Olympic Data Feed

Wushu
ODF Data Dictionary
Technology and Information Department
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International Olympic Committee

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1 Introduction

1.1 This document

This document includes the ODF Wushu Taolu 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 Wushu Taolu 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

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2 Messages

2.1 Wushu Taolu Overview

MESSAGES IN EACH SANDA EVENT
* All events have a single DT_RESULT for each unit.
* There is also a DT_BRACKET message for the progression.

MESSAGES IN EACH TAOLU EVENT
* All events have a single DT_RESULT for each unit. In case of a combined event a DT_CUMULATIVE_RESULT is used to provide the overall ranking based on the cumulative score from the units. The cumulative message is send after each score for a competitor is known and a DT_RESULT was send.

SCHEDULE
* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (schedule=Y) only which is aligned with the same RSC for DT_RESULT.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
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_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	

DT_ALERT	*Alert*	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	**PDF Message**	

Bold – produced by OVR
Italic – produced by ODFManager
No highlight – produced by Event Management Systems

2.3 Messages

2.3.1 List of participants by discipline / List of participants by discipline update

2.3.1.1 Description

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

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

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

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

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

2.3.1.3 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.

2.3.1.4 Message Structure

The following table defines the structure of the message.

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

	Gender		
	Organisation		
	BirthDate		
	PlaceofBirth		
	CountryofBirth		
	PlaceofResidence		
	CountryofResidence		
	Nationality		
	MainFunctionId		
	OlympicSolidarity		
	Discipline (1,1)		
		Code	
		IFId	
		DisciplineEntry (0,N)	
			Type
			Code
			Pos
			Value

2.3.1.5 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

Sample (General)

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

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

			When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.

The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.
The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false". |
| Status | O | CC@PARTICIPANT_STATUS Id | Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".

To delete a participant, a specific value of the Status attribute is used. |
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY	Country ID of Residence

		Id	
Nationality	O	CC@COUNTRY ID	Participant's nationality.Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC@DISCIPLINE_FUNCTION Id	Main function. In the Case of Current="true" this attribute is Mandatory.
OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

Element: Competition /Participant /Discipline (1,1)			
All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC@Discipline Id	It is the discipline code used to fill the OdfBody @DocumentCode attribute.

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of Entries by Event

2.3.2.1 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.

2.3.2.2 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.

2.3.2.3 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.

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.2.5 Message Values

Element: Competition (0,1)

Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Entry (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID.
Type	M	A	A for Athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

SortOrder	M	Positive Integer	Order used to sort the competitors within an event (following the entry list requirements for the event referenced in the message header.

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

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

Sample:

```
<Entry Code="CURMTEAM4--BEL01" Type="T" Organisation="BEL" SortOrder="1">
    <Description TeamName="Belgium"/>
    <Composition>
        <Athlete Code="8548555" Order="1" >
            <Description GivenName="Bret" FamilyName="Casillas" Gender="M" Organisation="BEL" BirthDate="1983-11-22" IFId="WCFBELM500666"/>
        </Athlete>
        <Athlete Code="8548554" Order="2">
            <Description GivenName="Grady" FamilyName="Winchester" Gender="M" Organisation="BEL" BirthDate="1992-02-01" IFId="WCFBELM215160"/>
        </Athlete>
        <Athlete Code="8548553" Order="3">
            <Description GivenName="Forest" FamilyName="McCulloch" Gender="M" Organisation="BEL" BirthDate="1989-05-10" IFId="WCFBELM524058"/>
        </Athlete>
        <Athlete Code="8548552" Order="4">
            <Description GivenName="Randall" FamilyName="Bernardo" Gender="M" Organisation="BEL" BirthDate="1996-03-23" IFId="WCFBELM331402"/>
        </Athlete>
        <Athlete Code="8548556" Order="5">
            <Description GivenName="Malcom" FamilyName="Fordham" Gender="M" Organisation="BEL" BirthDate="1993-03-23"
        </Athlete>
    </Composition>
</Entry>
```

2.3.2.6 Message Sort

Sort by Entry @SortOrder

2.3.3 Event Unit Start List and Results

2.3.3.1 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.

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the start list (competitors) are known and
any changes to the information.
This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

For Taolu event:
- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- When the competition starts and after every competitor completes their performance (LIVE)

- After the unit is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change (except during the current competitor unless it is a correction to a different competitor)

For Sanda event
- As soon as each competitor is known and any changes in start list data (START_LIST)
- When the unit starts and after every change in any data (LIVE)
- At the end of each period (INTERMEDIATE)
- After the unit is over (UNOFFICIAL / OFFICIAL)

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
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)				
			StartDate			
			EndDate			
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
			UnitNum			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Officials (0,1)					
		Official (1,N)				
			Code			
			Function			
			Order			

		Description (1,1)		
			GivenName	
			FamilyName	
			Gender	
			Organisation	
	Result (1,N)			
		Result		
		ResultType		
		Result		
		WLT		
		SortOrder		
		StartSortOrder		
		IRM		
		ExtendedResults (0,1)		
			ExtendedResult (1,N)	
				Type
				Code
				Pos
				Value
				Value2
				Rank
		Competitor (1,1)		
			Code	
			Type	
			Organisation	
			Composition (0,1)	
				Athlete (0,N)
				Code
				Order
				Description (1,1)
				GivenName
				FamilyName
				Gender
				Organisation
				EventUnitEntry (0,N)
				Type
				Code
				Pos
				Value

2.3.3.5 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	STARTERS	N/A	Element Expected: Always after status START_LIST
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Sent the number of competitors on the start list
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always after status START_LIST**			
	Attribute	**Value**	**Description**
	Code	COMPLETE	
	Pos	N/A	
	Value	Numeric #0	Send the number of competitors whose event unit is completed (includes IRMs)
DISPLAY	CURRENT	Numeric 0	Pos Description: For Jumping @Pos is always 1. Element Expected: When available and only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID(s) of the competitor(s) currently on the course
DISPLAY	LAST	N/A	Element Expected: When available and only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the last competitor to complete ride (with score or IRM)
DISPLAY	NEXT	N/A	Element Expected: When available and only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the competitor next to start the course

DISPLAY	TO_BEAT	1,2,3, LQP	Pos Description: to beat value for the ranks 1,2,3 and Last Qualifying Place Element Expected: When available and applicable in individual and team units.
Attribute	**M/O**	**Value**	**Description**
Value	M	##0.000	Send the amount of points a competitor must achieve in the competition (within the unit) to either tie or gain the rank indicated in @Pos.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15)	Bout number

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

Element: Competition /Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric 0	Official's order. Send by order for each official in each function, example: 1 for Referee

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

Sample (General)

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

Element: Competition /Result (1,N)			
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**
Rank	O	Positive Integer	Rank of the competitor in this unit based on the score. Taolu events only.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable. Only applicable in Taolu events.
Result	O	##0.000	Send the score for that competitor. This is with fractions of a point in Taolu events (like 9.57).
IRM	O	SC@IRM Code	Send IRM, if the competitor did not start or was disqualified.
SortOrder	M	Positive Integer	1 for Home and 2 for Away for Sanda events. Sequential order of the ranking and the StartSortOrder for Taolu events.
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit. 1 for RED and 2 for BLUE Order of performance for Taolu events.
ResultType	O	SC@ResultType Code	Type of the @Result attribute. POINTS for a normal result. IRM , if one athlete has IRM in Taolu events.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	A B DEDUCTION	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.00#	Send judges value for category A, B, C, T, BONUS and DEDUCTION. Do not send, if the value is 0.00!
ER	B_JUDGE	Numeric #0	Pos Description: send judges position Element Expected: Always, if the information is available

Attribute	M/O	Value	Description
Value	M	Numeric #0.00	Send judges score for @Pos
Value2	M	Numeric #0	0 (no) and 1(yes), if the score of the judge is counting

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".

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

2.3.3.6 Message Sort

Sort by Result @SortOrder

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2.3.4 Cumulative Results

2.3.4.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over a number of phases. This message is used when the competitor scores accumulate over the different units.

Cumulative results message is used in Taolu events only and only if there are 2 or more rounds with scores, which are cumulative.

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@PHASE Code	Full RSC of the phase
DocumentSubcode	CC@EVENT_UNIT Code	Full RSC of the current event unit
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates the status of the results START_LIST LIVE INTERMEDIATE UNOFFICIAL OFFICIAL PROTESTED 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

The cumulative results accumulate results over a number of units so are generally sent after each DT_RESULT message (ie send with ResultStatus LIVE when DT_RESULT ResultStstus is LIVE) if the cumulative message applies. When there is no unit in progress the cumulative results will have INTERMEDIATE status before the end of the competition. Send with status START_LIST when the first unit included in the cumulative result has status START_LIST.

The first version should be triggered at the same time as the start list of the first unit is triggered and then after each unit is finished.

At the conclusion of the last unit for that cumulative result, send UNOFFICIAL/OFFICIAL, when the unit result is UNOFFICIAL/OFFICIAL.

Messasge without DocumentSubcode
• Send when the start list of the first unit is sent (START_LIST)
• Send after each athlete completes performance (LIVE)
• Send after round (INTERMEDIATE), except last round
• Send after the last round is complete (UNOFFICIAL / OFFICIAL as appropriate)
• Send with status "PROVISIONAL" if there is any pending decision by IOC, CAS, IF.

Message with DocumentSubcode
• Send after last performance in the Round with the RSC of the round included in the DocumentSubcode (INTERMEDIATE)
• Send if there is any change in the already finished unit (INTERMEDIATE)

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)					
		Progress (0,1)				
			LastUnit			
	Result (1,N)					
		Rank				
		RankEqual				
		Result				
		ResultType				
		IRM				
		QualificationMark				
		SortOrder				
		Pty				
		ResultItems (0,1)				
			ResultItem (1,N)			
				Unit		
				Order		
				Result (1,1)		
					ResultType	
					Result	
					IRM	
					SortOrder	
		Competitor (1,1)				

	Code		
	Type		
	Organisation		
	Composition (1,1)		
		Athlete (0,N)	
			Code
			Order
			Bib
			Description (1,1)
			GivenName
			FamilyName
			Gender
			Organisation

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 /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	M	CC@EVENT_UNIT Code	Send the full RSC of the most recently completed unit included in the message.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	STARTERS	N/A	Element Expected: Always after status START_LIST
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Sent the number of competitors on the start list
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always after status START_LIST			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric #0	Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY	CURRENT	Numeric 0	Pos Description: For Jumping @Pos is always 1. Element Expected:

			When available and only when the unit is LIVE.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20)	Send the competitor ID(s) of the competitor(s) currently on the course
DISPLAY LAST	N/A		Element Expected: When available and only when the unit is LIVE.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20)	Send the competitor ID of the last competitor to complete ride (with score or IRM)
DISPLAY NEXT	N/A		Element Expected: When available and only when the unit is LIVE.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20)	Send the competitor ID of the competitor next to start the course
DISPLAY TO_BEAT	1,2,3, LQP		Pos Description: to beat value for the ranks 1,2,3 and Last Qualifying Place Element Expected: When available and applicable in individual and team units.
Attribute	**M/O**	**Value**	**Description**
Value	M	##0.000	Send the amount of points a competitor must achieve in the competition(overall, not within the unit) to either tie or gain the rank indicated in @Pos.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15)	Bout number

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

Element: Competition /Result (1,N)

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
Result	O	##0.000	The cumulative result of the competitor. Send just in the case @ResultType is POINTS
ResultType	O	SC@ResultType Code	Type of the @Result attribute. Result type, either points or IRM for the cumulative result.
IRM	O	SC@IRM Code	The invalid result mark for the cumulative result, if applicable. Only in the case where @ResultType is IRM
SortOrder	M	Positive Integer	Used to sort all cumulative results. It is mainly used for display purposes. This attribute is a sequential number with the order of the results for the cumulative result, 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 /ResultItems /ResultItem (1,N)

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code	Full RSC of the unit.
Order	M	Positive Integer	Logical order of the sub-units, usually schedule order.

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the unit result. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	SC@ResultType Code	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem. POINTS or IRM if applicable
Result	O	##0.000	The result of the competitor in the event unit for the event unit identified by /ResultItems /ResultItem. Send the points or "-" if appropriate.
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM.
SortOrder	M	Positive Integer	Used to sort all results in the phase identified by @Unit at /ResultItems /ResultItem.

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

Competitor related to one cumulative result.

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 (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Positive Integer	Send 1 if the competitor is an athlete.
Bib	O	S(4)	Bib number

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation

Sample (Final)

```
<Result Rank="1" ResultType="POINTS" Result="150.0" Diff="0.00" SortOrder="1">
  <ResultItems>
   <ResultItem Unit="CLBMCOMBINED----------FNL-0001SP--" Order="1">
     <Result Result="80.0" ResultType="POINTS" SortOrder="1" />
   </ResultItem>
   <ResultItem Unit="CLBMCOMBINED----------FNL-0001BL--" Order="2">
     <Result ResultType="POINTS" Result="70.0" SortOrder="4" />
   </ResultItem>
   </ResultItems>
   <Competitor Code="2021732" Type="A" Organisation="SUI">
   <Composition>
     <Athlete Code="20217432" Order="1" Bib="5">
     <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="SUI" />
     </Athlete>
   </Composition>
   </Competitor>
</Result>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder then Result /ResultItems /ResultItem /Result @SortOrder

2.3.5 Event Final Ranking

2.3.5.1 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.

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 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.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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

		RankEqual		
		IRM		
		SortOrder		
		Competitor (1,1)		
			Code	
			Type	
			Organisation	
			Composition (1,1)	
				Athlete (0,N)
				Code
				Order
				Description (1,1)
				GivenName
				FamilyName
				Gender
				Organisation

2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@SPORT_GENDER Id	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 /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Result	O	##0.000	The cumulative result of the competitor. Send just in the case @ResultType is POINTS or POINTS_PREL
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either POINTS, POINTS_PREL, IRM_PREL or IRM for the final result.
IRM	O	SC@IRM Code	The invalid rank mark, send if applicable.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
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 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

Sample (Savate)

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

2.3.5.6 Message Sort

Sort by Result @SortOrder

2.3.6 Event's Medallists

2.3.6.1 Description

The Event's Medallists is a message containing the list of medallists awarded in one particular event.

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 at event level
DocumentSubcode	N/A	N/A
DocumentType	DT_MEDALLISTS	Event's Medallists message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascendant number
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is unofficial, official or partial. UNOFFICIAL OFFICIAL PARTIAL PROVISIONAL
FeedFlag	P, T	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

The message is sent with ResultStatus=PARTIAL when the information of the medallist is known but the final event Unit is not yet finished.
Sent immediately after the unit is finished and the results are unofficial or in the case of longer duration events send before the unit is finished but as soon as the medallists are confirmed. In case of any delay in publishing unofficial results it must be sent at the latest 5 minutes before any ceremony starts with Status=UNOFFICIAL. To be clear, this message must be sent before any ceremony.
The message is sent with ResultStatus=OFFICIAL when the medallists are officially known in the sport.
For some sports, bronze medals are known before the end of the final event unit. In this case the message is sent the first time with the bronze medallists, and the second time with all the medallists.

In summary:
- Normal case (where the results quickly become official): DT_MEDALLISTS is sent with ResultStatus=OFFICIAL when the event is OFFICIAL
- Separate units to determine all medals: DT_MEDALLISTS is sent with ResultStatus=PARTIAL after the Bronze Medals are known and then OFFICIAL after event is completed and all units are OFFICIAL.

- Mass start sports when the TD allows to release of medallists: DT_MEDALLISTS is sent with ResultStatus=UNOFFICIAL before the result is official (or even not all competitors are finished) and OFFICIAL after event is completed and the results OFFICIAL.

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								
	Medal (1,N)								
		Code							
		Unit							
		Date							
		Competitor (1,1)							
			Code						
			Type						
			Order						
			Bib						
			Organisation						
			Composition (1,1)						
				Athlete (0,N)					
					Code				
					Order				
					Bib				
					Description (1,1)				
						GivenName			
						FamilyName			
						Gender			
						Organisation			

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 /Medal (1,N)			
Attribute	M/O	Value	Description
Code	M	SCGEN@MedalType Code	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Unit	M	CC@EVENT_UNIT Code	Full RSC Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Date	M	Date	The date of the most recent unit in which a medal was determined for this event. That is, if only the bronze medal competitor has been determined then this is the date of the bronze medal unit. If all medals are determined then this is the date of the gold medal unit. It is the date of the unit, not the date of the awarding of the medal or the date of a later change in the medallists (that is it will not change [except in the case of a re-run], even if the medallists do)

Element: Competition /Medal /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
Order	M	Positive Integer	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Organisation	M	CC@ORGANISATION Id	Competitors' organisation

Element: Competition /Medal /Competitor /Composition /Athlete (0,N)			
(Include all members that won the medal according to sport rules if Competitor @Type="T")			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	1	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".

Element: Competition /Medal /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

2.3.6.6 Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.

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2.3.7 Medal Standings

2.3.7.1 Description

The medal standings table contains the official medal standings up to the moment of the message generation for all the organisations that have been awarded a medal.

Medal standings is a bulk message. It is provided either

- for all disciplines when discipline in DocumentCode is "GEN---------------------------------" or

- for a single discipline when discipline in DocumentCode is DisciplineCode from Common Codes.

- for a sport or group of disciplines according to IF needs and aligned to ORIS C97 output requirements. For example a sport is CYC---------------------------------- for Cycling, a group of disciplines NEV---------------------------------- for Nordic Events

It is the complete medal standings message overall, for a sport or a group of disciplines or for one discipline. The arrival of this message resets the entire previous medals table information.

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the discipline. Send as overall, for a sport, a group of disciplines or for one discipline.
DocumentSubcode	N/A	N/A
DocumentType	DT_MEDALS	Global message for all disciplines
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.

2.3.7.3 Trigger and Frequency

"Medal standings" is sent as soon as any medal is officially awarded or changed (i.e. when the result is official, not the medal physically awarded) for any of the events that form part the competition schedule. As the competition progresses, successive changes in the medals' information are made. Therefore, this message is resent multiple times, as result of the normal operation. In this case, it has to be assumed that the message resets the complete previous medals' information.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen Sport Codes MedalStandings (1,1)					
		DateTime LastEvent TotalEvents FinishedEvents MedalSummary (1,1)				
			MedalNumber (1,N)			
				Type Gold Silver Bronze Total		
		MedalsTable (1,1)				
			MedalLine (0,N)			
				Rank RankTotal SortRank RankEqual SortRankTotal RankTotalEqual Organisation Description (1,1)		
					OrganisationName	
				MedalNumber (1,N)		
					Type Gold Silver Bronze Total	

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: MedalStandings (1,1)			
Attribute	**M/O**	**Value**	**Description**
DateTime	M	DateTime	Date and Time when the content has been updated Example: 2006-02-26T10:00:00+01:00
LastEvent	M	CC@Event(Code)	Full RSC at event level Last event updating the medal standings message
TotalEvents	M	Numeric	Total number of competition events (events that award medals)

Element: MedalStandings (1,1)

Attribute	M/O	Value	Description
FinishedEvents	M	Numeric	Number of competition events that have awarded a type of medal, out of the total In case of sports with 2 matches have medals (Bronze and Gold), this attribute only counts when the Gold medal has been awarded (not counted for Bronze because the event has not finished yet).

Element: MedalStandings /MedalSummary /MedalNumber (1,N)
Send for each applicable Type related to the DocumentCode (all or a single discipline).

Attribute	M/O	Value	Description
Type	M	SCGEN@MedalSummaryType	Type of medal summarization (categorize by event gender and all events). Must always be sent for all MedalSummaryTypes applicable in the discipline, even if no medals have been awarded yet. For global medal standing always send all.
Gold	O	Numeric	Number of gold medals for MedalSummary /MedalNumber @Type event categorization. Only send if value is greater than zero.
Silver	O	Numeric	Number of silver medals for MedalSummary /MedalNumber @Type event categorization. Only send if value is greater than zero.
Bronze	O	Numeric	Number of bronze medals for MedalSummary /MedalNumber @Type event categorization. Only send if value is greater than zero.
Total	O	Numeric	Total number of medals for MedalSummary /MedalNumber @Type event categorization. Only send if value is greater than zero.

Element: MedalStandings /MedalsTable /MedalLine (0,N)
Only send organisations with medals

Attribute	M/O	Value	Description
Rank	M	Numeric	Organisation's medal rank according to the medal's colour (gold, silver, bronze)
RankTotal	M	Numeric	Organisation's rank according to the total number of medals
SortRank	M	Numeric	Organisation's sort based on MedalLine @Rank. If there are rank ties, the order will be defined by the IOC rules.
RankEqual	M	S(1)	Y: If there are more organisations with the same @Rank N: If there are no more organisations with the same @Rank
SortRankTotal	M	Numeric	Organisation's sort based on MedalLine @RankTotal. If there are rank ties, the order will be determined by the attribute @SortRank
RankTotalEqual	M	S(1)	Y: If there are more organisations with the same @RankTotal N: If there are no more organisations with the same @RankTotal
Organisation	M	CC@Organisation(id)	Organisation's code.

Element: MedalStandings /MedalsTable /MedalLine /Description (1,1)

Attribute	M/O	Value	Description
OrganisationName	M	S(60)	Name of the Organisation in text. Long Description from common codes.

Element: MedalStandings /MedalsTable /MedalLine /MedalNumber (1,N) Only send, if the total number of medals for the MedalSummaryType is greater than zero.			
Attribute	**M/O**	**Value**	**Description**
Type	M	SCGEN@MedalSummaryType	Type of medal summarization (categorize by event gender and all events). Only send if not zero for this organisation
Gold	O	Numeric	For the MedalLine @Organisation: Number of gold medals for MedalSummary /MedalNumber @Type event categorization. Only send if value is greater than zero.
Silver	O	Numeric	For the MedalLine @Organisation: Number of silver medals for MedalSummary /MedalNumber @Type event categorization. Only send if value is greater than zero.
Bronze	O	Numeric	For the MedalLine @Organisation: Number of bronze medals for MedalSummary /MedalNumber @Type event categorization. Only send if value is greater than zero.
Total	M	Numeric	For the MedalLine @Organisation: Total number of medals for MedalSummary /MedalNumber @Type event categorization

Sample

```xml
<Competition>
  <MedalStandings DateTime="2012-08-11T23:52:28+01:00" LastEvent="BK3WTEAM3-----------------------
" TotalEvents="302" FinishedEvents="287">
    <MedalSummary>
      <MedalNumber Type="M" Gold="149" Silver="151" Bronze="188" Total="488" />
      <MedalNumber Type="W" Gold="130" Silver="130" Bronze="148" Total="408" />
      <MedalNumber Type="X" Gold="8" Silver="8" Bronze="8" Total="24" />
      <MedalNumber Type="O" Gold="2" Silver="2" Bronze="2" Total="6" />
      <MedalNumber Type="TOT" Gold="287" Silver="289" Bronze="344" Total="920" />
    </MedalSummary>
    <MedalsTable>
      <MedalLine Rank="1" SortRank="1" RankEqual="N" RankTotal="1" SortRankTotal="1"
RankTotalEqual="N" Organisation="USA">
        <Description OrganisationName="UnitedStates" />
        <MedalNumber Type="M" Gold="15" Silver="15" Bronze="13" Total="43" />
        <MedalNumber Type="W" Gold="29" Silver="14" Bronze="15" Total="58" />
        <MedalNumber Type="X" Bronze="1" Total="1" />
        <MedalNumber Type="TOT" Gold="44" Silver="29" Bronze="29" Total="102" />
      </MedalLine>
      <MedalLine Rank="2" SortRank="2" RankEqual="N" RankTotal="2" SortRankTotal="2"
RankTotalEqual="N" Organisation="CHN">
        <Description OrganisationName="China" />
        <MedalNumber Type="M" Gold="17" Silver="8" Bronze="11" Total="36" />
        <MedalNumber Type="W" Gold="20" Silver="18" Bronze="11" Total="49" />
        <MedalNumber Type="X" Gold="1" Silver="1" Total="2" />
        <MedalNumber Type="TOT" Gold="38" Silver="27" Bronze="22" Total="87" />
      </MedalLine>
      ......
```

2.3.7.6 Message Sort

Message should be sorted by the SortRank @Value attribute. There is no defined sort for MedalSummary.

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				
	DT_PARTIC		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When info goes live and with any update	DT_PDF C08 Competition Schedule		x				
As soon as Participant verification process finish (ORIS C38/C39 process) and after Entry Check	DT_PARTIC_UPDATE		x				
After the Entry Check	DT_PDF C30 Number of Entries by County		x				
	DT_PDF C32A Entry List by Country		x				
	DT_PDF C32C Entry List by Event			x			
After the Draw of each event – all bouts known	DT_SCHEDULE_UPDATE		x				o
	DT_PDF C58 Daily Schedule		x				
(for Taolu events only)	DT_CUMULATIVE_RESULT	START_LIST		x			
	DT_RESULT	START_LIST					x
	DT_PDF C51 Start List		x				
	DT_PDF C58C Session Programme					x	
(for Sanda events only)	DT_BRACKETS	START_LIST		x			
	DT_PDF C75 Brackets			x			

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
When competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
With officials	DT_RESULT	START_LIST					x
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
(for Taolu events only)	DT_CUMULATIVE_RESULT	LIVE		x			
If interruption	DT_SCHEDULE_UPDATE	INTERRUPTED	x				o
	DT_RESULT	INTERMEDIATE					x
(for Taolu events only)	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When the referee announces the winner (Sanda) or after each phase Finished (Taolu)	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	OFFICIAL					x
After each phase, except final phase (for Taolu events only)	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			
After last phase (for Taolu events only)	DT_CUMULATIVE_RESULT	OFFICIAL		x			
After each bout except gold medal bout (for Sanda events only)	DT_BRACKETS	INTERMEDIATE		x			
After each bout except gold medal bout (Sanda), after each phase, except final phase, if athletes are eliminated (Taolu)	DT_RANKING	PARTIAL		x			
Next phase bout with the winner (Sanda), next phase (Taolu)	DT_SCHEDULE_UPDATE	SCHEDULED	x				o
Next phase bout with the winner (Sanda), next phase (Taolu)	DT_RESULT	START_LIST					x
	DT_PDF C73 Results	OFFICIAL					x
After the last bout of an event within a session (for Sanda events only)	DT_PDF C75 Brackets	INTERMEDIATE		x			
At the end of a session	DT_PDF C74 Results Summary					x	
For the next session with bouts with all the competitors known	DT_PDF C58C Session Programme					x	
After bronze medal bout (for Sanda events only)	DT_MEDALLISTS	PARTIAL		x			
	DT_MEDALS		x				
	DT_PDF C92A Medallists	PARTIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
After gold medal bout (for Sanda events only)	DT_BRACKETS	OFFICIAL		x			
(for Sanda events only)	DT_PDF C75 Brackets	OFFICIAL		x			
	DT_RANKING	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALS		x				
	DT_PDF C92A Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V1.0	25 OCT 2024	First version, derived from V1.1 from World Games 2025 Chengdu

File Reference: SYOG-2026-WST-1.0 SFR

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	Change to MilanoCortina ODF Schema and way of documentation