



# Olympic Data Feed



## **Beach Volleyball ODF Data Dictionary**

Technology and Information Department  
© International Olympic Committee

SOG-2024-VBV-3.4 APP  
24 November 2023



## License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



## Table of Contents

1 Introduction.....	5
1.1 This document.....	5
1.2 Objective.....	5
1.3 Main Audience.....	5
1.4 Glossary.....	5
1.5 Related Documents.....	5
2 Messages.....	6
2.1 Beach Volleyball Overview.....	6
2.2 Applicable Messages.....	6
2.3 Messages.....	8
2.3.1 Competition schedule / Competition schedule update.....	8
2.3.1.1 Description.....	8
2.3.1.2 Header Values.....	10
2.3.1.3 Trigger and Frequency.....	10
2.3.1.4 Message Structure.....	10
2.3.1.5 Message Values.....	12
2.3.1.6 Message Sort.....	17
2.3.2 List of participants by discipline / List of participants by discipline update.....	18
2.3.2.1 Description.....	18
2.3.2.2 Header Values.....	18
2.3.2.3 Trigger and Frequency.....	19
2.3.2.4 Message Structure.....	19
2.3.2.5 Message Values.....	20
2.3.2.6 Message Sort.....	23
2.3.3 List of teams / List of teams update.....	24
2.3.3.1 Description.....	24
2.3.3.2 Header Values.....	24
2.3.3.3 Trigger and Frequency.....	24
2.3.3.4 Message Structure.....	25
2.3.3.5 Message Values.....	25
2.3.3.6 Message Sort.....	28
2.3.4 Event Unit Start List and Results.....	29
2.3.4.1 Description.....	29
2.3.4.2 Header Values.....	29
2.3.4.3 Trigger and Frequency.....	29
2.3.4.4 Message Structure.....	30
2.3.4.5 Message Values.....	33
2.3.4.6 Message Sort.....	43
2.3.5 Current Information.....	44
2.3.5.1 Description.....	44
2.3.5.2 Header Values.....	44
2.3.5.3 Trigger and Frequency.....	44
2.3.5.4 Message Structure.....	44
2.3.5.5 Message Values.....	45
2.3.5.6 Message Sort.....	47
2.3.6 Play by Play.....	48



2.3.6.1 Description.....	48
2.3.6.2 Header Values.....	48
2.3.6.3 Trigger and Frequency.....	48
2.3.6.4 Message Structure.....	49
2.3.6.5 Message Values.....	50
2.3.6.6 Message Sort.....	53
2.3.7 Pool Standings.....	54
2.3.7.1 Description.....	54
2.3.7.2 Header Values.....	54
2.3.7.3 Trigger and Frequency.....	54
2.3.7.4 Message Structure.....	55
2.3.7.5 Message Values.....	56
2.3.7.6 Message Sort.....	60
2.3.8 Brackets.....	61
2.3.8.1 Description.....	61
2.3.8.2 Header Values.....	61
2.3.8.3 Trigger and Frequency.....	61
2.3.8.4 Message Structure.....	61
2.3.8.5 Message Values.....	63
2.3.8.6 Message Sort.....	65
2.3.9 Statistics.....	66
2.3.9.1 Description.....	66
2.3.9.2 Header Values.....	66
2.3.9.3 Trigger and Frequency.....	66
2.3.9.4 Message Structure.....	67
2.3.9.5 Message Values.....	68
2.3.9.6 Message Sort.....	74
2.3.10 Event Final Ranking.....	75
2.3.10.1 Description.....	75
2.3.10.2 Header Values.....	75
2.3.10.3 Trigger and Frequency.....	75
2.3.10.4 Message Structure.....	75
2.3.10.5 Message Values.....	76
2.3.10.6 Message Sort.....	78
2.3.11 Weather conditions.....	79
2.3.11.1 Description.....	79
2.3.11.2 Header Values.....	79
2.3.11.3 Trigger and Frequency.....	79
2.3.11.4 Message Structure.....	79
2.3.11.5 Message Values.....	80
2.3.11.6 Message Sort.....	81
3 Message Timeline.....	83
3.1 Preparation Phase.....	83
3.2 Before competition.....	83
3.3 During competition.....	84
3.4 After competition.....	84
4 Document Control.....	86



# 1 Introduction

## 1.1 This document

This document includes the ODF Beach Volleyball 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 Beach Volleyball 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 Beach Volleyball Overview

#### MESSAGES IN EACH EVENT

- All games have the same messages sent and all games are managed independently. Each game includes DT\_RESULT, DT\_PLAY\_BY\_PLAY and DT\_CURRENT messages. DT\_CURRENT only includes the clock and the current score.

#### SCHEDULE

\* The DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include each game (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 until the draw. The temporary units for later rounds will remain until the teams are known and the matches allocated. The temporary units are easily identified as all use the phase TMRY. These units will be unscheduled when the matches are determined.

### 2.2 Applicable Messages

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

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

Message Type	Message Name	Message\ nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	



DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	<a href="#">X</a>
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	





## 2.3 Messages

### 2.3.1 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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





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

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

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

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

Where the discipline is defined as LOC:

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

Where the discipline is defined as SESSION OR DATE:

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

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

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

Competition schedule update:

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

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

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

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

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

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



### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.1.3 Trigger and Frequency

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

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

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

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

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

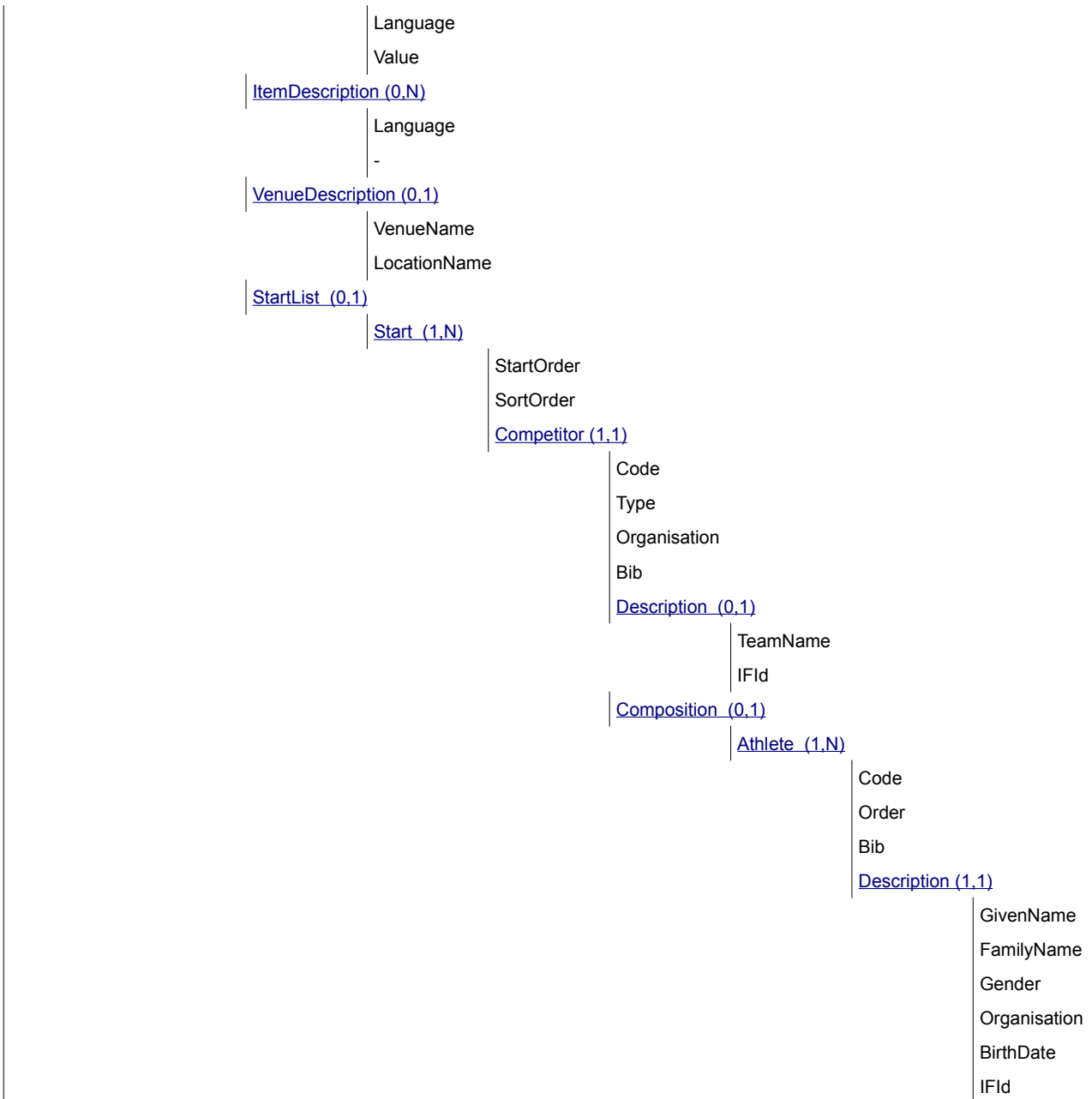
### 2.3.1.4 Message Structure

The following table defines the structure of the message.

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



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



### 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	<a href="#">CC @VenueCode</a>	Venue where the session takes place
VenueName	M	S(25)	Name of venue
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message.  N = New or U = Update.
SessionStatus	O	<a href="#">CC @ScheduleStatus</a>	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	<a href="#">CC @SessionType</a>	Session type of the Session.
Medal	O	Numeric #0	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	Numeric #0	The number of fields of play planned to be used in this session. This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.

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

### Sample (General)



```
<Session 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	<a href="#">CC @Unit</a>	Full RSC for the unit
PhaseType	M	<a href="#">CC @PhaseType</a>	Phase type for the unit
UnitNum	O	S(15)	Match Number
ScheduleStatus	M	<a href="#">CC @ScheduleStatus</a>	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering in display is incorrect (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	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.  Can use match number so the units are displayed in the correct order when at the same time.
Medal	O	<a href="#">SC @UnitMedalType</a>	Indicator of medal awarded for this unit.
Venue	O	<a href="#">CC @VenueCode</a>	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (CC).
Location	O	<a href="#">CC @Location</a>	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (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	<a href="#">CC @Language</a>	Code Language of the @Value





Value	M	SC @StartText	Text to be displayed in the case that StartDate is not to be displayed.
-------	---	---------------	---

Element: Competition /Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	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	<a href="#">CC @Language</a>	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

Element: Competition /Unit /VenueDescription (0,1)			
Mandatory when Unit/Venue is included			
Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

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.

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, SC @Pool or TBD or NOCOMP	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Should be sent when known
Bib	O	Same as in the Start List	Team bib number (if Competitor @Type="T")



		message for each discipline	
--	--	-----------------------------	--

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

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

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFld	O	S(16)	Athlete IF number, send if available, only for the current discipline.

### 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.

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

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

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

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
--------	----------------------------	---

### 2.3.2.3 Trigger and Frequency

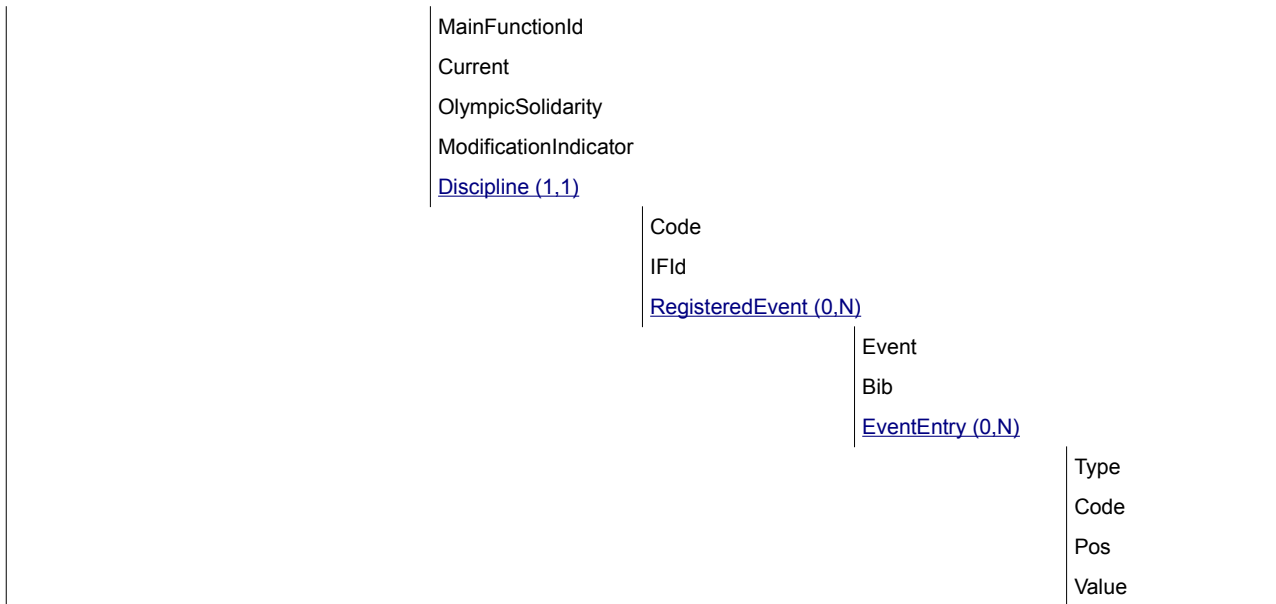
The DT\_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

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

### 2.3.2.4 Message Structure

The following table defines the structure of the message.

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



### 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-VBV-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	<a href="#">CC @ParticStatus</a>	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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth



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

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

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

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

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

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

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 1, 2

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





Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	CAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if the competitor is the Captain.
ENTRY	HAND	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Hand</a>	Handedness of the Player
ENTRY	POSITION	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Position</a>	Send the athlete role
ENTRY	SHIRT_NAME	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Shirt Name of the player

### Sample ( )

```
<Discipline Code="VBV" IFId="203258" >
  <RegisteredEvent Event="VBVMTEAM2-----" >
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="Dido" />
    <EventEntry Type="ENTRY" Code="CAPTAIN" Value="Y" />
    <EventEntry Type="ENTRY" Code="POSITION" Value="RB" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
  </RegisteredEvent>
</Discipline>
```

### 2.3.2.6 Message Sort

The message is sorted by Participant @Code



## 2.3.3 List of teams / List of teams update

### 2.3.3.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

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

### 2.3.3.3 Trigger and Frequency

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

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



### 2.3.3.4 Message Structure

The following table defines the structure of the message.

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

### 2.3.3.5 Message Values

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



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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number.  If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name.
ShortName	M	S(40)	Team Short Name
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use CUSTOM.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only  N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team  If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams  If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams  If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)			
In the case of current teams the number of athletes is 2 or more.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member.  Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

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



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

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

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

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

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

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(1)	Preliminary Group of the team
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Event seed
ENTRY	UNIFORM	Numeric 0	Pos Description: 1st / 2nd /3rd team shirt colour Send 1, 2, 3 to indicate the number of shirt  Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(25)	Shirt Colour

**Sample ( )**

```
<Team Code="VBVMTEAM2---BLR01" Organisation="BLR" Number="1" Name="Smith/Jones" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  </Composition>
  <Discipline Code="VBV-----" >
    <RegisteredEvent Event="VBVMTEAM2-----" >
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```



International  
Olympic  
Committee

SOG-2024-VBV-3.4 APP

### 2.3.3.6 Message Sort

The message is sorted by Team @Code.



## 2.3.4 Event Unit Start List and Results

### 2.3.4.1 Description

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

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Unit</a>	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE INTERMEDIATE (after each period or unplanned break in play) OFFICIAL UNOFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.4.3 Trigger and Frequency

- \* START LIST: As soon as the team/teams are known and any change to these (ExtendedInfos, Event Unit competitors, IRMs prior to the start of the unit,...).
- \* LIVE: At the beginning of each set.
- \* LIVE: After every rally (score change) and after any data correction (scores, match info, stats,...).
- \* INTERMEDIATE: After each period (set).



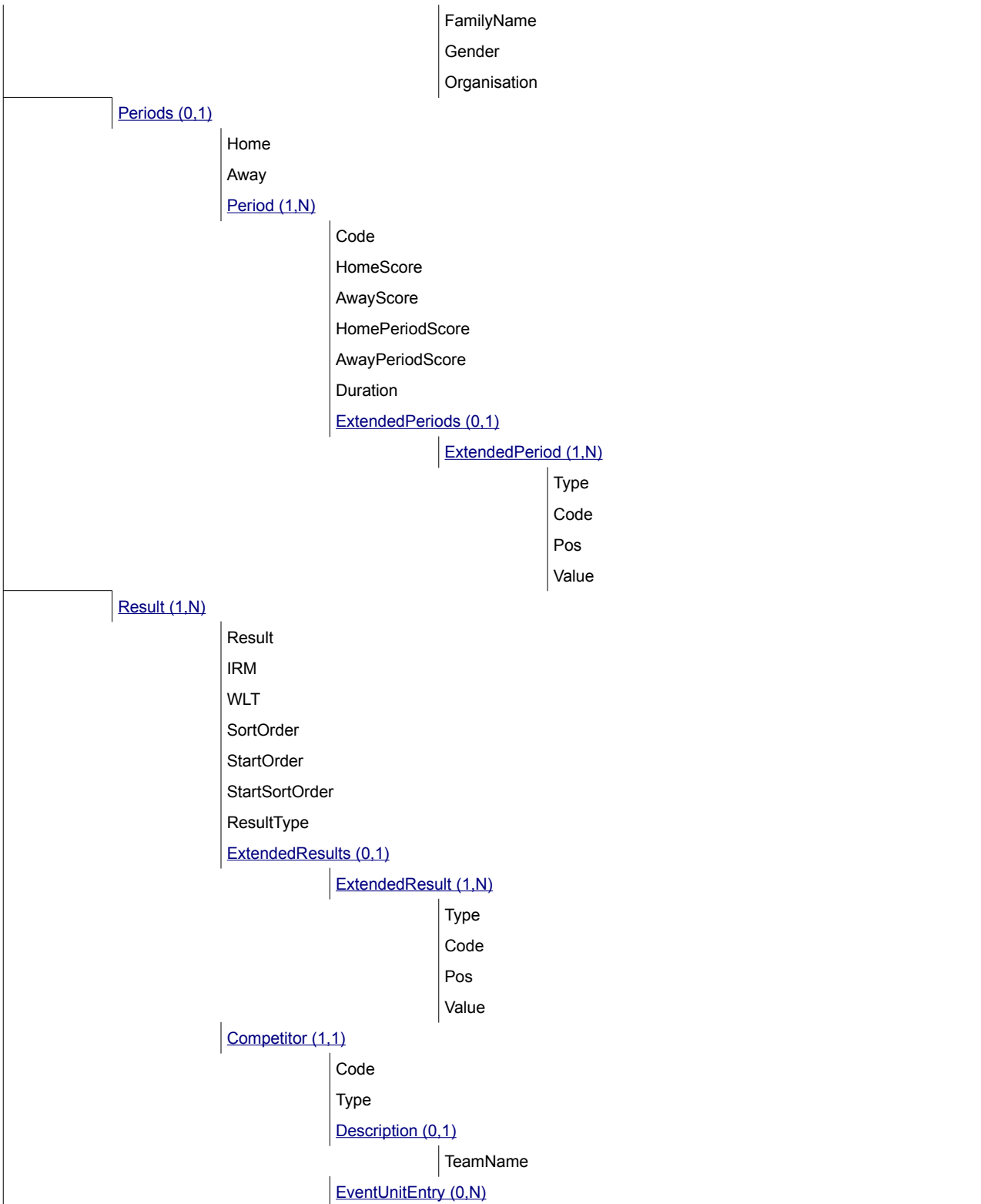


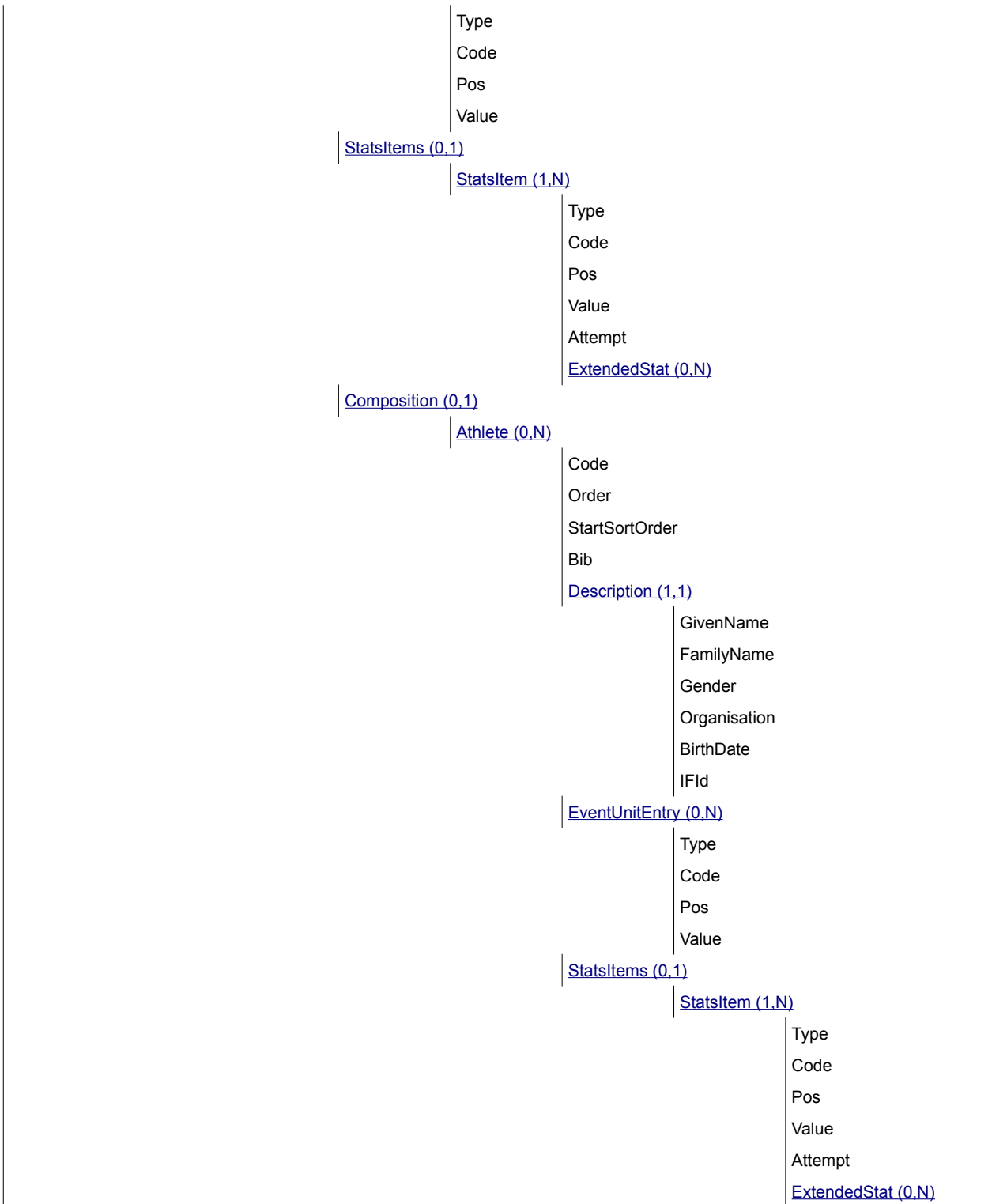
\* UNOFFICIAL / OFFICIAL: After the match (unit).  
Send on any other change.

### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0.1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0.1)</a>							
		<a href="#">UnitDateTime (0.1)</a>						
			StartDate					
			EndDate					
			Duration					
		<a href="#">ExtendedInfo (0.N)</a>						
			Type					
			Code					
			Pos					
			Value					
			<a href="#">Extension (0.N)</a>					
		<a href="#">SportDescription (0.1)</a>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		<a href="#">VenueDescription (0.1)</a>						
			Venue					
			VenueName					
			Location					
			LocationName					
			Attendance					
	<a href="#">Officials (0.1)</a>							
		<a href="#">Official (1.N)</a>						
			Code					
			Function					
			Order					
			<a href="#">Description (1.1)</a>					
								GivenName







### 2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.
EndDate	O	DateTime	Actual end date-time. It should only be sent at the end of each unit.
Duration	O	h:mm	Match duration. Do not send hours if zero.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	DURATION_PLAYING	N/A	Element Expected: Send at the end of the Game	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	h:mm	Total playing time. Do not send hours if zero.
UI	PERIOD	N/A	Element Expected: Always when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Period</a>	Current period
UI	SERVE	S(1)	Pos Description: Team serve indicator, send H for Home, A for Away Element Expected: When available when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the ID of the athlete who is serving.
UI	MATCH_POINT	N/A	Element Expected: When available when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Match point indicator Send H for Home Team Send A for Away Team
UI	SET_POINT	N/A	Element Expected: When available when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	M	S(1)	Match point indicator Send H for Home Team Send A for Away Team
DISPLAY		SRV ATC BLC DIG PTY	Numeric #0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /StatItem or Result /Competitor /Composition /Athlete /StatsItems /StatItem. May be: SRV, ATC, BLC, DIG, PTY.  Pos Description: Unique sequential number for all the statistics to highlight  Element Expected: When available and only when unit is LIVE. Send multiple if applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the ID of the athlete/team who was updated in the @Code attribute
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available and only when the unit is LIVE. Send multiple if applicable.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	String	Possible values with SRV & ATC only: ACE, ATT, FLT, SCS.	
	Pos	N/A	Do not send anything	
	Value	S(1)	Send 'Y'	

### Sample (ExtendedInfos)

```
<ExtendedInfos>
<UnitDateTime StartDate="2016-07-28T12:00:00+01:00" />
<ExtendedInfo Type="DISPLAY" Code="SRV" Pos="1" Value="2518090">
  <Extension Code="ATT" Value="Y" />
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="SRV" Pos="2" Value="VBVMTEAM2---GER01">
  <Extension Code="ATT" Value="Y" />
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="BLC" Pos="3" Value="3748065"/>
<ExtendedInfo Type="DISPLAY" Code="BLC" Pos="4" Value="VBVMTEAM2---GER01"/>
<ExtendedInfo Type="DISPLAY" Code="ATC" Pos="5" Value="3748065">
  <Extension Code="SCS" Value="Y" />
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="ATC" Pos="6" Value="VBVMTEAM2---GER01">
  <Extension Code="SCS" Value="Y" />
</ExtendedInfo>
....
```

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

#### Sport Descriptions in Text.

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



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

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

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes
Attendance	O	#####0	Total attendance

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function (example: referee, etc.).  Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Order of officials

**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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Official's organisation

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

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known
Away	M	S(20) with no leading zeroes	Away Competitor ID. Must be sent if known

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

**Period in which the event unit message arrives.**

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



Code	M	<a href="#">SC @Period</a>	Set number. Also always send TOT.
HomeScore	O	Numeric ##0	Overall score (total points) of the first named competitor to this point in the match.
AwayScore	O	Numeric ##0	Overall score (total points) of the second named competitor to this point in the match.
HomePeriodScore	O	Numeric #0	Points score of the first named competitor just for each period.
AwayPeriodScore	O	Numeric #0	Points score of the second named competitor just for each period.
Duration	O	mm	Playing time of each set. (not for TOT)

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
ExtendedPeriod information.				
Type	Code	Pos	Description	
OFFICIAL	HOME	N/A	Element Expected: If the match is not completed and "official" period scores are used, send all periods except TOT.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Score for the Period
OFFICIAL	AWAY	N/A	Element Expected: If the match is not completed and "official" period scores are used, send all periods except TOT.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Score for the Period

Element: Competition /Result (1,N)				
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.				
Attribute	M/O	Value	Description	
Result	O	Numeric ##0	Result of the Team (Sets won) for the particular event unit or "0" if exist a @IRM. At the start of the game the result should be 0. This is the official score (can be different to period score if match stops early for injury or similar)	
IRM	O	<a href="#">SC @IRM</a>	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM	
WLT	O	<a href="#">SC @WLT</a>	The code whether a competitor won or lost	
SortOrder	M	Numeric	This attribute is a sequential number with the order of the home team and away team. 1 - for home team; 2 - for away team	
StartOrder	M	Numeric	Send 1 for first team, send 2 for the other team	
StartSortOrder	M	Numeric	Same @StartOrder	
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either points or IRM with points for the	



			corresponding event unit
--	--	--	--------------------------

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	MATCH_POINT_COUNT	N/A	Element Expected: When the information is applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #	Match Point Count
ER	SET_POINT_COUNT	SC@Period	Pos Description: Sent the period  Element Expected: When the information is applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #	Set Point Count
ER	CHALLENGES_REMAIN	SC@Period	Pos Description: Send the period code  Element Expected: Always where the data is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #	Send the number of remaining challenges for the competitor in the current set.
ER	SETS_WON	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Sets won (actually played). If the match is not completed this can be different to the periods sum.

Element: Competition /Result /Competitor (1,1)				
Competitor related to the result of one event unit.				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available  NOCOMP is sent when there is no competitor (and will not come later)	
Type	M	S(1)	T for team	

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





Element: Competition /Result /Competitor /EventUnitEntry (0,N)				
For team event information				
Type	Code	Pos	Description	
EUE	HOME_AWAY	N/A	Element Expected: As soon as available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Home</a>	Home or Away designator Send Home or Away
EUE	UNIFORM	Numeric 0	Pos Description: 1st / 2nd /3rd team shirt colour Send 1, 2, 3 to indicate the number of shirt colour Element Expected: As soon as it is known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Team shirt colour

### Sample (General)

```
<Competitor Code="VBVMTEAM2---BLR01" Type="T" Organisation="GER">
<Description TeamName="Smith/Jones"/>
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Code="UNIFORM" Pos="1" Value="Red" />
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	SRV	SC@Period	Pos Description: Send for each period and TOT  Element Expected: Always after period started	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Attempt	M	Numeric ##0 or "-"	Total service attempts made by the team in the period
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected Always after period started</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ACE		
	Pos	N/A	Do not send anything	
	Value	Numeric #0 or "-"	Total aces made by the team in the period	
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected Always after period started</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	



	Code	FLT		
	Pos	N/A		Do no send anything
	Value	Numeric #0 or “-“		Total service faults by the team in the period
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always after period started</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PLAY		
	Pos	N/A		
	Value	Numeric #0 or “-“		Total serves in play by the team in the period
ST		ATC	SC@Period	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or “-“	Total attack successes by the team in the period
	Attempt	M	Numeric #0 or “-“	Total attack attempts by the team in the period
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always after period started</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FLT		
	Pos	N/A		
	Value	Numeric #0 or “-“		Total attack faults by the team in the period
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always after period started</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PLAY		
	Pos	N/A		
	Value	Numeric #0 or “-“		Total attacks in play by team in the period
ST		BLC DIG	SC@Period	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total block/dig success for the team in event unit.



			or "-"	
ST		OPP_ERR PTY	SC@Period	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or "-"	Total opponent errors/penalties for the team in event unit.
ST		TOT_TEAM	SC@Period	Pos Description: Send for each period and TOT  Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total points
ST		TOUT	SC@Period	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or "-"	Time out for the team in the event unit.

### Sample (General)

```
<StatsItems>
<StatsItem Type="ST" Code="TOUT" Pos="S1" Value="0" />
<StatsItem Type="ST" Code="TOUT" Pos="S2" Value="1" />
<StatsItem Type="ST" Code="TOUT" Pos="S3" Value="1" />
<StatsItem Type="ST" Code="TOT" Pos="TOT" Value="2" />
<StatsItem Type="ST" Code="ATC" Pos="S1" Attempt="17" Value="9" />
<StatsItem Type="ST" Code="ATC" Pos="S2" Attempt="15" Value="8" />
```

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 ##0	Order the players should appear in the Start List/Result as in ORIS. Before the unit use same as StartSortOrder, once the unit starts (and after the unit) use the order as used in results.
StartSortOrder	O	Numeric 0	Order attribute used to sort team members in a team on the start list. Order defined as in ORIS.
Bib	M	S(2)	Shirt 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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	CAPTAIN	N/A	Element Expected: Only for the captain when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
EUE	HAND	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @Hand</a>
EUE	POSITION	N/A	Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">CC @Position</a>

### Sample (General)

```
<Athlete Code="1125142" Bib="8" Order="2">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
</Athlete>
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	SRV	SC@Period	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Attempt	M	Numeric ##0 or "-"
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>			



Expected Always after the period started			
Attribute	Value	Description	
Code	ACE		
Pos	N/A	Do not send anything	
Value	Numeric #0 or "-"	Total aces made by the athlete	
Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always after the period started			
Attribute	Value	Description	
Code	FLT		
Pos	N/A	Do not send anything	
Value	Numeric #0 or "-"	Total service faults by the athlete	
Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.			
Attribute	Value	Description	
Code	SPEED		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Fastest serve in km/h for the athlete	
Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always after period started			
Attribute	Value	Description	
Code	PLAY		
Pos	N/A		
Value	Numeric #0 or "-"	Total serves in play by athlete in the period	
ST	ATC	SC@Period	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
Attribute	M/O	Value	Description
Value	M	Numeric #0 or "-"	Total attack successes by the athlete
Attempt	O	Numeric #0 or "-"	Total attack attempts by the athlete
Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always after period started			
Attribute	Value	Description	
Code	PLAY		
Pos	N/A		



	Value	Numeric #0 or “_”	Total attacks in play by athlete in the period	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always after period started</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FLT		
	Pos	N/A		
	Value	Numeric #0 or “_”	Total attack faults by the athletes in the period	
ST		BLC DIG PTY	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always after the period started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or “_”	Total block/dig/penalty by the athlete

### Sample (General)

```
<StatsItems>
<StatsItem Type="ST" Pos="TOT" Code="ATC" Attempt="17" Value="9" />
<StatsItem Type="ST" Pos="TOT" Code="BLC" Attempt="7" Value="3" />
```

### 2.3.4.6 Message Sort

Sort by Result @SortOrder



## 2.3.5 Current Information

### 2.3.5.1 Description

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

### 2.3.5.2 Header Values

The following table describes the message header attributes.

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

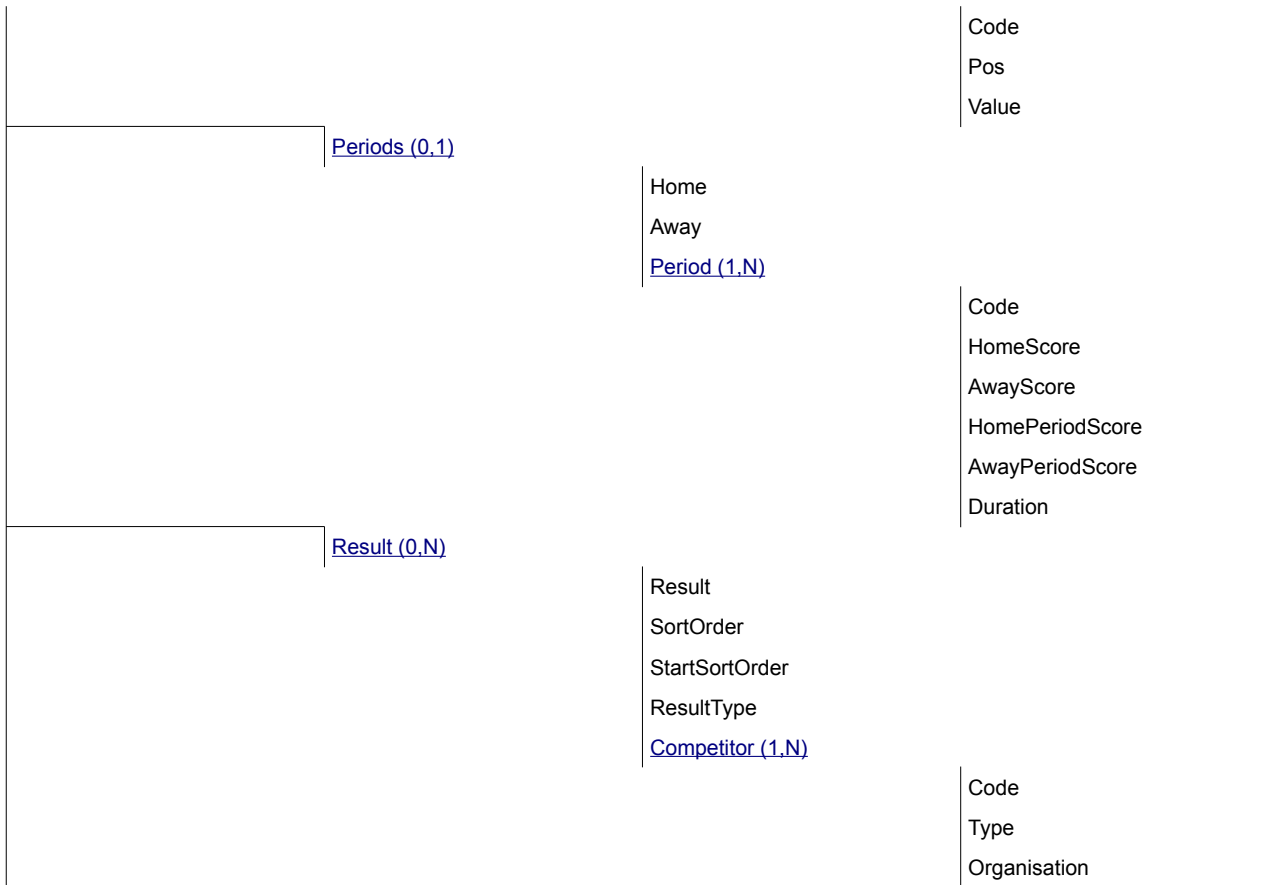
### 2.3.5.3 Trigger and Frequency

- \* After every serve (for the serve speed).
- \* At the end of every rally (primarily for the score).

### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (0,1)</a>	Gen		
	Sport		
	Codes		
	<a href="#">ExtendedInfos (0,1)</a>	<a href="#">ExtendedInfo (1,N)</a>	
			Type



### 2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	MATCH_POINT	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Match point indicator: Send H for home team Send A for away team
UI	PERIOD	N/A	Pos Description:





				N/A Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Period</a>	Current period/set
UI		SERVE	S(1)	Pos Description: Team serve indicator, send H for Home, A for Away Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the ID of the athlete who is serving.
UI		SET_POINT	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Set point indicator: Send H for home team Send A for away team
UI		SPEED	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Online serve speed

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

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known.
Away	M	S(20) with no leading zeroes	Away Competitor ID. Must be sent if known.

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

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Period</a>	Set number
HomeScore	M	Numeric ##0	Overall score (total points) of the first named competitor to this point in the match.
AwayScore	M	Numeric ##0	Overall score (total points) of the second named competitor to this point in the match.
HomePeriodScore	O	Numeric #0	Points score of the first named competitor just for each period.
AwayPeriodScore	O	Numeric #0	Points score of the second named competitor just for each period.
Duration	O	mm	Playing time of each set. (not for TOT)

**Sample (Current)**



```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="S2" />
  <ExtendedInfo Type="UI" Code="SPEED" Value="51" />
  <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
</ExtendedInfos>
<Periods Home="VBVWTEAM2---SUI02" Away="VBVWTEAM2---AUS02">
  <Period Code="S1" HomeScore="19" AwayScore="21" HomePeriodScore="19" AwayPeriodScore="21" Duration="22" />
  <Period Code="S2" HomeScore="20" AwayScore="22" HomePeriodScore="1" AwayPeriodScore="1" Duration="1" />
</Periods>
```

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team (Sets won) At the start of the game the result should be 0.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the home team and away team. 1 - for home team; 2 - for away team
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either points or IRM with points for the corresponding event unit.

Element: Competition /Result /Competitor (1,N)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

### 2.3.5.6 Message Sort

Sort by Period @Code.



## 2.3.6 Play by Play

### 2.3.6.1 Description

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

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

All actions are included in the message, the key actions can be filtered with Actions/Action/Loc.

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Unit</a>	Full RSC of the unit
DocumentSubcode	SC@Period or not sent	Period code if sent for one period (set) only. (S1 - S3)  If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	SEND "ACTION"
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC.@ResultStatus</a>	Status of the message. Possible values are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC.@Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

Message with DocumentSubcode

\* After every rally and for every correction for the current period, if period is still running. ResultStatus is always LIVE. The last action in the period is ENDP.

\* In the case of a Challenge send as soon as the challenge is requested and then again with the result (without replacing the requested so two actions appear).



Message without DocumentSubcode

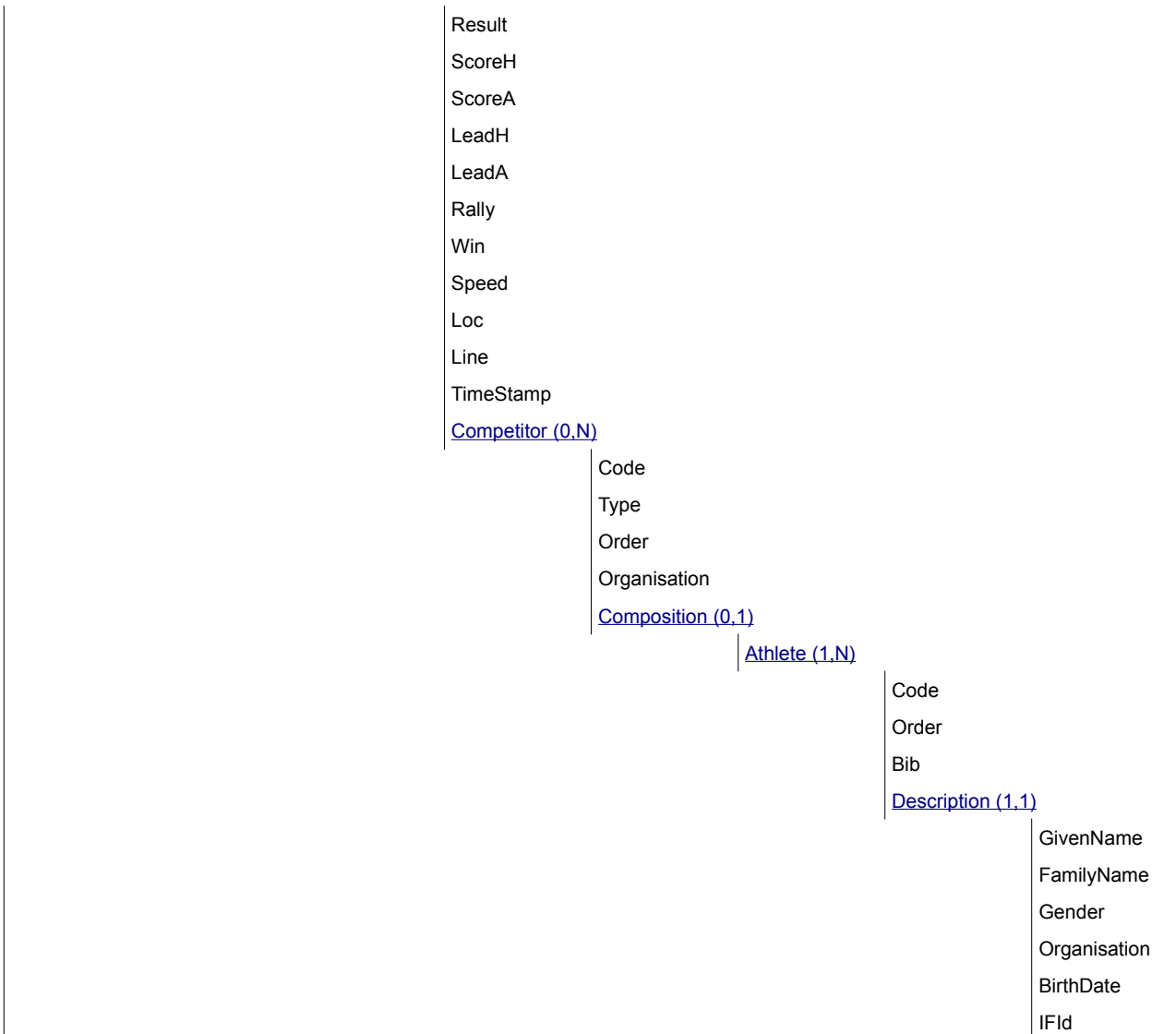
- \* Send empty when the start list is available (START\_LIST), also used to clear all actions.
  - \* After each period (INTERMEDIATE except the last which is UNOFFICIAL)
  - \* If any correction for previous period is needed if the period is no longer running.
- The message is sent with all periods when the match is OFFICIAL (OFFICIAL)

In concept, the full play by play (without DocumentSubcode) is always the master, any time this message arrives all play by play data should be removed and replaced with this one. The intention is to only send before the start of the first period and at end of each period and after the game etc but may arrive at other times to correct issues in earlier periods.

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
			UnitNum				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Actions (0,1)</a>						
		Home					
		Away					
		<a href="#">Action (1,N)</a>					
			Id				
			Period				
			Order				
			Action				
			ActionAdd				
			Comment				
			When				



### 2.3.6.5 Message Values

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

**Element: Competition /ExtendedInfos /SportDescription (0,1)**  
**Sport Descriptions in Text.**



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

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

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

Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Period	M	<a href="#">SC @Period</a>	Period within the match
Order	M	Numeric	Unique sequential ascending number for all the incidents and actions, from 1 to n considering all periods It is used to sort Action This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Action	M	<a href="#">SC @Action</a>	Action for the player/team
ActionAdd	O	SC @Challenge or S(1)	Type of challenge Send S (for Spectacular Action) if applicable
Comment	O	SC @ActionComment	Included when Action = STARTP or ENDP
When	O	h:mm:ss	Time the action occurred. Cumulative from the start of the match Do not send leading zeros except min = 0 (but not 02)
Result	O	<a href="#">SC @ResAction</a>	Result of the Action for the player/team
ScoreH	O	Numeric #0	Total Home Score of the set after the action Send if there is a score change for either team



ScoreA	O	Numeric #0	Total Away Score of the set after the action Send if there is a score change for either team
LeadH	O	Numeric +/-#0	Points lead for the Home Team in the set. Send if there is a score change for either team
LeadA	O	Numeric +/-#0	Points lead for the Away Team in the set. Send if there is a score change for either team
Rally	O	Numeric ##0	Rally number in which the action occurs.
Win	O	S(1)	Winning indicator of a rally Send H if the Home Team wins the current Rally Send A if the Away Team wins the current Rally
Speed	O	Numeric ##0	Serve Speed
Loc	O	S(3)	Send KEY if this is a key action, usually related to a score
Line	O	Numeric #0	Generally for associating line in the same rally
TimeStamp	O	DateTime	Time of the action (for alignment to video)

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor.
Organisation	M	<a href="#">CC @Organisation</a>	Competitors' organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Bib number

**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	<a href="#">CC @PersonGender</a>	Gender of the athlete



Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

### Sample (Actions)

```
<Action Id="123456" Period="S1" Order="32" Action="SRV" Result="CON" Rally="8" Line="1">
  <Competitor Code="VBVMTEAM2---RUS02" Type="T" Order="2" Organisation="RUS">
    <Composition>
      <Athlete Code="1133405" Order="1" Bib="1">
        <Description GivenName="Nikita" FamilyName="Liamin" Gender="M" Organisation="RUS" BirthDate="1985-10-14" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="111111" Period="S1" Order="33" Action="ATC" Result="SCS" LeadH="2" LeadA="-2" ScoreH="5" ScoreA="3"
Rally="8" Win="H" Line="2">
  <Competitor Code="VBVMTEAM2---BRA02" Type="T" Order="1" Organisation="BRA">
    <Composition>
      <Athlete Code="1157802" Order="1" Bib="2">
        <Description GivenName="Evandro" FamilyName="Goncalves Oliveira Junior" Gender="M" Organisation="BRA"
BirthDate="1990-07-17" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="222222" Period="S1" Order="34" Action="DIG" Result="FLT" Rally="8" Line="2">
  <Competitor Code="VBVMTEAM2---RUS02" Type="T" Order="2" Organisation="RUS">
    <Composition>
      <Athlete Code="1133406" Order="1" Bib="2">
        <Description GivenName="Dmitri" FamilyName="Barsuk" Gender="M" Organisation="RUS" BirthDate="1980-01-20" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

### 2.3.6.6 Message Sort

Actions /Action @Order.





## 2.3.7 Pool Standings

### 2.3.7.1 Description

The pool standings message contains the standings of a group in a competition. The message is triggered at the start of OVR operations and then after each event unit (match).

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

### 2.3.7.2 Header Values

The following table describes the message header attributes.

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

### 2.3.7.3 Trigger and Frequency

The message is sent:

- \* Before the start of the competition to build in the initial tables. The message has status START\_LIST
- \* When an event unit of the corresponding phase finishes. The message has status INTERMEDIATE.
- \* When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL

Trigger also after any change.



### 2.3.7.4 Message Structure

The following table defines the structure of the message.

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



					Code
					Pos
					<a href="#">Extension (0.N)</a>
		<a href="#">Competitor (1.1)</a>			
				Code	
				Type	
				Organisation	
				<a href="#">Description (0.1)</a>	
			<a href="#">Opponent (0.N)</a>		TeamName
				Code	
				Type	
				Pos	
				Organisation	
				Date	
				Time	
				Unit	
				HomeAway	
				Result	
				<a href="#">Description (0.1)</a>	
					TeamName

### 2.3.7.5 Message Values

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

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

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



LastUnit	O	<a href="#">CC @Unit</a>	Send the full RSC of the most recently unit made official for the pool included in this message.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the pool included in the message.
UnitsComplete	O	Numeric ##0	Total number of units which are official in the pool included in this message.

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

**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	M	S(40)	Phase ENG Description (not code) from Common Codes
Gender	M	<a href="#">CC @SportGender</a>	Gender code for the event unit

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

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	<a href="#">SC @ResultType</a>	Result type, either points or IRM with points obtained by the competitor in all the games of the group
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	<a href="#">SC @IRM</a>	IRM for the particular group (or phase) Only send in the case @ResultType is IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Qualification indicator
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group. Do not send if the team has not played.
For	O	Numeric #0	Total number of sets won Do not send if the team has not played.
Against	O	Numeric #0	Total number of sets lost Do not send if the team has not played.
Ratio	O	Numeric 0.000	Sets Ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX". Do not send if the team has not played.



Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	SUB_RES	N/A	Element Expected: When available
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available</b>			
Attribute	Value	Description	
Code	LOST		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Points against	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available</b>			
Attribute	Value	Description	
Code	RATIO		
Pos	N/A	Do not send anything	
Value	Numeric 0.000	Points ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available</b>			
Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric ##0	Points for	

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

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

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



		zeroes	
Type	M	S(1)	T for team
Pos	M	Numeric #0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation (code). Must include if the data is available
Date	M	Date or S(3)	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete. Can send TBD if appropriate
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available. Can send TBD if appropriate
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete (separator & order, example 2-0). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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

**Competitors extended information.**

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

**Sample (Pools)**



```
<Result Rank="1" ResultType="POINTS" Result="5" SortOrder="1" Played="2" Won="1" Lost="1" For="3" Against="4"
Ratio="0.123">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SUB_RES">
      <Extension Code="WON" Value="117" />
      <Extension Code="LOST" Value="107" />
      <Extension Code="RATIO" Value="1.093" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="VBVMTEAM2-----NOR01" Organisation="NOR" Type="T">
    <Description TeamName="SMITH/JONES"/>
    <Opponent Code="VBVMTEAM2-----BRA01" Type="T" Pos="2" Organisation="BRA" Date="2016-08-03" Time="14:00"
HomeAway="H" Unit="VVOMTEAM6-----GPA-001000--" Result="0-2" >
    <Description TeamName="KAPAROV/BARRATT"/>
    </Opponent>
    <Opponent Code="VBVMTEAM2-----CAN01" Type="T" Pos="3" Organisation="CAN" Date="2016-08-04" Time="09:00"
HomeAway="H" Unit="VVOMTEAM6-----GPA-001200--" Result="2-0" >
    <Description TeamName="WHITE/RYAN"/>
    </Opponent>
    <Opponent Code="VBVMTEAM2-----GBR01" Type="T" Pos="4" Organisation="GBR" Date="2016-08-01" Time="09:00"
HomeAway="A" Unit="VVOMTEAM6-----GPA-001500--" Result="2-0" >
    <Description TeamName="GREEN/RYAN"/>
    </Opponent>
  </Competitor>
</Result>
```

### 2.3.7.6 Message Sort

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



## 2.3.8 Brackets

### 2.3.8.1 Description

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

### 2.3.8.2 Header Values

The following table describes the message header attributes.

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

### 2.3.8.3 Trigger and Frequency

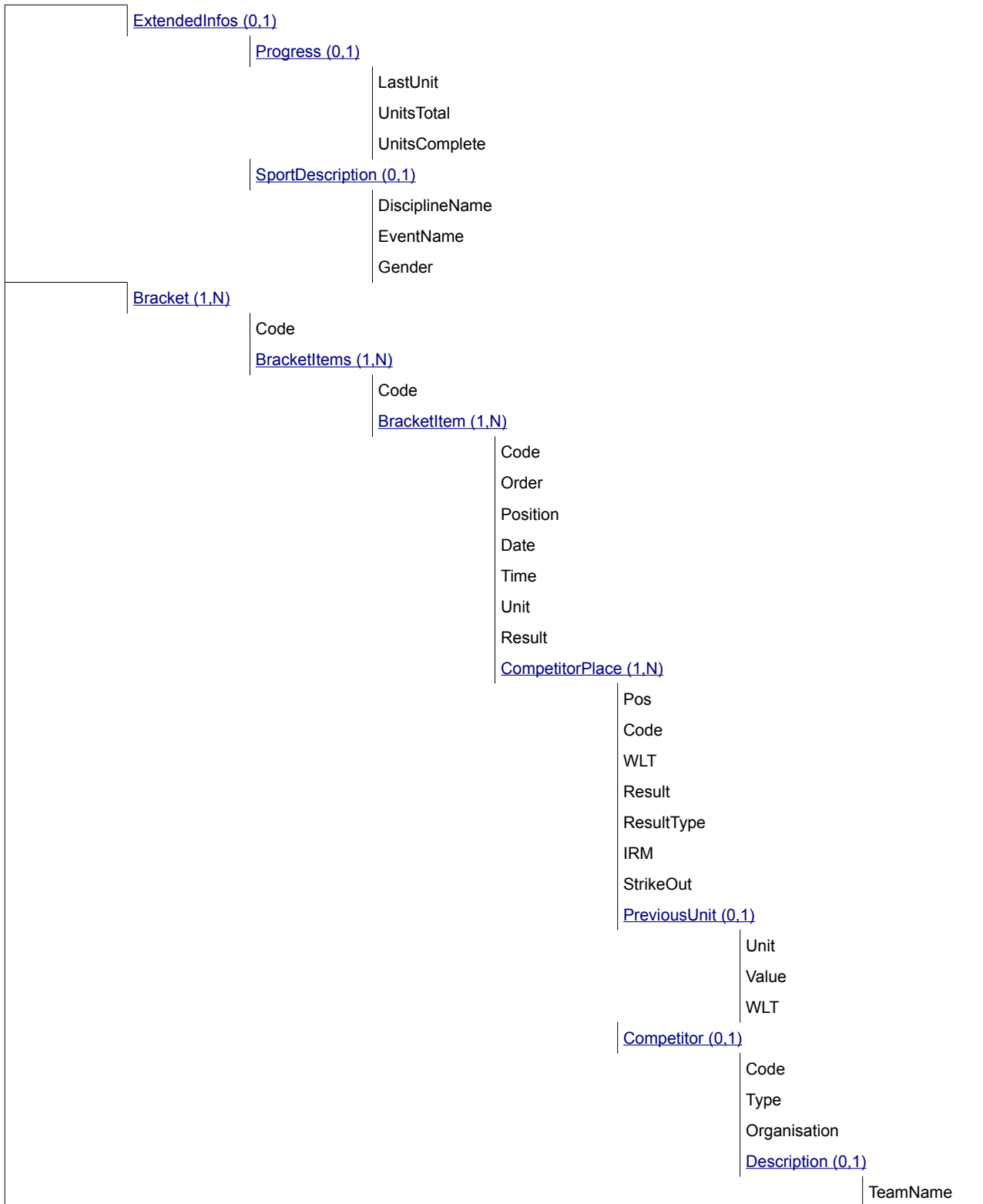
- \* Before the competition.
- \* After every match in the preliminaries which determines a position in the bracket.
- \* After every match during final phases.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

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







### 2.3.8.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	<a href="#">CC @Unit</a>	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the event
UnitsComplete	O	Numeric ##0	Total number of units which are official of the UnitsTotal.

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

Element: Competition /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Bracket</a>	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played)

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	Game number for each bracket item (e.g.: 17, 18, 19, 20...)
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric	Bracket position when drawing the bracket. For example a



		##0	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	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (including IRM if necessary). Must be included if the data is available and the match is complete.

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	<a href="#">SC @CompetitorPlace</a>	It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	<a href="#">SC @WLT</a>	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result(score) of the competitor in the event unit
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	<a href="#">SC @IRM</a>	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 /PreviousUnit (0,1)**

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

Attribute	M/O	Value	Description
Unit	O	<a href="#">CC @Unit</a>	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool or S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate. (may be redefined by sport)
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Competitor's ID



		zeroes	
Type	M	S(1)	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known.

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

### Sample (General)

```

<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="VBVWTEAM2-----
SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="VBVWTEAM2----NED01" Type="T" Organisation="NED">
          <Description TeamName="Smith/Jones"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="VBVWTEAM2----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="Black/White"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>

```

### 2.3.8.6 Message Sort

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



## 2.3.9 Statistics

### 2.3.9.1 Description

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

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

### 2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Event</a>	Full RSC of the event
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING	CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team.  TEAM_RANKING: Ranking of team tournament statistics. IND_RANKING: Ranking of individual tournament statistics
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official) 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	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.9.3 Trigger and Frequency

\* After each match.

Note: First send the CUM messages and after send the TEAM\_RANKING and IND\_RANKING messages.



### 2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">Progress (0,1)</a>					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			Gender				
	<a href="#">Stats (1,1)</a>						
		Code					
		<a href="#">Competitor (0,N)</a>					
			Code				
			Type				
			Order				
			Organisation				
			<a href="#">Description (0,1)</a>				
				TeamName			
			<a href="#">StatsItems (0,1)</a>				
				<a href="#">StatsItem (1,N)</a>			
					Type		
					Code		
					Pos		
					Value		
					Attempt		
					Percent		
					Rank		
					RankEqual		
					SortOrder		
			<a href="#">Composition (0,1)</a>				
				<a href="#">Athlete (1,N)</a>			
					Code		



Order	
<a href="#">Description (1.1)</a>	
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
<a href="#">StatsItems (0.1)</a>	
	<a href="#">StatsItem (1.N)</a>
	Type
	Code
	Pos
	Value
	Attempt
	Avg
	Rank
	RankEqual
	SortOrder

### 2.3.9.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	<a href="#">CC @Unit</a>	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team. Send in the CUM and IND_RANKING messages.
UnitsTotal	O	Numeric ##0	The total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team. Send in the CUM and IND_RANKING messages.
UnitsComplete	O	Numeric ##0	The total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Send in the CUM and IND_RANKING messages.



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

Element: Competition /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Statistics</a>	A code to identify the statistics being listed.

Element: Competition /Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	S(1)	T for team
Order	M	Numeric ##0	Order of the competitor
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation if known

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)			
Team competitor's stats item, according to competitors' rules.			
Type	Code	Pos	Description
ST	SRV	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
	Attempt	O	Numeric ##0
	Rank	O	String
	RankEqual	O	S(1)
	SortOrder	O	Numeric
ST	ATC	N/A	Element Expected:





				Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total attack successes for the team
	Attempt	O	Numeric ##0	Total attempts to attack for the team
	Percent	O	Numeric ##0	Success percentage
	Rank	O	String	Team's Rank in the attack's category. If doesn't exist rank send "NR". If the team is disqualified send "DSQ". Only for TEAM_RANKING message
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
ST		BLC	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total block/ successes for the team
	Rank	O	String	Team's Rank in the block's category. If rank doesn't exist send "NR" If the team is disqualified send "DSQ" Only for TEAM_RANKING message
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		MP	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	
ST		DIG	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total dig successes for the team
	Attempt	O	Numeric ##0	Total attempts to dig for the team
	Rank	O	String	Team's Rank in the dig's category. If rank doesn't exist send "NR" If the team is disqualified send "DSQ" Only for TEAM_RANKING message
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank



**Sample (CUM)**

```
<Stats Code="CUM">
  <Competitor Code="VBVWTEAM2---AUS01" Type="T" Order="1" Organisation="AUS">
    <Description TeamName="Bawden/Clancy" />
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="5" />
      <StatsItem Type="ST" Code="ATC" Attempt="246" Value="146" Percent="59" />
      <StatsItem Type="ST" Code="BLC" Value="9" />
      <StatsItem Type="ST" Code="DIG" Attempt="172" Value="68" />
      <StatsItem Type="ST" Code="SRV" Attempt="223" Value="15" />
    </StatsItems>
    <Composition>
      <Athlete Code="1127813" Order="1">
        <Description GivenName="Taliqa" FamilyName="Clancy" Gender="W" Organisation="AUS" BirthDate="1992-06-25" />
        <StatsItems>
          <StatsItem Type="ST" Code="MP" Value="5" />
          <StatsItem Type="ST" Code="ATC" Attempt="134" Value="84" Percent="63" />
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Sort order: Within the team the players are sorted by bib.

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	SRV	N/A	Element Expected: CUM, IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total attempts to aces won in the athlete
	Attempt	O	Numeric ##0	Total attempts to serve in the athlete



	Rank	O	String	Competitor's Rank in the service's category. May be "DSQ". If rank doesn't exist send "NR" Only for IND_RANKING message
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		SRV_SPEED	N/A	Element Expected: CUM, IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Fastest serve in Km/h for the athlete.
	Rank	O	String	Rank of fastest serve Only for IND_RANKING message
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		ATC	N/A	Element Expected: CUM, IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total attack successes for the athlete
	Attempt	O	Numeric ##0	Total attempts to attack for the athlete
	Rank	O	String	Competitor's Rank in the attack's category. May be "DSQ". If rank doesn't exist send "NR" Only for IND_RANKING message
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		BLC	N/A	Element Expected: CUM, IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total block successes for the athlete
	Rank	O	String	Competitor's Rank in the block's category. May be "DSQ". If rank doesn't exist send "NR" Only for IND_RANKING message
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		MP	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total matches played



ST		SETS_PLAYED	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	The number of sets (periods) for the athlete
ST		TOTAL	N/A	Element Expected: Always, if the information is available for DocumentSubtype = CUM and IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Total points(Attacks+Blocks+Serves)
	Avg	O	Numeric ##0.00	Average points by set (points divide number of sets).
	Rank	O	String	Rank of scores May be "DSQ". Only for IND_RANKING message
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
ST		DIG	N/A	Element Expected: Always, if the information is available for DocumentSubtype= CUM and IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total dig successes for the athlete
	Rank	O	String	Competitor's Rank in the Dig's category. May be "DSQ". If rank doesn't exist send "NR" Only for IND_RANKING message
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank

**Sample (IND\_RANKING)**



```
<Stats Code="IND_RANKING">
  <Competitor Code="VBVWTEAM2---AUS01" Type="T" Order="1" Organisation="AUS">
    <Description TeamName="Bawden/Clancy" />
    <Composition>
      <Athlete Code="1127813" Order="1">
        <Description GivenName="Taliqa" FamilyName="Clancy" Gender="W" Organisation="AUS" BirthDate="1992-06-25" />
        <StatsItems>
          <StatsItem Type="ST" Code="ATC" Rank="1" SortOrder="1" />
          <StatsItem Type="ST" Code="BLC" Rank="27" SortOrder="27" RankEqual="Y" />
          <StatsItem Type="ST" Code="DIG" Rank="9" SortOrder="9" />
          <StatsItem Type="ST" Code="SRV" Rank="5" SortOrder="5" />
          <StatsItem Type="ST" Code="SRV_SPEED" Rank="3" SortOrder="3" />
          <StatsItem Type="ST" Code="TOTAL" Rank="6" SortOrder="6" />
        </StatsItems>
      </Athlete>
      <Athlete Code="1127812" Order="2">
        <Description GivenName="Louise" FamilyName="Bawden" Gender="W" Organisation="AUS" BirthDate="1981-08-07" />
        <StatsItems>
          <StatsItem Type="ST" Code="ATC" Rank="17" SortOrder="17" />
          <StatsItem Type="ST" Code="BLC" Rank="17" SortOrder="17" RankEqual="Y" />
          <StatsItem Type="ST" Code="DIG" Rank="25" SortOrder="25" />
          <StatsItem Type="ST" Code="SRV" Rank="31" SortOrder="31" />
          <StatsItem Type="ST" Code="SRV_SPEED" Rank="39" SortOrder="39" />
          <StatsItem Type="ST" Code="TOTAL" Rank="18" SortOrder="18" />
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
```

### 2.3.9.6 Message Sort

Sort according to the @Order attributes.



## 2.3.10 Event Final Ranking

### 2.3.10.1 Description

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

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

### 2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Event</a>	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL 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	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.10.3 Trigger and Frequency

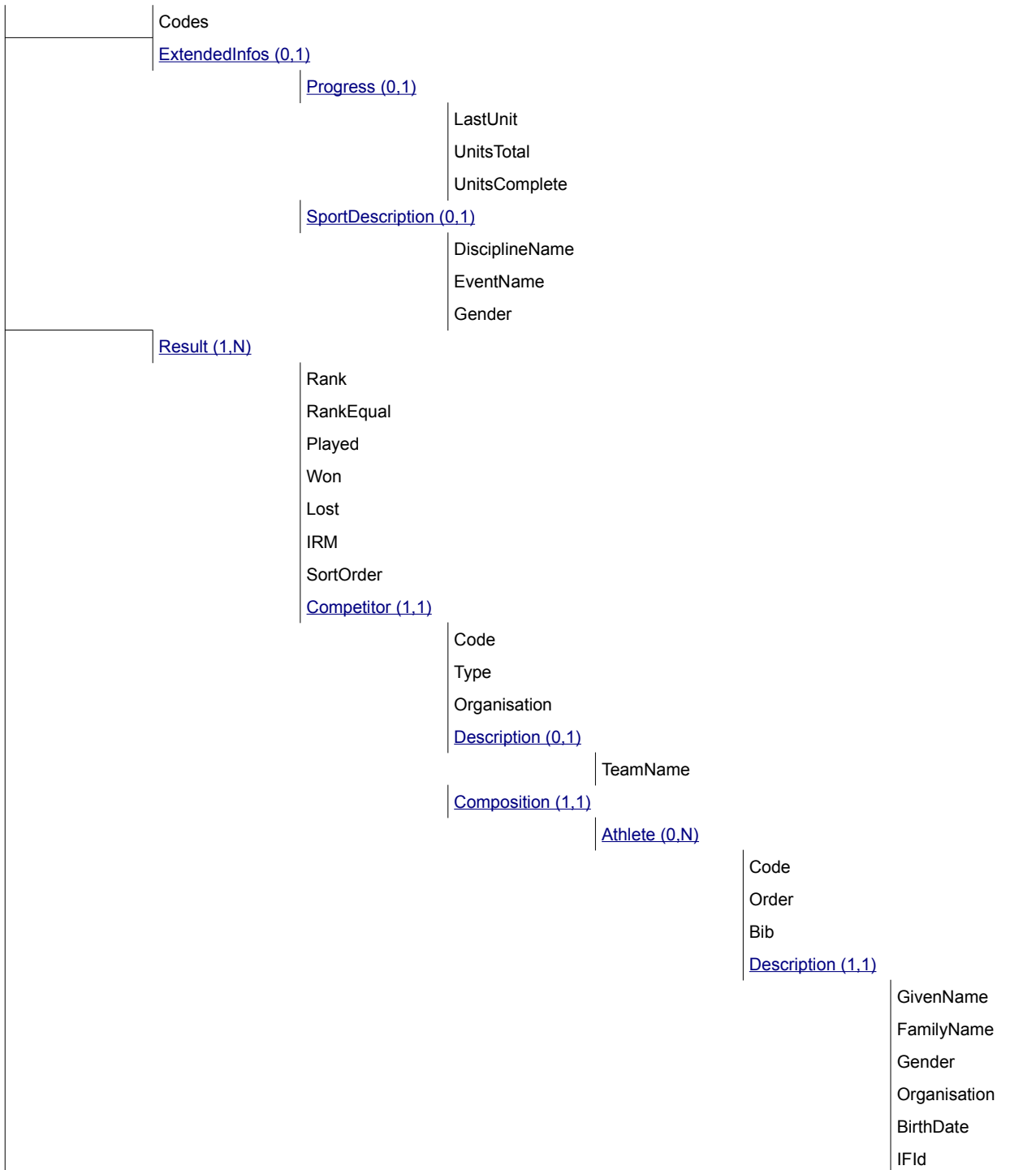
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

\* After each final position is known

### 2.3.10.4 Message Structure

The following table defines the structure of the message.

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



### 2.3.10.5 Message Values



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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	<a href="#">CC @Unit</a>	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the event
UnitsComplete	O	Numeric ##0	Total number of units which are official of the UnitsTotal.

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
IRM	O	<a href="#">SC @IRM</a>	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Competitor's ID or another indicator (SC @CompetitorPlace) in





		zeroes or SC @CompetitorPlace	the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Organisation of the competitor

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team
Bib	O	S(2)	Shirt number

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

### Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="VBVMTEAM2-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Smith/Jones"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="2" >
```

### 2.3.10.6 Message Sort

Sort by Result @SortOrder



## 2.3.11 Weather conditions

### 2.3.11.1 Description

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

### 2.3.11.2 Header Values

The following table describes the message header attributes.

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

### 2.3.11.3 Trigger and Frequency

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

### 2.3.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0.1)</a>	Gen			
	Sport			
	Codes			
	<a href="#">Weather (1.1)</a>			



Date			
<a href="#">Conditions (1,N)</a>			
	Code		
	Humidity		
	Wind_Direction		
	<a href="#">Condition (0,3)</a>		
		Code	
		Value	
	<a href="#">Precipitation (0,N)</a>		
		Unit	
		Value	
	<a href="#">Pressure (0,N)</a>		
		Unit	
		Value	
	<a href="#">Temperature (0,N)</a>		
		Code	
		Unit	
		Value	
	<a href="#">Wind (0,N)</a>		
		Code	
		Unit	
		Value	

### 2.3.11.5 Message Values

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

Element: Competition /Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @WeatherPoint</a>	Weather Point(s)
Humidity	O	Numeric	Humidity in %



		##0	
Wind_Direction	O	<a href="#">CC @WindDirection</a>	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY	Weather condition type
Value	M	<a href="#">CC @WeatherCondition</a>	Codes that describe the Weather Condition.

Element: Competition /Weather /Conditions /Precipitation (0,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">SC @PrecipitationUnit</a>	Precipitation unit
Value	M	Numeric ###0.0	Precipitation quantity in the past 6 hours

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

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

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

### 2.3.11.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@Code is the attribute used to sort the conditions.



International  
Olympic  
Committee

SOG-2024-VBV-3.4 APP



### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
	DT_CODES						
	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				
	DT_PDF C08 - Competition Schedule		x				
	DT_PDF C35 - Competition Officials		x				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant data verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
If any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
After the Technical Meeting	DT_PARTIC_TEAMS_UPDATE		x				
At least five (5) days before the competition starts	DT_POOL_STANDING	START_LIST			x		
	DT_BRACKETS	START_LIST		x			
	DT_PDF C08 - Competition Schedule		x				
	DT_PDF C30 - Number of Entries by NOC		x				
	DT_PDF C32A - Entry List by NOC		x				
	DT_PDF C32C - Entry list by Event			x			
	DT_PDF C76A - Results Table - Preliminary Phase	START_LIST			x		
	DT_PDF C75 - Results bracket - Final Phase	START_LIST		x			
The evening before the first competition day - for all preliminary phase matches	DT_RESULT	START_LIST					x
The evening before	DT_PDF C58A - Competition Daily Schedule		x				
The evening before	DT_PDF C51 - Start List	START_LIST					x
The evening before first competition day and then each morning for that day	DT_PDF C58B - Competition Daily Schedule - Assignment of Match Officials		x				



### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
50 min before each game	DT_PDF C51 - Start List	START_LIST					x
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
After every serve and at the end of every rally	DT_CURRENT						x
At the beginning of each set and after every rally	DT_RESULT	LIVE					x
After every action/period/game	DT_PLAY_BY_PLAY	LIVE					x
When Competition has a planned break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
After each period	DT_RESULT	INTERMEDIATE					x
After each period	DT_PLAY_BY_PLAY	INTERMEDIATE					x

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When Competition finish	DT_SCHEDULE_UPDATE	FINISHED	x				o
After each match	DT_RESULT	UNOFFICIAL					x
After each match	DT_PLAY_BY_PLAY	UNOFFICIAL					x
When Competition results are validated	DT_RESULT	OFFICIAL					x
When Competition results are validated	DT_PLAY_BY_PLAY	OFFICIAL					x
After each match	DT_STATS			x			
After each match in the preliminary phase	DT_POOL_STANDING	INTERMEDIATE			x		
After every match in the preliminaries which determines a position in the bracket AND after every match during final phases	DT_BRACKETS	INTERMEDIATE		x			
After each match	DT_PDF C73 - Match Results	OFFICIAL					x
After each match	DT_PDF C69 - Play by Play	OFFICIAL					x
After each match	DT_PDF C74 - Results Summary	INTERMEDIATE		x			
After each match during preliminary matches	DT_PDF C76A - Results Table - Preliminary Phase	INTERMEDIATE			x		
After each match	DT_PDF C85A - Team Ranking by Skill	INTERMEDIATE		x			
After each match	DT_PDF C85B - Player Ranking by Skill	INTERMEDIATE		x			
When last Preliminary Round match is official, for each Pool. After each LL match, for the involved Pools.	DT_POOL_STANDING	OFFICIAL			x		
After each match during Final Phase	DT_PDF C75 - Results bracket - Final Phase	INTERMEDIATE		x			
After each match during Final	DT_PDF C76B- Tournament Ranking	INTERMEDIATE		x			



Phase								
After last match of the day	DT_PDF C58A - Competition Daily Schedule		x					
After last match of the day	DT_PDF C58B - Competition Daily Schedule - Assignment of Match Officials		x					
After Preliminary Phase, after Lucky Loser Round and after each Final Round when a team ends the competition	DT_RANKING	PARTIAL		x				
After Bronze medal match	DT_MEDALLISTS	PARTIAL		x				
After BRONZE medal match	DT_PDF C92B - Medallists	PARTIAL		x				
After GOLD medal match	DT_MEDALLISTS	OFFICIAL		x				
After GOLD medal match	DT_RANKING	OFFICIAL		x				
After GOLD medal match	DT_PDF C74 - Results Summary	OFFICIAL		x				
After GOLD medal match	DT_PDF C76B - Tournament Ranking	OFFICIAL		x				
After GOLD medal match	DT_PDF C85A - Team Ranking by Skill	OFFICIAL		x				
After GOLD medal match	DT_PDF C85B - Player Ranking by Skill	OFFICIAL		x				
After GOLD medal match	DT_PDF C92B - Medallists	OFFICIAL		x				
After BRONZE / GOLD medal match	DT_PDF C93 - Medallist by Event		x					
After BRONZE / GOLD medal match	DT_PDF C95 - Medal Standing		x					
After BRONZE / GOLD medal match	DT_PDF C97 - FIVB Medal Standings		x					
After BRONZE / GOLD medal matches	DT_MEDALLIST_DISCIPLINE		x					
After BRONZE / GOLD medal matches	DT_MEDALS		x					
When last match is official	DT_BRACKETS	OFFICIAL		x				
	DT_PDF C75 - Results Bracket - Final Phase	OFFICIAL		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	2 Mar 2017	First Version
v1.1	24 Mar 2017	Updated
v1.2	17 May 2017	Updated
v1.3	1 Aug 2017	Approved
v1.4	25 Aug 2017	Approved
v1.5	20 Feb 2018	Approved
v2.0	16 Aug 2018	Updated
v2.1	7 Sep 2018	Updated
v2.3	24 Jan 2019	Updated
v 2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated
V2.4	18 Apr 2019	Updated
V2.5	14 Aug 2019	Updated
V2.6	11 Nov 2019	Updated
V2.7	14 Feb 2020	Update with CRs
V2.8	22 May 2020	Updated with CR19900
V2.9	8 Jan 2021	Updated - clarification
V3.0	1 Jul 2022	First version for Paris 2024
V3.1	10 Mar 2023	Approved
V3.2	23 Jun 2023	CR025813
V3.3	1 Sep 2023	CR026378
V3.4	24 Nov 2023	CR026873

### File Reference: SOG-2024-VBV-3.4 APP

Change Log		
Version	Status	Changes on version
v1.0	SFR	First Version
v1.1	SFP	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription DT_RESULT: Add HAND as an entry
v1.2	SFA	DT_SCHEDULE: Typographical correction DT_CURRENT: Removed Competition/Result element to be consistent with other team sports, it was unnecessary duplication.
v1.3	APP	DT_RESULT: Add position as Athlete/EUE, required for YOG.
v1.4	APP	DT_POOL_STANDING: Typographical error in sample corrected DT_RESULT: Corrected typo in statistics path and entry POSITION DT_CURRENT: Added Duration for uniformity DT_CURRENT: Added Result element back in DT_PLAY_BY_PLAY: Corrected typographical errors in samples



v1.5	APP	DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games
v2.0	SFA	DT_PLAY_BY_PLAY: Updated to send by Period DT_PLAY_BY_PLAY: At Actions/Action add ActionAdd for spectacular action and challenge information DT_RESULT: Updated to only provide athlete statistics for the total, not by period. Removed references to YOG CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
v2.1	SFA	DT_PARTIC_TEAMS: Remove ENTRY/SHORTS DT_POOL_STANDINGS: Add possibility to send TBD to date/time DT_PLAY_BY_PLAY: When replaces Rally. DT_RESULT: Add number of challenges remaining.
v2.3	APP	CR16914: Change DT_WEATHER message to venue level. CR16928: Change some extensions to attributes in DT_RESULT and DT_STATS DT_RESULT: Remove EUE/SHORTS, the information is not available.
v 2.2	APP	DT_RESULT: Added statistics by period for athletes DT_CURRENT: Remove Result element for consistency
V2.3	APP	CR16914: Change DT_WEATHER message to venue level. CR16928: Change some extensions to attributes in DT_RESULT and DT_STATS DT_RESULT: Remove EUE/SHORTS, the information is not available.
V2.4	APP	CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY
V2.5	APP	DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games
V2.6	APP	CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.7	APP	CR18559: DT_CURRENT: Add Result element. CR18565 DT_PARTIC: Update the description of Participant/Weight Remove ExtendedInfos /VenueDescription from DT_STATS, DT_RANKING DT_RESULT: Update description of Duration at ExtendedInfos /UnitDateTime DT_RESULT: Update description of UI/DURATION_PLAYING/Value at ExtendedInfos /ExtendedInfo DT_PLAY_BY_PLAY: Add Rally and TimeStamp at Actions/Action DT_PLAY_BY_PLAY: Update triggering DT_STATS: Remove Percent at ST/ATC @Stats /Competitor /StatsItems /StatsItem (ORIS) DT_STATS: Remove Percent at ST/ATC @Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (ORIS) DT_STATS: Remove Percent at ST/DIG @Stats /Competitor /StatsItems /StatsItem (Typo)
V2.8	APP	DT_PLAY_BY_PLAY: Update Actions/Action/When value and description to align with ORIS [CR19900]
V2.9	APP	DT_STATS: Update expected for ST/TOTAL at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem to include IND_RANKING (to match OVR implementation)
V3.0	SFA	DT_SCHEDULE: Update Unit/Medal description DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_SCHEDULE: Remove Unit /StartList /Start /PreviousWLT DT_SCHEDULE: Remove Unit /StartList /Start /PreviousUnit DT_SCHEDULE: Update Unit/StartText/Value DT_PARTIC: Remove Participant/Weight DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Add Periods /Period /ExtendedPeriods /ExtendedPeriod DT_RESULT: Add ER/SETS_WON at Result /ExtendedResults /ExtendedResult DT_RESULT: Update statistics to send "-" when zero stats in the category DT_RESULT: Update EUE/UNIFORM at /Result /Competitor /EventUnitEntry DT_CURRENT: Update UI/SPEED at ExtendedInfos /ExtendedInfo DT_PLAY_BY_PLAY: Update Triggering DT_PLAY_BY_PLAY: Update Actions/Action/Id Description (editorial)



		<p>DT_PLAY_BY_PLAY: Add Action/Comment  DT_PLAY_BY_PLAY: Update Actions/Action/When  DT_PLAY_BY_PLAY: Update Actions/Action/Win  DT_PLAY_BY_PLAY: Add Actions/Action/Loc  DT_PLAY_BY_PLAY: Update message description.  DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial)  DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo  DT_POOL_STANDING: Update Result/QualificationMark  DT_POOL_STANDING: Update Result /Competitor /Opponent /Result  DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121]  DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)  DT_STATS: Update DocumentSubcode to use Team ID when applicable.  DT_STATS: Add Percent for ST/ATC at Stats /Competitor /StatsItems /StatsItem  DT_STATS: Note that Rank is only sent in TEAM_RANKING message at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem for each statistic</p>
V3.1	APP	<p>DT_SCHEDULE: Update Unit /StartList /Start /Competitor /Code  DT_RESULT: Update M/O in Periods /Period  DT_RESULT: Add PLAY for ST/SRV for service in play and PLAY and FLT for ST/ATC at athlete and team level</p>
V3.2	APP	<p>DT_RESULT: Clarify DISPLAY/SRV.. Extension at ExtendedInfos /ExtendedInfo [CR025813]  DT_WEATHER: Updated to be common [CR025912]</p>
V3.3	APP	<p>DT_RESULT: Update UI/SERVE at ExtendedInfos /ExtendedInfo [CR026378]  DT_CURRENT: Update UI/SERVE at ExtendedInfos /ExtendedInfo [CR026378]</p>
V3.4	APP	<p>DT_PLAY_BY_PLAY: Update trigger [Octane 739017 CR026873]</p>