Value="R" />
  <StatsItem Type="ST" Code="GRIP" Value="S" />
</StatsItems>
```

2.3.8.6 Message Sort

Sort according to the @Order attributes.



2.3.9 Event Final Ranking

2.3.9.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

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

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Event	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC_@ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

2.3.9.3 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.

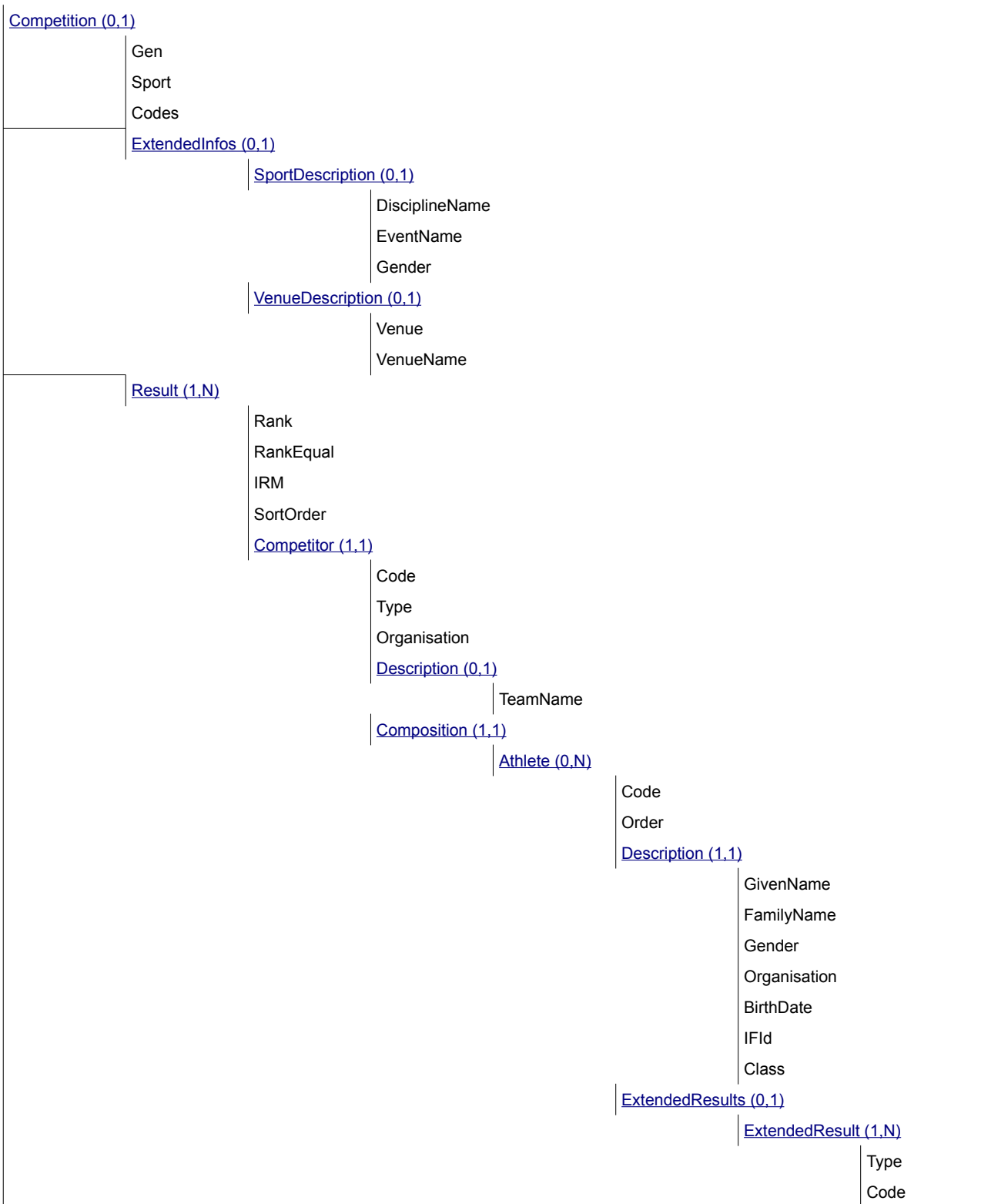
* After the event is finished (OFFICIAL)

* After any final ranking is known (PARTIAL)

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
---------	---------	---------	---------	---------	---------	---------	---------





	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 /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.

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in text			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
IRM	O	SC @IRM	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 competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified competitors.

Element: Competition /Result /Competitor (1,1)			
Attribute	M/O	Value	Description



Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric #0	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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team member's extended result (only for Team events)			
Type	Code	Pos	Description
ER	IRM	N/A	Element Expected: As soon as this information is available and only for individuals in a team if applicable
	Attribute	M/O	Value
	Value	M	SC @IRM Send invalid result mark, in case it is assigned to a team member.

Sample (Team)



```
<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>
```

2.3.9.6 Message Sort

Sort by Result @SortOrder



2.3.10 Configuration

2.3.10.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition.

2.3.10.2 Header Values

The following table describes the message header attributes.

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

2.3.10.3 Trigger and Frequency

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

2.3.10.4 Message Structure

The following table defines the structure of the message.

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



	Type
	Code
	Pos
	Value

2.3.10.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	BRACKET_SIZE	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @BracketItems
	Send the code for the first bracket phase of the event.		
EC	PERIODS	N/A	Element Expected: Always in singles/doubles matches (including within a team)
	Attribute	M/O	Value
	Value	M	Numeric #0
	Number of games in the match		

Sample (Singles)

```
<Config Unit="TTEMSINGLES-----" >
  <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R128" />
  <ExtendedConfig Type="EC" Code="PERIODS" Value="7" />
</Config>
```

2.3.10.6 Message Sort

There is no general message sorting rule.



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3 Message Timeline

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
V1.0	23 Nov 2016	First version
V1.1	09 Jan 2017	Updated, SFA
V1.2	02 Mar 2017	Updated
V1.3	24 Mar 2017	Updated
V1.4	21 May 2017	Error correction
V1.5	01 Aug 2017	Adapt for YOG
V2.0	04 Jan 2019	Updated, CRs
V2.1	25 Feb 2019	Updated
V2.2	18 Apr 2019	Updated, APP
V2.3	30 May 2019	Updated, CR
V2.4	14 Aug 2019	Updated, CRs
V2.5	11 Nov 2019	Updated, CRs. First version as a full document
V2.6	27 Mar 2020	Updated after Homologation
V3.0	21 Dec 2022	First version for Paris 2024

File Reference: SOG-2024-TTE-3.0 SFA

Change Log		
Version	Status	Changes on version
V1.0	SFR	First Version
V1.1	SFA	Remove reference to Bib in DT_PARTIC (typo). Updated to SFA.
V1.2	APP	DT_RESULT: Remove StartListMod in the header. 1.4 Add note regarding the RANK_WLD for Commonwealth Games. DT_POOL_STANDING: Remove DocumentSubtype in the header.
V1.3	APP	DT_RESULT: Note that CARD is for singles and doubles matches, not overall team. Clarify that doubles always uses 1,2 for team order. And only those in a sub-match are included.
V1.4	APP	DT_RESULT: Correct error in the use of duration in ExtendedInfos. Should be an attribute.
V1.5	APP	DT_POOL_STANDING: Add Result/For, Result/Against, GAMES/WON and GAMES/LOST.
V2.0	SFA	DT_PARTIC: Updated to add Passport names (CR15219). DT_PARTIC: Delete ENTRY/SEED (not required in ORIS). DT_PARTIC_TEAMS: Add ENTRY/SEED. DT_RESULTS: Updated ExtendedInfos for teams to be clearer. Add Class where applicable for use in Paralympic Games. Removed reference to 2018 Commonwealth Games. Removed reference to 2018 Youth Olympics. CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions. CR16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit. CR16928: DT_STATS: Add Value & Avg @ ST/PTS @Stats/StatsItems/StatsItem, remove extensions & simplify stats @ Stats /Competitor /Composition /Athlete /StatsItems /StatsItem with Percent and Avg.
V2.1	SFA	DT_PARTIC: Removed Substitute and Status as not applicable.



		DT_PARTIC: Add ENTRY/SEED. DT_RESULT: Add EUE/SEED for teams and athletes.
V2.2	APP	DT_RESULT: In ExtendedInfos add TEAM/IS_CURRENT & TEAM/CURRENT. DT_PARTIC_TEAMS: Add TeamOfficials element. DT_PARTIC_TEAMS: Remove Team Rank. DT_BRACKETS: Add START_LIST. DT_STATS: DocumentSubcode removed. DT_STATS: ExtendedInfos/Progress, update to use ?matches? (typo). DT_STATS: Remove LIVE ResultsStatus. Corrected other typographical errors and descriptions without changing the intent. Updated to APP.
V2.3	APP	CR16640: Add ODF Version @Competition. DT_SCHEDULE: Add Class in athlete element. DT_PARTIC: Note related to SEED updated (not applicable in Paralympics). DT_RESULT: Note related to Athlete EUE/SEED updated (not applicable in Paralympics). DT_PARTIC: EUE/TS updated @Result /Competitor /Composition /Athlete /EventUnitEntry without change to the expected data. Other editorial improvements without changing the intent.
V2.4	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS. CR17809: Change Participant/OlympicSolidarity to disallow N.
V2.5	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING. CR18395: Increase size of SessionCode in DT_SCHEDULE. First version as a full document.
V2.6	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565] DT_RESULT: Typographical correction in element at Result /Competitor /Composition /Athlete /StatsItems /StatsItem [188967] DT_RESULT: Update statistics at Result /Competitor /StatsItems /StatsItem to send "-" where the match was completed in a WO. [189146] DT_RESULT: Update statistics at Result /Competitor /Composition /Athlete /StatsItems /StatsItem to send "-" where the match was completed in a WO. [189146] DT_RESULT: Update Expected at UI/CARD @EntendedInfos /ExtendedInfo to includes matches within team matches DT_RESULT: Update UI/RALLY_MAX @EntendedInfos /ExtendedInfo [189164] DT_RESULT: Update UI/RALLY_AVG @EntendedInfos /ExtendedInfo [189164]
V3.0	SFA	DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_SCHEDULE: Update Unit/Medal description DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Update Unit/StartText/Value DT_PARTIC: Remove Participant/Weight DT_PARTIC: Remove Participant/Height DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Add UI/MATCH_POINT at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/MATCH_POINT_CONS at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/GAME_POINT at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/GAME_POINT_CONS at ExtendedInfos /ExtendedInfo DT_RESULT: Add ST/PTS_MATCH at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/PTS_GAME at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/PTS_MATCH at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Add ST/PTS_GAME at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Add Result /ExtendedResults /ExtendedResult DT_RESULT: Remove UI/CARD at ExtendedInfos /ExtendedInfo DT_RESULT: Add Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update UI/SERVE at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/RECEIVE at ExtendedInfos /ExtendedInfo DT_RESULT: Add Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_RESULT: Update triggering DT_RESULT: Update UI/FINAL_RESULT at ExtendedInfos /ExtendedInfo DT_RESULT: Update UI/RALLY_MAX at ExtendedInfos /ExtendedInfo DT_RESULT: Update UI/RALLY_AVG at ExtendedInfos /ExtendedInfo DT_RESULT: Update UI/CURRENT at ExtendedInfos /ExtendedInfo



		DT_RESULT: Update TEAM/IS_CURRENT at ExtendedInfos /ExtendedInfo DT_RESULT: Add EP/IRM at Periods /Period /ExtendedPeriods /ExtendedPeriod DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo DT_POOL_STANDING: Update Result /Competitor /Opponent /Date to Optional DT_POOL_STANDING: Update Triggering DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BRACKETS: Update Message Sort DT_BRACKETS: Add Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem DT_STATS: Update ST/MATCHES_TEAM at Stats /StatsItems /StatsItem DT_STATS: Update ST/MATCHES at Stats /StatsItems /StatsItem DT_STATS: Update ST/GAMES at Stats /StatsItems /StatsItem DT_STATS: Update ST/PTS at Stats /StatsItems /StatsItem DT_STATS: Update ST/DURATION at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update ST/GAMES at Stats /Competitor /StatsItems /StatsItem DT_CONFIG: Add EC/PERIODS at Configs /Config /ExtendedConfig
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