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Olympic
Committee

SOG-2024-TEN-3.3 APP

Olympic Data Feed



Tennis **ODF Data Dictionary**

Technology and Information Department
© International Olympic Committee

SOG-2024-TEN-3.3 APP
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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



2 Messages

2.1 Tennis Overview

MESSAGES IN EACH EVENT

* All events (individual and pairs) have a single DT_RESULT, DT_CURRENT and DT_PLAY_BY_PLAY for each unit (match).

* There is also a DT_BRACKET message for the progression in each event.

SCHEDULE

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

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

2.2 Applicable Messages

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

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

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



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



2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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



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

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

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

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

Where the discipline is defined as LOC:

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

Where the discipline is defined as SESSION OR DATE:

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

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

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

Competition schedule update:

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

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

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

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

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

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



2.3.1.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|---|
| CompetitionCode | 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.

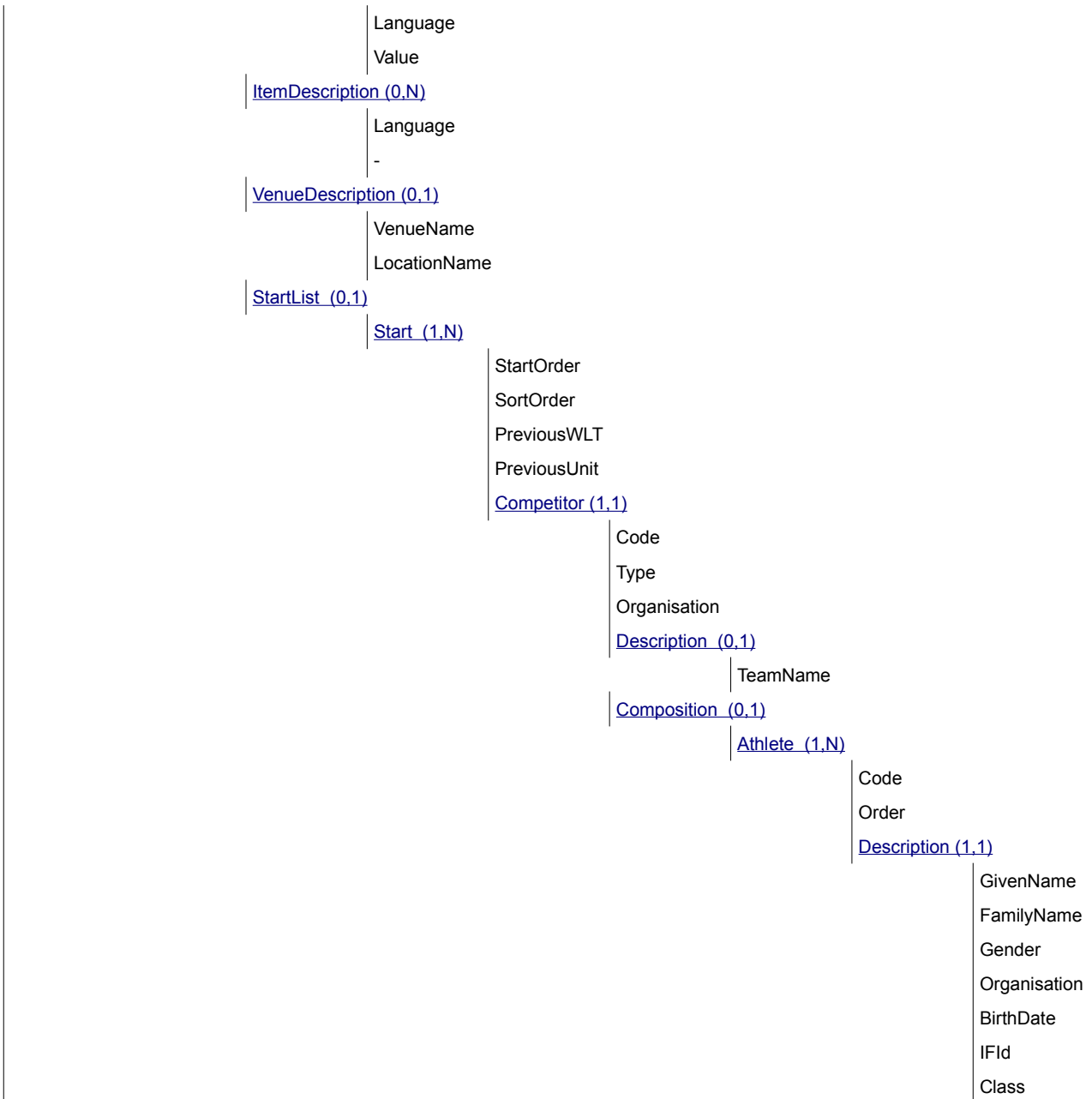
2.3.1.4 Message Structure

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 |

Sample (General)

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

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

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

Sample (General)



```
<Session SessionCode="TEN01" StartDate="2020-07-25T10:45:00+09:00" EndDate="2020-07-25T23:15:00+09:00"
LeadIn="5:00" Venue="ART" VenueName="Ariake Tennis Park" >
  <SessionName Language="ENG" Value="Tennis Session 1" />
</Session>
<Session SessionCode="TEN02" StartDate="2020-07-26T10:45:00+09:00" EndDate="2020-07-26T23:15:00+09:00"
LeadIn="5:00" Venue="ART" VenueName="Ariake Tennis Park" >
  <SessionName Language="ENG" Value="Tennis Session 2" />
</Session>
```

| Element: Competition /Unit (0,N) | | | |
|----------------------------------|-----|--------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | 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 | <p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p> |
| HideStartDate | O | S(1) | <p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p> |
| EndDate | O | DateTime | <p>This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p> |
| HideEndDate | O | S(1) | <p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded,</p> |



| | | | |
|-----------------------|---|-----------------------------------|--|
| | | | however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed. |
| ActualStartDate | O | DateTime | This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00 |
| ActualEndDate | O | DateTime | This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00 |
| Order | O | Numeric ###0 | Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order. |
| Medal | O | SC @UnitMedalType | Indicator of medal awarded for this unit. |
| Venue | O | CC @VenueCode | Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC). |
| Location | O | CC @Location | Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC). |
| MediaAccess | O | S(6) | Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO". |
| SessionCode | O | S(10) | Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. |
| 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 | S(34) | The full RSC of the unit where this competitor came from. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known. |

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



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

| 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.

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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



| | | |
|-------------|----------------------------|---|
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.2.5 Message Values

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

| Element: Competition /Participant (1,N) | | | |
|---|-----|------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | <p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start</p> |



| | | | |
|--------------------|---|----------------------------------|---|
| | | | 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. |
| Height | O | S(3) | Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available. |
| PlaceofBirth | O | S(75) | Place of Birth |
| CountryofBirth | O | CC @Country | Country ID of Birth |
| PlaceofResidence | O | S(75) | Place of Residence |
| CountryofResidence | O | CC @Country | Country ID of Residence |



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

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

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

| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------------|--|
| Code | M | CC @Discipline | Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute. |
| IFId | O | S(16) | IF ID (competitor's federation number for the discipline). |

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

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

| Attribute | M/O | Value | Description |
|-----------|-----|-------------------------------------|---|
| Event | M | CC @Event | Full RSC of the Event |
| Class | O | CC @DisciplineClass | Code to identify the sport class in the case of Wheelchair Tennis. Mandatory in Wheelchair Tennis. Send only in the Case of Current="true". |

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

Send if there are specific athlete's event entries.



| Type | Code | Pos | Description |
|-------|------------------|------------|--|
| ENTRY | QUAL_TYPE | N/A | Element Expected: If applicable (this information can be sent in both messages). Send for Individual events only (not in Team events). |
| | Attribute | M/O | Value |
| | Value | M | SC @QualifyingType |
| ENTRY | RANK_WLD | N/A | Element Expected: If applicable (this information can be sent in both messages). Applies to both Individual and Doubles events. |
| | Attribute | M/O | Value |
| | Value | M | S(4) |
| ENTRY | SEED | N/A | Element Expected: If applicable as soon as this information is known (this information only will be sent in the update message). Only for Individual events. |
| | Attribute | M/O | Value |
| | Value | M | Numeric #0 |
| ENTRY | HAND | N/A | Element Expected: As soon as this information is available (this information can be sent in both messages). Send for Individual and Team events. |
| | Attribute | M/O | Value |
| | Value | M | SC @Hand |

2.3.2.6 Message Sort

The message is sorted by Participant @Code



2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---|--|
| CompetitionCode | 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 | |
| | | 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: "TENXDOUBLES-AUS01") |
| Organisation | M | CC @Organisation | Team organisation's ID |
| Number | O | Numeric #0 | Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams. |
| Name | M | S(73) | Team name |
| ShortName | M | S(40) | Team Short Name |
| TVTeamName | M | S(21) | Team's TV Name. In head-to-head pairs competitions this should be in the format JONES/SMITH [max char(10) per name] else it is the organisation name unless special rules apply. |
| Gender | M | CC @SportGender | Gender Code of the Team |
| Current | M | boolean | It defines if a team is participating in the games (true) or it is a Historical team (false) |
| TeamType | M | SC @TeamType | Send the team type. This is how the name is constructed to allow clients to build in other languages. Use CPLW |
| ModificationIndicator | M | N, U, D | Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams |

| Element: Competition /Team /Composition /Athlete (0,N) | | | |
|---|-----|-------|-------------|
| In the case of current teams the number of athletes is 2 or more. | | | |
| Attribute | M/O | Value | Description |



| | | | |
|-------|---|------------------------------|---------------------------------------|
| Code | M | S(20) with no leading zeroes | Athlete ID of the listed team member. |
| Order | O | Numeric | Team member order |

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

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------------|----------------------------|
| Code | M | 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 and this team has Qualifying Type (this information can be sent in both messages) |
| | Attribute | M/O | Value |
| | Value | M | SC @QualifyingType |
| 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 |
| | Value | M | Numeric ## |

Sample (General)

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



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2.3.3.6 Message Sort

The message is sorted by Team @Code.



2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|---|
| CompetitionCode | CC_@Competition | Unique ID for competition |
| DocumentCode | CC_@Unit | Full RSC of the event unit |
| DocumentSubcode | N/A | N/A |
| DocumentType | DT_RESULT | Event Unit Start List and Results message |
| DocumentSubtype | N/A | N/A |
| Version | 1..V | Version number associated to the message's content. Ascending number |
| ResultStatus | CC_@ResultStatus | It indicates whether the result is official or unofficial (or intermediate etc.). START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL 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. |

2.3.4.3 Trigger and Frequency

For each match:

- * As soon as each competitor is known and any changes in start list data (START_LIST)
- * When the match starts and after every point (LIVE)



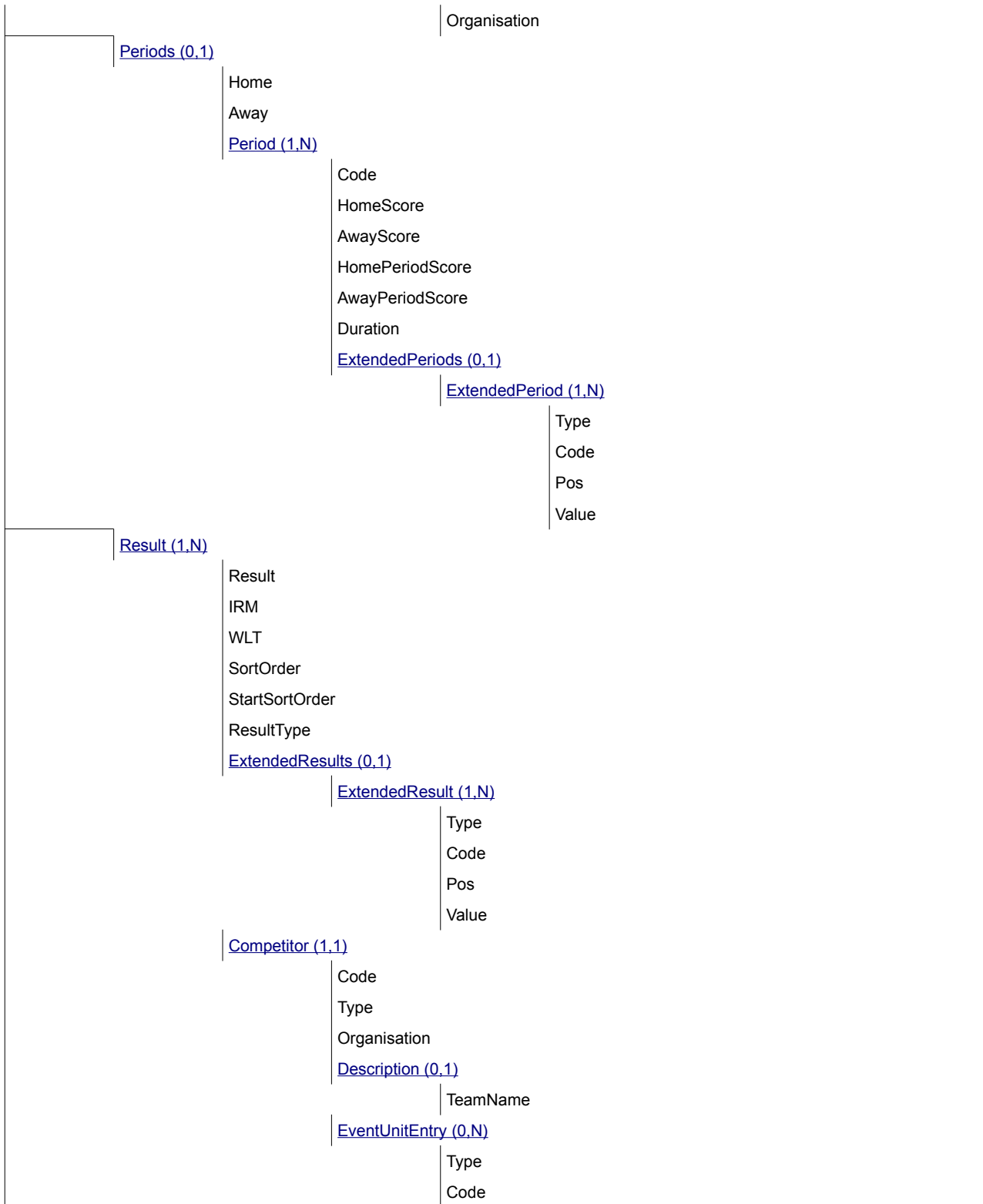
- * When match is stopped due to weather or bad light, high temperature etc. (INTERMEDIATE)
- * After the match over (UNOFFICIAL/OFFICIAL)

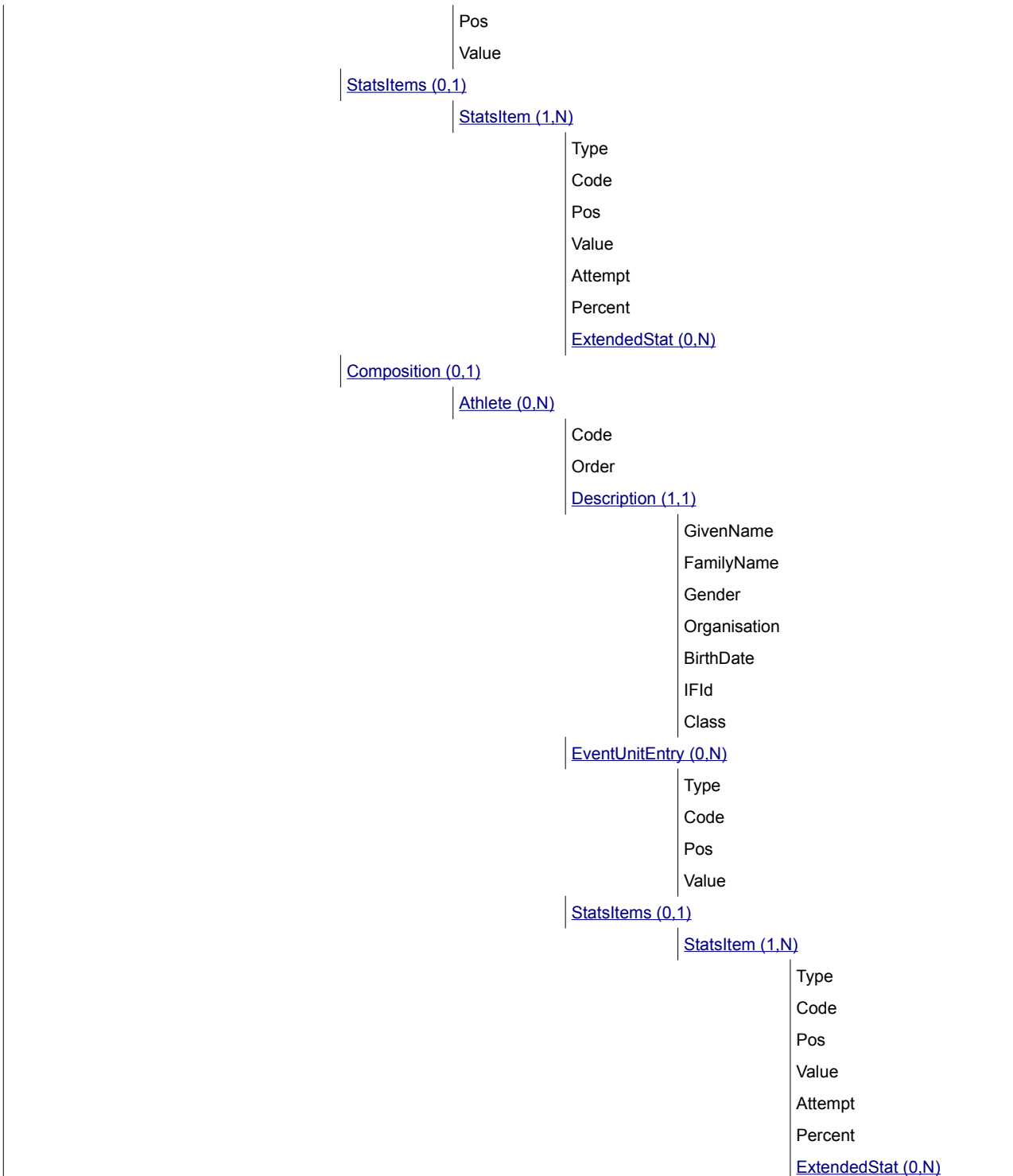
Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 | Level 9 |
|--------------------------|----------------------------|-------------------------------|--------------------------|------------|---------|---------|---------|---------|
| <u>Competition (0,1)</u> | | | | | | | | |
| | Gen | | | | | | | |
| | Sport | | | | | | | |
| | Codes | | | | | | | |
| | <u>ExtendedInfos (0,1)</u> | | | | | | | |
| | | <u>UnitDateTime (0,1)</u> | | | | | | |
| | | | StartDate | | | | | |
| | | | Duration | | | | | |
| | | <u>ExtendedInfo (0,N)</u> | | | | | | |
| | | | Type | | | | | |
| | | | Code | | | | | |
| | | | Pos | | | | | |
| | | | Value | | | | | |
| | | <u>SportDescription (0,1)</u> | | | | | | |
| | | | DisciplineName | | | | | |
| | | | EventName | | | | | |
| | | | Gender | | | | | |
| | | | SubEventName | | | | | |
| | | <u>VenueDescription (0,1)</u> | | | | | | |
| | | | Venue | | | | | |
| | | | VenueName | | | | | |
| | | | Location | | | | | |
| | | | LocationName | | | | | |
| | <u>Officials (0,1)</u> | | | | | | | |
| | | <u>Official (1,N)</u> | | | | | | |
| | | | Code | | | | | |
| | | | Function | | | | | |
| | | | Order | | | | | |
| | | | <u>Description (1,1)</u> | | | | | |
| | | | | GivenName | | | | |
| | | | | FamilyName | | | | |
| | | | | Gender | | | | |







2.3.4.5 Message Values

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

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

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

Sample (General)



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

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

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

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

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

Sample (General)



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

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

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

| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N) | | | |
|--|------------------|------------|--|
| ExtendedPeriod information. | | | |
| Type | Code | Pos | Description |
| EP | TIE-BREAK_AWAY | N/A | Element Expected: For any tie-break |
| | Attribute | M/O | Value |
| | Value | M | Numeric #0 |
| EP | TIE-BREAK_HOME | N/A | Element Expected: For any tie-break |
| | Attribute | M/O | Value |
| | Value | M | Numeric #0 |
| EP | WIN | N/A | Element Expected: When the Set finishes |



| Attribute | M/O | Value | Description |
|-----------|-----|-------|---|
| Value | M | S(1) | Set Winner Indicator send H or A if the set is winner for Home or Away. |

Sample (General)

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

| Element: Competition /Result (1,N) | | | |
|---|-----|--------------------------------|--|
| For each Event Unit Results message, there must be at least one competitor with a result element in the event unit. | | | |
| Attribute | M/O | Value | Description |
| Result | O | Numeric 0 | Number of completed sets won by the competitor. |
| IRM | O | SC @IRM | The invalid result mark, in case it is assigned Only send it if ResultType is IRM. |
| WLT | O | SC @WLT | Indicate if the competitor won (W) or lost (L). Only included (mandatory) at the end of the match. |
| SortOrder | M | Numeric | Used to sort all start list competitors. Send 1 for Home and 2 for Away. |
| StartSortOrder | M | Numeric | Same @SortOrder |
| ResultType | O | SC @ResultType | Result type, either score or IRM for the corresponding match. Mandatory when the match is finished. |

| Element: Competition /Result /ExtendedResults /ExtendedResult (1,N) | | | |
|---|-------------------|--------------|--|
| Type | Code | Pos | Description |
| ER | CHALLENGES_REMAIN | SC @Period | Pos Description: Send the period code. Element Expected: Always on courts where the data is applicable. |
| Attribute | M/O | Value | Description |
| Value | M | Numeric 0 | Send the number of remained challenges for the competitor in the current set. |



| | | | | |
|----|------------------|----------------|---------------|--|
| ER | | MATCH_PT_COUNT | N/A | Element Expected: Always when the value is not zero. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Send the cumulative number of times that this competitor has held a match point in the current MATCH |
| ER | | SET_PT_COUNT | SC @Period | Pos Description: Send the period code. Element Expected: Always when the value is not zero. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Send the cumulative number of times that this competitor has held a set point in the set seen in @Pos. |

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

Competitor related to the result of one event unit.

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

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

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

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

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

For team event information

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

Sample (Doubles)



```

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

```

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



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



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



| | | | | |
|--|------------------|-----------------------|---|---|
| | Attempt | M | Numeric ##0 | Receiving Points Played |
| | Percent | M | S(3) ##0 | Receiving Points won % |
| ST | | SERV_WIN | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 or "-" | Service Winners Send – if data not available or not collected |
| ST | | WINNERS | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Doubles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 or "-" | Total Winners Send – if data not available or not collected |
| Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available | | | | |
| | Attribute | Value | Description | |
| | Code | BACKHAND | | |
| | Pos | N/A | | |
| | Value | Numeric ##0 or "-" | Backhand winners Send – if data not available or not collected | |
| Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available | | | | |
| | Attribute | Value | Description | |
| | Code | FOREHAND | | |
| | Pos | N/A | | |
| | Value | Numeric ##0 or "-" | Forehand winners Send – if data not available or not collected | |
| ST | | PTS_WON_SERVE | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the doubles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Serves won |
| | Attempt | M | Numeric ##0 | Serve attempts |
| | Percent | M | Numeric ##0 | Percentage of serves won |
| ST | | MAX_SPEED | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total |



| | | | | Element Expected: When available |
|-----------|-----|---------------------------|--|-------------------------------------|
| Attribute | M/O | Value | Description | |
| Value | M | S(3) ##0 or "-" or "0" | Max Speed (km/h) in the 1st or 2nd Service | |

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

| Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1) | | | | |
|---|-----|-------------------------------------|--|--|
| Athletes extended information. | | | | |
| Attribute | M/O | Value | Description | |
| GivenName | O | S(25) | Given name in WNPA format (mixed case) | |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) | |
| Gender | M | 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 Wheelchair Tennis. Mandatory in Wheelchair Tennis. | |

| Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) | | | | |
|--|------|---------------|--|--|
| Individual athletes entry information. | | | | |
| Type | Code | Pos | Description | |
| EUE | SEED | N/A | Element Expected: Send only for those athletes who are seeded in Singles. | |
| Attribute | M/O | Value | Description | |
| Value | M | Numeric #0 | Seed Number (for athlete) | |

Sample (Singles)

```

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

```



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



| | | | | |
|--|--------------------|----------------------------|---|----------------------------|
| | | | | POINTS played. |
| Attempt | M | | Numeric ##0 | 2nd Serves attempts |
| Percent | M | | S(3) ##0 | 2nd Serve % |
| Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available | | | | |
| Attribute | Value | Description | | |
| Code | ACE | | | |
| Pos | N/A | | | |
| Value | Numeric #0 | 2nd Serve Aces | | |
| Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available | | | | |
| Attribute | Value | Description | | |
| Code | POINTS_WON | | | |
| Pos | N/A | | | |
| Value | Numeric ##0 | 2nd Serve Points Won | | |
| Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available | | | | |
| Attribute | Value | Description | | |
| Code | POINTS_WON_PERCENT | | | |
| Pos | N/A | | | |
| Value | S(3) ##0 | 2nd Serve Points Winning % | | |
| ST | ACES | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events) | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Aces |
| ST | BREAK_PTS | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events) | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Break Points Converted |
| | Attempt | M | Numeric ##0 | Break Points Opportunities |
| | Percent | M | S(3) | Break Point Conversion % |



| | | | | |
|----|------------------|--------------|---------------------------|---|
| | | | ##0 | |
| ST | | DBL_FAULT | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Double Faults |
| ST | | ERR_FORCED | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Forced Errors |
| ST | | ERR_UNFORCED | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Unforced Errors |
| ST | | MAX_SPEED | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: Always, only for Singles Events and only for those courts provided with speed radar |
| | Attribute | M/O | Value | Description |
| | Value | M | S(3) ##0 or "-" or "0" | Max Speed (km/h) in the 1st or 2nd Service |
| ST | | NET_PTS | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Net Points won |
| | Attempt | M | Numeric ##0 | Net Points Played |
| | Percent | M | S(3) ##0 | Net Points Winning % |
| ST | | POINTS | SC @Period | Pos Description: |



| | | | | |
|--|------------------|----------------|------------------------|---|
| | | | or "TOT" | Send the Period, "TOT" for total Element Expected: When available (only for the Singles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Points Won |
| ST | | RECEIVE | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Receiving Points won |
| | Attempt | M | Numeric ##0 | Receiving Points Played |
| | Percent | M | S(3) ##0 | Receiving Points won % |
| ST | | SERV_WIN | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Service Winners |
| ST | | WINNERS | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the Singles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total Winners |
| Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available | | | | |
| | Attribute | Value | Description | |
| | Code | BACKHAND | | |
| | Pos | N/A | | |
| | Value | Numeric ##0 | Backhand winners | |
| Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected When available | | | | |
| | Attribute | Value | Description | |
| | Code | FOREHAND | | |



| | | | | |
|----|------------------|----------------|------------------------|---|
| | Pos | N/A | | |
| | Value | Numeric ##0 | Forehand winners | |
| ST | | PTS_SERVE_WON | SC @Period or "TOT" | Pos Description: Send the Period, "TOT" for total Element Expected: When available (only for the singles events) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Serves won |
| | Attempt | M | Numeric ##0 | Serve attempts |
| | Percent | M | Numeric ##0 | Percentage of serves won |

Sample (Singles)

```

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

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

```

2.3.4.6 Message Sort

Sort by Result @SortOrder



2.3.5 Current Information

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 |
|-----------------------------------|-------------------------------------|------------------------------------|---------|
| Competition (0,1) | Gen | | |
| | Sport | | |
| | Codes | | |
| | ExtendedInfos (0,1) | ExtendedInfo (1,N) | |
| | | | Type |



| | |
|--|-------|
| | Code |
| | Pos |
| | Value |

2.3.5.5 Message Values

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

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



| | | | | |
|----|------------------|-----------------|----------------|--|
| UI | | SPEED | N/A | Element Expected: Always on courts where speed available but not in the message at the end of the point (as the data related to the next point). |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Online serve speed |
| UI | | GAME_PT_COUNT | S(1) | Pos Description: Send H or A for Home and Away as appropriate Element Expected: Always when the games point count is greater than 1 for the competitor @Pos |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Send the cumulative number of times that this competitor has held a game point in the current GAME |
| UI | | DEUCE | N/A | Element Expected: If there has been at least one deuce in the current game. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Deuce count in current game |
| UI | | BREAK_PT_COUNT | S(1) | Pos Description: Send H or A for Home and Away as appropriate Element Expected: Always when the break point count is greater than 1 for the competitor @Pos |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Send the cumulative number of times that this competitor has held a break point in the current GAME |
| UI | | MATCH_POINT_ADV | SC @Home | Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive match points |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Number of match points that an athlete or team has to their advantage. |
| UI | | SET_POINT_ADV | SC @Home | Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive set points |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Number of set points that an athlete or team has to their advantage. |
| UI | | GAME_POINT_ADV | SC @Home | Pos Description: Send home or away to indicate competitor Element Expected: |



| | | | | If applicable for consecutive game points |
|-----------|-----|---------------|---|---|
| Attribute | M/O | Value | Description | |
| Value | M | Numeric #0 | Number of game points that an athlete or team has to their advantage. | |

Sample (General)

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

2.3.5.6 Message Sort

There is no message sorting rule.



2.3.6 Play by Play

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

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

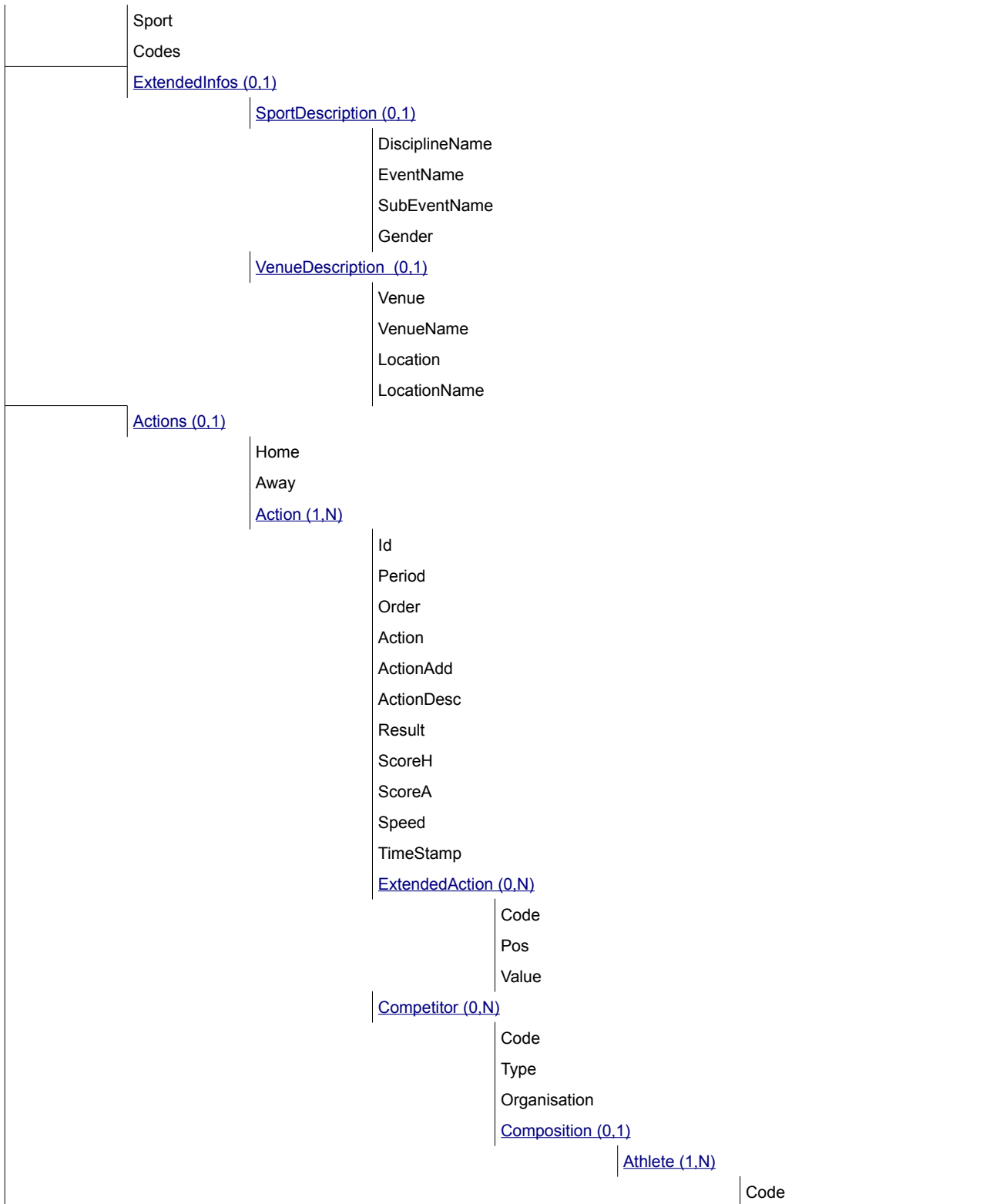
2.3.6.3 Trigger and Frequency

Only at the end of each point in the match.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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





| | |
|-----------------------------------|--------------|
| Order | |
| Role | |
| Description (1,1) | |
| | GivenName |
| | FamilyName |
| | Gender |
| | Organisation |
| | BirthDate |
| | IFld |
| | Class |

2.3.6.5 Message Values

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

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

| Element: Competition /ExtendedInfos /VenueDescription (0,1) | | | |
|---|-----|-------------------------------|---|
| Venue Names in Text. | | | |
| Attribute | M/O | Value | Description |
| Venue | M | 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 | Away Competitor ID |



| | | | |
|--|--|--------|--|
| | | zeroes | |
|--|--|--------|--|

| Element: Competition /Actions /Action (1,N) | | | |
|---|-----|--------------------------------|---|
| Attribute | M/O | Value | Description |
| Id | M | S(36) | Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages. |
| Period | M | SC @Period | Period of the action within the match. |
| Order | M | Numeric | Unique sequential number for all the actions, from 1 to n. It is used to sort Action. |
| Action | M | SC @Action | Game number within the set (Gn) or TB for tie-break. |
| ActionAdd | O | S(1) | Send Y if the action is the end of the game and there was a service break in this game. |
| ActionDesc | O | SC @ActionDesc | Action description code |
| Result | M | SC @ResAction | Result of the point. |
| ScoreH | O | S(2) | Home score in the game or AD for advantage. Send except if it was the last point in the game. |
| ScoreA | O | S(2) | Away score in the game or AD for advantage. Send except if it was the last point in the game. |
| Speed | O | Numeric ##0 | Send the service speed. Send after each point and only in the available courts and only in the case of a successful serve (km/h). |
| TimeStamp | O | DateTime | Time of the action (for alignment to video) |

| Element: Competition /Actions /Action /ExtendedAction (0,N) | | | | |
|---|------------------|--------------|---|--|
| Extended Action information. | | | | |
| Type | Code | Pos | Description | |
| N/A | SET_SCORE_H | N/A | Element Expected: Only at the end of the game | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Home score in the current (or just completed) set. |
| N/A | SET_SCORE_A | N/A | Element Expected: Only at the end of the game | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Away score in the current (or just completed) set. |
| N/A | SERVER | N/A | Element Expected: Send for every point in tiebreaks Send for the first point in each game. | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(20) with no leading zeroes | Athlete ID of the server |
| N/A | PT_TYPE | Numeric 0 | Pos Description: Send numeric to differentiate types. Always include even if only one sent. 1..n | |



| Attribute | M/O | Value | Description |
|-----------|-----|------------|----------------------------|
| Value | M | SC @PtType | Send applicable point type |

Element: Competition /Actions /Action /Competitor (0,N)
Competitor participating in the Action. Used when the Action is related to a competitor.

| Attribute | M/O | Value | Description |
|--------------|-----|----------------------------------|-----------------------------|
| Code | M | S(20) with no leading zeroes | Competitor's ID |
| Type | M | S(1) | T for team A for athlete |
| Organisation | M | 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 | Send 1 |
| Role | O | SC @ActionRole | Role of the player in the action. |

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

| Attribute | M/O | Value | Description |
|--------------|-----|-------------------------------------|---|
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| Gender | M | 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 Wheelchair Tennis. Mandatory in Wheelchair Tennis. |

Sample (Singles)



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

2.3.6.6 Message Sort

Actions /Action @Order.



2.3.7 Brackets

2.3.7.1 Description

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

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 Trigger and Frequency

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

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

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

- * Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)

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

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



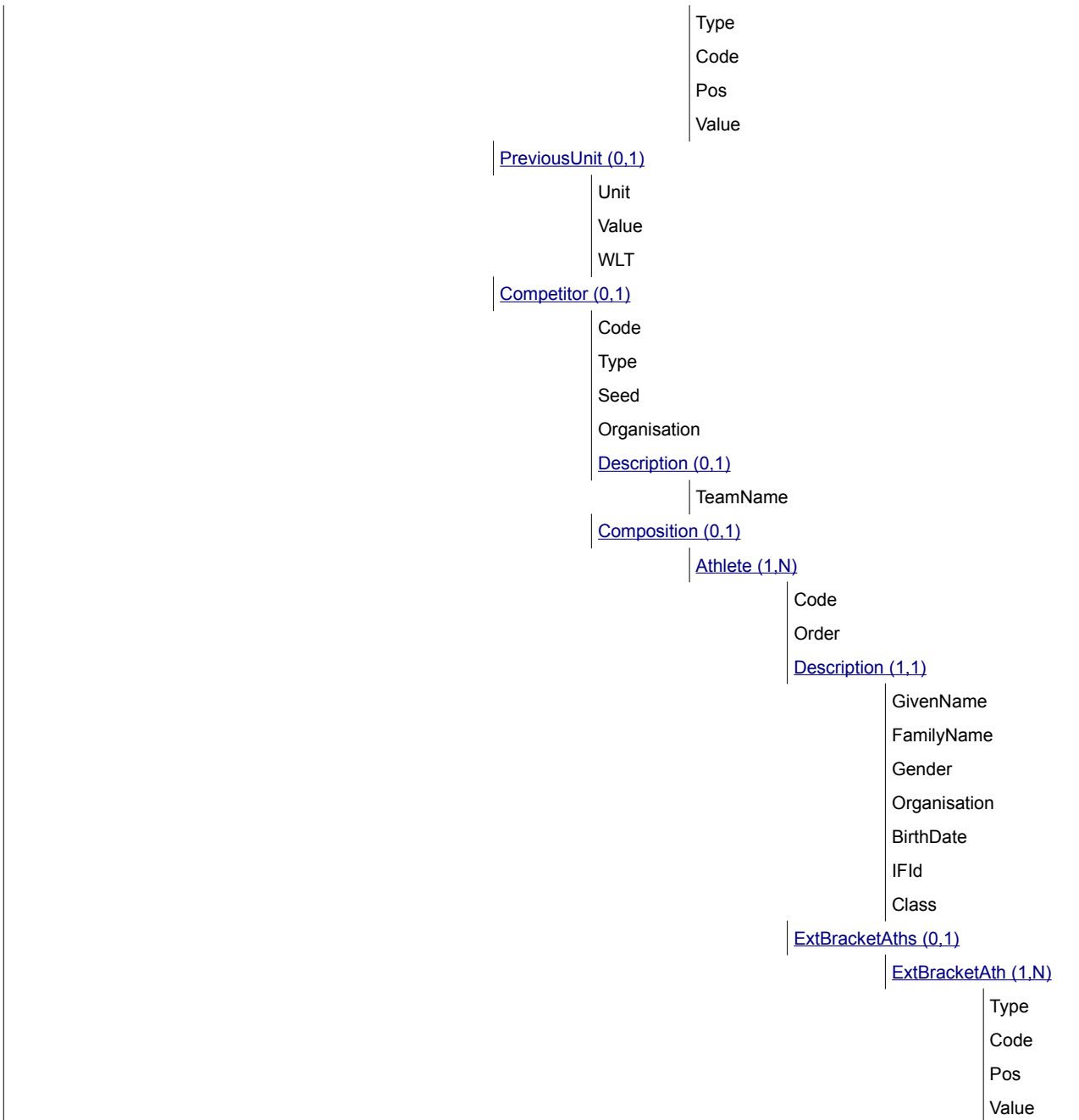
status.

Trigger also after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 | Level 9 | Level 10 | Level 11 |
|-----------------------------------|-------------------------------------|--|---------------------------------------|-------------------------------------|------------------------------------|---------|---------|---------|----------|----------|
| 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 | | | | | | | |
| | | | Unit | | | | | | | |
| | | | Result | | | | | | | |
| | | | CompetitorPlace (1.N) | | | | | | | |
| | | | | Pos | | | | | | |
| | | | | Code | | | | | | |
| | | | | WLT | | | | | | |
| | | | | Result | | | | | | |
| | | | | ResultType | | | | | | |
| | | | | IRM | | | | | | |
| | | | | StrikeOut | | | | | | |
| | | | | ExtCompPlaces (0.1) | | | | | | |
| | | | | | ExtCompPlace (1.N) | | | | | |



2.3.7.5 Message Values

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



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

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

Sport Description in Text

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

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

Venue Names in text.

| Attribute | M/O | Value | Description |
|-----------|-----|-------------------------------|--|
| Venue | M | CC @VenueCode | Venue code |
| VenueName | M | S(25) | Venue ENG Description (not code) from Common Codes |

Element: Competition /Bracket (1,N)

| Attribute | M/O | Value | Description |
|-----------|-----|-----------------------------|---|
| Code | M | SC @Bracket | Bracket code to identify a bracket item. One for each individual bracket. Note for example Gold and Bronze are different brackets. |

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

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

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

| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------|--|
| Code | O | Numeric | Bracket code to identify a bracket item. Unique identifier for the BracketItem. Sequential number starting at 1. |
| Order | M | Numeric | Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase even if both competitors of this BracketItem are BYEs. |
| Position | M | Numeric ##0 | Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4. |
| Date | O | Date | Date of match (example: YYYY-MM-DD). Start date of the match, only fill after the match is complete. |
| Unit | O | 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 (example 5-7 7-6(7) 6-4). Must include if the data is available and the match is complete. |
|--|--|--|--|

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

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

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

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

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

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

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



| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------|---|
| Unit | O | 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 previous matches then fill this field with the match number as appropriate. |
| WLT | O | SC @WLT | Send W or L for winner or loser of previous match (if not Pool). Do not send if competitor comes from a pool. |

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.

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

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

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

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

| Attribute | M/O | Value | Description |
|--------------|-----|-------------------------------------|--|
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| Gender | M | 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 Wheelchair Tennis. Mandatory in Wheelchair Tennis. |



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

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

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

Sample (Singles)



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

2.3.7.6 Message Sort

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



2.3.8 Event Final Ranking

2.3.8.1 Description

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

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

2.3.8.2 Header Values

The following table describes the message header attributes.

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

2.3.8.3 Trigger and Frequency

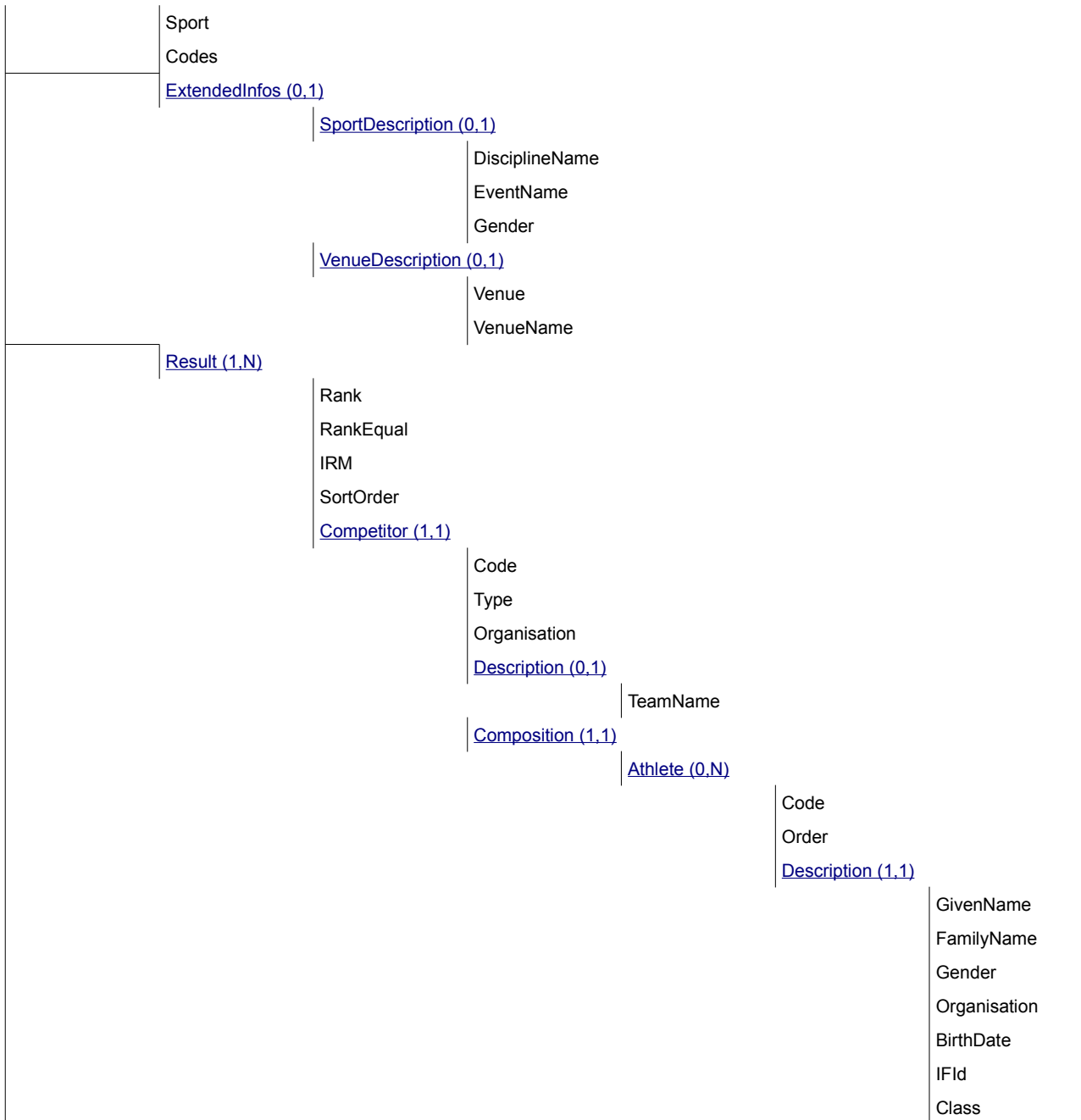
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

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

2.3.8.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 |
|-----------------------------------|---------|---------|---------|---------|---------|---------|
| Competition (0.1) | | | | | | |
| | Gen | | | | | |



2.3.8.5 Message Values

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



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

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

Sport Description in text

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

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

Venue Names in text

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

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

Competitor related to one final event result.

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

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



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

| Element: Competition /Result /Competitor /Composition /Athlete (0,N) | | | |
|--|-----|------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event. |
| Order | M | Numeric | 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 Wheelchair Tennis. Mandatory in Wheelchair Tennis. |

Sample (Singles)

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

2.3.8.6 Message Sort

Sort by Result @SortOrder



2.3.9 Configuration

2.3.9.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition.

2.3.9.2 Header Values

The following table describes the message header attributes.

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

2.3.9.3 Trigger and Frequency

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 |
|-----------------------------------|-------------------------------|------------------------------|--------------------------------------|---------|
| Competition (0.1) | Gen | | | |
| | Sport | | | |
| | Codes | | | |
| | Configs (1.1) | Config (1.N) | Unit | |
| | | | ExtendedConfig (1.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 /Configs /Config (1,N) | | | |
|---|-----|---------------------------|------------------------|
| Attribute | M/O | Value | Description |
| Unit | M | CC @Event | Full RSC of the event. |

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

Sample (Singles)

```

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

```

2.3.9.6 Message Sort

There is no message sorting rule.



2.3.10 Weather conditions

2.3.10.1 Description

The weather conditions is a message containing the current weather conditions in the venue or location. The use of venue or location is dependent to the level of detail that current weather conditions refer to. If weather conditions refer to a specific sailing course, then location code should be used. If weather conditions refer to athletics stadium, then the venue code should be used.

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 at discipline level |
| DocumentSubcode | CC @Location | Location code (venue level) |
| DocumentType | DT_WEATHER | Weather conditions in the venue or location as referred to in DocumentSubcode. |
| 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

* The message is sent every 30 minutes during a session, beginning approximately 30 minutes before start of session

2.3.10.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 |
|-----------------------------------|-------------------------------|---------|---------|---------|
| Competition (0.1) | Gen | | | |
| | Sport | | | |
| | Codes | | | |
| | Weather (1.1) | | | |
| | | Date | | |



| | | | |
|--|--|-------------------------------------|-------|
| | | Conditions (1,N) | |
| | | Code | |
| | | Humidity | |
| | | Wind_Direction | |
| | | Condition (0,3) | |
| | | | Code |
| | | | Value |
| | | Precipitation (0,N) | |
| | | | Unit |
| | | | Value |
| | | Pressure (0,N) | |
| | | | Unit |
| | | | Value |
| | | Temperature (0,N) | |
| | | | Code |
| | | | Unit |
| | | | Value |
| | | Wind (0,N) | |
| | | | Code |
| | | | Unit |
| | | | 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 /Weather (1,1) | | | |
|-------------------------------------|-----|----------|-----------------------------|
| Attribute | M/O | Value | Description |
| Date | M | DateTime | Date/time of the conditions |

| Element: Competition /Weather /Conditions (1,N) | | | |
|---|-----|----------------------------------|------------------|
| Attribute | M/O | Value | Description |
| Code | M | SC.@WeatherPoint | Weather Point(s) |
| Humidity | O | Numeric ##0 | Humidity in % |



| | | | |
|----------------|---|-----------------------------------|----------------|
| Wind_Direction | O | CC @WindDirection | Wind direction |
|----------------|---|-----------------------------------|----------------|

| Element: Competition /Weather /Conditions /Condition (0,3) | | | |
|--|-----|--------------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | SKY | Weather conditions type |
| Value | M | CC @WeatherCondition | Codes that describe the Weather Condition. |

| Element: Competition /Weather /Conditions /Precipitation (0,N) | | | |
|--|-----|---------------------------------------|--|
| Attribute | M/O | Value | Description |
| Unit | M | SC @PrecipitationUnit | Precipitation unit |
| Value | M | Numeric ###0.0 | Precipitation quantity in the past 6 hours |

| Element: Competition /Weather /Conditions /Pressure (0,N) | | | |
|---|-----|-----------------|---------------------------------|
| Attribute | M/O | Value | Description |
| Unit | M | S(3) | Send "hPa" as unit for pressure |
| Value | M | Numeric ###0 | Air pressure in hPa |

| Element: Competition /Weather /Conditions /Temperature (0,N) | | | |
|--|-----|-------------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | AIR, WBGT | Air temperature and WBGT value |
| Unit | M | SC @TemperatureUnit | Temperature unit |
| Value | M | Numeric -##0.0 or ##0.0 | Temperature (in case of positive temperature, do not send '+') |

| Element: Competition /Weather /Conditions /Wind (0,N) | | | |
|---|-----|------------------------------|------------------------|
| Attribute | M/O | Value | Description |
| Code | M | S(5) | Wind Speed, send SPEED |
| Unit | M | SC @WindUnit | Wind unit |
| Value | M | Numeric ##0 | Wind speed in @Unit |

2.3.10.6 Message Sort

There is no special sort order requirement for this message.



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3 Message Timeline

3.1 Preparation Phase

| Trigger | Message | Status | D | E | P | S | U |
|--|----------------------------------|--------|---|---|---|---|---|
| As soon as ODF operations start | DT_CODES | | | | | | |
| Periodically as soon as ODF operations start | DT_PARTIC | | x | | | | |
| | DT_PARTIC_TEAMS | | x | | | | |
| By VRM Temporary Units | DT_SCHEDULE | | x | | | | |
| By VRM After ITF Approval | DT_PDF C08 Comeptition Schedule | | x | | | | |
| By VRM After ITF Approval | DT_PDF C35 Competition Officials | | x | | | | |

3.2 Before competition

| Trigger | Message | Status | D | E | P | S | U |
|--|-------------------------------------|------------|---|---|---|---|---|
| After Initial Download - as soon as Participant verification process finishes (C38/C38D/C39 process) or after any other change in participant's data | DT_PARTIC_UPDATE | | x | | | | |
| By VRM If there are changes in officials data | DT_PDF C35 Competition Officials | | x | | | | |
| After Initial Download - when OVR becomes owner of data | DT_PDF C30 Number of Entries by NOC | | x | | | | |
| After Initial Download - when OVR becomes owner of data | DT_PDF C32A Entry List by NOC | | x | | | | |
| After Initial Download - when OVR becomes owner of data | DT_PDF C32C Entry List by Event | | | x | | | |
| By VRM Temporary Units if ther is any competition schedule change | DT_SCHEDULE_UPDATE | | x | | o | | o |
| After draw - By VRM Temporary Units if ther is any competition schedule change | DT_SCHEDULE_UPDATE | | x | | o | | o |
| After draw - By VRM Temporary Units if ther is any competition schedule change | DT_PDF C08 Comeptition Schedule | | x | | | | |
| After each Draw/Team Captain's Meeting | DT_PARTIC_UPDATE | | x | | | | |
| (Doubles Men & Women one day bedore competition Starts) Mixed 3 days later | DT_PARTIC_TEAM_UPDATE | | x | | | | |
| | DT_PDF C32C Entry List by Event | | | x | | | |
| 1 x each event | DT_CONFIG | | | x | | | |
| 1 x Match (No time , Court , Order or Chair Umpire) | DT_RESULT | START_LIST | | | | | x |



| | | | | | | | | |
|--|---------------------------|--------------|---|---|--|---|--|---|
| 1 x each event | DT_BRACKETS | INTERMEDIATE | | x | | | | |
| 1 x each event | DT_PDF 75X | START_LIST | | x | | | | |
| After Order of Play - By OVR Every evening Matcheches for the next Day | DT_SCHEDULE_UPDATE | | x | | | o | | o |
| After Order of Play - By OVR Every evening Matcheches for the next Day | DT_PDF C58 Daily Schedule | | x | | | | | |
| 1 x Match (including time and Order by Court) | DT_RESULT | START_LIST | | | | | | x |
| 1 x each event | DT_BRACKETS | INTERMEDIATE | | x | | | | |
| 1 x each event | DT_PDF 75X | START_LIST | | x | | | | |

3.3 During competition

| Trigger | Message | Status | D | E | P | S | U |
|---|--------------------|---------------|---|---|---|---|---|
| Every morning including Chair Umpires for all matches | DT_RESULT | START_LIST | | | | | x |
| By Chair Umpire when Players are On Court warm up | DT_SCHEDULE_UPDATE | GETTING_READY | x | | | | o |
| By Chair Umpire Asigment Service indicator | DT_CURRENT | | | | | | x |
| By Chair Umpire when Players start the Match | DT_SCHEDULE_UPDATE | RUNNING | x | | | | o |
| When the Match starts and after every update | DT_RESULT | LIVE | | | | | x |
| Automatic Service & Speed | DT_CURRENT | | | | | | x |
| Live Match Information | DT_PLAY_BY_PLAY | LIVE | | | | | x |

3.4 After competition

| Trigger | Message | Status | D | E | P | S | U |
|--|---------------------|--------------|---|---|---|---|---|
| When Match finishes | DT_SCHEDULE_UPDATE | FINISHED | x | | | | o |
| When Match finishes | DT_RESULT | UNOFFICIAL | | | | | x |
| When Match finishes | DT_PLAY_BY_PLAY | UNOFFICIAL | | | | | x |
| When Match finishes for the player advance to the next Round | DT_RESULT | START_LIST | | | | | x |
| By Event after every Match | DT_BRACKETS | INTERMEDIATE | | x | | | |
| When Results are approved | DT_RESULT | OFFICIAL | | | | | x |
| When Results are approved | DT_PLAY_BY_PLAY | OFFICIAL | | | | | x |
| After each Match approved | DT_BRACKETS | INTERMEDIATE | | x | | | |
| After each session (1 x day) | DT_RANKING | PARTIAL | | x | | | |
| Next Match Round Start list including the winner | DT_RESULT | START_LIST | | | | | x |
| When Results are approved | DT_PDF C73X Results | OFFICIAL | | | | | x |



| | | | | | | | | |
|--|------------------------------------|--------------|---|---|--|--|--|---|
| When Results are approved | DT_PDF C65X Score Card | OFFICIAL | | | | | | x |
| When ITF approve during the session and final of the session | DT_PDF C75X Brackets | INTERMEDIATE | | x | | | | |
| When ITF approve during the session and final of the session | DT_PDF C58 Daily Match information | INTERMEDIATE | x | | | | | |
| After each Gold Medal Match approved | DT_BRACKETS | OFFICIAL | | x | | | | |
| After each Gold Medal Match approved | DT_RANKING | OFFICIAL | | x | | | | |
| After each Gold Medal Match approved | DT_PDF C75X Brackets | OFFICIAL | | x | | | | |
| After Bronze Medal Match approved | DT_MEDALLISTS | PARTIAL | | x | | | | |
| Before Victory/Venue Ceremony | DT_MEDALLISTS | OFFICIAL | | x | | | | |
| | DT_MEDALLIST_DISCIPLINE | | x | | | | | |
| | DT_MEDALS | | x | | | | | |
| | DT_PDF C92X Medallists | OFFICIAL | | x | | | | |
| | DT_PDF C93 Medallists by Event | | x | | | | | |
| | DT_PDF C95 Medal Standings | | 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 | 01 Aug 2017 | First version |
| V1.1 | 03 Jan 2018 | Updated, CR |
| V1.2 | 26 Mar 2018 | Updated |
| V2.0 | 08 Aug 2018 | Updated, CRs |
| V2.1 | 21 Sep 2018 | Updated |
| V2.2 | 25 Oct 2018 | Updated |
| V2.3 | 24 Jan 2019 | Updated. CR |
| V2.4 | 14 Aug 2019 | Updated, CRs. |
| V2.5 | 11 Nov 2019 | Updated, CR. First version as a full document |
| V2.6 | 14 Feb 2020 | Updated after TEV |
| V2.7 | 3 Apr 2020 | Updated after Homologation |
| V3.00 | 28 Apr 2022 | First version for Paris 2024 |
| V3.1 | 13 Jan 2023 | Approved |
| V3.2 | 21 Jul 2023 | CR025912 |
| V3.3 | 15 Mar 2024 | Alignment with implementation |

File Reference: SOG-2024-TEN-3.3 APP

| Change Log | | |
|------------|--------|--|
| Version | Status | Changes on version |
| V1.0 | SFR | First version |
| V1.1 | SFA | DT_PARTIC: Updated to add Passport names (CR15219) |
| V1.2 | SFA | Added @Class in applicable messages for Wheelchair Tennis. Typographical corrections without changing the meaning. |
| V2.0 | SFA | CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. CR16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit. |
| V2.1 | SFA | DT_RESULT: Change to have Duration updated during each match. DT_PLAY_BY_PLAY: Add ActionDesc to support the description required in ORIS Live Screens. |
| V2.2 | SFA | DT_BRACKETS: Add set scores. |
| V2.3 | APP | CR16928: Apply new stats attributes in DT_RESULT DT_SCHEDULE: Clarified the use of HideStartDate and the date/time to send DT_PLAY_BY_PLAY: Update ActionDesc DT_BRACKETS: For consistency update Type @ Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace Remove information related to the Youth Olympic Games. |
| V2.4 | APP | CR16640: Add ODF Version @Competition. CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS. CR17809: Change Participant/OlympicSolidarity to disallow N. |
| V2.5 | APP | CR18395: Increase size of SessionCode in DT_SCHEDULE First version as a full document |



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|-------|-----|--|
| V2.6 | APP | <p>CR18565 DT_PARTIC: Update the description of Participant/Weight</p> <p>DT_RESULT: Update triggering to remove INTERMEDIATE message after each set.</p> <p>DT_BRACKETS: Remove Time at Bracket /BracketItems /BracketItem</p> <p>DT_BRACKETS: Update Date at Bracket /BracketItems /BracketItem</p> <p>DT_BRACKETS: Add ECP/SET_WON at Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace</p> <p>Add DT_PDF note in applicable messages</p> <p>DT_RESULT: Update duration at Periods/Period</p> |
| V2.7 | APP | <p>DT_PLAY_BY_PLAY: Update format of Actions/Action/Speed [189579]</p> <p>DT_CURRENT: Update Value format at UI/SPEED at ExtendedInfos /ExtendedInfo [189579]</p> <p>DT_RESULT: Remove "-" as a possible value for percentage throughout [189567]</p> <p>DT_PLAY_BY_PLAY: Update Actions/Action/ScoreH and Update Actions/Action/ScoreA to send both competitor points when advantage [189606]</p> <p>DT_RESULT: Update Periods/Period/HomePeriodScore and Update Periods/Period/AwayPeriodScore to send both competitor points when advantage [189606]</p> |
| V3.00 | SFA | <p>DT_SCHEDULE: Clarifications at Unit [CR024248]</p> <p>DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122]</p> <p>DT_PARTIC: Remove Participant/Weight</p> <p>DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497]</p> <p>DT_PLAY_BY_PLAY: Update Actions/Action/ActionDesc to send code</p> <p>DT_PLAY_BY_PLAY: Add SERVER at Actions /Action /ExtendedAction</p> <p>DT_PLAY_BY_PLAY: Add PT_TYPE at Actions /Action /ExtendedAction</p> <p>DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121]</p> <p>DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)</p> <p>DT_SCHEDULE: Delete Unit /StartList /Start /Competitor /Description /IFld</p> <p>DT_RESULT: Delete Result /Competitor /Description /IFld</p> <p>DT_RESULT: Update ST/1ST_SERVE at Result /Competitor /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/2ND_SERVE at Result /Competitor /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/BREAK_PTS at Result /Competitor /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/RECEIVE at Result /Competitor /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/1ST_SERVE at Result /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/2ND_SERVE at Result /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/BREAK_PTS at Result /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/NET_PTS at Result /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/RECEIVE at Result /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_BRACKETS: Delete Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description /IFld</p> <p>DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace to use SC @Period</p> <p>DT_RANKING: Delete Result /Competitor /Description /IFld</p> |
| V3.1 | APP | <p>DT_RESULT: Add ST/PTS_WON_SERVE at Result /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_RESULT: Add ST/PTS_WON_SERVE at Result /Competitor /StatsItems /StatsItem</p> <p>DT_CURRENT: Add UI/BREAK_PT_COUNT at ExtendedInfos /ExtendedInfo</p> <p>DT_CURRENT: Add UI/MATCH_POINT_ADV at /ExtendedInfos /ExtendedInfo</p> <p>DT_CURRENT: Add UI/SET_POINT_ADV at /ExtendedInfos /ExtendedInfo</p> <p>DT_CURRENT: Add UI/GAME_POINT_ADV at /ExtendedInfos /ExtendedInfo</p> <p>DT_BRACKETS: Update Message Sort</p> <p>DT_WEATHER: Message added</p> |
| V3.2 | APP | <p>DT_WEATHER: Updated to be common [CR025912]</p> |
| V3.3 | APP | <p>DT_RESULT: Add ST/MAX_SPEED at Result /Competitor /StatsItems /StatsItem</p> |