



Olympic Data Feed



Beach Wrestling ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Beach Wrestling 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 Beach Wrestling 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 Beach Wrestling Overview

MESSAGES IN EACH EVENT

- * All events have a single DT_RESULT for each unit.
- * There is also a DT_BRACKET message for the progression in each event.

SCHEDULE

- * The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (schedule=Y) only which is aligned with the same RSC for DT_RESULT.
- * The detailed schedule is not known until a few days before each day of competition. A series of temporary units will be scheduled (all identified by using phase = TMRY). The units will all be removed when the schedule is published.

NORDIC SYSTEM

- * Where there are insufficient entries in an event then the competition format changes to a round robin format (Nordic System) using the pool standings message. This is not expected in the Olympic Games but is kept for exceptional circumstances.

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\nextended
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_POOL_STANDING	Pool Standings	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_WEATHER	Weather conditions	X



DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

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Where the discipline is defined as LOC:

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

Where the discipline is defined as SESSION OR DATE:

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

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

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

Competition schedule update:

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

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

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



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

2.3.1.3 Trigger and Frequency

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

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

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

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

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



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



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

2.3.1.5 Message Values

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

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	Y	Y only if StartDate (scheduled start time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	Y	Y only if EndDate (scheduled end time) should not be displayed.



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

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

Sample (General)

```
<Session SessionCode="TTE01" StartDate="2020-07-25T09:00:00+09:00" EndDate="2020-07-25T12:45:00+09:00" Venue="TGY"
VenueName="Tokyo Metropolitan Gym" >
  <SessionName Language="ENG" Value="Table Tennis Session 1" />
</Session>
<Session SessionCode="TTE02" StartDate="2020-07-25T14:15:00+09:00" EndDate="2020-07-25T17:15:00+09:00" Leadin="0:00"
Venue="TGY" VenueName="Tokyo Metropolitan Gym" >
  <SessionName Language="ENG" Value="Table Tennis Session 2" />
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	CC@EVENT_UNIT Code	Full RSC for the unit
PhaseType	M	CC@PHASE_TYPE Id	Phase type for the unit
UnitNum	O	S(15)	Match number as appropriate
HideUnitNum	O	Y	Y only if the UnitNum should not be displayed (example the Gold medal match schedule details are not confirmed yet and shall not be displayed)
ScheduleStatus	M	CC@SCHEDULESTATUS Id	Unit Status



StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	Y	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	Y	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Positive Integer	<p>Order of the units when displayed. This field is considered in two situations:</p> <ol style="list-style-type: none"> 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected.



			It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SCGEN@UnitMedalType Code	Indicator of medal awarded for this unit.
Venue	O	CC@VENUE Id	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC@LOCATION Id	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.

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

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

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

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

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

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

Mandatory when Unit/Venue is included

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



		ENG Description	
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

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

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

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

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	A	A for athlete
Organisation	O	CC@ORGANISATION Id	Should be sent when known

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

Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN etc) or HCOUP (BDN, TEN etc),

In case of the Competitor @Code='TBD' the Competitor element should not be sent.



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

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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



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

2.3.2.1 Description

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

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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



LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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



	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId
	DisciplineEntry (0,1)
	Type
	Code
	Pos
	Value

2.3.2.5 Message Values

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

Sample (General)

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

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



			<p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC@PARTICIPANT_STATUS Id	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY ID	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC@DISCIPLINE_FUNCTION Id	Main function In the Case of Current="true" this attribute is Mandatory.



OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
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Element: Competition /Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Id	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

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

Send if there are specific athlete's discipline entries.

Type	Code	Pos	Description
ENTRY	BIB	N/A	Element Expected: Always, as soon as this information is known and this official has a referee number (this information can be sent only for update messages)
Attribute	M/O	Value	Description
Value	M	String	Referee Number (as Bib for officials).

2.3.2.6 Message Sort

The message is sorted by Participant @Code



2.3.3 List of Entries by Event

2.3.3.1 Description

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.3.5 Message Values

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

Element: Competition /Entry (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID.
Type	M	A	A for Athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event following the entry list requirements for the event referenced in the message header.

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



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

Element: Competition /Entry /Composition /Athlete //ExtendedEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	QUAL_TYPE	N/A	Element Expected: If applicable (this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	Value	M	SC@QUALIFICATION Code	Qualification tournament or type

Sample:



```

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

```

2.3.3.6 Message Sort

Sort by Entry @SortOrder



2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	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). UNOFFICIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

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

- As soon as each competitor is known and any changes in start list data (START_LIST)

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

This message is also sent when the event unit finishes and the results are still unofficial and again when official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.



- When each period finishes (INTERMEDIATE)
- After each match (UNOFFICIAL/OFFICIAL).

Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

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



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



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

2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.
EndDate	O	DateTime	Actual end date-time else not sent (note that end time is required in this sport)
Duration	O	m:ss	Match duration, only include if not 6:00

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Always after the start of the unit
	Attribute	M/O	Value
	Value	M	SC@Period SC@GameState Code
	Description		Send current period or the GameState Use SC@Period unless some GameState applies
UI	RES_CODE	0	Pos Description: Send the Result/SortOrder 1/2 to whom the result code is associated (usually the winner but if no winner then 1 & 2 are usually sent) Element Expected: Always, at the end of the match
	Attribute	M/O	Value
	Value	M	SC@ResultCode Code
	Description		Code of the match, to indicate the result code of the winner
UI	TB_CODE	N/A	Element Expected: If applicable



Attribute	M/O	Value	Description
Value	M	SC@TieBreak Code	If tie breaking is required, send applicable code
DISPLAY			
	LAST_COMP	SC@Period Code	Pos Description: Send Current Period Code Element Expected: Send the current period and the last athlete scored the last technical points
Attribute	M/O	Value	Description
Value	M	S(20) or '0'	Send the competitor ID of the last athlete to score. Send 0 when a new period starts, before any point. Before match do not send the code. At the start of the first period send: 'ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="P1" Value="0" During the 1st period Pos="P1" During break do not send the code At the start of the second period send: 'ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="P2" Value="0" During the 2nd period Pos="P2" When the result is official do not send the code

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

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(6)	Match number

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

Venue Names in Text.

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

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function . Can be different from the function sent in the DT_PARTIC message. Send according to the codes for: Referee Judge Mat Chairman.
Order	O	Positive Integer	Official's order as appropriate.
Bib	O	S(4)	Official's Bib number

Element: Competition /Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation
IFId	O	S(16)	International Federation ID

Sample (General)

```

....
<Officials>
....
<Official Code="7350035" Order="2" Function="RE" Bib="1" >
  <Description GivenName="Alexander" FamilyName="Zverkov" Gender="M" Organisation="RUS"/>
</Official>
<Official Code="7350063" Order="3" Function="JU" Bib="3" >
  <Description GivenName="Artur" FamilyName="Bazaev" Gender="M" Organisation="RUS" />
</Official>
....
</Officials>

```

Element: Competition /Periods (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 /Periods /Period (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@Period Code	Period code
HomeScore	M	#0	Overall score of the home competitor at the end of the period. Home competitor score up (technical points awarded) at the end of the @Code period.



			(e.g.: 7 at the end of Period-2 ("2nd Period"), it has obtained 4 points in Period-1 and 3 points in Period-2).
AwayScore	M	#0	Overall score of the away competitor at the end of the period. Away competitor score up (technical points awarded) at the end of the @Code period. (e.g.: 1 at the end of Period-2 ("2nd Period"), it has not obtained any point (0) in Period-1 and 1 point in Period-2).
HomePeriodScore	O	#0	Score of the home competitor just for this period. Home competitor technical points scored just for the @Code period. (e.g.: 3 points for Period-2 ("2nd Period"))).
AwayPeriodScore	O	#0	Score of the away competitor just for this period. Away competitor technical points scored just for the @Code period. (e.g.: 1 point for Period-2 ("2nd Period"))).
Duration	M	m:ss	Duration of the period (@Code period).

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

ExtendedPeriod information.

Type	Code	Pos	Description
EP	A_TCP	#	Pos Description: Sequential number for this extension, all the actions during the period that award points or cautions, from 1 to n (from the first incident to the last one). Element Expected: Always when applicable
	Attribute	M/O	Value
	Value	M	# or "C"
			Away competitor technical points awarded for each incident during each period C- for Caution
EP	H_TCP	#	Pos Description: Sequential number for this extension, all the actions during the period that award points or cautions, from 1 to n (from the first incident to the last one). Element Expected: Always when applicable
	Attribute	M/O	Value
	Value	M	# or "C"
			Home competitor technical points awarded for each incident during each period (see codes). C- for Caution

Sample (General)



```
<Periods>
<Period Code="P1" HomeScore="0" AwayScore="3" HomePeriodScore="0" AwayPeriodScore="3" Duration="3:00">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="A_TCP_1" Pos="1" Value="3" />
  </ExtendedPeriods>
</Period>
<Period Code="P2" HomeScore="1" AwayScore="6" HomePeriodScore="1" AwayPeriodScore="3" Duration="3:00">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="H_TCP" Pos="1" Value="1" />
    <ExtendedPeriod Type="EP" Code="A_TCP" Pos="1" Value="1" />
    <ExtendedPeriod Type="EP" Code="A_TCP" Pos="2" Value="1" />
    <ExtendedPeriod Type="EP" Code="A_TCP" Pos="3" Value="1" />
  </ExtendedPeriods>
</Period>
</Periods>
```

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
WLT	O	SC@WLT Code	The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the Home-red colour (1) and of the Away-blue colour (2).
StartSortOrder	M	Positive Integer	Same as @SortOrder

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

Type	Code	Pos	Description
ER	CHALLENGES_REMAIN	N/A	Element Expected: Always after the unit has started.
	Attribute	M/O	Value
	Value	M	0
			Send the number of remaining challenges for the competitor.
ER	CHALLENGE	SC@Period Code	Pos Description: Send period for the challenge Element Expected: The code expected only for the LIVE messages
	Attribute	M/O	Value
	Value	M	SC@ChallengeType Code
			Challenge status
ER	TECH_PTS	N/A	Element Expected: Always, as soon as this information is known.
	Attribute	M/O	Value
	Value	M	S(2)
			Send the technical points for the competitor (updated during match)
ER	CLASS_PTS	N/A	Element Expected: Always, as soon as this information is known.
	Attribute	M/O	Value
	Value	M	S(2)
			Send the classification points for the competitor
ER	CAUTION	N/A	Element Expected: As soon as this information is known.
	Attribute	M/O	Value



	Value	M	0	Number of cautions recorded by this athlete
ER		LEADER	N/A	Element Expected: Only when scores are tied. Can be during the unit or after finished (tie-break used).
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y if this athlete is the leader

Sample (General)

```

....
<Result SortOrder="1" StartOrder="1" StartSortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="CHALLENGES_REMAIN" Value="1" />
    <ExtendedResult Type="ER" Code="TECH_PTS" Value="5" />
    <ExtendedResult Type="ER" Code="CHALLENGE" Pos="P1" Value="REQUESTED" />
  </ExtendedResults>
  <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
    <Composition>
      <Athlete Code="1133274" Bib="17" Order="1" >
        <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W" Organisation="USA" BirthDate="1970-11-23"
        IFid="293006" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="RED" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....

```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	A	A for athlete
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	BODYWEIGHT	N/A	Element Expected: Always, as soon as this information is known.	
	Attribute	M/O	Value	Description
	Value	M	##0.#	Bodyweight value
EUE	COLOUR	N/A	Element Expected: Always, as soon as this information is known.	
	Attribute	M/O	Value	Description
	Value	M	SC@Colour Code	Athlete's colour (RED or BLUE)

Sample (General)

```

....
<Result... >
  <Competitor Code="1133274" Type="A" Bib="17" Organisation="USA" >
    <Composition>
      <Athlete Code="1133274" Bib="17" Order="1" >
        <Description GivenName="Jane" FamilyName="Innerhofer" Gender="W" Organisation="USA" BirthDate="1970-11-23"
IFId="293006" />
        <EventUnitEntry Type="EUE" Code="COLOUR" Value="RED" />
        <EventUnitEntry Type="EUE" Code="BODYWEIGHT" Value="52" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```

2.3.4.6 Message Sort

Sort by Result @SortOrder



2.3.5 Pool Standings

2.3.5.1 Description

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

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Phase Code	Full RSC for the pool/group
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the event) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.



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



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

2.3.5.5 Message Values

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

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



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

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

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. Only included where the phase is contested at a single venue			
Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank in the group. It is optional because a competitor can be disqualified
RankEqual	O	Y	Send "Y" if the Rank is equalled else do not send.
ResultType	O	SC@ResultType Code	Result type, either points or IRM with points obtained by the competitor at all matches of the group. This is required if either Result or IRM are filled.
Result	O	#0	Send the classification points the competitor has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC@IRM	IRM. Send just in the case @ResultType is IRM.



		CCode	
QualificationMark	O	SC@QualificationMark Code	Send "Q" for individuals qualified for next round
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	#0	Number of matches won by the competitor in the group. Do not send if the competitor has not played.
Lost	O	#0	Number of matches lost by the competitor in the group. Do not send if the competitor has not played.
Played	O	#0	Number of matches played by the competitor in the group. Send 0 if the competitor has not played.
For	O	#0	Total technical points received
Against	O	#0	Total technical points against

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
UI	VFA	N/A	Element Expected: Always after at least one unit is complete.	
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of victories by fall.
UI	VSU	N/A	Element Expected: Always after at least one unit is complete.	
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of victories by technical superiority (without points scored by the opponent).

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

Element: Competition /Result /Competitor /Composition /Athlete (1,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Athlete's ID	
Order	M	1	Send 1	

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)				
Attribute	M/O	Value	Description	
GivenName	O	S(25)	Given name in WNPA format (mixed case)	
FamilyName	M	S(25)	Family name in WNPA format (mixed case)	
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete	
Organisation	M	CC@ORGANISATION	Athletes' organisation	



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

Sample (General)

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

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

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

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

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

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

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

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



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

2.3.5.6 Message Sort

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



2.3.6 Brackets

2.3.6.1 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.

2.3.6.2 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 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) OFFICIAL (when all matches official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

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

Send when a match/event unit is completed, including Unconfirmed, Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

- Send with ResultStatus = 'START_LIST' if no units are complete
- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.



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



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

2.3.6.5 Message Values

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

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



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

Element: Competition /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@Bracket Code	Bracket code to identify a bracket item (finals). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. It is related to the phase of weight category event (round). In the first rounds and according to the number of competing athletes there might be a Repechage for this round. In the Case of the Bracket code="BRN1", the Bracket /BracketItems Codes to be used are R16, QFL, SF.

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

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	##0 or TBD	In general, it will be sent the match number for each bracket item (e.g.: 17, 18, 19, 20 ..). However, it may include "TBD" for to be defined, if the match 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
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match for the event unit. Indicates the result with the ORIS format used in brackets. This is technical points.

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



ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.			
Type	Code	Pos	Description
EBI	TIME	N/A	Element Expected: When a match finished before full time
Attribute	M/O	Value	Description
Value	M	m:ss	Match time
EBI	DECISION	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	M	SC@ResultCode Code	Decision of the match
EBI	LOCATION	N/A	Element Expected: Send it always when available.
Attribute	M/O	Value	Description
Value	M	CC@LOCATION Id	Location Code

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket. - If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC@CompetitorPlace Code	Send when there is no competitor (BYE) or when it is not known yet (TBD).
WLT	O	SC@WLT Code	W or L, indicates the winner or loser of the bracket item. Always send when known
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	DRAW	N/A	Element Expected: When draw number exists
Attribute	M/O	Value	Description
Value	M	#0	Send the Draw Number for the competitor in this bracket item.
ECP	TECH_PTS	N/A	Element Expected: When this competitor has technical points (including 0) but only if the unit is complete.
Attribute	M/O	Value	Description
Value	M	S(2)	Send the technical points for the competitor
ECP	CLASS_PTS	N/A	Element Expected: When this competitor has classification points (including 0)



Attribute	M/O	Value	Description
Value	M	S(2)	Send the classification points for the competitor

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

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It should always be informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket. CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, round of 16 and round of 32.

Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	SC@WLT Code	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Seed	O	S(10)	Seed of the competitor
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

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

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

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

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



Sample (General)

```
.....  
<BracketItem Code="131" Order="2" Position="2" Date="2016-08-09" Unit="WREM54KG-----SFNL0001----" >  
<CompetitorPlace Pos="1" WLT="W" Result="PP" >  
<ExtCompPlace>  
<ExtendedResult Type="ECP" Code="DRAW" Value="2"/>  
<ExtendedResult Type="ECP" Code="TECH_PTS" Value="4"/>  
<ExtendedResult Type="ECP" Code="CLASS_PTS" Value="10"/>  
</ExtCompPlace>  
<PreviousUnit Unit=" WREM54KG-----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>
```

2.3.6.6 Message Sort

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



2.3.7 Statistics

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@DisciplineGender Code	Full RSC at the level of "type" (womens, mens freestyle, greco-roman)
DocumentSubcode	N/A	N/A
DocumentType	DT_STATS	Statistics message
DocumentSubtype	TOU	Attribute used to extend DocumentType. The attribute DocumentSubtype will be used to categorize different types of statistics reports. The following different DocumentSubtype header attributes: * TOU: Tournament statistics, at discipline style event level. - Send the DocumentCode at discipline style event level (DDDGEE----- -----, where EE will be 'GR' for Greco-Roman style and 'FS' for Freestyle). There will be one statistics message for each discipline style event (3 messages).
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 intermediate etc). OFFICIAL (after the last unit which effects the statistics is official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

This message is sent at the end of each of the three styles.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



	Codes	
	ExtendedInfos (0,1)	
	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	
	ExtendedStat (0,N)	
	Competitor (0,N)	
	Code	
	Type	
	Order	
	Organisation	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	Order	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	StatsItems (0,1)	
	StatsItem (1,N)	
	Type	
	Code	
	Pos	
	Value	



2.3.7.5 Message Values

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

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

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

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

Element: Competition /Stats /StatsItems /StatsItem (1,N)			
Statistics for the event unit / phase or event - depending on the headers' DocumentCode.			
Type	Code	Pos	Description
ST	RES_SC@ResultCode	N/A	Element Expected: Always for the complete weight category events, in the case of TOU statistics.
	Attribute	M/O	Value
	Value	M	CC@EVENT Code or TOTAL
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for the complete weight category events, in the case of TOU statistics.			
	Attribute	Value	Description



	Code	WINS_NUM	
	Pos	N/A	N/A
	Value	#0	Number of wins for this Result's code (@ResultCode code) in this weight category (@Eventcode) or the total.
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for the complete weight category events, in the case of TOU statistics.			
	Attribute	Value	Description
	Code	WINS_PERCENT	
	Pos	N/A	N/A
	Value	#0.0	Percentage of wins for this Result's code (@ResultCode code) in this weight category (@Event code) or the overall %.
ST		ORGANISATION	N/A Element Expected: Always, in the case of TOU statistics.
	Attribute	M/O	Value Description
	Value	M	CC@Organisation Id or TOTAL CC@Organisation code or "TOTAL" for the totals
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
	Attribute	Value	Description
	Code	1P	
	Pos	0	Send 1 for own action, 2 for opponent action
	Value	0	Number of 1 point actions made by this NOC in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
	Attribute	Value	Description
	Code	2P	
	Pos	0	Send 1 for own action, 2 for opponent action
	Value	0	Number of 2 point actions made by this NOC in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
	Attribute	Value	Description
	Code	3P	
	Pos	0	Send 1 for own action, 2 for opponent action
	Value	0	Number of 3 point actions made by this NOC in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
	Attribute	Value	Description
	Code	4P	
	Pos	0	Send 1 for own action, 2 for opponent action
	Value	0	Number of 4 point actions made by this NOC in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
	Attribute	Value	Description
	Code	5P	
	Pos	0	Send 1 for own action, 2 for opponent action



Value	0	Number of 5 point actions made by this NOC in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	ACT_TIME	
Pos	0	Send 1 for own action, 2 for opponent action
Value	0	Activity time of this NOC in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	CAUTIONS	
Pos	0	Send 1 for own action, 2 for opponent action
Value	0	Number of cautions made by this NOC in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	DUR_TBT	
Pos	N/A	N/A
Value	0.#	Average duration of match (Total time / Total matches) played by this NOC
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	FALLS	
Pos	N/A	N/A
Value	#0	Number of falls for this NOC in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	FALLS_OPP	
Pos	N/A	N/A
Value	#0	Number of falls opponent for this NOC in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	FINALS	
Pos	N/A	N/A
Value	0	Number of Finals reached by this NOC in the discipline
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	MATCHES_AVG	
Pos	N/A	N/A
Value	#0.## or	Matches average for this NOC in the discipline style (ie. 0 or 0.55)



		“_“	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	MATCHES_LOST		
Pos	N/A	N/A	
Value	#0	Number of matches lost by this NOC in the discipline style	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	MATCHES_WON		
Pos	N/A	N/A	
Value	#0	Number of matches won by this NOC in the discipline style	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	MATCHES_COMPETITOR		
Pos	N/A	N/A	
Value	#0	Ratio Matches/competitors for this NOC in the discipline style (e.g. 1, 2.57)	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	NUM_MATCHES		
Pos	N/A	N/A	
Value	#0	Number of matches contested by this NOC in the discipline style	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	NUM_COMPETITOR		
Pos	N/A	N/A	
Value	#0	Number of competitors for this NOC in the discipline style	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	PERIOD		
Pos	#	Send period number. There are 2 periods.	
Value	#0	Number of @Pos periods contested by this NOC in the discipline style	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.			
Attribute	Value	Description	
Code	PERIOD_COMPETITOR		
Pos	N/A	N/A	
Value	#0.##	Ratio Periods/competitors for this NOC in the discipline style (ie. 3 or 5.86)	



Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	PERIODS_NUM	
Pos	N/A	N/A
Value	##0	Number of periods contested by this NOC in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	PTS_INDEX	
Pos	N/A	N/A
Value	0.## or -0.##	(PTS_WQ POS=1) - (-PTS_WQ POS=2) = Performance index
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	PTS_TOT	
Pos	0	Send 1 for positive total, 2 for negative total points
Value	#0	Number of total points made in the discipline style
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	PTS_WQ	
Pos	0	Send 1 for own points, 2 for the opponent points
Value	0.# #	Points per minute
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, in the case of TOU statistics.		
Attribute	Value	Description
Code	DUR_TSUM	
Pos	N/A	N/A
Value	##0.#	Total duration of all matches played by this NOC

Sample (General)



```

<Stats Code="TOU">
<StatsItems>
<StatsItem Type="ST" Code="RES_VCA" Value="WREMGR57KG-----">
<ExtendedStat Code="WINS_NUM" Value="0" />
<ExtendedStat Code="WINS_PERCENT" Value="0.0" />
</StatsItem>
<StatsItem Type="ST" Code="RES_VFA" Value="WREMGR57KG-----">
<ExtendedStat Code="WINS_NUM" Value="0" />
<ExtendedStat Code="WINS_PERCENT" Value="0.0" />
</StatsItem>
<StatsItem Type="ST" Code="RES_VFO" Value="WREMGR57KG-----">
<ExtendedStat Code="WINS_NUM" Value="3" />
<ExtendedStat Code="WINS_PERCENT" Value="12.5" />
</StatsItem>
<StatsItem Type="ST" Code="RES_VIN" Value="WREMGR65KG-----">
<ExtendedStat Code="WINS_NUM" Value="0" />
<ExtendedStat Code="WINS_PERCENT" Value="0.0" />
</StatsItem>
<StatsItem Type="ST" Code="RES_VPO" Value="WREMGR65KG-----">
<ExtendedStat Code="WINS_NUM" Value="0" />
<ExtendedStat Code="WINS_PERCENT" Value="0.0" />
</StatsItem>
..
<StatsItem Type="ST" Code="RES_SP" Value="TOTAL">
<ExtendedStat Code="WINS_NUM" Value="8" />
<ExtendedStat Code="WINS_PERCENT" Value="5.7" />
</StatsItem>
..
<StatsItem Type="ST_NOC" Code="ARM" Value="ARM">
<ExtendedStat Code="NUM_COMPETITOR" Value="4" />
<ExtendedStat Code="PERIODS_NUM" Value="13" />
<ExtendedStat Code="PERIOD_COMPETITOR" Value="3.25" />
.....
<ExtendedStat Code="MATCHES_LOST" Value="5" />
<ExtendedStat Code="MATCHES_AVG" Value="0.4" />
<ExtendedStat Code="FINALS" Value="0" />
<ExtendedStat Code="1P" Pos="1" Value="8" />
<ExtendedStat Code="1P" Pos="2" Value="5" />
<ExtendedStat Code="2P" Pos="1" Value="1" />
<ExtendedStat Code="PTS_INDEX" Value="-0.72" />
</StatsItem>

```

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

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID. The competitor should be participating in the style unit depending on the DocumentCode in the message's header.
Type	M	A	A for athlete
Order	M	Positive Integer	Order of the competitor in the statistics
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete
Order	M	1	Always 1.



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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	1P	0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	0	Number of 1 point actions made by this athlete in the discipline style
ST	2P	0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	0	Number of 2 point actions made by this athlete in the discipline style
ST	3P	0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	0	Number of 3 point actions made by this athlete in the discipline style
ST	4P	0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	M	0	Number of 4 point actions made by this athlete in the discipline style
ST	5P	0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU	



	Attribute	M/O	Value	Description
	Value	M	0	Number of 5 point actions made by this athlete in the discipline style
ST		ACT_TIME	0	Pos Description: Send 1 for own action, 2 for opponent action Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	0	Activity time of this athlete in the discipline style
ST		CAUTIONS	0	Pos Description: Send 1 for own action, 2 for opponent ActionElement Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	0	Cautions of this athlete in the discipline style
ST		DUR_TBT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	0.#	Average duration of match (Total time / Total matches) played by this athlete
ST		DUR_TSUM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	##0.#	Total duration of all matches played by this athlete
ST		NUM_MATCHES	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	0	Number of matches played by this athlete in the discipline style
ST		PTS_INDEX	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	0.## or -0.##	(PTS_WQ POS=1) - (-PTS_WQ POS=2) = Performance index
ST		PTS_TOT	0	Pos Description: Send 1 for positive total, 2 for negative total points Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	0	Number of total points made in the discipline style



ST	PTS_WQ	0	Pos Description: Send 1 for own points, 2 for the opponent points Element Expected: Always, if the information is available for the DocumentSubtype=TOU
Attribute	M/O	Value	Description
Value	M	0.##	Points per minute made

Sample (General)

```

...
<Competitor Code="1083982" Type="A" Order="1" Organisation="EGY">
<Composition>
<Athlete Code="1083982" Order="1">
<Description GivenName="Diaaeldin Kamal Gouda" FamilyName="Abdelmottaleb" Gender="M" BirthDate="1993-05-02"
Organisation="EGY" />
<StatsItems>
<StatsItem Type="ST" Code="NUM_MATCHES" Value="3" />
<StatsItem Type="ST" Code="1P" Pos="1" Value="1" />
<StatsItem Type="ST" Code="1P" Pos="2" Value="2" />
<StatsItem Type="ST" Code="2P" Pos="1" Value="5" />
<StatsItem Type="ST" Code="2P" Pos="2" Value="6" />
<StatsItem Type="ST" Code="3P" Pos="1" Value="0" />
<StatsItem Type="ST" Code="3P" Pos="2" Value="0" />
<StatsItem Type="ST" Code="4P" Pos="1" Value="0" />
<StatsItem Type="ST" Code="4P" Pos="2" Value="0" />
<StatsItem Type="ST" Code="5P" Pos="1" Value="0" />
<StatsItem Type="ST" Code="5P" Pos="2" Value="0" />
<StatsItem Type="ST" Code="CAUTIONS" Pos="1" Value="1" />
<StatsItem Type="ST" Code="CAUTIONS" Pos="2" Value="0" />
<StatsItem Type="ST" Code="ACT_TIME" Pos="1" Value="0" />
<StatsItem Type="ST" Code="ACT_TIME" Pos="2" Value="0" />
<StatsItem Type="ST" Code="PTS_TOT" Pos="1" Value="11" />
<StatsItem Type="ST" Code="PTS_TOT" Pos="2" Value="14" />
<StatsItem Type="ST" Code="DUR_TSUM" Value="16.9" />
<StatsItem Type="ST" Code="DUR_TBT" Value="5.6" />
<StatsItem Type="ST" Code="PTS_WQ" Pos="1" Value="0.65" />
<StatsItem Type="ST" Code="PTS_WQ" Pos="2" Value="0.83" />
<StatsItem Type="ST" Code="PTS_INDEX" Value="-0.18" />
</StatsItems>
</Athlete>
</Composition>
</Competitor>
...

```

2.3.7.6 Message Sort

Sort according to the @Order attributes.



2.3.8 Event Final Ranking

2.3.8.1 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.

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the Event
	N/A	
DocumentType	DT_RANKING	Event Final ranking message
	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.

2.3.8.3 Trigger and Frequency

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

Trigger also after any change.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
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	
ResultType	
Result	
IRM	
SortOrder	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Competitor (1,1)	
Code	
Type	
Organisation	
Composition (1,1)	
Athlete (0,N)	
Code	
Order	
Description (1,1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	

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

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC@ResultType Code	Type of the @Result attribute. Result type, either POINTS or IRM for the corresponding event.
Result	O	##0	Total classification points.
IRM	O	SC@IRM Code	Send if the competitor is granted a Result code including a disqualification.
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 /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	TECH_PTS	F, A	Pos Description: F for for and A for against Element Expected: Always
Attribute	M/O	Value	Description



	Value	M	##0	Technical points for and against depending on value of Pos.
ER		VFA	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	##0	Number of Victory by fall
ER		VSU	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	##0	Number of Victory by technical superiority (with or without opponent technical points)
ER		NOTE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	S(20)	Draw number or seed as appropriate as display in ORIS C76

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

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID or another indicator (SC@CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	A	A for athlete
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known

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

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

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

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

Sample (General)



```
<Result Rank="2" Result="17" ResultType="POINTS" SortOrder="2">
<ExtendedResults>
<ExtendedResult Type="ER" Code="TECH_PTS" Pos="F" Value="36" />
<ExtendedResult Type="ER" Code="TECH_PTS" Pos="A" Value="12" />
<ExtendedResult Type="ER" Code="VFA" Value="1" />
<ExtendedResult Type="ER" Code="VSU" Value="0" />
<ExtendedResult Type="ER" Code="NOTE" Value="Seed 1" />
</ExtendedResults>
<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>
```

2.3.8.6 Message Sort

Sort by Result @SortOrder



2.3.9 Configuration

2.3.9.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. The message is sent for each event separately. In that case send the unknown attributes blank (Value="). Send one message per event.

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
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.

2.3.9.3 Trigger and Frequency

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

- As soon as the information is known

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



	Value
--	-------

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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	Full RSC of the event

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
COMPETITION	FORMAT	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC@CompFormat Code
BRACKET	SIZE	N/A	Element Expected: When available and if the format is in brackets
	Attribute	M/O	Value
	Value	M	SC@BracketItems Code

Sample (General)

```

.....
<Configs>
<Config Unit="WREM57KG-----">
  <ExtendedConfig Type="EC" Code="FORMAT" Value="BRACKETS" />
  <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32-" />
</Config>
</Configs>

```

2.3.9.6 Message Sort

There is no general message sorting rule.



2.3.10 Weather conditions

2.3.10.1 Description

The weather conditions is a message containing the current weather conditions in the venue or location. The use of venue or location is dependent to the level of detail that current weather conditions refer to. If weather conditions refer to a specific sailing course, then location code should be used. If weather conditions refer to athletics stadium, then the venue code should be used.

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@VENUE Id	Discipline RSC
DocumentSubcode	CC@LOCATION Id	Location ID
DocumentType	DT_WEATHER	Weather conditions in the venue or location
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

* The message is sent every 30 minutes during a session, beginning approximately 30 minutes before start of session

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			
	Weather (1,1)			
		Date		
		Conditions (1,N)		
			Code	
			Humidity	



	Wind_Direction
	Condition (0,3)
	Code
	Value
	Precipitation (0,N)
	Unit
	Value
	Pressure (0,N)
	Unit
	Value
	Temperature (0,N)
	Code
	Unit
	Value
	Wind (0,N)
	Code
	Unit
	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 /Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@WeatherPoint Code	Weather Point(s)
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WindDirection Id	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type



Value	M	CC@WeatherCondition Id	Codes that describe the Weather Condition.
-------	---	---------------------------	--

Element: Competition /Weather /Conditions /Precipitation (0,N)			
Attribute	M/O	Value	Description
Unit	M	SCGEN@PrecipitationUnit Code	Precipitation unit
Value	M	###0.0	Precipitation quantity in the past 6 hours

Element: Competition /Weather /Conditions /Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	hPa	Send "hPa" as unit for pressure
Value	M	###0	Air pressure in hPa

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR, WBGT	Air and WBGT temperature.
Unit	M	SCGEN @TemperatureUnit Code	Temperature unit
Value	M	-##0.0 or ##0.0	Temperature (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed, send SPEED
Unit	M	SCGEN @WindUnit Code	Wind unit
Value	M	##0	Wind speed in @Unit

2.3.10.6 Message Sort

There is no special sort order requirement for this message.



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				
After the draw for a weight category - without match numbers	DT_PDF C75 Brackets			x			
After the draw is approved	DT_PDF C58A UWW Competition Programme					x	
	DT_PDF C58C Session Programme					x	
With match numbers	DT_PDF C75 Brackets			x			
	DT_PDF C30 Number of Entries by NOC			x			
	DT_PDF C32A Entry List by NOC			X			
	DT_PDF C32C Entry List by Event			X			
Before each session	DT_PDF B51 Start List Package		X				
	DT_CONFIG			X			
	DT_BRACKETS	START_LIST/INTERMEDIATE		X			
	DT_RESULT	START_LIST/INTERMEDIATE					X

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
First athlete entering competition area	DT_SCHEDULE_UPDATE	GETTING_READY	X				
Referee blows his/her whistle and first period's clock begins	DT_SCHEDULE_UPDATE	RUNNING	X				
At the start of the match and after every action	DT_RESULT	LIVE					X
During the break	DT_RESULT	START_LIST/INTERMEDIATE					X



3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When unit finishes - Unofficial	DT_SCHEDULE_UPDATE	FINISHED	X				
When unit finishes - Unofficial	DT_RESULT	UNOFFICIAL					X
When unit finishes - Unofficial	DT_BRACKETS	START_LIST/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				
When unit finishes - Unofficial - For a medal contest	DT_MEDALS		X				
When results are validated - Official	DT_RESULT	OFFICIAL					X
After any final ranking is known	DT_RANKING	PARTIAL		X			
When results are validated - Official - For next round if applicable	DT_RESULT	START_LIST					X
When results are validated - Official - For next round if applicable	DT_SCHEDULE_UPDATE	SCHEDULED	X				
When results are validated - Official	DT_PDF C73 Match Results	OFFICIAL					X
After the last match of a weight category in a round	DT_PDF C75 Brackets	START_LIST/INTERMEDIATE		X			
	DT_PDF C58C Session Programme					X	
After the last match in a session	DT_PDF C74 Session Results					X	
When results are validated - Official - For Gold Matches	DT_MEDALLISTS	OFFICIAL		X			
When results are validated - Official - For Gold Matches	DT_RANKING	OFFICIAL		X			
When results are validated - Official - For Gold Matches	DT_BRACKETS	OFFICIAL		X			
When results are validated - Official - For Gold Matches	DT_PDF C75 Brackets	OFFICIAL		X			
At the end of each of the three styles	DT_STATS	OFFICIAL		X			
After the last match of each style	DT_PDF C84A Tournament Statistics	OFFICIAL		X			
After the last match of each style	DT_PDF C84B Period Statistics	OFFICIAL		X			
After the last match of each style	DT_PDF C84C Match Statistics	OFFICIAL		X			
After the last match of each style	DT_PDF C84D Analysis of Scores - by Wrestler	OFFICIAL		X			
After the last match of each style	DT_PDF C84E Analysis of Scores - by NOC	OFFICIAL		X			
After the end of a weight category	DT_PDF C76 Final Classification			X			
After the end of a weight category	DT_PDF C92A Medallists	OFFICIAL		X			
After the end of a weight category	DT_PDF C93 Medallists by Event		X				



After the end of a weight category	DT_PDF C95 Medal Standings		X				
After the end of a weight category	DT_PDF C96 Competition Summary		X				
After the end of a weight category	DT_PDF C97 Wrestling 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	14 October 2025	First version

File Reference: SYOG-2026-WRB-1.0 SFR

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