Olympic Data Feed

Wrestling
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Wrestling 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 Wrestling 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 Wrestling Overview

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

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

NORDIC SYSTEM
* Where there are insufficient entries in an event then the competition format changes to a round robin format (Nordic System) using the pool standings message. This is not expected in the Olympic Games but is kept for exceptional circumstances.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_RESULT	Event Unit Start List and Results	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	

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

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

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

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

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

Competition schedule update:

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

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

2.3.1.3 Trigger and Frequency

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

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

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

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

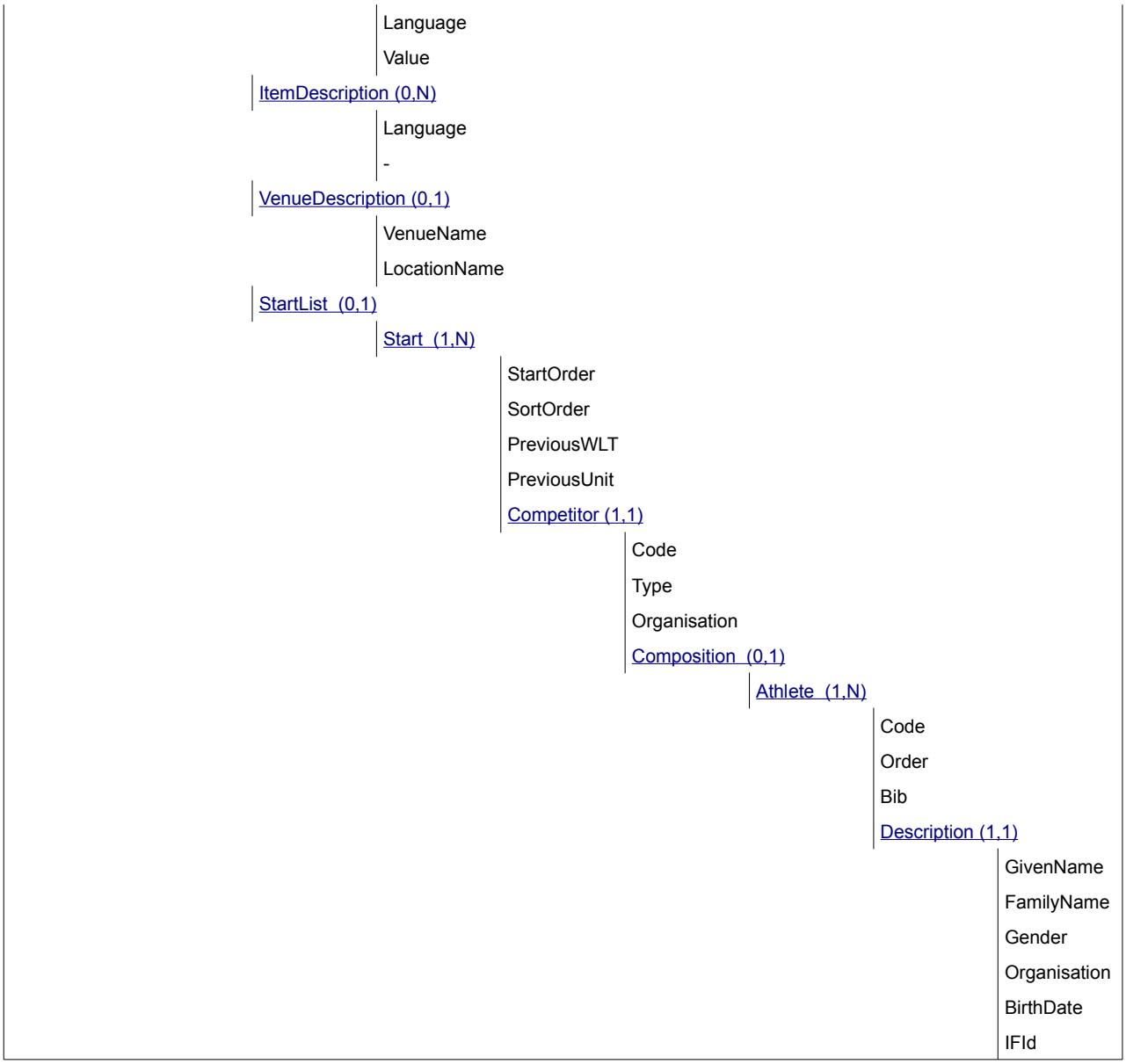
If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.3.1.4 Message Structure

The following table defines the structure of the message.

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

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



2.3.1.5 Message Values

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

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

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

Sample (General)

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

Element: Competition /Unit (0,N)

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

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

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

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

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

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

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

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. BYE is sent when there is no competitor.

Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Should be sent when known

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N) **Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN etc) or HCOUP (BDM, TEN etc), In case of the Competitor @Code='TBD' the Competitor element should not be sent.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	Same as in the Start List message for each discipline	Individual athlete's bib number (if Competitor @Type="A") 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	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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

2.3.2.1 Description

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

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

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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

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

2.3.2.3 Trigger and Frequency

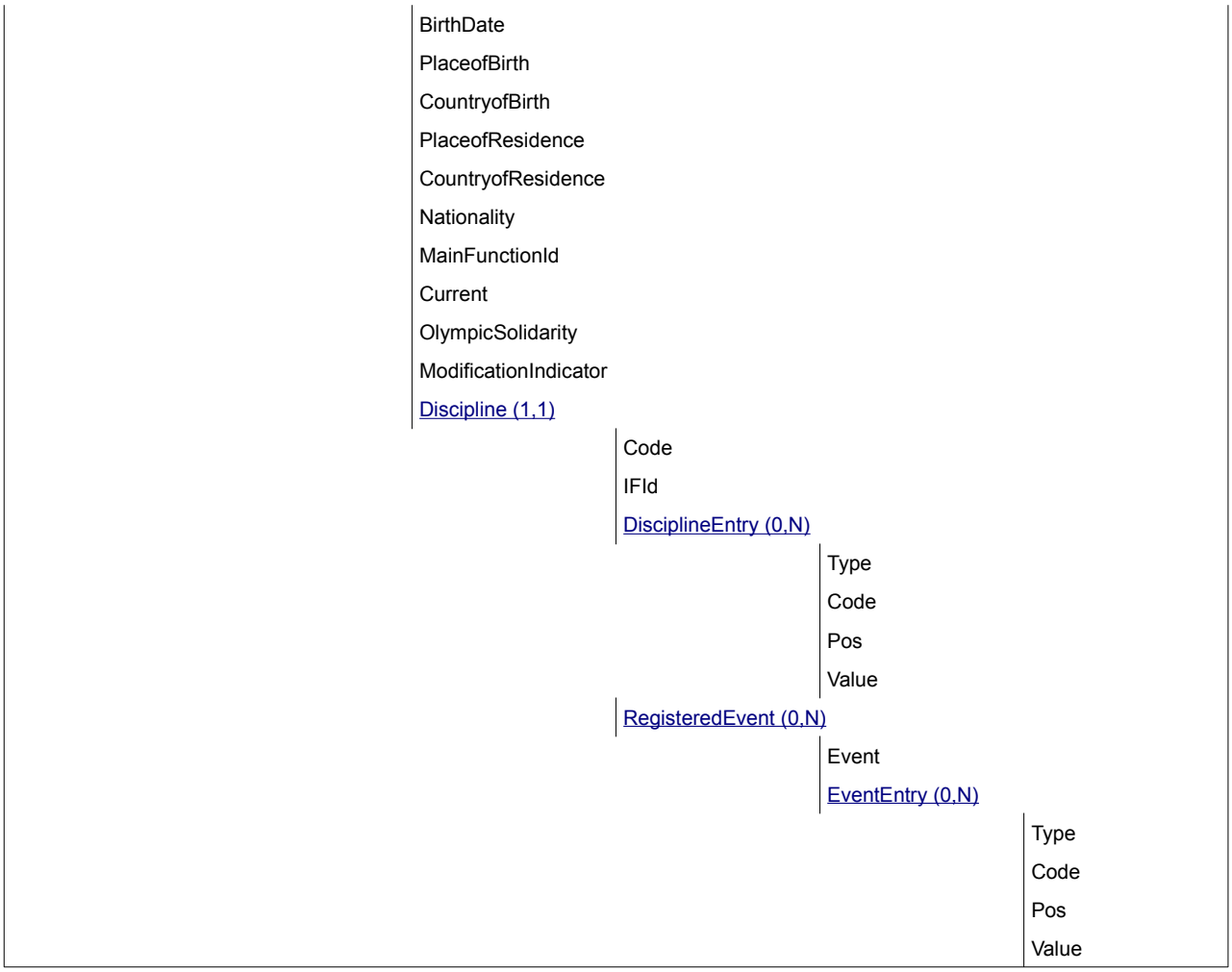
The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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



2.3.2.5 Message Values

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

Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)

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

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

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

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

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

Send if there is specific discipline information.

Type	Code	Pos	Description

ENTRY		BIB	N/A	Element Expected: Always, as soon as this information is known and this official has a referee number (this information can be sent only for update messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Referee Number (as Bib for officials).

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

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this athlete has Qualification tournament (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualifiyingType	Qualification type (method)

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:
- As soon as each competitor is known and any changes in start list data (START_LIST)

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

This message is also sent when the event unit finishes and the results are still unofficial and agina when official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.

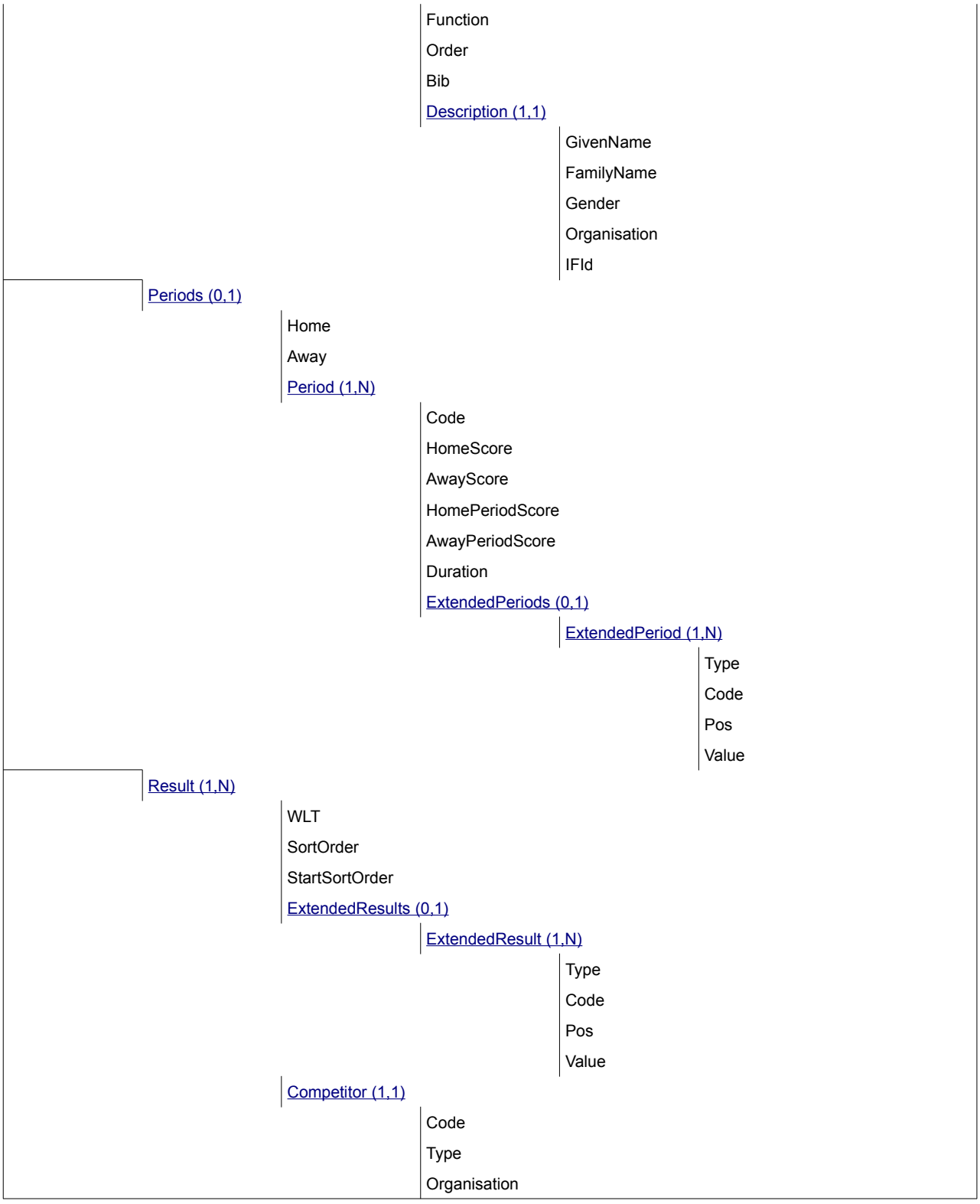
- When each period finishes (INTERMEDIATE)
- After each match (UNOFFICIAL/OFFICIAL).

Trigger also after any change.

2.3.3.4 Message Structure

The following table defines the structure of the message.

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


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

- Composition (0,1)
  - Athlete (0,N)
    - Code
    - Order
    - Bib
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - BirthDate
      - IFId
    - EventUnitEntry (0,N)
      - Type
      - Code
      - Pos
      - Value

2.3.3.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1) Actual times. Include when the unit starts.			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date and time.
EndDate	O	DateTime	Actual end date-time else not sent (note that end time is required in this sport)
Duration	O	m:ss	Match duration, only include if not 6:00

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		PERIOD	N/A	Element Expected: Always after the start of the unit
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Send current period or the GameState

			SC @GameState	Use SC @Period unless some GameState applies
UI		RES_CODE	N/A	Element Expected: Always, at the end of the match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ResultCode	Code of the match, to indicate the result code of the winner
UI		TB_CODE	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @TieBreak	If tie breaking is required, send applicable code
DISPLAY		LAST_COMP	SC @Period	Pos Description: Send Current Period Code Element Expected: Send the current period and the last athlete scored the last technical points
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) or '0'	Send the competitor ID of the last athlete to score. Send 0 when a new period starts, before any point. Before match do not send the code. At the start of the first period send: 'ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="P1" Value="0"' During the 1st period Pos="P1" During break do not send the code At the start of the second period send: 'ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="P2" Value="0" ' During the 2nd period Pos="P2" When the result is official do not send the code

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	CC @VenueCode	Venue Code

VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function . Can be different from the function sent in the DT_PARTIC message. Send according to the codes for: Referee Judge Mat Chairman.
Order	O	Numeric ##0	Official's order as appropriate.
Bib	O	S(4)	Official's Bib number

Element: Competition /Officials /Official /Description (1,1) **Officials extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Official's organisation
IFId	O	S(16)	International Federation ID

Sample (General)

```
....
<Officials>
....
  <Official Code="7350035" Order="2" Function="RE" Bib="1" >
    <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS"/>
  </Official>
  <Official Code="7350063" Order="3" Function="JU" Bib="3" >
   <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS" />
  </Official>
....
</Officials>
```

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

Away	O	S(20) with no leading zeroes	Away Competitor ID

Element: Competition /Periods /Period (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Period	Period code
HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period. Home competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).
AwayScore	M	Numeric #0	Overall score of the away competitor at the end of the period. Away competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2).
HomePeriodScore	O	Numeric #0	Score of the home competitor just for this period. Home competitor technical points scored just for the @Code period. (e.g.: 3 points for Period-2 ("2nd Period")).
AwayPeriodScore	O	Numeric #0	Score of the away competitor just for this period. Away competitor technical points scored just for the @Code period. (e.g.: 1 point for Period-2 ("2nd Period")).
Duration	M	m:ss	Duration of the period (@Code period).

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N) ExtendedPeriod information.				
Type		**Code**	**Pos**	**Description**
EP		A_TCP	Numeric #	Pos Description: Sequential number for this extension, all the actions during the period that award points or cautions, from 1 to n (from the first incident to the last one). Element Expected: Always when applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric # or "C"	Away competitor technical points awarded for each incident during each period C- for Caution
EP		H_TCP	Numeric #	Pos Description: Sequential number for this extension, all the actions during the period that award points or cautions, from 1 to n (from the first incident to the last one). Element Expected: Always when applicable
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric # or "C"	Home competitor technical points awarded for each incident during each period (see codes). C- for Caution

Sample (General)

```
<Periods>
  <Period Code="P1" HomeScore="0" AwayScore="3" HomePeriodScore="0" AwayPeriodScore="3" Duration="3:00">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="A_TCP_1" Pos="1" Value="3" />
    </ExtendedPeriods>
  </Period>
  <Period Code="P2" HomeScore="1" AwayScore="6" HomePeriodScore="1" AwayPeriodScore="3" Duration="3:00">
    <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="H_TCP" Pos="1" Value="1" />
    <ExtendedPeriod Type="EP" Code="A_TCP" Pos="1" Value="1" />
    <ExtendedPeriod Type="EP" Code="A_TCP" Pos="2" Value="1" />
    <ExtendedPeriod Type="EP" Code="A_TCP" Pos="3" Value="1" />
     </ExtendedPeriods>
  </Period>
</Periods>
```

Element: Competition /Result (1,N) **For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.**			
Attribute	**M/O**	**Value**	**Description**
WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).
StartSortOrder	M	Numeric	Same as @SortOrder

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		CHALLENGES_REMAIN	N/A	Element Expected: Always after the unit has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send the number of remaining challenges for the competitor.
ER		CHALLENGE	SC @Period	Pos Description: Send period for the challenge Element Expected: The code expected only for the LIVE messages
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ChallengeType	Challenge status
ER		TECH_PTS	N/A	Element Expected: Always, as soon as this information is known.
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(2)	Send the technical points for the competitor (updated during match)
ER		CLASS_PTS	N/A	Element Expected: Always, as soon as this information is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Send the classification points for the competitor
ER		CAUTION	N/A	Element Expected: As soon as this information is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of cautions recorded by this athlete
ER		LEADER	N/A	Element Expected: Only when scores are tied. Can be during the unit or after finished (tie-break used).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if this athlete is the leader

Sample (General)

```
....
<Result SortOrder="1" StartOrder="1" StartSortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="CHALLENGES_REMAIN" Value="1" />
    <ExtendedResult Type="ER" Code="TECH_PTS" Value="5" />
    <ExtendedResult Type="ER" Code="CHALLENGE" Pos="P1" Value="REQUESTED" />
  </ExtendedResults>
  <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
    <Composition>
      <Athlete Code="1133274" Bib="17" Order="1" >
        <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W" Organisation="USA" BirthDate="1970-11-23"
IFId="293006" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="RED" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

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)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.				
Type		**Code**	**Pos**	**Description**
EUE		BODYWEIGHT	N/A	Element Expected: Always, as soon as this information is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.#	Bodyweight value
EUE		COLOUR	N/A	Element Expected: Always, as soon as this information is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Colour	Athlete's colour (RED or BLUE)

Sample (General)

```
....
<Result... >
  <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
    <Composition>
      <Athlete Code="1133274" Bib="17" Order="1" >
        <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W" Organisation="USA" BirthDate="1970-11-23"
IFId="293006" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="RED" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Pool Standings

2.3.4.1 Description

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

This message is only used in the case of Nordic format and a single message covers the full event or in other formats where pools are used.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC for the pool/group
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	CC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the event) 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	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

The general rule is that this message is sent:

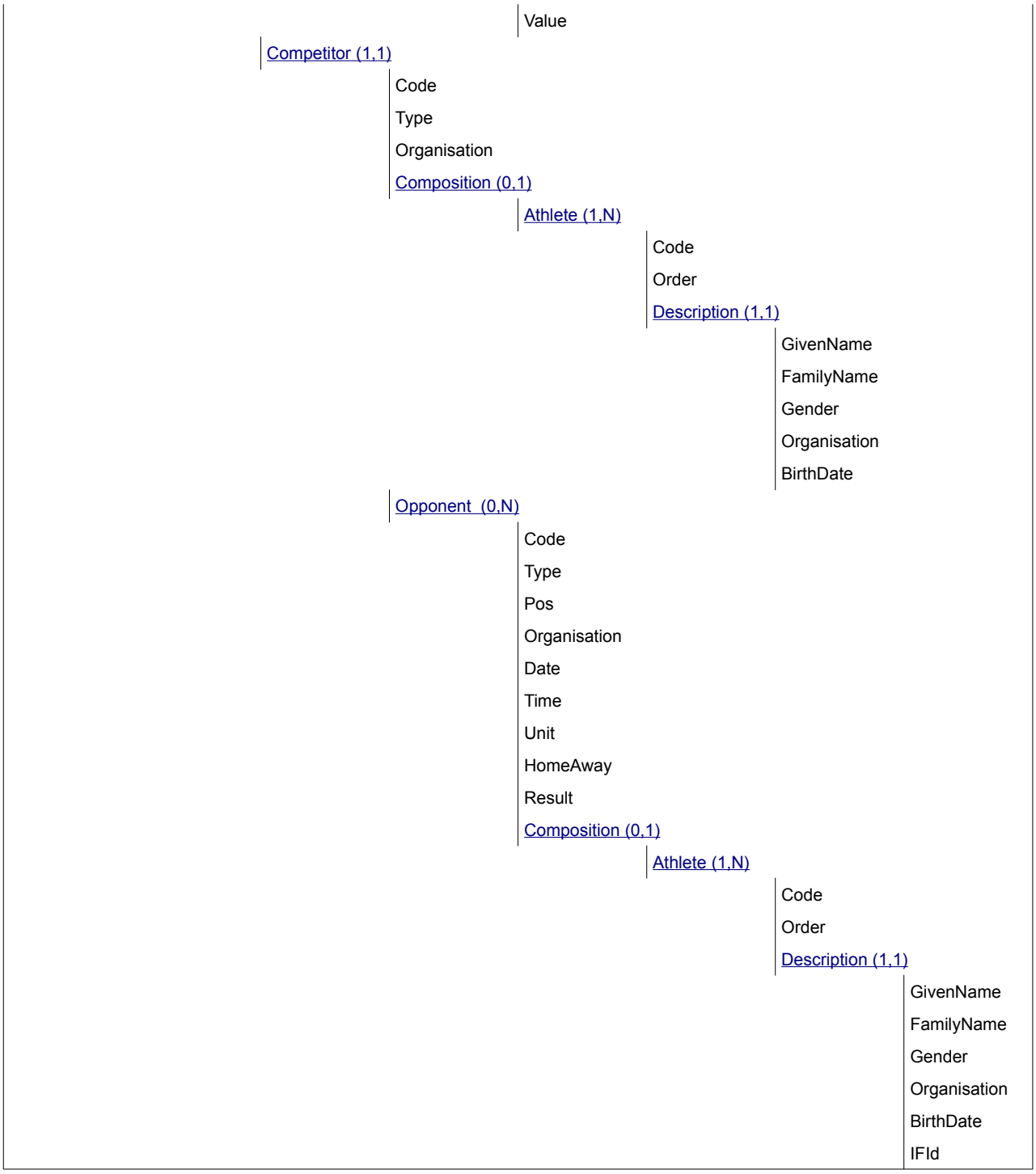
- Before the start of the competition to build in the initial tables. The message has status START_LIST.
- When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.
- When the phase finishes (there are no more event units/games to compete).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

Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		Progress (0,1)					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		SortOrder					
		Won					
		Lost					
		Played					
		For					
		Against					
		ExtendedResults (0,1)					
			ExtendedResult (1,N)				
				Type			
				Code			
				Pos			



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

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

Element: Competition /ExtendedInfos /VenueDescription (0,1) Venue Names in Text. Only included where the phase is contested at a single venue			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank in the group. It is optional because a competitor can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	O	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all matches of the group. This is required if either Result or IRM are filled.
Result	O	S(3)	Send the classification points the competitor has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	IRM. Send just in the case @ResultType is IRM.
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 matches won by the competitor in the group. Do not send if the competitor has not played.
Lost	O	Numeric #0	Number of matches lost by the competitor in the group. Do not send if the competitor has not played.
Played	O	Numeric #0	Number of matches played by the competitor in the group. Send 0 if the competitor has not played.
For	O	Numeric #0	Total technical points received
Against	O	Numeric #0	Total technical points against

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
UI		VFA	N/A	Element Expected: Always after at least one unit is complete.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of victories by fall.
UI		VSU	N/A	Element Expected: Always after at least one unit is complete.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of victories by technical superiority (without points scored by the opponent).

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

Element: Competition /Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	Send 1

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)

Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

Sample (General)

```
<Result Rank="3" ResultType="POINTS" Result="3" SortOrder="3" Played="2" Won="1" Lost="1" >
  <Competitor Code="1234567" Type="A" Organisation="RSA">
    <Composition>
      <Athlete Code="1090697" Order="1">
        <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="RSA" BirthDate="1994-12-16" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

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

Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	A for athlete
Pos	M	Numeric #0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS. 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. This is classification points.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID
Order	M	Numeric 0	Send 1 as only used for individual events.

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

2.3.4.6 Message Sort

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

2.3.5 Brackets

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

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

Send when a match/event unit is completed, including Unconfirmed, Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

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

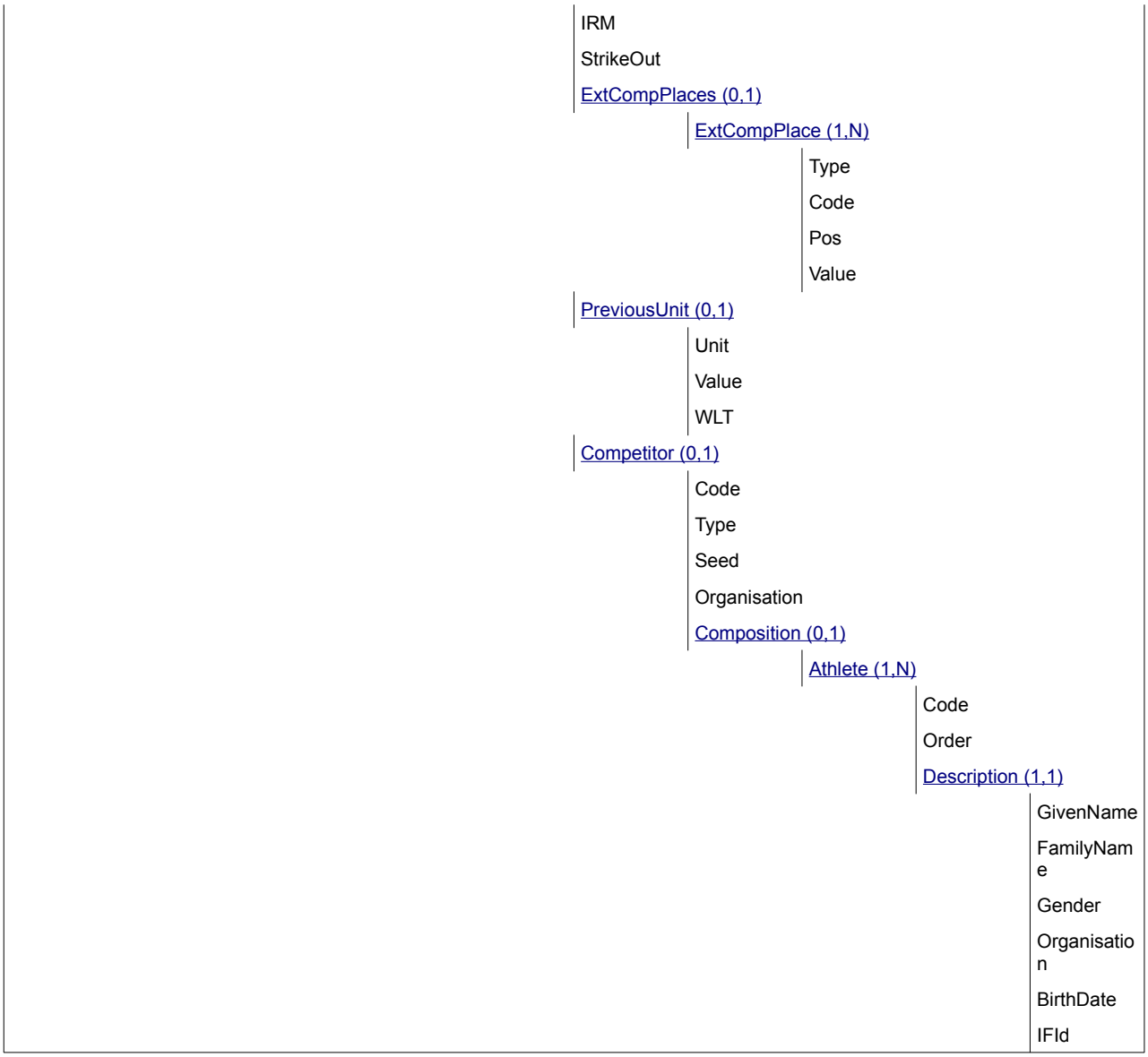
- Send with ResultStatus = 'START_LIST' if no units are complete
- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



2.3.5.5 Message Values

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

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

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

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

Element: Competition /Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item (finals). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. It is related to the phase of weight category event (round). In the first rounds and according to the number of competing athletes there might be a Repechage for this round. In the Case of the Bracket code="BRN1", the Bracket /BracketItems Codes to be used are R16, QFL, SF.

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

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Numeric ##0 or TBD	In general, it will be sent the match number for each bracket item (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" for to be defined, if the match number is not known.
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem

Result	O	S(50)	Result of the match for the event unit. Indicates the result with the ORIS format used in brackets. This is technical points.

Element: Competition /Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N) **ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
EBI		TIME	N/A	Element Expected: When a match finished before full time
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Match time
EBI		DECISION	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ResultCode	Decision of the match
EBI		LOCATION	N/A	Element Expected: Send it always when available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Location	Location Code

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N) **- If the competitors are known, this element is used to place the competitors in the bracket.** **- If they are not yet known, it contains some information (on the rule to access to this bracket...)**			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	Send when there is no competitor (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)				
Type		**Code**	**Pos**	**Description**
ECP		DRAW	N/A	Element Expected: When draw number exists
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the Draw Number for the competitor in this bracket item.
ECP		TECH_PTS	N/A	Element Expected: When this competitor has technical points (including 0) but only if the unit is complete.
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(2)	Send the technical points for the competitor
ECP		CLASS_PTS	N/A	Element Expected: When this competitor has classification points (including 0)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Send the classification points for the competitor

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

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It should always be informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket.
CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.

Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	SC @WLT	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Seed	O	S(10)	Seed of the competitor
Organisation	O	CC @Organisation	Competitors' organisation if known.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute use 1 if Competitor @Type="A".

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete

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

Sample (General)

```
....
<BracketItem Code="131" Order="2" Position="2" Date="2016-08-09"  Unit="WREM54KG----------SFNL0001----" >
<CompetitorPlace Pos="1" WLT="W" Result="PP" >
<ExtCompPlace>
<ExtendedResult Type="ECP" Code="DRAW" Value="2"/>
<ExtendedResult Type="ECP" Code="TECH_PTS" Value="4"/>
<ExtendedResult Type="ECP" Code="CLASS_PTS" Value="10"/>
</ExtCompPlace>
<PreviousUnit Unit=" WREM54KG----------QFNL0001----" />
<Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
<Composition>
<Athlete Code="1066978" Order="1" >
<Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP" BirthDate="1991-12-16" />
</Athlete>
</Composition>
</Competitor>
</CompetitorPlace>
```

2.3.5.6 Message Sort

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

2.3.6 Statistics

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

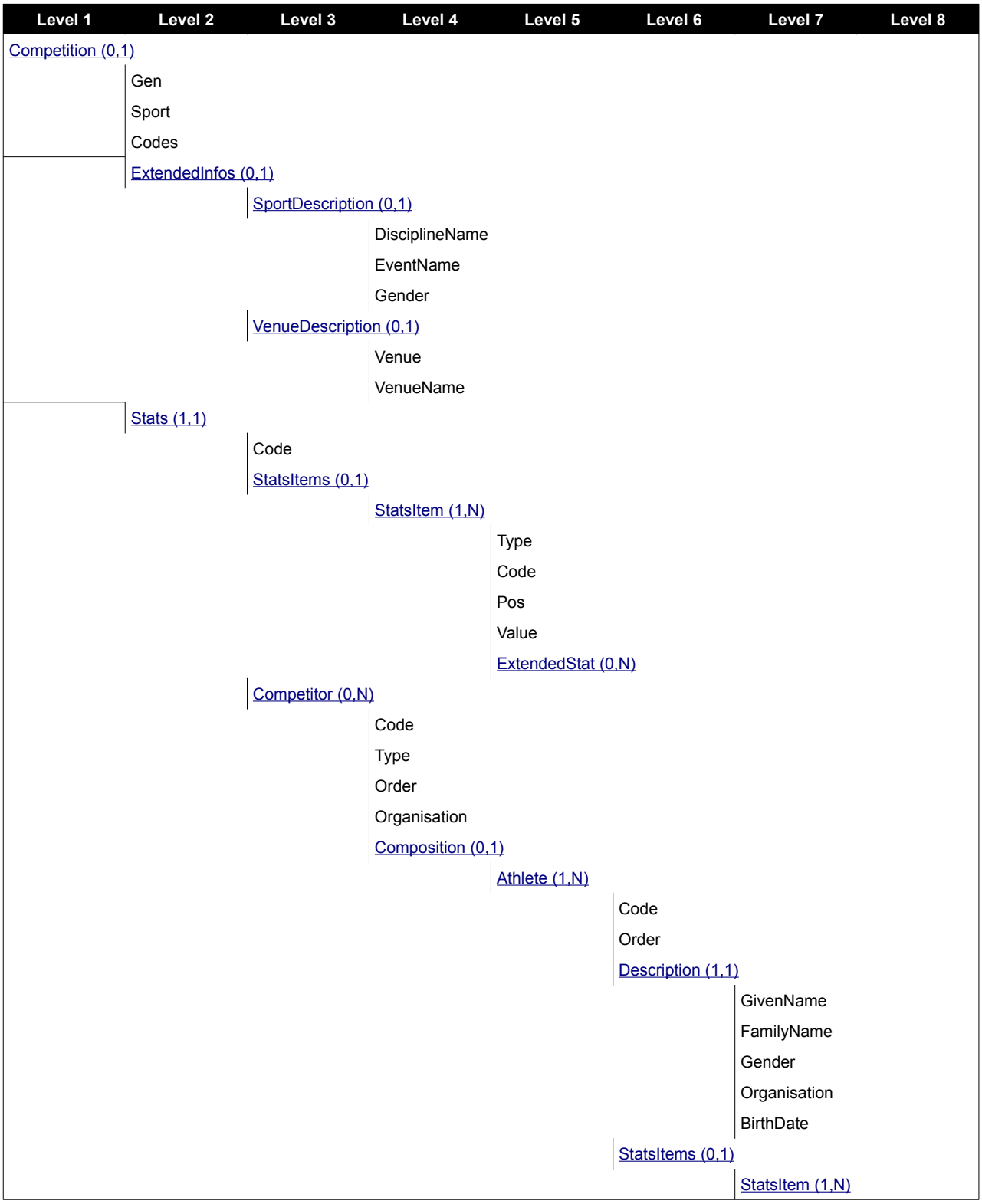
Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC at the level of "type" (womens, mens freestyle, greco-roman)
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU	Attribute used to extend DocumentType. The attribute DocumentSubtype will be used to categorize different types of statistics reports. The following different DocumentSubtype header attributes: * TOU: Tournament statistics, at discipline style event level. - Send the DocumentCode at discipline style event level (DDDGEE----------, where EE will be 'GR' for Greco-Roman style and 'FS' for Freestyle). There will be one statistics message for each discipline style event (3 messages).
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or intermediate etc). OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

This message is sent at the end of each of the three styles.

2.3.6.4 Message Structure

The following table defines the structure of the message.


Level 1
Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Level 8
Competition (0,1)
Gen
Sport
Codes
ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
EventName
Gender
VenueDescription (0,1)
Venue
VenueName
Stats (1,1)
Code
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
ExtendedStat (0,N)
Competitor (0,N)
Code
Type
Order
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
StatsItems (0,1)
StatsItem (1,N)

	Type Code Pos Value

2.3.6.5 Message Values

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

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

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

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

Element: Competition /Stats /StatsItems /StatsItem (1,N) Statistics for the event unit / phase or event - depending on the headers' DocumentCode.				
Type		**Code**	**Pos**	**Description**
ST		RES_SC @ResultCode	N/A	Element Expected: Always for the complete weight category events, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Event or S(5)	Full RSC of the event or "TOTAL" for totals

	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always for the complete weight category events, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	
	Code	WINS_NUM		
	Pos	N/A	N/A	
	Value	Numeric #0	Number of wins for this Result's code (@ResultCode code) in this weight category (@Eventcode) or the total.	
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always for the complete weight category events, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	
	Code	WINS_PERCENT		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Percentage of wins for this Result's code (@ResultCode code) in this weight category (@Event code) or the overall %.	
ST		ORGANISATION	N/A	Element Expected: Always, in the case of TOU statistics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Organisation or S(5)	CC @Organisation code or "TOTAL" for the totals
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	
	Code	1P		
	Pos	Numeric 0	Send 1 for own action, 2 for opponent action	
	Value	Numeric 0	Number of 1 point actions made by this NOC in the discipline style	
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	
	Code	2P		
	Pos	Numeric 0	Send 1 for own action, 2 for opponent action	
	Value	Numeric 0	Number of 2 point actions made by this NOC in the discipline style	
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	
	Code	3P		
	Pos	Numeric 0	Send 1 for own action, 2 for opponent action	
	Value	Numeric 0	Number of 3 point actions made by this NOC in the discipline style	
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always, in the case of TOU statistics.**			
	Attribute	**Value**	**Description**	

	Code	4P	
	Pos	Numeric 0	Send 1 for own action, 2 for opponent action
	Value	Numeric 0	Number of 4 point actions made by this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	5P	
	Pos	Numeric 0	Send 1 for own action, 2 for opponent action
	Value	Numeric 0	Number of 5 point actions made by this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	ACT_TIME	
	Pos	Numeric 0	Send 1 for own action, 2 for opponent action
	Value	Numeric 0	Activity time of this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	CAUTIONS	
	Pos	Numeric 0	Send 1 for own action, 2 for opponent action
	Value	Numeric 0	Number of cautions made by this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	DUR_TBT	
	Pos	N/A	N/A
	Value	Numeric 0.#	Average duration of match (Total time / Total matches) played by this NOC
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	FALLS	
	Pos	N/A	N/A
	Value	Numeric #0	Number of falls for this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**

	Code	FALLS_OPP	
	Pos	N/A	N/A
	Value	Numeric #0	Number of falls opponent for this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	FINALS	
	Pos	N/A	N/A
	Value	Numeric 0	Number of Finals reached by this NOC in the discipline
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	MATCHES _AVG	
	Pos	N/A	N/A
	Value	Numeric #0.##	Matches average for this NOC in the discipline style (ie. 0 or 0.55)
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	MATCHES _LOST	
	Pos	N/A	N/A
	Value	Numeric #0	Number of matches lost by this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	MATCHES_WON	
	Pos	N/A	N/A
	Value	Numeric #0	Number of matches won by this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	MATCHES_COMPETITOR	
	Pos	N/A	N/A
	Value	Numeric #0	Ratio Matches/competitors for this NOC in the discipline style (e.g. 1, 2.57)
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	NUM_MATCHES	
	Pos	N/A	N/A

	Value	Numeric #0	Number of matches contested by this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	NUM_COMPETITOR	
	Pos	N/A	N/A
	Value	Numeric #0	Number of competitors for this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	PERIOD	
	Pos	Numeric #	Send period number. There are 2 periods.
	Value	Numeric #0	Number of @Pos periods contested by this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	PERIOD_COMPETITOR	
	Pos	N/A	N/A
	Value	Numeric #0.##	Ratio Periods/competitors for this NOC in the discipline style (ie. 3 or 5.86)
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	PERIODS_NUM	
	Pos	N/A	N/A
	Value	Numeric ##0	Number of periods contested by this NOC in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	PTS_INDEX	
	Pos	N/A	N/A
	Value	Numeric 0.## or -0.##	(PTS_WQ POS=1) - (-PTS_WQ POS=2) = Performance index
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	PTS_TOT	
	Pos	Numeric 0	Send 1 for positive total, 2 for negative total points

	Value	Numeric #0	Number of total points made in the discipline style
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	PTS_WQ	
	Pos	Numeric 0	Send 1 for own points, 2 for the opponent points
	Value	Numeric 0.# #	Points per minute
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
	Attribute	**Value**	**Description**
	Code	DUR_TSUM	
	Pos	N/A	N/A
	Value	Numeric ##0.#	Total duration of all matches played by this NOC

Sample (General)

```
<Stats Code="TOU">
<StatsItems>
<StatsItem Type="ST" Code="RES_VCA" Value="WREMGR57KG----------">
<ExtendedStat Code="WINS_NUM" Value="0" />
<ExtendedStat Code="WINS_PERCENT" Value="0.0" />
</StatsItem>
<StatsItem Type="ST" Code="RES_VFA" Value="WREMGR57KG----------">
<ExtendedStat Code="WINS_NUM" Value="0" />
<ExtendedStat Code="WINS_PERCENT" Value="0.0" />
</StatsItem>
<StatsItem Type="ST" Code="RES_VFO" Value="WREMGR57KG----------">
<ExtendedStat Code="WINS_NUM" Value="3" />
<ExtendedStat Code="WINS_PERCENT" Value="12.5" />
</StatsItem>
<StatsItem Type="ST" Code="RES_VIN" Value="WREMGR65KG----------">
<ExtendedStat Code="WINS_NUM" Value="0" />
<ExtendedStat Code="WINS_PERCENT" Value="0.0" />
</StatsItem>
<StatsItem Type="ST" Code="RES_VPO" Value="WREMGR65KG----------">
<ExtendedStat Code="WINS_NUM" Value="0" />
<ExtendedStat Code="WINS_PERCENT" Value="0.0" />
</StatsItem>
..
<StatsItem Type="ST" Code="RES_SP" Value="TOTAL">
<ExtendedStat Code="WINS_NUM" Value="8" />
<ExtendedStat Code="WINS_PERCENT" Value="5.7" />
</StatsItem>
..
<StatsItem Type="ST_NOC" Code="ARM" Value="ARM">
<ExtendedStat Code="NUM_COMPETITOR" Value="4" />
<ExtendedStat Code="PERIODS_NUM" Value="13" />
<ExtendedStat Code="PERIOD_COMPETITOR" Value="3.25" />
.....
<ExtendedStat Code="MATCHES_LOST" Value="5" />
<ExtendedStat Code="MATCHES_AVG" Value="0.4" />
<ExtendedStat Code="FINALS" Value="0" />
<ExtendedStat Code="1P" Pos="1" Value="8" />
<ExtendedStat Code="1P" Pos="2" Value="5" />
<ExtendedStat Code="2P" Pos="1" Value="1" />
<ExtendedStat Code="PTS_INDEX" Value="-0.72" />
</StatsItem>
```

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. The competitor should be participating in the style unit depending on the DocumentCode in the message's header.
Type	M	S(1)	A for athlete
Order	M	Numeric	Order of the competitor in the statistics
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Athlete's ID, corresponding to an individual athlete

		zeroes	
Order	M	Numeric 0	Always 1.

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		1P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of 1 point actions made by this athlete in the discipline style
ST		2P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of 2 point actions made by this athlete in the discipline style
ST		3P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of 3 point actions made by this athlete in the discipline style
ST		4P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of 4 point actions made by this athlete in the discipline style

ST		5P	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of 5 point actions made by this athlete in the discipline style
ST		ACT_TIME	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Activity time of this athlete in the discipline style
ST		CAUTIONS	Numeric 0	Pos Description: Send 1 for own action, 2 for opponent ActionElement Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Cautions of this athlete in the discipline style
ST		DUR_TBT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.#	Average duration of match (Total time / Total matches) played by this athlete
ST		DUR_TSUM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.#	Total duration of all matches played by this athlete
ST		NUM_MATCHES	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of matches played by this athlete in the discipline style
ST		PTS_INDEX	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.## or -0.##	(PTS_WQ POS=1) - (-PTS_WQ POS=2) = Performance index
ST		PTS_TOT	Numeric	Pos Description:

			0	Send 1 for positive total, 2 for negative total points Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of total points made in the discipline style
ST		PTS_WQ	Numeric 0	Pos Description: Send 1 for own points, 2 for the opponent points Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.# #	Points per minute made

Sample (General)

```
...
<Competitor Code="1083982" Type="A" Order="1" Organisation="EGY">
<Composition>
<Athlete Code="1083982" Order="1">
<Description GivenName="Diaaeldin Kamal Gouda" FamilyName="Abdelmottaleb" Gender="M" BirthDate="1993-05-02" Organisation="EGY" />
<StatsItems>
<StatsItem Type="ST" Code="NUM_MATCHES" Value="3" />
<StatsItem Type="ST" Code="1P" Pos="1" Value="1" />
<StatsItem Type="ST" Code="1P" Pos="2" Value="2" />
<StatsItem Type="ST" Code="2P" Pos="1" Value="5" />
<StatsItem Type="ST" Code="2P" Pos="2" Value="6" />
<StatsItem Type="ST" Code="3P" Pos="1" Value="0" />
<StatsItem Type="ST" Code="3P" Pos="2" Value="0" />
<StatsItem Type="ST" Code="4P" Pos="1" Value="0" />
<StatsItem Type="ST" Code="4P" Pos="2" Value="0" />
<StatsItem Type="ST" Code="5P" Pos="1" Value="0" />
<StatsItem Type="ST" Code="5P" Pos="2" Value="0" />
<StatsItem Type="ST" Code="CAUTIONS" Pos="1" Value="1" />
<StatsItem Type="ST" Code="CAUTIONS" Pos="2" Value="0" />
<StatsItem Type="ST" Code="ACT_TIME" Pos="1" Value="0" />
<StatsItem Type="ST" Code="ACT_TIME" Pos="2" Value="0" />
<StatsItem Type="ST" Code="PTS_TOT" Pos="1" Value="11" />
<StatsItem Type="ST" Code="PTS_TOT" Pos="2" Value="14" />
<StatsItem Type="ST" Code="DUR_TSUM" Value="16.9" />
<StatsItem Type="ST" Code="DUR_TBT" Value="5.6" />
<StatsItem Type="ST" Code="PTS_WQ" Pos="1" Value="0.65" />
<StatsItem Type="ST" Code="PTS_WQ" Pos="2" Value="0.83" />
<StatsItem Type="ST" Code="PTS_INDEX" Value="-0.18" />
</StatsItems>
</Athlete>
</Composition>
</Competitor>
...
```

2.3.6.6 Message Sort

Sort according to the @Order attributes.

2.3.7 Event Final Ranking

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 Trigger and Frequency

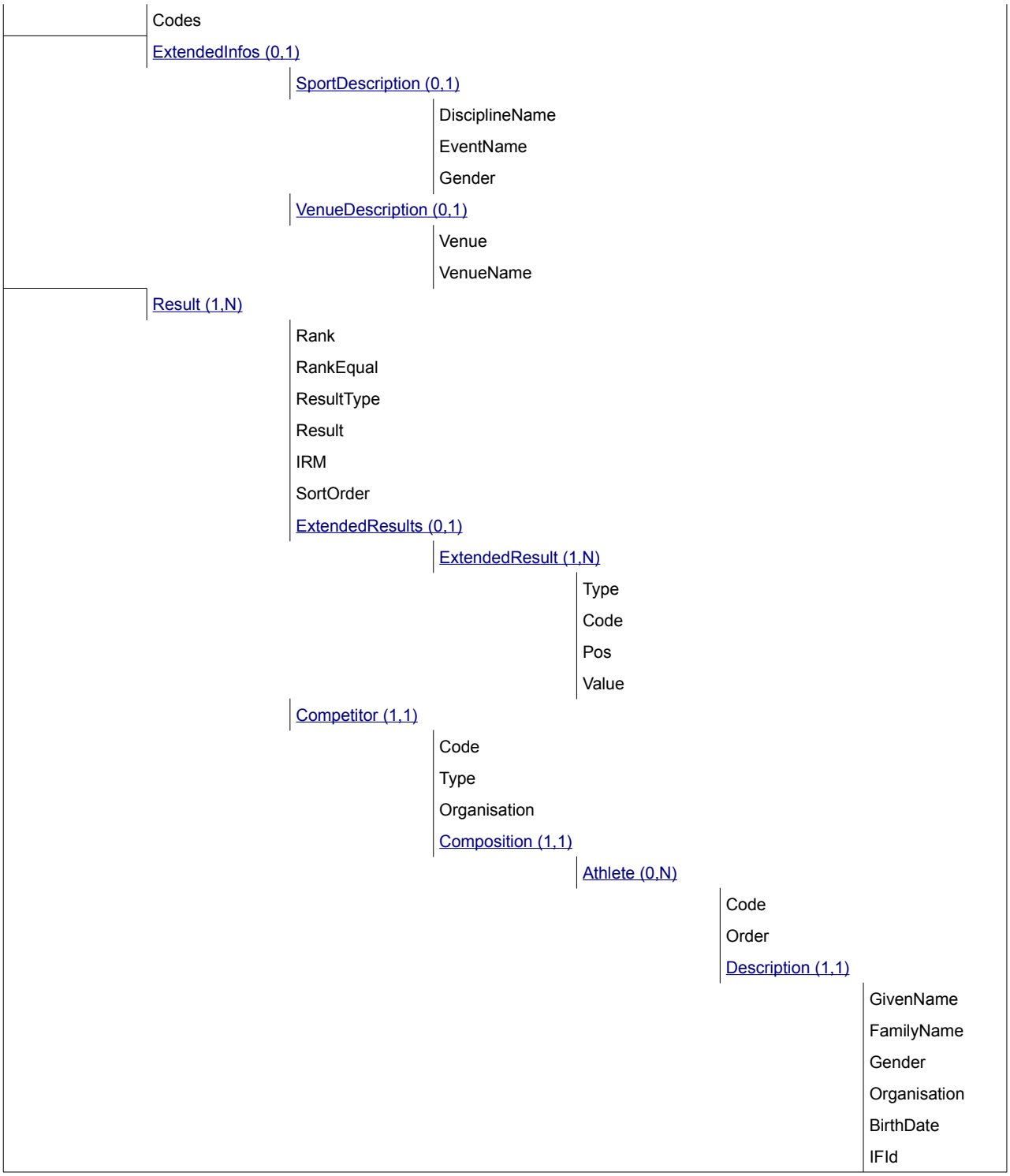
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

Trigger also after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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


Codes
ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
EventName
Gender
VenueDescription (0,1)
Venue
VenueName
Result (1,N)
Rank
RankEqual
ResultType
Result
IRM
SortOrder
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Competitor (1,1)
Code
Type
Organisation
Composition (1,1)
Athlete (0,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId

2.3.7.5 Message Values

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

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

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

Element: Competition /Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either POINTS or IRM for the corresponding event.
Result	O	Numeric ##0	Total classification points.
IRM	O	SC @IRM	Send if the competitor is granted a Result code including a disqualification.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	TECH_PTS	S(1)	Pos Description:

				F for for and A for against Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Technical points for and against depending on value of Pos.
ER		VFA	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of Victory by fall
ER		VSU	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of Victory by technical superiority (with or without opponent technical points)
ER		NOTE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Draw number or seed as appropriate as display in ORIS C76

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

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

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

BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (General)

```
<Result Rank="2" Result="17" ResultType="POINTS" SortOrder="2">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TECH_PTS" Pos="F" Value="36" />
    <ExtendedResult Type="ER" Code="TECH_PTS" Pos="A" Value="12" />
    <ExtendedResult Type="ER" Code="VFA" Value="1" />
    <ExtendedResult Type="ER" Code="VSU" Value="0" />
    <ExtendedResult Type="ER" Code="NOTE" Value="Seed 1" />
  </ExtendedResults>
  <Competitor Code="1106858" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="1106858" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
      </Athlete>
```

2.3.7.6 Message Sort

Sort by Result @SortOrder

2.3.8 Configuration

2.3.8.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. The message is sent for each event separately. In that case send the unknown attributes blank (Value=''). Send one message per event.

2.3.8.2 Header Values

The following table describes the message header attributes.

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

2.3.8.3 Trigger and Frequency

Follow the general definition, taking also into account the following:
- As soon as the information is known

Trigger also after any change.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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

		Unit	
		ExtendedConfig (1,N)	
			Type
			Code
			Pos
			Value

2.3.8.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		FORMAT	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @CompFormat	Send the applicable code.
EC		BRACKET_SIZE	N/A	Element Expected: When available and if the format is in brackets
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BracketItems	Send the code for the first phase of the event

Sample (General)

```
....
<Configs>
  <Config Unit="WREM57KG--------------------------">
    <ExtendedConfig Type="EC" Code="FORMAT" Value="BRACKETS" />
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32-" />
  </Config>
</Configs>
```

2.3.8.6 Message Sort

There is no general message sorting rule.

3 Message Timeline

3.1 Preparation Phase

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

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download, if any change	DT_PDF C08 Schedule		x				
	DT_SCHEDULE_UPDATE		x				
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
After the draw for a weight category - without match numbers	DT_PDF C75 Brackets			x			
After the draw is approved	DT_PDF C58A UWW Competition Programme					x	
	DT_PDF C58C Session Programme					x	
With match numbers	DT_PDF C75 Brackets			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			
Before each session	DT_PDF B51 Start List Package		X				
	DT_CONFIG			X			
	DT_BRACKETS	START_LIST/ INTERMEDIATE		X			
	DT_RESULT	START_LIST/ INTERMEDIATE					X

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
First athlete entering competition area	DT_SCHEDULE_UPDATE	GETTING_READY	X				
Referee blows his/her whistle and first period's clock begins	DT_SCHEDULE_UPDATE	RUNNING	X				
At the start of the match and after every action	DT_RESULT	LIVE					X
During the break	DT_RESULT	START_LIST/					X

		INTERMEDIATE					

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When unit finishes - Unofficial	DT_SCHEDULE_UPDATE	FINISHED	X				
When unit finishes - Unofficial	DT_RESULT	UNOFFICIAL					X
When unit finishes - Unofficial	DT_BRACKETS	START_LIST/ INTERMEDIATE		X			
When unit finishes - Unofficial - For Bronze	DT_MEDALLISTS	PARTIAL		X			
When unit finishes - Unofficial - For Gold	DT_BRACKETS	UNOFFICIAL		X			
When unit finishes - Unofficial - For Gold - Only if it takes a long time to approve	DT_MEDALLISTS	UNOFFICIAL		X			
When unit finishes - Unofficial - For a medal contest	DT_MEDALLISTS_DISCIPLINE		X				
When unit finishes - Unofficial - For a medal contest	DT_MEDALS		X				
When results are validated - Official	DT_RESULT	OFFICIAL					X
After any final ranking is known	DT_RANKING	PARTIAL		X			
When results are validated - Official - For next round if applicable	DT_RESULT	START_LIST					X
When results are validated - Official - For next round if applicable	DT_SCHEDULE_UPDATE	SCHEDULED	X				
When results are validated - Official	DT_PDF C73 Match Results	OFFICIAL					X
After the last match of a weight category in a round	DT_PDF C75 Brackets	START_LIST/ INTERMEDIATE		X			
	DT_PDF C58C Session Programme					X	
After the last match in a session	DT_PDF C74 Session Results					X	
When results are validated - Official - For Gold Matches	DT_MEDALLISTS	OFFICIAL		X			
When results are validated - Official - For Gold Matches	DT_RANKING	OFFICIAL		X			
When results are validated - Official - For Gold Matches	DT_BRACKETS	OFFICIAL		X			
When results are validated - Official - For Gold Matches	DT_PDF C75 Brackets	OFFICIAL		X			
At the end of each of the three styles	DT_STATS	OFFICIAL		X			
After the last final match of each style of the day	DT_PDF C84A Tournament Statistics	START_LIST/ INTERMEDIATE		X			
After the last final match of each style of the day	DT_PDF C84B Period Statistics	START_LIST/ INTERMEDIATE		X			
After the last final match of each style of the day	DT_PDF C84C Match Statistics	START_LIST/ INTERMEDIATE		X			

After the last final match of each style of the day	DT_PDF C84D Analysis of Scores - by Wrestler	START_LIST/ INTERMEDIATE		X			
After the last final match of each style of the day	DT_PDF C84E Analysis of Scores - by NOC	START_LIST/ INTERMEDIATE		X			
	DT_PDF C84A Tournament Statistics	OFFICIAL		X			
	DT_PDF C84B Period Statistics	OFFICIAL		X			
	DT_PDF C84C Match Statistics	OFFICIAL		X			
	DT_PDF C84D Analysis of Scores - by Wrestler	OFFICIAL		X			
	DT_PDF C84E Analysis of Scores - by NOC	OFFICIAL		X			
After the end of a weight category	DT_PDF C76 Final Classification			X			
After the end of a weight category	DT_PDF C92A Medallists	OFFICIAL		X			
After the end of a weight category	DT_PDF C93 Medallists by Event		X				
After the end of a weight category	DT_PDF C95 Medal Standings		X				
After the end of a weight category	DT_PDF C96 Competition Summary		X				
After the end of a weight category	DT_PDF C97 Wrestling Medal Standings		X				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	2 March 2017	First version
V1.1	21 June 2017	Updated
V1.2	1 August 2017	Approved
V1.3	4 December 2017	Updated
V1.4	26 March 2018	Updated
V2.0	8 August 2018	Updated
V2.1	28 August 2018	Updated
V2.2	21 September 2018	Updated
V2.3	24 January 2019	Updated
V2.4	30 May 2019	Updated
V2.5	14 August 2019	Updated
V2.6	11 Nov 2019	Updated
V2.7	20 Mar 2020	Updated
V3.0	4 Nov 2022	First version for Paris 2024
V3.01	27 Jan 2023	Updated
V3.1	10 Feb 2023	Approved
V3.2	2 Jun 2023	CR025785

File Reference: SOG-2024-WRE-3.2 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
V1.1	SFA	DT_BRACKETS: Clarify that Result/Result is classification points. Add For/Against. Add Result/ExtendedResults
V1.2	APP	Approved
V1.3	APP	Pool Standings: Added Opponent Element
V1.4	APP	DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games
V2.0	SFA	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 to replace the previous extensions. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_RESULTS: Moved Duration from extension to Attribute for standardization. DT_RANKING: Added data to follow ORIS C76 DT_BRACKETS: Added Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem
V2.2	SFA	DT_BRACKETS: Add EBI/DECISION and update the value of Result @ Bracket /BracketItems /BracketItem
V2.3	APP	Status Change

V2.4	APP	CR16640: Add ODF Version @Competition Editorial improvements without changing the intent
V2.5	APP	CR17809: Change Participant/OlympicSolidarity to disallow N
V2.6	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.7	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565] DT_BRACKETS: Add Seed at Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor [187537] DT_SCHEDULE: Update Code at Competition /Unit /StartList /Start /Competitor [187813] DT_RESULT: Update ExtendedInfos /UnitDateTime /Duration. [187713] DT_RESULT: Add DISPLAY/LEADER @ExtendedInfos /ExtendedInfo [187682]
V3.0	SFA	DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_PARTIC: Remove Participant/Weight and Participant/Height DT_PARTIC: Remove ENTRY/QUAL_RANK at Participant /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update Value at Periods/Period/HomePeriodScore & AwayPeriodScore DT_RESULT: Add ER/CHALLENGES_REMAIN at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/CAUTION at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/LEADER at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove DISPLAY/LEADER at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/TB_CODE at ExtendedInfos /ExtendedInfo DT_RESULT: Update ResultStatus DT_RESULT: Update ER/CHALLENGE at Result /ExtendedResults /ExtendedResult DT_POOL_STANDING: Update Result /Competitor /Opponent /Result DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial) DT_BRACKETS: Update Bracket /BracketItems /BracketItem /Result DT_BRACKET: Update EBI/TIME at Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BRACKETS: Update ECP/TECH_PTS at Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace DT_BRACKETS: Update Message Sort DT_BRACKETS: Remove Bracket /BracketItems /BracketItem /Time DT_STATS: Update Value for ST/ORGANISATION/PTS_TOT at Stats /StatsItems /StatsItem /ExtendedStat DT_STATS: Update ST/ORGANISATION/PTS_INDEX at Stats /StatsItems /StatsItem /ExtendedStat DT_STATS: Update ST/PTS_INDEX at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update ResultStatus DT_STATS: Update triggering
V3.01	SFA	DT_RESULT: Update EUE/COLOUR at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update ER/CHALLENGES_REMAIN at Result /ExtendedResults /ExtendedResult
V3.1	APP	DT_BRACKETS: Add EBI/LOCATION at Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem [align with JUD] Approved
V3.2	APP	DT_RESULT: Update Expected for UI/TB_CODE at ExtendedInfos /ExtendedInfo [CR025785]