



# Olympic Data Feed



## **Badminton** **ODF Data Dictionary**

Technology and Information Department  
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## 1 Introduction

### 1.1 This document

This document includes the ODF Badminton 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 Badminton 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 Badminton Overview

#### MESSAGES IN SINGLES

- \* All events have a single DT\_RESULT, DT\_PLAY\_BY\_PLAY for each unit (match).
- \* There is also a DT\_BRACKET message for the progression in each event.

#### SCHEDULE

- \* In singles and doubles the DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include each unit (schedule=Y) only which is aligned with the same RSC for DT\_RESULT.

### 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_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_POOL_STANDING	Pool Standings	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	



DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



## 2.3 Messages

### 2.3.1 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time	Display	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	Competition ID
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 once the control is transferred to OVR.



		DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	"P" - Production "T" - Test	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	
	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
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 SessionCode="TTE01" StartDate="2020-07-25T09:00:00+09:00" EndDate="2020-07-25T12:45:00+09:00" Venue="TGY"
VenueName="Tokyo Metropolitan Gym" >
  <SessionName Language="ENG" Value="Table Tennis Session 1" />
</Session>
<Session SessionCode="TTE02" StartDate="2020-07-25T14:15:00+09:00" EndDate="2020-07-25T17:15:00+09:00" Leadin="0:00"
Venue="TGY" VenueName="Tokyo Metropolitan Gym" >
  <SessionName Language="ENG" Value="Table Tennis 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 Id	Phase type for the unit
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	<p>Order of the units when displayed. This field is considered in two situations:</p> <ol style="list-style-type: none"> <li>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.</li> <li>2. If some units start at the same time and a particular order of the units is expected.</li> </ol>



			It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	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) or SC@StartText Code	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	Item Name / Unit Description.  For competition units show the unit Description from common codes which matches the RSC. As in all messages with a description. Only the ENG description is expected.  For non-competition schedules (where the item description is not in common codes) then add the description.
-	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	Venue ENG Description (not code) from Common Codes



		ENG Description	
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	A for athlete
Organisation	O	CC@ORGANISATION Id	Should be sent when known

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

Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN etc) or HCOUP (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 an individual athlete in the event unit.
Order	M	1	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.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, 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 can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of 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	Competition ID
DocumentCode	CC_DISCIPLINE Code	Discipline RSC
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 once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients.  DocumentSubtype is not applicable for _UPDATE messages.
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.

### 2.3.2.3 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			
		Height			
		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	Participant's ID.  It identifies an athlete or an official and the holding participant's valid information for one particular period of time.  It is used to link other messages to the participant's information.  Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.  When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.



			<p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>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".</p>
Status	O	CC@PARTICIPANT_STATUS Id	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
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)
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@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_FUNCTION 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.
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**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 /DisciplineEntry (0,1)**

Send if there are specific athlete's discipline entries.

Type	Code	Pos	Description
ENTRY	HAND	N/A	Element Expected: As soon as this information is available (this information can be sent in both messages).  Send for Individual events.
Attribute	M/O	Value	Description
Value	M	SC@Hand Code	Handedness.

**Sample (General)**

```
<Discipline Code="TTE-----" IFId="203258" >
  <RegisteredEvent Event="TTEMSINGLES-----" >
    <EventEntry Type="ENTRY" Code="GRIP" Value="S" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="QUAL_TYPE" Value="QWR"/>
    <EventEntry Type="ENTRY" Code="RANK_WLD" Value="7" />
  </RegisteredEvent>
</Discipline>
```

**2.3.2.6 Message Sort**

The message is sorted by Participant @Code



## 2.3.3 List of Entries by Event

### 2.3.3.1 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.

### 2.3.3.2 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.

### 2.3.3.3 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.

### 2.3.3.4 Message Structure

The following table defines the structure of the message.

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



	Organisation
	SortOrder
	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

### 2.3.3.5 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	Athlete's ID.
Type	M	A	A for Athlete
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 /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	1	1 in individual events (if Competitor @Type="A")



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.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(4) Player's junior world ranking.
ENTRY	RANK_PTS	N/A	Element Expected: If available (this information can be sent in both messages). Only for participants in individual events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#####0 Send the athlete's Junior World Badminton Ranking Points.

**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>

```

### 2.3.3.6 Message Sort

Sort by Entry @SortOrder



## 2.3.4 Event Unit Start List and Results

### 2.3.4.1 Description

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

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending 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) INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL 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.

### 2.3.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START\_LIST' as soon as the start list (competitors) are known and any changes to the information.

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

For each match:

- As soon as each competitor is known and any changes in start list data (START\_LIST)
- When the unit starts and after every change in any data (LIVE)
- At the end of each game (INTERMEDIATE)
- After the unit is over (UNOFFICIAL / OFFICIAL)



### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
	UnitDateTime (0,1)						
	StartDate						
	Duration						
	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						
	Periods (0,1)						
	Home						



	Away	
	Period (1,N)	
		Code
		HomeScore
		AwayScore
		HomePeriodScore
		AwayPeriodScore
		Duration
		ExtendedPeriods (0,1)
		ExtendedPeriod (1,N)
		Type
		Code
		Pos
		Value
	Result (1,N)	
	Result	
	IRM	
	WLT	
	SortOrder	
	StartSortOrder	
	ResultType	
	ExtendedResults (0,1)	
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
	Competitor (1,1)	
		Code
		Type
		Organisation
		Composition (0,1)
		Athlete (0,N)
		Code
		Order
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate



	IFid
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value
	StatsItems (0,1)
	StatsItem (1,N)
	Type
	Code
	Pos
	Value

### 2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.
Duration	O	mmm	Match duration. It will not be sent for DSQ before the match or WO.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	RES_CODE	N/A	Element Expected: Always when available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@ResultCode Code	Send the Result Code of the Match. Used only for Bye or W/O.
UI	RALLY_TIME_MAX	N/A	Element Expected: Always when available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	ss	Duration (sec) of the longest rally in the match.
UI	RALLY_STROKES_MAX	N/A	Element Expected: Always when available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Strokes in the longest rally in the match.



UI		RALLY_TIME_AVG	N/A	Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	ss	Average time (sec) per rally in the match.
UI		RALLY_STROKES_AVG	N/A	Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Average strokes per rally in the match.
UI		SHUTTLES_USED	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Number of shuttles used in the match.
UI		CURRENT_GAME	N/A	Element Expected: Always when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Period Code	Current Game
UI		SERVE	SC@Home Code	Pos Description: If home or away have serve Element Expected: When available when LIVE. Updated for the server after each point for the next point.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Competitor ID of the server
UI		RECEIVE	SC@Home Code	Pos Description: If home or away receive Element Expected: When available when LIVE in doubles. Updated for the next receiver after each point for the next point.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Competitor ID of the receiver
UI		MATCH_POINT	1, 2	Pos Description: Send 1,2 as needed. Usually only 1, 2 is used if both have match point. Element Expected: If applicable for the current point when triggered at the end of the point.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Home Code	Next match point indicator:
UI		MATCH_POINT_ADV	SC@Home Code	Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive match points
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Number of match points that an athlete has in advantage.
UI		GAME_POINT	0	Pos Description: Send 1,2 as needed. Usually only 1, 2 is used if both have game point.



				Element Expected: If applicable for the current point when triggered at the end of the point.
Attribute	M/O	Value	Description	
Value	M	SC@Home Code	Next game point indicator	
UI	GAME_POINT_ADV	SC@Home Code	Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive game points	
Attribute	M/O	Value	Description	
Value	M	#0	Number of game points that an athlete has in advantage.	

### Sample (Singles)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="29" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="13" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="7" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="0-3" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="1" />
</ExtendedInfos>
```

### Sample (Team event, singles/doubles match)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="29" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="13" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="7" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="0-3" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="1" />
</ExtendedInfos>
```

### Sample (Team event, team match)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="2:29" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="16" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="9" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="0-3 (0:3,2:3,2:3)" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="4" />
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="1" Value="TTEM...">
    <Extension Code="TYPE" Value="S" />
    <Extension Code="HOME" Pos="1" Value="4123456" />
    <Extension Code="AWAY" Pos="1" Value="5654321" />
  </ExtendedInfo>
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="2" Value="TTEM...">
    <Extension Code="TYPE" Value="S" />
    <Extension Code="HOME" Pos="1" Value="4362698" />
    <Extension Code="AWAY" Pos="1" Value="5436276" />
  </ExtendedInfo>
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="3" Value="TTEM...">
    <Extension Code="TYPE" Value="D" />
    <Extension Code="HOME" Pos="1" Value="TBD" />
    <Extension Code="HOME" Pos="2" Value="TBD" />
    <Extension Code="AWAY" Pos="1" Value="TBD" />
    <Extension Code="AWAY" Pos="2" Value="TBD" />
  </ExtendedInfo>
  ....
</ExtendedInfos>
```



Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions 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
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	Send the umpires.
Order	M	Positive Integer	Order of the Officials. According to the sport rules

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

### Sample (General)



```
<Officials>
<Official Code="1138266" Function="UM" Order="1">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" />
</Official>
<Official Code="1105079" Function="UM" Order="2">
  <Description GivenName="Ann" FamilyName="Jones" Gender="F" Organisation="ESP" />
</Official>
</Officials>
```

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

Element: Competition /Periods /Period (1,N)			
Period in which the event unit message arrives. Only send for singles and doubles matches (not team match).			
Attribute	M/O	Value	Description
Code	M	SC@Period Code	Game number in case of singles and doubles matches.
HomeScore	M	#0	Home competitor score up (number of games won) at the end of this game (@Code period). Cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match.
AwayScore	M	#0	Away competitor score up (number of games) at the end of this game (@Code period). Cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match.
HomePeriodScore	O	#0	Home competitor points just for this game (@Code period). Points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match.
AwayPeriodScore	O	#0	Away competitor points just for this game (@Code period). Points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match.
Duration	O	mm	Duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match.

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
ExtendedPeriod information.			
Type	Code	Pos	Description
EP	RALLY_TIME_MAX	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	ss
			Description
	Value	M	Duration of longest rally. (ss is seconds)
EP	RALLY_STROKES_MAX	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0
			Description
	Value	M	Number of strokes in the longest rally.
EP	RALLY_TIME_AVG	N/A	Element Expected: Always



	Attribute	M/O	Value	Description
	Value	M	ss	Duration of average rally. (ss is seconds)
EP		RALLY_STROKES_AVG	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	##0	Number of strokes in the average rally.
EP		SHUTTLES_USED	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	##0	Number of shuttles used.
EP		WINNER	N/A	Element Expected: When available after the start of the match
	Attribute	M/O	Value	Description
	Value	O	SC@Home Code	Winner of the period once known (H=HOME or A=AWAY)

### Sample (Singles)

```

<Periods>
  <Period Code="G1" HomeScore="1" AwayScore="0" HomePeriodScore="14" AwayPeriodScore="12" Duration="8">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="16" />
      <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="4" />
    </ExtendedPeriods>
  </Period>
  <Period Code="G2" HomeScore="2" AwayScore="0" HomePeriodScore="11" AwayPeriodScore="2" Duration="4">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="11" />
      <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="4" />
    </ExtendedPeriods>
  </Period>
  ....
  <Period Code="G6" HomeScore="3" AwayScore="3" HomePeriodScore="15" AwayPeriodScore="17" Duration="14">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="12" />
      <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="5" />
    </ExtendedPeriods>
  </Period>
  <Period Code="G7" HomeScore="4" AwayScore="3" HomePeriodScore="11" AwayPeriodScore="8" Duration="6">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="10" />
      <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="5" />
    </ExtendedPeriods>
  </Period>
</Periods>

```

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

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	#0	The result of the competitor in the event unit, i.e. the number of games won in the corresponding match. Send either in the case @ResultType is points or IRM with points. At the start of the match the result should be 0.
IRM	O	SC@IRM	Invalid Result Mark for the event unit, in case it is assigned.



		Code	Send just in the case @ResultType is both IRM and Points for some period; the match will have finished.
WLT	O	SC@WLT Code	The code whether a competitor won (W) or lost (L) the match. Only included at the end of the unit if applicable.
SortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit. Send 1 for Home and 2 for Away.
StartSortOrder	M	Positive Integer	Same @SortOrder
ResultType	O	SC@ResultType Code	Result type, either points or IRM with points for the corresponding match.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	CHALLENGES_REMAIN	SC@Period Code	Pos Description: Send the period code for the current game. Element Expected: Always on courts where the data is applicable. Do not include when the match is UNOFFICIAL/OFFICIAL. Not applicable in Paralympics	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	0	Send the number of remaining challenges for the competitor in the current game.

Element: Competition /Result /Competitor (1,1)				
Competitor related to the result of one event unit.				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID (if known): - Athlete's ID (for Competitor @Type=A) (for singles).  Or, TBD (for To Be Determined) in case that the competitor is unknown at this time but will be available.  NOCOMP is sent when there is no competitor (and will not come later).	
Type	M	A	A for athlete	
Organisation	O	CC@ORGANISATION Id	Competitor's organisation	

Element: Competition /Result /Competitor /Composition /Athlete (0,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace	Athlete's ID. Can belong to a an individual athlete.	
Order	M	1	If Competitor @Type="A" then 1	

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



Gender	M	CC@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	SEED	N/A	Element Expected: Always when applicable in singles matches (not applicable in Paralympics).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0	Athlete seed.

**Sample (Singles or Doubles)**

```
<EventUnitEntry Type="EUE" Code="HAND" Value="R" />
<EventUnitEntry Type="EUE" Code="GRIP" Value="P" />
```

**Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)**

For individual athletes statistics.

Type	Code	Pos	Description
ST	PTS_PLAYED	SC@Period Code	Pos Description: Send the Period, not "TOT" Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0	Total Points Played
ST	PTS_WON	SC@Period Code	Pos Description: Send the Period, not "TOT" Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0	Total Points Won
ST	PTS_CONSEC	SC@Period Code	Pos Description: Send the Period and TOT Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0	Most consecutive points won
ST	PTS_MATCH	SC@Period Code	Pos Description: Send the Period and TOT Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0	Total match points
ST	PTS_GAME	SC@Period	Pos Description:



		Code	Send the Period and TOT Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	SC@Period	#0	Total game points
ST		PTS_NOSERVICE	SC@Period Code	Pos Description: All periods played and "TOT" Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Points scored without service for this period
ST		PTS_SERVICE	SC@Period Code	Pos Description: All periods played and "TOT" Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Points scored with service for this period
ST		LEAD_MAX	SC@Period Code	Pos Description: All periods played and "TOT" Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0 or '.'	Biggest lead for this period. Send '.' when no value available.
ST		CBACK_WIN_MAX	SC@Period Code	Pos Description: All periods played and "TOT" Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0 or '.'	Biggest comeback to win for this period. Send '.' when no value available.
ST		SERVE_FAULTS	SC@Period Code	Pos Description: All periods played and "TOT" Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Service faults for this period
ST		PTY	0	Pos Description: Sequential number of each card by the player Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Card Code	Penalty card type
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PERIOD		
	Pos	SC@Period Code	Period of the card	



	Value	S(10)	Score at the time of the penalty, for example 4-3.	
ST		CHALLENGE_WON	SC@Period Code	Pos Description: Send the Period and TOT Element Expected: When available in Olympic Games
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Total successful challenges
ST		CHALLENGE_LOST	SC@Period Code	Pos Description: Send the Period and TOT Element Expected: When available in Olympic Games
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Total unsuccessful challenges
ST		SMASH_MAX	SC@Period Code	Pos Description: Send the Period including TOT Element Expected: When available in singles
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Fastest smash

### Sample (Singles)

```
<Athlete Code="1086788" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="NZL" BirthDate="1992-12-15" IFId="122286" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
  <EventUnitEntry Type="EUE" Code="GRIP" Value="S" />
  <StatsItems>
    <StatsItem Type="ST" Code="PTS_WON" Pos="TOT" Value="80" />
    <StatsItem Type="ST" Code="LEAD_MAX" Pos="TOT" Value="9" />
    <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="TOT" Value="42" />
    <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="TOT" Value="35" />
    <StatsItem Type="ST" Code="PTS_CONSEC" Pos="TOT" Value="8" />
    <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="TOT" Value="3" />
    <StatsItem Type="ST" Code="PTS_WON" Pos="G1" Value="14" />
    <StatsItem Type="ST" Code="LEAD_MAX" Pos="G1" Value="3" />
    <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G1" Value="6" />
    <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G1" Value="7" />
    ...
    <StatsItem Type="ST" Code="PTS_WON" Pos="G7" Value="11" />
    <StatsItem Type="ST" Code="LEAD_MAX" Pos="G7" Value="3" />
    <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G7" Value="6" />
    <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G7" Value="4" />
    <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G7" Value="5" />
    <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G7" Value="2" />
  </StatsItems>
</Athlete>
```

### 2.3.4.6 Message Sort

Sort by Result @SortOrder



## 2.3.5 Current Information

### 2.3.5.1 Description

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

The message is only used for challenges and only ever related to each challenge.

### 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 event unit (match)
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
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.

### 2.3.5.3 Trigger and Frequency

- \* After every challenge requested
- \* After every challenge result
- \* Empty message after result (before next point, but not immediately after result)

### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	ExtendedInfos (0,1)		
		ExtendedInfo (1,N)	
			Type
			Code
			Pos
			Value



### 2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	CHALLENGE	N/A	Element Expected: If there is a challenge requested. Only for the current challenge. This remains when the result is included.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes or UMPIRE
	<b>Description</b>		Competitor ID of the challenger or UMPIRE if umpire requested
UI	CHALLENGE_RESULT	N/A	Element Expected: When the result of the current challenge is known if the challenge is by a competitor
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@ChallengeResult Code
	<b>Description</b>		Send challenge result

#### Sample (Request by umpire)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="CHALLENGE" Value="UMPIRE"/>
</ExtendedInfos>
```

#### Sample (Request by Pair)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="CHALLENGE" Value="BDMMDOUBLES-AUS02"/>
</ExtendedInfos>
```

#### Sample (Request by Pair with result)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="CHALLENGE" Value="BDMMDOUBLES-AUS02"/>
  <ExtendedInfo Type="UI" Code="CHALLENGE_RESULT" Value="SUCCESSFUL"/>
</ExtendedInfos>
```

#### Sample (When request complete/cancelled)

```
<Competition />
```

### 2.3.5.6 Message Sort

There is no message sorting rule.



## 2.3.6 Play by Play

### 2.3.6.1 Description

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

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

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	ACTION	Send "ACTION"
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
FeedFlag	P, 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.

### 2.3.6.3 Trigger and Frequency

The message is sent after every point in all units.

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	ExtendedInfos (0,1)		
		SportDescription (0,1)	



	DisciplineName
	EventName
	SubEventName
	Gender
	VenueDescription (0,1)
	Venue
	VenueName
	Location
	LocationName
	Actions (0,1)
	Home
	Away
	Action (1,N)
	Id
	Period
	Order
	Action
	ScoreH
	ScoreA

### 2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	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.
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit 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
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

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

Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
Period	M	SC@Period Code	Period of the action within the match.
Order	M	Positive Integer	Unique sequential number for all actions, from 1 to n. It is used to sort Action.
Action	O	S(2)	Server indicator (for next serves) H or A for Home / Away. In doubles follow H/A with 1 or 2 indicating player 1 or 2 to serve.
ScoreH	O	#0	Total Home Score of the game after the action. Send if there is a score change for either competitor.
ScoreA	O	#0	Total Away Score of the game after the action. Send if there is a score change for either competitor.

### Sample (General)

```
<Actions Home="123456" Away="234567" >
...
<Action Id="00014433456" Period="G1" Order="3" ScoreH="2" ScoreA="2" Action="H" />
<Action Id="00223323457" Period="G1" Order="4" ScoreH="2" ScoreA="3" Action="A" />
...
</Actions>
```

### 2.3.6.6 Message Sort

Actions /Action @Order.



## 2.3.7 Pool Standings

### 2.3.7.1 Description

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

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

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Phase Code	Full Phase level RSC (Pool)
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches 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

The general rule is that this message is sent:

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

Trigger also after any change.

### 2.3.7.4 Message Structure

The following table defines the structure of the message.



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



		Athlete (1,N)
		Code
		Order
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId
		Opponent (0,N)
		Code
		Type
		Pos
		Organisation
		Date
		Time
		Unit
		HomeAway
		Result
		Composition (0,1)
		Athlete (1,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 /ExtendedInfo (0,N)



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

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	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. Only included where the phase is contested at a single venue			
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 message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank at the group.
RankEqual	O	Y	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC@ResultType Code	Result type, either points or IRM with points obtained by the competitor at all the games of the group.
Result	O	#0	Send the classification/match points the competitor has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned. Send just in the case @ResultType is points and IRM.
QualificationMark	O	SC@QualificationMark Code	Send "Q" for individuals qualified for next round



SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified competitors.
Won	O	#0	Number of matches won by the competitor in the group. Do not send if the competitor has not played.
Lost	O	#0	Number of matches lost by the competitor in the group. Do not send if the competitor has not played.
Played	O	#0	Number of matches played by the competitor in the group. Send 0 if not played.
For	O	###0	Total number of points won. Do not send if the competitor has not played.
Against	O	###0	Total number of points lost. Do not send if the competitor has not played.
Diff	O	+##0 or -##0 or 0	Points difference, between points won and lost. Do not send if the competitor has not played.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	GAMES	N/A	Element Expected: If available Do not send in case of IRM.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Number of Games won.
	Diff	M	+/- +/-#0 or 0	Difference of games won/lost.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If available				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	LOST		
	Pos	N/A		
	Value	#0	Number of Games lost.	

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

Element: Competition /Result /Competitor /Composition /Athlete (1,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete	
Order	M	1	Send 1 as only used for individual events.	

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	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 /Description /ExtendedDescription (0,N)			
Type	Code	Pos	Description
ED	SEED	N/A	Element Expected: If applicable in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0 Seed value

Element: Competition /Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	A	A for athlete
Pos	M	#0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation (code). Must include if the data is available
Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available and allowed to display.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the Unit for the Pool Item
HomeAway	O	H, A	Home / Away indicator. Send H if the opponent is the home competitor, send A if the opponent is the away competitor.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

Element: Competition /Result /Competitor /Opponent /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	ALT_TIME	N/A	Element Expected: If required to display text in front on the time Do not sent if match complete.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
			<b>Description</b>



Value	M	SC@AltTime Code	Send applicable code
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**Element: Competition /Result /Competitor /Opponent /Composition /Athlete (1,N)**

Only send composition if singles event.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID, corresponding to an individual athlete
Order	M	1	Send 1 as only used for individual events.

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

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

### 2.3.7.6 Message Sort

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



## 2.3.8 Brackets

### 2.3.8.1 Description

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

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	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 (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST: (before the start of the competition) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches 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.

### 2.3.8.3 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 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' as soon as the brackets are available until after the first match.
- \* Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- \* Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
- \* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.



Trigger also after any change.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
	Progress (0,1)								
		LastUnit							
		UnitsTotal							
		UnitsComplete							
	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						
		ExtBracketItems (0,1)							
		ExtBracketItem (1,N)							
			Type						
			Code						
			Pos						
			Value						



CompetitorPlace (1,N)	
	Pos
	Code
	WLT
	Result
	ResultType
	IRM
	StrikeOut
	PreviousUnit (0,1)
	Unit
	Value
	WLT
Competitor (0,1)	
	Code
	Type
	Seed
	Organisation
	Composition (0,1)
Athlete (1,N)	
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

### 2.3.8.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Send the full RSC of the most recently completed unit in the event.



UnitsTotal	O	Positive Integer	Total number of units to be played in the bracket
UnitsComplete	O	#0	Total number of units which are official of the UnitsTotal.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	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. One for each individual bracket. Note for example Gold and Bronze are different brackets.

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@BracketItems Code	Bracket code to identify a set of bracket items. It usually refers to the round in the brackets, for example quarterfinals, semifinals or finals phases, etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	S(15)	Bracket code to identify a bracket item. It will be the Match number (event code + number of match) for each bracket item, (e.g.: for Men's Singles events: MS110, MS112..., MS116 in R16, ..., MS141..., MS144 in QFL, etc.).
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 be filled if known.



Time	O	S(5)	Time of match (example HH:MM). Must be filled if known.
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 (example: 21-15, 21-16 54'). Must include if the data is available and the match is complete.

Element: Competition /Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)			
Type	Code	Pos	Description
EBI	LOCATION	N/A	Element Expected: Send it always when available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	CC@LOCATION Id Location Code
EBI	ALT_TIME	N/A	Element Expected: If required to display text in front on the time Do not send after match complete.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@AltTime Code Send applicable code

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket. - If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC@CompetitorPlace Code Or SC@IRM Code	When there is no competitor send NOCOMP or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	SC@WLT Code	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
IRM	O	SC@IRM Code	The invalid result, 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 /PreviousUnit (0,1)			
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.			



Attribute	M/O	Value	Description
Unit	O	CC@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	SC@Pool Code Or S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	SC@WLT Code	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Seed	O	#0	The seed of the competitor or equivalent information. Always when it exists.
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

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

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

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@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
EBA	IRM	N/A	Element Expected: Just when DQB is available
Attribute	M/O	Value	Description



Value	M	SC@IRM Code	Invalid Result Mark DQB for the particular event unit (individual bout); in the case the DQB is assigned. Send IRM DQB if known before competition.
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### Sample (Singles)

```
<Bracket Code="FNL-">
...
<BracketItems Code="QFNL">
<BracketItem Order="1" >
  <CompetitorPlace Pos="1" Code="BYE"/>
  <CompetitorPlace Pos="2" Code="BYE"/>
</BracketItem>
<BracketItem Code="74" Order="2" Position="2" Date="2020-07-29" Time="16:00" Result="4-1 (11:4 11:7 11:4 1:11 11:1)"
Unit="TTEMSINGLES-----QFNL000100--" >
  <CompetitorPlace Pos="1" WLT="W" Result="4">
    PreviousUnit Unit="TTEMSINGLES-----8FNL000300--" WLT="W" />
  <Competitor Code="1126413" Type="A" Seed="2" Organisation="ESP" >
    <Composition>
      <Athlete Code="1126413" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1994-12-15" IFId="220696"
/>
      </Athlete>
    </Composition>
  </Competitor>
  </CompetitorPlace>
  <CompetitorPlace Pos="2" WLT="L" Result="1">
    <PreviousUnit Unit="TTEMSINGLES-----8FNL000400--" WLT="W" />
  <Competitor Code="1093294" Type="A" Seed="26" Organisation="SUI" >
    <Composition>
      <Athlete Code="1093294" Order="1" >
        <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1992-12-13" IFId="223658"
/>
      </Athlete>
    </Composition>
  </Competitor>
  </CompetitorPlace>
</BracketItem>
...

```

### 2.3.8.6 Message Sort

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



## 2.3.9 Statistics

### 2.3.9.1 Description

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

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

### 2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@DisciplineGender Code CC@EVENT Code CC@EVENT_UNIT Code	Full RSC of the DisciplineGender or Event or unit
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	ANALYSIS CUM TOU	- ANALYSIS: For the cumulative data of match analysis for both the Singles and Doubles statistics, for all the competitors who have reached the Semi-final or the Final phase. Send the DocumentCode at Eventunit level and only for the Semi-final and Final (Gold and Bronze medal match) phases. - TOU: Tournament statistics, at event level. Send the DocumentCode at event level. - CUM: Penalties statistics per player (although participating in Singles or Doubles), at discipline level. Send the DocumentCode at discipline level.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is official or intermediate etc). INTERMEDIATE (after each unit except last) OFFICIAL (after the last unit which effects the statistics is 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.

### 2.3.9.3 Trigger and Frequency

- For Cumulative Match analysis statistics (ANALYSIS):
  - \* Immediately after the semifinal or Final (Gold/Silver or Bronze) match start list has been confirmed.
- For Tournament statistics (TOU):
  - \* Message sent after the last match in each phase for all events completed and made official.
- For Penalty statistics (CUM):
  - \* After each match with a penalty.



### 2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
	Progress (0,1)						
		LastUnit					
		UnitsTotal					
		UnitsComplete					
	SportDescription (0,1)						
		DisciplineName					
		EventName					
		Gender					
	Stats (1,1)						
		Code					
		StatsItems (0,1)					
		StatsItem (1,N)					
			Type				
			Code				
			Pos				
			Value				
			Avg				
	Competitor (0,N)						
		Code					
		Type					
		Order					
		Organisation					
		StatsItems (0,1)					
		StatsItem (1,N)					
			Type				
			Code				
			Pos				
			Value				
			Attempt				
			Avg				
			Percent				
	Composition (0,1)						
		Athlete (1,N)					



	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	StatsItems (0,1)
	StatsItem (1,N)
	Type
	Code
	Pos
	Value
	Attempt
	Avg
	Percent

### 2.3.9.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Send the RSC of the most recently unit made official.
UnitsTotal	O	Positive Integer	The total number of units (matches) to be played
UnitsComplete	O	##0	The total number of units (matches) which are official.

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	O	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes
Gender	O	CC@DISCIPLINE_GENDER	Gender code for the event unit





	Code	UNIT_NUM		
	Pos	N/A		
	Value	S(15)	Match Number (as event code + number of the match) corresponding to longest match duration, (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138).	
ST		DURATION_MIN	SC@StatsPhase Code	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm	Shortest match duration (minutes) for this Round
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for the complete rounds, in the case of TOU statistics.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	UNIT_NUM		
	Pos	N/A		
	Value	S(15)	Match Number (as event code + number of the match) corresponding to shortest match duration (e.g.: "WS326" for Women's Singles Match 326, "MS138" for Men's Singles Match 138).	
ST		SHUTTLES_USED	SC@StatsPhase Code	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total shuttles used for this Round
	Avg	O	#0.0	Average number of shuttles used per match for this Round (@Pos round number).
ST		YC	SC@StatsPhase Code	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	0	Number of yellow penalty cards for this Round
ST		RC	SC@StatsPhase Code	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	0	Number of red penalty cards for this Round
ST		BC	SC@StatsPhase Code	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	0	Number of black penalty cards for this Round



ST	IRS	SC@StatsPhase Code	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0
	<b>Description</b>	Number of Instant Review System.	
ST	RALLY_TIME_MAX	SC@StatsPhase Code	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	sss
	<b>Description</b>	Longest rally (seconds) for this Round	
ST	RALLY_STROKES_MAX	SC@StatsPhase Code	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0
	<b>Description</b>	Highest number of strokes in the longest rally for this Round	
ST	SMASH_MAX	SC@StatsPhase Code	Pos Description: Phase for the stat. Element Expected: Always for the complete rounds, in the case of TOU statistics.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0
	<b>Description</b>	Fastest smash	

### Sample (Team)

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="MATCHES_NUM" Pos="GP--" Value="32" />
    <StatsItem Type="ST" Code="GAMES_NUM" Pos="GP--" Value="71" />
    <StatsItem Type="ST" Code="PTS_NUM" Pos="GP--" Value="2399" />
    <StatsItem Type="ST" Code="DURATION" Pos="GP--" Value="20:12" Avg="40" />
    <StatsItem Type="ST" Code="DURATION_MAX" Pos="GP--" Value="77">
      <ExtendedStat Code="UNIT_NUM" Value="MS116" />
    </StatsItem>
    <StatsItem Type="ST" Code="DURATION_MIN" Pos="GP--" Value="22">
      <ExtendedStat Code="UNIT_NUM" Value="MS120" />
    </StatsItem>
    <StatsItem Type="ST" Code="SHUTTLES_USED" Pos="GP--" Value="528" Avg="16.5" />
    <StatsItem Type="ST" Code="YC" Pos="GP--" Value="0" />
    <StatsItem Type="ST" Code="RC" Pos="GP--" Value="0" />
    <StatsItem Type="ST" Code="BC" Pos="GP--" Value="0" />
    <StatsItem Type="ST" Code="IRS" Pos="GP--" Value="0" />
    <StatsItem Type="ST" Code="RALLY_TIME_MAX" Pos="GP--" Value="60" />
    <StatsItem Type="ST" Code="RALLY_STROKES_MAX" Pos="GP--" Value="51" />
    ...
  </StatsItems>
</Stats Code="TOU">
```

#### Element: Competition /Stats /Competitor (0,N)

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.



			The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	A	A for athlete
Order	M	Positive Integer	Order of the competitor in the statistics
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete
Order	M	1	1 if Competitor @Type="A".

Element: Competition /Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@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 /Stats /Competitor /StatsItems /StatsItem (1,N)						
Team competitor's stats item, according to competitors' rules.						
Type	Code	Pos	Description			
ANALYSIS	GAMES	W, L	Pos Description: Send W for games won, L for games lost. Element Expected: Always, in the case of ANALYSIS statistics			
			<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
			Value	M	#0	Send the number of games for (won) @Pos W and against (lost) @Pos L
ANALYSIS	PTS	W, L	Pos Description: Send W for points won, L for points conceded. Element Expected: Always, in the case of ANALYSIS statistics			
			<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
			Value	M	##0	Send the total number of points won @Pos = W and conceded @Pos = L
PTY	YC (Yellow) RC (Red) BC (Black)	Positive Integer	Pos Description: Sequential number to differentiate when this card is imposed more than once in the same match. Element Expected:			



				Always, if the information is available in the case of CUM statistics
Attribute	M/O	Value	Description	
Value	M	CC@EVENT_UNIT Id	Full RSC of the Event Unit, in the match where the disciplinary penalty is imposed.	
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available in the case of CUM statistics</b>				
Attribute	Value	Description		
Code	OFFENCE			
Pos	N/A			
Value	SC@Offence Code	Related offence to the penalty.		
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available in the case of CUM statistics</b>				
Attribute	Value	Description		
Code	SCORE			
Pos	N/A			
Value	String	Score at offence (e.g.: an offence is produced at game-2, send the result at this time: "21-19, 7-7")		
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available in the case of CUM statistics</b>				
Attribute	Value	Description		
Code	TIME			
Pos	N/A			
Value	Time	The time of penalty.		
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available in the case of CUM statistics</b>				
Attribute	Value	Description		
Code	UNIT_NUM			
Pos	N/A			
Value	S(15)	The match number		

**Sample (Stats)**



```
<StatsItems>
  <StatsItem Type="ST" Code="MATCHES" Attempt="2" Value="2" Percent="100" >
    <ExtendedStat Code="LOST" Value="0" />
  </StatsItem>
  <StatsItem Type="ST" Code="DURATION" Value="0:50" Avg="0:25" >
  <StatsItem Type="ST" Code="GAMES" Attempt="6" Value="6" Percent="100" >
    <ExtendedStat Code="LOST" Value="0" />
  </StatsItem>
  <StatsItem Type="ST" Code="PTS">
    <ExtendedStat Code="WON" Value="67" />
    <ExtendedStat Code="LOST" Value="44" />
    <ExtendedStat Code="WON_OWN_SERVE" Value="30" />
    <ExtendedStat Code="LOST_OWN_SERVE" Value="27" />
    <ExtendedStat Code="WON_OPP_SERVE" Value="37" />
    <ExtendedStat Code="LOST_OPP_SERVE" Value="17" />
    <ExtendedStat Code="CONS_WON_MAX" Value="6" />
    <ExtendedStat Code="CONS_LOST_MAX" Value="5" />
    <ExtendedStat Code="DEF_OVC_MAX" Value="4" />
    <ExtendedStat Code="LEAD_LOST_MAX" Value="0" />
  </StatsItem>
  <StatsItem Type="ST" Code="HAND" Value="R" />
  <StatsItem Type="ST" Code="GRIP" Value="S" />
</StatsItems>
```

### 2.3.9.6 Message Sort

Sort according to the @Order attributes.



## 2.3.10 Event Final Ranking

### 2.3.10.1 Description

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

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

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked.

### 2.3.10.2 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_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: 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.

### 2.3.10.3 Trigger and Frequency

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

\* After the event is finished (OFFICIAL)

\* After any final ranking is known (PARTIAL)

### 2.3.10.4 Message Structure

The following table defines the structure of the message.

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



	Codes	
	ExtendedInfos (0,1)	
	Progress (0,1)	
	LastUnit	
	UnitsTotal	
	UnitsComplete	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	Gender	
	VenueDescription (0,1)	
	Venue	
	VenueName	
	Result (1,N)	
	Rank	
	RankEqual	
	IRM	
	SortOrder	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Composition (1,1)	
	Athlete (0,N)	
	Code	
	Order	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFld	

### 2.3.10.5 Message Values

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



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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Positive Integer	Total number of units to be played in the event
UnitsComplete	O	#0	Total number of units which are official of the UnitsTotal.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	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.

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	Positive Integer	Rank of the competitor in the result.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
IRM	O	SC@IRM Code	Send just if the competitor has been disqualified
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 competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified competitors.

Element: Competition /Result /Competitor (1,1)			
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) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.



Type	M	A	A for athlete
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known

**Element: Competition /Result /Competitor /Composition /Athlete (0,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete
Order	M	1	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	YYYY-MM-DD	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

**Sample (Team)**

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

**2.3.10.6 Message Sort**

Sort by Result @SortOrder



## 2.3.11 Configuration

### 2.3.11.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition.

### 2.3.11.2 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.

### 2.3.11.3 Trigger and Frequency

Send for all events, one message per event. Send as soon as the bracket size is known (regardless of the competition starts with pools or not).

### 2.3.11.4 Message Structure

The following table defines the structure of the message.

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



### 2.3.11.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
BRACKET	SIZE	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@BracketItems Code
			<b>Description</b>
			Send the code for the first bracket phase of the event.

#### Sample (Singles)

```
<Config Unit="TTEMSINGLES-----" >
  <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R128" />
  <ExtendedConfig Type="EC" Code="PERIODS" Value="7" />
</Config>
```

### 2.3.11.6 Message Sort

There is no general message sorting rule.



### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
Periodically as soon as ODF operations start	DT_PARTIC_TEAMS		x				
Periodically as soon as ODF operations start	DT_SCHEDULE		x				
After ITTF Approval (VRM)	DT_PDF C08 Competition Schedule		x				
After ITTF Approval (VRM)	DT_PDF C35 Competition Officials		x				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download - as soon as Participant verification process finishes (C38A/C38B/C38C/C38D/C39 process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
If there are changes in officials data (VRM)	DT_PDF C35 Competition Officials		x				
After Initial Download - when OVR becomes owner of data	DT_PDF C30 Number of Entries by NOC		x				
After Initial Download - when OVR becomes owner of data	DT_PDF C32A Entry List by NOC		x				
After Initial Download - when OVR becomes owner of data	DT_PDF C32C Entry List by Event			x			
If there is any competition schedule change	DT_SCHEDULE_UPDATE	SCHEDULED	x				o
If there is any competition schedule change	DT_PDF C08 Competition Schedule		x				
Before the Draw (A-B-C)	DT_PDF C45X Pre-draw List			x			
After each Draw/Team Captain's Meeting - If there is any changes of athlete data	DT_PARTIC_UPDATE		x				
If there is any changes of team data	DT_PARTIC_TEAM_UPDATE		x				
1 x each event	DT_CONFIG			x			
1 x each Match (No time, Table, Order or Umpire)	DT_SCHEDULE_UPDATE		x				o
1 x each Match (No time, Table, Order or Umpire)	DT_RESULT	START_LIST					x
1 x each event	DT_BRACKETS	START_LIST		x			x



	DT_POOL_STANDING	START_LIST			x			
1 x each event	DT_PDF C75X Draw	START_LIST		x				
After Order of Play - Every evening Matches for the next Day	DT_PDF C58 Daily Schedule		x					
After Order of Play - Every evening Matches for the next Day	DT_PDF C75X Draw	START_LIST		x				

### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Every morning including Umpires for all matches in the morning session	DT_RESULT	START_LIST					x
Every session break including Umpires for all matches in the evening session	DT_SCHEDULE_UPDATE	SCHEDULED	x				o
Every session break including Umpires for all matches in the evening session	DT_RESULT	START_LIST					x
Every session break including Umpires for all matches in the evening session	DT_PDF C58 Daily Schedule		x				
1 x each team match 30 minutes before a team match	DT_PDF C51D Team Match Start List						x
By Umpire when Players are On Table warm up	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
By Umpire when Players start the Match	DT_SCHEDULE_UPDATE	RUNNING	x				o
By Umpire when Players start the Match and after every update	DT_RESULT	LIVE					x
When the Match starts and after every update	DT_PLAY_BY_PLAY	LIVE					x
After Order of Play - Every evening Matches for the next Day	DT_SCHEDULE_UPDATE		x				o

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When Match finishes	DT_SCHEDULE_UPDATE	FINISHED	x				o
When Match finishes	DT_PLAY_BY_PLAY	UNOFFICIAL					x
When Match finishes	DT_RESULT	UNOFFICIAL					x
By Event after every Match	DT_BRACKETS	INTERMEDIATE		x			
	DT_POOL_STANDING	INTERMEDIATE			x		
When Results are approved	DT_PLAY_BY_PLAY	OFFICIAL					x
When Results are approved	DT_RESULT	OFFICIAL					x
After each Match approved	DT_RANKING	PARTIAL		x			
After each Match approved Cumulative (DT_STATS - CUM)	DT_STATS	INTERMEDIATE		x			
After each Match approved Cumulative (DT_STATS / CUM - Gender)	DT_STATS	INTERMEDIATE		x			



After each Match approved Tournament (DT_STATS / TOU)	DT_STATS	INTERMEDIATE		x				
After each Match approved Tournament (DT_STATS / TOU - Singles Totals and Team Totals)	DT_STATS	INTERMEDIATE		x				
Next Match Round Start list including the winner	DT_RESULT	START_LIST						x
	DT_POOL_STANDING	UNOFFICIAL			x			
	DT_POOL_STANDING	OFFICIAL			x			
After each Match approved (A-C-D)	DT_PDF C73X Match Results	OFFICIAL						x
After each Match approved (A-B- CE-F)	DT_PDF C75X Draw	INTERMEDIATE		x				
After each Match approved	DT_PDF C74 Results Summary	INTERMEDIATE	x					
After each Match approved	DT_PDF C83A Player Statistics	INTERMEDIATE		x				
After each Match approved (Gender)	DT_PDF C83A Player Statistics	INTERMEDIATE		x				
After each Match approved	DT_PDF C84X Tournament Statistics	INTERMEDIATE		x				
After each Match approved (Singles Totals and Team Totals)	DT_PDF C84X Tournament Statistics	INTERMEDIATE		x				
When the last match of the phase approved	DT_PDF C76 Final Ranking	PARTIAL		x				
When the last match of the day approved	DT_PDF C74 Results Summary	OFFICIAL	x					
After each Bronze Medal Match approved	DT_MEDALLISTS	PARTIAL		x				
After each Bronze Medal Match approved	DT_MEDALLISTS_DISCIPLINE		x					
After each Bronze Medal Match approved	DT_MEDALS		x					
After each Bronze Medal Match approved	DT_PDF C92X Medallists	PARTIAL		x				
After each Bronze Medal Match approved	DT_PDF C93 Medallists by Event		x					
After each Bronze Medal Match approved	DT_PDF C95 Medal Standings		x					
After each Gold Medal Match approved	DT_BRACKETS	OFFICIAL		x				
After each Gold Medal Match approved	DT_RANKING	OFFICIAL		x				
After each Gold Medal Match approved (DT_STATS / CUM)	DT_STATS	OFFICIAL		x				
After each Gold Medal Match approved (DT_STATS / TOU)	DT_STATS	OFFICIAL		x				
After each Gender approved (DT_STATS / CUM - Gender)	DT_STATS	OFFICIAL		x				



After each event type is approved (DT_STATS / TOU - Singles Totals and Team Totals)	DT_STATS	OFFICIAL		x				
After each Gold Medal Match approved	DT_MEDALLISTS	OFFICIAL		x				
After each Gold Medal Match approved	DT_MEDALLISTS_DISCIPLINE		x					
After each Gold Medal Match approved	DT_MEDALS		x					
After each Gold Medal Match approved (C-D-E-F)	DT_PDF C75X Draw	OFFICIAL		x				
After each Gold Medal Match approved	DT_PDF C76 Final Ranking	OFFICIAL		x				
After each Gold Medal Match approved	DT_PDF C83A Player Statistics	OFFICIAL		x				
After each Gold Medal Match approved	DT_PDF C84X Tournament Statistics	OFFICIAL		x				
After each Gold Medal Match approved	DT_PDF C92X Medallists	OFFICIAL		x				
After each Gold Medal Match approved	DT_PDF C93 Medallists by Event		x					
After each Gold Medal Match approved	DT_PDF C95 Medal Standings		x					

Legend:

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



## 4 Document Control

Version history		
Version	Date	Comments
V1.0	25 Sep 2025	First version, Adaptation to MiCo schema

### File Reference: SYOG-2026-BDM-1.0 SFR

Change Log		
Version	Status	Changes on version
V1.0	SFR	First Version