



# Olympic Data Feed



## **Badminton**

### **ODF Data Dictionary**

Technology and Information Department  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Badminton Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for this discipline.

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Badminton Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the competition is run.

## 1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

## 1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

## 1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements



## 2 Messages

### 2.1 Badminton Overview

#### MESSAGES IN EACH EVENT

- \* All events (individual and pairs) have a single DT\_RESULT, DT\_PLAY\_BY\_PLAY for each unit (match).
- \* For events which start with a groups phase then DT\_POOL\_STANDING is also provided.
- \* There is also a DT\_BRACKET message for the progression in each event.

#### SCHEDULE

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

### 2.2 Applicable Messages

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

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

Message Type	Message Name	Message\nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_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	<a href="#">X</a>
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



## 2.3 Messages

### 2.3.1 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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





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

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

Advice for end users - how to sort event units and use DT\_SCHEDULE:

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

Where the discipline is defined as LOC:

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

Where the discipline is defined as SESSION OR DATE:

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

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

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

Competition schedule update:

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

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

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

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

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

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



### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.1.3 Trigger and Frequency

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

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

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

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

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

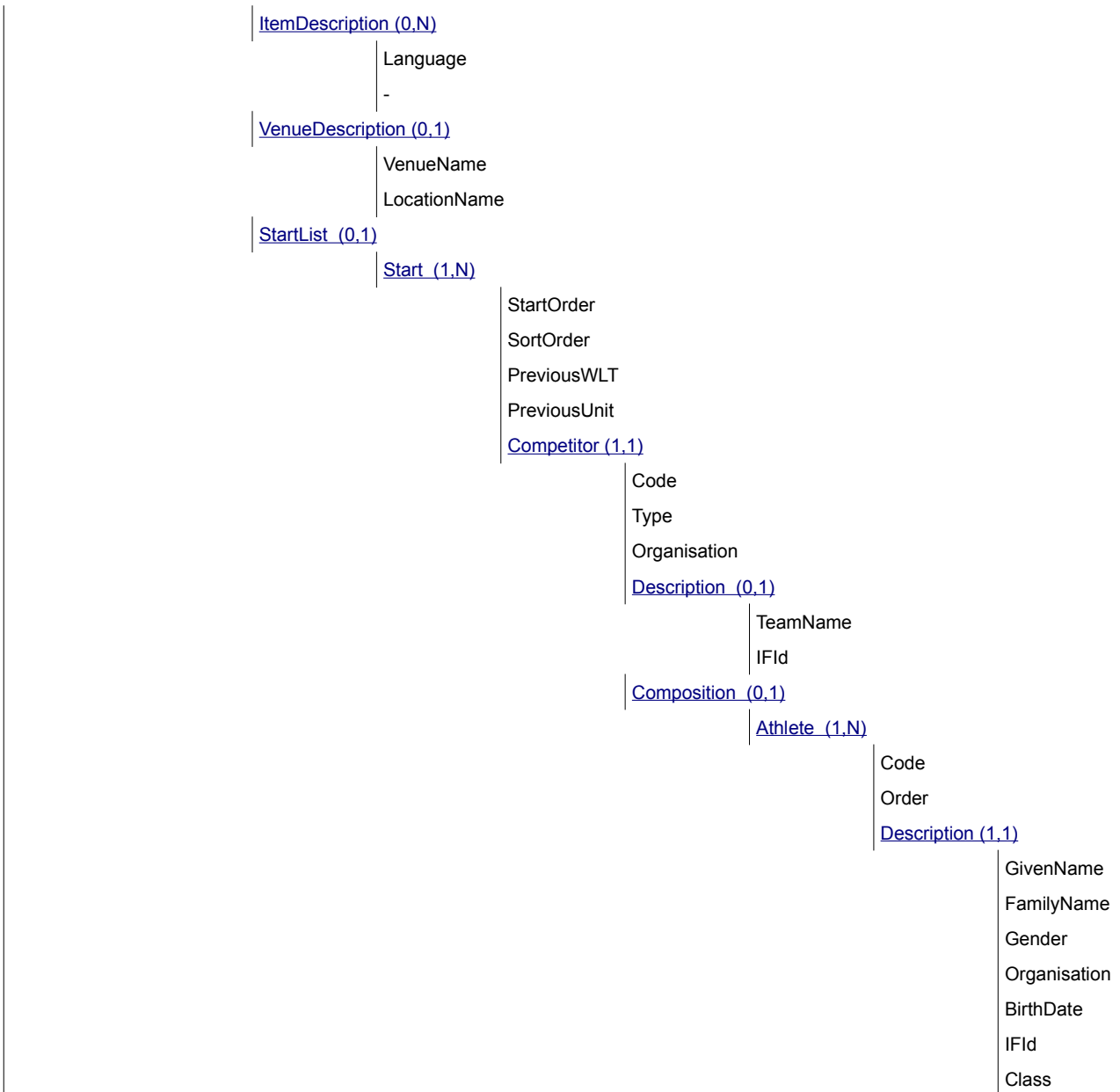
### 2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0.1)</a>								
	Gen							
	Sport							
	Codes							



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



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

Element: Competition /Session /SessionName (1,N)			
Attribute	M/O	Value	Description
Language	M	<a href="#">CC.@Language</a>	Language of the Session Description
Value	O	S(40)	Name of the sports competition session

### Sample (General)

```
<Session SessionCode="BDM01" StartDate="2020-07-30T08:00:00+09:00" EndDate="2020-07-30T14:00:00+09:00"
Leadin="5:00" Venue="MFS" VenueName="Musashino Forest Sp Plaza" >
  <SessionName Language="ENG" Value="Badminton Session 1" />
</Session>
<Session SessionCode="BDM02" StartDate="2020-07-30T15:30:00+09:00" EndDate="2020-07-30T18:30:00+09:00"
Leadin="0:00" Venue="MFS" VenueName="Musashino Forest Sp Plaza" >
  <SessionName Language="ENG" Value="Badminton Session 2" />
</Session>
...
```



Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Unit</a>	Full RSC for the unit
PhaseType	M	<a href="#">CC @PhaseType</a>	Phase type for the unit
UnitNum	O	S(15)	Match number as appropriate
ScheduleStatus	M	<a href="#">CC @ScheduleStatus</a>	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts, <b>that is, do not change to actual</b> (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><b>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)</b></p> <p><b>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</b></p> <p><b>Example: 2006-02-26T10:00:00+01:00</b></p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric	Order of the units when displayed. This field is considered in



		###0	<p>two situations:</p> <p>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.</p> <p>2. If some units start at the same time and a particular order of the units is expected.</p> <p>It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.</p>
Medal	O	<a href="#">SC @UnitMedalType</a>	Indicator of medal awarded for this unit.
Venue	O	<a href="#">CC @VenueCode</a>	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	<a href="#">CC @Location</a>	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE" if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
ModificationIndicator	O	N, U	<p>Attribute is mandatory in the DT_SCHEDULE_UPDATE message only</p> <p>N-New event unit U-Update event unit</p> <p>If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.</p> <p>If ModificationIndicator="U", then update the event unit.</p>

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

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

Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(20) or SC @StartText	Text to be displayed in the case that StartDate is not to be displayed. Use available codes or free text if appropriate is not available

**Element: Competition /Unit /ItemName (1,N)**

Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	Code Language of the @Value



Value	M	S(40)	Item Name / Unit Description.  For competition units show the 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	<a href="#">CC @Language</a>	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

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

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

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace.	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Should be sent when known





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

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

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

### 2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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



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

### 2.3.2.1 Description

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

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

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

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

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

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

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.



		See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.2.3 Trigger and Frequency

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

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

### 2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0.1)</a>	Gen Sport Codes				
	<a href="#">Participant (1.N)</a>	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName LocalGivenName Gender Organisation BirthDate Height PlaceofBirth CountryofBirth PlaceofResidence CountryofResidence			



Nationality			
MainFunctionId			
Current			
OlympicSolidarity			
ModificationIndicator			
<a href="#">Discipline (1,1)</a>			
	Code		
	IFId		
	<a href="#">RegisteredEvent (0,N)</a>		
	Event		
	Class		
	Substitute		
	<a href="#">EventEntry (0,N)</a>		
		Type	
		Code	
		Pos	
		Value	

### 2.3.2.5 Message Values

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

#### Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID.  It identifies an athlete or an official and the holding participant's valid information for one particular period of time.  It is used to link other messages to the participant's information.  Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is



			<p>the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth



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

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

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

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFld	O	S(16)	Competitor's federation number for the corresponding discipline.

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

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

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
Class	O	<a href="#">CC @DisciplineClass</a>	Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games).  This attribute is optional because is not used in other type of events without handicapped athletes.



			Send only in the Case of Current="true".
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	RANK_PTS	N/A	Element Expected: If available (this information can be sent in both messages).  Only for participants in individual events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Send the athlete's World Badminton Ranking Points.
ENTRY	RANK_WLD	N/A	Element Expected: If applicable (this information can be sent in both messages).  Only for participants in individual events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(4)	Player's world ranking.
ENTRY	HAND	N/A	Element Expected: If available (this information can be sent in both messages).  For each participant in each event.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Hand</a>	Handedness

### 2.3.2.6 Message Sort

The message is sorted by Participant @Code



## 2.3.3 List of teams / List of teams update

### 2.3.3.1 Description

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

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs 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. Badminton has two types of teams, pairs and "team" in the team competition.

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
Version	1.V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.3.3 Trigger and Frequency

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





The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

### 2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>	Gen Sport Codes				
	<a href="#">Team (1,N)</a>	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator			
		<a href="#">Composition (0,1)</a>	<a href="#">Athlete (0,N)</a>	Code Order	
		<a href="#">Discipline (0,1)</a>	Code <a href="#">RegisteredEvent (0,1)</a>	Event <a href="#">EventEntry (0,N)</a>	Type Code Pos Value

### 2.3.3.5 Message Values

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



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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID. When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
<b>ShortName</b>	<b>M</b>	<b>S(40)</b>	<b>Team Short Name</b>
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)
<b>TeamType</b>	<b>M</b>	<b>SC @TeamType</b>	<b>Send the team type. This is how the name is constructed to allow clients to build in other languages. Use CPLM</b>
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)			
In the case of current teams the number of athletes is 2 or more.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order (same as defined in ORIS)

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



Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline

**Element: Competition /Team /Discipline /RegisteredEvent (0,1)**

Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event

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

Send if there are specific team's event entries.

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

**Sample (General)**

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

**2.3.3.6 Message Sort**

The message is sorted by Team @Code.



## 2.3.4 Event Unit Start List and Results

### 2.3.4.1 Description

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

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

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

### 2.3.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START\_LIST' as soon as the start list (competitors) are known and any changes to the information.

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



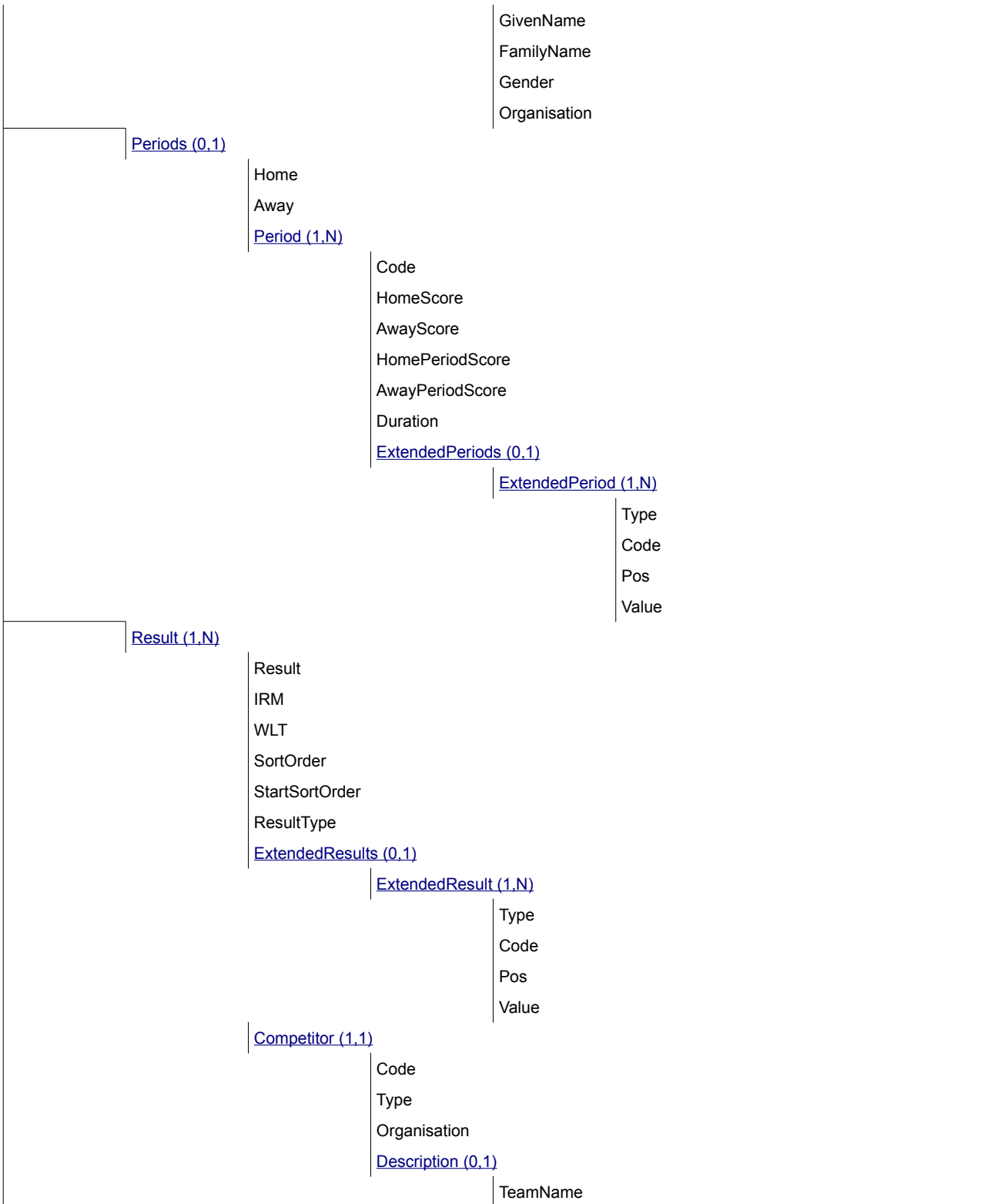
For each match:

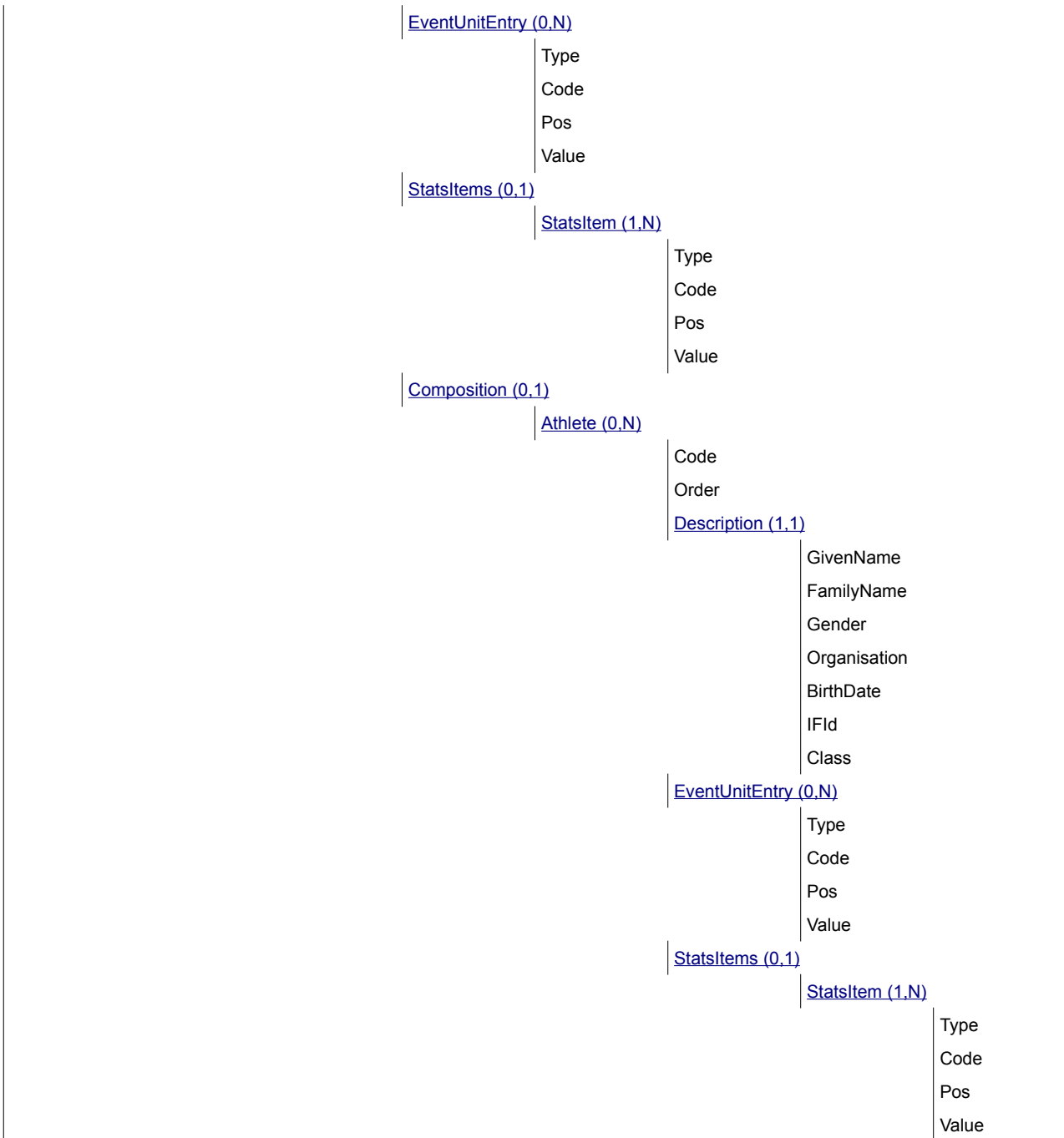
- As soon as each competitor is known and any changes in start list data (START\_LIST)
- When the unit starts and after every change in any data (LIVE)
- At the end of each game (INTERMEDIATE)
- After the unit is over (UNOFFICIAL / OFFICIAL)

### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0.1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0.1)</a>						
		<a href="#">UnitDateTime (0.1)</a>					
			StartDate				
			Duration				
		<a href="#">ExtendedInfo (0.N)</a>					
			Type				
			Code				
			Pos				
			Value				
		<a href="#">SportDescription (0.1)</a>					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		<a href="#">VenueDescription (0.1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Officials (0.1)</a>						
		<a href="#">Official (1.N)</a>					
			Code				
			Function				
			Order				
			<a href="#">Description (1.1)</a>				





### 2.3.4.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description



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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.
Duration	O	mmm	Match duration. Duration of the Match in minutes. Update with each message after the start of the match.

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





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

### Sample (singles)

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

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

Sport Descriptions in Text.



Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15)	Match number as appropriate

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

Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function. Send according to the codes for: -Umpire -Service Judge  Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric 0	Order of the Officials. According to the sport rules

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

### Sample (General)



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

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

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

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
ExtendedPeriod information.			
Type	Code	Pos	Description
EP	RALLY_TIME_MAX	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	ss
			Description
			Duration of longest rally. (ss is seconds)
EP	RALLY_STROKES_MAX	N/A	Element Expected: Always



	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of strokes in the longest rally.
EP		RALLY_TIME_AVG	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	ss	Duration of average rally. (ss is seconds)
EP		RALLY_STROKES_AVG	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of strokes in the average rally.
EP		SHUTTLES_USED	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of shuttles used.
EP		IRM	Numeric 0	Pos Description: Indicator of the one who has produced the IRM. Send 1 or 2 for Home or Away competitor.  Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	<a href="#">SC @IRM</a>	Invalid Result Mark for the particular period (CC @Period).

**Sample (General)**



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

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

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

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

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

Only applicable in singles and doubles.

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



Attribute	M/O	Value	Description
Value	M	Numeric 0	Send the number of remaining challenges for the competitor in the current game.
ER	GAME_PT_COUNT	SC @Period	Pos Description: Period  Element Expected: If applicable
Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a game point in the game.
ER	MATCH_PT_COUNT	SC @Period	Pos Description: Period  Element Expected: If applicable
Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a match point the current match.

**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	<a href="#">CC @Organisation</a>	Competitor's organisation

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

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

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

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

For team event information

Type	Code	Pos	Description
EUE	SEED	N/A	Element Expected:



			Always, as soon as this information is known and this team has a Seed Number.
Attribute	M/O	Value	Description
Value	M	Numeric ##	Seed Number (for team)

**Sample (doubles)**

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

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Only applicable for doubles matches.				
Type	Code	Pos	Description	
ST	PTS_PLAYED	SC @Period	Pos Description: Send the Period, not "TOT"	
			Element Expected: When available	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Total Points Played	
ST	PTS_WON	SC @Period	Pos Description: Send the Period, not "TOT"	
			Element Expected: When available	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Total Points Won	
ST	PTS_CONSEC	SC @Period	Pos Description: Send the Period, not "TOT"	
			Element Expected: When available	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Most consecutive points won	
ST	PTS_MATCH	SC @Period	Pos Description: Send the Period, not "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, not "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total game points
ST		PTS_NOSERVICE	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Points scored without service for this period
ST		PTS_SERVICE	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Points scored with service for this period.
ST		LEAD_MAX	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or '-'	Biggest lead for this period. Send '-' when no value available.
ST		CBACK_WIN_MAX	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or '-'	Biggest comeback to win for this period. Send '-' when no value available.
ST		SERVE_FAULTS	SC @Period	Pos Description: All periods played and "TOT"  Element Expected:





				When available
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Service faults for this period.	
ST	PTY	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available	
Attribute	M/O	Value	Description	
Value	M	String	Penalty cards and the result at penalty for this period (e.g.: a yellow card penalty during Game-1 when the result was 4-3, send "Y(4-3)" for @Pos=G1, or, two red cards penalty during Game-2, send "R(3-1) R(14-20)" for @Pos=G2) as in C73 ORIS.	
ST	CHALLENGE_WON	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available in Olympic Games	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Total successful challenges	
ST	CHALLENGE_LOST	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available in Olympic Games	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Total unsuccessful challenges	
ST	SMASH_MAX	SC @Period	Pos Description: Send the Period, not "TOT" Element Expected: When available in pairs	
Attribute	M/O	Value	Description	
Value	M	Numeric ##0	Fastest smash	
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always</b>				
Attribute	Value	Description		
Code	PLAYER			
Pos	N/A			
Value	S(20) with no leading zeroes	Athlete ID with the fastest smash in this pair		



**Sample (General)**

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

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

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



			disabilities.
--	--	--	---------------

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

### Sample (singles)

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

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Only applicable for single matches.				
Type	Code	Pos	Description	
ST	PTS_PLAYED	SC @Period	Pos Description: Send the Period, not "TOT"	
			Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Points Played
ST	PTS_WON	SC @Period	Pos Description: Send the Period, not "TOT"	
			Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Points Won
ST	PTS_CONSEC	SC @Period	Pos Description: Send the Period, not "TOT"	
			Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Most consecutive points won
ST	PTS_MATCH	SC @Period	Pos Description: Send the Period, not "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, not "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total game points
ST		PTS_NOSERVICE	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points scored without service for this period
ST		PTS_SERVICE	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points scored with service for this period
ST		LEAD_MAX	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or '-'	Biggest lead for this period. Send '-' when no value available.
ST		CBACK_WIN_MAX	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric	Biggest comeback to win for this period.



			#0 or '.'	Send '-' when no value available.
ST		SERVE_FAULTS	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Service faults for this period
ST		PTY	SC @Period	Pos Description: All periods played and "TOT"  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Penalty cards and the result at penalty for this period (e.g.: a yellow card penalty during Game-1 when the result was 4-3, send "Y(4-3)" for @Pos=G1, or, two red cards penalty during Game-2, send "R(3-1) R(14-20)" for @Pos=G2) as in C73 ORIS.
ST		CHALLENGE_WON	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available in Olympic Games
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total successful challenges
ST		CHALLENGE_LOST	SC @Period	Pos Description: Send the Period, not "TOT"  Element Expected: When available in Olympic Games
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total unsuccessful challenges
ST		SMASH_MAX	SC @Period	Pos Description: Send the Period, not "TOT" Element Expected: When available in singles
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Fastest smash

### 2.3.4.6 Message Sort

Sort by Result @SortOrder



## 2.3.5 Current Information

### 2.3.5.1 Description

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

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

### 2.3.5.2 Header Values

The following table describes the message header attributes.

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

### 2.3.5.3 Trigger and Frequency

\* After every change and challenge result

\* Empty message after result (before next point, but not immediately after result)

### 2.3.5.4 Message Structure

The following table defines the structure of the message.

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



<b>ExtendedInfo (1,N)</b>	<b>Type</b> <b>Code</b> <b>Pos</b> <b>Value</b>
---------------------------	--

### 2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	CHALLENGE	N/A	Element Expected: If there is a challenge requested. Only for the current challenge. This remains when the result is included.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	<b>Value</b>	<b>M</b>	S(20) with no leading zeroes or UMPIRE
	<b>Description</b>		Competitor ID of the challenger or UMPIRE if umpire requested
UI	CHALLENGE_RESULT	N/A	Element Expected: When the result of the current challenge is known if the challenge is by a competitor
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	<b>Value</b>	<b>M</b>	SC @ChallengeResult
	<b>Description</b>		Send challenge result

#### Sample (Request by umpire)

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

#### Sample (Request by Pair)

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

#### Sample (Request by Pair with result)





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

### Sample (When request complete/cancelled)

```
<Competition />
```

### 2.3.5.6 Message Sort

There is no message sorting rule.



## 2.3.6 Play by Play

### 2.3.6.1 Description

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

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

### 2.3.6.2 Header Values

The following table describes the message header attributes.

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

### 2.3.6.3 Trigger and Frequency

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

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (0.1)</a>			
	Gen		



	Sport Codes			
	<a href="#">ExtendedInfos (0,1)</a>		<a href="#">SportDescription (0,1)</a>	DisciplineName EventName SubEventName Gender
			<a href="#">VenueDescription (0,1)</a>	Venue VenueName Location LocationName
	<a href="#">Actions (0,1)</a>	Home Away	<a href="#">Action (1,N)</a>	Id Period Order Action ScoreH ScoreA

### 2.3.6.5 Message Values

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

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



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

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

Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
Period	M	<a href="#">SC @Period</a>	Period of the action within the match.
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action.
Action	O	S(2)	Scoring indicator H or A for Home / Away. In doubles follow H/A with 1 or 2 indicating player 1 or 2 (H1, etc.) where 1/2 indicates who is serving.
ScoreH	O	Numeric #0	Home competitor score in the period. Only send if there is a score by the home competitor.
ScoreA	O	Numeric #0	Away competitor score in the period. Only send if there is a score by the away competitor.

### Sample (General)

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

### 2.3.6.6 Message Sort

Actions /Action @Order.



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Olympic  
Committee

SOG-2024-BDM-3.01 SFA



## 2.3.7 Pool Standings

### 2.3.7.1 Description

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

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

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Phase</a>	Full RSC for the pool/group (phase)
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC.@ResultStatus</a>	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	<a href="#">SC.@Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.



### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0..1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0..1)</a>						
		<a href="#">ExtendedInfo (0..N)</a>					
			Code				
			Pos				
			Value				
		<a href="#">Progress (0..1)</a>					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		<a href="#">SportDescription (0..1)</a>					
			DisciplineName				
			EventName				
			Gender				
		<a href="#">VenueDescription (0..1)</a>					
			Venue				
			VenueName				
	<a href="#">Result (1..N)</a>						
		Rank					
		RankEqual					
		IRM					
		QualificationMark					
		SortOrder					
		Won					
		Lost					
		Played					
		For					
		Against					
		Diff					
		<a href="#">ExtendedResults (0..1)</a>					
			<a href="#">ExtendedResult (1..N)</a>				
				Type			
				Code			







	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class

### 2.3.7.5 Message Values

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

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

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

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. Only included where the phase is contested at a single venue			



Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

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

For any message, there should be at least one competitor being awarded a result for the pool.

Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. It is optional because the competitor can be disqualified.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned. Send just in the case of an IRM.
QualificationMark	O	<a href="#">SC @QualificationMark</a>	The code which gives an indication on the qualification of the competitor for the next round of the competition.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified competitors.
Won	O	Numeric #0	Number of matches won by the competitor in the group. Do not send if the competitor has not played.
Lost	O	Numeric #0	Number of matches lost by the competitor in the group. Do not send if the competitor has not played.
Played	O	Numeric #0	Number of matches played by the competitor in the group. Send 0 if not played.
For	O	Numeric ###0	Total number of points won. Do not send if the competitor has not played.
Against	O	Numeric ###0	Total number of points lost. Do not send if the competitor has not played.
Diff	O	+/-Numeric +##0 or -##0 or 0	Points difference, between points won and lost. Do not send if the competitor has not played.

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

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



Pos	N/A	
Value	Numeric #0	Number of Games lost. Do not send anything in case of IRM.

Element: Competition /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

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

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

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

Element: Competition /Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	A for athlete, T for team



Pos	M	Numeric #0	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available and allowed to display, send even after the match is complete.
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules. In case of withdrawn then send "No match"

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

**Competitors extended information.**

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the opposition team, if a team

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

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

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

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

**Sample (General)**



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

### 2.3.7.6 Message Sort

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



## 2.3.8 Brackets

### 2.3.8.1 Description

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

### 2.3.8.2 Header Values

The following table describes the message header attributes.

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

### 2.3.8.3 Trigger and Frequency

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

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

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

- \* Send with ResultStatus = 'START\_LIST' before the competition with the empty bracket
- \* Send with ResultStatus = 'INTERMEDIATE' after every match in the preliminaries which determines a position in the bracket
- \* Send with ResultStatus = 'INTERMEDIATE' until the last event unit is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)



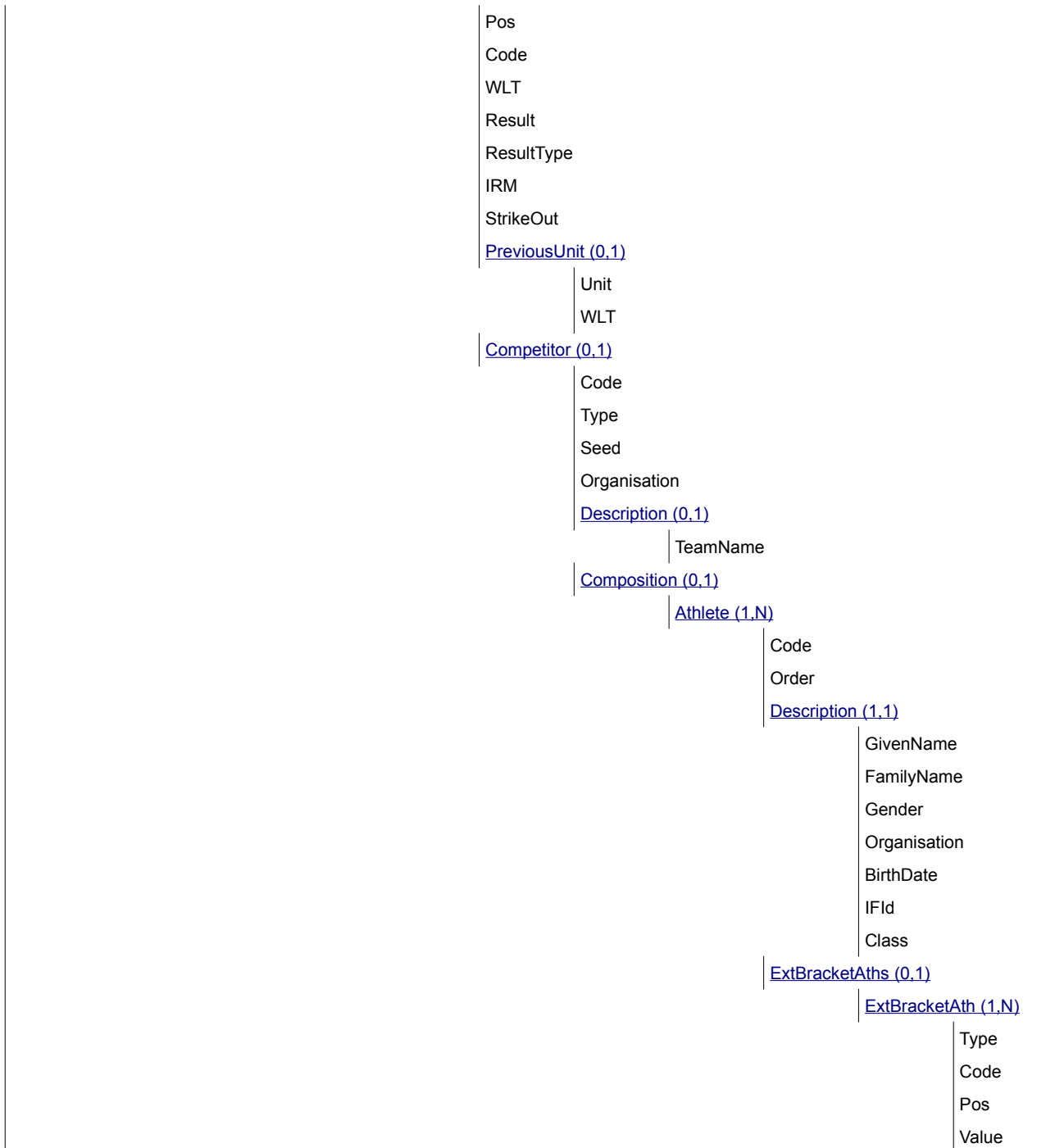
- \* Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event has Unofficial status.
- \* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event has Official status.

Trigger also after any change.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
<a href="#">Competition (0.1)</a>										
	Gen									
	Sport									
	Codes									
	<a href="#">ExtendedInfos (0.1)</a>									
		<a href="#">SportDescription (0.1)</a>								
			DisciplineName							
			EventName							
			Gender							
			<a href="#">VenueDescription (0.1)</a>							
			Venue							
			VenueName							
	<a href="#">Bracket (1.N)</a>									
		Code								
		<a href="#">BracketItems (1.N)</a>								
			Code							
			<a href="#">BracketItem (1.N)</a>							
				Code						
				Order						
				Position						
				Date						
				Time						
				Unit						
				Result						
				<a href="#">ExtBracketItems (0.1)</a>						
					<a href="#">ExtBracketItem (1.N)</a>					
						Type				
						Code				
						Pos				
						Value				
				<a href="#">CompetitorPlace (1.N)</a>						



### 2.3.8.5 Message Values

**Element: Competition (0,1)**





Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

**Sport Description in Text**

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

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

**Venue Names in text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

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

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(15)	Bracket code to identify a bracket item. It will be the Match number (event code + number of match) for each bracket item, (e.g.: for Men's Singles events: MS110, MS112..., MS116 in R16, ..., MS141..., MS144 in QFL, etc.).
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.



Date	O	Date	Date of match (example: YYYY-MM-DD). Must be filled if known.
Time	O	S(5)	Time of match (example HH:MM). Must be filled if known.
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (example: 21-15, 21-16 54'). Must include if the data is available and the match is complete.

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

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

Type	Code	Pos	Description
EBI	LOCATION	N/A	Element Expected: Send it always when available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">CC @Location</a> Location Code

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

- If the competitors are known, this element is used to place the competitors in the bracket.

- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1 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	<a href="#">SC @WLT</a>	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit.
<b>ResultType</b>	<b>O</b>	<b>SC @ResultType</b>	<b>Type of the @Result attribute.</b>
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, send DQB if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

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

Attribute	M/O	Value	Description
Unit	O	<a href="#">CC @Unit</a>	Full RSC code (unit level) of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
WLT	O	<a href="#">SC @WLT</a>	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.



Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)			
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team A for athlete
Seed	O	Numeric #0	The seed of the competitor or equivalent information. Always when it exists.
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known.

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

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

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

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)			
CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Type	Code	Pos	Description
EBA	IRM	N/A	Element Expected: Just when DQB is available
Attribute	M/O	Value	Description



Value	M	<a href="#">SC @IRM</a>	Invalid Result Mark DQB for the particular event unit (individual bout); in the case the DQB is assigned. Send IRM DQB if known before competition.
-------	---	-------------------------	--

### Sample (singles)

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

### 2.3.8.6 Message Sort

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



## 2.3.9 Statistics

### 2.3.9.1 Description

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

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

### 2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	CC_@Discipline CC_@Event CC_@Unit	Full RSC at the appropriate level
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	- ANALYSIS: For the cumulative data of match analysis for both the Singles and Doubles statistics, for all the competitors who have reached the Semi-final or the Final phase. Send the DocumentCode at Eventunit level and only for the Semi-final and Final (Gold and Bronze medal match) phases. - TOU: Tournament statistics, at event level. Send the DocumentCode at event level. - CUM: Penalties statistics per player (although participating in Singles or Doubles), at discipline level. Send the DocumentCode at discipline level.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	It indicates whether the result is official or intermediate etc). INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.9.3 Trigger and Frequency

- For Cumulative Match analysis statistics (ANALYSIS):

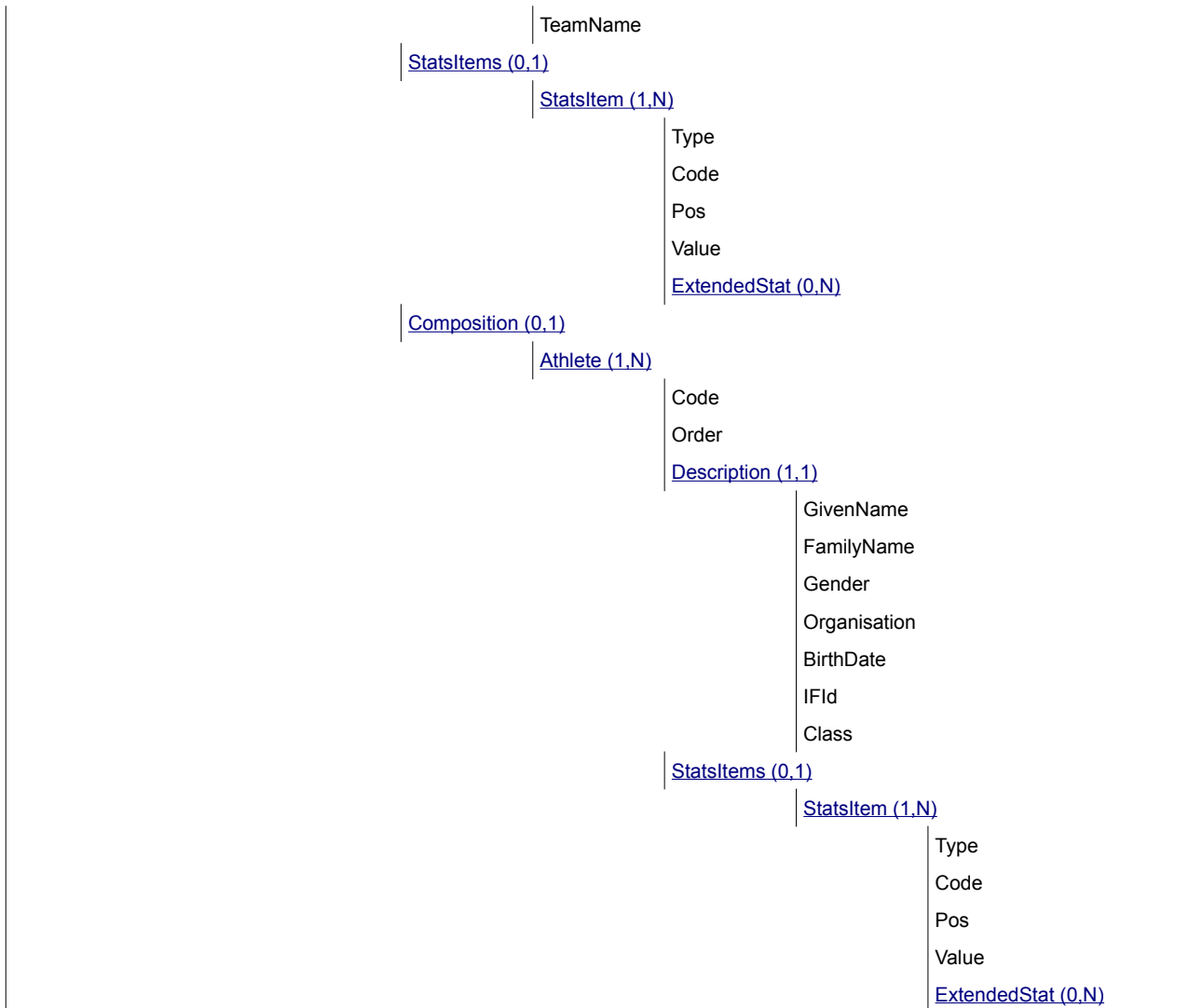


- \* Immediately after the semifinal or Final (Gold/Silver or Bronze) match start list has been confirmed.
- For Tournament statistics (TOU):
- \* Message sent after the last match in each phase for all events completed and made official.
- For Penalty statistics (CUM):
- \* After each match with a penalty.

### 2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0,1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0,1)</a>							
		<a href="#">Progress (0,1)</a>						
			LastUnit					
			UnitsTotal					
			UnitsComplete					
		<a href="#">SportDescription (0,1)</a>						
			DisciplineName					
			EventName					
		<a href="#">VenueDescription (0,1)</a>						
			Venue					
			VenueName					
	<a href="#">Stats (1,1)</a>							
		Code						
		<a href="#">StatsItems (0,1)</a>						
			<a href="#">StatsItem (1,N)</a>					
				Type				
				Code				
				Pos				
				Value				
				Avg				
				<a href="#">ExtendedStat (0,N)</a>				
		<a href="#">Competitor (0,N)</a>						
			Code					
			Type					
			Order					
			Organisation					
			<a href="#">Description (0,1)</a>					



### 2.3.9.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	<a href="#">CC @Unit</a>	Send full RSC of the most recently unit made official.



UnitsTotal	O	Numeric ##0	The total number of units (matches) to be played.
UnitsComplete	O	Numeric ##0	The total number of units (matches) which are official.

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

**Sport Description in Text**

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

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

**Venue Names in text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

**Element: Competition /Stats (1,1)**

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

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

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

Type	Code	Pos	Description
ST	MATCHES_NUM	<a href="#">UC @StatsPhase</a>	Pos Description: <a href="#">Phase for the stat.</a> Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
	<b>Description</b>		Number of matches for this Round
ST	GAMES_NUM	<a href="#">UC @StatsPhase</a>	Pos Description: <a href="#">Phase for the stat.</a> Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
	<b>Description</b>		Number of games for this Round
ST	PTS_NUM	<a href="#">UC @StatsPhase</a>	Pos Description: <a href="#">Phase for the stat.</a> Element Expected: Always for the complete rounds, in the case of TOU statistics.





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



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



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

### Sample (TOU)

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

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

Competitor of the statistics.

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

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

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



TeamName	M	S(73)	Name of the team. Only applies for doubles.
----------	---	-------	---

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)			
Team competitor's stats item, according to competitors' rules.			
Type	Code	Pos	Description
ANALYSIS	GAMES	S(1)	Pos Description: Send W for games won, L for games lost. Element Expected: Always, in the case of ANALYSIS statistics
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Send the number of games for (won) @Pos W and against (lost) @Pos L
ANALYSIS	PTS	S(1)	Pos Description: Send W for points won, L for points conceded. Element Expected: Always, in the case of ANALYSIS statistics
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Send the total number of points won @Pos = W and conceded @Pos = L
PTY	YC (Yellow) RC (Red) BC (Black)	Numeric	Pos Description: Sequential number to differentiate when this card is imposed more than once in the same match.  Element Expected: Always, if the information is available in the case of CUM statistics
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	CC @Unit	Full RSC of the Event Unit, in the match where the disciplinary penalty is imposed.
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always, if the information is available in the case of CUM statistics			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	OFFENCE		
Pos	N/A		
Value	SC @Offence	Related offence to the penalty.	
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always, if the information is available in the case of CUM statistics			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SCORE		
Pos	N/A		
Value	String	Score at offence (e.g.: an offence is produced at game-2, send the result at this time: "21-19, 7-7")	
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always, if the information is available in the case of CUM statistics			



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

### Sample (ANALYSIS)

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

### Sample (CUM)

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

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

Element: Competition /Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete



Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	<a href="#">CC @DisciplineClass</a>	This attribute is required in competitions including athletes with disabilities.

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Type	Code	Pos	Description
ANALYSIS	GAMES	S(1)	Pos Description: Send W for games won, L for games lost. Element Expected: Always, in the case of ANALYSIS statistics
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Send the number of games for (won) @Pos W and against (lost) @Pos L
ANALYSIS	PTS	S(1)	Pos Description: Send W for points won, L for points conceded. Element Expected: Always, in the case of ANALYSIS statistics
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
			Send the total number of points won @Pos = W and conceded @Pos = L
PTY	YC (Yellow) RC (Red) BC (Black)	Numeric 0	Pos Description: Sequential number to differentiate when this card is imposed more than once in the same match.  Element Expected: Always, if the information is available in the case of CUM statistics
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">CC @Unit</a>
			Full RSC of the Event Unit, in the match where the disciplinary penalty is imposed.
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected Always, if the information is available in the case of CUM statistics			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	OFFENCE	
	Pos	N/A	
	Value	SC @Offence	Related offence to the penalty.
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected Always, if the information is available in the case of CUM statistics			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SCORE	



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

### 2.3.9.6 Message Sort

Sort according to the @Order attributes.



## 2.3.10 Event Final Ranking

### 2.3.10.1 Description

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

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

### 2.3.10.2 Header Values

The following table describes the message header attributes.

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

### 2.3.10.3 Trigger and Frequency

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

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

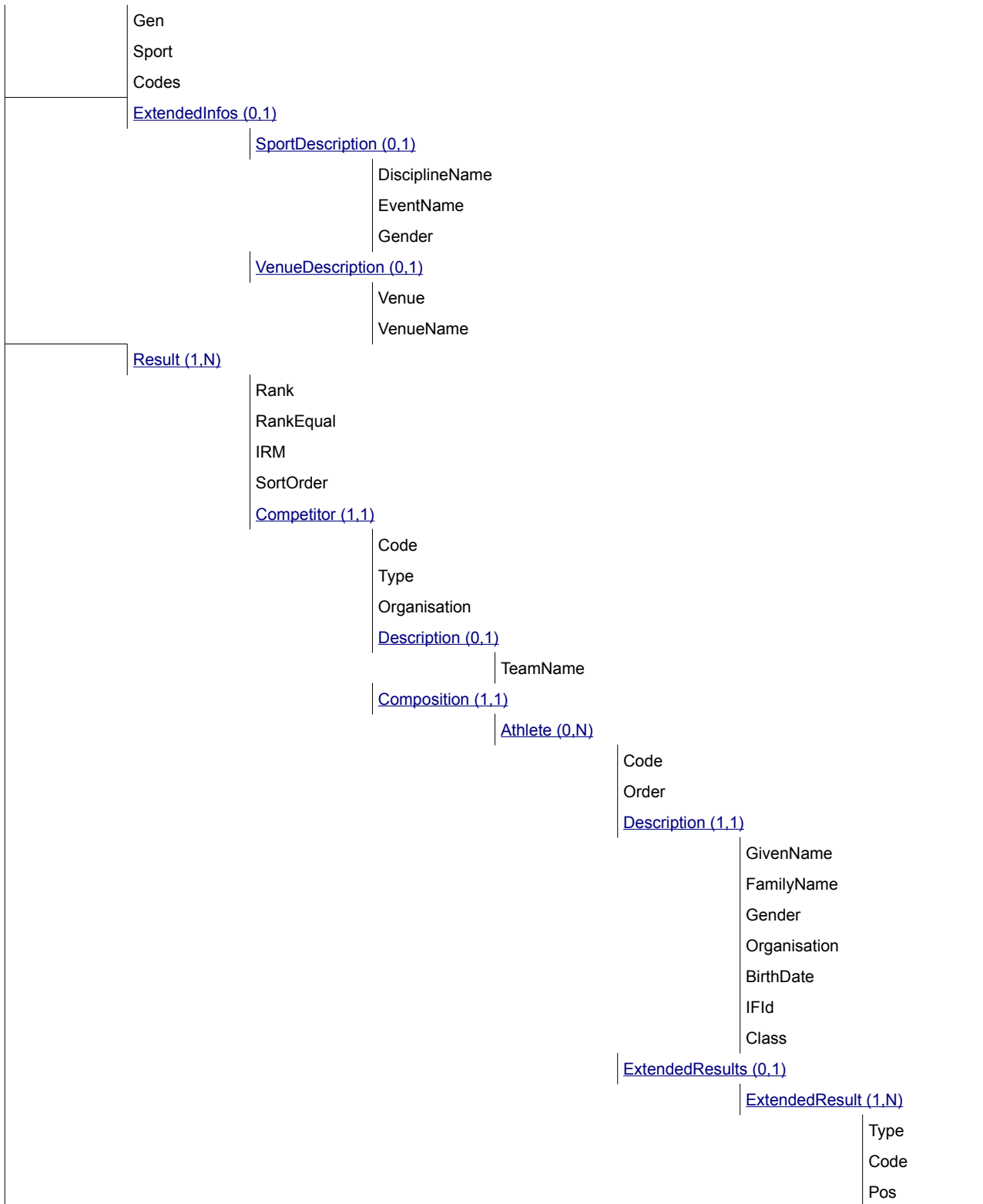
Trigger also after any major change.

### 2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							







	Value
--	-------

### 2.3.10.5 Message Values

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

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

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

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

Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description



Code	M	S(20) with no leading zeroes or SC @CompetitorPlace or NOC ID	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. If NOC or NPC, the value will be NOC ID.
Type	M	S(1)	A for athlete T for team
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation if known

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

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

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

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

### Sample (singles)



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

### 2.3.10.6 Message Sort

Sort by Result @SortOrder



## 2.3.11 Configuration

### 2.3.11.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition.

### 2.3.11.2 Header Values

The following table describes the message header attributes.

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

### 2.3.11.3 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).

### 2.3.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>	Gen			
	Sport			
	Codes			
	<a href="#">Configs (1,1)</a>	<a href="#">Config (1,N)</a>		
			Unit	
				<a href="#">ExtendedConfig (1,N)</a>



	Type
	Code
	Pos
	Value

### 2.3.11.5 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Event</a>	Full RSC of the event.

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

#### Sample (singles)

```

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

```

### 2.3.11.6 Message Sort

There is no message sorting rule.



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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 with corrections
V1.2	02 Mar 2017	Updated
V1.3	24 Mar 2017	Updated
V1.4	21 May 2017	Updated to correct error
V1.5	21 Jun 2017	Updated
V1.6	15 Sep 2017	Updated
V1.7	18 May 2018	Updated, CR
V2.0	08 Aug 2018	Updated, CRs
V2.1	21 Sep 2018	Updated
V2.2	25 Oct 2018	Approved
V2.3	24 Jan 2019	Updated, CRs
V2.4	30 May 2019	Updated, CRs
V2.5	14 Aug 2019	Updated. First version as a full document
V2.6	11 Nov 2019	Updated, CRs
V2.7	10 Dec 2019	Updated
V3.0	8 Jul 2022	First version for Paris 2024
V3.01	14 Oct 2022	Updated

### File Reference: SOG-2024-BDM-3.01 SFA

Change Log		
Version	Status	Changes on version
V1.0	SFR	First Version
V1.1	SFA	Remove references to Bib throughout (copy/paste error) DT_SCHEDULE: Corrected type at Competition /Unit /StartList /Start /Competitor DT_PARTIC: Removed the status attribute (was included in error) DT_RESULT: Updated description of UnitNum DT_PLAY_BY_PLAY: Corrected typo in the sample DT_PLAY_BY_PLAY: Clarified that 1/2 in Action indicates serving player, not winning player.
V1.2	APP	DT_RESULT: Remove StartListMod from header. DT_POOL_STANDING: Remove DocumentSubtype from the Header
V1.3	APP	DT_RESULT: Corrected Stats to StatsItems
V1.4	APP	DT_RESULT: Correct error in the use of duration in ExtendedInfos. Should be an attribute.
V1.5	APP	DT_RESULT: ExtendedInfos, add information related to the team match.
V1.6	APP	Added applicability to YOG
V1.7	SFA	Removed the exclusion of ranking points for YOG. Removed reference to Commonwealth Games DT_PARTIC: Updated to add Passport names (CR15219)
V2.0	SFA	Added athlete class for Paralympic Games.



		<p>Removed references to YOG  Removed information related to teams as not applicable (not removed doubles)  CR15039: Add DT_PARTIC_NAME to applicable messages.  CR16671: Add TVFamilyName in DT_PARTIC message.  CR16537: ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions.  CR16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.</p>
V2.1	SFA	DT_POOL_STANDING: Move extension Qualified to attribute. (was an error)
V2.2	APP	Status change
V2.3	APP	<p>DT_SCHEDULE/DT_RESULT: Apply CR16833, in particular to increase size of UnitNum  DT_STATS: Increase size of UNIT_NUM to follow OVR implementation (and follow above).  DT_BRACKETS: Increase size of Code @ Bracket /BracketItems /BracketItem to follow OVR implementation (and follow above).  DT_STATS: Apply CR16928, use attribute Avg.</p>
V2.4	APP	<p>DT_STATS: Update triggering  DT_PLAY_BY_PLAY: Update triggering  DT_RESULT: Remove reference to suspension @Result/IRM  DT_POOL_STANDINGS: Add Gender @ ExtendedInfos /SportDescription  CR16640: Add ODF Version @Competition  Clarify that team order is the same as defined in ORIS</p>
V2.5	APP	<p>CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS.  CR17809: Change Participant/OlympicSolidarity to disallow N.  Clarify that team order is the same as defined in ORIS (in the rest of messages).  First version as a full document.</p>
V2.6	APP	<p>CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING  CR18395: Increase size of SessionCode in DT_SCHEDULE</p>
V2.7	APP	<p>DT_PARTIC: Update Participant/Weight to not send "-"  DT_PARTIC: Update Data format at ENTRY/RANK_PTS @Participant /Discipline /RegisteredEvent /EventEntry  DT_PARTIC_TEAMS: Update Data format at ENTRY/RANK_PTS @Team /Discipline /RegisteredEvent /EventEntry  DT_POOL_STANDING: Update format at Result/Diff to send + if applicable (consistency)  DT_POOL_STANDING: Update format at ER/GAMES/DIFF @Result /ExtendedResults /ExtendedResult to send 0 if applicable (consistency)</p>
V3.0	SFA	<p>DT_SCHEDULE: Update Unit/Medal description  DT_SCHEDULE: Clarifications at Unit [CR024248]  DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122]  DT_PARTIC: Remove Participant/Weight  DT_PARTIC: Remove ENTRY/SEED at Participant /Discipline /RegisteredEvent /EventEntry  DT_PARTIC_TEAMS: Remove ENTRY/SEED at Team /Discipline /RegisteredEvent /EventEntry  DT_PARTIC_TEAM: Add Team/TeamType &amp; Team/ShortName [CR019497]  DT_RESULT: Update UI/SERVE at ExtendedInfos /ExtendedInfo  DT_RESULT: Add UI/MATCH_POINT at ExtendedInfos /ExtendedInfo  DT_RESULT: Add UI/GAME_POINT at ExtendedInfos /ExtendedInfo  DT_RESULT: Remove ER/SERVE at Result /ExtendedResults /ExtendedResult  DT_RESULT: Add UI/SERVE at ExtendedInfos /ExtendedInfo  DT_RESULT: Add ER/CHALLENGES_REMAIN at Result /ExtendedResults /ExtendedResult  DT_CURRENT: Message added  DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial)  DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo  DT_POOL_STANDING: Update ER/GAMES at Result /ExtendedResults /ExtendedResult  DT_BRACKETS: Update Triggering  DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121]  DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)  DT_BRACKETS: Update Message Sort  DT_STATS: Update Triggering  DT_STATS: Update ANALYSIS/GAMES at Stats /Competitor /StatsItems /StatsItem  DT_STATS: Update ANALYSIS/PTS at Stats /Competitor /StatsItems /StatsItem  DT_STATS: Update ANALYSIS/GAMES at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</p>



		DT_STATS: Update ANALYSIS/PTS at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem
V3.01	SFA	DT_RESULT: Add ST/SMASH_MAX at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/SMASH_MAX at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_POOL_STANDING: Update Result /Competitor /Opponent /Result [Octane 207004] DT_BRACKETS: Update triggering DT_STATS: Update Stats /StatsItems /StatsItem by replacing CC @Phase with SC @Phase and related @Pos Description DT_STATS: Add ST/SMASH_MAX at Stats /StatsItems /StatsItem