



Olympic Data Feed



Judo

ODF Data Dictionary

Technology and Information Department
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SCOG/SYOG-2026-JUD-1.1 SFR
4 March 2026



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1 Introduction

1.1 This document

This document includes the ODF Judo 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 Judo 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 Judo 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.
- * The detailed schedule is not known until the draw (one day before the start of competition). To provide additional information a series of temporary units will be scheduled (all identified by using phase = TMRY). The units will all be removed with the final schedule is published.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_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_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

Advice for end users - how to sort event units and use DT_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:

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Where the discipline is defined as LOC:

1. By day (or filter by day)
2. Session Code
3. By location
4. By Time (regardless if HideStartDate="Y")
5. By Order

Where the discipline is defined as SESSION OR DATE:

1. By day (or filter by day)
2. Session Code
3. By Time (regardless if HideStartDate="Y")
4. By Order

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

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

Competition schedule update:

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

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

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

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

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:

- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Full RSC at the discipline level
DocumentSubcode	N/A	N/A
DocumentType	DT_SCHEDULE DT_SCHEDULE_UPDATE	Competition schedule bulk / update
DocumentSubtype	SYNC N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR.



		DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

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

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	Session (0,N)							
		SessionCode						
		StartDate						
		HideStartDate						
		EndDate						
		HideEndDate						
		Leadin						
		Venue						
		VenueName						



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



	Unit
	Value
	WLT
Competitor (0,1)	
	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 Or Date	Start date. Example: 2026-02-26T10:00:00+01:00 StartDate value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2006-02-26
HideStartDate	O	Y	Y only if StartDate (scheduled start time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo.



			When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	M	DateTime Or Date	End date. Example: 2026-02-26T10:00:00+01:00 EndDate value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2026-02-26
HideEndDate	O	Y	Y only if EndDate (scheduled end time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed
LeadIn	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC@VENUE Id	Venue where the session takes place
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
SessionStatus	O	CC@SCHEDULESTATUS Id	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC@SESSION_TYPE Id	Session type of the Session.
Medal	O	Positive Integer	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	Positive Integer	The number of fields of play planned to be used in this session. This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.

Element: Competition /Session /SessionName (1,N)

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Language of the Session Description
Value	M	S(40)	Name of the sports competition session

Sample (General)

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

Element: Competition /Unit (0,N)

Attribute	M/O	Value	Description
Code	M	CC@EVENT_UNIT Code	Full RSC for the unit
PhaseType	M	CC@PHASE_TYPE	Phase type for the unit



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



			<p>1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline.</p> <p>2. If some units start at the same time and a particular order of the units is expected.</p> <p>It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.</p>
Medal	O	SCGEN@UnitMedalType Code	Indicator of medal awarded for this unit.
Venue	O	CC@VENUE Id	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC@LOCATION Id	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
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.

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

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

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
Value	M	S(20) or SC@StartText Code	Text to be displayed in the case that StartDate is not to be displayed. Use available codes or free text if appropriate is not available

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

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

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

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



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

Element: Competition /Unit /VenueDescription (0,1)			
Mandatory when Unit/Venue is included			
Attribute	M/O	Value	Description
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Unit /StartList /Start (1,N)			
StartList information is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)			
Attribute	M/O	Value	Description
StartOrder	O	Positive Integer	Competitor's start order
SortOrder	M	Positive Integer	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

Element: Competition /Unit /StartList /Start /PreviousUnit (0,N)			
Previous Event Unit related to the Start@SortOrder for the current unit. It is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM. Include only if the real competitors are not known.			
Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit where this competitor came from. This attribute is only filled if the progression of the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.
Value	O	SC@CompetitorPlace Code	If the competitor in the current unit is unknown due to coming from previous matches then fill this the appropriate indicator (SC@CompetitorPlace) which may include possible options of TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
WLT	O	SC@WLT Code	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	Competitor's ID or another indicator (SC@CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
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 for individual, not teams. In case of the Competitor @Code='TBD' this element should not be sent.

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

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

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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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



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

2.3.2.1 Description

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

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

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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



	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId
	DisciplineEntry (0,N)
	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-JUD-1.10" Codes="SOG-2020-1.20" >

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



			<p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	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 Id	Main function In the Case of Current="true" this attribute is Mandatory.
OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.



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

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

Attribute	M/O	Value	Description
Code	M	CC@Discipline Id	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IJF unique judoka identification (IF number)

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

Send if there is specific discipline information.

Type	Code	Pos	Description
ENTRY	BIB	N/A	Element Expected: As soon as it is known (only will be sent in the update message)
Attribute	M/O	Value	Description
Value	M	String	Official's bib

2.3.2.6 Message Sort

The message is sorted by Participant @Code



2.3.3 List of Entries by Event

2.3.3.1 Description

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

The DT_ENTRIES message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which the entries information is updated at the venue and the bulk message is triggered by the OVR.

2.3.3.4 Message Structure

The following table defines the structure of the message.

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



	Type
	Organisation
	SortOrder
	EntryStatus
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	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	Competitor's ID.
Type	M	A	A for Athlete



Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event (following the entry list requirements for the event referenced in the message header.

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

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

Element: Competition /Entry /Composition /Athlete /ExtendedEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this athlete has Qualification tournament (this information can be sent in both messages)	
	Attribute	M/O	Description	Description
	Value	M	Qualification code	Qualification tournament code
ENTRY	RANK_WLD	N/A	Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(3)	World Ranking

Sample:



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

2.3.3.6 Message Sort

Sort by Entry @SortOrder



2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (for unexpected interruptions, not between normal periods) UNOFFICIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

- As soon as each competitor is known and any changes in start list data (START_LIST)
- When the contest starts and after every change in any data (LIVE)
- After the contest (UNOFFICIAL/OFFICIAL)

Trigger also after any change.



2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	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							
	Bib							
	Description (1,1)							
	GivenName							
	FamilyName							
	Gender							
	Organisation							
	IFId							



Result (1,N)	
Result	
IRM	
WLT	
SortOrder	
StartSortOrder	
ResultType	
Pty	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Competitor (1,1)	
Code	
Type	
Organisation	
Composition (0,1)	
Athlete (0,N)	
Code	
Order	
Description (1,1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	
EventUnitEntry (0,N)	
Type	
Code	
Pos	
Value	

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	Match duration. This is the total duration of the bout.

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

Type	Code	Pos	Description
UI	RES_CODE	N/A	Element Expected: When available in individual contests
	Attribute	M/O	Value
	Value	M	SC@ResultCode Code
	Description		Decision for how the contest was won. If it is a gold score send the result after that.
UI	GOLD_SCORE	N/A	Element Expected: If applicable in individual contests
	Attribute	M/O	Value
	Value	M	Y
	Description		Gold Score flag Send Y If in Golden Score else do not send.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always for bouts going into Golden Score.			
	Attribute	Value	Description
	Code	DURATION	
	Pos	0	Send 1 for the Regular time in the bout Send 2 for Golden Score time in the bout
	Value	mm:ss	Duration of regular/gold score time in the bout
UI	TECH_CODE	N/A	Element Expected: As appropriate in individual contests.
	Attribute	M/O	Value
	Value	M	SC@Technique Code
	Description		Send the Winning Technique's Code. If in Golden Score send the result after that.
UI	TECH_DESCRIPTION	N/A	Element Expected: As appropriate in individual contests
	Attribute	M/O	Value
	Value	M	SC@Technique Description
	Description		Send the Winning Technique Description Use the description column from SC@Technique. If in Golden Score send the result after that

Sample (Individual Unit)



```
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-03T16:10:00+01:00" Duration="3:12" />
<ExtendedInfo Type="UI" Code="RES_CODE" Value="WAZ" />
<ExtendedInfo Type="UI" Code="TECH_CODE" Value="P29" />
<ExtendedInfo Type="UI" Code="TECH_DESCRIPTION" Value="Non-Combatively" />
</ExtendedInfos>
```

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(6)	Contest 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.
Order	M	Positive Integer	Official's order. Send by order for each official in each function, example: 1 for Referee
Bib	O	S(4)	Referee Bib

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	Gender of the official



		Id	
Organisation	M	CC@ORGANISATION Id	Official's organisation
IFId	O	S(16)	International Federation ID

Sample (General)

```
<Officials>
<Official Code="7350035" Order="1" Function="RE" Bib="12" >
  <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS" />
</Official>
<Official Code="7350063" Order="2" Function="JU" Bib="33" >
  <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS" />
</Official>
```

Element: Competition /Result (1,N)			
Attribute	M/O	Value	Description
Result	O	String	The result of the competitor in the event unit. Indicates the score of the competitor. This can be sent in Golden Score as applicable. Penalties are not included.
IRM	O	SC@IRM Code	The invalid rank mark, if applicable. IRM of the competitor for the particular event unit. Send if DNS before competition also.
WLT	O	SC@WLT Code	The code whether a competitor won (W) or lost (L) the bout. Send L just in case of no winner.
SortOrder	M	Positive Integer	Used to sort all the results of an event unit. This attribute is a sequential number with the order of the competitor. Send 1 for White competitor and 2 for Blue competitor
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit. Send 1 for White competitor and 2 for Blue competitor
ResultType	O	SC@ResultType Code	Type of the @Result attribute. Result type, either points or IRM for the corresponding event unit.
Pty	O	SC@PenaltyType Code	Penalty codes associated to the score in individual contests.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	OUTCOME	N/A	Element Expected: Send if available
	Attribute	M/O	Value
	Value	M	SC@Outcome Code
ER	y Where y = SC@PenaltyType Code	S(3)	Code Description: Send the code for each type of penalty (see codes section) Pos Description: Send 1 for Regular time Send 2 for Golden Score time



				Send TOT for Total Element Expected: When available
Attribute	M/O	Value	Description	
Value	M	#0	Number of penalties obtained by competitor during the contest for given SC@PenaltyType. Send value 0 and PenaltyType ='S' when there are no penalties for this competitor. These values should be sent when the match starts.	
ER	z Where z = S(3) SC@PointsType Code		Code Description: Send the code for each SC@PointsType Pos Description: Send 1 for Regular time Send 2 for Golden Score time Send TOT for Total Element Expected: As soon as it is known	
Attribute	M/O	Value	Description	
Value	M	#0	Number of scores obtained by competitor during contest for given SC@PointsType Should be 0 for those PointsType without scoring. These values should be sent when the match started.	

Sample (Individual)

```
<Result ResultType="POINTS" Result="11" WLT="W" SortOrder="1" StartOrder="1" StartSortOrder="1">
<ExtendedResults>
<ExtendedResult Type="ER" Code="S3" Pos="1" Value="1"/>
<ExtendedResult Type="ER" Code="IPP" Pos="1" Value="1" />
<ExtendedResult Type="ER" Code="WAZ" Pos="1" Value="1" />
<ExtendedResult Type="ER" Code="OUTCOME" Value="ABC" />
</ExtendedResults>
```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes SC@CompetitorPlace Code	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available. Send NCT in the case of No Contestant
Type	M	A	A for athlete
Organisation	O	CC@Organisation Id	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Athlete's ID. Send NCT in the case of No Contestant.
Order	M	Positive Integer	Order attribute used to sort. Send 1 if Competitor @Type="A".



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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	BODYWEIGHT	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	##0.0
EUE	COLOUR	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC@Colour Code
EUE	RANK_WLD	N/A	Element Expected: Send if available
	Attribute	M/O	Value
	Value	M	S(3)
EUE	RESULT_BEST	N/A	Element Expected: Send if available
	Attribute	M/O	Value
	Value	M	S(30)
			Best achievement prior to the Olympic. Same information like the one provided in the dt_partic message.

Sample (General)

```
<EventUnitEntry Type="EUE" Code="COLOUR" Value="WHITE" />
<EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="105.7" />
<EventUnitEntry Type="EUE" Code="RESULT_BEST" Value="2008 Olympic Games 3rd" />
<EventUnitEntry Type="EUE" Code="RANK_WLD" Value="7" />
```

2.3.4.6 Message Sort

Sort by Result @SortOrder



2.3.5 Pool Standings

2.3.5.1 Description

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

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

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@Phase Code	Full RSC for the pool/group
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the event) 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.

2.3.5.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

2.3.5.4 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)						
	Progress (0,1)						
	LastUnit						
	UnitsTotal						
	UnitsComplete						
	SportDescription (0,1)						
	DisciplineName						
	EventName						
	SubEventName						
	Gender						
	VenueDescription (0,1)						
	Venue						
	VenueName						
	Result (1,N)						
	Rank						
	RankEqual						
	IRM						
	SortOrder						
	Won						
	Lost						
	Played						
	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

2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (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.
SubEventName	M	CC@PHASE ENG Description	Phase 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)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank in the group. It is optional because a competitor can be disqualified
RankEqual	O	Y	Send "Y" if the Rank is equalled else do not send.
IRM	O	SC@IRM CCode	IRM. Send just in the case @ResultType is IRM.
QualificationMark	O	SC@QualificationMark Code	Send "FG" for individuals qualified for gold final and "FB" for bronze final
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 teams.
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 the competitor has not played.

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
Order	M	1	Send 1

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

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	A	A for athlete
Pos	M	#0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation (code). Must include if the data is available
Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
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 team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS. Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules. This is classification points.

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

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

2.3.5.6 Message Sort

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



2.3.6 Play by Play

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	ACTION	Document SubType
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@ResultStatus Code	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

This message is sent:

- START_LIST: Only sent if there is an action before the start of the unit
- LIVE: When the contest starts
- LIVE: After every action
- INTERMEDIATE: For interruption.
- UNOFFICIAL/OFFICIAL: After the contest (unit)

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



	Codes	
	ExtendedInfos (0,1)	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	SubEventName	
	Gender	
	VenueDescription (0,1)	
	Venue	
	VenueName	
	Location	
	LocationName	
	Actions (0,1)	
	Home	
	Away	
	Action (1,N)	
	Id	
	Period	
	Order	
	Action	
	ActionAdd	
	When	
	Result	
	Competitor (0,N)	
	Code	
	Type	
	Order	
	Organisation	
	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 /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
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)			
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	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	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	M	SC@PointsType or SC@PenaltyType or SC@Action Code	Points or Penalty, send one code @Action is required at the start and end of the contest
ActionAdd	M	S(12)	Send ACTION, POINTSTYPE or PENALTYTYPE to know the type of action
When	O	mm:ss	Action's time in minutes and seconds Example (2:05) Time of the action. Ascending from the beginning (0:00) to the end of one Period.
Result	O	SC@Technique Code	Send the Technique Code

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
Order	O	Positive Integer	Order in which the competitor should appear for the action, if there is more than one competitor
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 (individual athlete or team member) related to the action
Order	O	Positive Integer	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.

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	Date	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="N" Order="3" Action="S" ActionAdd="PENALTYTYPE" When="2:12">  
  <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">  
    <Composition>  
      <Athlete Code="1008743" Order="1" >  
        <Description GivenName="Jane" FamilyName="Smits" Gender="W" Organisation="SUI" BirthDate="1994-12-15" />  
      </Athlete>  
    </Composition>  
  </Competitor>
```

2.3.6.6 Message Sort

Actions /Action @Order.



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	Competition ID
DocumentCode	CC@Event Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_BRACKETS	Brackets message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (when the draw initially made) INTERMEDIATE (during the competition) OFFICIAL (when all matches official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.7.3 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 bout (in individual) 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 competition starts
- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.



2.3.7.4 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
	Organisation
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld

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	Event ENG Description (not code) from Common Codes.



		ENG Description	
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	Each BracketItems should include all BracketItem grouped by their SC@BracketItems.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	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	Positive Integer	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must be filled if known.
Time	O	HH:MM	Time of the BracketItem (HH:MM) Must be included if the data is available.
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the contest for the particular event unit. Indicates the final result with the ORIS format.

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



ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.			
Type	Code	Pos	Description
EBI	DECISION	N/A	Element Expected: When available in individual.
	Attribute	M/O	Value
	Value	M	SC@ResultCode Code
			Description
			Decision of the contest
EBI	TECH_CODE	N/A	Element Expected: Element Expected: When available in individual.
	Attribute	M/O	Value
	Value	M	SC@Technique Code
			Description
			Send the Winning Technique's Code.
EBI	LOCATION	N/A	Element Expected: Send it always when available.
	Attribute	M/O	Value
	Value	M	CC@LOCATION Id
			Description
			Location Code

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
Attribute	M/O	Value	Description
- 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...)			
Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC@CompetitorPlace Code	Send when there is no competitor (BYE) or when it is not known yet (TBD).
WLT	O	SC@WLT Code	Indicates the winner or loser of the bracket item. Always send when known
Result	O	S(10)	The result of the competitor in the event unit. For individual: PP format (IPP and WAZ)
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
IRM	O	SC@IRM Code	The invalid rank mark, if applicable
StrikeOut	O	Y	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)			
Type	Code	Pos	Description
ER	PENALTY	N/A	Element Expected: Send if applicable
	Attribute	M/O	Value
	Value	M	SC@PenaltyType Code
			Description
			Penalty codes associated to the score in individual contests.

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.
informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.

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

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

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

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

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

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

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

	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)



```
<BracketItem Code="131" Order="2" Position="2" Date="2016-08-09" Time="01:20" Unit="JUDM54KG-----SFNL0001----"
Result="110s1/ 0s1 VVV 5:00" >
  <CompetitorPlace Pos="1" WLT="W" Result="110s1" >
    <PreviousUnit Unit=" JUDM54KG-----QFNL0001----" />
    <Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
      <Composition>
        <Athlete Code="1066978" Order="1" >
          <Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP" BirthDate="1991-12-16" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
</BracketItem>
```

2.3.7.6 Message Sort

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



2.3.8 Statistics

2.3.8.1 Description

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

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Discipline or CC@DisciplineGender or CC@Event Id	Sent at three different levels: - Full RSC at discipline level - Full RSC at discipline gender level - Full RSC at event level
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU	TOU: tournament statistics.
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). 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

Sent at event level after all units are complete in an event

Sent at discipline gender and discipline level after all individual events are complete.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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



ExtendedInfos (0,1)	
SportDescription (0,1)	
DisciplineName	
VenueDescription (0,1)	
Venue	
VenueName	
Stats (1,1)	
Code	
StatsItems (0,1)	
StatsItem (1,N)	
Type	
Code	
Pos	
Value	
Percent	

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 /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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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 /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC@Statistics Code	A code to identify the statistics being listed.



			It must be the same as the DocumentSubtype attribute in the header.
--	--	--	---

Element: Competition /Stats /StatsItems /StatsItem (1,N)				
Statistics for the event				
Type	Code	Pos	Description	
ST	COMPETITION_TOTAL	#0	Pos Description: Send 1 for all the contests Send 2 for Golden Score time Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	#0	Send the total number of contests completed.
ST	CONTEST_LONGEST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	S(34)	Send RSC for the longest contest for that event
ST	CONTEST_SHORTEST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	S(34)	Send RSC for the shortest contest for that event
ST	DURATION_CUM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Cumulative time to win the gold medal
ST	PARTIC_NUM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	##0	Send the total of competitors for that event.
ST	y Where y = @ResultCode or CC@Technique	N/A	Code Description: Where y = @ResultCode or CC@Technique (only the technique used during the competition) Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	#0	The number of times this code was realised in the competition. Use y for the winning scores or techniques.



	Percent	O	##0.00	Send the percentage for that result code or technique
ST		y_TOT	N/A	Code Description: Where y = CC@Technique ((only the technique used during the competition)) or CC@PenaltyType or CC@PointsType Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	##0	The number of times this code was realised in the competition. Use y_TOT for all scores or penalties or techniques.
	Percent	O	##0.00	Send the percentage for that technique or score or penalty

Sample (General)

```

...
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="PARTIC_NUM" Value="37" />
    <StatsItem Type="ST" Code="COMPETITION_TOTAL" Pos="1" Value="40" />
    <StatsItem Type="ST" Code="COMPETITION_TOTAL" Pos="2" Value="13" />
    <StatsItem Type="ST" Code="IPP" Value="23" Percent="57.50" />
    <StatsItem Type="ST" Code="WAZ" Value="6" Percent="15.00" />
    <StatsItem Type="ST" Code="KIK" Value="0" Percent="0.00" />
    <StatsItem Type="ST" Code="FUS" Value="0" Percent="0.00" />
    <StatsItem Type="ST" Code="YUS" Value="4" Percent="10.00" />
  .....
```

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	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.9.3 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. For the lower ranked athletes it can be sent after the morning session and then each match in the afternoon.

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	
Played	
Won	
Lost	
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_GENDE R 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. Only send if applicable
Played	O	#0	Send number of contests for the competitor
Won	O	#0	Send number of contests won by the competitor
Lost	O	#0	Send number of contests lost by the competitor
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)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID



Order	M	Positive Integer	Order attribute. Send 1 when Competitor @Type="A".
-------	---	------------------	---

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@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	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CONFIG	Configuration message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.10.3 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 Code	Full RSC at event level.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
COMPETITION	FORMAT	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC@CompFormat Code	Send the applicable code.
COMPETITION	PARTICIPANTS	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Send the number of participants of this event.
COMPETITION	CODE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	String	Is the Event code for this event. Example: "-67 kg", "+67 kg".
BRACKET	SIZE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC@BracketItems Code	Send the code for the first elimination phase of the event
BRACKET	COUNT	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Send the number of brackets



Sample (General)

```
.....  
<Configs>  
  <Config Unit="JUDM57KG-----">  
    <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_SCHEDULE		x				
	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When INFO goes live	DT_PDF C08 Competition Schedule		x				
	DT_PDF C35 Competition Officials		x				
After Initial Download, if any change	DT_PDF C08 Competition Schedule		x				
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
	DT_PDF C30 Number of Entries by NOC		x				
When athlete's data is confirmed	DT_PDF C32A Entry List by NOC		x				
When event's data is confirmed	DT_PDF C32C Entry List by Event (Individual)			x			
	DT_PDF C32C2 Entry List by Event (Team) - without team members			x			
As soon as any competition schedule change is known	DT_SCHEDULE_UPDATE		x				o
	DT_PDF C08 Competition Schedule		x				
After changes of athlete data	DT_PARTIC_UPDATE		x				
After the draw	DT_CONFIG		x				
	DT_RESULT	START_LIST					x
	DT_BRACKETS	START_LIST		x			
	DT_PDF C75I Draw Sheet (Individual) - without contest numbers	START_LIST		x			
15 minutes after the draw	DT_PDF B51 Start List Package - without contest numbers		x				
30 minutes after the draw (in case of changes)	DT_PDF C30 Number of Entries by NOC		x				
	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C32C Entry List by Event (Individual)			x			
	DT_PDF C32C2 Entry List by Event (Team) - without team members			x			
	DT_PDF C35B Referees		x				



2 hours after the draw	DT_PDF C75I Draw Sheet (Individual) - with contest/match numbers	START_LIST		x				
	DT_PDF C75T Draw Sheet (Team) - with match numbers	START_LIST		x				
	DT_PDF C58AI Contest Order (Individual) - preliminary rounds						x	
	DT_PDF C58AT Match Order (Team) - preliminary rounds						x	
	DT_PDF B51 Start List Package - with contest/match numbers		x					
30 minutes after the Team Manager's Meeting	DT_PDF C32C2 Entry List by Event (Team) - with team members			x				
30 minutes after the Team Manager's Meeting (team members confirmation)	DT_RESULT	START_LIST						x
30 minutes after the Team Manager's Meeting (team members confirmation)	DT_BRACKETS	START_LIST		x				

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Only if there are actions before the start	DT_PLAY_BY_PLAY	START_LIST					x
When competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
If any match/contest action	DT_PLAY_BY_PLAY	LIVE					x
If interruption	DT_SCHEDULE_UPDATE	INTERRUPTED	x				o
If interruption	DT_RESULT	INTERMEDIATE					x
If interruption	DT_PLAY_BY_PLAY	INTERMEDIATE					x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When the match/contest finishes	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_BRACKETS	INTERMEDIATE		x			
After Bronze medal matches/contests	DT_MEDALLISTS	PARTIAL		x			
2 minutes after the match	DT_PDF C73T Draw Sheet (Team) - with results	OFFICIAL					x
For all contests of the match	DT_PDF C73TC Contest Results (Team)	OFFICIAL					x
	DT_PDF C75T Draw Sheet (Team) - with results	INTERMEDIATE		x			



When a competition round finishes	DT_RANKING	PARTIAL		x				
5 minutes after the round finishes	DT_PDF C58AI Contest Order (Individual) - subsequent round						x	
	DT_PDF C58AT Match Order (Team) - subsequent round						x	
	DT_PDF C75x Draw Sheet - with results	INTERMEDIATE		x				
	DT_PDF C73x Contest Results - for all contests	OFFICIAL						x
	DT_PDF C73TM Match Sheet (Team)	OFFICIAL						x
	DT_BRACKETS	OFFICIAL		x				
	DT_MEDALLISTS	OFFICIAL		x				
	DT_MEDALLISTS_DISCIPLINE			x				
	DT_MEDALS			x				
	DT_RANKING	OFFICIAL		x				
2 minutes after the results of the final are approved	DT_PDF C92A Medallists (Individual)	OFFICIAL		x				
	DT_PDF C92B Medallists (Team)	OFFICIAL		x				
	DT_PDF C75x Draw Sheet - with results	OFFICIAL		x				
	DT_PDF C93 Medallists by Event			x				
	DT_PDF C95 Medal Standings			x				
	DT_PDF C74AI Results Summary (Individual)	OFFICIAL		x				
	DT_PDF C74B Results Summary by NOC	OFFICIAL		x				
	DT_PDF C74AT Results Summary (Team)	OFFICIAL		x				
	DT_PDF C74B Results Summary by NOC	OFFICIAL		x				
	DT_STATS	OFFICIAL		x				
	DT_PDF C83A Competition Statistics by Weight Category	OFFICIAL		x				
	DT_PDF C83B Competition Statistics by Gender	OFFICIAL		x				
	DT_PDF C83C Overall Competition Statistics	OFFICIAL		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	21 Aug 2025	First version, Update to MiCo2026 schema
V1.1	4 Mar 2026	Update for SCOG because of the possibility to use pools

File Reference: SCOG/SYOG-2026-JUD-1.1 SFR

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFR	Update for SCOG: Addition of pool standings