



Olympic Data Feed



Archery ODF Data Dictionary

Technology and Information Department
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SYOG-2026-ARC-1.0 SFR
29 September 2025



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1 Introduction

1.1 This document

This document includes the ODF Archery 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 Archery 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 Archery Overview

MESSAGES IN EACH EVENT

- * All events (individual and team) 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) which is aligned with the same RSC for DT_RESULT. Special case, the qualification in the team and mixed team events are set with (schedule=S) and not usually displayed. These are conducted concurrently with the individual events. The qualification units will also be sent in the schedule and the status will be updated.

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 extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_BRACKETS	Brackets	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	



DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	



2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time	Display	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:

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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_CODE Id	Unique ID for competition
DocumentCode	CC@DISCIPLINE Code	Full RSC at the discipline level
DocumentSubcode	N/A	N/A
DocumentType	DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule bulk / update
DocumentSubtype	SYNC N/A	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	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	N/A	N/A
FeedFlag	P, T	Test message or production message.
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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						
		HideStartDate						
		EndDate						
		HideEndDate						
		Leadin						
		Venue						
		VenueName						



	SessionStatus
	SessionType
	Medal
	FOP
	SessionName (1,N)
	Language
	Value
Unit (0,N)	
	Code
	PhaseType
	UnitNum
	HideUnitNum
	ScheduleStatus
	StartDate
	HideStartDate
	EndDate
	HideEndDate
	ActualStartDate
	ActualEndDate
	Order
	Medal
	Venue
	Location
	MediaAccess
	SessionCode
	StartText (0,N)
	Language
	Value
	ItemName (1,N)
	Language
	Value
	ItemDescription (0,N)
	Language
	-
	VenueDescription (0,1)
	VenueName
	LocationName
	StartList (0,1)
	Start (1,N)
	StartOrder
	SortOrder



PreviousUnit(0,1)	
Unit	
Value	
WLT	
Competitor (1,1)	
Code	
Type	
Organisation	
Description (0,1)	
TeamName	
IFId	
Composition (0,1)	
Athlete (1,N)	
Code	
Order	
Description (1,1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	

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
HideStartDate	O	Y	Y only if StartDate (scheduled start time) should not be displayed.



			Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	Y	Y only if EndDate (scheduled end time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed
LeadIn	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC@VENUE Id	Venue where the session takes place
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
SessionStatus	O	CC@SHEDULESTATUS Id	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC@SESSION_TYPE Id	Session type of the Session.
Medal	O	#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	#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 Id	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@EVENT_UNIT Code	Full RSC for the unit
PhaseType	M	CC@PHASE_TYPE	Phase type for the unit



		Id	
UnitNum	O	S(15)	Match number as appropriate
HideUnitNum	O	Y	Y only if the UnitNum should not be displayed (example the Gold medal match schedule details are not confirmed yet and shall not be displayed)
ScheduleStatus	M	CC@SCHEDULESTATUS Id	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	Y	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	Y	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, 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.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Positive Integer	Order of the units when displayed. This field is considered in two situations:



			<p>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.</p> <p>2. If some units start at the same time and a particular order of the units is expected.</p> <p>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.</p>
Medal	O	SCGEN@UnitMedalType Code	Indicator of medal awarded for this unit.
Venue	O	CC@VENUE Id	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 Id	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 interruption) from the starting one then the SessionCode remains the starting code.

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 Id	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is not to be displayed.

Element: Competition /Unit /ItemName (1,N)

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
Value	M	CC@EVENT_UNIT ENG Short Description	<p>Item Name / Unit Description.</p> <p>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.</p> <p>For non-competition schedules (where the item description is not in common codes) then add the description.</p>

Element: Competition /Unit /ItemDescription (0,N)



Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	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	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
LocationName	M	CC@LOCATION ENG Description	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	Positive Integer	Competitor's start order
SortOrder	M	Positive Integer	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

Element: Competition /Unit /StartList /Start /PreviousUnit (0,N)			
Previous Event Unit related to the Start@SortOrder for the current unit. It is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM. Include only if the real competitors are not known.			
Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit where this competitor came from. This attribute is only filled if the progression of 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.
Value	O	SC@CompetitorPlace Code	If the competitor in the current unit is unknown due to coming from previous matches then fill this the appropriate indicator (SC@CompetitorPlace) which may include possible options of 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)
WLT	O	SC@WLT Code	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.

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



		Id	
--	--	----	--

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)

Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN etc) or HCOUP (BDN, 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	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	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_CODE Id	Unique ID for competition
DocumentCode	CC_DISCIPLINE Code	Full RSC at the discipline level
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	SYNC HISTORICAL N/A	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	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	N/A	N/A



FeedFlag	P, T	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	SCGEN@Source Code	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			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			



	Organisation
	BirthDate
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId
	DisciplineEntry (0,1)
	Type
	Code
	Pos
	Value

2.3.2.5 Message Values

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

Sample (General)

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-TTE-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	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p>



			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@PARTICIPANT_STATUS Id	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@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	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 Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY ID	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@DISCIPLINE_FUNC TION Id	Main function In the Case of Current="true" this attribute is Mandatory.
OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

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 Id	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: If available (this information can be sent in both messages)
Attribute	M/O	Value	Description
Value	M	S(3)	Send the athlete's World Archery Ranking

2.3.2.6 Message Sort

The message is sorted by Participant @Code



2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Status			
		Organisation			
		Number			
		Name			
		ShortName			
		TVTeamName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		TeamType			
		Discipline (0,1)			
			Code		
			IFId		
			DisciplineEntry (0,1)		
				Type	
				Code	



	Pos
	Value

Message Values

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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example: "TTEXDOUBLES-AUS01").
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. This attribute is Mandatory always To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Number	O	#0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SC@TeamType Code	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG for teams and CPLM for couples.

Element: Competition /Team /Discipline (0,1)			
Each team is assigned just to one discipline.			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Id	Full RSC of the Discipline
IFId	O	S(16)	IFId

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



Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	M	S(3)	Send the team's World Archery Ranking

2.3.3.3 Message Sort

The message is sorted by Team @Code.



2.3.4 List of Entries by Event

2.3.4.1 Description

This message contains the entry information for a specific event within a discipline with the specific event entry information of the participant.

It is always a full message and any new message received resets all the previous participants' entry information for the event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_ENTRIES	List of entries by event message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

The DT_ENTRIES 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 the entries information is updated at the venue and the bulk message is triggered by the OVR.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	Entry (1,N)							
		Code						
		Type						



	Organisation
	SortOrder
	EntryStatus
	Description (0,1)
	TeamName
	Coaches (0,1)
	Coach (1,N)
	Code
	Order
	Function
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Nationality
	IFId
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	ExtendedEntry (0,N)
	Type
	Code
	Pos



	Value
--	-------

2.3.4.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Entry (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Team's ID.
Type	M	T	T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event following the entry list requirements for the event referenced in the message header.

Element: Competition /Entry /Description (0,1)			
Used in Team event only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element: Competition /Entry /Coaches /Coach (1,N)			
Team officials extended information			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Team Official ID
Order	O	Positive Integer	Team Official order (1 if only one Team Official)
Function	O	CC@DISCIPLINE_FUNCTION Id	Team Official function.

Element: Competition /Entry /Coaches /Coach /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender
Nationality	M	CC@COUNTRY Id	Nationality
IFId	O	S(16)	International Federation Id

Element: Competition /Entry /ExtendedEntry (0,N)			
Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected:



			If applicable (this information can be sent in both messages). Only for Individual events.
Attribute	M/O	Value	Description
Value	M	S(4)	Player's world ranking.

Element: Competition /Entry /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	1 in individual events (if Competitor @Type="A"), or athlete starting order (1..n) within the team (if Competitor @Type="T").
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status

Element: Competition /Entry /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /Composition /Athlete //ExtendedEntry (0,N)			
Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: If applicable (this information can be sent in both messages). Only for Individual events.
Attribute	M/O	Value	Description
Value	M	S(4)	Player's world ranking.

Sample:



```

<Entry Code="CURMTEAM4--BEL01" Type="T" Organisation="BEL" SortOrder="1">
  <Description TeamName="Belgium"/>
  <Coaches>
    <Coach Code="8549000" Order="1" Function="COACH">
      <Description GivenName="Renaldo" FamilyName="Ernest" Gender="M" Nationality="BEL"/>
    </Coach>
    <Coach Code="8549100" Order="2" Function="AST_COA">
      <Description GivenName="Carrol" FamilyName="Borrelli" Gender="M" Nationality="BEL"/>
    </Coach>
    <Coach Code="8549130" Order="3" Function="COACH_NA">
      <Description GivenName="Jeromy" FamilyName="Ogle" Gender="M" Nationality="BEL"/>
    </Coach>
  </Coaches>
  <Composition>
    <Athlete Code="8548555" Order="1" >
      <Description GivenName="Bret" FamilyName="Casillas" Gender="M" Organisation="BEL" BirthDate="1983-11-22"
IFId="WCFBELM500666"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="4"/>
      <ExtendedEntry Type="ENTRY" Code="ROLE" Value="S"/>
    </Athlete>
    <Athlete Code="8548554" Order="2">
      <Description GivenName="Grady" FamilyName="Winchester" Gender="M" Organisation="BEL" BirthDate="1992-02-01"
IFId="WCFBELM215160"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="3"/>
      <ExtendedEntry Type="ENTRY" Code="ROLE" Value="V"/>
    </Athlete>
    <Athlete Code="8548553" Order="3">
      <Description GivenName="Forest" FamilyName="McCulloch" Gender="M" Organisation="BEL" BirthDate="1989-05-10"
IFId="WCFBELM524058"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="2"/>
    </Athlete>
    <Athlete Code="8548552" Order="4">
      <Description GivenName="Randall" FamilyName="Bernardo" Gender="M" Organisation="BEL" BirthDate="1996-03-23"
IFId="WCFBELM331402"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="1"/>
    </Athlete>
    <Athlete Code="8548556" Order="5">
      <Description GivenName="Malcom" FamilyName="Fordham" Gender="M" Organisation="BEL" BirthDate="1993-03-23"
IFId="WCFBELM459993"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="A"/>
    </Athlete>
  </Composition>
</Entry>

```

2.3.4.6 Message Sort

Sort by Entry @SortOrder



2.3.5 Event Unit Start List and Results

2.3.5.1 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.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	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	Positive Integer	Version number associated to the message's content. Ascendant number
ResultStatus	CC@RESULTSTATUS Code	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, T	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	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.5.3 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)

When the competition starts:

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

Send as UNOFFICIAL and OFFICIAL when the competition is complete as appropriate.



Results related to the mixed team ranking round are:

- Send as START_LIST before the 'first gender' ranking round, no updates during this ranking round
- Send as INTERMEDIATE after the 'first gender' ranking round with the best first gender athlete and all possible second gender athletes
- Send will all updates during and after the 'second gender' ranking round following the other trigger concepts above.

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



	FamilyName
	Gender
	Organisation
	IFId
Result (1,N)	
	Rank
	RankEqual
	Result
	IRM
	QualificationMark
	WLT
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Value2
	Rank
	RankEqual
	Arrive
	Unchecked
	Extension (0,N)
Competitor (1,1)	
	Code
	Type
	Bib
	Organisation
	Description (0,1)
	TeamName
	Coaches (0,1)
	Coach (1,N)
	Code
	Order
	Function
	Description (1,1)
	GivenName



	FamilyName
	Gender
	Nationality
EventUnitEntry (0,N)	
Type	
Code	
Pos	
Value	
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	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Value2	
IRM	
Rank	
RankEqual	

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 /UnitDateTime (0,1)

Actual times. Include when the unit starts.

Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
DISPLAY	CURRENT	S(2)	Pos Description: end the current set number or SO for shoot-off Element Expected: Sent for all head-2-head competitions.
	Attribute	M/O	Value
	Value	M	S(20)
UI	ARROW_NUM	N/A	Element Expected: Always, if available
	Attribute	M/O	Value
	Value	M	#0
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected In ranking round after START_LIST.			
	Attribute	Value	Description
	Code	CURRENT	
	Pos	N/A	
	Value	#0	Current number of arrows shot.
UI	ARROW_SET	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	#0
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always			
	Attribute	Value	Description
	Code	ARROW_ID	
	Pos	#0	Send the arrow number
	Value	#0	Send the number of the set to which the arrow belongs
UI	ARROW_SETTB	N/A	Element Expected:



			Always, if applies (after ranking round) Sent every time a new shoot off round (each athlete shooting) is decided in the team events Sent every time new arrows are decided for the individual shoot-off set.	
	Attribute	M/O	Value	Description
	Value	M	#0	Send the total number of the shoot off rounds.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always, if applies in shoot-off (after ranking round)				
Sent every time a new shoot off round is decided in the team events				
Sent every time new arrows are decided for the individual shoot-off.				
	Attribute	Value	Description	
	Code	ARROW_ID		
	Pos	#0	Send the arrow number	
	Value	#0	Send the number of the shoot-off round to which belongs.	
UI		CURRENT_SETTB	N/A	Element Expected: Always, if applies (after ranking round) Sent every time a new shoot off set is decided in the team events Sent every time new arrows are decided for the individual shoot-off set.
	Attribute	M/O	Value	Description
	Value	M	#0	The number of the last set of Tie-Break used for the final score. Requested in both individual and team events.
UI		SECTOR	#0	Pos Description: Sector number Element Expected: Always in Ranking Round
	Attribute	M/O	Value	Description
	Value	M	String	Sector description in case of ranking round (e.g., 1st Half, 2nd Half)
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always in Ranking Round				
	Attribute	Value	Description	
	Code	ARROW_NUM		
	Pos	N/A	N/A	
	Value	#0	Send the number of arrows in the sector.	
UI		SET	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	#0	Send the total maximum number of sets/ends in the unit
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always				
	Attribute	Value	Description	
	Code	ARROW_NUM		



Pos	#0	Send the set/end number
Value	#0	Send the number of arrows to be shot by each competitor in the set/end.

Sample (Individual Olympic Round))

```
<ExtendedInfos>
<UnitDateTime StartDate="2016-08-10T09:00:00-03:00" />
<ExtendedInfo Type="UI" Code="ARROW_NUM" Value="15" />
<ExtendedInfo Type="UI" Code="SET" Value="5">
<Extension Code="ARROW_NUM" Pos="1" Value="3" />
<Extension Code="ARROW_NUM" Pos="2" Value="3" />
<Extension Code="ARROW_NUM" Pos="3" Value="3" />
..
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="ARROW_SET" Value="15">
<Extension Code="ARROW_ID" Pos="1" Value="1" />
<Extension Code="ARROW_ID" Pos="2" Value="1" />
<Extension Code="ARROW_ID" Pos="3" Value="1" />
<Extension Code="ARROW_ID" Pos="4" Value="2" />
<Extension Code="ARROW_ID" Pos="5" Value="2" />
..
</ExtendedInfo>
```

Sample (Ranking Round)

```
<ExtendedInfos>
<UnitDateTime StartDate="2016-08-05T13:00:00-03:00" />
<ExtendedInfo Type="UI" Code="ARROW_NUM" Value="72" />
<ExtendedInfo Type="UI" Code="SECTOR" Pos="1" Value="1st Half">
  <Extension Code="ARROW_NUM" Value="36" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="SECTOR" Pos="2" Value="2nd Half">
  <Extension Code="ARROW_NUM" Value="36" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="SET" Value="12">
  <Extension Code="ARROW_NUM" Pos="1" Value="6" />
  <Extension Code="ARROW_NUM" Pos="2" Value="6" />
  <Extension Code="ARROW_NUM" Pos="3" Value="6" />
..
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="ARROW_SET" Value="72">
  <Extension Code="ARROW_ID" Pos="1" Value="1" />
  <Extension Code="ARROW_ID" Pos="2" Value="1" />
  <Extension Code="ARROW_ID" Pos="3" Value="1" />
  <Extension Code="ARROW_ID" Pos="4" Value="1" />
  <Extension Code="ARROW_ID" Pos="5" Value="1" />
  <Extension Code="ARROW_ID" Pos="6" Value="1" />
  <Extension Code="ARROW_ID" Pos="7" Value="2" />
  <Extension Code="ARROW_ID" Pos="8" Value="2" />
  <Extension Code="ARROW_ID" Pos="9" Value="2" />
..
```

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

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.



Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	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@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	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@DISCIPLINE_FUNCTION Id	Official's function. Send according to the official required
Order	M	Positive Integer	Send by Order as on official score sheet

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@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation
IFId	O	S(16)	International Federation ID

Element: Competition /Result (1,N)

Attribute	M/O	Value	Description
Rank	O	Text	Rank for the competitor in the event unit. Only applicable in ranking round To be send only when the result type is not IRM
RankEqual	O	Y	Send Y if the rank is equaled, else do not send.
Result	O	###0	The result of the competitor in the event unit. Match score (set points) or Total points in the Ranking Round and events Compound and W1 (Paralympics)
IRM	O	SC@IRM	The invalid rank mark, in case it is assigned.



		Code	Send just if ResultType is equal to IRM or IRM_SETS or IRM_POINTS
QualificationMark	O	SC@QualificationMark Code	Indicates the qualification of the competitor for the next round of the competition (Mixed Team Ranking Round only)
WLT	O	SC@WLT Code	The code whether a competitor won, lost the match.
SortOrder	M	Positive Integer	Used to sort all the results of an event unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not. In head to head this is the target number (1,2) and does not change.
StartOrder	O	Positive Integer	Competitor's start order In head to head this is the target number (1, 2)
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit. Same value as StartOrder.
ResultType	O	SC@ResultType Code	Type of the @Result attribute. Result type, either POINTS (RR), IRM or SETS (after RR) or IRM_SETS (after RR) In the case of Para Archery: Result type, either POINTS (Ranking Round & Compound & W1 events), IRM or SETS (Other events) or IRM_SETS or IRM_POINTS (Compound & W1 events)

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	ARROW	#0	Pos Description: Arrow number Element Expected: If available.	
	Attribute	M/O	Value	Description
	Value	M	#0 (score) or 'X' (inner ten)	Arrow score X is only used in Ranking Round and W1 and Compound events (Paralympics)
	Value2	O	S(20) with no leading zeroes	ID of the athlete responsible for this arrow. Only applies in teams events.
	Arrive	O	m:ss	Time left on the clock
	Unchecked	O	Y	Send "Y" if the arrow score is unsure. (Remove when sure)
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Not applicable in ranking round. Send if/when the data is available in following phases.				
	Attribute	Value	Description	
	Code	X		
	Pos	N/A	Do not send anything	
	Value	##0.0 or	X-axis coordinate of the shot	



		##0.0	Measured in mm from the centre	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Not applicable in ranking round. Send if/when the data is available in following phases.				
	Attribute	Value	Description	
	Code	Y		
	Pos	N/A	Do not send anything	
	Value	##0.0 or -##0.0	Y-axis coordinate of the shot Measured in mm from the centre	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Not applicable in ranking round. Send if/when the data is available in following phases.				
	Attribute	Value	Description	
	Code	DIST		
	Pos	N/A	Do not send anything	
	Value	##0.0	Distance from the centre of the target to the arrow measured in mm.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Not applicable in ranking round. Send if/when the data is available in following phases.				
	Attribute	Value	Description	
	Code	DIAM		
	Pos	N/A	Do not send anything	
	Value	#0.0	Diameter of the arrow measured in mm.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Not applicable in ranking round. Send if/when the data is available in following phases.				
	Attribute	Value	Description	
	Code	WIND		
	Pos	##0	Wind direction (degrees, 0-359). Zero is the line from archer to target.	
	Value	#0.0	Wind gust speed in metres/second.	
ER		ARROW_TOT	N/A Element Expected: Only after Ranking Round	
	Attribute	M/O	Value	Description
	Value	M	##0	Send the match cumulative score of the arrows (not including Shoot-Off) Cumulative set points score in Recurve events (Paralympics). Cumulative end points score in Compound and W1 events (Paralympics)
ER		SET	0	Pos Description: Set number Do not consider TB set as an additional set, use TIE_BREAK Element Expected: When there are scores
	Attribute	M/O	Value	Description
	Value	M	##0	Score for this set (set points) in Olympic Round Score for this end in Olympic Round (Compound and W1 events in Paralympic) Cumulative score after the end in Ranking Round.



	Value2	O	##0	Total cumulative score after the end in Ranking Round just for this sector including this set/end.
	Arrive	O	0	Set number within the sector (half) in ranking round. That is SET 7-12 in Olympic will be 1-6 in this value.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Always in head-2-head (individual and teams)				
	Attribute	Value	Description	
	Code	CUMULATIVE		
	Pos	N/A	N/A	
	Value	#0		Send the set/end cumulative score of the match after this set/end including the point after Tie Break set in Olympic and Paralympic Recurve events. In case on Compound and W1 (Paralympic) is the cumulative ends points, not considering Shoot-off points.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Always				
	Attribute	Value	Description	
	Code	ARROW_TOT		
	Pos	N/A	N/A	
	Value	##0		Send the set cumulative score of the arrows in the set/end
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In ranking round only				
	Attribute	Value	Description	
	Code	TEN_NUM		
	Pos	N/A	N/A	
	Value	#0		Number of 10's within this end
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In ranking round only				
	Attribute	Value	Description	
	Code	XS_NUM		
	Pos	N/A	N/A	
	Value	#0		Number of X's within this end
ER		TB_ARROW	#0	Pos Description: Arrow number Element Expected: Only if applicable in Elimination Rounds or Mixed Team in Ranking Round
	Attribute	M/O	Value	Description
	Value	M	#0 (score) or 'X' (inner ten)	Arrow score for the tie-break shoot-off X is only used in Ranking Round, Compound and W1 events (Paralympic)
	Value2	O	S(20) with no leading zeroes	ID of the athlete responsible for this arrow. Only applies in teams events.
	Arrive	O	m:ss	Time left on the clock
	Unchecked	O	Y	Send "Y" if the arrow score is unsure. (Remove when sure)



Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Send if equal score			
Attribute	Value	Description	
Code	CLOSEST		
Pos	N/A	N/A	
Value	Y	Closest to centre. Send Y in case of equal score and this is the closest arrow	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Not applicable in ranking round. Send if/when the data is available in following phases.			
Attribute	Value	Description	
Code	X		
Pos	N/A	Do not send anything	
Value	##0.0 or -##0.0	X-axis coordinate of the shot Measured in mm from the centre	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Not applicable in ranking round. Send if/when the data is available in following phases.			
Attribute	Value	Description	
Code	Y		
Pos	N/A	Do not send anything	
Value	##0.0 or -##0.0	Y-axis coordinate of the shot Measured in mm from the centre	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Not applicable in ranking round. Send if/when the data is available in following phases.			
Attribute	Value	Description	
Code	DIST		
Pos	N/A	Do not send anything	
Value	##0.0	Distance from the centre of the target to the arrow measured in mm.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Not applicable in ranking round. Send if/when the data is available in following phases.			
Attribute	Value	Description	
Code	DIAM		
Pos	N/A	Do not send anything	
Value	#0.0	Diameter of the arrow measured in mm.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Not applicable in ranking round. Send if/when the data is available in following phases.			
Attribute	Value	Description	
Code	WIND		
Pos	##0	Wind direction (degrees, 0-359). Zero is the line from archer to target.	
Value	#0.0	Wind gust speed in metres/second.	
ER	TEN_NUM	N/A	Element Expected: If applicable (ranking round)
Attribute	M/O	Value	Description
Value	M	#0	Send the number of 10's for the competitor (excluding shoot-off in the case of tie)
ER	TIE_BREAK	0	Pos Description:



			Send the tie-break shoot-off series of arrows number (1 for 1st arrow/series of arrows, 2 for 2nd arrow/series of arrows, 3...).
			Element Expected: If tie-break in Elimination Rounds
Attribute	M/O	Value	Description
Value	M	#0	Tie-break shoot-off score (total score of arrow/arrows) (total of the arrows in teams)
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable in the last TIE_BREAK in head to head (individual and teams). Not applicable in Paralympic W1 and Compound events.			
Attribute	Value	Description	
Code	TB_SET		
Pos	N/A	N/A	
Value	#0	Send the set points for the tie-break.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable in the last TIE_BREAK in head to head (individual and teams). Not applicable in Paralympic W1 and Compound events.			
Attribute	Value	Description	
Code	CUMULATIVE		
Pos	N/A	N/A	
Value	#0	Send the set cumulative score of the match after this tie break set in Olympic and Paralympic Recurve events.	
ER	TIED	N/A	Element Expected: If applicable in the Ranking Round. In the case of Mixed team event this is only sent if the count back resolve s the tie. If shoot out required, then only send SO
Attribute	M/O	Value	Description
Value	M	Y	Send Y if tied.
ER	SO	N/A	Element Expected: If applicable in the Mixed Teams Ranking Round
Attribute	M/O	Value	Description
Value	M	String	Send "SO" if shoot-off required. When complete send the complete SO result, for example "SO T19"
ER	TOSS	N/A	Element Expected: If applicable in the Ranking Round
Attribute	M/O	Value	Description
Value	M	Y	Send Y if, after a tie, disk toss is used to break the tie
ER	XS_NUM	N/A	Element Expected: If data exists in Ranking Round
Attribute	M/O	Value	Description
Value	M	#0	Send the number of X's for the competitor (excluding shoot-off in the case of tie)
ER	SECTOR	0	Pos Description: Sector number Element Expected: Only for ranking round



Attribute	M/O	Value	Description
Value	M	##0	Score for this sector
Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the rank of the competitor in this sector.
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for ranking round			
Attribute	Value	Description	
Code	TEN_NUM		
Pos	N/A	N/A	
Value	#0	Number of 10's within this sector	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for ranking round			
Attribute	Value	Description	
Code	XS_NUM		
Pos	N/A	N/A	
Value	#0	Number of X's within this sector	
ER	SHOT_FIRST	S(2)	Pos Description: Set number (numeric) or SO for shoot-off. Element Expected: Always after the start of the unit (elimination phases) for the competitor who shot first.
Attribute	M/O	Value	Description
Value	M	Y	Send Y if this competitor shot first
ER	ARROW_AVERAGE	N/A	Element Expected: Included in the START_LIST where the tournament average already exists. (not for ranking round). Both values are updated during the match after each arrow.
Attribute	M/O	Value	Description
Value	M	#0.00	Average arrow score for the competitor in the tournament.
Value2	O	#0.00	Average arrow score for the competitor in the unit, included after the first arrow for the athlete in the unit.

Sample (Olympic Round)



```
<Result ResultType="SETS" Result="6" WLT="W" SortOrder="1" StartSortOrder="1">
<ExtendedResults>
<ExtendedResult Type="ER" Code="TEN_NUM" Value="5" />
<ExtendedResult Type="ER" Code="XS_NUM" Value="0" />
<ExtendedResult Type="ER" Code="ARROW_TOT" Value="86" />
<ExtendedResult Type="ER" Code="SET" Pos="1" Value="2">
<Extension Code="ARROW_TOT" Value="29" />
<Extension Code="CUMULATIVE" Value="2" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="SET" Pos="2" Value="2">
<Extension Code="ARROW_TOT" Value="29" />
<Extension Code="CUMULATIVE" Value="4" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="SET" Pos="3" Value="2">
<Extension Code="ARROW_TOT" Value="28" />
<Extension Code="CUMULATIVE" Value="6" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="ARROW" Pos="1" Value="9" />
<Extension Code="X" Value="30.0" />
<Extension Code="Y" Value="40.0" />
<Extension Code="DIST" Value="50.0" />
<Extension Code="DIAM" Value="6.5" />
<ExtendedResult Type="ER" Code="ARROW" Pos="2" Value="10" />
<Extension Code="X" Value="20.0" />
<Extension Code="Y" Value="10.0" />
<Extension Code="DIST" Value="30.0" />
<Extension Code="DIAM" Value="6.5" />
..
</ExtendedResults>
<Competitor Code="1176083" Type="A">
<Composition>
<Athlete Code="1176083" Order="1" Bib="11">
<Description GivenName="Florian" FamilyName="Floto" Gender="M" Organisation="GER" BirthDate="1988-04-12" IFId="4180" />
<EventUnitEntry Type="EUE" Code="TARGET" Value="1" />
<EventUnitEntry Type="EUE" Code="RANK_RND" Value="11" />
</Athlete>
```

Sample (Ranking Round)



```
<Result Rank="2" ResultType="POINTS" Result="666" SortOrder="2" StartSortOrder="30">
<ExtendedResults>
<ExtendedResult Type="ER" Code="TEN_NUM" Value="31" />
<ExtendedResult Type="ER" Code="XS_NUM" Value="7" />
<ExtendedResult Type="ER" Code="ARROW" Pos="1" Value="X" />
<ExtendedResult Type="ER" Code="ARROW" Pos="2" Value="X" />
<ExtendedResult Type="ER" Code="ARROW" Pos="3" Value="10" />
<ExtendedResult Type="ER" Code="ARROW" Pos="4" Value="9" />
<ExtendedResult Type="ER" Code="ARROW" Pos="5" Value="9" />
<ExtendedResult Type="ER" Code="ARROW" Pos="6" Value="9" />
<ExtendedResult Type="ER" Code="ARROW" Pos="7" Value="10" />
..
<ExtendedResult Type="ER" Code="SECTOR" Pos="1" Value="336" Rank="1">
<Extension Code="TEN_NUM" Value="16" />
<Extension Code="XS_NUM" Value="5" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="SECTOR" Pos="2" Value="330" Rank="5">
<Extension Code="TEN_NUM" Value="15" />
<Extension Code="XS_NUM" Value="2" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="SET" Pos="1" Value="57" >
<Extension Code="ARROW_TOT" Value="57" />
<Extension Code="TEN_NUM" Value="1" />
<Extension Code="XS_NUM" Value="2" />
</ExtendedResult>
<ExtendedResult Type="ER" Code="SET" Pos="2" Value="116" >
<Extension Code="ARROW_TOT" Value="59" />
<Extension Code="TEN_NUM" Value="4" />
<Extension Code="XS_NUM" Value="1" />
..
</ExtendedResult>
</ExtendedResults>
<Competitor Code="1148689" Type="A">
<Composition>
<Athlete Code="1148689" Order="1" Bib="8B">
<Description GivenName="Hyejin" FamilyName="Chang" Gender="W" Organisation="KOR" BirthDate="1987-05-13" IFId="6890" />
<EventUnitEntry Type="EUE" Code="TARGET" Value="8" />
<EventUnitEntry Type="EUE" Code="TARGET_POS" Value="B" />
<EventUnitEntry Type="EUE" Code="RANK" Value="6" />
```

Element: Competition /Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID or another indicator (SC@CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later) BYE is used when there is a scheduled match of BYE.
Type	M	A, T	A for athlete, T for Team
Bib	O	S(4)	Bib number of the team if applicable
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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



Element: Competition /Result /Competitor /Coaches /Coach (1,N)			
Competitor's Coach			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Positive Integer	Coach order (if more than one coach is needed). Send 1 if just one coach, sequential number if more than one (order as they are presented on organisation entry form)
Function	M	CC@DISCIPLINE_FUNCTION Id	Coach functions

Element: Competition /Result /Competitor /Coaches /Coach /Description (1,1)			
Coach 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@PERSON_GENDER Id	Gender of the official
Nationality	M	CC@ORGANISATION Id	Coach's nationality

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
For team event information			
Type	Code	Pos	Description
EUE	DESCRIPTION	N/A	Element Expected: Just if the Competitor @Code is equal to TBD
	Attribute	M/O	Value
	Value	M	String
	Description		Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD - 'Winner Match x '
EUE	RANK	N/A	Element Expected: Only send for Ranking Round
	Attribute	M/O	Value
	Value	M	S(3)
	Description		Send the team's World Archery Ranking
EUE	RANK_RND	N/A	Element Expected: Send for all units after Ranking Round
	Attribute	M/O	Value
	Value	M	#0
	Description		Send the team's ranking from the Ranking Round
EUE	TARGET	N/A	Element Expected: Do not send in case of ranking round event units
	Attribute	M/O	Value
	Value	M	0
	Description		Team's target number



Sample (General)

```
<EventUnitEntry Type="EUE" Code="TARGET" Value="1" />
<EventUnitEntry Type="EUE" Code="RANK" Value="5" />
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. In the case of the ranking round in mixed team then all athletes are included until the results are available (by gender) then only the best for each gender are included in the message.[for example after the first gender only one is included for that gender and all for the other gender who has not competed].
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete Bib

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@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	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	DESCRIPTION	N/A	Element Expected: Just if the Athlete @Code is equal to TBD
	Attribute	M/O	Value
	Value	M	String
	Description		Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD, e.g.: 'Winner 1/32 Group B'
EUE	RANK	N/A	Element Expected: Only send for Ranking Round
	Attribute	M/O	Value
	Value	M	S(3)
	Description		Send the competitors World Archery Ranking
EUE	RANK_RND	N/A	Element Expected: Send for all individual units after Ranking Round
	Attribute	M/O	Value
	Value	M	S(3)
	Description		Send the competitors World Archery Ranking



	Value	M	#0	Send the athlete's ranking from the Ranking Round
EUE		TARGET	N/A	Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	M	##0	Target number
EUE		TARGET_POS	N/A	Element Expected: Just in case of ranking round
	Attribute	M/O	Value	Description
	Value	M	A, B, C, D	Position (A, B, C or D) for ranking round

Sample (General)

```
<Competitor Code="1123070" Type="A" Organisation="SUI" >
<Composition>
<Athlete Code="1123070" Bib="59" Order="1">
<Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
<EventUnitEntry Type="EUE" Code="TARGET" Value="1" />
<EventUnitEntry Type="EUE" Code="RANK_RND" Value="15" />
</Athlete>
</Composition>
</Competitor>
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member or individual athlete's extended result.				
	Type	Code	Pos	Description
ER		SCORE	N/A	Element Expected: Only for team members in the ranking round
	Attribute	M/O	Value	Description
	Value	M	##0	Send the individual score for a team member
	IRM	O	SC@IRM Code	Send IRM if applicable
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the individual rank for a team member.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
ER		TEN_NUM	N/A	Element Expected: Only for team members in the ranking round
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of 10's for the athlete
ER		XS_NUM	N/A	Element Expected: Only for team members in the ranking round
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of X's for the competitor
ER		ARROW_AVERAGE	N/A	Element Expected: Included in the START_LIST where the tournament average already exists. (not for ranking round). Both values are updated during the match after each arrow. For team members.



	Attribute	M/O	Value	Description
	Value	M	#0.00	Average arrow score for the athlete in the tournament
	Value2	O	#0.00	Average arrow score for the competitor in the unit, included after the first arrow for the athlete in the unit

2.3.5.6 Message Sort

Sort by Result @SortOrder



2.3.6 Brackets

2.3.6.1 Description

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Event Code	Full RSC of the Event
DocumentSubcode	N/A	N/A
DocumentType	DT_BRACKETS	Brackets message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) OFFICIAL (when all matches official)
FeedFlag	P, T	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	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

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

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.

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
	SportDescription (0,1)									
	DisciplineName									
	EventName									
	Gender									
	VenueDescription (0,1)									
	Venue									
	VenueName									
	Bracket (1,N)									
	Code									
	BracketItems (1,N)									
	Code									
	BracketItem (1,N)									
	Code									
	Order									
	Position									
	Date									
	Time									
	TimeStamp									
	Unit									
	Result									
	CompetitorPlace (1,N)									
	Pos									
	Code									
	WLT									
	Result									
	ResultType									
	IRM									
	StrikeOut									
	ExtCompPlaces (0,1)									
	ExtCompPlace (1,N)									
	Type									



	Code
	Pos
	Value
PreviousUnit (0,1)	
Unit	
Value	
WLT	
Competitor (0,1)	
Code	
Type	
Seed	
Organisation	
Description (0,1)	
TeamName	
ExtBracketComps (0,1)	
ExtBracketComp (1,N)	
Type	
Code	
Pos	
Value	
Composition (0,1)	
Athlete (1,N)	
Code	
Order	
Bib	
Description (1,1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	
ExtBracketAths (0,1)	
ExtBracketAth (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	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

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

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

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@BracketItems Code	Bracket code to identify a set of bracket items. 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	Positive Integer or TBD	In general, it will be sent the bout number for each bracket item (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" for to be defined.
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.



			If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (separator & order, example 5-2). The format requested for the shootoff result is: 5T-4T (28+-28) as example. Also the result could include the IRM : 0(DSQ)-3 as example Must include if the data is available and the match is complete.

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

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

Attribute	M/O	Value	Description
Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC@CompetitorPlace Code	Send when there is no competitor (BYE) or when it is not known yet (TBD).
WLT	O	SC@WLT Code	Indicates the winner or loser of the bracket item. Always send when known.
Result	O	#0	Set score achieved by the competitor in the match
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
IRM	O	SC@IRM Code	The invalid rank mark, if applicable
StrikeOut	O	Y	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

Type	Code	Pos	Description
ECP	DESC	N/A	Element Expected: Just in case of the competitor is not known yet
Attribute	M/O	Value	Description
Value	M	S(n)	Competitor's description. Examples: 'Winner Ranking Round No 3' or 'Loser Match 7' etc.

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

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.
- 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@EVENT_UNIT Code	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	S(6)	If the competitor in the current unit is unknown due to coming previous matches then fill this field with the match number.
WLT	O	SC@WLT Code	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, T	A for athlete, T for team
Seed	O	#0	Send the rank of the competitor in the ranking round.
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

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

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

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

CompetitorPlace @Pos team competitor's extended bracket information, according to competitors' rules.

Type	Code	Pos	Description
RES	ARROWS	N/A	Element Expected: Only for teams after each match
	Attribute	M/O	Value
	Value	M	S(n)
			Send the arrow score achieved by the team in the match as formatted in ORIS (for example 28,30,27,29,28-T.10+ in the case of tie-break)
RR	SCORE	N/A	Element Expected: Only for teams and only the first mention (furthest from final) this team appears in the bracket).
	Attribute	M/O	Value
	Value	M	###0
			Send the score of the Team in the Ranking Round
RR	RANK	N/A	Element Expected: Only for teams and only the first mention (furthest from final) this team appears in the bracket.
	Attribute	M/O	Value
	Value	M	#0
			Send rank of the Team in the Ranking Round



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	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete number

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@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	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 /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)			
CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Type	Code	Pos	Description
RES	ARROWS	N/A	Element Expected: Only for individual competition after each match
	Attribute	M/O	Value
	Value	M	S(n)
			Send the arrow score achieved by the athlete in the match as formatted in ORIS.
RR	SCORE	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket).
	Attribute	M/O	Value
	Value	M	###0
			Send the total score of the athlete in the Ranking Round
RR	RANK	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket).
	Attribute	M/O	Value
	Value	M	#0
			Send the rank of the athlete in the Ranking Round

Sample (General)



```
<Bracket Code="FNL">
<BracketItems Code="SFL">
<BracketItem Code="148" Order="1" Position="1" Date="2012-08-12" Time="11:00" Unit="ARCMINDIVID-----SFNL000100--"
Result="6-2" >
<CompetitorPlace Pos="1" Result="6" WLT="W">
<PreviousUnit Unit="ARCMINDIVID-----QFNL000300--" />
<Competitor Code="1098720" Type="A" Organisation="SUI" >
<Composition>
<Athlete Code="1098720" Order="1" >
<Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1996-12-15" />
<ExtBracketAths>
<ExtBracketAth Type="RES" Code="ARROWS" Value="(27,29,28,29,29)" />
</ExtBracketAths>
</Athlete>
</Composition>
</Competitor>
</CompetitorPlace>
<CompetitorPlace Pos="2" Result="2" WLT="L">
<PreviousUnit Unit="ARCMINDIVID-----QFNL000400--" />
<Competitor Code="1104827" Type="A" Organisation="ESP" >
<Composition>
<Athlete Code="1104827" Order="1" >
<Description GivenName="Jack" FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1996-12-16" />
<ExtBracketAths>
<ExtBracketAth Type="RES" Code="ARROWS" Value="(28,27,29,26,26)" />
</ExtBracketAths>
</Athlete>
```

2.3.6.6 Message Sort

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



2.3.7 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_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the Event
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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	
	IRM	
	SortOrder	
	Competitor (1,1)	
		Code
		Type
		Organisation
		Description (0,1)
		TeamName
		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	CC@DISCIPLINE	Discipline ENG Description (not code) from Common Codes



		ENG Description	
EventName	O	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	O	CC@DISCIPLINE_GENDER Gender	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@VENUE Id	Venue code
VenueName	M	CC@VENUE ENG Description	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	Y	Identifies if a rank has been equalled. Only send if applicable
IRM	O	SC@IRM Code	The invalid rank mark, send if applicable.
SortOrder	M	Positive Integer	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member.



			Team members should be participating in the event.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

Sample (General)

```

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

```

2.3.7.6 Message Sort

Sort by Result @SortOrder



2.3.8 Configuration

2.3.8.1 Description

The Configuration is a message containing general configuration.

The configuration should be provided before competition at event level only.

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the event
DocumentType	DT_CONFIG	Configuration message
Version	Positive Integer	Version number associated to the message's content. Ascending number
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

- Trigger one message for each event, send before other messages in the event.
- Trigger also after any change, but if it is resent then if any DT_RESULT has been sent then the next version of DT_RESULT must be sent immediately afterward.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Configs (1,1)			
		Config (1,N)		
			Unit	
			ExtendedConfig (1,N)	
				Type
				Code
				Pos
				Value



2.3.8.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	BRACKET_SIZE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC@BracketItems Code
EC	TEAM_SIZE	N/A	Element Expected: Always in team events
	Attribute	M/O	Value
	Value	M	0
			Send the number of athletes in a team

Sample (General)

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

2.3.8.6 Message Sort

There is no general message sorting rule.



2.3.9 Weather conditions

2.3.9.1 Description

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@DISCIPLINE CODE	Full RSC at discipline level
DocumentSubcode	CC@LOCATION Id	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Weather (1,1)			
		Date		
		Conditions (1,N)		
			Code	



	Humidity	
	Wind_Direction	
	Condition (0,3)	
		Code
		Value
	Precipitation (0,N)	
		Unit
		Value
	Pressure (0,N)	
		Unit
		Value
	Temperature (0,N)	
		Code
		Unit
		Value
	Wind (0,N)	
		Code
		Unit
		Value

2.3.9.5 Message Values

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

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@WeatherPoint Code	Weather Point(s)
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WindDirection Id	Wind direction

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

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

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

Element: Competition /Weather /Conditions /Temperature (0,N)			
If data available			
Attribute	M/O	Value	Description
Code	M	AIR, WBGT	Air temperature & Heat Stress Indicator (WBGT)
Unit	M	SCGEN@TemperatureUnit Code	Temperature unit
Value	M	-##0.0 or ##0.0	Temperature (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
If data available			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed, send SPEED
Unit	M	SCGEN@WindUnit Code	Wind unit
Value	M	##0	Wind speed in @Unit

2.3.9.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				
	DT_RECORD		x				
By VRM	DT_PDF C08 Competition Schedule		x				
By VRM	DT_PDF C35A Competition Officials		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After changes of athlete data	DT_PARTIC_UPDATE		x				
After changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
If changes in schedule	DT_SCHEDULE_UPDATE		x				o
If changes in records	DT_RECORD		x				
After Initial Download, if any change (By OVR)	DT_PDF C08 Competition Schedule		x				
	DT_PDF C24 Records		x				
Before Draw	DT_PDF C30 - Number of Entries by NOC		x				
Before Draw	DT_PDF C32E - Entry List by NOC		x				
After Team Managers Meeting	DT_PDF C35B -Team Officials by NOC		x				
After the draw	DT_PDF C51A - Start List by Target						x
After the draw	DT_PDF C51B - Start List by NOC						x
After the draw	DT_PDF C51C - Start List by Team						x
After the draw	DT_PDF C51D - Start List by Mixed Team						x
Send for all events	DT_CONFIG			x			



Send for all events before Ranking Round	DT_RESULT	START_LIST								x
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3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Some minutes before competition starts	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
After each end - Ranking Round	DT_PDF C73A - Results Individual RR	INTERMEDIATE					x
After each end - Ranking Round	DT_PDF C73B - Results Team RR	INTERMEDIATE					x
After each end - During second Ranking Round	DT_PDF C73C - Results Mixed Team RR	INTERMEDIATE					x
After Second RR - Mixed Team / After Mixed Team Confirmation	DT_PARTIC_UPDATE		x				
After Second RR - Mixed Team / After Mixed Team Confirmation	DT_PARTIC_TEAMS_UPDATE		x				
If new records	DT_RECORD		x				
After Ranking Round results official, for each event	DT_BRACKETS	START_LIST		x			
After each Ranking Round	DT_PDF C75A - Brackets (Individual)	START_LIST		x			
After each Ranking Round	DT_PDF C75C - Brackets (Team)	START_LIST		x			
After Second Ranking Round	DT_PDF C75C - Brackets (Mixed Team)	START_LIST		x			
For each unit in next phase - Each event	DT_SCHEDULE_UPDATE		x				o
For each defined unit in next phase	DT_RESULT	START_LIST					x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
At the end of the unit	DT_SCHEDULE_UPDATE	FINISHED	x				o
At the end of the unit	DT_RESULT	UNOFFICIAL					x
When results are validated	DT_RESULT	OFFICIAL					x



After each Ranking Round	DT_PDF C73A - Results Individual RR	OFFICIAL								x
After each Ranking Round	DT_PDF C73B - Results Team RR	OFFICIAL								x
After Second Ranking Round	DT_PDF C73C - Results Mixed Team RR	OFFICIAL								x
After each match	DT_PDF C73D - Match Results (Individual)	OFFICIAL								x
	DT_PDF C73E - Match Results (Mixed Team)	OFFICIAL								x
	DT_PDF C73E - Match Results (Team)	OFFICIAL								x
	DT_BRACKETS	INTERMEDIATE		x						
After each match before Quarterfinals	DT_PDF C75A - Brackets Elimination Rnds (Individual)	INTERMEDIATE		x						
After each match from Quarterfinals included	DT_PDF C75B - Brackets Final Rnds (Individual)	INTERMEDIATE		x						
	DT_PDF C75C - Brackets (Team)	INTERMEDIATE		x						
	DT_PDF C75C - Brackets (Mixed Team)	INTERMEDIATE		x						
After Quarterfinals (Individuals)	DT_PDF C75A - Brackets Elimination Rnds (Individual)	OFFICIAL		x						
After Second RR (Only for Mixed Team) or After each session or round	DT_RANKING	PARTIAL		x						
	DT_PDF C76A - Final Ranking (Individual)	PARTIAL		x						
	DT_PDF C76B - Final Ranking (Team)	PARTIAL		x						
After Second Ranking Round - Only for Mixed Team	DT_PDF C76B - Final Ranking - Mixed Team	PARTIAL		x						
After Bronze Medal Match	DT_MEDALLISTS	PARTIAL		x						
	DT_MEDALS			x						
	DT_MEDALLISTS_DISCIPLINE			x						
After Gold Medal Match	DT_MEDALLISTS	OFFICIAL		x						
	DT_MEDALS			x						
	DT_MEDALLISTS_DISCIPLINE			x						
	DT_BRACKETS	OFFICIAL		x						
	DT_PDF C75B - Brackets Final Rnds (Individual)	OFFICIAL		x						
	DT_PDF C75C - Brackets (Team)	OFFICIAL		x						
	DT_PDF C75C - Brackets (Mixed Team)	OFFICIAL		x						
	DT_PDF C92A - Medallists	OFFICIAL		x						
	DT_PDF C92B Medallists	OFFICIAL		x						



	DT_PDF C93 - Medallists by Event		x				
	DT_PDF C95 - Medal Standings		x				
	DT_RANKING	OFFICIAL		x			
	DT_PDF C76A - Final Ranking (Individual)	OFFICIAL		x			
	DT_PDF C76B - Final Ranking (Mixed Team)	OFFICIAL		x			
	DT_PDF C76B Final Ranking (Team)	OFFICIAL		x			
	DT_PDF C85A - Individual Statistics			x			
	DT_PDF C85B - Team Statistics			x			
	DT_PDF C85C - Mixed Team Statistics			x			
After each elimination/session in R64/R16 - After Round in the rest	DT_PDF C58 - Detailed daily Competition Schedule		x				
If new records after each Ranking Round	DT_PDF C81 - Records Broken		x				
If new records after each Ranking Round	DT_PDF C24 - Records		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	1 Aug 2017	First version

File Reference: SYOG-2026-ARC-1.0 SFR

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version