Olympic Data Feed

Taekwondo
ODF Data Dictionary
Technology and Information Department
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SOG-2024-TKW-3.3 APP
29 September 2023

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1 Introduction

1.1 This document

This document includes the ODF Taekwondo 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 Taekwondo 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 Taekwondo Overview

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

SCHEDULE
* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (schedule=Y) only which is aligned with the same RSC for DT_RESULT.
* The detailed schedule will not be known prior to the draw and as a result the scheduled units will be temporary ones (grouping the phases) until the draw. The temporary units are easily identified as all use the phase TMRY. These units will be unscheduled when the final draw is published.

PARALYMPIC GAMES
* The messages in the Paralympics are the same as above but the scoring system within a unit is different. The Olympics uses a best of 3 periods format (first to two) while the Paralympics uses a single period with a Golden Score period if required.

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_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	

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

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

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

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

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

Competition schedule update:

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

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

2.3.1.3 Trigger and Frequency

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

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

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

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

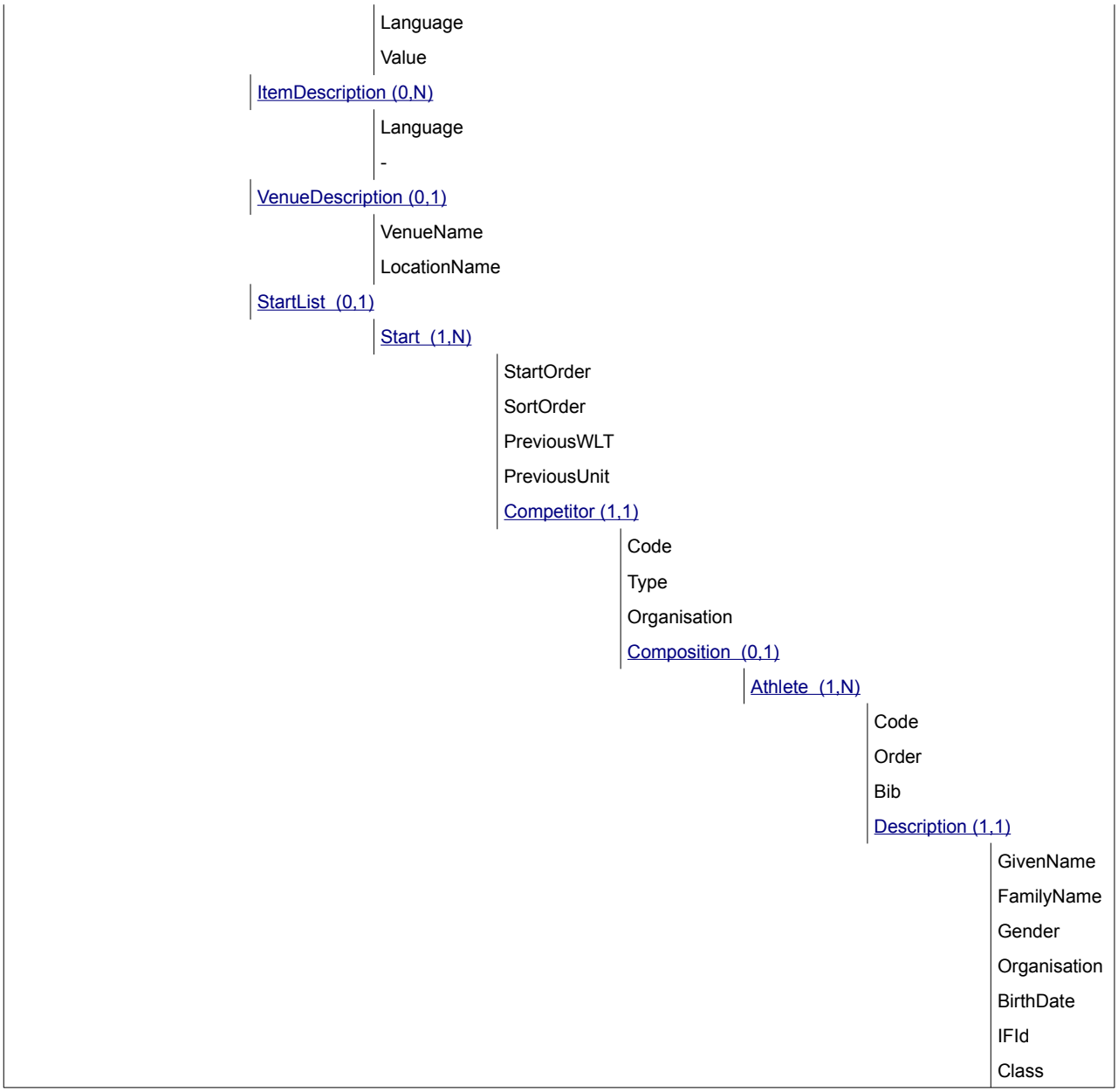
If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.3.1.4 Message Structure

The following table defines the structure of the message.

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

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



2.3.1.5 Message Values

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

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

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

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

Sample (General)

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

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Unit	Full RSC for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering in display may be incorrect (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00 Do not update with actual start time (see ActualStartDate)
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate) This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED. Example: 2006-02-26T10:00:00+01:00 Do not update with actual end time (see ActualEndDate)
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00

Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Indicator of medal awarded for this unit.
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
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 or SC @CompetitorPlace.	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NCT is sent when there is no competitor (and will not come later)
Type	M	S(1)	A for athlete

Organisation	O	CC @Organisation	Should be sent when known

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".
Bib	O	Same as in the Start List message for each discipline	Individual athlete's bib number (if Competitor @Type="A")

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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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

2.3.2.1 Description

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

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

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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

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

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.2.5 Message Values

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

Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's

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

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

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

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	WT License number (competitor's federation license 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 events with athletes with a disability (e.g: Paralympic Games).

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: As soon as this information is known (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualifiyingType	Type of qualification
ENTRY		QUAL_REGION	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Region	The region where the competitor was qualified. Continental Qualifier.
ENTRY		RANK_OG	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Olympic Ranking
ENTRY		SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(6)	The position in which the athlete is seeded for the competition or NS if not seeded.

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 Event Unit Start List and Results

2.3.3.1 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.

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

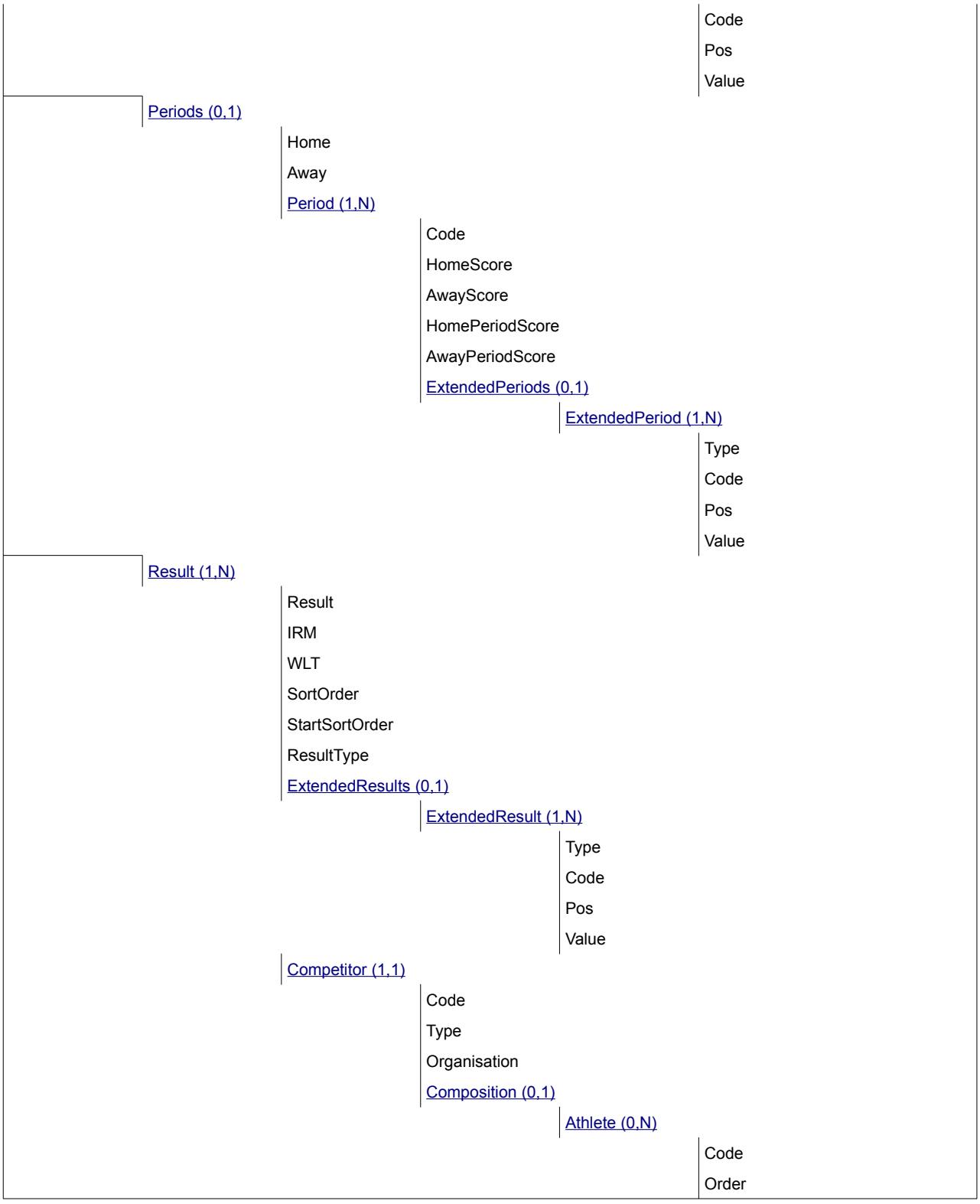
- As soon as each competitor is known and any changes in start list data (START_LIST)
- When the unit starts and after every change in any data (LIVE)
- Send INTERMEDIATE if there is an extended break in the unit
- After the unit is over (UNOFFICIAL/OFFICIAL)

Trigger also after any change.

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	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
			Extension (0,N)			
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
			UnitNum			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Officials (0,1)					
		Official (1,N)				
			Code			
			Function			
			Order			
			Description (1,1)			
				GivenName		
				FamilyName		
				Gender		
				Organisation		
				ExtendedDescription (0,N)		
					Type	


Code
Pos
Value
Periods (0,1)
Home
Away
Period (1,N)
Code
HomeScore
AwayScore
HomePeriodScore
AwayPeriodScore
ExtendedPeriods (0,1)
ExtendedPeriod (1,N)
Type
Code
Pos
Value
Result (1,N)
Result
IRM
WLT
SortOrder
StartSortOrder
ResultType
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Competitor (1,1)
Code
Type
Organisation
Composition (0,1)
Athlete (0,N)
Code
Order

		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId
		Class
		EventUnitEntry (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 /ExtendedInfos /UnitDateTime (0,1) Actual times. Include when the unit starts.			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		RES_CODE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ResultCode	Score winning code
UI		INCIDENT_TIME	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Time for incident. (Time in the period time when the match stopped).
UI		PERIOD	N/A	Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	SC @Period	Send current round or if none in progress the most recently completed one.
DISPLAY		LAST_COMP	SC @Period	Pos Description: Send the period Element Expected: When available and only when the unit is LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the last competitor to score. At the beginning of each round send value 0(no point marked yet)
DISPLAY		SC@Technique	Numeric 0	Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the athlete related with the last scored point or to all the updated points
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When applicable and only when the unit is LIVE. Send multiple if applicable.**			
	Attribute	**Value**	**Description**	
	Code	SC @Period		
	Pos	N/A	N/A	
	Value	S(1)	Send "U" for all the updated points Send "N" for the last scored point only for the current round.	
DISPLAY		IVR	N/A	Element Expected: When IVR requested and until evaluation complete.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID requesting the IVR

Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T22:15:00+01:00" />
..
  <ExtendedInfo Type="DISPLAY" Code="OK1" Pos="1" Value="1098260">
    <Extension Code="R2" Value="N" />
  </ExtendedInfo>
<ExtendedInfo Type="UI" Code="INCIDENT_TIME" Value="1:11" />
```

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

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

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

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	O	Numeric	Official's order. Send by order for each official in each function, example: judge 1, judge 2...

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

Element: Competition /Officials /Official /Description /ExtendedDescription (0,N)

Type	Code	Pos	Description
ED	BIB	N/A	Element Expected: Always

	Attribute	M/O	Value	Description
	Value	M	S(4)	Official Bib

Sample (General)

```
<Officials>
 <Official Code="7350035" Order="1" Function="JU">
  <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS">
  <ExtendedDescription Type="ED" Code="BIB" Value="1" />
  </Description>
 </Official>
 <Official Code="7350063" Order="2" Function="JU">
  <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS">
  <ExtendedDescription Type="ED" Code="BIB" Value="3" />
  </Description>
 </Official>
```

Element: Competition /Periods (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Competitor code of the home competitor (Blue). Must send if known
Away	M	S(20) with no leading zeroes	Competitor code of the away competitor (Red). Must send if known

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

Attribute	M/O	Value	Description
Code	M	SC @Period	Round Number
HomeScore	M	Numeric #0	Overall score of the blue competitor at the end of the round. In able bodied this is the total rounds won. Send 0 when the unit starts
AwayScore	M	Numeric #0	Overall score of the red competitor at the end of the round. In able bodied this is the total rounds won. Send 0 when the unit starts
HomePeriodScore	O	Numeric #0	Score of the blue competitor just for that round.
AwayPeriodScore	O	Numeric #0	Score of the red competitor just for that round.

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

ExtendedPeriod information.

Type		Code	Pos	Description
WIN		HOME	N/A	Element Expected: If home (blue) is the winner in this period.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @PeriodResult	Applicable code
WIN		AWAY	N/A	Element Expected: If away (red) is the winner in this period.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @PeriodResult	Applicable code

GAMJEOM		HOME	N/A	Element Expected: Always, including if 0
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Gamjeom value in the period for home
GAMJEOM		AWAY	N/A	Element Expected: Always, including if 0
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Gamjeom value in the period for away

Sample (Periods)

```
<Periods Home=”1234567” Away=”7654321” >
  <Period Code="R1" HomeScore="1" AwayScore="0" HomePeriodScore="10" AwayPeriodScore="3">
    <ExtendedPeriods>
      <ExtendedPeriod Type="WIN" Code="HOME" Value="R-PTF" />
      <ExtendedPeriod Type="GAMJEOM" Code="HOME" Value="0" />
      <ExtendedPeriod Type="GAMJEOM" Code="AWAY" Value="5" />
    </ExtendedPeriods>
  </Period>
```

Element: Competition /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	String	Result of the competitor for the particular event unit. Ex. "0", “1” etc To be sent as soon as available during the contest.
IRM	O	SC @IRM	IRM of the competitor for the particular event unit. Send just in the case @ResultType both Points and IRM.
WLT	O	SC @WLT	W, L Indicates the winner or loser of the contest. Always send when known
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitor. Send 1 for Blue competitor and 2 for Red competitor.
StartSortOrder	M	Numeric	Send 1 for Blue competitor and 2 for Red competitor.
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
SCORE		SC @Technique	SC @Period	Pos Description: Send the period code Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	The total number of this technique in this

			#0	period (including penalties).
IVR		BEFORE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the IVR available at the start of the contest
IVR		REMAIN	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the remaining IVRs

Sample (General)

```
<Result ResultType="POINTS" Result="17" WLT="W" SortOrder="1">
  <ExtendedResults>
..
    <ExtendedResult Type="IVR" Code="BEFORE" Value="1" />
    <ExtendedResult Type="IVR" Code="REMAIN" Value="1" />
  </ExtendedResults>
```

Element: Competition /Result /Competitor (1,1) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available Competitor's ID In case Decision=(BYE) Code=NCT
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Order attribute used to sort. Send 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1) **Athletes extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete

Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		COLOUR	N/A	Element Expected: As soon as it is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Colour	Athlete's colour
EUE		SEED	N/A	Element Expected: Send only for those athletes who are seeded.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Seed value.

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Play by Play

2.3.4.1 Description

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

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.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the Unit
DocumentSubcode	N/A	N/A
DocumentType	DT_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)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is sent:
- LIVE: When the contest starts
- LIVE: After every action
- UNOFFICIAL/OFFICIAL: After the contest (unit)

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Actions (0,1)						
		Home					
		Away					
		Action (1,N)					
			Id				
			Period				
			Order				
			Action				
			ActionAdd				
			Comment				
			When				
			Result				
			ScoreH				
			ScoreA				
			ExtendedAction (0,N)				
				Code			
				Pos			
				Value			
			Competitor (0,N)				
				Code			
				Type			
				Role			
				Order			

Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class

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 /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	O	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	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	S(20) with no leading zeroes	Away Competitor ID

Element: Competition /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
Period	M	SC @Period	Send Round
Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n' It is used to sort Action
Action	M	SC @Technique or SC @RequestType or SC @IRM or SC @Action	Action, send one technique code, IRM or IVR for video replay Note: IVR (RequestType) can be requested by: - a coach on behalf of his athlete, for his/her athlete or - a coach against the opponent - judges/referee In the case of IVR and Action the Action should be ordered before the IVR @Action is required at the start and end of each round
ActionAdd	O	S(12)	Send ACTION, TECHNIQUE, IRM or REQUEST to know the type of action
Comment	O	S(5)	Send JUDGE if the IVR is requested by the Referee/Judge
When	O	S(12)	Action's time in minutes and seconds in the period Example (1:05)
Result	O	SC @RequestResult or Numeric 0 or SC @PeriodResult	For ActionAdd = REQUEST send SC @RequestResult For ActionAdd = TECHNIQUE SC @Technique and points are applicable, send points For ActionAdd = ACTION and Action = END_* send period result (associated to the period winner)
ScoreH	O	Numeric #0	Points of the home competitor after the action, this is the points within the period for able bodied competition. Do not send for IVR.
ScoreA	O	Numeric #0	Points of the away competitor after the action, this is the points within the period for able bodied competition. Do not send for IVR.)

Element: Competition /Actions /Action /ExtendedAction (0,N)				
Type		**Code**	**Pos**	**Description**
		IVR	N/A	Element Expected: Only if Action = IVR and in the case of an IVR request made by a coach.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Send OWN where the coach request is to review an action by his/her athlete. (Role =

				SUBJECT_REQUEST only). Send OPP where the coach request is to review an action by the opponent. (Role = SUBJECT for the opponent and REQUEST for the requesting competitor.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID In the case of an IVR, the first athlete listed is always the athlete under review, not the athlete/coach making the request.
Type	M	S(1)	A for athlete
Role	O	S(20)	Only send in the case of IVR. Send either: SUBJECT for the athlete under review if JUDGE review or SUBJECT_REQUEST for athlete request where IVR = OWN or SUBJECT for the athlete under review if athlete request where IVR = OPP or REQUEST for the requestor for athlete request where IVR = OPP
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only one.
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) related to the action
Order	O	Numeric 0	Send 1 for athlete

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

Athletes extended information

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

Sample (General)

```
<Action Id="123456" Period="R1" Order="3" Action="OK1" When="1:12" Result="1" ScoreH="1" ScoreA="0">
<Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
<Composition>
<Athlete Code="1008743" Order="1" >
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="SUI" BirthDate="1994-12-15" />
</Athlete>
</Composition>
</Competitor>
<Action Id="10" Period="R1" Order="2" Action="IVR" ActionAdd="HDK" Comment="JUDGE" When="1:56" Result="A">
<Competitor Code="9390132" Type="A" Role="SUBJECT" Organisation="ESP" Order="1">
<Composition>
<Athlete Code="9390132" Order="1">
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="ESP" BirthDate="1991-07-29" />
</Athlete>
</Composition>
</Competitor>
</Action>
<Action Id="11" Period="R1" Order="4" Action="IVR" ActionAdd="TK2" When="1:16" Result="A">
<ExtendedAction Code="IVR" Value="OWN" />
<Competitor Code="9390132" Type="A" Role="SUBJECT_REQUEST" Organisation="ESP" Order="1">
<Composition>
<Athlete Code="9390132" Order="1">
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="ESP" BirthDate="1991-07-29" />
</Athlete>
</Composition>
</Competitor>
</Action>
<Action Id="12" Period="R1" Order="6" Action="IVR" ActionAdd="TK2" When="0:42" Result="A">
<ExtendedAction Code="IVR" Value="OPP" />
<Competitor Code="9390132" Type="A" Role="SUBJECT" Organisation="ESP" Order="1">
<Composition>
<Athlete Code="9390132" Order="1">
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="ESP" BirthDate="1991-07-29"/>
</Athlete>
</Composition>
</Competitor>
<Competitor Code="9390777" Type="A" Role="REQUEST" Organisation="GBR" Order="2">
<Composition>
<Athlete Code="9390777" Order="1">
<Description GivenName="Mary" FamilyName="Jones" Gender="F" Organisation="GBR" BirthDate="1992-07-29" IFId="GBR-
1528" />
</Athlete>
</Composition>
</Competitor>
```

2.3.4.6 Message Sort

Actions /Action @Order.

2.3.5 Brackets

2.3.5.1 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.

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

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

Send when a match/event unit is completed for unofficial & official status. Therefore it is triggered up to two times for each event unit (unless there is no change from unofficial to official as duplicates are not expected). The message should be updated including information on each competitor in the different bracket items.

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

- Send with ResultStatus = 'START_LIST' after the draw is made and before the first bout is complete
- Send with ResultStatus = 'INTERMEDIATE' from after the first bout 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.

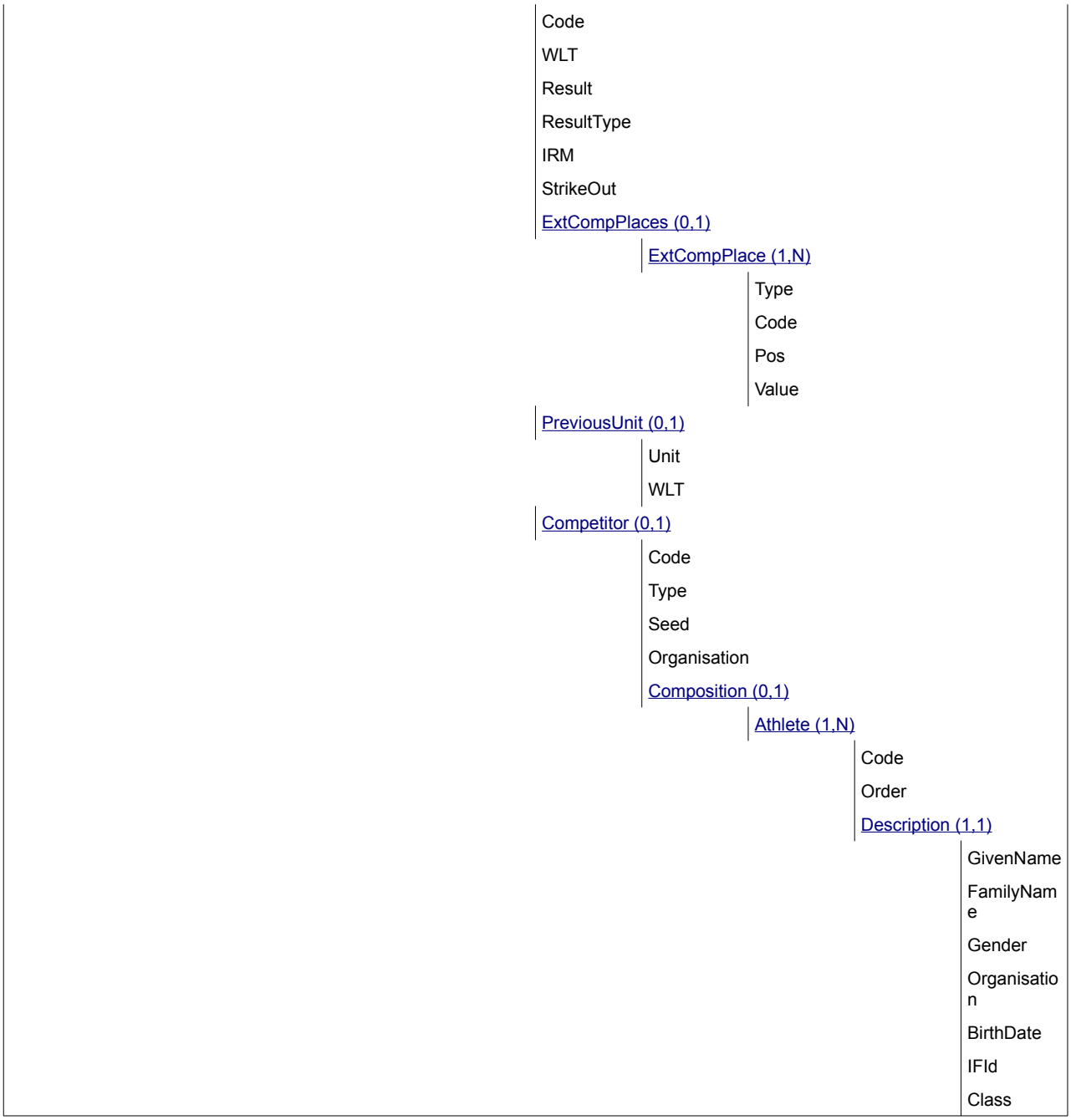
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



2.3.5.5 Message Values

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

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

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

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

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

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Each BracketItems should include all BracketItem grouped by their SC @BracketItems.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Numeric or TBD	It will be sent the contest for each bracket item (e.g.: 314, 315,...) However, it may include "TBD" for to be defined, if the bout number is not known.
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.

Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (separator & order, example 0-2). Must include if the data is available and the match is complete

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

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

Type	Code	Pos	Description
EBI	DECISION	N/A	Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	SC @ResultCode	Decision of the match

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	Send when there is no competitor (BYE) - also for the repechage bracket with no competitors. or when it is not known yet (TBD) or when both athletes are disqualified or Withdraw (NCT) and no competitor passes to the next round.
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 of the competitor in the event unit. Rounds scored in Olympic. Points scored in Paralympics.
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

Type	Code	Pos	Description
ECP	DESC	N/A	Element Expected: Just when the competitor is not known yet and only for repechages. (when the CompetitorPlace @Code is TBD and only for the Repechage and only for the bracket waiting direct competitor from the final bracket's phases)

	Attribute	M/O	Value	Description
	Value	M	SC @Desc	Send the code for the competitor to be replaced in Repechage.

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.
WLT	O	SC @WLT	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1) CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Seed	O	S(10)	The seed of the competitor if applicable
Organisation	O	CC @Organisation	Competitors' organisation if known.

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 use 1 if Competitor @Type="A".

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample (General)

```
....
<BracketItem Code="131" Order="2" Position="2" Date="2016-08-09" Time="01:20" Unit="TKWM54KG----------SFNL0001----"
Result="WP 3:0" >
<CompetitorPlace Pos="1" WLT="W" >
<PreviousUnit Unit=" TKWM54KG----------QFNL0001----" />
<Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
<Composition>
<Athlete Code="1066978" Order="1" >
<Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP" BirthDate="1991-12-16" />
</Athlete>
</Composition>
</Competitor>
</CompetitorPlace>
<CompetitorPlace Pos="2" WLT="L" >
<PreviousUnit Unit=" TKWM54KG----------QFNL0003----" />
<Competitor Code="1129984" Type="A" Organisation="NZL" Seed="6" >
<Composition>
<Athlete Code="1129984" Order="1" >
<Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1991-12-15" />
</Athlete>
</Composition>
</Competitor>
</CompetitorPlace>
</BracketItem>
....
```

2.3.5.6 Message Sort

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

2.3.6 Statistics

2.3.6.1 Description

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

2.3.6.2 Header Values

The following table describes the message header attributes.

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

2.3.6.3 Trigger and Frequency

This message has to be sent at the end of each event (gold medal 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
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		SportDescription (0,1)			

DisciplineName
EventName
Gender
VenueDescription (0,1)
Venue
VenueName
Stats (1,1)
Code
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Percent
ExtendedStat (0,N)

2.3.6.5 Message Values

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

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

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

Element: Competition /Stats (1,1)

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

Element: Competition /Stats /StatsItems /StatsItem (1,N) **Statistics for the gender or the eventdepending on the DocumentCode.**				
Type		**Code**	**Pos**	**Description**
ST		SC @ResultCode	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	The number of wins for this result code
	Percent	O	Numeric ##0.0	Send the percentage of wins.
ST		DECISION_TOTAL	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	The total number of wins
ST		TECHNIQUE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	The total number of times a technique was used (kicks, punches)
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	SC @Technique		
	Pos	N/A	N/A	
	Value	Numeric ##0	The number of times a technique was used (Kicks, Punches only)	
ST		PTY	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	The total number of times a penalty was given
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	SC @Technique		
	Pos	N/A	N/A	
	Value	Numeric ##0	The number of times a penalty type was given. GJ only.	
ST		IVR	N/A	Element Expected: Always

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total instant video reviews
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always			
	Attribute	**Value**	**Description**	
	Code	SC @RequestResult		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total number of Instant video reviews accepted/ rejected.	
ST		SC @PeriodResult	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	The number of wins for this Code
	Percent	O	Numeric ##0.0	Send the percentage
ST		PERIOD_TOTAL	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	The total number of period wins

Sample (General)

```
<Stats Code="TOU">
<StatsItems>
<StatsItem Type="ST" Code="DSQ" Value="0" Percent="0.0" />
<StatsItem Type="ST" Code="PTF" Value="18" Percent="94.7" />
…
<StatsItem Type="ST" Code="RSC" Value="0 Percent="0.0" />

<StatsItem Type="ST" Code="DECISION_TOTAL" Value="19" />
…
<StatsItem Type="ST" Code="TECHNIQUE" Value="102" >
<ExtendedStat Code="DK1" Value="26" />
<ExtendedStat Code="DK2" Value="1" />
<ExtendedStat Code="DK3" Value="6" />
<ExtendedStat Code="DK4" Value="2" />
<ExtendedStat Code="DP" Value="3" />
<ExtendedStat Code="OK1" Value="51" />
<ExtendedStat Code="OK2" Value="1" />
<ExtendedStat Code="OK3" Value="12" />
<ExtendedStat Code="OK4" Value="0" />
<ExtendedStat Code="OP" Value="0" />
</StatsItem>
<StatsItem Type="ST" Code="PTY" Value="61" >
<ExtendedStat Code="GJ" Value="61" />
</StatsItem>
<StatsItem Type="ST" Code="IVR" Value="11" >
<ExtendedStat Code="A" Value="2" />
<ExtendedStat Code="R" Value="9" />
</StatsItem>
```

2.3.6.6 Message Sort

Sort according to the @Order attributes.

2.3.7 Event Final Ranking

2.3.7.1 Description

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

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

2.3.7.2 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_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.

2.3.7.3 Trigger and Frequency

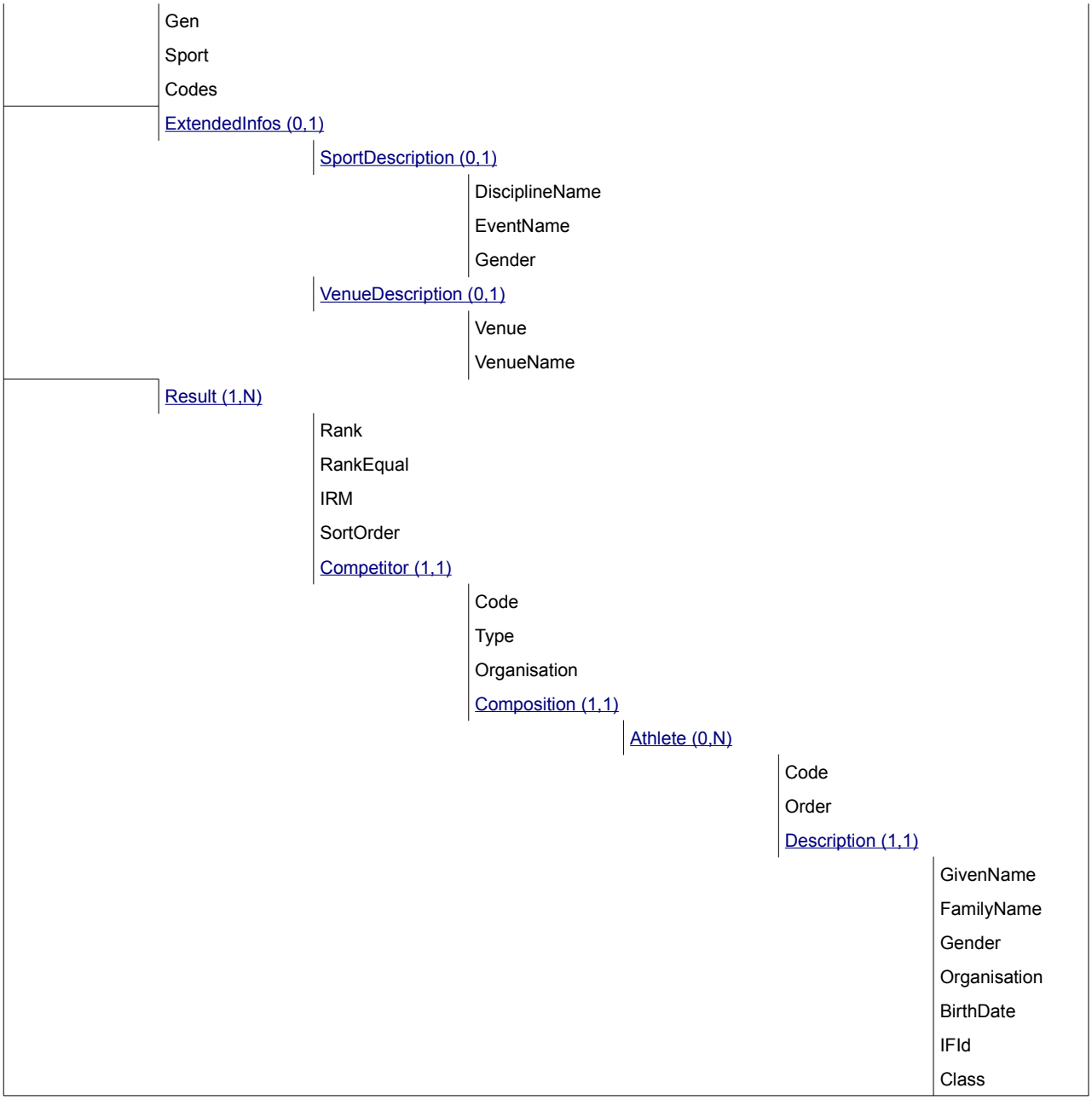
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.
- After the event is finished (OFFICIAL)
- After any final ranking is known (PARTIAL)

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
Competition (0,1)						



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	O	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	O	CC @SportGender	Gender code for the event unit. Must be included if it is a single gender

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

Element: Competition /Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Final rank of the competitor in the corresponding event. It is optional because the competitor can be disqualified. Not sent where no athlete
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID. "NCT" in the case where there is no competitor in the rank due to IRM. Do not send any NCT prior to the completion of the semifinals as the position is not confirmed.
Type	M	A	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID

Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A".

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

Sample (General)

```
<Result Rank="1" SortOrder="1">
<Competitor Code="1106858" Type="A" Organisation="SUI" >
<Composition>
<Athlete Code="1106858" Order="1" >
<Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
</Athlete>
</Composition>
</Competitor>
</Result>
<Result SortOrder="2" IRM="DQB" >
<Competitor Code="1090697" Type="A" Organisation="ESP" >
<Composition>
<Athlete Code="1090697" Order="1">
<Description GivenName="James" FamilyName="Black" Gender="M" Organisation="ESP" BirthDate="1994-12-16" />
</Athlete>
</Composition>
</Competitor>
</Result>
<Result Rank="11" SortOrder="16" >
<Competitor Code="NCT" Type="A" />
</Result>
....
```

2.3.7.6 Message Sort

Sort by Result @SortOrder

2.3.8 Configuration

2.3.8.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event. Send one message per event.

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_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.

2.3.8.3 Trigger and Frequency

Follow the general definition, send before each event starts.

Trigger also after any change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list. If this message is updated after the start list then DT_RESULT must be resent.

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
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Configs (1,1)			

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		BRACKET_SIZE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BracketItems	Send the code for the first phase of the event
EC		COMPETITORS_NUM	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	N(2) #0	Total number of competitors in one specific event
EC		EVENT_ABBREV	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Is the Event code for this event. Example: "-67 kg", "+67 kg".

Sample (General)

```
....
<Configs>
  <Config Unit="TKWM58KG-------------------------">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
    <ExtendedConfig Type="EC" Code="COMPETITORS_NUM" Value="28" />
    <ExtendedConfig Type="EC" Code="EVENT_ABBREV" Value="-58 kg" />
  </Config>
</Configs>
```

2.3.8.6 Message Sort

There is no general message sorting rule.

3 Message Timeline

3.1 Preparation Phase

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

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download, if any change	DT_PDF C08 Schedule		x				
	DT_SCHEDULE_UPDATE		x				
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
At the end of Team Captain's Meeting	DT_PDF C58 Session Schedule					x	
	DT_PDF C75 Draw Sheet	START_LIST		x			
	DT_PDF C30 Number of Entries by NOC		x				
Send at gender level	DT_PDF C32A Entry List by NOC						
	DT_PDF C32C Entry List by Weight Category			x			
	DT_PDF C35B Team Officials by NOC		x				
	DT_PDF B75 Draw Package		x				
	DT_CONFIG			x			
	DT_BRACKETS	START_LIST		x			
	DT_RESULT	START_LIST					x

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Before each contest	DT_PDF C58 Session Schedule					x	
First athlete entering competition area	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
Referee signals the start and clock begins the countdown of the first period	DT_SCHEDULE_UPDATE	RUNNING	x				o
At the start of the contest and after every action	DT_RESULT	LIVE					x
At the start of the contest and after	DT_PLAY_BY_PLAY	LIVE					x

every action							
At the end of a session	DT_PDF C58 Session Schedule					x	
After any DSQ	DT_PDF C67 Official Communication		x	x	x	x	x
After any DSQ	DT_ALERT		x	x	x	x	x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When unit finishes - Unofficial	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
	DT_BRACKETS	INTERMEDIATE		x			
When unit finishes - Unofficial - For Bronze	DT_MEDALLISTS	PARTIAL		x			
When unit finishes - Unofficial - For Gold	DT_BRACKETS	UNOFFICIAL		x			
When unit finishes - Unofficial - For Gold - Only if it takes a long time to approve	DT_MEDALLISTS	UNOFFICIAL		x			
When unit finishes - Unofficial - For a medal contest	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
When results are validated - Official	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
When results are validated - Official - if any change	DT_BRACKETS	INTERMEDIATE		x			
After any final ranking is known (from semifinals or after an IRM)	DT_RANKING	PARTIAL		x			
When results are validated - Official - For next round if applicable	DT_RESULT	START_LIST					x
	DT_SCHEDULE_UPDATE	SCHEDULED	x				o
When results are validated - Official	DT_PDF C69 Play by Play	OFFICIAL					x
	DT_PDF C73 Contest Results	OFFICIAL					x
	DT_PDF C75 Draw Sheet	INTERMEDIATE		x			
When results are validated - Official - For Gold Contests	DT_MEDALLISTS	OFFICIAL		x			
	DT_RANKING	OFFICIAL		x			
	DT_STATS	OFFICIAL		x			
	DT_PDF C75 Draw Sheet	OFFICIAL		x			
After the final contest in a weight category	DT_PDF C84 Competition Statistics	INTERMEDIATE	x				
After the final contest in all the TKW competition	DT_PDF C84 Competition Statistics	OFFICIAL	x				
After the final contest in a weight category	DT_PDF C92A Medallists	OFFICIAL		x			

	DT_PDF C93 Medallists by Weight Category		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	15 September 2017	First version
V1.1	3 January 2018	Updated
V1.2	20 February 2018	Updated
V2.0	8 August 2018	Updated
V2.1	7 September 2018	Updated
V2.2	21 September 2018	Updated
V2.3	25 October 2018	Updated
V2.4	24 January 2019	Updated
V2.5	30 May 2019	Updated
V2.6	14 August 2019	Updated
V2.7	11 November 2019	Updated
V2.8	21 Feb 2020	Updated
V3.0	8 Jul 2022	First version for Paris 2024
V3.01	7 Oct 2022	Updated
V3.1	25 Nov 2022	Approved
V3.2	24 Feb 2022	CR025491
V3.3	29 Sep 2023	CR026585

File Reference: SOG-2024-TKW-3.3 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
V1.1	SFR	DT_PARTIC: Updated to add Passport names (CR15219)
V1.2	SFR	Typographical corrections
V2.0	SFA	DT_PLAY_BY_PLAY: Message added, duplicated data removed in DT_RESULT. Removed reference to YOG. Update to support Paralympic Taekwondo. CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_PARTIC: Added seed and Olympic ranking as entries. Remove officials bib.
V2.2	SFA	DT_BRACKETS: DT_BRACKETS: Add EBI/DECISION and Result @ Bracket /BracketItems /BracketItem /CompetitorPlace
V2.3	APP	DT_PARTIC: Update SEED to string to support the unseeded. DT_RESULT: Add IVR in ExtendedInfos DT_RESULT: Updated IVR information in ExtendedResults. DT_RESULT: KYONG_GO removed

		Editorial improvements without changing the intent.
V2.4	APP	CR16928: DT_STATS: Move PERCENT @ Stats /StatsItems /StatsItem /ExtendedStat to Attribute Percent @ ST/SC @ResultCode DT_STATS: Typo correction at Stats /StatsItems /StatsItem. Only applicable technique for ST/PTY is GJ DT_STATS: Correct triggering typo, send after each event only.
V2.5	APP	DT_PLAY_BY_PLAY: Updated to add Role attribute to make the IVR information clearer. DT_PLAY_BY_PLAY: Add IRM as action DT_RESULT: Clarify WLT @ Result. DT_BRACKET: Update for clarification with standards from general documentation DT_BRACKET: Replace 'no competitor' by NCT @Code @Bracket /BracketItems /BracketItem /CompetitorPlace DT_RANKING: Clarify that no Rank applies when the Competitor/Code = NOCOMP CR16640: Add ODF Version @Competition
V2.6	APP	CR17809: Change Participant/OlympicSolidarity to disallow N CR17970: In PLAY_BY_PLAY updated Action, ActionAdd and Result @Actions/Action
V2.7	APP	DT_RESULT: Change DISPLAY to RES_CODE @ExtendedInfos/ExtendedInfo for consistency with other combat sports. CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.8	APP	DT_RESULT: Add EUE/SEED at Result /Competitor /Composition /Athlete /EventUnitEntry DT_PLAY_BY_PLAY: Update description at Actions/Action/Action DT_RESULT: Add DISPLAY/LEADER @ ExtendedInfos /ExtendedInfo DT_RANKING: Update description at Result/Competitor/Code CR18565 DT_PARTIC: Update the description of Participant/Weight.
V3.0	SFA	DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_SCHEDULE: Update Unit /StartList /Start /Competitor /Code DT_PARTIC: Remove Participant/Weight DT_RESULT: Update Periods /Period /HomeScore DT_RESULT: Update Periods /Period /AwayScore DT_RESULT: Update triggers DT_RESULT: Remove DISPLAY/LEADER at ExtendedInfos /ExtendedInfo DT_RESULT: Update Result/Competitor/Code DT_RESULT: Update ResultStatus DT_RESULT: Update EARN/ATTK at Result /ExtendedResults /ExtendedResult DT_RESULT: Update EARN/PTY at Result /ExtendedResults /ExtendedResult DT_PLAY_BY_PLAY: Update Actions/Action/Action to be M DT_PLAY_BY_PLAY: Update Actions/Action/ScoreH DT_PLAY_BY_PLAY: Update Actions/Action/ScoreA DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BRACKETS: Remove EBI/SESSIONTYPE at Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Result DT_BRACKETS: Update Message Sort DT_BRACKETS: Update ResultStatus DT_BRACKETS: Update Value for ECP/DESC at Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace DT_STATS: Update Documentcode DT_STATS: Update ResultStatus DT_RANKING: Update Result/Rank DT_RANKING: Update Resuly/Competitor/Code
V3.01	SFA	DT_RESULT: Update typo at Periods/Home and Periods/Away [Octane 204028] DT_RESULT: Add Periods /Period /ExtendedPeriods /ExtendedPeriod DT_RESULT: Update Periods/Period/HomeScore DT_RESULT: Update Periods/Period/AwayScore DT_RESULT: Remove EARN/ATTK at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove EARN/PTY at Result /ExtendedResults /ExtendedResult DT_STATS: Add ST/SC @PeriodResult and ST/PERIOD_TOTAL at Stats /StatsItems /StatsItem

V3.1	APP	Updated to approved
V3.2	APP	DT_PLAY_BY_PLAY: Update Actions/Action/Action [CR025491] DT_PLAY_BY_PLAY: Update Actions/Action/ActionAdd [CR025491] DT_PLAY_BY_PLAY: Update Actions/Action/Result [CR025491]
V3.3	APP	DT_PARTIC: Remove Participant/Height [CR026585]