



# Olympic Data Feed



## Boxing

### ODF Data Dictionary

Technology and Information Department  
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## 1 Introduction

### 1.1 This document

This document includes the ODF Boxing 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 Boxing 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 Boxing Overview

#### MESSAGES IN EACH EVENT

- \* All events have a single DT\_RESULT for each unit.
- \* There is also a DT\_BRACKET message for the progression.

#### SCHEDULE

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

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



DT_PIC	Pictures	
DT_PDF	PDF Message	



## 2.3 Messages

### 2.3.1 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time	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, 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.

### 2.3.1.3 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
	ScheduleStatus
	StartDate
	HideStartDate
	EndDate
	HideEndDate
	ActualStartDate
	ActualEndDate
	Order
	Medal
	Venue
	Location
	SessionCode
	StartText (0,N)
	Language
	Value
	ItemName (1,N)
	Language
	Value
	ItemDescription (0,N)
	Language
	-
	VenueDescription (0,1)
	VenueName
	LocationName
	StartList (0,1)
	Start (1,N)
	StartOrder
	SortOrder
	PreviousUnit(0,1)
	Unit



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

### 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 Or Date	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 Or Date	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@SCHEDULESTATUS 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	Positive Integer	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	Positive Integer	The number of fields of play planned to be used in this session. This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.

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

### Sample (General)

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

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	CC@EVENT_UNIT Code	Full RSC for the unit
PhaseType	M	CC@PHASE_TYPE Id	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
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 or 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> <p>It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.</p>



Medal	O	SCGEN@UnitMedalType Code	Indicator of medal awarded for this unit.
Venue	O	CC@VENUE Id	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC@LOCATION Id	Location where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Location is not known yet (CC) or a generic code for the discipline.
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only  N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.  If ModificationIndicator="U", then update the event unit.

**Element: Competition /Unit /StartText (0,N)**

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE 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. Use available codes or free text if appropriate is not available

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

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

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

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value



-	M	Free Text	Item Description for non-competition schedule
---	---	-----------	---

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

**Mandatory when Unit/Venue is included**

Attribute	M/O	Value	Description
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

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

**StartList information is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)**

Attribute	M/O	Value	Description
StartOrder	O	Positive Integer	Competitor's start order
SortOrder	M	Positive Integer	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

**Element: Competition /Unit /StartList /Start /PreviousUnit (0,N)**

**Previous Event Unit related to the Start@SortOrder for the current unit. It is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM. Include only if the real competitors are not known.**

Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit where this competitor came from. This attribute is only filled if the progression of the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.
Value	O	SC@CompetitorPlace Code	If the competitor in the current unit is unknown due to coming from previous matches then fill this the appropriate indicator (SC@CompetitorPlace) which may include possible options of TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
WLT	O	SC@WLT Code	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	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 (BDM, TEN etc), In case of the Competitor @Code='TBD' the Competitor element should not be sent.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PersonGender Id	Participant's gender
Organisation	M	CC@Organisation Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

### 2.3.1.6 Message Sort

Sort by Session @SessionCode.

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



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

### 2.3.2.1 Description

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

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

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

It is important to note that all the sport messages that make references to athletes (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	Unique ID for competition
DocumentCode	CC@Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	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 (Boxing)

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>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>



			<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	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
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
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available.
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@DisciplineFunction	Main function



		Id	In the Case of Current="true" this attribute is Mandatory.
OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

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

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

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

**Element: Competition /Participant /Discipline /DisciplineEntry (0,1)**

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	STANCE	N/A	Element Expected: If available. This information can be sent in both messages.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Foot Code
			<b>Description</b>
			Code for stance

### 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
	EntryStatus
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	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	Team'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	Positive Integer	1 in individual events (if Competitor @Type="A"), or athlete starting order (1..n) within the team (if Competitor @Type="T").
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status

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

Element: Competition /Entry /Composition /Athlete //ExtendedEntry (0,N)			
Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number (this information can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0
ENTRY	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this athlete has Qualification tournament (this information can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@QualifyingType Code

**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 (individual or team) event unit.

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
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 (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates the result status START_LIST LIVE (used during the competition when nothing else applies). 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 expected information is available and any changes to the information. Possible information is:

\* As soon as each competitor is known and any changes in start list data (START\_LIST)

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

This message is then expected when the results become official. The official status is included in the ODF header (ResultStatus attribute).

Trigger also after any change.



### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
			EndDate			
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
			UnitNum			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Officials (0,1)					
		Official (1,N)				
			Code			
			Function			
			Order			
			Description (1,1)			
				GivenName		
				FamilyName		
				Gender		
				Organisation		
				IFId		
	Periods (0,1)					
		Home				
		Away				



Period (1,N)	
Code	
ExtendedPeriods (0,1)	
ExtendedPeriod (1,N)	
Type	
Code	
Pos	
Value	
Result (1,N)	
Result	
WLT	
SortOrder	
StartSortOrder	
ResultType	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Value2	
Rank	
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
--	-------

### 2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.
EndDate	O	DateTime	Actual end date-time else not sent

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	RES_CODE	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@ResultCode Code	Send the bout result mark
UI	PERIOD	N/A	Element Expected: Send during the bout only including during breaks.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Period Code SC@GameState Code	Send the code (R1...R3) of the current round or the round most recently finished if in a break unless some GameState applies.
UI	ROUND	N/A	Element Expected: When the result is Official	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Period Code	Send the round in which bout stopped according to the winning decision. To be sent when the ResultType is RM or RM_Points
UI	TIME	N/A	Element Expected: When the result is Official	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Send the Stop Time, ascending from 0:00 according to the winning decision. To be sent when the ResultType is RM or RM_Points

**Sample (Result: WP 3:0 Decision: R2 01:09)**



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="WP" />
  <ExtendedInfo Type="UI" Code="ROUND" Value="R2" />
  <ExtendedInfo Type="UI" Code="TIME" Value="01:09" />
  ....
</ExtendedInfos>
<Result ResultType="RM_POINTS" Result="3" WLT="W" SortOrder="1">
  ....
  </ExtendedResults>
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result ResultType="RM_POINTS" Result="0" WLT="L" SortOrder="2">
  ....
  </ExtendedResults>
  <Competitor Code="1072750" Type="A" Organisation="GBR">
    <Composition>
      <Athlete Code="1072750" Order="1">
        <Description FamilyName="Kettle" GivenName="George" Gender="M" Organisation="GBR" BirthDate="1995-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### Sample (Result: WP Decision: 3:0)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="WP" />
  ....
</ExtendedInfos>
<Result ResultType="POINTS" Result="3" WLT="W" SortOrder="1">
  ....
  </ExtendedResults>
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### Sample (Result: TKO-I Decision: R2 01:09)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="TKO-1"/>
  <ExtendedInfo Type="UI" Code="ROUND" Value="R2"/>
  <ExtendedInfo Type="UI" Code="TIME" Value="01:09"/>
  ....
</ExtendedInfos>
<Result ResultType="RM" WLT="W" SortOrder="1">
  ....
  </ExtendedResults>
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### Sample (Result: NC)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="NC"/>
  ....
</ExtendedInfos>
<Result ResultType="RM" WLT="L" SortOrder="1">
  ....
  </ExtendedResults>
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### Sample (Result: No winner)



```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="RES_CODE" Value="DKO"/>
  <ExtendedInfo Type="UI" Code="ROUND" Value="R3"/>
  <ExtendedInfo Type="UI" Code="TIME" Value="00:48"/>
  ....
</ExtendedInfos>
<Result ResultType="RM" WLT="L" SortOrder="1">
  ....
  </ExtendedResults>
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result ResultType="RM" WLT="L" SortOrder="2">
  ....
  </ExtendedResults>
  <Competitor Code="1072750" Type="A" Organisation="GBR">
    <Composition>
      <Athlete Code="1072750" Order="1">
        <Description FamilyName="Keattle" GivenName="Din" Gender="M" Organisation="GBR" BirthDate="1995-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```

**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(15)	Bout number

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

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function (RE, J1, J2 etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Positive Integer	Official's order. The Referee should be the first one and next the judges ordered by the judge number

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

**Officials extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation
IFId	O	S(16)	International Federation ID

**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)**

Attribute	M/O	Value	Description
Code	M	SC@Period Code	Round Number

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

**ExtendedPeriod information.**

Type	Code	Pos	Description
EP	SCR_H	J1, J2, J3, J4, J5	Pos Description: Judge (J1, J2, J3, J4, J5) Element Expected: After each round or if bout is OFFICIAL
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0
	<b>Description</b>	Send Score for red competitor at this round for Scoring position @Pos.	
EP	SCR_A	J1, J2, J3, J4, J5	Pos Description: Judge (J1, J2, J3, J4, J5) Element Expected: After each round or if bout is OFFICIAL
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0
	<b>Description</b>	Send Score for blue competitor at this round for Scoring position @Pos.	



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 points of the competitor. To be sent for the ResultType Points and RM_Points (0-5)
WLT	O	SC@WLT Code	The code whether a competitor won (W) or lost (L) the bout. Send L just in case of no winner, for example DKO or BDSQ
SortOrder	M	Positive Integer	1 for RED (Home) and 2 for BLUE (Away)
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit. 1 for RED and 2 for BLUE
ResultType	O	SC@ResultType Code	Type of the @Result attribute. If informed, it will be: RM_Points, Points or RM. When the ResultType is RM_Points, the contest result will be (please see the sample): Result: WP 3:0 Decision: R2 01:09 When the ResultType is Points, the contest result will be (please see the sample): Result: WP Decision: 3:0 When the ResultType is RM, the contest result will be (please see the sample): Result: DSQ Decision: R2 01:09

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	JUDGE	S(2)	Pos Description: Send J1, J2, J3, J4, J5 Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Send the Total judge points for @Pos for this competitor
	Value2	O	Y	Send Y if this is the preferred competitor from this judge
	Rank	O	#0	Send "1" for the athlete adjudged the best by this judge between the competitors.
ER	WARNING	SC@Period Code or "TOT"	Pos Description: Send the round number or 'TOT' for the total Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Send the warnings given in the round. For the 'TOT' pos, send Total number of warnings given to the competitor
ER	KD	SC@Period Code or "TOT"	Pos Description: Send the round number or 'TOT' for the total Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Send the number of knockdowns. For the "TOT" pos, send Total number of counts given to the competitor.

### Sample (Result)



```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-09T13:07:00+01:00" EndDate="2012-08-09T13:13:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="R2" />
  ....
</ExtendedInfos>
  ....
<Periods>
  <Period Code="R1">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="J1" Value="10" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="J2" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_H" Pos="J3" Value="9" />
      ....
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="J1" Value="10" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="J2" Value="9" />
      <ExtendedPeriod Type="EP" Code="SCR_A" Pos="J3" Value="10" />
      ....
    </ExtendedPeriods>
  </Period>
  <Period Code="R2">
  ....
  </Period>
</Periods>
  ....
<Result SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="JUDGE" Pos="J1" Value="27"/>
    <ExtendedResult Type="ER" Code="JUDGE" Pos="J2" Value="28"/>
    <ExtendedResult Type="ER" Code="JUDGE" Pos="J3" Value="27"/>
    ....
    <ExtendedResult Type="ER" Code="WARNING" Pos="R1" Value="2"/>
    <ExtendedResult Type="ER" Code="WARNING" Pos="R2" Value="1"/>
    <ExtendedResult Type="ER" Code="WARNING" Pos="TOT" Value="3"/>
    <ExtendedResult Type="ER" Code="KD" Pos="R1" Value="1">
    <ExtendedResult Type="ER" Code="KD" Pos="R2" Value="1">
    <ExtendedResult Type="ER" Code="KD" Pos="TOT" Value="2">
  </ExtendedResult>
</ExtendedResults>
  <Competitor Code="1072766" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1072766" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1995-12-15" />
        ....
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	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	Athlete's ID
Order	M	Positive Integer	Order attribute used to sort. Send 1 if Competitor @Type="A".

**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	DETAILED	N/A	Element Expected: When the competitor code is equal to NOCOMP, no competitor available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Text
	<b>Description</b>		
	Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to NOCOMP eg: 'BDSQ from bout no. 11'		
EUE	COLOUR	N/A	Element Expected: Always, as soon as the information is known
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Colour Code
	<b>Description</b>		
	Athlete's colour		
EUE	SEED	N/A	Element Expected: Send only for those athletes who are seeded
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0
	<b>Description</b>		
	Seed		

### Sample (Entry)

```
<Result SortOrder="1">
  <Competitor Code="NOCOMP" Type="A" >
  ...
  <EventUnitEntry Type="EUE" Code="DETAILED" Value="BDSQ from bout no. 11" />
```

### 2.3.4.6 Message Sort

Sort by Result @SortOrder



## 2.3.5 Brackets

### 2.3.5.1 Description

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

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@Event Code	Event RSC
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	Status of the message. Expected statuses are: START_LIST (when the draw initially made) INTERMEDIATE (during the competition) 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.

### 2.3.5.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available (START\_LIST).

Send when a match/event unit is completed, including Official status. Therefore it is triggered up to two times (with both status) for each event unit. 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 = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is official (i.e. for all event units up until the Gold Medal match is completed for an event)

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

Trigger also after any change.



### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
	SportDescription (0,1)								
	DisciplineName								
	EventName								
	Gender								
	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

### 2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	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 /Bracket (1,N)			
-------------------------------------	--	--	--



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

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

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	##0	In general, it will be sent the bout number for each bracket item (e.g.: 17, 18, 19, 20 ..).
Order	M	##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (with result and decision, WP 3:0 or TKO R3 1:23 etc). Must include if the data is available and the match is complete.

Element: Competition /Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)			
ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.			
Type	Code	Pos	Description
EBI	SESSIONTYPE	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	CC@SessionType Id
EBI	DECISION	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@ResultCode 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, 2 ...).
Code	O	SC@CompetitorPlace Code	Send code when applicable
WLT	O	SC@WLT Code	W, L (Send L for DKO etc., in the case of no winner) Indicates the winner or loser of the bracket item. Always send when known
Result	O	S(5)	The points of the competitor. To be sent for the ResultType Points and RM_Points. (value in the range 0-5)
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
IRM	O	SC@IRM Code	The invalid result mark, if applicable
StrikeOut	O	Y	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

**Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)**  
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.  
- CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.

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

**Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)**  
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Seed	O	S(10)	The seed of the competitor or equivalent information
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
Order	M	Positive Integer	Order attribute use 1 if Competitor @Type="A".



		0	
--	--	---	--

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

### Sample (Boxing)

```
<BracketItem Code="131" Order="2" Position="3" Date="2016-08-09" Time="01:20" Unit="BOXM54KG-----SFNL0001----"
Result="WP 3:0" >
  <CompetitorPlace Pos="1" WLT="W" >
    <PreviousUnit Unit=" BOXM54KG-----QFNL0001----" />
    <Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
      <Composition>
        <Athlete Code="1066978" Order="1" >
          <Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP" BirthDate="1991-12-16" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
  <CompetitorPlace Pos="2" WLT="L" >
    <PreviousUnit Unit=" BOXM54KG-----QFNL0003----" />
    <Competitor Code="1129984" Type="A" Organisation="NZL" Seed="6" >
      <Composition>
        <Athlete Code="1129984" Order="1" >
          <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1991-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
</BracketItem>
```

### 2.3.5.6 Message Sort

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



## 2.3.6 Statistics

### 2.3.6.1 Description

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

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

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@DisciplineGender CC@Discipline CC@Event Code	Full RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU TEAM_RANKING	The header attribute DocumentSubtype will be included, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes:  * TOU: Tournament statistics, at event level. Send the DocumentCode at event level for each event and one at DisciplineGender for summaries. * TEAM_RANKING: Ranking statistics per NOC at discipline level. Send the DocumentCode at discipline level.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official) PROVISIONAL
FeedFlag	P, 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.

### 2.3.6.3 Trigger and Frequency

This message to be sent at the end of the tournament.

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

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



	Gen		
	Sport		
	Codes		
	ExtendedInfos (0,1)		
		SportDescription (0,1)	
			DisciplineName
			EventName
			Gender
	Stats (1,1)		
		Code	
		StatsItems (0,1)	
			StatsItem (1,N)
			Type
			Code
			Pos
			Value
			Percent
		Competitor (0,N)	
			Code
			Type
			Order
			StatsItems (0,1)
			StatsItem (1,N)
			Type
			Code
			Pos
			Value
			Avg
			Rank
			RankEqual
			SortOrder

### 2.3.6.5 Message Values

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

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



Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

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

Element: Competition /Stats /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	SC@ResultCode Code	N/A	Element Expected: If available, in the case of DocumentSubtype= TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Number of wins
	Percent	O	##0.00	Percentage of wins

Element: Competition /Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Used in the case TEAM_RANKING only. Send organisation.
Type	M	T	T for team
Order	M	Positive Integer	Order of the competitor in the statistics

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	COMPETITORS_NUM	NUM	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Number of participants by NOC
ST	P	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total of victories in Preliminaries phase
ST	SF	N/A	Element Expected:	



				Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total of victories in Semifinals phase
ST		F	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total of victories in Finals phase
ST		BOUTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total number of played bouts
	Avg	M	##0	Number of bouts/participant
ST		LOST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total number of lost bouts
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total number of team points
	Avg	O	##0	Number of points/participant
	Rank	O	##0	Rank of the team due to points
	RankEqual	O	Y	Only included if the rank is equalled.
	SortOrder	M	Positive Integer	SortOrder of the team due to points
ST		GOLD	0, 1, 2	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total of number of Gold Medal
ST		SILVER	0, 1, 2	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total of number of Silver Medal
ST		BRONZE	0, 1, 2	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected:



				Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Total of number of Bronze Medal
ST		TOT	0, 1, 2	Pos Description: Send 0 for the total. Send 1 for Men and 2 for Women Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of medals

### Sample (TOU)

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="WP" Value="25" Percent="92.60" />
    <StatsItem Type="ST" Code="KO" Value="1" Percent="3.70" />
    <StatsItem Type="ST" Code="WO" Value="1" Percent="3.70" />
  </StatsItems>
</Stats Code="TOU">
```

### Sample (TEAM\_RANKING)

```
<Stats Code=" TEAM_RANKING">
  <Competitor Code="GBR" Type="T" Order="1" >
    <StatsItems>
      <StatsItem Type="ST" Code="COMPETITORS_NUM" Value="10" />
      <StatsItem Type="ST" Code="P" Value="15" />
      <StatsItem Type="ST" Code="SF" Value="4" />
      <StatsItem Type="ST" Code="F" Value="3" />
      <StatsItem Type="ST" Code="BOUTS" Value="7" Avg="2.9" />
      <StatsItem Type="ST" Code="LOST" Value="29" />
      <StatsItem Type="ST" Code="PTS" Value="32" Avg="3.2" />
      <StatsItem Type="ST" Code="GOLD" Pos="0" Value="2" />
      <StatsItem Type="ST" Code="GOLD" Pos="1" Value="1" />
      <StatsItem Type="ST" Code="GOLD" Pos="2" Value="1" />
      <StatsItem Type="ST" Code="SILVER" Pos="0" Value="4" />
      <StatsItem Type="ST" Code="SILVER" Pos="1" Value="2" />
      <StatsItem Type="ST" Code="SILVER" Pos="2" Value="2" />
      <StatsItem Type="ST" Code="BRONZE" Pos="0" Value="0" />
      <StatsItem Type="ST" Code="BRONZE" Pos="1" Value="0" />
      <StatsItem Type="ST" Code="BRONZE" Pos="2" Value="0" />
      <StatsItem Type="ST" Code="TOT" Pos="0" Value="6" />
      <StatsItem Type="ST" Code="TOT" Pos="1" Value="3" />
      <StatsItem Type="ST" Code="TOT" Pos="2" Value="3" />
    </StatsItems>
  </Competitor Code="GBR" Type="T" Order="1" >
</Stats Code=" TEAM_RANKING">
```

#### 2.3.6.6 Message Sort

Sort according to the @Order attributes.



## 2.3.7 Event Final Ranking

### 2.3.7.1 Description

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

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

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_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.

### 2.3.7.3 Trigger and Frequency

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

Trigger also after any change.

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

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



		DisciplineName
		EventName
		Gender
	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
		IFId

### 2.3.7.5 Message Values

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

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



<b>Element: Competition /Result (1,N)</b>			
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	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
IRM	O	SC@IRM Code	The invalid rank mark, send if applicable.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

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

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

### Sample (Boxing)



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

### 2.3.7.6 Message Sort

Sort by Result @SortOrder



## 2.3.8 Configuration

### 2.3.8.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="). Send one message per event.

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CONFIG	Configuration 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.

### 2.3.8.3 Trigger and Frequency

Follow the general definition, taking also into account the following:

\* 1 day before the start of competition - but not before the Initial Weigh-In and/or Medical Examination on day the draw is approved

Trigger also after any change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

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



	Unit
	ExtendedConfig (1,N)
	Type
	Code
	Pos
	Value

### 2.3.8.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
COMPETITION	FORMAT	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@CompFormat Code	Send the applicable code.
COMPETITION	PERIODS	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Number of Rounds
COMPETITION	DURATION	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Round duration
COMPETITION	PARTICIPANTS	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Positive Integer	Send the number of participants of this event.
COMPETITION	CODE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Is the Event code for this event. Example: "-67 kg", "+67 kg".



BRACKET		SIZE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@BracketItems Code	Send the code for the first elimination phase of the event
BRACKET		COUNT	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Positive Integer	Send the number of brackets

### Sample (Boxing)

```
<Configs>
  <Config Unit="BOXM57KG-----">
    <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
    <ExtendedConfig Type="EC" Code="COMPETITORS_NUM" Value="28" />
    <ExtendedConfig Type="EC" Code="PERIODS" Value="3"/>
    <ExtendedConfig Type="EC" Code="DURATION" Value="3:00"/>
  </Config>
</Configs>
```

### 2.3.8.6 Message Sort

There is no general message sorting rule.



### 3 Message Timeline

#### 3.1 Preparation Phase

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

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When info goes live and with any update	DT_PDF C08A Competition Schedule		X				
When info goes live and with any update	DT_PDF C35A Competition Officials		X				
As soon as Participant verification process finish (ORIS C38/C39 process) and after Boxing Entry Check	DT_PARTIC_UPDATE		X				
After the Boxing Entry Check	DT_PDF C08B Detailed Competition Schedule		X				
	DT_PDF C30 Number of Entries by NOC		X				
	DT_PDF C32A Entry List by NOC		X				
	DT_PDF C32C1 Entry List by Event			X			
After the Draw	DT_SCHEDULE_UPDATE		X				o
All events	DT_BRACKETS	START_LIST		X			
All events	DT_CONFIG			X			
All known bouts	DT_RESULT	START_LIST					X
	DT_PDF C75 Draw Sheet	START_LIST		X			
	DT_PDF C58 Daily Schedule		X				
	DT_PDF B51 Draw Sheet Package		X				
	DT_PDF C35B Referees and Judges		X				
	Before the beginning of a session with Men's +92kg bouts			X			

#### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
	DT_SCHEDULE_UPDATE	GETTING_READY	X				o
With officials	DT_RESULT	START_LIST					X
	DT_SCHEDULE_UPDATE	RUNNING	X				o
	DT_RESULT	LIVE					x



During each round if there are Warnings and/or Knock Downs	DT_RESULT	LIVE							x
After each Round	DT_RESULT	LIVE							x
After the bout is finished and until the referee announces the winner	DT_RESULT	LIVE							X

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When the referee announces the winner	DT_SCHEDULE_UPDATE	FINISHED	X				o
	DT_RESULT	OFFICIAL					X
After each unit except gold medal bout	DT_BRACKETS	INTERMEDIATE		X			
After each unit except gold medal bout	DT_RANKING	PARTIAL		X			
Next phase bout with the winner	DT_SCHEDULE_UPDATE	SCHEDULED	X				o
Next phase bout with the winner	DT_RESULT	START_LIST					X
	DT_PDF C73 Bout Result	OFFICIAL					X
After the last bout of an event within a session	DT_PDF C75 Draw Sheet	INTERMEDIATE		X			
At the end of a session	DT_PDF C74 Session Results					X	
For the next session with bouts with all the boxers known	DT_PDF C58 Daily Schedule		X				
After each semifinal, additionally	DT_MEDALLISTS	PARTIAL		X			
	DT_MEDALLISTS_DISCIPLINE		X				
	DT_MEDALS		X				
	DT_PDF C92A Medallists	PARTIAL		X			
	DT_PDF C93 Medallists by Event		X				
	DT_PDF C95 Medal Standings		X				
After each gold medal bout, additionally	DT_RANKING	OFFICIAL		X			
	DT_MEDALLISTS_DISCIPLINE		X				
	DT_MEDALS		X				
	DT_PDF C92A Medallists	OFFICIAL		X			
	DT_PDF C93 Medallists by Event		X				
	DT_PDF C95 Medal Standings		X				
	DT_BRACKETS	OFFICIAL		X			
	DT_RANKING	OFFICIAL		X			
	DT_PDF C75 Draw Sheet	OFFICIAL		X			
	DT_PDF C76 Event Ranking	OFFICIAL		X			
Ranking stats per NOC (DocumentSubtype=TEAM_RANKING)	DT_STATS		X				
At Discipline Gender level for summaries (DocumentSubtype=TOU)	DT_STATS		X				



At Event level for each event (DocumentSubtype=TOU)	DT_STATS			X				
	DT_PDF C84 Tournament Statistics		X					
	DT_PDF C96A Top 8		X					
	DT_PDF C96B Ranking by NOC		X					

Legend:

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

