



# Olympic Data Feed



## Taekwondo ODF Data Dictionary

Technology and Information Department  
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## 1 Introduction

### 1.1 This document

This document includes the ODF Taekwondo 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 Taekwondo 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 Taekwondo 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 will not be known prior to the draw and as a result the scheduled units will be temporary ones (grouping the phases) until the draw. The temporary units are easily identified as all use the phase TMRY. These units will be unscheduled when the final draw is published.

#### BRACKET Individual competitions

There is only one bracket with the code FNL available for all H2H Taekwondo individual competitions.

#### BRACKET Mixed Team

There is one bracket with the code FNL available for the Mixed Team Taekwondo competitions. In addition, there is one more bracket with the code BRN to determine the bronze medal winner for the losers of the gold medal final participants.

### 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_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	Unique ID for competition
DocumentCode	CC@DISCIPLINE Code	Full RSC at the discipline level
DocumentSubcode	N/A	N/A
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
DocumentSubtype	SYNC N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included).



		Never included in _UPDATE messages.
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	N/A	N/A
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.1.3 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
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 (1,1)
	Code
	Type
	Organisation
	Description (0,1)
	TeamName
	IFId
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

### 2.3.1.5 Message Values

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

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date.



			Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	Y	Y only if StartDate (scheduled start time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	Y	Y only if EndDate (scheduled end time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed
LeadIn	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC@VENUE Id	Venue where the session takes place
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
SessionStatus	O	CC@SHEDULESTATUS Id	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC@SESSION_TYPE Id	Session type of the Session.
Medal	O	#0	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	#0	The number of fields of play planned to be used in this session. This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.

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

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

**Sample (General)**

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

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

Attribute	M/O	Value	Description
Code	M	CC@EVENT_UNIT Code	Full RSC for the unit



PhaseType	M	CC@PHASE_TYPE Id	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
HideUnitNum	O	Y	Y only if the UnitNum should not be displayed (example the Gold medal match schedule details are not confirmed yet and shall not be displayed)
ScheduleStatus	M	CC@SCHEDULESTATUS Id	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering in display may be incorrect (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 Do not update with actual start time (see ActualStartDate)</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 Do not update with actual end time (see ActualEndDate)</p>
HideEndDate	O	Y	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Positive Integer	Order of the units when displayed. This field is considered in two situations:



			<p>1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline.</p> <p>2. If some units start at the same time and a particular order of the units is expected.</p> <p>It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.</p>
Medal	O	SCGEN@UnitMedalType Code	Indicator of medal awarded for this unit.
Venue	O	CC@VENUE Id	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC@LOCATION Id	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.

<b>Element: Competition /Unit /StartText (0,N)</b>			
<b>this element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Language	M	CC @Language	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

<b>Element: Competition /Unit /ItemName (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.

<b>Element: Competition /Unit /ItemDescription (0,N)</b>			
--	--	--	--



Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

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

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

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

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID 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 NCT is sent when there is no competitor (and will not come later)
Type	M	A, T	A for athlete, T for team



Organisation	O	CC@ORGANISATION Id	Should be sent when known
--------------	---	-----------------------	---------------------------

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

Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN etc) or HCOUP (BDM, TEN etc), In case of the Competitor @Code='TBD' the Competitor element should not be sent.

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

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

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

### 2.3.1.6 Message Sort

Sort by Session @SessionCode.

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.

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



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

### 2.3.2.1 Description

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

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

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

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

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

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

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

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC_DISCIPLINE Code	Full RSC at the discipline level
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	N/A	N/A



FeedFlag	P, T	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.2.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

The DT\_PARTIC\_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

### 2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			



	Organisation
	BirthDate
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId

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-TKW-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>



			The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".  To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
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(40)	WT License number (competitor's federation license number for the discipline).

### 2.3.2.5 Message Sort

The message is sorted by Participant @Code



## 2.3.3 List of teams / List of teams update

### 2.3.3.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.3.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to 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
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Status			
		Organisation			
		Name			
		ShortName			
		TVTeamName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		TeamType			
		Discipline (1,1)			
			Code		
			IFId		

### 2.3.3.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. This attribute is Mandatory always To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team name.
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	Team's TV Name.
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.



Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG

### 2.3.3.6 *Message Sort*

The message is sorted by Team @Code.



## 2.3.4 List of Entries by Event

### 2.3.4.1 Description

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

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

### 2.3.4.3 Trigger and Frequency

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

### 2.3.4.4 Message Structure

The following table defines the structure of the message.

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



	Organisation
	SortOrder
	EntryStatus
	Bib
	Description (0,1)
	TeamName
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value

### 2.3.4.5 Message Values

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

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



Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Team's ID.
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event following the entry list requirements for the event referenced in the message header.
<b>Bib</b>	<b>O</b>	<b>S(5)</b>	<b>Bib number (for Team in case of a team event and for athlete in case of an individual event)</b>
EntryStatus	O	SC@AthleteStatus Code	Team's Event participation status

**Element: Competition /Entry /Description (0,1)**

Used in Team event only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

**Element: Competition /Entry /ExtendedEntry (0,N)**

Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: As soon as it is known
Attribute	M/O	Value	Description
Value	M	#0	The position in which the team is seeded for the competition.

**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").
<b>Bib</b>	<b>O</b>	<b>S(5)</b>	<b>Athlete bib number (only in case of a team event)</b>
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(40)	International Federation ID

**Element: Competition /Entry /Composition /Athlete //ExtendedEntry (0,N)**



Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: As soon as it is known
Attribute	M/O	Value	Description
Value	M	#0	The position in which the team is seeded for the competition.

**Sample:**

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

**2.3.4.6 Message Sort**

Sort by Entry @SortOrder



## 2.3.5 Event Unit Start List and Results

### 2.3.5.1 Description

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

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

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

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@ResultStatus Code	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE UNOFFICIAL OFFICIAL PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

- As soon as each competitor is known and any changes in start list data (START\_LIST)
- When the unit starts and after every change in any data (LIVE)
- Send INTERMEDIATE if there is an extended break in the unit
- After the unit is over (UNOFFICIAL/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
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
	UnitDateTime (0,1)					
		StartDate				
	ExtendedInfo (0,N)					
		Type				
		Code				
		Pos				
		Value				
		Extension (0,N)				
	SportDescription (0,1)					
		DisciplineName				
		EventName				
		Gender				
		SubEventName				
		UnitNum				
	VenueDescription (0,1)					
		Venue				
		VenueName				
		Location				
		LocationName				
	Officials (0,1)					
	Official (1,N)					
		Code				
		Function				
		Order				
		Description (1,1)				
		GivenName				
		FamilyName				
		Gender				
		Organisation				
		ExtendedDescription (0,N)				
			Type			
			Code			
			Pos			



			Value
	Periods (0,1)		
	Home		
	Away		
	Period (1,N)		
		Code	
		HomeScore	
		AwayScore	
		HomePeriodScore	
		AwayPeriodScore	
		ExtendedPeriods (0,1)	
		ExtendedPeriod (1,N)	
		Type	
		Code	
		Pos	
		Value	
	Result (1,N)		
	Result		
	IRM		
	WLT		
	SortOrder		
	StartSortOrder		
	ResultType		
	ExtendedResults (0,1)		
		ExtendedResult (1,N)	
		Type	
		Code	
		Pos	
		Value	
	Competitor (1,1)		
		Code	
		Type	
		Organisation	
		Description (0,1)	
		TeamName	
		Composition (0,1)	
		Athlete (0,N)	
		Code	
		Order	
		Bib	
		Description (1,1)	



	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	Class
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value

### 2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	RES_CODE	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@ResultCode Code
UI	INCIDENT_TIME	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss Time for incident. (Time in the period time when the match stopped).
UI	PERIOD	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Period Code



DISPLAY	LAST_COMP	SC@Period Code	Pos Description: Send the period  Element Expected: When available and only when the unit is LIVE
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20)	Send the competitor ID of the last competitor to score. At the beginning of each round send value 0(no point marked yet)
DISPLAY	SC@Technique Code	Positive Integer	Pos Description: Sequential number within message  Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20)	Send the competitor ID of the athlete related with the last scored point or to all the updated points
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable and only when the unit is LIVE. Send multiple if applicable.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SC@Period Code		
Pos	N/A	N/A	
Value	U, N	Send "U" for all the updated points Send "N" for the last scored point only for the current round.	
DISPLAY	IVR	Positive Integer	Pos Description: Send 1 or in the case of 2 IVRs at the same time send 2 also. Element Expected: When IVR requested and until evaluation complete.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20)	Send the competitor ID requesting the IVR

### Sample (General)

```
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-07T22:15:00+01:00" />
..
<ExtendedInfo Type="DISPLAY" Code="OK1" Pos="1" Value="1098260">
<Extension Code="R2" Value="N" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="INCIDENT_TIME" Value="1:11" />
```

### 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	O	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	O	Positive Integer	Official's order. Send by order for each official in each function, example: judge 1, judge 2...

Element: Competition /Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation

Element: Competition /Officials /Official /Description /ExtendedDescription (0,N)				
Type	Code	Pos	Description	
ED	BIB	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(4)	Official Bib



### Sample (General)

```
<Officials>
<Official Code="7350035" Order="1" Function="JU">
  <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS">
    <ExtendedDescription Type="ED" Code="BIB" Value="1" />
  </Description>
</Official>
<Official Code="7350063" Order="2" Function="JU">
  <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS">
    <ExtendedDescription Type="ED" Code="BIB" Value="3" />
  </Description>
</Official>
```

Element: Competition /Periods (0,1)			
Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Competitor code of the home competitor (Blue). Must send if known
Away	M	S(20) with no leading zeroes	Competitor code of the away competitor (Red). Must send if known

Element: Competition /Periods /Period (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@Period Code	Round Number
HomeScore	M	#0	Overall score of the blue competitor at the end of the round. In able bodied this is the total rounds won. Send 0 when the unit starts
AwayScore	M	#0	Overall score of the red competitor at the end of the round. In able bodied this is the total rounds won. Send 0 when the unit starts
HomePeriodScore	O	#0	Score of the blue competitor just for that round.
AwayPeriodScore	O	#0	Score of the red competitor just for that round.

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
ExtendedPeriod information.			
Type	Code	Pos	Description
WIN	HOME	N/A	Element Expected: If home (blue) is the winner in this period.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@PeriodResult Code
WIN	AWAY	N/A	Element Expected: If away (red) is the winner in this period.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@PeriodResult Code
GAMJEOM	HOME	N/A	Element Expected: Always, including if 0
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@PeriodResult Code



	Value	M	#0	Gamjeom value in the period for home
GAMJEOM		AWAY	N/A	Element Expected: Always, including if 0
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Gamjeom value in the period for away

### Sample (Periods)

```
<Periods Home="1234567" Away="7654321" >
  <Period Code="R1" HomeScore="1" AwayScore="0" HomePeriodScore="10" AwayPeriodScore="3">
    <ExtendedPeriods>
      <ExtendedPeriod Type="WIN" Code="HOME" Value="R-PTF" />
      <ExtendedPeriod Type="GAMJEOM" Code="HOME" Value="0" />
      <ExtendedPeriod Type="GAMJEOM" Code="AWAY" Value="5" />
    </ExtendedPeriods>
  </Period>
```

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

Attribute	M/O	Value	Description
Result	O	String	Result of the competitor for the particular event unit. Ex. "0", "1" etc To be sent as soon as available during the contest.
IRM	O	SC@IRM Code	IRM of the competitor for the particular event unit. Send just in the case @ResultType both Points and IRM.
WLT	O	SC@WLT Code	W, L Indicates the winner or loser of the contest. Always send when known
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitor. Send 1 for Blue competitor and 2 for Red competitor.
StartSortOrder	M	Positive Integer	Send 1 for Blue competitor and 2 for Red competitor.
ResultType	O	SC@ResultType Code	Result type, either points or IRM with points for the corresponding event unit.

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

Type	Code	Pos	Description
SCORE	SC@Technique Code	SC@Period Code	Pos Description: Send the period code Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0
	<b>Description</b>	The total number of this technique in this period (including penalties).	
IVR	BEFORE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0
	<b>Description</b>	Send the IVR available at the start of the contest	
IVR	REMAIN	N/A	Element Expected: Always



Attribute	M/O	Value	Description
Value	M	#0	Send the remaining IVRs

### Sample (General)

```
<Result ResultType="POINTS" Result="17" WLT="W" SortOrder="1">
<ExtendedResults>
..
<ExtendedResult Type="IVR" Code="BEFORE" Value="1" />
<ExtendedResult Type="IVR" Code="REMAIN" Value="1" />
</ExtendedResults>
```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available Competitor's ID In case Decision=(BYE) Code=NCT
Type	M	A, T	A for athlete, T for a team
Organisation	O	CC @Organisation	Competitor's organisation

#### Element: Competition /Result /Competitor /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team in team events
IFId	O	S(40)	International Federation ID

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Positive Integer	Order attribute used to sort. Send 1 if Competitor @Type="A". Sequential number for a team
Bib	O	S(4)	Bib number

#### 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



<b>Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)</b>			
<b>Individual athletes entry information.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
EUE	COLOUR	N/A	Element Expected: As soon as it is available.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	SC@Colour Code	Athlete's colour
EUE	SEED	N/A	Element Expected: Send only for those athletes who are seeded.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0	Seed value.

### **2.3.5.6 Message Sort**

Sort by 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 or incident.

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

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the Unit
DocumentSubcode	N/A	N/A
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	ACTION	Send "ACTION"
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
FeedFlag	P, T	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

This message is sent:

- LIVE: When the contest starts
- LIVE: After every action
- 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
	Comment
	When
	Result
	ScoreH
	ScoreA
	ExtendedAction (0,N)
	Code
	Pos
	Value
	Competitor (0,N)
	Code
	Type
	Role
	Order
	Organisation
	Composition (0,1)
	Athlete (1,N)
	Code
	Order



	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class

### 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	O	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

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

Element: Competition /Actions (0,1)			
Attribute	M/O	Value	Description
Home	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	Send Round
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@Technique Code or SC@RequestType Code or SC@IRM Code or SC@Action Code	Action, send one technique code, IRM or IVR for video replay Note: IVR (RequestType) can be requested by: - a coach on behalf of his athlete, for his/her athlete or - a coach against the opponent - judges/referee In the case of IVR and Action the Action should be ordered before the IVR @Action is required at the start and end of each round
ActionAdd	O	S(12)	Send ACTION, TECHNIQUE, IRM or REQUEST to know the type of action
Comment	O	S(5)	Send JUDGE if the IVR is requested by the Referee/Judge
When	O	S(12)	Action's time in minutes and seconds in the period Example (1:05)
Result	O	SC@RequestResult Code or #0 or SC@PeriodResult Code	For ActionAdd = REQUEST send SC @RequestResult  For ActionAdd = TECHNIQUE SC @Technique and points are applicable, send points For ActionAdd = ACTION and Action = END_* send period result (associated to the period winner)
ScoreH	O	#0	Points of the home competitor after the action, this is the points within the period for able bodied competition.
ScoreA	O	#0	Points of the away competitor after the action, this is the points within the period for able bodied competition.

Element: Competition /Actions /Action /ExtendedAction (0,N)			
Type	Code	Pos	Description
	IVR	N/A	Element Expected: Only if Action = IVR and in the case of an IVR request made by a coach.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(3)	Send OWN where the coach request is to review an action by his/her athlete. (Role = SUBJECT_REQUEST only).  Send OPP where the coach request is to review an action by the opponent. (Role = SUBJECT for the opponent and REQUEST for the requesting competitor.



<b>Element: Competition /Actions /Action /Competitor (0,N)</b>			
<b>Competitor participating in the Action. Used when the Action is related to a competitor.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Competitor's ID In the case of an IVR, the first athlete listed is always the athlete under review, not the athlete/coach making the request.
Type	M	A, T	A for athlete, T for team
Role	O	S(20)	Only send in the case of IVR. Send either: SUBJECT for the athlete under review if JUDGE review or SUBJECT_REQUEST for athlete request where IVR = OWN or SUBJECT for the athlete under review if athlete request where IVR = OPP or REQUEST for the requestor for athlete request where IVR = OPP
Order	O	Positive Integer	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only one.
Organisation	M	CC@Organisation Id	Competitors' organisation

<b>Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID ( individual athlete) related to the action
Order	O	Positive Integer	Send 1 for athlete

<b>Element: Competition /Actions /Action /Competitor /Composition /Athlete /Description (1,1)</b>			
<b>Athletes extended information</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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="R1" Order="3" Action="OK1" When="1:12" Result="1" ScoreH="1" ScoreA="0">
<Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
<Composition>
<Athlete Code="1008743" Order="1" >
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="SUI" BirthDate="1994-12-15" />
</Athlete>
</Composition>
</Competitor>
<Action Id="10" Period="R1" Order="2" Action="IVR" ActionAdd="HDK" Comment="JUDGE" When="1:56" Result="A">
<Competitor Code="9390132" Type="A" Role="SUBJECT" Organisation="ESP" Order="1">
<Composition>
<Athlete Code="9390132" Order="1">
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="ESP" BirthDate="1991-07-29" />
</Athlete>
</Composition>
</Competitor>
</Action>
<Action Id="11" Period="R1" Order="4" Action="IVR" ActionAdd="TK2" When="1:16" Result="A">
<ExtendedAction Code="IVR" Value="OWN" />
<Competitor Code="9390132" Type="A" Role="SUBJECT_REQUEST" Organisation="ESP" Order="1">
<Composition>
<Athlete Code="9390132" Order="1">
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="ESP" BirthDate="1991-07-29" />
</Athlete>
</Composition>
</Competitor>
</Action>
<Action Id="12" Period="R1" Order="6" Action="IVR" ActionAdd="TK2" When="0:42" Result="A">
<ExtendedAction Code="IVR" Value="OPP" />
<Competitor Code="9390132" Type="A" Role="SUBJECT" Organisation="ESP" Order="1">
<Composition>
<Athlete Code="9390132" Order="1">
<Description GivenName="Eva" FamilyName="Gomez" Gender="F" Organisation="ESP" BirthDate="1991-07-29"/>
</Athlete>
</Composition>
</Competitor>
<Competitor Code="9390777" Type="A" Role="REQUEST" Organisation="GBR" Order="2">
<Composition>
<Athlete Code="9390777" Order="1">
<Description GivenName="Mary" FamilyName="Jones" Gender="F" Organisation="GBR" BirthDate="1992-07-29" IFId="GBR-1528" />
</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	Unique ID for competition
DocumentCode	CC@Event Code	Full RSC of the Event
DocumentSubcode	N/A	N/A
DocumentType	DT_BRACKETS	Brackets message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (when the draw initially made) INTERMEDIATE (during the competition) UNOFFICIAL OFFICIAL (when all matches official) PROVISIONAL
FeedFlag	P, T	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

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

Send when a match/event unit is completed for unofficial & official status. Therefore it is triggered up to two times for each event unit (unless there is no change from unofficial to official as duplicates are not expected). 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' after the draw is made and before the first bout is complete
- Send with ResultStatus = 'INTERMEDIATE' from after the first bout until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (Gold Medal match) has



Unofficial status.

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

Trigger also after any change.

### 2.3.7.4 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)								
	Progress (0,1)								
	LastUnit								
	UnitsTotal								
	UnitsComplete								
	SportDescription (0,1)								
	DisciplineName								
	EventName								
	Gender								
	VenueDescription (0,1)								
	Venue								
	VenueName								
	Bracket (1,N)								
	Code								
	BracketItems (1,N)								
	Code								
	BracketItem (1,N)								
	Code								
	Order								
	Position								
	Date								
	Time								
	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	
WLT	
Competitor (0,1)	
Code	
Type	
Seed	
Organisation	
Description (0,1)	
TeamName	
Composition (0,1)	
Athlete (1,N)	
Code	
Order	
Description (1,1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	

### 2.3.7.5 Message Values

**Element: Competition (0,1)**



Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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	Positive Integer or TBD	It will be sent the contest for each bracket item (e.g.: 314, 315,...) However, it may include "TBD" for to be defined, if the bout number is not known.



Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (separator & order, example 0-2). Must include if the data is available and the match is complete

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

ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.

Type	Code	Pos	Description
EBI	DECISION	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	M	SC@ResultCode Code	Decision of the match

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

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

Attribute	M/O	Value	Description
Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC@CompetitorPlace Code	Send when there is no competitor (BYE) - also for the repechage bracket with no competitors. or when it is not known yet (TBD) or when both athletes are disqualified or Withdraw (NCT) and no competitor passes to the next round.
WLT	O	SC@WLT Code	W or L, indicates the winner or loser of the bracket item. Always send when known
Result	O	S(10)	The result of the competitor in the event unit. Rounds scored in Olympic. Points scored in Paralympics.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
IRM	O	SC@IRM Code	The invalid rank mark, if applicable
StrikeOut	O	Y	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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



Type	Code	Pos	Description
ECP	DESC	N/A	Element Expected: Just when the competitor is not known yet and only for repechages. (when the CompetitorPlace @Code is TBD and only for the Repechage and only for the bracket waiting direct competitor from the final bracket's phases)
Attribute	M/O	Value	Description
Value	M	SC@Desc Code	Send the code for the competitor to be replaced in Repechage.

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

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A, T	A for athlete, T for team
Seed	O	S(10)	The seed of the competitor if applicable
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Positive Integer	Order attribute use 1 if Competitor @Type="A".

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

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



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

### Sample (General)

```

....
<BracketItem Code="131" Order="2" Position="2" Date="2016-08-09" Time="01:20" Unit="TKWM54KG-----SFNL0001-----"
Result="WP 3:0" >
<CompetitorPlace Pos="1" WLT="W" >
<PreviousUnit Unit=" TKWM54KG-----QFNL0001-----" />
<Competitor Code="1066978" Type="A" Seed="4" Organisation="ESP" >
<Composition>
<Athlete Code="1066978" Order="1" >
<Description FamilyName="Black" GivenName="John" Gender="M" Organisation="ESP" BirthDate="1991-12-16" />
</Athlete>
</Composition>
</Competitor>
</CompetitorPlace>
<CompetitorPlace Pos="2" WLT="L" >
<PreviousUnit Unit=" TKWM54KG-----QFNL0003-----" />
<Competitor Code="1129984" Type="A" Organisation="NZL" Seed="6" >
<Composition>
<Athlete Code="1129984" Order="1" >
<Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" BirthDate="1991-12-15" />
</Athlete>
</Composition>
</Competitor>
</CompetitorPlace>
</BracketItem>
....

```

### 2.3.7.6 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.

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC at event level
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU	TOU: Tournament statistics
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@ResultStatus	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	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SCGEN@Source Code	Code indicating the system which generated the message.

### 2.3.8.3 Trigger and Frequency

This message has to be sent at the end of each event (gold medal match).

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

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



	Gender
	VenueDescription (0,1)
	Venue
	VenueName
Stats (1,1)	
	Code
	StatsItems (0,1)
	StatsItem (1,N)
	Type
	Code
	Pos
	Value
	Percent
	ExtendedStat (0,N)

### 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
EventName	O	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes
Gender	O	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

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 gender or the eventdepending on the DocumentCode.			
Type	Code	Pos	Description
ST	SC@ResultCode Code	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0
	Percent	O	##0.0
ST	DECISION_TOTAL	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0
ST	TECHNIQUE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SC@Technique Code	
	Pos	N/A	N/A
	Value	##0	The number of times a technique was used (Kicks, Punches only)
ST	NS_TECHNIQUE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SC@Technique Code	
	Pos	N/A	
	Value	##0	The number of times a non-scoring technique was used (KB-INV)
ST	PTY	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always</b>			



	Attribute	Value	Description	
	Code	SC@Technique Code		
	Pos	N/A	N/A	
ST	Value	##0	The number of times a penalty type was given. GJ only.	
		IVR	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	##0	Total instant video reviews
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always</b>				
	Attribute	Value	Description	
	Code	SC@RequestResult Code		
	Pos	N/A	N/A	
	Value	##0	Total number of Instant video reviews accepted/ rejected.	
ST		SC@PeriodResult Code	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	##0	The number of wins for this Code
	Percent	O	##0.0	Send the percentage
ST		PERIOD_TOTAL	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	##0	The total number of period wins

**Sample (General)**



```
<Stats Code="TOU">
<StatsItems>
<StatsItem Type="ST" Code="DSQ" Value="0" Percent="0.0" />
<StatsItem Type="ST" Code="PTF" Value="18" Percent="94.7" />
...
<StatsItem Type="ST" Code="RSC" Value="0" Percent="0.0" />
<StatsItem Type="ST" Code="DECISION_TOTAL" Value="19" />
...
<StatsItem Type="ST" Code="TECHNIQUE" Value="102" >
<ExtendedStat Code="DK1" Value="26" />
<ExtendedStat Code="DK2" Value="1" />
<ExtendedStat Code="DK3" Value="6" />
<ExtendedStat Code="DK4" Value="2" />
<ExtendedStat Code="DP" Value="3" />
<ExtendedStat Code="OK1" Value="51" />
<ExtendedStat Code="OK2" Value="1" />
<ExtendedStat Code="OK3" Value="12" />
<ExtendedStat Code="OK4" Value="0" />
<ExtendedStat Code="OP" Value="0" />
</StatsItem>
<StatsItem Type="ST" Code="PTY" Value="61" >
<ExtendedStat Code="GJ" Value="61" />
</StatsItem>
<StatsItem Type="ST" Code="IVR" Value="11" >
<ExtendedStat Code="A" Value="2" />
<ExtendedStat Code="R" Value="9" />
</StatsItem>
```

### 2.3.8.6 Message Sort

Sort according to the @Order attributes.



## 2.3.9 Event Final Ranking

### 2.3.9.1 Description

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

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

### 2.3.9.2 Header Values

The following table describes the message header attributes.

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

- After the event is finished (OFFICIAL)
- After any final ranking is known (PARTIAL)

Trigger also after any change.

### 2.3.9.4 Message Structure

The following table defines the structure of the message.

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



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

### 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	O	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	O	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit. Must be included if it is a single gender

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event. It is optional because the competitor can be disqualified. Not sent where no athlete
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable
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)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID. "NCT" in the case where there is no competitor in the rank due to IRM. Do not send any NCT prior to the completion of the semifinals as the position is not confirmed.
Type	M	A, T	A for athlete, T for team
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". Send order value in case of team.



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>
<Result Rank="11" SortOrder="16" >
<Competitor Code="NCT" Type="A" />
</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. However it may be possible that the configuration for one particular event. Send one message per event.

### 2.3.10.2 Header Values

The following table describes the message header attributes.

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

### 2.3.10.3 Trigger and Frequency

Follow the general definition, send before each event starts.

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 this message is updated after the start list then DT\_RESULT must be resent.

### 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	M	CC@EVENT_UNIT Code	Full RSC at event level.

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	BRACKET_SIZE	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@BracketItems Code
EC	COMPETITORS_NUM	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0
EC	EVENT_ABBREV	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
			Is the Event code for this event. Example: "-67 kg", "+67 kg".

#### Sample (General)

```

.....
<Configs>
<Config Unit="TKWM58KG-----">
  <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
  <ExtendedConfig Type="EC" Code="COMPETITORS_NUM" Value="28" />
  <ExtendedConfig Type="EC" Code="EVENT_ABBREV" Value="-58 kg" />
</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 operation start	DT_CODES						
Periodically as soon as ODF operations start	DT_SCHEDULE		x				
Periodically as soon as ODF operations start	DT_PARTIC		x				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download, if any change	DT_PDF C08 Schedule		x				
	DT_SCHEDULE_UPDATE		x				
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
At the end of Team Captain's Meeting	DT_PDF C58 Session Schedule					x	
	DT_PDF C75 Draw Sheet	START_LIST		x			
	DT_PDF C30 Number of Entries by NOC		x				
Send at gender level	DT_PDF C32A Entry List by NOC						
	DT_PDF C32C Entry List by Weight Category			x			
	DT_PDF C35B Team Officials by NOC		x				
	DT_PDF B75 Draw Package		x				
	DT_CONFIG			x			
	DT_BRACKETS	START_LIST		x			
	DT_RESULT	START_LIST					x

#### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Before each contest	DT_PDF C58 Session Schedule					x	
First athlete entering competition area	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
Referee signals the start and clock begins the countdown of the first period	DT_SCHEDULE_UPDATE	RUNNING	x				o
At the start of the contest and after every action	DT_RESULT	LIVE					x
At the start of the contest and after every action	DT_PLAY_BY_PLAY	LIVE					x
At the end of a session	DT_PDF C58 Session Schedule					x	



After any DSQ	DT_PDF C67 Official Communication		x	x	x	x	x
After any DSQ	DT_ALERT		x	x	x	x	x

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When unit finishes - Unofficial	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
	DT_BRACKETS	INTERMEDIATE		x			
When unit finishes - Unofficial - For Bronze	DT_MEDALLISTS	PARTIAL		x			
When unit finishes - Unofficial - For Gold	DT_BRACKETS	UNOFFICIAL		x			
When unit finishes - Unofficial - For Gold - Only if it takes a long time to approve	DT_MEDALLISTS	UNOFFICIAL		x			
When unit finishes - Unofficial - For a medal contest	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
When results are validated - Official	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
When results are validated - Official - if any change	DT_BRACKETS	INTERMEDIATE		x			
After any final ranking is known (from semifinals or after an IRM)	DT_RANKING	PARTIAL		x			
When results are validated - Official - For next round if applicable	DT_RESULT	START_LIST					x
	DT_SCHEDULE_UPDATE	SCHEDULED	x				o
When results are validated - Official	DT_PDF C69 Play by Play	OFFICIAL					x
	DT_PDF C73 Contest Results	OFFICIAL					x
	DT_PDF C75 Draw Sheet	INTERMEDIATE		x			
When results are validated - Official - For Gold Contests	DT_MEDALLISTS	OFFICIAL		x			
	DT_RANKING	OFFICIAL		x			
	DT_STATS	OFFICIAL		x			
	DT_PDF C75 Draw Sheet	OFFICIAL		x			
After the final contest in a weight category	DT_PDF C84 Competition Statistics	INTERMEDIATE	x				
After the final contest in all the TKW competition	DT_PDF C84 Competition Statistics	OFFICIAL	x				
After the final contest in a weight category	DT_PDF C92A Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Weight Category		x				
	DT_PDF C95 Medal Standings		x				



Legend:

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

## 4 Document Control

Version history		
Version	Date	Comments
v1.0	29 Sep 2025	First version
V1.1	27 Nov 2025	After PT0 review
V1.2	13 May 2026	DT_BRACKET Clarification

File Reference: SYOG-2026-TKW-1.2 SFR

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version, adapted to MiCo schema and Dakar Competition Format.
<b>V1.1</b>	<b>SFR</b>	<b>DT_ENTRIES added BIB attribute to Competition/Entry &amp; Competition /Entry /Composition /Athlete</b>
V1.2	SFR	Discipline Overview (2.1.) DT_BRACKET usage explanation was added DT_BRACKET: BracketItem.Position explanation extended to explain the new case, where classification matches might stay in the same bracket.