International Olympic Committee

Olympic Data Feed

Fencing
ODF Data Dictionary
Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Fencing 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 Fencing 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 Fencing Overview

MESSAGES IN EACH EVENT
* All events have a single DT_RESULT and DT_PLAY_BY_PLAY 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\n 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_PLAY_BY_PLAY	Play by Play	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	

DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time in message	Display	Unit	HideStartDate	Location	Order
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2 Court 2	Unit 2	Y	Court 2	2
12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

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

Advice for end users - how to sort event units and use DT_SCHEDULE:
- When displaying the schedule users must use the following sort order to display as intended:

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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	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. This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	Y	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate) This attribute is not required when the @ScheduleStatus is UNSCHEDULED CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	Y	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Positive Integer	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected.

			It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	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 interuption) 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.

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

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	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-FEN-1.10" Codes="SOG-2020-1.20" >

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

Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC@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
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	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	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	Id	FIE identification (IF number)

Element: Competition /Participant /Discipline /DisciplineEntry (0,N)			
Send if there is specific discipline information for the athlete and officials.			
Type	**Code**	**Pos**	**Description**
ENTRY	LICENCE	SC@Weapon Code	Pos Description: Send weapon code Element Expected: Always for license information. For Officials
Attribute	**M/O**	**Value**	**Description**
Value	M	A, B	A or B License
ENTRY	HAND	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages) For Athletes only.
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@Hand Code	Handedness of the athlete
ENTRY	LICENCE_NUM	N/A	Element Expected: Always, as soon as this information is known and this athlete has FIE license number (this information can be sent in both messages). For Athletes and Officials.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(16)	International Fencing Federation (FIE) license number

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 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	Athlete's Event participation status

		Code	

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	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages). For Individual events.
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@QualifiyingType Code	Qualification type
ENTRY	RANK_WLD	N/A	Element Expected: Always, as soon as this information is known and this athlete has ranking or not (this information can be sent in both messages). Only for Individual events.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(4)	Ranking from 2026 Cadet WCH

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 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 (during extended breaks) OFFICIAL UNOFFICIAL 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 information is available and for any change to this information or if there are any cards before the unit starts.

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates:
- At the start of the competition (LIVE)
- With every change in any data (LIVE)
- In case of Toss please send the message as soon the Priority winner is known.

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers

(ResultStatus attribute).

The message is sent as 'INTERMEDIATE' during extended breaks.

Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
			EndDate					
			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
			ExtendedPeriods (0,1)
			ExtendedPeriod (1,N)
			Type
			Code
			Pos
			Value
	Result (1,N)		
		Result	
		IRM	
		WLT	
		SortOrder	
		StartOrder	
		StartSortOrder	
		ResultType	
		ExtendedResults (0,1)	
			ExtendedResult (1,N)
			Type
			Code
			Pos
			Value
			Extension (0,N)
		Competitor (1,1)	
			Code
			Type
			Organisation
			EventUnitEntry (0,N)
			Type
			Code

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

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.

Duration	O	mm:ss	Total duration of the encounter (Bout Time or Total Match Time according to the events of Individual respectively). Remove leading zeros in minutes (unless time under one minute then one zero)

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	PERIOD	N/A	Element Expected: Always after the start of the unit.
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@Period Code SC@GameState Code	Send current period or the GameState Use SC@Period unless some GameState applies
DISPLAY	LAST_COMP	SC@Period Code	Pos Description: Send the Period Element Expected: Send the last athlete who make a touch with every LIVE update within the period. Each period starts without any carry-over. (Different @Pos depending on event type) Only in the LIVE messages.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20)	Send the competitor ID of the last athlete to make a touch Send '0' for both athletes scoring in the same time.
UI	DURATION_OVERTIME	N/A	Element Expected: Always, at the end of the individual bout in the case of overtime else not sent.
Attribute	**M/O**	**Value**	**Description**
Value	M	mm:ss	Overtime's duration of the encounter (Bout Overtime or Match Overtime, according to the events of Individual respectively). Remove leading zeros in minutes (unless time under one minute then one zero)
UI	DURATION_NORMAL	N/A	Element Expected: Always, at the end of the individual bout
Attribute	**M/O**	**Value**	**Description**
Value	M	mm:ss	Duration of the encounter (Bout Time or Total Match Time according to the events of Individual respectively), not including any overtime. Remove leading zeros in minutes (unless time under one minute then one zero)
UI	OVERTIME	N/A	Element Expected: If overtime is required in the unit
Attribute	**M/O**	**Value**	**Description**
Value	M	Y	Send Y only if the encounter goes to Overtime.
UI	TOSS	N/A	Element Expected: As soon as the Priority competitor is known.

			Do not send if there is a point marked in the OT period or the OT period is finished without winner (0-0 score in the OT period).
Attribute	**M/O**	**Value**	**Description**
Value	M	A, B	The Victory by Toss indicator before the overtime period, in the case of a tie after the competition periods. Send 'A' or 'B' if the preferred winner is the first or the second athlete.
UI	WINNER_ID	N/A	Element Expected: Always, at the end of the individual bout if there is a winner
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) with no leading zeroes	Athlete's ID, to identify an athlete, winner of the encounter (individual bout) respectively.

Sample (Individual)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T19:10:00+01:00" Duration="31:59" />
  <ExtendedInfo Type="UI" Code="DURATION_OVERTIME" Value="0:01" />
  <ExtendedInfo Type="UI" Code="OVERTIME" Value="Y"/>
  <ExtendedInfo Type="UI" Code="DURATION_NORMAL" Value="31:58" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1092084" />
  <ExtendedInfo Type="UI" Code="WINNER_ID" Value="1092084" />
```

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)	Bout number / match number

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message. Send according to the codes for: - Referee - Video Referee - Assistant Referee (1 referee, 1 video referee and 2 assistants for Individual events)
Order	M	Positive Integer	Official's order as required in the sport

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)			
For Individual events only			
Attribute	**M/O**	**Value**	**Description**
Home	O	S(20) with no leading zeroes	Home Competitor ID (this is the "A" competitor)
Away	O	S(20) with no leading zeroes	Away Competitor ID (this is the "B" competitor)

Element: Competition /Periods /Period (1,N)			
Only for the individual events and expected only for the current and previous periods.			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC@Period Code	Period code, usually there are 3 periods and optionally an overtime.
HomeScore	M	#0	Overall score of the home (A) competitor at the end of the period or during if current (e.g.: 4 at the end of Period-1 ('1st Period'), 11 at the end of Period-2 ('2nd Period'), ...)
AwayScore	M	#0	Overall score of the away (B) competitor at the end of the period or during if current (e.g.: 4 at the end of Period-1 ('1st Period'), 9 at the end of Period-2 ('2nd Period'), ...)
HomePeriodScore	O	#0 or '-'	Score of the home (A) competitor only for this period After the bout is unofficial, if a round has not been contested then send '-'.
AwayPeriodScore	O	#0 or '-'	Score of the away(B) competitor only for this period After the bout is unofficial, if a round has not been contested then send '-'.

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Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
ExtendedPeriod information.			
Type	**Code**	**Pos**	**Description**
EP	LAST_TOUCH	N/A	Element Expected: Individual events. Always, after each touch.
Attribute	**M/O**	**Value**	**Description**
Value	M	A, B, 0	Last Touch Indicator for this period when it is the last finished within the bout. Send 'A' or 'B' if the last touch is scored by A or B competitor. Sent for each period in Individual events. Send '0' for both athletes scoring in the same time.

Sample (General)

```
<Periods>
<Period Code="P1" HomeScore="8" AwayScore="5" HomePeriodScore="8" AwayPeriodScore="5"/>
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="A" />
</ExtendedPeriods>
<Period Code="P2" HomeScore="11" AwayScore="11" HomePeriodScore="3" AwayPeriodScore="6" />
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="B" />
</ExtendedPeriods>
<Period Code="P3" HomeScore="15" AwayScore="13" HomePeriodScore="4" AwayPeriodScore="2" />
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="B" />
</ExtendedPeriods>
<Period Code="OT" HomeScore="15" AwayScore="13" HomePeriodScore="-" AwayPeriodScore="-" />
<ExtendedPeriods>
<ExtendedPeriod Type="EP" Code="LAST_TOUCH" Value="A" />
</ExtendedPeriods>
```

Element: Competition /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	#0	Result for the particular event unit, i.e. the final score in the corresponding bout Send in the case @ResultType is Points or IRM with points. Send the value 0 as soon as the unit is LIVE and update with each score. Also send the value if either competitor gets a score before the unit starts as a result of a card.
IRM	O	SC@IRM Code	The invalid rank mark, if applicable. IRM of the competitor for the particular event unit. Send IRM if known before competition.
WLT	O	SC@WLT Code	The code whether a competitor won (W) [Victory] or lost (L) [Defeat] the bout/match. Only will be informed (it is mandatory) at the end of the bout In the case or both disqualified then both receive L
SortOrder	M	Positive Integer	Send 1 for A competitor and 2 for B competitor for Individual events.
StartOrder	M	Positive Integer	Send 1 for A competitor and 2 for B competitor for Individual events.
StartSortOrder	M	Positive Integer	Same @StartOrder

ResultType	O	SC@ResultType Code	Result type, either points or IRM with points for the corresponding individual bout (see codes section). Only will be informed (mandatory) when the unit starts (LIVE). Also send if either competitor gets a score before the unit starts as a result of a card.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)

Type		Code	Pos	Description	
ER		BC_NUM	S(10)	Pos Description: Send COMPETITOR or COACH as applicable Element Expected: If applicable and always after the unit starts.	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	0	Warnings - Number of black cards.	
ER		RC_NUM	S(10)	Pos Description: Send COMPETITOR Element Expected: If applicable and always after the unit starts.	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	0	Warnings - Number of red cards.	
ER		YC_NUM	S(10)	Pos Description: Send COMPETITOR or COACH as applicable Element Expected: If applicable and always after the unit starts.	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	0	Warnings - Number of yellow cards	

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	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
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	1	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	SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number (just for Individual events).
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Seed Number (for athlete)
EUE	COLOUR	N/A	Element Expected: As soon as it is known, only in individual matches,.
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@Colour Code	Athlete colour

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Play by Play

2.3.5.1 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.

In fencing this message is used in all events.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_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 if there is an extended break 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.

2.3.5.3 Trigger and Frequency

This message is sent:
- LIVE: During the match after every change in score or card given as well as start and end of each period.
- UNOFFICIAL/OFFICIAL: After the match

2.3.5.4 Message Structure

The following table defines the structure of the message.

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

		Codes			
	ExtendedInfos (0,1)				
		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		
			When		
			ScoreH		
			ScoreA		
			Competitor (0,N)		
				Code	
				Type	
				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 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 the incidents and actions, from 1 to n' It is used to sort Action
Action	O	S(2)	Actions in the game one action code (for cards and start and end of each period)

When	O	m:ss	Time of the action within the period. The clock counts down to zero in each period. Do not send for start and end of each period.
ScoreH	O	#0	Total Home Score (competitor A) in the match in individual matches Send if there is a score change for either competitor
ScoreA	O	#0	Total Away Score (competitor B) in the match in individual matches Send if there is a score change for either competitor

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID related to the action
Order	O	0	Order of the athletes. Send 1.

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

Athletes extended information

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

```
<Action Id="123456" Period="P2" Order="6" Action="P-r" When="0:22" ScoreH="2" ScoreA="2" >
  <Competitor Code="1106655" Type="A" Organisation="RSA" >
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.3.5.6 Message Sort

Actions /Action @Order.

2.3.6 Pool Standings

2.3.6.1 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).

The pool standings message is also used to provide the combined pool standings. In that case it is not expected to have the Opponent information included.

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@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.

2.3.6.3 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.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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

2.3.6.5 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 /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	QUAL_RULE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	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 hits scored. Do not send if the competitor has not played.
Against	O	###0	Total number of hits received. Do not send if the competitor has not played.
Diff	O	+##0 or -##0 or 0	Hit difference, between hits scored and received. Do not send if the competitor has not played.
Ratio	O	0.000	Calculated index of victories and matches

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	REMARK	N/A	Element Expected: If available
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20)	Remarks about IRM and note about broken rule, if applicable.
ER	POSITION	N/A	Element Expected: If available, not applicable for the combined pool ranking
Attribute	**M/O**	**Value**	**Description**
Value	M	Positive Integer	Position or sequence number in pool

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 /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). This is only applicable for the pool result, not for the combined pool result			
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 ER POSITION 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 YORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. Possible values are V, Vn or n

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

2.3.6.6 Message Sort

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

2.3.7 Brackets

2.3.7.1 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.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Event Code	Full RSC of the Event
DocumentCode	N/A	N/A
DocumentType	DT_BRACKETS	Brackets message
DocumentCode	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 any unit is complete) INTERMEDIATE (after any unit is complete, except last match) 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.

2.3.7.3 Trigger and Frequency

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

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 but only if there is a change from the previous version. 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' before the start of competition
- 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'/'OFFICIAL' when the last event unit for an event (Gold Medal match) is completed.

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	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			Gender						
		VenueDescription (0,1)							
			Venue						
			VenueName						
	Bracket (1,N)								
		Code							
		BracketItems (1,N)							
			Code						
		BracketItem (1,N)							
				Code					
				Order					
				Position					
				Date					
				Time					
				Timestamp					
				Unit					
				Result					
				ExtBracketItems (0,1)					
					ExtBracketItem (1,N)				
						Type			
						Code			
						Pos			
						Value			
				CompetitorPlace (1,N)					
					Pos				
					Code				
					WLT				
					Result				
					ResultType				
					IRM				

		StrikeOut	
		ExtCompPlaces (0,1)	
		ExtCompPlace (1,N)	
			Type
			Code
			Pos
			Value
	PreviousUnit (0,1)		
		Unit	
		Value	
		WLT	
Competitor (0,1)			
	Code		
	Type		
	Seed		
	Organisation		
	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 /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes

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

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

Element: Competition /Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC@Bracket Code	Bracket code to identify a bracket item (finals). 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	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase It is referred to the phase of event. It will be sent Table of 64, ..., semi-finals or finals phase.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(3)	In general, this is the contest number for each bracket item as a unique identifier. (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" for to be defined, if the contest number is not known.
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Include if the data is available, however in disciplines where match times are determined depending on the participating competitors then the time is withheld until after competitors are known and the times are approved. Do not include for byes.
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	Full RSC of the unit for the BracketItem

		Code	
Result	O	S(50)	Result of the match if the 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. In case of the Toss to be sent (for example): V(T) 14 - 14. Could include also the IRM information (for example: 5-2 (DSQ))

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

Type	Code	Pos	Description
EBI	LOCATION	N/A	Element Expected: Send it always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC@LOCATION Id	Location Code

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

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

Attribute	M/O	Value	Description
Pos	M	##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC@CompetitorPlace Code	Send when the competitor is not known for this competitor place. Send TBD for the "other" competitor when one competitor is known. Send BYE if there is no competitor.
WLT	O	SC@WLT Code	Indicates the winner or loser of the bracket item. Always send when known In the case or both disqualified then both receive L
Result	O	S(10)	The result of the competitor in the event unit
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
IRM	O	SC@IRM Code	The invalid rank mark, if applicable
StrikeOut	O	Y	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces / ExtCompPlace (it should be included when the competitor is not yet known for all events -Individual)

Type	Code	Pos	Description
ECP	DRAW	N/A	Element Expected: Only for 'Table of 16' in events including when there is no competitor in this place (when the CompetitorPlace @Code is BYE)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#	Send the Draw Number for the competitor (or Bye) in this bracket item. Is a number between 1 to 16 used in 'Table of 16' for Individual events

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	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. In the first phase in each event the draw number / seed must be included.
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

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

Only send composition if individual event.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	1	Order attribute use 1 if Competitor @Type="A".

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

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

Sample (General)

```
..
<BracketItem  Code="131"  Order="2"  Position="2"  Date="2016-08-09"  Time="01:20"  Unit="FENMEPEE--------------SFNL0001----"
Result="15-10" >
  <CompetitorPlace Pos="1" WLT="W" Result="15" ResultType="POINTS" >
    <PreviousUnit Unit="FENMxxxx--------------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>
```

2.3.7.6 Message Sort

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

2.3.8 Statistics

2.3.8.1 Description

The Statistics message contains a list of statistics for a competitor.

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

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_STATS	Statistics message
DocumentSubtype	IND_RANKING	* IND_RANKING: Ranking statistics per athlete.
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.

2.3.8.3 Trigger and Frequency

This message to be sent at the end of each phase in each event.

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
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				

		Pos			
		Value			
	SportDescription (0,1)				
		DisciplineName			
		EventName			
		Gender			
Stats (1,1)					
	Code				
	Competitor (0,N)				
		Code			
		Type			
		Order			
		Organisation			
		Composition (0,1)			
			Athlete (1,N)		
			Code		
			Order		
			Description (1,1)		
				GivenName	
				FamilyName	
				Gender	
				Organisation	
				BirthDate	
				IFId	
			StatsItems (0,1)		
				StatsItem (1,N)	
					Type
					Code
					Pos
					Value
					Rank
					RankEqual
					SortOrder

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 /ExtendedInfo (0,N)

Type		Code	Pos	Description
ST		PHASE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC@Phase Code	Phase which is complete with this 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 /Competitor (0,N)

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID
Type	M	A	A for athlete
Order	M	Positive Integer	Send 1 for athlete
Organisation	M	CC@ORGANISATION Id	Athlete's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	1	Send 1 for individual athletes

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	FASTEST	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	sss.f	Time for fastest hit
Rank	M	##0	Rank
RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
SortOrder	M	##0	Similar to rank but considering ties to order correctly
ST	AV_HIT	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	sss.f	Average hit time
Rank	M	##0	Rank
RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
SortOrder	M	##0	Similar to rank but considering ties to order correctly
ST	MOST	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Most hits in a row
Rank	M	##0	Rank
RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
SortOrder	M	##0	Similar to rank but considering ties to order correctly
ST	HIT_DIFF	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	##0 or -##0	Difference between hits scored and hits received
Rank	M	##0	Rank
RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
SortOrder	M	##0	Similar to rank but considering ties to order correctly

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always		
Attribute	**Value**	**Description**
Code	HS	
Pos	N/A	N/A
Value	##0	Number of hits scored
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always		
Attribute	**Value**	**Description**
Code	HR	
Pos	N/A	N/A
Value	##0	Number of hits received

2.3.8.6 Message Sort

Sort according to the @Order attributes.

2.3.9 Event Final Ranking

2.3.9.1 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.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the Event
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Result status, indicates whether the data is official or partial. PARTIAL 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.

2.3.9.3 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.

Send as PARTIAL as each ranking is inserted until OFFICIAL after the event when all final rankings are known.

UNOFFICIAL may be used after the gold medal unit and before the unit is official.

Trigger also after any change.

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
Competition (0,1)						
	Gen					

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

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 /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 unit. Must be included if it is a single gender

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

Venue Names in text

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

Element: Competition /Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	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 do not send.
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.

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

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	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)

(Include all members that contributed to the result according to sport rules if Competitor @Type="T". This may be 3 or 4 depending on the use of substitutes)

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

Sample (General)

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

2.3.9.6 Message Sort

Sort by Result @SortOrder

2.3.10   Configuration

2.3.10.1   Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. Send one message per event.

2.3.10.2   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.

2.3.10.3   Trigger and Frequency

Follow the general definition, taking also into account the following:
As soon as the data is known send the message for that event, before sending any DT_RESULT.

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. If the message is sent after any DT_RESULT then those DT_RESULT messages must be sent again with the next version.

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
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Configs (1,1)			
		Config (1,N)		
			Unit	
			ExtendedConfig (1,N)	
				Type
				Code

	Pos
	Value

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 /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	O	CC@EVENT Id	Full RSC at event level

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

Sample (General)

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

2.3.10.6　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				
	DT_SCHEDULE		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant verification process finish (ORIS C38/C39 process)	DT_PARTIC_UPDATE		x				
If there are changes in Officials data	DT_PDF C35 Competition Officials		x				
	DT_PDF C48I Olympic Seeding (Individual)			x			
	DT_PDF C48T Olympic Seeding (Team)			x			
	DT_PDF C30 Number of Entries by NOC		x				
	DT_PDF C32A Entry list by NOC		x				
	DT_PDF C32C Entry list by Event			x			
	DT_PDF C26I Official FIE World Ranking (Individual)			x			
	DT_PDF C26T Official FIE World Ranking (Team)			x			
	DT_PDF C46I Pre-Draw List by FIE Rank (Individual)			x			
	DT_PDF C46T Pre-Draw List by FIE Rank (Team)			x			
After the Draw/Team Captain's meeting	DT_PARTIC_TEAMS_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				
	DT_PDF C08 Schedule		x				
After the Draw/Team Captain's meeting	DT_CONFIG			x			
	DT_RESULT	START_LIST					x
	DT_BRACKETS	START_LIST		x			
	DT_PDF C75I Results Bracket (Individual)	START_LIST		x			
	DT_PDF C75T Results Bracket (Team)	START_LIST		x			
	DT_PDF C58I Order of Bouts (Individual)		x				

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Referees assignment	DT_RESULT	START_LIST					x
Team composition	DT_RESULT	START_LIST					x
Team composition	DT_PARTIC_UPDATE			x			
	DT_PDF C58T Order of Bouts (Team)			x			
	DT_PDF C66T1 Match Score Sheet (Team)						x
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
Only if there are actions before the start	DT_RESULT	START_LIST					x
Only if there are actions before the start	DT_PLAY_BY_PLAY	START_LIST					x
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
After every change in score or card given	DT_PLAY_BY_PLAY	LIVE					x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When Competition finish	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
	DT_PDF C73I Bout Results (Individual)	OFFICIAL					x
	DT_PDF C73T Bout Results (Team)	OFFICIAL					x
	DT_PDF C75I Results Bracket (Individual)	INTERMEDIATE		x			
	DT_PDF C75T Results Bracket (Team)	INTERMEDIATE		x			
	DT_PDF C76I Standings (Individual)	INTERMEDIATE		x			
	DT_PDF C76T Standings (Team)	INTERMEDIATE		x			
After the end of all units except gold medal	DT_BRACKETS	INTERMEDIATE		x			
After the end of all phases (except after gold medal unit)	DT_RANKING	PARTIAL		x			
After the end of gold medal unit (and before results are validated)	DT_BRACKETS	UNOFFICIAL		x			
	DT_RANKING	UNOFFICIAL		x			
Only after bronze medal unit	DT_MEDALLISTS	PARTIAL		x			
	DT_MEDALLISTS_DISCIPLINE			x			
	DT_MEDALS			x			
When Competition results are validated	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
Only after gold medal unit	DT_BRACKETS	OFFICIAL		x			

	DT_RANKING	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C75I Results Bracket (Individual)	OFFICIAL		x			
	DT_PDF C75T Results Bracket (Team)	OFFICIAL		x			
	DT_PDF C76I Standings (Individual)	OFFICIAL		x			
	DT_PDF C76T Standings (Team)	OFFICIAL		x			
	DT_PDF C92A Medallists (Individual)	OFFICIAL		x			
	DT_PDF C92B Medallists (Team)	OFFICIAL		x			
After medal units	DT_PDF C93 Medallists		x				
	DT_PDF C95 Medallists		x				
	DT_PDF C96 Placing Table 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

4 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	9 October 2025	First version, adaptation to MiCo schema

File Reference: SYOG-2026-FEN-1.0 SFR

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