Olympic Data Feed

Fencing
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Fencing 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 Fencing 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 Fencing Overview

MESSAGES IN EACH EVENT
* All events (individual and team) have a single DT_RESULT and DT_PLAY_BY_PLAY for each unit.
* There is also a DT_BRACKET message for the progression.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (schedule=Y) only which is aligned with the same RSC for DT_RESULT.

PARALYMPIC GAMES
Athlete class is added.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	

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

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

Advice for end users - how to sort event units and use DT_SCHEDULE:
- When displaying the schedule users must use the following sort order to display as intended:
Where the discipline is defined as LOC:
1. By day (or filter by day)
2. Session Code
3. By location
4. By Time (regardless if HideStartDate="Y")
5. By Order

Where the discipline is defined as SESSION OR DATE:
1. By day (or filter by day)
2. Session Code
3. By Time (regardless if HideStartDate="Y")
4. By Order

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

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

Competition schedule update:

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

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

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

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

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:
- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

2.3.1.2 Header Values

The following table describes the message header attributes.

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

2.3.1.3 Trigger and Frequency

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

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

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

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

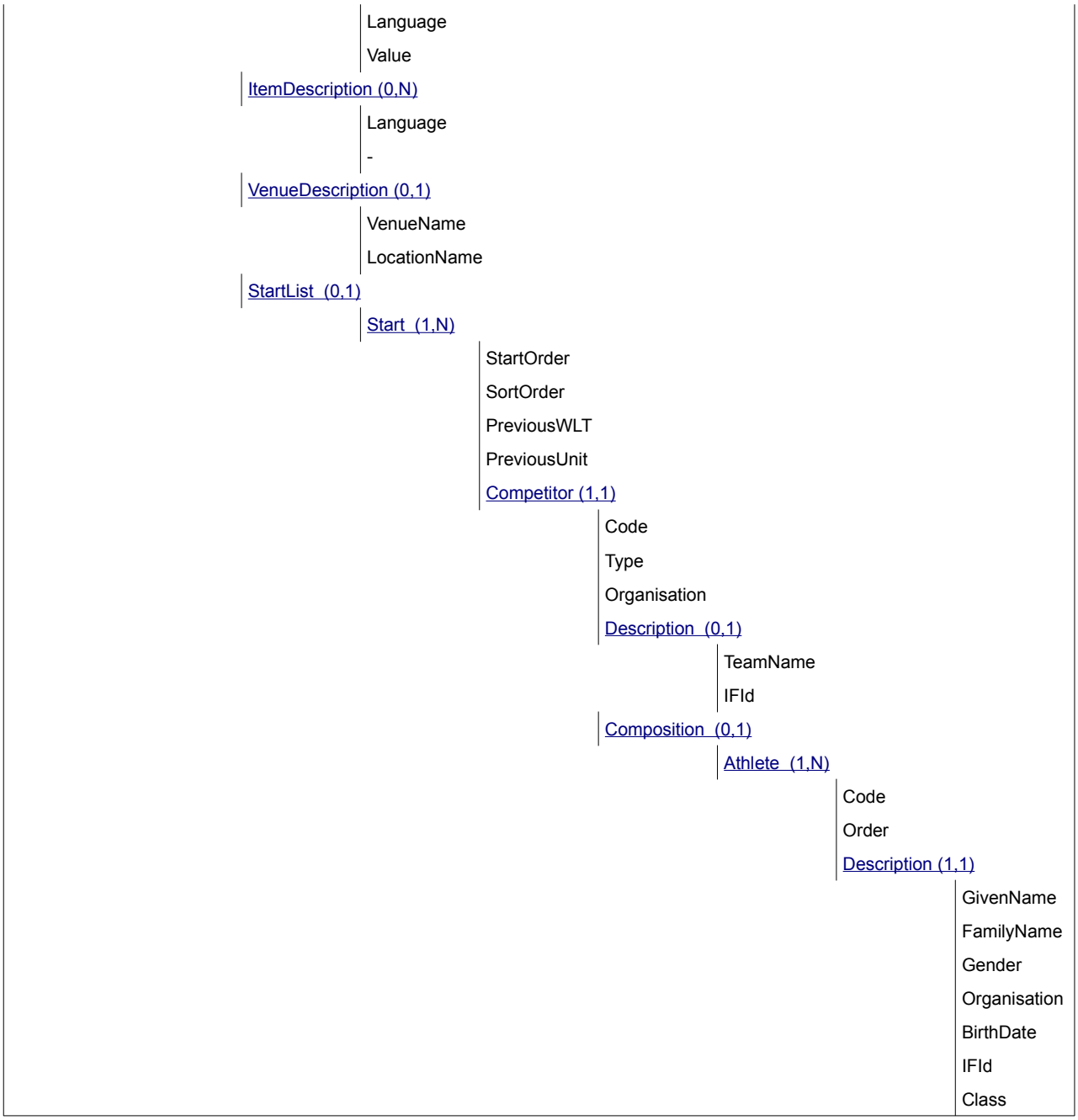
If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							

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



2.3.1.5 Message Values

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

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

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

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

Sample (General)

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

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Unit	Full RSC for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering in display may be incorrect (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status) 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. Example: 2006-02-26T10:00:00+01:00 Do not update with actual start time (see ActualStartDate)
HideStartDate	O	S(1)	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. 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'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	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) This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED. Example: 2006-02-26T10:00:00+01:00 Do not update with actual end time (see ActualEndDate)

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

Element: Competition /Unit /StartText (0,N) This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20) or SC @StartText	Text to be displayed in the case that StartDate is not to be displayed. Use available codes or free text if appropriate is not available

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

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

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

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

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

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

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

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

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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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

2.3.2.1 Description

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

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

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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

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

2.3.2.3 Trigger and Frequency

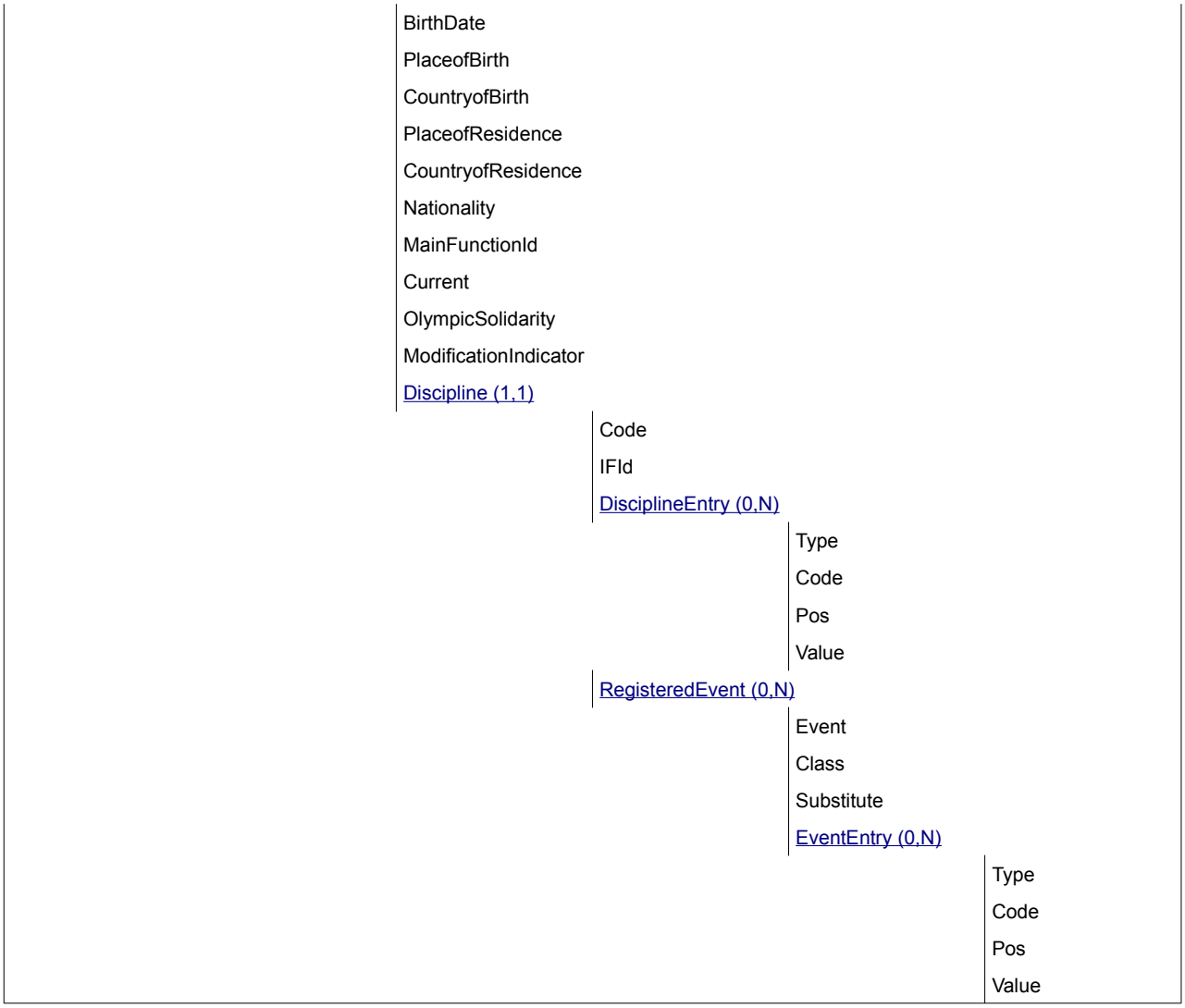
The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			



2.3.2.5 Message Values

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

Sample (General)

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-FEN-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 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. 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.
Parent	M	S(20) with no leading zeroes	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. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. 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".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name

TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

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

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	FIE identification (IF number)

Element: Competition /Participant /Discipline /DisciplineEntry (0,N) Send if there is specific discipline information for the official.				
Type		**Code**	**Pos**	**Description**
ENTRY		LICENCE	SC @Weapon	Pos Description: Send weapon code Element Expected: Always for license information.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	A or B

Element: Competition /Participant /Discipline /RegisteredEvent (0,N) All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event
Class	O	CC @DisciplineClass	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. (only expected in team events)

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific athlete's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		HAND	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Hand	Handedness of the athlete
ENTRY		LICENCE	N/A	Element Expected: Always, as soon as this information is known and this athlete has FIE license number (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(16)	International Fencing Federation (FIE) license number
ENTRY		QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages). For Individual and Team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualifiyingType	Qualification type
ENTRY		RANK_WLD	N/A	Element Expected:

				Always, as soon as this information is known and this athlete has ranking or not (this information can be sent in both messages). Only for Individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	World Ranking
ENTRY		SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number (this information only will be sent in the update message). Only for Individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Seed Number

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

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

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

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

2.3.3.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG.
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)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member.
Order	O	Numeric	Team member order

Element: Competition /Team /TeamOfficials /Official (1,N) Send if there are specific officials for the team. Does not apply to historical teams.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's ID of the listed team official. For all team officials where applicable.
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

Element: Competition /Team /Discipline (0,1) Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC of the Discipline

Element: Competition /Team /Discipline /RegisteredEvent (0,1) Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualifiyingType	Qualification type
ENTRY		RANK_WLD	N/A	Element Expected: Always, as soon as this information is known and the team has ranking or not (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	World Ranking
ENTRY		SEED	N/A	Element Expected: Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Seed Number

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

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

2.3.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the start list information is available and for any change to this information or if there are any cards before the unit starts.

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

- At the start of the competition (LIVE)
- With every change in any data (LIVE)
- In case of Toss please send the message as soon the Priority winner is known.

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute).

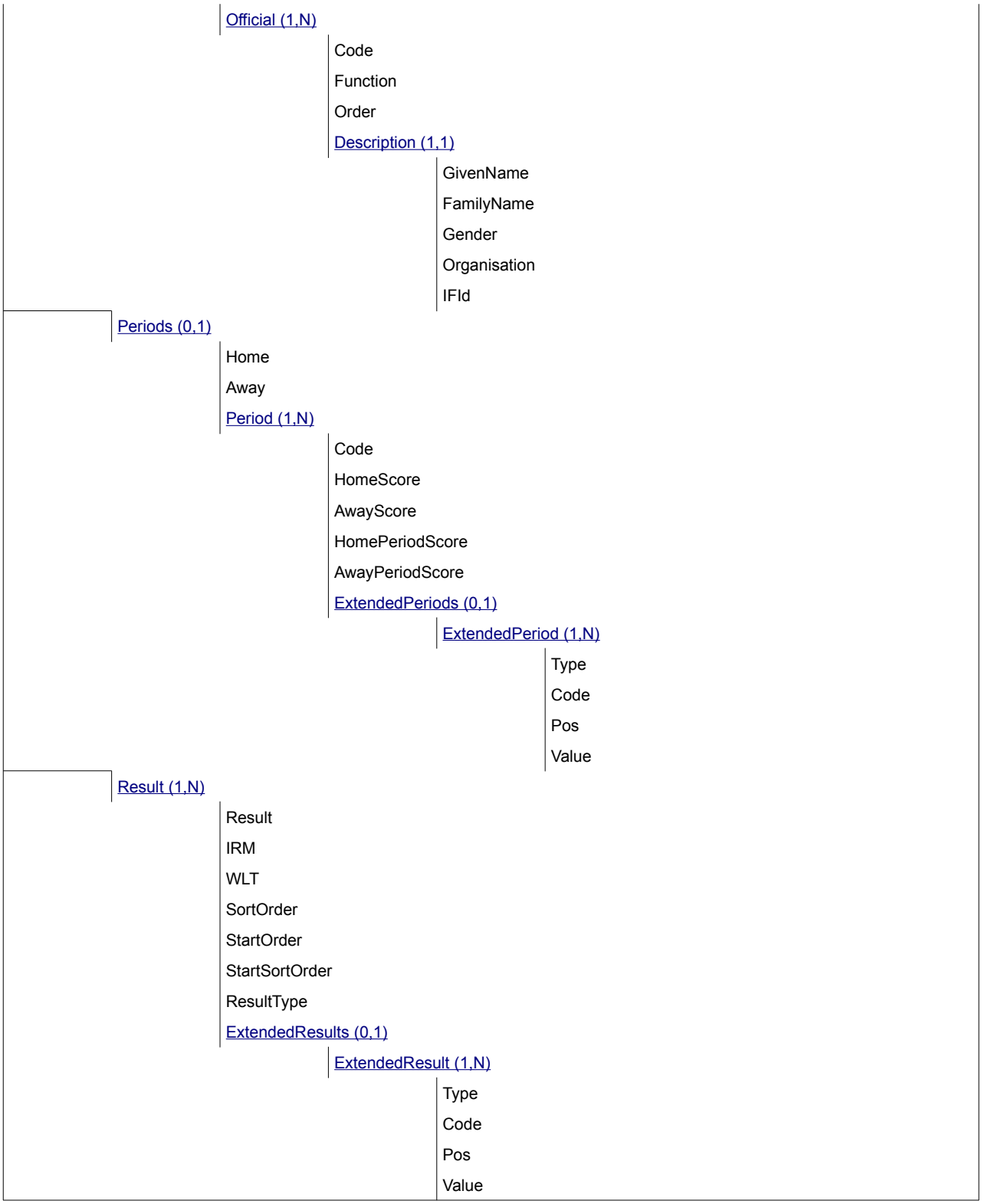
The message is sent as 'INTERMEDIATE' during extended breaks.

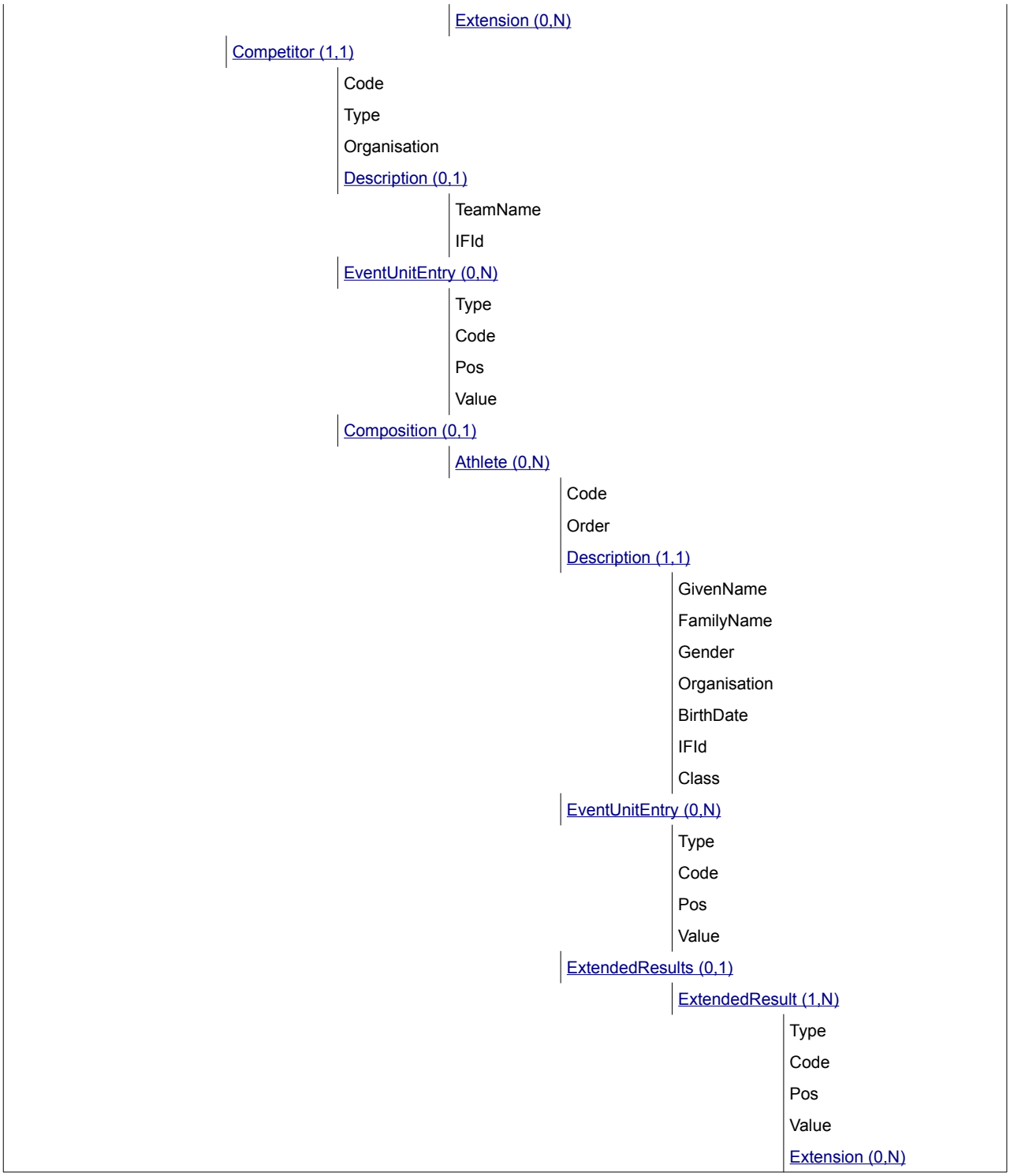
Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
			EndDate					
			Duration					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
	Officials (0,1)							


Official (1,N)
Code
Function
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
IFId
Periods (0,1)
Home
Away
Period (1,N)
Code
HomeScore
AwayScore
HomePeriodScore
AwayPeriodScore
ExtendedPeriods (0,1)
ExtendedPeriod (1,N)
Type
Code
Pos
Value
Result (1,N)
Result
IRM
WLT
SortOrder
StartOrder
StartSortOrder
ResultType
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value


Extension (0,N)
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
IFId
EventUnitEntry (0,N)
Type
Code
Pos
Value
Composition (0,1)
Athlete (0,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
EventUnitEntry (0,N)
Type
Code
Pos
Value
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Extension (0,N)

2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1) Actual times. Include when the unit starts.			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date and time.
EndDate	O	DateTime	Actual end date-time.
Duration	O	mm:ss	Total duration of the encounter (Bout Time or Total Match Time according to the events of Individual or Team respectively). Remove leading zeros in minutes (unless time under one minute then one zero)

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		PERIOD	N/A	Element Expected: Always after the start of the unit.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period SC @GameState	Send current period or the GameState Use SC @Period unless some GameState applies
DISPLAY		LAST_COMP	SC @Period	Pos Description: Send the Period Element Expected: Send the last athlete who make a touch with every LIVE update within the period. Each period starts without any carry-over. (Different @Pos depending on event type) Only in the LIVE messages.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the last athlete to make a touch Send '0' for both athletes scoring in the same time.
UI		COMP	Numeric #	Pos Description: Sequential number to indicate the bout number between each member of one team against each from the other one. Element Expected: Always, when this information is available (just for Team events)

	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always, when this information is available (just for Team events)**			
	Attribute	**Value**	**Description**	
	Code	A		
	Pos	N/A	N/A	
	Value	S(20) with no leading zeroes	Athlete's ID (to identify an athlete) that competes in this bout as a member from the team A.	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always, when this information is available (just for Team events)**			
	Attribute	**Value**	**Description**	
	Code	B		
	Pos	N/A	N/A	
	Value	Value S(20) with no leading zeroes	Athlete's ID (to identify an athlete) that competes in this bout as a member from the team B.	
UI		DURATION_IND	Numeric #	Pos Description: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams. Element Expected: Only for the team event, at the end of each bout from the team match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Duration of the Bout (within the match, for team events), including any overtime. Remove leading zeros in minutes (unless time under one minute then one zero)
UI		DURATION_OVERTIME	N/A	Element Expected: Always, at the end of the individual bout / team match in the case of overtime else not sent.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Overtime's duration of the encounter (Bout Overtime or Match Overtime, according to the events of Individual or Team respectively). Remove leading zeros in minutes (unless time under one minute then one zero)
UI		DURATION_NORMAL	N/A	Element Expected: Always, at the end of the individual bout / team match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Duration of the encounter (Bout Time or Total Match Time according to the events of Individual or Team respectively), not including any overtime. Remove leading zeros in minutes (unless time under one minute then one zero)
UI		OVERTIME	N/A	Element Expected: If overtime is required in the unit For both events: individual and team.

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y only if the encounter goes to Overtime.
UI		TOSS	N/A	Element Expected: As soon as the Priority competitor is known. For both events: individual and team Do not send if there is a point marked in the OT period or the OT period is finished without winner (0-0 score in the OT period).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1) (A, B)	The Victory by Toss indicator before the overtime period, in the case of a tie after the competition periods. Send 'A' or 'B' if the preferred winner is the first or the second athlete.
UI		WINNER_ID	N/A	Element Expected: Always, at the end of the individual bout / team match if there is a winner
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Athlete's ID / Team's ID, to identify an athlete or team, winner of the encounter (individual bout or team match) respectively.

Sample (Individual)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T19:10:00+01:00" Duration="31:59" />
  <ExtendedInfo Type="UI" Code="DURATION_OVERTIME" Value="0:01" />
  <ExtendedInfo Type="UI" Code="OVERTIME" Value="Y"/>
  <ExtendedInfo Type="UI" Code="DURATION_NORMAL" Value="31:58" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1092084" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1092084" />
```

Sample (Team)

```
..
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-02T18:00:00+01:00" Duration="66:24" />
  <ExtendedInfo Type="UI" Code="COMP" Pos="1">
    <Extension Code="A" Value="1071386" />
    <Extension Code="B" Value="1099401" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="COMP" Pos="2">
    <Extension Code="A" Value="1071388" />
    <Extension Code="B" Value="1099405" />
  </ExtendedInfo>
..
  <ExtendedInfo Type="UI" Code="COMP" Pos="9">
    <Extension Code="A" Value="1071388" />
    <Extension Code="B" Value="1099401" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="DURATION_NORMAL" Value="66:24" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="FEW401ITA01" />
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="1" Value="11:36" />
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="2" Value="4:17" />
..
  <ExtendedInfo Type="UI" Code="DURATION_IND" Pos="9" Value="8:35" />
```

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

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(6)	Bout number / match number

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 (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message. Send according to the codes for:

			- Referee - Video Referee - Assistant Referee (2 or 3 referees, 1 video referee and 2 assistants are expected in Team events, and 1 referee, 1 video referee and 2 assistants for Individual events)
Order	M	Numeric	Official's order as required in the sport

Element: Competition /Officials /Official /Description (1,1)

Officials extended information.

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

Element: Competition /Periods (0,1)

For Individual events only

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID (this is the “A” competitor who is on the right)
Away	O	S(20) with no leading zeroes	Away Competitor ID (this is the “B” competitor who is on the left)

Element: Competition /Periods /Period (1,N)

Only for the individual events and expected only for the current and previous periods.

Attribute	M/O	Value	Description
Code	M	SC @Period	Period code, usually there are 3 periods and optionally an overtime.
HomeScore	M	Numeric #0	Overall score of the home (A) competitor at the end of the period or during if current (e.g.: 4 at the end of Period-1 ('1st Period'), 11 at the end of Period-2 ('2nd Period'), ...)
AwayScore	M	Numeric #0	Overall score of the away (B) competitor at the end of the period or during if current (e.g.: 4 at the end of Period-1 ('1st Period'), 9 at the end of Period-2 ('2nd Period'), ...)
HomePeriodScore	O	Numeric #0 or '-'	Score of the home (A) competitor only for this period After the bout is unofficial, if a round has not been contested then send '-'.
AwayPeriodScore	O	Numeric #0 or '-'	Score of the away(B) competitor only for this period After the bout is unofficial, if a round has not been contested then send '-'.

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

ExtendedPeriod information.				
Type		Code	Pos	Description
EP		LAST_TOUCH	N/A	Element Expected: Individual events. Always, after each touch.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1) (A or B or 0)	Last Touch Indicator for this period when it is the last finished within the bout. Send 'A' or 'B' if the last touch is scored by A or B competitor. Sent for each period in Individual events. Send '0' for both athletes scoring in the same time.

Sample (General)

```
<Periods>
<Period Code="P1" HomeScore="8" AwayScore="5" HomePeriodScore="8" AwayPeriodScore="5"/>
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="A" />
</ExtendedPeriods>
<Period Code="P2" HomeScore="11" AwayScore="11" HomePeriodScore="3" AwayPeriodScore="6" />
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="B" />
</ExtendedPeriods>
<Period Code="P3" HomeScore="15" AwayScore="13" HomePeriodScore="4" AwayPeriodScore="2" />
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="B" />
</ExtendedPeriods>
<Period Code="OT" HomeScore="15" AwayScore="13" HomePeriodScore="-" AwayPeriodScore="-" />
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="A" />
</ExtendedPeriods>
```

Element: Competition /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric #0	Result for the particular event unit, i.e. the final score in the corresponding bout / match (in Individual / Team events respectively). Send in the case @ResultType is Points or IRM with points. Send the value 0 as soon as the unit is LIVE and update with each score. Also send the value if either competitor gets a score before the unit starts as a result of a card.
IRM	O	SC @IRM	The invalid rank mark, if applicable. IRM of the competitor for the particular event unit. Send IRM if known before competition.
WLT	O	SC @WLT	The code whether a competitor won (W) [Victory] or lost (L) [Defeat] the bout/match. Only will be informed (it is mandatory) at the end of the bout / match (in Individual / Team events respectively). In the case or both disqualified then both receive L

SortOrder	M	Numeric	Send 1 for A competitor and 2 for B competitor for both Individual and Team events.
StartOrder	M	Numeric	Send 1 for A competitor and 2 for B competitor for both Individual and Team events.
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding individual bout / team match (see codes section). Only will be informed (mandatory) when the unit starts (LIVE). Also send if either competitor gets a score before the unit starts as a result of a card.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		BOUT	Numeric #	Pos Description: Sequential number to indicate the bout number between each member of one team against each from the other one. Therefore, there will be nine bouts among both teams. Element Expected: Always, for each point scored at match level and at the end of each bout within the match
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected Always, after each scored point.**			
	Attribute	**Value**	**Description**	
	Code	TEAM_SCORE		
	Pos	N/A	N/A	
	Value	Numeric #0	Team's cumulative score after each scored point (at match level). (for the team in the match).	
ER		BC_NUM	S(10)	Pos Description: Send COMPETITOR or COACH as applicable Element Expected: If applicable and always after the unit starts.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Warnings - Number of black cards.
ER		RC_NUM	S(10)	Pos Description: Send COMPETITOR Element Expected: If applicable and always after the unit starts.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Warnings - Number of red cards.
ER		YC_NUM	S(10)	Pos Description: Send COMPETITOR or COACH as applicable Element Expected: If applicable and always after the unit starts.

	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Warnings - Number of yellow cards

Sample (Team)

```
<Result ResultType="POINTS" Result="45" SortOrder="1" WLT="W" StartOrder="1" StartSortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="BOUT" Pos="1">
      <Extensions>
        <Extension Code="TEAM_SCORE" Value="5" />
      </Extensions>
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="BOUT" Pos="2">
      <Extensions>
        <Extension Code="TEAM_SCORE" Value="10" />
      </Extensions>
    </ExtendedResult>
....
    <ExtendedResult Type="ER" Code="BOUT" Pos="9">
      <Extensions>
        <Extension Code="TEAM_SCORE" Value="45" />
      </Extensions>
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="YC_NUM" Pos="COMPETITOR" Value="2" />
    <ExtendedResult Type="ER" Code="RC_NUM" Pos="COMPETITOR" Value="0" />
    <ExtendedResult Type="ER" Code="BC_NUM" Pos="COMPETITOR" Value="0" />
    <ExtendedResult Type="ER" Code="YC_NUM" Pos="COACH" Value="2" />
    <ExtendedResult Type="ER" Code="BC_NUM" Pos="COACH" Value="0" />
  </ExtendedResults>
```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	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. Only applies for teams.
IFId	O	S(16)	International Federation ID of the team

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

For team event information (only for Team events)

Type	Code	Pos	Description

EUE		COLOUR	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Colour	Team colour
EUE		SEED	N/A	Element Expected: Team Event. Always, as soon as this information is known and this team has Seed Number.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Seed Number (for team)

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

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1) **Athletes extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes but is mandatory where applicable.

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 (just for Individual events).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Seed Number (for athlete)
EUE		COLOUR	N/A	Element Expected: As soon as it is known, only in individual

				matches, not applicable for individual bouts within a team match.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Colour	Athlete colour
EUE		SEQ_NUMBER	N/A	Element Expected: Always, as soon as this information is known (just for Team events). Not applicable for athletes replaced before the unit.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Sequence Number (for a team member), from 1 to 6 (three for each one of the competing teams in a match).
EUE		SUBSTITUTE	N/A	Element Expected: Always, as soon as this information is known (just for Team events). Does not change during the unit.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Flag that indicates when the team member is a substitute (alternate). Send 'S' if the competitor (as a team member) is a substitute or 'R' if the competitor is a replaced athlete (from before the unit.

Sample (Team Event)

```
<EventUnitEntry Type="EUE" Code="SUBSTITUTE" Value="S"/>
<EventUnitEntry Type="EUE" Code="SEQ_NUMBER" Value="6" />
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team members extended result. Only send in team events.**				
	Type	**Code**	**Pos**	**Description**
ER		BOUT	Numeric #	Pos Description: The number that identifies the Bout number (within the match, as in ExtendedInfos), in which this athlete fights as a team member. There will be three bouts for each team member. (not considering substitutes) Element Expected: Only for Team events Send only for the current and completed bouts
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #	Cumulative score achieved by the team due to this bout's result.
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only for Team events			
	Attribute	**Value**	**Description**	
	Code	CARD		

	Pos	N/A	N/A	
	Value	SC @Card	Card indicator	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only for Team events (for any team member)			
	Attribute	**Value**	**Description**	
	Code	IRM		
	Pos	N/A	N/A	
	Value	SC @IRM	Send the IRM granted in the related bout.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only for Team events. Send only for the current and completed bouts			
	Attribute	**Value**	**Description**	
	Code	SCORE		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the team member Score (number of touches) in this bout. Not cumulative.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only for Team events. When changes and after each bout.			
	Attribute	**Value**	**Description**	
	Code	WLT		
	Pos	N/A	N/A	
	Value	S(1)	Winner indicator for each bout (within the match). Send 'W', 'L' or 'T' if the team member wins, loses or ties the bout (within the match) In the case or both disqualified then both receive L	
ER		REPLACED	N/A	Element Expected: Only for Team events if an athlete is replaced
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the athlete is replaced by a substitute.
ER		SEQ_NUMBER	N/A	Element Expected: Included for a substitute if he/she participates in the match.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Sequence Number (for a team member), from 1 to 6.
ER		MEMBER_SCORE_CUMU	N/A	Element Expected: Only for Team events (at the end of each bout within the match)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the team member Score (touches) achieved within the match. It's the cumulative score of three bouts in which it fights as a team member.

Sample (General)

```
<ExtendedResults>
  <ExtendedResult Type="ER" Code="BOUT" Pos="2">
    <Extensions>
      <Extension Code="SCORE" Value="5" />
      <Extension Code="WINNER" Value="Y" />
    </Extensions>
  </ExtendedResult>
  <ExtendedResult Type="ER" Code="BOUT" Pos="4">
    <Extensions>
      <Extension Code="SCORE" Value="5" />
      <Extension Code="WINNER" Value="Y" />
    </Extensions>
  </ExtendedResult>
</ExtendedResults>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Play by Play

2.3.5.1 Description

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

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

In fencing this message is only used in all events.

2.3.5.2 Header Values

The following table describes the message header attributes.

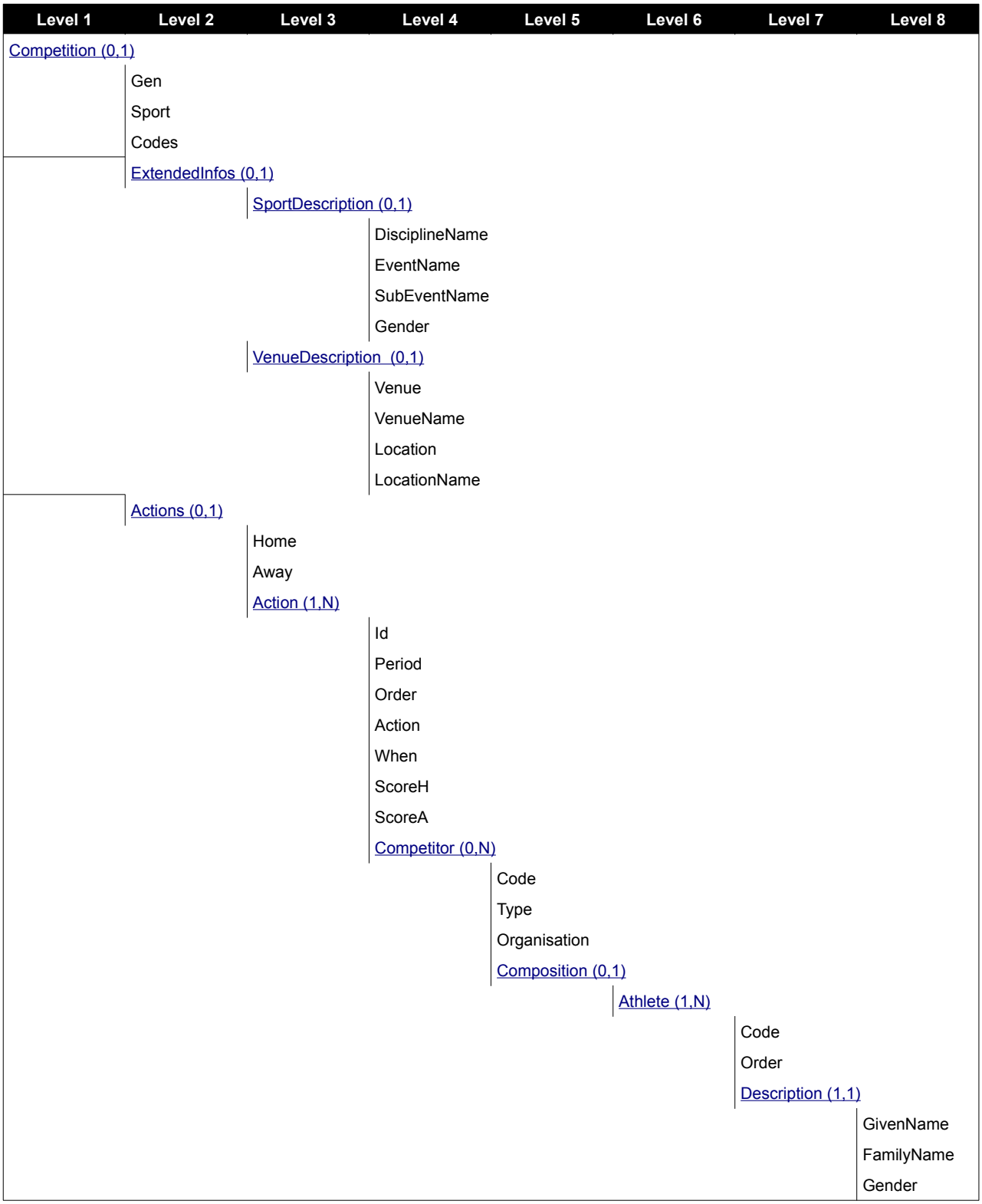
Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE if there is an extended break 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	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

This message is sent:
- LIVE: During the match after every change in score or card given as well as start and end of each period.
- UNOFFICIAL/OFFICIAL: After the match

2.3.5.4 Message Structure

The following table defines the structure of the message.


Level 1
Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Level 8
Competition (0,1)
Gen
Sport
Codes
ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
EventName
SubEventName
Gender
VenueDescription (0,1)
Venue
VenueName
Location
LocationName
Actions (0,1)
Home
Away
Action (1,N)
Id
Period
Order
Action
When
ScoreH
ScoreA
Competitor (0,N)
Code
Type
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender

	Organisation BirthDate IFId Class

2.3.5.5 Message Values

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

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

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

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

Element: Competition /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.

Period	M	SC @Period	Period of the action within the match (R codes used for teams)
Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n' It is used to sort Action
Action	O	SC @Action	Actions in the game one action code (for cards and start and end of each period)
When	O	m:ss	Time of the action within the period. The clock counts down to zero in each period. Do not send for start and end of each period.
ScoreH	O	Numeric #0	Total Home Score (competitor A) in the match in individual matches Home Score in the Relay (competitor A) in team matches Send if there is a score change for either competitor
ScoreA	O	Numeric #0	Total Away Score (competitor B) in the match in individual matches Home Score in the Relay (competitor B) in team matches Send if there is a score change for either competitor

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric 0	Order of the athletes. Send 1.

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

Athletes extended information

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

			This attribute is optional because it is not used in events without such athletes.

Sample (General)

```
<Action Id="123456" Period="P2" Order="6" Action="P-r" ScoreH="2" ScoreA="2" >
  <Competitor Code="1106655" Type="A" Organisation="RSA" Order="1">
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.3.5.6 Message Sort

Actions /Action @Order.

2.3.6 Brackets

2.3.6.1 Description

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

2.3.6.2 Header Values

The following table describes the message header attributes.

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

2.3.6.3 Trigger and Frequency

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

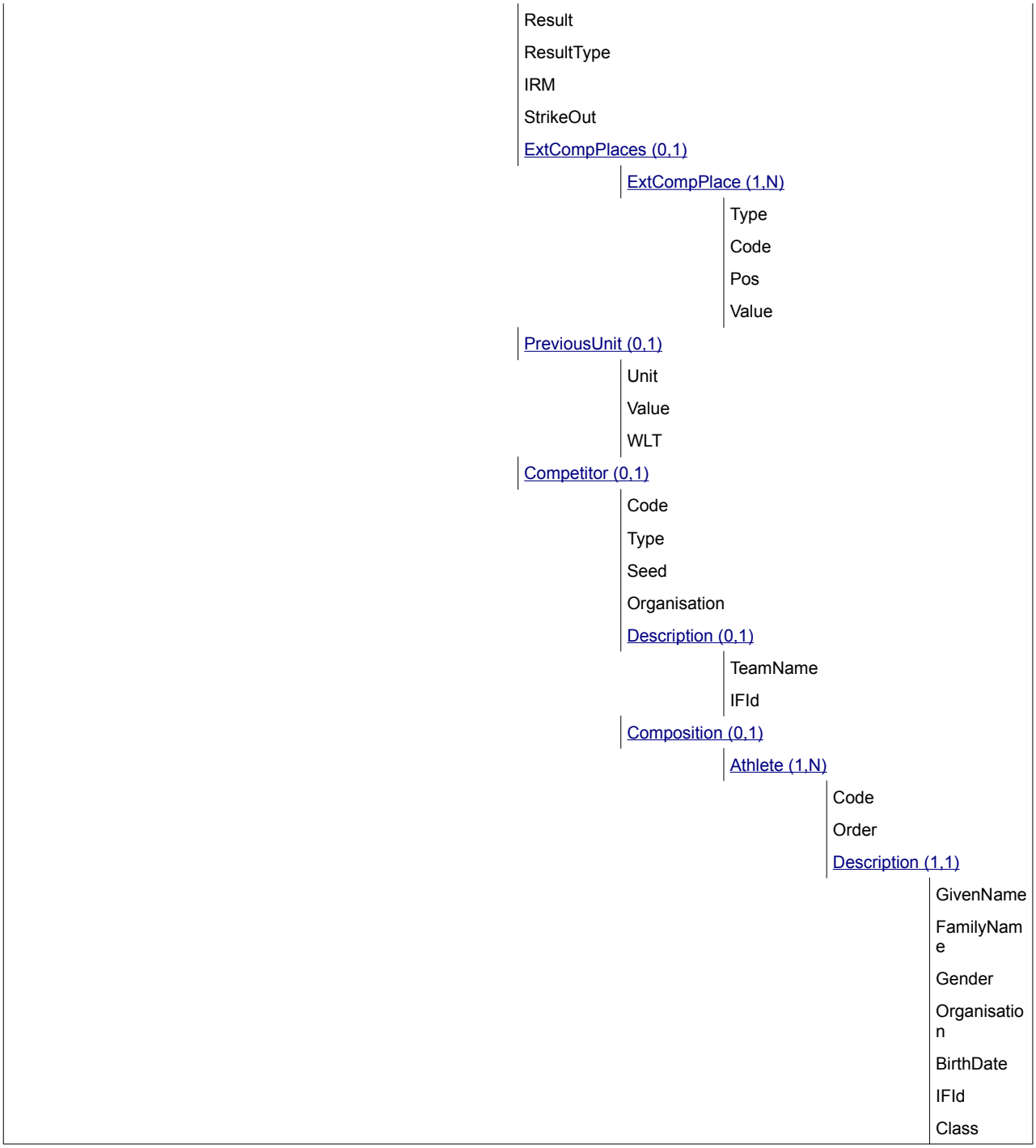
Send when a match/event unit is completed, including Official status. Therefore it is triggered up to two times (with both status) for each event unit but only if there is a change from the previous version. The message should be updated including information on each competitor in the different bracket items.
The @ResultStatus attribute will vary depending on the competition status.
- Send with ResultStatus = 'START_LIST' before the start of competition
- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'UNOFFICIAL'/'OFFICIAL' when the last event unit for an event (Gold Medal match) is completed.

Trigger also after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



2.3.6.5 Message Values

Element: Competition (0,1)

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

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

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

Element: Competition /Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item (finals). There should be a different code for each bracket based on sport/ORIS presentation of the bracket.

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase It is referred to the phase of event. It will be sent Table of 64, ..., quarterfinals, semi-finals or finals phase (e.g.: R64 Table of 64-only for individuals-' QFL Quarterfinals')

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(3)	In general, this is the contest number for each bracket item as a unique identifier. (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" for to be defined, if the contest number is not known.
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not

			displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Include if the data is available, however in disciplines where match times are determined depending on the participating competitors then the time is withheld until after competitors are known and the times are approved. Do not include for byes.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. In case of the Toss to be sent (for example): V(T) 14 - 14. Could include also the IRM information (for example: 5-2 (DSQ))

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

Type	Code	Pos	Description
EBI	LOCATION	N/A	Element Expected: Send it always

	Attribute	M/O	Value	Description
	Value	M	CC @Location	Location Code

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	Send when the competitor is not known for this competitor place. Send TBD for the "other" competitor when one competitor is known. Send BYE if there is no competitor.
WLT	O	SC @WLT	Indicates the winner or loser of the bracket item. Always send when known In the case or both disqualified then both receive L
Result	O	S(10)	The result of the competitor in the event unit
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces / ExtCompPlace (it should be included when the competitor is not yet known for all events -Individual and Team-)

Type	Code	Pos	Description
ECP	DRAW	N/A	Element Expected:

				Only for 'Table of 64' in Individual events and 'Table of 16' in Team events including when there is no competitor in this place (when the CompetitorPlace @Code is BYE)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Send the Draw Number for the competitor (or Bye) in this bracket item. Is a number between 1 to 16 used in 'Table of 16' for Team events (depending on the number of teams competing), and between 1 to 64 used in 'Table of 64' for Individual events

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

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

Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	SC @WLT	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	S(10)	The seed of the competitor or equivalent information. In the first phase in each event (T64 individual, T16 for Team) the draw number / seed must be included.
Organisation	O	CC @Organisation	Competitors' organisation if known.

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

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

Only send composition if individual event.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute use 1 if Competitor @Type="A".

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes but is mandatory where applicable.

Sample (General)

```
..
<BracketItem Code="131" Order="2" Position="2" Date="2016-08-09" Time="01:20" Unit="FENMEPEE----------SFNL0001----"
Result="15-10" >
  <CompetitorPlace Pos="1" WLT="W" Result="15" ResultType="POINTS" >
    <PreviousUnit Unit="FENMxxxx----------QFNL0001----" />
      <Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
        <Composition>
          <Athlete Code="1066978" Order="1" >
            <Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP" BirthDate="1991-12-16" />
          </Athlete>
        </Composition>
```

2.3.6.6 Message Sort

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

2.3.7 Statistics

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the event
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	IND_RANKING	* IND_RANKING: Ranking statistics per athlete.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or intermediate etc). INTERMEDIATE (all versions until after the event is complete) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

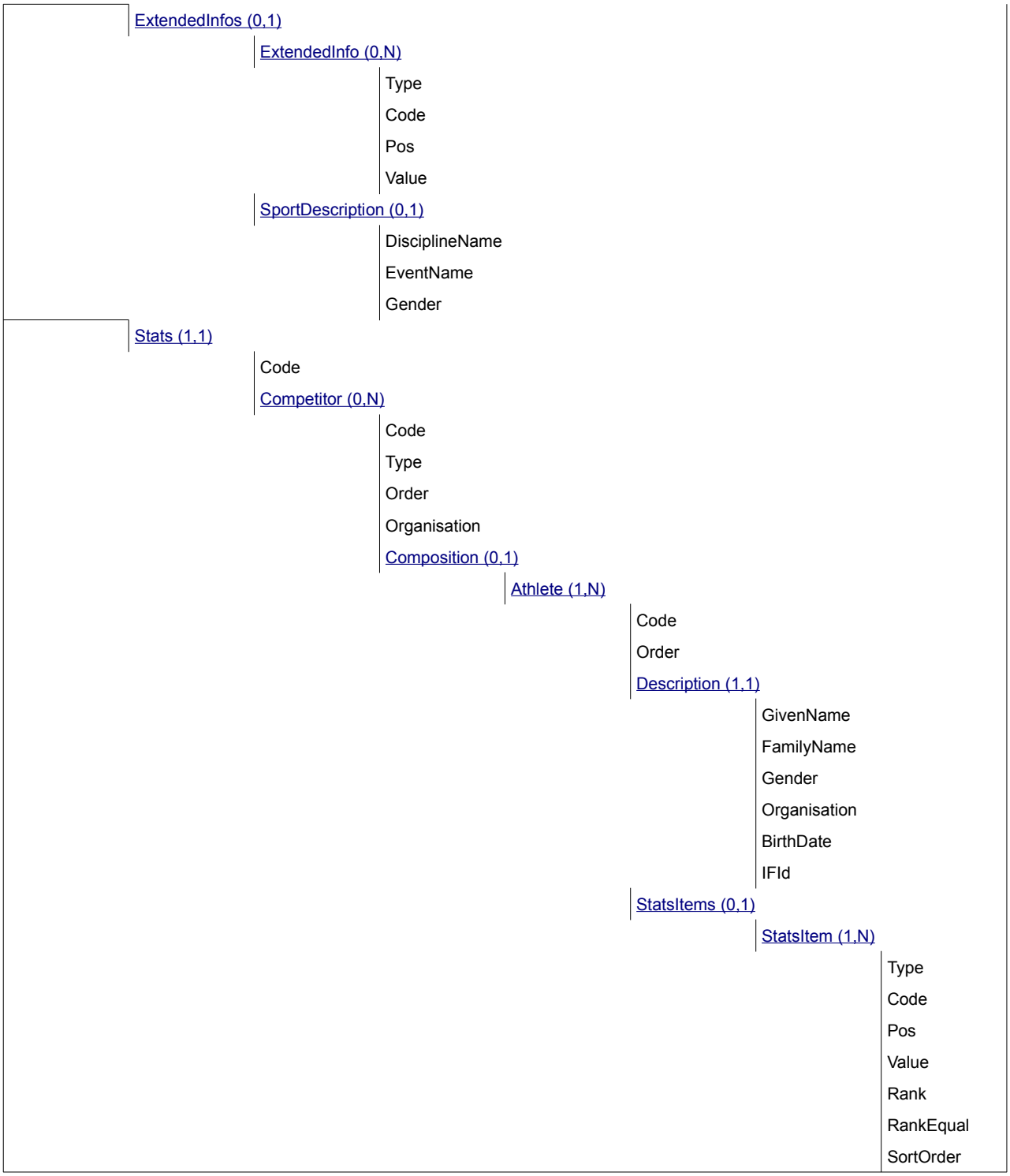
2.3.7.3 Trigger and Frequency

This message to be sent at the end of each phase in each event.

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
Competition (0,1)							
	Gen						
	Sport						
	Codes						


ExtendedInfos (0,1)
ExtendedInfo (0,N)
Type
Code
Pos
Value
SportDescription (0,1)
DisciplineName
EventName
Gender
Stats (1,1)
Code
Competitor (0,N)
Code
Type
Order
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Rank
RankEqual
SortOrder

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**
ST		PHASE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Phase	Phase which is complete with this message

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

Element: Competition /Stats (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

Element: Competition /Stats /Competitor (0,N) Competitor of the statistics.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete ID
Type	M	S(1)	A for athlete
Order	M	Numeric 0	Send 1 for athlete
Organisation	M	CC @Organisation	Athlete's organisation

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete ID

Order	M	Numeric 0	Send 1 for individual athletes

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		FASTEST	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	sss.f	Time for fastest hit
	Rank	M	Numeric ##0	Rank
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric ##0	Similar to rank but considering ties to order correctly
ST		AV_HIT	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	sss.f	Average hit time
	Rank	M	Numeric ##0	Rank
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric ##0	Similar to rank but considering ties to order correctly
ST		MOST	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Most hits in a row
	Rank	M	Numeric ##0	Rank
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.

	SortOrder	M	Numeric ##0	Similar to rank but considering ties to order correctly
ST		HIT_DIFF	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0 or -##0	Difference between hits scored and hits received
	Rank	M	Numeric ##0	Rank
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric ##0	Similar to rank but considering ties to order correctly
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	**Value**	**Description**	
	Code	HS		
	Pos	N/A	N/A	
	Value	Numeric ##0	Number of hits scored	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	**Value**	**Description**	
	Code	HR		
	Pos	N/A	N/A	
	Value	Numeric ##0	Number of hits received	

2.3.7.6 Message Sort

Sort according to the @Order attributes.

2.3.8 Event Final Ranking

2.3.8.1 Description

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

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

2.3.8.2 Header Values

The following table describes the message header attributes.

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

2.3.8.3 Trigger and Frequency

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

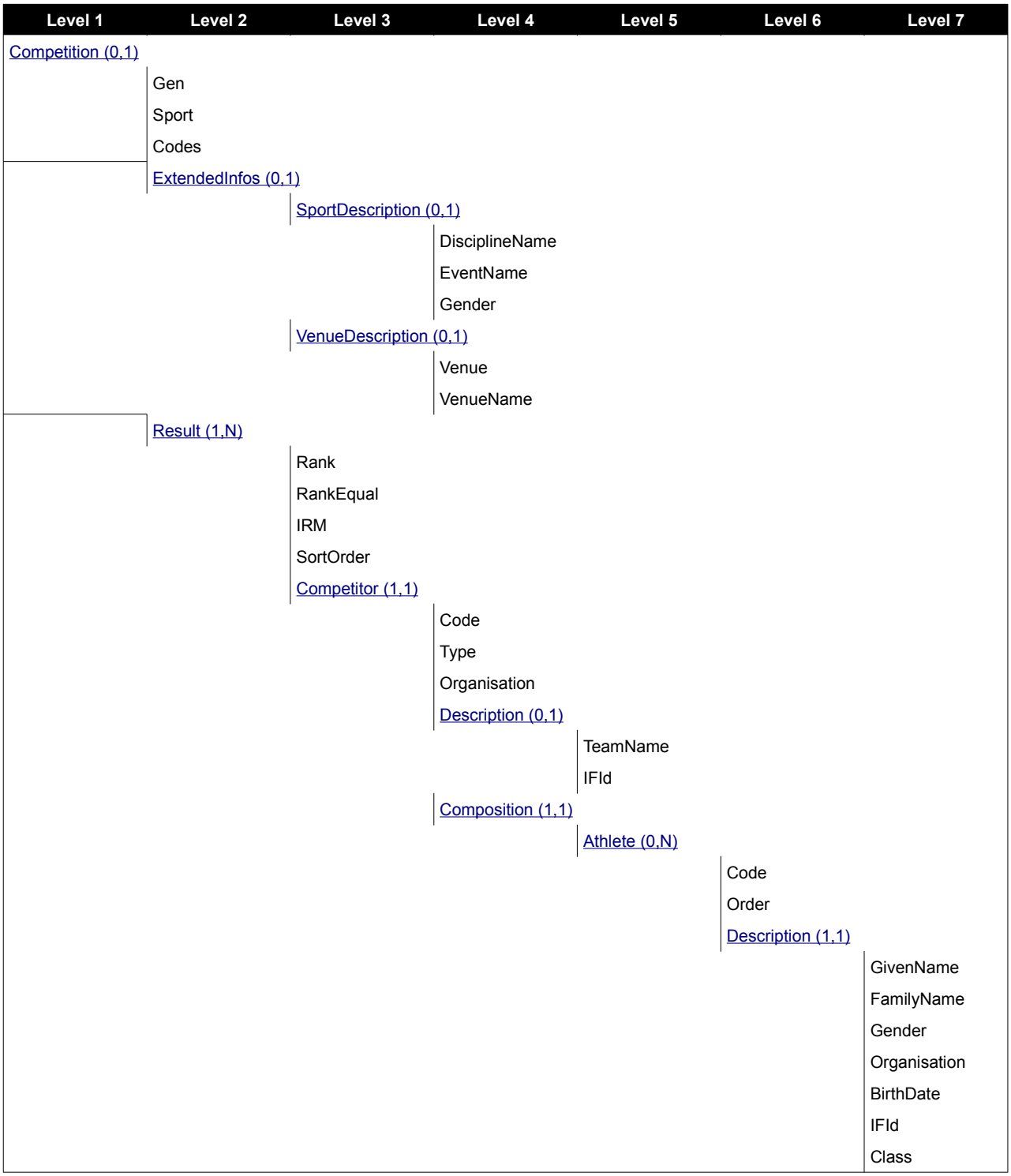
Send as PARTIAL as each ranking is inserted until OFFICIAL after the event when all final rankings are known.

UNOFFICIAL may be used after the gold medal unit and before the unit is official.

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
Competition (0,1)
Gen
Sport
Codes
ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
EventName
Gender
VenueDescription (0,1)
Venue
VenueName
Result (1,N)
Rank
RankEqual
IRM
SortOrder
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
IFId
Composition (1,1)
Athlete (0,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class

2.3.8.5 Message Values

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

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

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

Element: Competition /Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else do not send.
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /Competitor (1,1) Competitor related to one final event result.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	S(1)	T for team A for athlete

Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Result /Competitor /Composition /Athlete (0,N) (Include all members that contributed to the result according to sport rules if Competitor @Type="T". This may be 3 or 4 depending on the use of substitutes)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Sample (General)

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

2.3.8.6 Message Sort

Sort by Result @SortOrder

2.3.9 Event's Medallists

2.3.9.1 Description

The Event's Medallists is a message containing the list of medallists awarded in one particular event.

2.3.9.2 Header Values

The following table describes the message header attributes.

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

2.3.9.3 Trigger and Frequency

The message is sent with ResultStatus=PARTIAL when the information of the medallist is known but the final event Unit is not yet finished.
Sent immediately after the unit is finished and the results are unofficial or in the case of longer duration events send before the unit is finished but as soon as the medallists are confirmed. In case of any delay in publishing unofficial results it must be sent at the latest 5 minutes before any ceremony starts with Status=UNOFFICIAL. To be clear, this message must be sent before any ceremony.
The message is sent with ResultStatus=OFFICIAL when the medallists are officially known in the sport.
For some sports, bronze medals are known before the end of the final event unit. In this case the message is sent the first time with the bronze medallists, and the second time with all the medallists.

In summary:
- Normal case (where the results quickly become official): DT_MEDALLISTS is sent with ResultStatus=OFFICIAL when the event is OFFICIAL
- Separate units to determine all medals: DT_MEDALLISTS is sent with ResultStatus=PARTIAL after the first unit with medals is complete (with status OFFICIAL or UNOFFICIAL) and then OFFICIAL after event is completed with all units are OFFICIAL.

- Mass start sports when the TD allows to release of medallists: DT_MEDALLISTS is sent with ResultStatus=UNOFFICIAL before the result is official (or even not all competitors are finished) and OFFICIAL when the medallists are officially known (even if not all competitors are finished).

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
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Medal (1,N)						
		Code					
		Unit					
		Date					
		Competitor (1,1)					
			Code				
			Type				
			Order				
			Organisation				
			Description (0,1)				
				TeamName			
				IFId			
			Composition (1,1)				
				Athlete (0,N)			
					Code		
					Order		
					Description (1,1)		
						GivenName	
						FamilyName	
						Gender	
						Organisation	

	BirthDate
	IFId
	Class
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value

2.3.9.5 Message Values

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

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

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

Element: Competition /Medal (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @MedalType	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Unit	M	CC @Unit	Full RSC Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Date	M	Date	The date of the most recent unit in which a medal was determined for this event. That is, if only the bronze medal competitor has been determined then this is the date of the bronze medal unit. If all medals are determined then this is the date of the gold medal unit. It is the date of the unit, not the

			date of the awarding of the medal or the date of a later change in the medallists (that is it will not change [except in the case of a re-run], even if the medallists do)

Element: Competition /Medal /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Medal /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Medal /Competitor /Composition /Athlete (0,N) (Include all members that won the medal according to sport rules if Competitor @Type="T")			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Numeric	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A"

Element: Competition /Medal /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Element: Competition /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Type	**Code**	**Pos**	**Description**
ED	REPLACED	N/A	Element Expected: For replaced athletes in team only.

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if this athlete was replaced.

2.3.9.6 Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.

2.3.10 Medallists by discipline

2.3.10.1 Description

The Medallists by discipline is a message containing the list of medallists for one discipline, up to the moment the message is generated.

The Medallists by discipline message is a complete message that increments its content as more medals are being awarded during the competition. The arrival of this message resets the entire previous Medallists by discipline information.

2.3.10.2 Header Values

The following table describes the message header attributes.

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

2.3.10.3 Trigger and Frequency

Medallists by Discipline message is sent as soon as one new medal is officially known (but not necessarily awarded) for any of the events that are part of the competition schedule. As the competition progresses, successive changes in the medallists by discipline information are made.

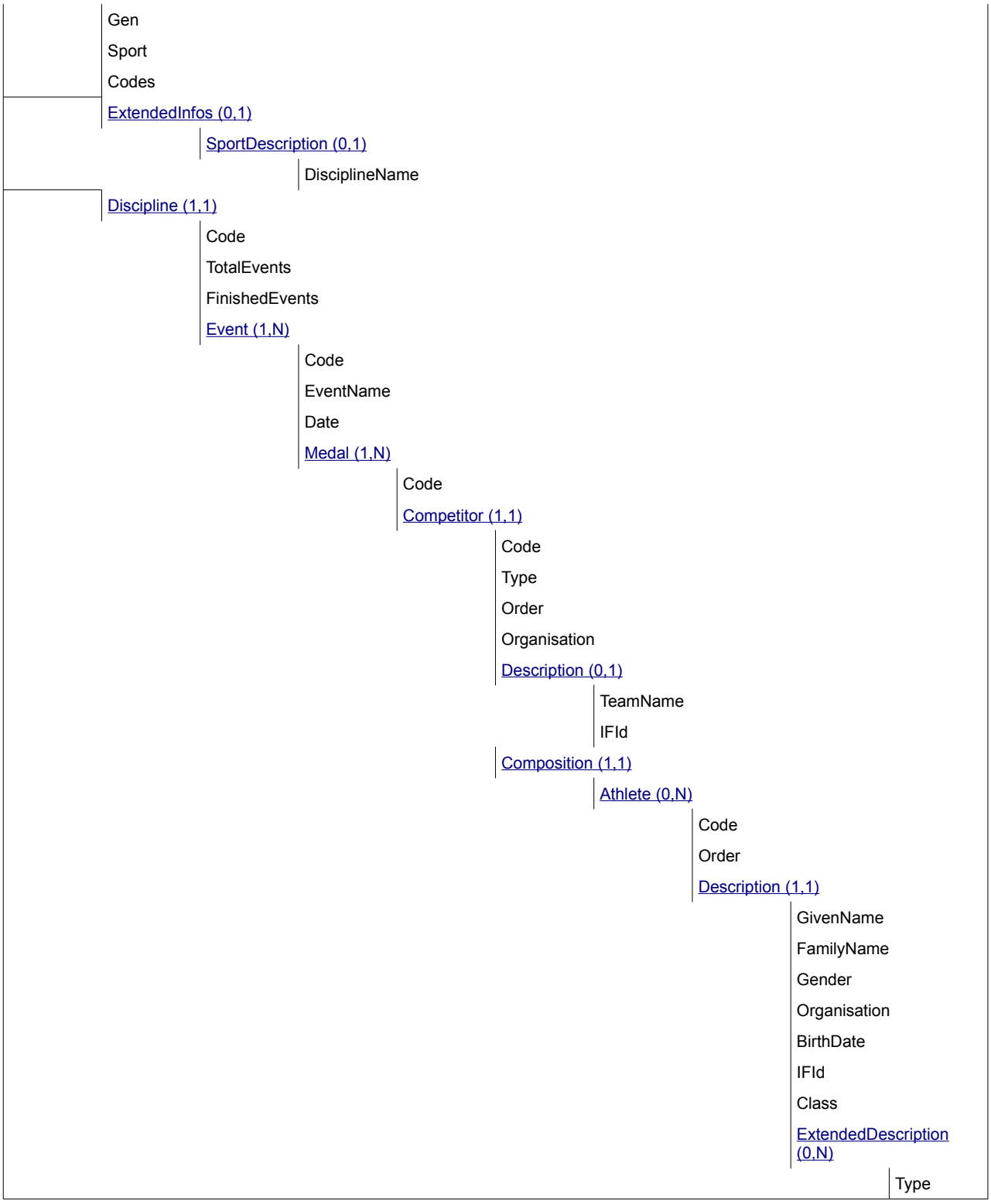
In addition, it is triggered if DT_MEDALLISTS is sent as UNOFFICIAL (in the mass start events scenario) or PARTIAL (head to head sports). Note that this may lead to the same message being sent twice.

Trigger also after any 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	Level 9	Level 10
Competition (0,1)									


Gen
Sport
Codes
ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
Discipline (1,1)
Code
TotalEvents
FinishedEvents
Event (1,N)
Code
EventName
Date
Medal (1,N)
Code
Competitor (1,1)
Code
Type
Order
Organisation
Description (0,1)
TeamName
IFId
Composition (1,1)
Athlete (0,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
ExtendedDescription (0,N)
Type

	Code Pos Value

2.3.10.5 Message Values

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

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

Element: Competition /Discipline (1,1) Discipline information			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC Discipline Code
TotalEvents	M	Numeric	Total number of competition events (events that award medals)
FinishedEvents	M	Numeric	Number of competition events that have awarded any type of medal, out of the total. In case of sports with 2 matches have medals (Bronze and Gold), this attribute only counts when the Gold medal has been awarded (not counted for Bronze because the event has not finished yet).

Element: Competition /Discipline /Event (1,N) Event information			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Event	Full RSC of the Event
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Date	M	YYYY-MM-DD	Date of the Gold medal match.

Element: Competition /Discipline /Event /Medal (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @MedalType	Medal type gold, silver or bronze. All the Competitors with the same CC@MedalType must not be grouped in the same element (it applies in the equalled medals)

Element: Competition /Discipline /Event /Medal /Competitor (1,1) Competitor related to the medals.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for Athlete, T forTeam
Order	M	Numeric	Competitor order (Send 1 by default) and in the case of tie the order will be defined by the IOC rules.
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Discipline /Event /Medal /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete (0,N) (Include all members that won the medal according to sport rules if Competitor @Type="T". This may be 3 or 4 depending on the use of substitutes)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Individual athlete's ID (if Competitor @Type="A" or team member's ID (if Competitor @Type="T").
Order	M	Numeric	Team member order for medal (according to each different sport rule). Send 1 if individul medal

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)				
Type		**Code**	**Pos**	**Description**
ED		REPLACED	N/A	Element Expected: For replaced athletes in team only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if this athlete was replaced.

2.3.10.6 Message Sort

Events in the message will be sorted by the chronological order in which the events took place, (the time is considered to be the actual finish time of the gold medal unit) followed by medal order (gold, silver, bronze) and then by the official result order. Where the message is sent after the bronze unit and before the gold unit then use the actual finish time of the bronze until the gold finish time is known.

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. Send one message per event.

2.3.11.2 Header Values

The following table describes the message header attributes.

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

2.3.11.3 Trigger and Frequency

Follow the general definition, taking also into account the following:
As soon as the data is known send the message for that event, before sending any DT_RESULT.

Trigger also after any change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list. If the message is sent after any DT_RESULT then those DT_RESULT messages must be sent again with the next version.

2.3.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Configs (1,1)			

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

2.3.11.5Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		BRACKET_SIZE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BracketItems	Send the code for the first phase of the event

Sample (General)

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

2.3.11.6Message Sort

There is no general message sorting rule.

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_SCHEDULE		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant verification process finish (ORIS C38/C39 process)	DT_PARTIC_UPDATE		x				
If there are changes in Officials data	DT_PDF C35 Competition Officials		x				
	DT_PDF C48I Olympic Seeding (Individual)			x			
	DT_PDF C48T Olympic Seeding (Team)			x			
	DT_PDF C30 Number of Entries by NOC		x				
	DT_PDF C32A Entry list by NOC		x				
	DT_PDF C32C Entry list by Event			x			
	DT_PDF C26I Official FIE World Ranking (Individual)			x			
	DT_PDF C26T Official FIE World Ranking (Team)			x			
	DT_PDF C46I Pre-Draw List by FIE Rank (Individual)			x			
	DT_PDF C46T Pre-Draw List by FIE Rank (Team)			x			
After the Draw/Team Captain's meeting	DT_PARTIC_TEAMS_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				
	DT_PDF C08 Schedule		x				
After the Draw/Team Captain's meeting	DT_CONFIG			x			
	DT_RESULT	START_LIST					x
	DT_BRACKETS	START_LIST		x			
	DT_PDF C75I Results Bracket (Individual)	START_LIST		x			
	DT_PDF C75T Results Bracket (Team)	START_LIST		x			
	DT_PDF C58I Order of Bouts (Individual)		x				

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Referees assignment	DT_RESULT	START_LIST					x
Team composition	DT_RESULT	START_LIST					x
Team composition	DT_PARTIC_UPDATE		x				
	DT_PDF C58T Order of Bouts (Team)		x				
	DT_PDF C66T1 Match Score Sheet (Team)						x
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
Only if there are actions before the start	DT_RESULT	START_LIST					x
Only if there are actions before the start	DT_PLAY_BY_PLAY	START_LIST					x
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
After every change in score or card given	DT_PLAY_BY_PLAY	LIVE					x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When Competition finish	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
	DT_PDF C73I Bout Results (Individual)	OFFICIAL					x
	DT_PDF C73T Bout Results (Team)	OFFICIAL					x
	DT_PDF C75I Results Bracket (Individual)	INTERMEDIATE		x			
	DT_PDF C75T Results Bracket (Team)	INTERMEDIATE		x			
	DT_PDF C76I Standings (Individual)	INTERMEDIATE		x			
	DT_PDF C76T Standings (Team)	INTERMEDIATE		x			
After the end of all units except gold medal	DT_BRACKETS	INTERMEDIATE		x			
After the end of all phases (except after gold medal unit)	DT_RANKING	PARTIAL		x			
After the end of gold medal unit (and before results are validated)	DT_BRACKETS	UNOFFICIAL		x			
	DT_RANKING	UNOFFICIAL		x			
Only after bronze medal unit	DT_MEDALLISTS	PARTIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
When Competition results are validated	DT_RESULT	OFFICIAL					x

	DT_PLAY_BY_PLAY	OFFICIAL					x
Only after gold medal unit	DT_BRACKETS	OFFICIAL		x			
	DT_RANKING	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C75I Results Bracket (Individual)	OFFICIAL		x			
	DT_PDF C75T Results Bracket (Team)	OFFICIAL		x			
	DT_PDF C76I Standings (Individual)	OFFICIAL		x			
	DT_PDF C76T Standings (Team)	OFFICIAL		x			
	DT_PDF C92A Medallists (Individual)	OFFICIAL		x			
	DT_PDF C92B Medallists (Team)	OFFICIAL		x			
After medal units	DT_PDF C93 Medallists		x				
	DT_PDF C95 Medallists		x				
	DT_PDF C96 Placing Table by NOC		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	15 September 2017	First version
V1.1	3 January 2018	Updated
V1.2	26 July 2018	Updated
V2.0	4 January 2019	Updated
V2.1	25 February 2019	Updated
V2.2	18 April 2019	Updated
V2.3	14 August 2019	Updated
V2.4	11 November 2019	Updated
V2.5	28 Feb 2020	Updated after HT
V2.6	24 Apr 2020	Updated
V3.0	10 Dec 2021	First version for Paris 2024
V3.01	14 Apr 2022	Remove DT_POOL_STANDINGS
V3.02	20 May 2022	Updated
V3.03	1 Jul 2022	Updated
V3.04	23 Sep 2022	Updated
V3.05	14 Oct 2022	Updated
V3.1	28 Oct 2022	Approved
V3.2	10 Mar 2023	Change Request
V3.3	7 Jul 2023	CR025913
V3.4	25 Aug 2023	CR026366

File Reference: SOG-2024-FEN-3.4 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V1.2	SFA	DT_RESULT: Result/WLT, added note that both competitors can get L DT_RESULT: Periods /Period /ExtendedPeriods /ExtendedPeriod LAST_TOUCH, add 0 as value option. DT_RESULT: Result /ExtendedResults /ExtendedResult @TEAM_SCORE. Update to send for each match score, it was incorrect. DT_PLAY_BY_PLAY: Added not in description that this is only for individual events. DT_POOL_STANDING: Update to send completed units etc (ExtendedInfos) after each unit is complete, not waiting for official. DT_BRACKETS: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit @Value changed to S(6)
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings to replace the previous extensions.

		CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit. DT_PLAY_BY_PLAY: Added Order to comply with the general definition, was missing by error. DT_RESULT: Change EUE/SEQ_NUMBER to optional DT_RESULT: At Athlete /ExtendedResults /ExtendedResult in WLT add T & correct Y to W DT_RESULT: At Athlete /ExtendedResults /ExtendedResult add ER/REPLACED DT_MEDALLISTS: Add with REPLACED value DT_MEDALLISTS_DISCIPLINE: Add with REPLACED value Remove all references to Youth Olympic Games. Details for Paralympic Games included. Remove leading zeros in duration. Editorial amendments to improve understanding
V2.1	SFA	DT_PLAY_BY_PLAY: Add Action @Actions/Action DT_PLAY_BY_PLAY: Add the message for teams matches DT_RESULT: Change BC to CARD at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension to support other cards. DT_RESULT: Add VR_REMAIN as extended result in ExtendedResults Other minor editing for clarification.
V2.2	APP	DT_RESULT: Add EUE/COLOUR at athlete level DT_BRACKETS: Update to add ResultStatus START_LIST
V2.3	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N Editorial improvements without changing the intent
V2.4	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.5	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565] DT_RESULT: Update DISPLAY/LAST_COMP at ExtendedInfos /ExtendedInfo DT_RESULT: Remove ER/VR_REMAIN at Result /ExtendedResults /ExtendedResult (186712) DT_RESULT: Remove ER/BOUT/VR_REMAIN at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (186712)
V2.6	APP	DT_RESULT: Update ER/RC_NUM at Result /ExtendedResults /ExtendedResult
V3.0	SFA	DT_SCHEDULE: Clarification at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Add ExtendedInfos /UnitDateTime /EndDate DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] Other minor improvements
V3.01	SFA	Remove DT_POOL_STANDINGS
V3.02	SFA	DT_PLAY_BY_PLAY: Add Actions /Action /Competitor /Composition /Athlete /Order [Octane 146033] DT_BRACKETS: Update sample [Octane 146036]
V3.03	SFA	DT_BRACKETS: Update ResultStatus [Octane 146029] DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Code [Octane 158058] DT_BRACKETS: Update Message Sort [Consistency] Typographical corrections in samples
V3.04	SFA	DT_RESULT: Update ER/SEQ_NUMBER at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (correct EUE typo to ER) [Octane 200040]
V3.05	SFA	DT_RESULT: Add UI/PERIOD at ExtendedInfos /ExtendedInfo DT_RESULT: Update triggering DT_RESULT: Update Result/Result DT_RESULT: Update Result/ResultType DT_RESULT: Update Result/Result /ExtendedResults /ExtendedResult for cards Expected
V3.1	APP	Changed to approved
V3.2	APP	DT_PLAY_BY_PLAY: Update triggering [CR025519] DT_PLAY_BY_PLAY: Update Actions/Action/Action [CR025519] DT_PLAY_BY_PLAY: Update Actions/Action/When [CR025519]

V3.3	APP	Add DT_STATS [CR025913]
V3.4	APP	DT_PLAY_BY_PLAY: Update format at Actions/Action/When (no decimal) [CR026366]