



Olympic Data Feed



Curling

ODF Data Dictionary

Technology and Information Department
© International Olympic Committee

OWG2026-CUR-1.1, APP
11 April 2025



License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

1	Introduction	6
1.1	This document	6
1.2	Objective	6
1.3	Main Audience	6
1.4	Glossary	6
1.5	Related Documents	6
2	Messages	7
2.1	Curling Overview	7
2.2	Applicable Messages	7
2.3	Messages	9
2.3.1	Competition schedule / Competition schedule update	9
2.3.1.1	Description	9
2.3.1.2	Header Values.....	10
2.3.1.3	Trigger and Frequency	11
2.3.1.4	Message Structure.....	11
2.3.1.5	Message Values	13
2.3.1.6	Message Sort	18
2.3.2	List of participants by discipline / List of participants by discipline update	19
2.3.2.1	Description	19
2.3.2.2	Header Values.....	19
2.3.2.3	Trigger and Frequency	20
2.3.2.4	Message Structure.....	20
2.3.2.5	Message Values	21
2.3.2.6	Message Sort	23
2.3.3	List of teams / List of teams update.....	24
2.3.3.1	Description	24
2.3.3.2	Header Values.....	24
2.3.3.3	Trigger and Frequency	24
2.3.3.4	Message Structure.....	25
2.3.3.5	Message Values	25
2.3.3.6	Message Sort	26
2.3.4	List of Entries by Event	27
2.3.4.1	Description	27
2.3.4.2	Header Values.....	27
2.3.4.3	Trigger and Frequency	27
2.3.4.4	Message Structure.....	27
2.3.4.5	Message Values	29
2.3.4.6	Message Sort	31
2.3.5	Event Unit Start List and Results	32
2.3.5.1	Description	32
2.3.5.2	Header Values.....	32



- 2.3.5.3 Trigger and Frequency 32
- 2.3.5.4 Message Structure..... 33
- 2.3.5.5 Message Values 36
- 2.3.5.6 Message Sort 45
- 2.3.6 Current Information 46
 - 2.3.6.1 Description 46
 - 2.3.6.2 Header Values..... 46
 - 2.3.6.3 Trigger and Frequency 46
 - 2.3.6.4 Message Structure..... 46
 - 2.3.6.5 Message Values 47
 - 2.3.6.6 Message Sort 50
- 2.3.7 Play by Play..... 51
 - 2.3.7.1 Description 51
 - 2.3.7.2 Header Values..... 51
 - 2.3.7.3 Trigger and Frequency 51
 - 2.3.7.4 Message Structure..... 51
 - 2.3.7.5 Message Values 53
 - 2.3.7.6 Sort 56
- 2.3.8 Pool Standings 57
 - 2.3.8.1 Description 57
 - 2.3.8.2 Header Values..... 57
 - 2.3.8.3 Trigger and Frequency 57
 - 2.3.8.4 Message Structure..... 58
 - 2.3.8.5 Message Values 59
 - 2.3.8.6 Message Sort 62
- 2.3.9 Brackets 63
 - 2.3.9.1 Description 63
 - 2.3.9.2 Header Values..... 63
 - 2.3.9.3 Trigger and Frequency 63
 - 2.3.9.4 Message Structure..... 63
 - 2.3.9.5 Message Values 65
 - 2.3.9.6 Message Sort 67
- 2.3.10 Statistics 69
 - 2.3.10.1 Description 69
 - 2.3.10.2 Header Values..... 69
 - 2.3.10.3 Trigger and Frequency 69
 - 2.3.10.4 Message Structure..... 70
 - 2.3.10.5 Message Values 72
 - 2.3.10.5.1 Document SubType TOU message values 73
 - 2.3.10.5.2 Document SubType CUM message values 79
 - 2.3.10.5.3 Document SubType DSC message values..... 82
 - 2.3.10.5.4 Document SubType RANKING message values 83
 - 2.3.10.6 Message Sort 86



2.3.11	Event Final Ranking	87
2.3.11.1	Description	87
2.3.11.2	Header Values.....	87
2.3.11.3	Trigger and Frequency	87
2.3.11.4	Message Structure.....	87
2.3.11.5	Message Values	89
2.3.11.6	Message Sort	91
2.3.12	Configuration.....	92
2.3.12.1	Description	92
2.3.12.2	Header Values.....	92
2.3.12.3	Trigger and Frequency	92
2.3.12.4	Message Structure.....	92
2.3.12.5	Message Values	93
2.3.12.6	Message Sort	96
2.3.13	Weather conditions	97
2.3.13.1	Description	97
2.3.13.2	Header Values.....	97
2.3.13.3	Trigger and Frequency	97
2.3.13.4	Message Structure.....	97
2.3.13.5	Message Values	98
2.3.13.6	Message Sort	99
3	Message Timeline	100
3.1	Preparation Phase	100
3.2	Before competition	100
3.3	Before each Session	100
3.4	During each Session - for each Game	101
3.5	After last Game of a Session.....	102
3.6	After the last Round Robin Session	102
3.7	After the Bronze Medal Game.....	102
3.8	After the Gold Medal Game	103
4	Document Control.....	104

1 Introduction

1.1 This document

This document includes the ODF Curling 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 Curling 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
Language Guidelines and Participant Names	The document describes the different Name formats
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 Curling Overview

MESSAGES IN EACH EVENT

Each game includes DT_RESULT, DT_PLAY_BY_PLAY and DT_CURRENT messages.

DT_CURRENT includes the updated statistics during the end and after each stone.

DT_RESULT includes the updated statistics after the full end.

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each game (Y) and each session (S) (unit 000x00--). Each game in the schedule matches the game RSC in DT_RESULT, DT_PLAY_BY_PLAY and DT_CURRENT.

DT_STATS: The messages are produced with 4 different Document Subtypes: TOU, CUM, RANKING and DSC.

- The messages with DocumentSubtype TOU and RANKING are created at Event Level
- The messages with DocumentSubtype CUM are created for each team throughout their progression in the tournament.
- The messages with DSC DocumentSubtype are created during Round Robin phase only.

DT_POOL_STANDING message is created for the Round Robin phase.

DT_BRACKETS message is created at Event Level.

PARALYMPIC GAMES

The Paralympic Games are the same except athlete class is added.

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\ne xtended
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_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	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_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	
DT_AUDIO	Audio Message	
DT_ACHIEVEMENT	Achievements	



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.

The arrival of the competition schedule message resets all the previous schedule information for one discipline. Competition schedule update is an update message. It is not a complete schedule information message, but includes only the schedule data being modified.

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

It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded. The status for each competition unit is updated by OVR using schedule update message.

When message is sent from Schedule Management application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information (not expected to be sent to OVR or from OVR):

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

Early stages of Competition Schedule:

The Competition Schedule starts being defined in a high level (Schedule by Day/Session) years before the Games and it continues being refined until the sessions and the details of competition units are fully defined. In these initial stages of the competition schedule (Schedule by Day), the information included may be in the level of sessions, events or phases giving a high-level view of the schedule in each venue by day.

For these initial stages of the competition schedule (Schedule by Day) the message will use the DocumentSubtype "PRE" in the header and phase units from the PHASE set of common codes as well as the events from the EVENT set of common codes may be included in the DT_SCHEDULE message, despite any schedule flag defined in the common codes.

During this period, the same RSC may be included multiple times within the same DT_SCHEDULE message. To guarantee the uniqueness of the data, the recommendation is to use the concatenation of the value Competition/Unit@Code plus the value Competition/Unit @StartDate plus the value Competition/Unit@Venue.

Detailed Competition Schedule:

Once the detailed competition schedule is defined and available for sharing, the message contains the complete and detailed schedule information for all event units/phases RSCs related to a competition.

At this stage, all units in EVENT_UNIT/PHASE codes which have the 'schedule' flag set to 'Y' or 'S' (refer for details to Common Codes Definition) 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 detailed competition schedule will be triggered as a full message, using the DocumentSubtype "SYNC" for re-synchronisation for ODF customers, after the control of the competition schedule is transferred to OVR.

Start List:

The StartList component of the message is only included in the case that the Unit Type is 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 in message
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:

By day (or filter by day)

By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)

By Time (regardless if HideStartDate="Y")

By Order

The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day

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.

Clarifications for Curling:

In Curling, the StartList component of the message is included as the Unit Type is HTEAM, when at least one of the competitors are known. The composition of the Teams is never included in the DT_SCHEDULE message or any of the update messages.

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID



DocumentCode	CC@DISCIPLINE Code	Full RSC at the discipline level
DocumentSubcode	N/A	N/A
DocumentType	DT_SCHEDULE DT_SCHEDULE_UPDATE	Competition schedule bulk / update
DocumentSubtype	SYNC N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR.

DT_SCHEDULE with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems 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 should be sent immediately when known and usually soon after the preceding unit changes to Official.

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.

Note: Session units are updated in DT_SCHEDULE_UPDATE as well. Therefore, schedule updates for each game of a session as well as the session itself as a unit element will be sent. End user solutions should use appropriate filtering to show the schedule with games only or with the related session.

2.3.1.4 Message Structure

The following table defines the structure of the message.

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



	SessionCode
	StartDate
	HideStartDate
	EndDate
	HideEndDate
	Leadin
	Venue
	VenueName
	SessionStatus
	SessionType
	Medal
	FOP
	SessionName (1,N)
	Language
	Value
Unit (0,N)	
	Code
	PhaseType
	UnitNum
	HideUnitNum
	ScheduleStatus
	StartDate
	HideStartDate
	EndDate
	HideEndDate
	ActualStartDate
	ActualEndDate
	Order
	Medal
	Venue
	Location
	MediaAccess
	SessionCode
	ItemName (1,N)
	Language
	Value
	ItemDescription (0,N)
	Language
	-
	VenueDescription (1,1)
	VenueName



		LocationName	
		StartList (0,1)	
		Start (1,N)	
		StartOrder	
		SortOrder	
		Competitor (0,1)	
		Code	
		Type	
		Organisation	
		Description (0,1)	
		TeamName	

2.3.1.5 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 /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime Or Date	Start date. Example: 2026-02-26T10:00:00+01:00 StartDate value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2006-02-26
HideStartDate	O	Y	Y only if StartDate (scheduled start time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	M	DateTime Or Date	End date. Example: 2026-02-26T10:00:00+01:00 EndDate value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2026-02-26
HideEndDate	O	Y	Y only if EndDate (scheduled end time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed



Leadin	O	m:sS	Amount of time from session start to first scheduled unit.
Venue	M	CC@VENUE Id	Venue where the session takes place
VenueName	M	CC@VENUE ENG Description	Venue Description (not code) from Common Codes
SessionStatus	O	CC@SCHEDULESTATUS Id	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC@SESSION_TYPE Id	Session type of the Session.
Medal	O	Positive Integer	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	Positive Integer	The number of fields of play (Locations) 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 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 (Session)

```
<Session SessionCode="CUR15" StartDate="2026-02-10T14:05:00+01:00" EndDate="2026-02-10T16:00:00+01:00" Leadin="5:00"
Venue="CCU" VenueName="Cortina Curling Stadium" SessionType="AFT" Medal="1">
  <SessionName Language="ENG" Value="Mixed Doubles Bronze Medal Game"/>
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	CC@EVENT_UNIT Code CC@PHASE Code CC@EVENT Code	Full RSC for the event unit or the phase, as applicable. Event RSC to be used only in the early stages of the competition schedule definition and should not be included once phase/event unit schedule information is available.
PhaseType	O	CC@PHASE_TYPE Id	Phase type for the unit Mandatory when unit is phase or event unit, otherwise do not send.
UnitNum	O	S(15)	Game Number (not usually included)
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 (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: 2026-02-26T10:00:00+01:00 Not included in the early stages of the Schedule by Day, when the unit is scheduled by session type.</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 may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2026-02-26T10:00:00+01:00 Not included in the early stages of the Schedule by Day, when the unit is scheduled by session type.</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: 2026-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2026-02-26T12:43:51+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	Medal indicator. Do not send if not a medal event 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 (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	OPE, CLO	Only applicable for non-competition. If the unit is open to media fill with "OPE", if the unit is closed then fill with "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 /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
Value	M	CC@EVENT_UNIT CC@PHASE CC@EVENT ENG Short Description	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description. Only the ENG description is expected.

Element: Competition /Unit /ItemDescription (0,N) Applicable in Schedule by Day stages, to include details.			
Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
-	M	Free Text	Item Description for early stages of the competition schedule.

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

Element: Competition /Unit /StartList /Start (1,N)			
StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC 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 /Competitor (0,1)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros 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 and there is no other code giving more information.
Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Should be sent when known

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available

Sample (Unit)



```
<Unit Code="CURXTEAM2-----FNL-000200--" PhaseType="3" ScheduleStatus="FINISHED" StartDate="2026-02-10T14:05:00+01:00"
EndDate="2026-02-10T16:00:00+01:00" ActualStartDate="2026-02-10T15:51:17+01:00" ActualEndDate="2026-02-10T15:51:18+01:00"
Medal="3" Venue="CCU" Location="CCU" SessionCode="CUR15">
  <ItemName Language="ENG" Value="Mixed Doubles Bronze Medal Game"/>
  <VenueDescription VenueName="Cortina Curling Stadium" LocationName="Cortina Curling Stadium"/>
</Unit>
<Unit Code="CURXTEAM2-----FNL-000201--" PhaseType="3" ScheduleStatus="FINISHED" StartDate="2026-02-10T14:05:00+01:00"
EndDate="2026-02-10T16:00:00+01:00" ActualStartDate="2026-02-10T15:51:17+01:00" ActualEndDate="2026-02-10T15:51:18+01:00"
Medal="3" Venue="CCU" Location="CUB" SessionCode="CUR15">
  <ItemName Language="ENG" Value="Mixed Doubles Bronze Medal Game"/>
  <VenueDescription VenueName="Cortina Curling Stadium" LocationName="Curling Stadium - Sheet B"/>
  <StartList>
    <Start SortOrder="1">
      <Competitor Code="CURXTEAM2--POL01" Type="T" Organisation="POL">
        <Description TeamName="Poland"/>
      </Competitor>
    </Start>
    <Start SortOrder="2">
      <Competitor Code="CURXTEAM2--UKR01" Type="T" Organisation="UKR">
        <Description TeamName="Ukraine"/>
      </Competitor>
    </Start>
  </StartList>
</Unit>
```

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 any individual athlete (participating or not in the current games) or any official or a competitor being part of a team (team member).

Although the athlete or official 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 personal information of the participant and along with discipline related information.

This message includes, when applicable, historical athletes that do not participate in the current competition. These participants are distinguished by the status value. The historical athletes will be used to match historical information as in the records message.

It is important to note that all the sport messages that make references to athletes (entries, start list, event unit results, etc.) has always to match the Participant @Code in this message.

This message includes the different name types/formats of the participant. The definition of all these types is available in the Global Document “Language Guidelines & Participant Names”.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one discipline. The arrival of this message resets all the previous participants' information for one discipline.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list but only the data being modified.

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 for any modification in the data. DT_PARTIC with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems 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			
		GivenName			
		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 (0,1)
	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

Sample (CompetitionVersions)

<Competition Gen="OWG2026-1.10" Sport="OWG2026-CUR-1.10" Codes="OWG2026-1.20" >

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Participant's ID/Registration Number 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.
Parent	M	S(20) without leading zeros	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 for historical participants (Status)
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
PassportGivenName	O	S(25)	Passport Given Name
PassportFamilyName	O	S(25)	Passport Family Name
PrintName	M	S(35)	Print Name
PrintInitialName	M	S(18)	Print Initial Name
TVName	M	S(35)	TV Name
TVInitialName	M	S(18)	TV Initial Name
TVFamilyName	M	S(18)	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. This information may not be known at the very beginning, but it will be completed for all participants after successive updates. 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
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 or officials will be assigned at least one discipline, it could be more. If an athlete or official are assigned to more than one discipline, it will be included in the participant message of each discipline.



Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Id	Discipline RSC, expected to be the same as the one used in OdfBody @DocumentCode.
IFId	O	S(16)	International Federation Id

Element: Competition /Participant /Discipline /DisciplineEntry (0,1)			
Type	Code	Pos	Description
ENTRY	HAND	N/A	Element Expected: when available
	Attribute	M/O	Value
	Value	M	SC@Hand Code

Sample

```
<Participant Code="8548550" Parent="8548550" Status="CNF" GivenName="Pattie" FamilyName="Cipriano" PrintName="CIPRIANO
Pattie" PrintInitialName="CIPRIANO P" TVName="Pattie CIPRIANO" TVInitialName="P. CIPRIANO" TVFamilyName="CIPRIANO"
PassportFamilyName="CIPRIANO" PassportGivenName="PATTIE" PSCBName="CIPRIANO Pattie" PSCBShortName="CIPRIANO P. "
PSCBLongName="CIPRIANO Pattie" Gender="F" Organisation="AUS" BirthDate="1984-04-24" Nationality="AUS"
MainFunctionId="AA01">
  <Discipline Code="CUR-----" IFId="WCFAUSF375298">
    <DisciplineEntry Type="ENTRY" Code="HAND" Value="R"/>
  </Discipline>
</Participant>
```

2.3.2.6 Message Sort

The message is sorted by Participant @Code



2.3.3 List of teams / List of teams update

2.3.3.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also, when the same organisation participates in the same event twice, there will be different teams.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid and their participation is defined by the status attribute.

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

Public Scoreboard Names for the Teams in the case of Curling are not expected since the team type is always ORG.

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of



transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification data for any team after the transfer of control to OVR.

DT_PARTIC_TEAMS with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to OVR.

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Status			
		Organisation			
		Name			
		ShortName			
		TVTeamName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		TeamType			
		Discipline (0,1)			
			Code		
			IFld		

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 /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Team's ID
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. This attribute is Mandatory always To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION	Team organisation's ID



		Id	
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Send the team type. ORG is expected. This is how the name is constructed to allow clients to build in other languages.

Sample (Team)

```
<<Team Code="CURMTEAM4--BEL01" Status="CNF" Organisation="BEL" Name="Belgium" ShortName="Belgium"
TVTeamName="Belgium" Gender="M" TeamType="ORG"/>
  <Team Code="CURMTEAM4--CHN01" Status="CNF" Organisation="CHN" Name="People's Republic of China"
ShortName="China" TVTeamName="China" Gender="M" TeamType="ORG"/>
  <Team Code="CURMTEAM4--FIN01" Status="CNF" Organisation="FIN" Name="Finland" ShortName="Finland"
TVTeamName="Finland" Gender="M" TeamType="ORG"/>
```

2.3.3.6 Message Sort

The message is sorted by Team @Code.



2.3.4 List of Entries by Event

2.3.4.1 Description

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

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

2.3.4.3 Trigger and Frequency

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

2.3.4.4 Message Structure

The following table defines the structure of the message.

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



	Organisation
	SortOrder
	Description (0,1)
	TeamName
	Coaches (0,1)
	Coach (1,N)
	Code
	Order
	Function
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Nationality
	IFid
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFid
	Class
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value



2.3.4.5 Message Values

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

Element: Competition /Entry (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Team's ID.
Type	M	T	T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event following the entry list requirements for the event referenced in the message header.

Element: Competition /Entry /Description (0,1)			
Used in Team event only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element: Competition /Entry /Coaches /Coach (1,N)			
Team officials extended information			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Team Official ID
Order	O	Positive Integer	Team Official order (1 if only one Team Official)
Function	O	CC@DISCIPLINE_FUNCTION Id	Team Official function.

Element: Competition /Entry /Coaches /Coach /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
Nationality	M	CC@COUNTRY Id	Nationality
IFId	O	S(16)	International Federation Id

Element: Competition /Entry /ExtendedEntry (0,N)			
Type	Code	Pos	Description
ENTRY	GROUP	N/A	Element Expected: as soon as it is known
	Attribute	M/O	Value
			Description



Value	M	S(1)	Team's Preliminary Group
-------	---	------	--------------------------

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

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
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Entry /Composition /Athlete //ExtendedEntry (0,N)			
Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: when available
	Attribute	M/O	Value
	Value	M	CC@POSITION Id
ENTRY	ROLE	N/A	Element Expected: when available
	Attribute	M/O	Value
	Value	M	SC@Role Code

Sample:



```

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

```

2.3.4.6 Message Sort

Sort by Entry @SortOrder



2.3.5 Event Unit Start List and Results

2.3.5.1 Description

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

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	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	Expected statuses are: START_LIST INTERMEDIATE LIVE 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.

2.3.5.3 Trigger and Frequency

- START_LIST:
 - As soon as any of the line-up or starters are known and any change/addition to these only before the start of the match.
 - As soon as Last Stone Draw information is available (after warm-up period of each team)
- LIVE:
 - After the beginning of each end until the completion of the end.
 - After every change in any data during the end [scores etc.].
 - Mixed Doubles only: Before the beginning of an end in case of powerplay situations announced to the umpires.
- INTERMEDIATE:
 - After the result of each end has been confirmed by the teams.
- UNOFFICIAL: As soon as the match is finished including last actions without further corrections, unless OFFICIAL messages are imminent.
- OFFICIAL: After the unit is official.



- PROVISIONAL: if applicable (IOC/CAS-IF Decision Pending)

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)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
			Attendance				
	Officials (0,1)						
		Official (1,N)					
			Code				
			Function				
			Order				
			Description (1,1)				
				GivenName			
				FamilyName			
				Gender			
				Organisation			
				IFid			
	Periods (0,1)						
		Home					



	Away	
	Period (1,N)	
	Code	
	HomeScore	
	AwayScore	
	HomePeriodScore	
	AwayPeriodScore	
	ExtendedPeriods (0,1)	
	ExtendedPeriod (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Result (1,N)	
	Result	
	IRM	
	WLT	
	SortOrder	
	StartSortOrder	
	ResultType	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Extension (0,N)	
	Code	
	Pos	
	Value	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	
	Coaches (0,1)	
	Coach (1,N)	
	Code	
	Order	
	Function	



		Description (1,1)
		GivenName
		FamilyName
		Gender
		Nationality
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
EventUnitEntry (0,N)		
		Type
		Code
		Pos
		Value
StatsItems (0,1)		
		StatsItem (1,N)
		Type
		Code
		Pos
		Value
		Percent
Composition (0,1)		
		Athlete (0,N)
		Code
		Order
		StartSortOrder
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId
		Class
EventUnitEntry (0,N)		
		Type
		Code
		Pos
		Value
StatsItems (0,1)		



	Statstem (1,N)
	Type
	Code
	Pos
	Value
	Percent

2.3.5.5 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 /ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PERIOD	N/A	Element Expected: Send when LIVE or INTERMEDIATE	
	Attribute	M/O	Value	Description
	Value	M	SC@Period Code	Send current end code
UI	EE	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	Y	Send "Y" is the game has extra ends else do not send
UI	LRRS	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	Y	Send "Y" if the game is in the last round robin session else do not send.
UI	SITUATION	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	S(255)	Send the description of the overall game situation.
DISPLAY	LAST_COMP_HOME	N/A	Element Expected: When available at the end of each end	
	Attribute	M/O	Value	Description



	Value	M	Y	Send Y if the Home team was the last team to score or in case of a blank end (0:0) or no score (X:X).
DISPLAY		LAST_COMP_AWAY	N/A	Element Expected: When available at the end of each end
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y if the Away team was the last team to score or in case of a blank end (0:0) or no score (X:X).

Sample (ExtendedInfos)

```
<ExtendedInfos>
<UnitDateTime StartDate="2012-07-25T17:00:00+01:00" />
<ExtendedInfo Type="UI" Code="PERIOD" Value="5" />
...
</ExtendedInfos>
```

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

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline name (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event name (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	ENG ShortDescription (not code) from Common Codes

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

Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location Description (not code) from Common Codes
Attendance	O	Positive Integer	Total attendance (do not send if unknown)

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function. Can be different from the function sent in the DT_PARTIC message.
Order	M	Positive Integer	Send by order for each official.

Element: Competition /Officials /Official /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 official
Organisation	M	CC@ORGANISATION Id	Officials' organisation
IFId	O	S(16)	International Federation ID

Element: Competition /Periods (0,1)			
Attribute	M/O	Value	Description
Home	M	S(20) without leading zeros	Home Competitor ID
Away	M	S(20) without leading zeros	Away Competitor ID

Element: Competition /Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC@Period Code	Period code
HomeScore	M	S(0,3)	Overall score of the home competitor at the end of the end indicated at @Code. Can be the score, W, L, empty, DSQ or DQB
AwayScore	M	S(0, 3)	Overall score of the away competitor at the end of the end indicated at @Code. Can be the score, W, L, empty, DSQ or DQB
HomePeriodScore	O	S(0, 1)	Score of the home competitor just for the end indicated at @Code. Can be the score, X, /, empty or not sent
AwayPeriodScore	O	S(0, 1)	Score of the away competitor just for the end indicated at @Code. Can be the score, X, /, empty or not sent

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
Type	Code	Pos	Description	
EP	HOME_REMAIN	N/A	Element Expected: after each end is complete.	
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Send the remaining time for the home team.
EP	AWAY_REMAIN	N/A	Element Expected: after each end is complete.	
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Send the remaining time for the away team.
EP	LSCE	N/A	Element Expected: as soon as it is known	
	Attribute	M/O	Value	Description
	Value	M	1, 2	Send which team gets the last stone in the current end corresponding to the period. Send 1 for the first (Home) Team, 2 for the second (Away) Team



EP		HOME_POWERPLAY	N/A	Element Expected: as soon as the teams let the umpire know, before an end is played. Data remains in the message until the end of the game.
	Attribute	M/O	Value	Description
	Value	M	Y	Send 'Y' to indicate that the positioned stones are placed in the Power Play option.
EP		AWAY_POWERPLAY	N/A	Element Expected: as soon as the teams let the umpire know, before an end is played. Data remains in the message until the end of the game.
	Attribute	M/O	Value	Description
	Value	M	Y	Send 'Y' to indicate that the positioned stones are placed in the Power Play option.

Sample (Period)

```
<Period Code="6" HomeScore="1" AwayScore="6" HomePeriodScore="0" AwayPeriodScore="4">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="HOME_REMAIN" Value="31:45" />
    <ExtendedPeriod Type="EP" Code="AWAY_REMAIN" Value="35:54" />
    <ExtendedPeriod Type="EP" Code="HOME_POWERPLAY" Value="Y" />
  </ExtendedPeriods>
</Period>
<Period Code="7" HomeScore="1" AwayScore="6" HomePeriodScore="0" AwayPeriodScore="0">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="LSCE" Value="1" />
    <ExtendedPeriod Type="EP" Code="AWAY_POWERPLAY" Value="Y" />
  </ExtendedPeriods>
</Period>
```

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
Result	O	#0, W, L	The result of the competitor in the event unit W and L are only used special cases (forfeit before or during game)
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned
WLT	O	SC@WLT Code	The code whether a competitor won or lost
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
StartSortOrder	M	Positive Integer	Same @SortOrder
ResultType	O	SC@ResultType Code	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

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

Type	Code	Pos	Description
ER	LSD_TOTAL	N/A	Element Expected: When available, usually only for Round Robin
	Attribute	M/O	Value
	Value	M	##0.0
			Total of Last Stone Draw shots in cm.



Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only if it is needed				
Attribute		Value	Description	
Code		TOSS		
Pos		N/A		
Value		Y	Send "Y" if determined by toss.	
ER	LSD		1, 2	Element Expected: LSD number, 1 or 2 Element Expected: For each LSD shot if applicable
	Attribute	M/O	Value	Description
Value		M	##0.0	Last Stone Draw in cm for this stone @Pos
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected For each LSD shot if applicable				
Attribute		Value	Description	
Code		PLAYER		
Pos		N/A		
Value		S(20)	ID of the competitor who took the shot	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected For each LSD shot if applicable				
Attribute		Value	Description	
Code		TURN		
Pos		N/A		
Value		SC@Turn Code	Send Turn	
ER	LSFE		N/A	Element Expected: When available
	Attribute	M/O	Value	Description
Value		M	Y	Send Y to indicate this team throws the "Last Stone First End" else do not send
ER	SITUATION		N/A	Element Expected: When available
	Attribute	M/O	Value	Description
Value		M	S(255)	Send the description of the game situation.

Sample (Result)

```
<ExtendedResults>
  <ExtendedResult Type="ER" Code="LSD_TOTAL" Value="158.4" >
    <ExtendedResult Type="ER" Code="LSD Pos="1" Value="62.0" >
      <Extension Code="PLAYER" Value="123456" />
      <Extension Code="TURN" Value="CW" />
    ...
  </ExtendedResult>
</ExtendedResults>
```

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

Competitor related to the result of one event unit.



Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	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	T	T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Competitors extended information.

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

Element: Competition /Result /Competitor /Coaches /Coach (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	ID of the Official
Order	M	Positive Integer	Coach order (if more than one coach is needed). Send 1 if just one coach, sequential number if more than one (order as they are presented on organisation entry form)
Function	M	CC@DISCIPLINE_FUNCTION Id	Coach function

Element: Competition /Result /Competitor /Coaches /Coach /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 official
Nationality	M	CC@COUNTRY Id	Coach's nationality

Element: Competition /Result /Competitor /Coaches /Coach /Description /ExtendedDescription (0,N)

Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: If applicable for the coach.
	Attribute	M/O	Value
	Value	M	SC@AthleteStatus Code
			Description
			Send code is applicable. Only send if suspended or disqualified

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

Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: When available
	Attribute	M/O	Value
			Description



	Value	M	SCGEN@Home Code	Send Home or Away designator
EUE		STONE_COLOUR	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	SC@Colour Code	Send the Stone Colour

Sample (Entry)

<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	TOURN_SUCCESS	N/A	Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of success stones in the tournament for the team
	Percent	M	##0, -	Cumulative percentage of the team until the end of the current game
ST	STOLENENDS	N/A	Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	##0	Number of stolen ends in the game for the team
ST	STOLENPOINTS	N/A	Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	##0	Number of stolen points in the game for the team
ST	GAME_SUCCESS	N/A	Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	##0	Number of success stones in the game for the team
	Percent	M	##0, -	Game percentage of the team
ST	CW	N/A	Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of CW stones considered in the game for the team
	Percent	M	##0, -	Game percentage of the team
ST	CCW	N/A	Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of CCW stones considered in the game for the team
	Percent	M	##0, -	Game percentage of the team
ST	DRAW	N/A	Element Expected:	



				Always, if the information is available
Attribute	M/O	Value	Description	
Value	M	##0	Draws number in the game for the team	
Percent	M	##0, -	Draws percentage for the team	
ST	TAKEOUT	N/A	Element Expected: Always, if the information is available	
Attribute	M/O	Value	Description	
Value	M	##0	Takeout number in the game for the team	
Percent	M	##0, -	Takeout percentage for the team	

Sample (Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="TOURN_SUCCESS" Value="156" Percent="74" />
  <StatsItem Type="ST" Code="GAME_SUCCESS" Value="79" Percent="83" />
  <StatsItem Type="ST" Code="CW" Value="50" Percent="84" />
  <StatsItem Type="ST" Code="CCW" Value="29" Percent="83" />
  <StatsItem Type="ST" Code="DRAW" Value="25" Percent="82" />
  <StatsItem Type="ST" Code="TAKEOUT" Value="15" Percent="88" />
  ...
</StatsItems>
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	Current Order (when OFFICIAL it is the order at the end of the game)
StartSortOrder	M	Positive Integer	Order the players should appear in the Start List.

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
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
IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: If applicable
Attribute	M/O	Value	Description



	Value	M	SC@AthleteStatus Code	Send code if applicable
EUE		START_ROLE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	SC@Role Code	The Starting Role of the player in the team
EUE		ROLE	Positive Integer	Pos Description: Send the end where the athlete started in this role. Usually 1 unless changed after game starts Element Expected: always
	Attribute	M/O	Value	Description
	Value	M	SC@Role Code	The current role of the player in the team (at the start it is the same as START_ROLE)
EUE		START_POSITION	N/A	Element Expected: always
	Attribute	M/O	Value	Description
	Value	M	CC@POSITION Id	The Starting Position of the player in the team
EUE		POSITION	Positive Integer	Pos Description: Send the end where the athlete started in this position. Usually only 1 Element Expected always
	Attribute	M/O	Value	Description
	Value	M	CC@POSITION Id	The current position of the player in the team (at the start it is the same as START_POSITION)
EUE		HAND	N/A	Element Expected: If available
	Attribute	M/O	Value	Description
	Value	M	SC@Hand Code	Handedness of the player

Sample (Athlete Entry)

```
<Athlete Code="1135320" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="START_POSITION" Value="3" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="6" Value="4" />
  <EventUnitEntry Type="EUE" Code="START_ROLE" Value="V" />
  <EventUnitEntry Type="EUE" Code="ROLE" Pos="1" Value="V" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
</Athlete>
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	TOURN_SUCCESS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	M	##0
	Percent	M	##0, -
ST	GAME_SUCCESS	N/A	Element Expected: Always, if the information is available



	Attribute	M/O	Value	Description
	Value	M	##0	Number of success stones in the game for the athlete
	Percent	M	##0, -	Game percentage of the athlete
ST		CW	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of CW stones considered in the game for the athlete
	Percent	M	##0, -	Game percentage of the athlete
ST		CCW	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of CCW stones considered in the game for the athlete
	Percent	M	##0, -	Game percentage of the athlete
ST		DRAW	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Draws (Total) number in the game for the athlete
	Percent	M	##0, -	Draws percentage for the athlete
ST		TAKEOUT	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Takeout (Total) number in the game for the athlete
	Percent	M	##0, -	Takeout percentage for the athlete

Sample (Athlete Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="TOURN_SUCCESS" Value="156" Percent="74" />
  <StatsItem Type="ST" Code="GAME_SUCCESS" Value="79" Percent="83" />
  <StatsItem Type="ST" Code="CW" Value="50" Percent="84" />
  <StatsItem Type="ST" Code="CCW" Value="29" Percent="83" />
  <StatsItem Type="ST" Code="DRAW" Value="25" Percent="82" />
  <StatsItem Type="ST" Code="TAKEOUT" Value="15" Percent="88" />
  ...
</StatsItems>
```

2.3.5.6 Message Sort

Sort by Result @SortOrder



2.3.6 Current Information

2.3.6.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current 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.

2.3.6.3 Trigger and Frequency

- When the game starts
- For the first stone of the subsequent ends, send 30sec before the end starts.
- For each subsequent stone, send when the time for the other team starts
- Send as soon as the statistical information for each stone is entered
- Send only the current athlete and the one to follow.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



	Code
	Pos
	Value
Result (0,N)	
SortOrder	
StartSortOrder	
Competitor (1,N)	
Code	
Type	
Organisation	
StatsItems (0,1)	
StatsItem (1,N)	
Type	
Code	
Pos	
Value	
Percent	
Composition (0,1)	
Athlete (0,N)	
Code	
Order	
StatsItems (0,1)	
StatsItem (1,N)	
Type	
Code	
Pos	
Value	
Percent	

2.3.6.5 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 /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: always
	Attribute	M/O	Value
	Value	M	SC@Period
			Description
			Send current end code



			Code	
UI		LAST_CON_STONE	N/A	Element Expected: Always after the first stone in this end
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of the last considered stone for this end.
DISPLAY		CURRENT	N/A	Element Expected: when available
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros	Send the competitor ID of the current athlete.
DISPLAY		DRAW or TAKEOUT	N/A	Code Description: Send the @Code of the last updated Result /Competitor /Composition /Athlete /StatsItems /StatsItem. May be DRAW or TAKEOUT 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 athlete who was updated in statistics (last played)

Sample (ExtendedInfos)

```
<ExtendedInfos>
<ExtendedInfo Type="UI" Code="PERIOD" Value="3" />
<ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2111355" />
<ExtendedInfo Type="DISPLAY" Code="DRAW" Value="1234567" />
</ExtendedInfos>
```

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
SortOrder	M	Positive Integer	Used to sort both teams
StartSortOrder	M	1, 2	1 for Home, 2 for Visitor

Element: Competition /Result /Competitor (1,N)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	T	T for team
Organisation	M	CC@ORGANISATION ID	Competitor's organisation

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	TOURN_SUCCESS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	M	##0
	Percent	M	##0, -
			Total number of stones considered in the tournament for the team
			Cumulative percentage of the team until the end of the current game



ST		GAME_SUCCESS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of stones considered in the game for the team
	Percent	M	##0, -	Game percentage of the team
ST		CW	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of CW stones considered in the game for the team
	Percent	M	##0, -	Game percentage of the team
ST		CCW	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of CCW stones considered in the game for the team
	Percent	M	##0, -	Game percentage of the team
ST		DRAW	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Draws number in the game for the team
	Percent	M	##0, -	Draws percentage for the team
ST		TAKEOUT	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Takeout number in the game for the team
	Percent	M	##0, -	Takeout percentage for the team

Sample (Team Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="TOURN_SUCCESS" Value="156" Percent="74" />
  <StatsItem Type="ST" Code="GAME_SUCCESS" Value="34" Percent="77" />
  <StatsItem Type="ST" Code="DRAW" Value="49" Percent="79" />
  <StatsItem Type="ST" Code="TAKEOUT" Value="30" Percent="73"/>
  ...
</StatsItems>
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athletes ID
Order	M	Positive Integer	Order attribute used to sort team members in a team

Element: Competition /Result /Competitor /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	TOURN_SUCCESS	N/A	Element Expected: Always, if the information is available



	Attribute	M/O	Value	Description
	Value	M	##0	Total number of stones considered in the tournament for the player
	Percent	M	##0, -	Cumulative percentage of the team until the end of the current player
ST		GAME_SUCCESS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of stones considered in the game for the player
	Percent	M	##0, -	Game percentage of the player
ST		CW	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of CW stones considered in the game for the team
	Percent	M	##0, -	Game percentage of the athlete
ST		CCW	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of CCW stones considered in the game for the team
	Percent	M	##0, -	Game percentage of the athlete
ST		DRAW	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Draws number in the game for the player
	Percent	M	##0, -	Draws percentage for the player
ST		TAKEOUT	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Takeout number in the game for the player
	Percent	M	##0, -	Takeout percentage for the player

Sample (Current)

```
<StatsItems>
<StatsItem Type="ST" Code="TOURN_SUCCESS" Value="156" Percent="74" />
<StatsItem Type="ST" Code="GAME_SUCCESS" Value="34" Percent="77" />
<StatsItem Type="ST" Code="DRAW" Value="49" Percent="79" />
<StatsItem Type="ST" Code="TAKEOUT " Value="30" Percent="73"/>
...
</StatsItems>
```

2.3.6.6 Message Sort

Sort by Result @SortOrder.

2.3.7 Play by Play

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	SC@Period Code N/A	Period Code If message is sent without DocumentSubcode then the message includes the full game.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	ACTION	Document SubType
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: LIVE INTERMEDIATE 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:

- After every action, when the statistics and the stone position have been entered, but not for the last stone of the end (LIVE). Current end only. Include DocumentSubcode.
- After the last stone of each end (INTERMEDIATE). Include DocumentSubcode.
- After the unit with all ends included (OFFICIAL) [without DocumentSubcode
- PROVISIONAL: if applicable (IOC/CAS-IF Decision Pending)

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)	
	ExtendedInfo (0,N)	
	Type	
	Code	
	Pos	
	Value	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	SubEventName	
	Gender	
	VenueDescription (0,1)	
	Venue	
	VenueName	
	Location	
	LocationName	
	Actions (0,1)	
	Home	
	Away	
	Action (1,N)	
	Id	
	Period	
	Order	
	Comment	
	ExtendedAction (0,N)	
	Code	
	Pos	
	Value	
	Competitor (0,N)	
	Code	
	Type	
	Organisation	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	Description (1,1)	
	GivenName	
	FamilyName	



	Gender
	Organisation
	BirthDate
	IFld
	Class
	ImageData (0,1)
	-

2.3.7.5 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 /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE and INTERMEDIATE
	Attribute	M/O	Value
	Value	M	##0
			Send the @Order for the previous action.
DISPLAY	CURRENT	N/A	Element Expected: When available and only when the unit is LIVE and INTERMEDIATE
	Attribute	M/O	Value
	Value	M	##0
			Send the @Order for the current action.
MIS	ORDER	N/A	Element Expected: Only if applicable and when the message is OFFICIAL
	Attribute	M/O	Value
	Value	M	Positive Integer
			Send the @Order for the most important shot. This is a link to the most important shot listed in the message.
MIS	DESC	N/A	Element Expected: Only if applicable and when the message is OFFICIAL
	Attribute	M/O	Value
	Value	M	Free Text
			Text description of the shot

Sample (ExtendedInfos)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="22" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="23" />
</ExtendedInfos>
```

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



Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline name (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event name (not code) from Common Codes
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	ENG ShortDescription of the Event Unit, not code
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

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

Element: Competition /Actions (0,1)			
Attribute	M/O	Value	Description
Home	M	S(20) without leading zeros	Home Competitor ID
Away	M	S(20) without leading zeros	Away Competitor ID

Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
Period	M	SC@Period Code	Send the end code
Order	M	Positive Integer	Unique sequential number for all the actions in the unit, from 1 to n (from the first action the last one).
Comment	O	S(200)	Send the comment on the shot.

Element: Competition /Actions /Action /ExtendedAction (0,N)			
Extended Action information.			
Type	Code	Pos	Description
	STONE_NUM	N/A	Type Description: N/A Element Expected: always
	Attribute	M/O	Value
	Value	M	#0
			Send the stone's number in the end (from 1 to 10 in doubles, 1 to 16 in teams).
	TASK	N/A	Type Description: N/A Element Expected: always
	Attribute	M/O	Value
	Value	M	SC@Task
			Send the appropriate task



		Code	
	TURN	N/A	Type Description: N/A Element Expected: always, unless if task is not considered in statistics
Attribute	M/O	Value	Description
Value	M	SC@Turn Code	Send turn
	POINTS	N/A	Type Description: N/A Element Expected: always
Attribute	M/O	Value	Description
Value	M	SC@Point Code	Points code of the shot

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

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	T	T for team
Organisation	M	CC@ORGANISATION Id	Competitors' organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID (team member) related to the action

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

Athletes extended information

Attribute	M/O	Value	Description
GivenName	O	S(25)	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	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Actions /Action /ImageData (0,1)

Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element contains a body consisting of one Base64-encoded PNG file. 600px x 300px

Sample (Play by Play)



```
<Action Id="123456" Period="2" Order="20" >
  <ExtendedAction Code="STONE_NUM" Value="4" />
  <ExtendedAction Code="TASK" Value="Takeout" />
  <ExtendedAction Code="TURN" Value="CW" />
  <ExtendedAction Code="POINTS" Value="2" />
  <Competitor Code="CURMTEAM4---SUI01" Type="T" Organisation="SUI" >
    <Composition>
      <Athlete Code="1102203" >
        <Description GivenName="John" FamilyName="Parker" Gender="M" Organisation="SUI" BirthDate="1994-10-15" />
      </Athlete>
    </Composition>
  </Competitor>
  <ImageData>iVBORw0KggoAA image 49xoUC/AuGXhACr</ImageData>
</Action>
```

2.3.7.6 Sort

Actions /Action @Order.

2.3.8 Pool Standings

2.3.8.1 Description

The pool standings message contains the standings of a group in a competition.

This report is sent independently for each of the groups / pools of the competition in a particular phase, and the group / pool can be determined from the message header (DocumentCode).

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@Phase Code	Phase RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	PROJECTED N/A	DocumentSubtype in the case the message sent for "Tentative Standings" in the final round of pool/group play then send as "PROJECTED". "Tentative Standings" provide the Round Robin final standings as if all games currently underway were finished, assuming the teams currently leading each game do in fact win. In the case of ties, the team with the last stone is assumed to be winning.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST INTERMEDIATE 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

- Before the start of the competition to build the initial tables (START_LIST)
- Send after each game is OFFICIAL (message is INTERMEDIATE until after last game).
- Send during play in the final round of pool play with DocumentSubtype = "PROJECTED". When the message is sent as PROJECTED:
 - Do not include the Opponent Element
 - Update each time there is any change in the projected rankings and for the first time when all LSFE are known.
- *PROVISIONAL" if applicable (IOC, CAS, IF decision pending)



2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		ExtendedInfo (0,N)			
			Type		
			Code		
			Pos		
			Value		
		Progress (0,1)			
			LastUnit		
			UnitsTotal		
			UnitsComplete		
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			SubEventName		
			Gender		
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		Result			
		IRM			
		QualificationMark			
		SortOrder			
		Won			
		Lost			
		Played			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
		Competitor (1,1)			
			Code		



	Type
	Organisation
	Description (0,1)
	TeamName
	Opponent (0,N)
	Code
	Type
	Pos
	Organisation
	Date
	Time
	Unit
	HomeAway
	Result
	Description (0,1)
	TeamName

2.3.8.5 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 /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	SESSION	N/A	Element Expected: After at least one unit is complete
	Attribute	M/O	Value
	Value	M	CC@EVENT_UNIT Code
			Description
			Send the RSC of the session, either the current session or if not current then most recently completed.

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. Not included for PROJECTED.
UnitsTotal	O	Positive Integer	Total number of units (games) to be played in the pool included in the message. Not included for PROJECTED.
UnitsComplete	O	#0	Total number of units (games) which are official in the pool included in this message. Not included for PROJECTED.

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



Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline name (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event name (not code) from Common Codes
SubEventName	M	CC@PHASE ENG ShortDescription	ENG ShortDescription of the Event Phase, not code
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank in the group.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC@ResultType Code	Result type, only send if an IRM unless points are used then POINTS is also applicable.
Result	O	#0	Points in the table if points are used.
IRM	O	SC@IRM Code	The invalid rank mark if applicable.
QualificationMark	O	SC@QualificationMark Code	Indicator for qualification of the competitor for the finals.
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 games won by the team in the group. Do not send if the team has not played.
Lost	O	##0	Number of games lost by the team in the group. Do not send if the team has not played.
Played	O	##0	Number of games played by the team in the group Send 0 if not yet played

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

Type	Code	Pos	Description
ER	WIN_TIED	N/A	Element Expected: if applicable
	Attribute	M/O	Value
	Value	M	S(12)
	Numbers of wins against tied teams		
ER	POINTS_TIED	N/A	Element Expected: if applicable, not expected for Olympics or Paralympics
	Attribute	M/O	Value
	Value	M	S(12)
	Numbers of points against tied teams		
ER	DSC	N/A	Element Expected: if applicable
	Attribute	M/O	Value
	Value	M	(S20)
	Draw shot challenge (example "DSC 41.44cm")		

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



Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	T	T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

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) without leading zeros	Competitor ID or TBD if unknown
Type	M	T	T for team
Pos	M	Positive Integer	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation (code).
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD).
Time	O	HH:MM	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
Unit	M	CC@EVENT_UNIT Code	Full RSC unit code for the unit
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 (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is always relative to the competitor. The opponent score is the second score.

Element: Competition /Result /Competitor /Opponent /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the opposition team.

Sample (Teams)



```
<Result Rank="4" Played="9" Won="5" Lost="4" SortOrder="4" QualificationMark="Q" >
  <Competitor Code="CURMTEAM4---GBR01" Type="T" Organisation="GBR">
    <Description TeamName="Great Britain"/>
    <Opponent Code="CURMTEAM4---RUS01" Type="T" Pos="1" Organisation="RUS" Date="2018-02-03" Time="14:00"
Unit="CURMTEAM4-----RR"00090001" HomeAway="H" Result="9-7" >
      <Description TeamName="Russia"/>
    </Opponent>
    <Opponent Code="CURMTEAM4---SWE01" Type="T" Pos="2" Organisation="GBR" Date="2018-02-02" Time="09:00"
Unit="CURMTEAM4-----RR"00120002" HomeAway="H" Result="8-10" >
      <Description TeamName="Sweden"/>
    </Opponent>
    <Opponent Code="CURMTEAM4---ITA01" Type="T" Pos="3" Organisation="ITA" Date="2018-02-01" Time="09:00"
Unit="CURMTEAM4-----RR"00170001" HomeAway="A" Result="10-8" >
      <Description TeamName="Italy"/>
    </Opponent>
  ...
</Competitor>
</Result>
```

2.3.8.6 Message Sort

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



2.3.9 Brackets

2.3.9.1 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.

2.3.9.2 Header Values

The following table describes the message header attributes.

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

2.3.9.3 Trigger and Frequency

- Before the competition (START_LIST).
- After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
- After every match during final phases (INTERMEDIATE)
- After the final match (OFFICIAL)
- Trigger after any change
- "PROVISIONAL" if applicable (IOC, CAS, IF decision pending)

2.3.9.4 Message Structure

The following table defines the structure of the message.

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



	Codes
	ExtendedInfos (0,1)
	Progress (0,1)
	LastUnit
	UnitsTotal
	UnitsComplete
	SportDescription (0,1)
	DisciplineName
	EventName
	Gender
	Bracket (1,N)
	Code
	BracketItems (1,N)
	Code
	BracketItem (1,N)
	Order
	Position
	Date
	Time
	TimeStamp
	Unit
	Result
	ExtBracketItems (0,1)
	ExtBracketItem (1,N)
	Type
	Code
	Pos
	Value
	CompetitorPlace (1,N)
	Pos
	Code
	WLT
	Result
	ResultType
	IRM
	StrikeOut
	PreviousUnit (0,1)
	Unit
	Value
	WLT
	Competitor (0,1)



	Code
	Type
	Organisation
	Description (0,1)
	TeamName

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

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

Element: Competition /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@Bracket Code	Bracket code to identify a bracket item. Gold/Bronze Match are kept in the same Bracket @Code

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@BracketItems Code	Bracket code to identify a set of bracket items. The semifinals or finals phases etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1



Position	M	Positive Integer	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	YYYY-MM-DD	Date of match (YYYY-MM-DD). Must be included if the data is available
Time	O	HH:MM	Time of the BracketItem (HH:MM) Must be included if the data is available.
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS.

Element: Competition /Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)				
Type	Code	Pos	Description	
EBI	LOCATION	N/A	Element Expected: Always when announced	
	Attribute	M/O	Value	Description
	Value	M	CC@LOCATION Id	Send the location (sheet) where this Match will be played. Only include when the location is known.

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	Use the appropriate sports code, expected only if the EventUnitType is HTEAM and at least one competitor in the bracket item is known.	
WLT	O	SC@WLT Code	W or L, indicates the winner or loser of the bracket item. Always send when known.	
Result	O	S(5)	The result (score) of the competitor in the event unit. Possible values also W, L	
ResultType	O	SC@ResultType Code	Type of the Result attribute	
IRM	O	SC@IRM Code	The invalid result 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 /PreviousUnit (0,1)				
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.				
Attribute	M/O	Value	Description	
Unit	O	CC@EVENT_UNIT Code Or CC@PHASE 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 send RSC of the Pool phase.	



Value	O	Positive Integer	When coming from the preliminary phase (pools) fill this with the rank in the pool phase. Only applies in semifinals.
WLT	O	SC@WLT Code	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown 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) without leading zeros	Competitor's ID
Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

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

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

Sample (Bracket)

```
<Bracket Code="FNL">
  <BracketItems Code="SFNL">
    <BracketItem Order="1" Position="1" Date="2014-02-07" Time="12:00" Unit="CURMTEAM4-----SFNL00090002" Result="10-8" >
      < ExtBracketItems>
        <ExtBracketItem Type="EBI" Code="LOCATION" Value="CUB" / >
      </ExtBracketItems>
      <CompetitorPlace Pos="1" WLT="W" Result="10" >
        <PreviousUnit Unit="CURMTEAM4-----PREL-----" Value="1" />
        <Competitor Code="CURMTEAM4---SWE01" Type="T" Organisation="SWE" >
          <Description TeamName="Sweden"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="8" >
        <PreviousUnit Unit="CURMTEAM4-----PREL-----" Value="4" />
        <Competitor Code="CURMTEAM4---GBR01" Type="T" Organisation="GBR" >
          <Description TeamName="Great Britain"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
    <BracketItem Order="2" Position="2" Date="2014-02-07" Time="15:00" Unit="CURMTEAM4-----SFNL00020001" >
      <CompetitorPlace Pos="1">
        <PreviousUnit Unit="CURMTEAM4-----PREL-----" Value="2" />
        <Competitor Code="CURMTEAM4---CAN01" Type="T" Organisation="CAN" >
          <Description TeamName="Canada"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <PreviousUnit Unit="CURMTEAM4-----PREL-----" Value="3" />
        <Competitor Code="CURMTEAM4---CHN01" Type="T" Organisation="CHN" >
          <Description TeamName="China"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

2.3.9.6 Message Sort

Bracket @Code (order in Sport Codes) then BracketItems @Code (order in Sport Codes, **descending**) and then BracketItem /Unit are sorted as per Position value defined at Competition /Bracket /BracketItems /BracketItem



2.3.10 Statistics

2.3.10.1 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, which could be for an event unit, a phase or an event.

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Or CC@PHASE Code	Full RSC at event level (for CUM, TOU, RANKING DocumentSubtypes) Full RSC at phase level (for DSC DocumentSubtype)
DocumentSubcode	S(20) N/A	The DocumentSubcode is used only in case DocumentSubtype is "CUM" The DocumentSubcode is the ID of the team in the case the message is for a single team.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TOU DSC RANKING	Types of statistics: <ul style="list-style-type: none"> CUM: For cumulative data of individual player statistics and team statistics. There will be one message for each team. TOU: For Tournament statistics DSC: Ranking of the Draw Shot Challenge. RANKING: Ranking of individual and team statistics.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST INTERMEDIATE 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.

2.3.10.3 Trigger and Frequency

Before any game starts as START_LIST (CUM and TOU messages)

After each game

- The DSC is produced during the round robin phase only and only after all teams have four LSD scores.
- The RANKING message is only provided during the round robin phase.



- The CUM message is send at the end of Round Robin Phase with status OFFICIAL for each team. For the Teams that will qualify to the next PHASE the CUM message will be send with status INTERMEDIATE after the Semifinal and will be send with status OFFICIAL after the FINAL.

Send with status PROVISIONAL If applicable (IOC/CAS/IF decision pending)

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	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
	ExtendedInfo (0,N)							
		Type						
		Code						
		Pos						
		Value						
	Progress (0,1)							
		LastUnit						
		UnitsTotal						
		UnitsComplete						
	SportDescription (0,1)							
		DisciplineName						
		EventName						
		Gender						
	Stats (1,1)							
	Code							
	StatsItems (0,1)							
	StatsItem (1,N)							
		Type						
		Code						
		Pos						
		Value						
		Attempt						
		Avg						
		Percent						
		ExtendedStat (0,N)						
		Code						
		Pos						
		Value						
	Competitor (0,N)							



	Code
	Type
	Order
	Organisation
	Description (0,1)
	TeamName
	StatsItems (0,1)
	StatsItem (1,N)
	Type
	Code
	Pos
	Value
	Attempt
	Avg
	Percent
	Rank
	RankEqual
	SortOrder
	ExtendedStat (0,N)
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	StatsItems (0,1)
	StatsItem (1,N)
	Type
	Code
	Pos
	Value
	Avg



	Percent
	Rank
	RankEqual
	SortOrder
	ExtendedStat (0,N)
	Code
	Pos
	Value

2.3.10.5 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 /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	SESSION	N/A	Element Expected: Always after at least one unit is complete.	
	Attribute	M/O	Value	Description
	Value	M	CC@EVENT_UNIT Code	Send the RSC of the session, either the current session or if not current then most recently completed.

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team. Do not send for DSC.
UnitsTotal	M	Positive Integer	Send the total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team. Units Total are calculated for the Round Robin phase and recalculated for the Finals Phase.
UnitsComplete	O	#0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. For DSC, send the total number of games which are included.

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



Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
--------	---	--------------------------------	--------------------------------

2.3.10.5.1 Document Subtype TOU message values

Element: Competition /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC@Statistics Code	Code for Tournament Statistics (TOU)

Element: Competition /Stats /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value
	Value	M	##0
			Total Games Played
ST	TIMEOUT	N/A	Element Expected: Always send if DocumentSubtype =TOU
	Attribute	M/O	Value
	Value	M	##0
	Percent	O	##0, -
			Success percentage after timeout or "-"
ST	STOLEN	N/A	Element Expected: Always, if the information is available for the DocumentSubtype =TOU
	Attribute	M/O	Value
	Value	M	##0
			Total stolen ends
ST	PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype =TOU
	Attribute	M/O	Value
	Value	M	##0
			Total number of points scored
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU			
	Attribute	Value	Description
	Code	0	
	Pos	N/A	
	Value	##0	The number of times 0 points was scored in an end
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU			
	Attribute	Value	Description
	Code	1	
	Pos	N/A	
	Value	##0	The number of times 1 point was scored in an end
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU			
	Attribute	Value	Description



	Code	2		
	Pos	N/A		
	Value	##0	The number of times 2 points were scored in an end	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU				
	Attribute	Value	Description	
	Code	3		
	Pos	N/A		
	Value	##0	The number of times 3 points were scored in an end	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU				
	Attribute	Value	Description	
	Code	4		
	Pos	N/A		
	Value	##0	The number of times 4 points were scored in an end	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU				
	Attribute	Value	Description	
	Code	4+		
	Pos	N/A		
	Value	##0	The number of times more than 4 points was scored in an end	
ST		PP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype =TOU
	Attribute	M/O	Value	Description
	Value	M	[-]##0	Total points in power plays
	Attempt	M	##0	Total number of power plays
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU				
	Attribute	Value	Description	
	Code	0		
	Pos	N/A		
	Value	##0	The number Ends scored by the opponent team	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU				
	Attribute	Value	Description	
	Code	X		
	Pos	N/A		
	Value	##0	The number of zero points or unplayed/unfinished end due to concession	
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU				
	Attribute	Value	Description	
	Code	1		
	Pos	N/A		



Value	##0	The number times one point was scored in the powerplay
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU		
Attribute	Value	Description
Code	2	
Pos	N/A	
Value	##0	The number times two points were scored in the powerplay
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU		
Attribute	Value	Description
Code	3	
Pos	N/A	
Value	##0	The number times three points were scored in the powerplay
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU		
Attribute	Value	Description
Code	4	
Pos	N/A	
Value	##0	The number times four points were scored in the powerplay
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU		
Attribute	Value	Description
Code	4+	
Pos	N/A	
Value	##0	The number times more than four points was scored in the powerplay

Sample (TOU)

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="8" />
    <StatsItem Type="ST" Code="TIMEOUT" Value="7" Percent="65" />
    <StatsItem Type="ST" Code="STOLEN" Value="9" />
    <StatsItem Type="ST" Code="PTS" Value="106" >
      <ExtendedStat Code="0" Value="17" />
      <ExtendedStat Code="1" Value="28" />
      <ExtendedStat Code="2" Value="23" />
      <ExtendedStat Code="3" Value="8" />
      <ExtendedStat Code="4" Value="2" />
      <ExtendedStat Code="4+" Value="0" />
    </StatsItem>
  </StatsItems>
</Stats Code="TOU">
```

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

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.



Type	M	T	T for team
Order	M	Positive Integer	Sort order: for each team: 1 - Team NOC code
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Stats /Competitor /Description (0,1)

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

Element: Competition /Stats /Competitor / StatsItems /StatsItem (1,N)

Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype = TOU
	Attribute	M/O	Value
	Value	M	SC@IRM Code
			IRM if applicable
ST	MP	N/A	Element Expected: Always send if DocumentSubtype= TOU
	Attribute	M/O	Value
	Value	M	##0
			Total games played
ST	TIMEOUT	N/A	Element Expected: Always send if DocumentSubtype= TOU
	Attribute	M/O	Value
	Value	M	##0
			Total timeouts
	Percent	O	##0, -
			Success percentage after timeout
ST	PLUS_MINUS	N/A	Element Expected: Always send if DocumentSubtype= TOU only
	Attribute	M/O	Value
	Value	M	+/- ##0
			Plus/minus value
ST	LSFE	1, 2	Pos Description: Send 1 for "For" stat, 2 for "Against" stat Element Expected: Always send if DocumentSubtype= TOU only
	Attribute	M/O	Value
	Value	M	##0
			Number of LSFE for this @Pos
ST	STOLEN	1, 2	Pos Description: Send 1 for "For" stat, 2 for "Against" stat Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value
	Value	M	##0
			Total stolen ends
ST	LS_EFF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value



	Value	M	##0	Last Stone Efficiency
ST		FORCE_EFF	N/A	Element Expected: Always in teams, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	##0	Force Efficiency
ST		PTS	1, 2	Pos Description: Send 1 for "For" stat, 2 for "Against" stat Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	##0	Total number of points scored
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	0		
	Pos	N/A		
	Value	##0	The number of times 0 points were scored in an end for that @Pos	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	1		
	Pos	N/A		
	Value	##0	The number of times 1 point was scored in an end for that @Pos	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	2		
	Pos	N/A		
	Value	##0	The number of times 2 points were scored in an end for that @Pos	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	3		
	Pos	N/A		
	Value	##0	The number of times 3 points were scored in an end for that @Pos	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	4		
	Pos	N/A		
	Value	##0	The number of times 4 points were scored in an end for that @Pos	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	



	Code	4+	
	Pos	N/A	
	Value	##0	The number of times more than 4 points were scored in an end
ST		PP	N/A Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	M/O	Value
	Value	M	[-]##0
	Attempt	M	##0
	SortOrder	M	Positive Integer
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype = TOU			
	Attribute	Value	Description
	Code	0	
	Pos	N/A	
	Value	##0	The number Ends scored by the opponent team
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype = TOU			
	Attribute	Value	Description
	Code	X	
	Pos	N/A	
	Value	##0	The number of zero points or unplayed/unfinished end due to concession
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype = TOU			
	Attribute	Value	Description
	Code	1	
	Pos	N/A	
	Value	##0	The number times one point was scored in the powerplay
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype = TOU			
	Attribute	Value	Description
	Code	2	
	Pos	N/A	
	Value	##0	The number times two points were scored in the powerplay
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype = TOU			
	Attribute	Value	Description
	Code	3	
	Pos	N/A	
	Value	##0	The number times three points were scored in the powerplay
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype = TOU			
	Attribute	Value	Description
	Code	4	



Pos	N/A	
Value	##0	The number times four points were scored in the powerplay
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype = TOU		
Attribute	Value	Description
Code	4+	
Pos	N/A	
Value	##0	The number times more than four points was scored in the powerplay

Sample (TOU)

```
<Competitor Code="CURMTEAM4---SWE01" Type="T" Order="1" Organisation="SWE" >
  <Description TeamName="Sweden" />
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="2" />
    <StatsItem Type="ST" Code="TIMEOUT" Value="7" />
    <ExtendedStat Code="PERCENT" Value="65" />
  </StatsItem>
  <StatsItem Type="ST" Code="PLUS_MINUS" Value="+6" />
  <StatsItem Type="ST" Code="LSFE" Pos="1" Value="0" />
  <StatsItem Type="ST" Code="STOLEN" Pos="1" Value="1" />
  <StatsItem Type="ST" Code="PTS" Pos="1" Value="15" >
    <ExtendedStat Code="0" Value="2" />
    <ExtendedStat Code="1" Value="2" />
    <ExtendedStat Code="2" Value="3" />
    <ExtendedStat Code="3" Value="1" />
    <ExtendedStat Code="4" Value="1" />
    <ExtendedStat Code="4+" Value="0" />
  </StatsItem>
  <StatsItem Type="ST" Code="LSFE" Pos="2" Value="2" />
  <StatsItem Type="ST" Code="STOLEN" Pos="2" Value="0" />
  <StatsItem Type="ST" Code="PTS" Pos="2" Value="9" >
    <ExtendedStat Code="0" Value="3" />
    <ExtendedStat Code="1" Value="5" />
    <ExtendedStat Code="2" Value="2" />
    <ExtendedStat Code="3" Value="0" />
    <ExtendedStat Code="4" Value="0" />
    <ExtendedStat Code="4+" Value="0" />
  </StatsItem>
</StatsItems>
</Competitor>
```

2.3.10.5.2 Document Subtype CUM message values

Element: Competition /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC@Statistics Code	Code for Cumulative Statistics (CUM)

Element: Competition /Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	T	T for team



Order	M	Positive Integer	Sort order: For each team: 1 - Team NOC code
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Stats /Competitor /Description (0,1)

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)

Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype = CUM
Attribute	M/O	Value	Description
Value	M	SC@IRM Code	IRM if applicable
ST	MP	N/A	Element Expected: Always send if DocumentSubtype= CUM
Attribute	M/O	Value	Description
Value	M	##0	Total games played
DELIVERY	DRAW FRONT GUARD RAISE WICK FREEZE TAKEOUT HIT_ROLL CLEARING DBL_TAKEOUT PRO_TAKEOUT ALL_DRAW ALL_TAKEOUT TOTAL NOT_CON	SC@Turn Code or TOT	Pos Description: CW for Clockwise, CCW for counter clockwise, TOT to total. Element Expected: Always, if the information is available for the DocumentSubtype=CUM only. Except only send TOT for NOT_CON
Attribute	M/O	Value	Description
Value	M	##0	Total of this delivery and turn (or TOT) delivered
Percent	M	##0, -	Percentage of this delivery and turn (or TOT)

Sample (CUM)

```
<Stats Code="CUM">
  <Competitor Code="CURMTEAM4---CAN01" Type="T" Order="1" Organisation="CAN">
    <Description TeamName="Canada" />
    <StatsItems>
      <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="TOT" Value="89" Percent="81" />
      <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="CW" Value="27" Percent="77" />
      <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="CCW" Value="62" Percent="83" />
    </StatsItems>
  </Competitor>
</Stats>
```

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



Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	Sort order

Element: Competition /Stats /Competitor /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	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g. Paralympic Games).

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype = CUM
	Attribute	M/O	Value
	Value	M	SC@IRM Code
DELIVERY	DRAW FRONT GUARD RAISE WICK FREEZE TAKEOUT HIT_ROLL CLEARING DBL_TAKEOUT PRO_TAKEOUT ALL_DRAW ALL_TAKEOUT TOTAL NOT_CON	SC@Turn Code or TOT	Pos Description: CW for Clockwise, CCW for counter clockwise, TOT to total. Element Expected: Always, if the information is available for the DocumentSubtype=CUM only
	Attribute	M/O	Value
	Value	M	##0
	Percent	M	##0, -
			Total of this delivery and turn (or TOT) delivered
			Percentage of this delivery and turn (or TOT)

Sample (CUM)

```
<Athlete Code="2016143" Order="1">
  <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="CAN" BirthDate="1994-12-15" />
  <StatsItems>
    <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="TOT" Value="22" Percent="81" />
    <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="CW" Value="12" Percent="77" />
    <StatsItem Type="DELIVERY" Code="ALL_DRAW" Pos="CCW" Value="10" Percent="83" />
  </StatsItems>
</Athlete>
```



2.3.10.5.3 Document Subtype DSC message values

Element: Competition /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC@Statistics Code	Code for Ranking of the Draw Shot Challenge (DSC)

Element: Competition /Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	T	T for team
Order	M	Positive Integer	Sort order: for each team: 1 - Team NOC code
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Stats /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams.

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)			
Team competitor's stats item, according to competitors' rules.			
Type	Code	Pos	Description
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype = DSC
	Attribute	M/O	Value
	Value	M	SC@IRM Code
ST	LSD_CW	#0	Pos Description: send the round. Element Expected: Always, if the information is available for the DocumentSubtype=DSC only
	Attribute	M/O	Value
	Value	M	##0.0
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If applicable			
	Attribute	Value	Description
	Code	DISCARDED	
	Pos	N/A	
	Value	Y	Send "Y" if this score is eliminated else do not send
ST	LSD_CCW	#0	Pos Description: Send the round. Element Expected:



				Always, if the information is available for the DocumentSubtype=DSC only
Attribute	M/O	Value	Description	
Value	M	##0.0	Counter Clockwise last stone distance for the round in cm.	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If applicable				
Attribute	Value	Description		
Code	DISCARDED			
Pos	N/A			
Value	Y	Send "Y" if this score is eliminated else do not send		
ST	DSC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=DSC only	
Attribute	M/O	Value	Description	
Value	O	##0.00	Draw shot challenge in cm.	
Rank	O	Positive Integer	Send the Rank for display of the DSC. Usually numeric but may be missing in the case of IRM.	
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.	
SortOrder	O	Positive Integer	Send the sort order for DSC	

Sample (DSC)

```
<Stats Code= "DSC ">
...
<Competitor Code="CURMTEAM4---NOR01" Type="T" Order="5" Organisaion="NOR" >
  <Description TeamName="Norway" >
    <StatsItems>
      <StatsItem Type="ST" Code="DSC" Value="11.94" Rank="5" SortOrder="5"/>
      <StatsItem Type="ST" Code="LSD_CW" Pos="1" Value="12.0">
        <ExtendedStat Code="DISCARDED" Value="Y" />
      </StatsItem>
      <StatsItem Type="ST" Code="LSD_CW" Pos="2" Value="11.9" />
      <StatsItem Type="ST" Code="LSD_CW" Pos="3" Value="8.5" />
    </StatsItems>
  </Competitor>
```

2.3.10.5.4 Document Subtype RANKING message values

Element: Competition /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC@Statistics Code	Code for ranking statistics (RANKING)

Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	T	T for team



Order	M	Positive Integer	Sort order: For each team: 1 - Team NOC code
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Stats /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams.

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)			
Team competitor's stats item, according to competitors' rules.			
Type	Code	Pos	Description
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype = RANKING.
	Attribute	M/O	Value
	Value	M	SC@IRM Code
	Description		IRM if applicable
ST	MP	N/A	Element Expected: Always send if DocumentSubtype=RANKING
	Attribute	M/O	Value
	Value	M	##0
	Description		Total games played
ST	AVG	#0 or TOT	Pos Description: Send the round number or TOT for total Element Expected: Always for DocumentSubtype=RANKING
	Attribute	M/O	Value
	Avg	O	##0.0
	Percent	O	##0 , -
	Rank	O	Positive Integer
	Description		Average percentage success, only for TOT
	RankEqual	O	Y
	Description		Percentage success or dash in the round, always except for TOT.
	SortOrder	O	Positive Integer
	Description		Send the Rank for display of the average percent for the position, only for TOT
	Description		Identifies if a rank has been equalled. Send Y if applicable else not sent, only for TOT
	Description		Send the sort order, only for TOT

Sample (RANKING)

```
<Stats Code="RANKING">
  <Competitor Code="CURMTEAM4---SWE01" Type="T" Order="1" Organisation="SWE" >
    <Description TeamName="Sweden" />
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="2" />
      <StatsItem Type="ST" Code="AVG" Pos="TOT" Avg="88.0" Rank="1" SortOrder="1" />
      <StatsItem Type="ST" Code="AVG" Pos="1" Percent="85" />
      <StatsItem Type="ST" Code="AVG" Pos="2" Percent="91" />
    </StatsItems>
  </Competitor >
</Stats >
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID



Order	M	Positive Integer	Sort order
-------	---	------------------	------------

Element: Competition /Stats /Competitor /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	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype = RANKING	
	Attribute	M/O	Value	Description
	Value	M	SC@IRM Code	IRM
ST	POS	N/A	Element Expected: Always for DocumentSubtype=RANKING	
	Attribute	M/O	Value	Description
	Value	M	CC@POSITION Id SC@POSITION Code	Send the athlete position CC@POSITION for Team events or the SC@POSITION for Mixed Doubles
ST	MP	N/A	Element Expected: Always for DocumentSubtype=RANKING and CUM	
	Attribute	M/O	Value	Description
	Value	M	##0	Total games played
ST	AVG	#0 or TOT	Pos Description: Send the round number or TOT for total Element Expected: Always for DocumentSubtype=RANKING	
	Attribute	M/O	Value	Description
	Avg	O	##0.0	Average percentage success, only for TOT
	Percent	O	##0 , -	Percentage success or "-" in the round, always except for TOT
	Rank	O	Positive Integer	Send the Rank for display of the average percent for the position, only for TOT
	RankEqual	O	Y	Send Y where Rank at this specific Item is equalled else not sent, only for TOT



SortOrder	0	Positive Integer	Send the sort order, only for TOT
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If position changes applicable for the round. Applicable to Team Events only.			
Attribute	Value	Description	
Code	POS_DIFF		
Pos	N/A		
Value	CC@POSITION Id	Send the position when a player started the game at different position from the original line-up position for this round	

Sample (RANKING)

```
<Athlete Code="2002589" Order="1">
  <Description GivenName="John" FamilyName="Parker" Gender="M" Organisation="SWE" BirthDate="1994-10-15" />
  <StatsItems>
    <StatsItem Type="ST" Code="POS" Value="1" />
    <StatsItem Type="ST" Code="MP" Value="2" />
    <StatsItem Type="ST" Code="AVG" Pos="TOT" Avg="88.0" Rank="1" SortOrder="1" />
    <StatsItem Type="ST" Code="AVG" Pos="1" Percent="85" />
    <StatsItem Type="ST" Code="AVG" Pos="2" Percent="91" />
  ...
</StatsItems>
</Athlete>
<Athlete Code="2002592" Order="2">
```

2.3.10.6 Message Sort

Sort according to the @Order attributes.

2.3.11 Event Final Ranking

2.3.11.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event.

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.

2.3.11.2 Header Values

The following table describes the message header attributes.

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

2.3.11.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change. After each final position is known (PARTIAL or OFFICIAL).
Send with status PROVISIONAL if applicable (IOC/CAS/IF decision pending)

2.3.11.4 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	
	UnitsTotal	
	UnitsComplete	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	Gender	
	Result (1,N)	
	Rank	
	RankEqual	
	Played	
	Won	
	Lost	
	IRM	
	SortOrder	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	
	Composition (1,1)	
	Athlete (0,N)	
	Code	
	Order	
	Description (1,1)	
	GivenName	



	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value

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

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

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	S(3)	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Played	O	##0	Send number of matches played including Round Robin and play-offs
Won	O	##0	Send number of matches won including Round Robin and play-offs
Lost	O	##0	Send number of matches lost including Round Robin and play-offs
IRM	O	SC@IRM Code	Send just if the team has been disqualified or DNS
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Competition /Result /Competitor (1,1)
Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros or SC@CompetitorPlace Code	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Positive Integer	Order attribute used to sort team members in a team

Element: Competition /Result /Competitor /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	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member's extended result			
ER	IRM	N/A	Element Expected: As soon as this information is available and only for the team member if applicable
	Attribute	M/O	Value
	Value	M	SC@IRM Code
			Description
			IRM

Sample (Ranking)

```
<Result Rank="2" SortOrder="2" Played="12" Won="9" Lost="3" >
  <Competitor Code="CURWTEAM4---SWE01" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden"/>
    <Composition>
      <Athlete Code="2002600" Order="1" />
    </Composition>
  </Competitor >
</Result >
```

2.3.11.6 Message Sort

Sort by Result @SortOrder



2.3.12 Configuration

2.3.12.1 Description

The Configuration is a message containing general configuration.

2.3.12.2 Header Values

The following table describes the message header attributes.

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

2.3.12.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.3.12.4 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				
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	



	Value
	ExtendedConfigItem (0,N)
	Code
	Pos
	Value

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	ENDS_NUM	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of ends to be played in this tournament.
EC	STONES_IN_END	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of stones in an end to be played in this tournament.
EC	TEAMS	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	#0	Number of teams in the competition
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	FINALS		
	Pos	N/A		
	Value	#0	Number of teams which progress to the finals	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable				
	Attribute	Value	Description	
	Code	RELEGATED		
	Pos	N/A		



	Value	#0	Number of teams which are relegated to a lower division if applicable	
EC		GROUPS	N/A	Element Expected: If groups are applicable (i.e. if more than 1)
	Attribute	M/O	Value	Description
	Value	M	#0	Number of groups in the preliminary phase of the competition.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable				
	Attribute	Value	Description	
	Code	COLOUR		
	Pos	#0		
	Value	S(50)	Colour of the group, for example blue	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable				
	Attribute	Value	Description	
	Code	FINALS		
	Pos	N/A		
	Value	#0	Number of teams per group which progress to the finals	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable				
	Attribute	Value	Description	
	Code	NAME		
	Pos	#0	Send the group number to distinguish the groups 1..n	
	Value	S(50)	Name of the Group, for example "Group A"	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable				
	Attribute	Value	Description	
	Code	RELEGATED		
	Pos	N/A		
	Value	#0	Number of teams per group which are relegated to a lower division if applicable.	
EC		CHALLENGE	N/A	Element Expected: If challenge game applicable
	Attribute	M/O	Value	Description
	Value	M	#0	Send the rank that needs to play a challenge game
EC		PLAYERS	N/A	Element Expected: always
	Attribute	M/O	Value	Description
	Value	M	2,4	Number of players per team playing at one time (2 or 4)
QUALIFICATION		QUAL_RULE	N/A	Element Expected: always
	Attribute	M/O	Value	Description
	Value	M	SC@QualRule	Send the code for the qualification rule.



			Code	
QUALIFICATION	FROM_RANK		CC@PHASE Code	Pos Description: Send according to the round to progress. Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	#0	Send the qualifying rank to indicate first rank to qualify to the phase defined @Pos. Usually its 1.
QUALIFICATION	TO_RANK		CC@PHASE Code	Element Expected: Send according to the round to progress. Element Expected: when applicable
	Attribute	M/O	Value	Description
	Value	M	#0	Send the qualifying rank to indicate last rank to qualify to the phase defined @Pos.
EC	COMPETITION		N/A	Element Expected: always
	Attribute	M/O	Value	Description
	Value	M	S(50)	Full competition name, for example "Olympic Winter Games Milano Cortina 2026"
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	COMP_TYPE		
	Pos	N/A		
	Value	S(50)	Send the type of the competition, for example "World Championship"	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	EVENT_NAME		
	Pos	N/A		
	Value	S(50)	Send the event name, for example "Women"	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	ABBREVIATION		
	Pos	N/A		
	Value	S(20)	Send the abbreviation of the competition, including the year, for example "WMCC2020"	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	START_DATE		
	Pos	N/A		
	Value	Date	Start Date of the competition.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	



	Code	END_DATE	
	Pos	N/A	
	Value	Date	End Date of the competition.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	Value	Description
	Code	LOCATION	
	Pos	N/A	
	Value	S(50)	City of the competition, for example "Cortina, Italy"
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	Value	Description
	Code	TIME_ZONE	
	Pos	N/A	
	Value	S(20)	Time zone code for the main competition venue, for example in winter London is GMT or PyeongChang is KST.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	Value	Description
	Code	UTC_OFFSET	
	Pos	N/A	
	Value	S(9)	UTC offset for the main competition venue. For example "UTC-05:00" for New York.

Sample (Teams)

```
<Configs>
  <Config Unit="CURWTEAM4-----">
    <ExtendedConfig Type="EC" Code="ENDS_NUM" Value="10"/>
    <ExtendedConfig Type="EC" Code="STONES_IN_END" Value="16"/>
    <ExtendedConfig Type="EC" Code="TEAMS" Value="10">
      <ExtendedConfigItem Code="FINALS" Value="4"/>
    </ExtendedConfig>
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="PT4^SF"/>
    <ExtendedConfig Type="EC" Code="PLAYERS" Value="4"/>
    <ExtendedConfig Type="EC" Code="COMPETITION" Value="Milano Cortina 2026 Olympic Winter Games">
      <ExtendedConfigItem Code="EVENT_NAME" Value="Women"/>
      <ExtendedConfigItem Code="ABBREVIATION" Value="OWG2026"/>
      <ExtendedConfigItem Code="COMP_TYPE" Value="Olympic Games"/>
      <ExtendedConfigItem Code="LOCATION" Value="Cortina, Italy"/>
      <ExtendedConfigItem Code="START_DATE" Value="2026-02-04"/>
      <ExtendedConfigItem Code="END_DATE" Value="2026-02-22"/>
      <ExtendedConfigItem Code="TIME_ZONE" Value="CET"/>
      <ExtendedConfigItem Code="UTC_OFFSET" Value="UTC+01:00"/>
    </ExtendedConfig>
  </Config>
</Configs>
```

2.3.12.6 Message Sort

There is no general message sorting rule.

2.3.13 Weather conditions

2.3.13.1 Description

The Weather Conditions is a message, provided by OVR, containing the current weather conditions in the venue.

2.3.13.2 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.

2.3.13.3 Trigger and Frequency

The message is sent:

- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session

2.3.13.4 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	



	Condition (0,3)	
		Code
		Value
	Temperature (0,N)	
		Code
		Unit
		Value

2.3.13.5 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 /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	GEN for general only(matches the FOP)
Humidity	O	##0	Humidity in %

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	ICE	Weather condition type
Value	M	CC@Weather_COND_SNOW Id	Use CC@WEATHER_COND_SNOW for ICE

Element: Competition /Weather /Conditions /Temperature (0,N)			
Send with different @Code in the case of winter conditions as needed.			
Attribute	M/O	Value	Description
Code	M	AIR, ICE	Temperature type
Unit	M	SCGEN@TemperatureUnit Code	Unit for temperature, send both
Value	M	[-]##0.0	Temperature of the @Code. Negative is applicable

Sample (Weather)



```
<Weather Date="2006-02-06T13:00:00+01:00" >  
  <Conditions Code="GEN" Humidity="31" >  
    <Condition Code="ICE" Value="nor" />  
    <Temperature Code="AIR" Unit="C" Value="15.5" />  
    <Temperature Code="AIR" Unit="F" Value="59.5" />  
    <Temperature Code="ICE" Unit="C" Value="-5.3" />  
    <Temperature Code="ICE" Unit="F" Value="21.6" />  
  </Conditions>  
</Weather>
```

2.3.13.6 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 operations start	DT_CODES		x	o	o	o	o
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_ENTRIES			x			
	DT_SCHEDULE		x			o	o

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download	DT_CONFIG			x			
	DT_POOL_STANDINGS	START_LIST			x		
	DT_BRACKETS	START_LIST		x			
	DT_STATS (TOU)	START_LIST		x			
	DT_STATS (CUM) for all teams	START_LIST		x			
If updates	DT_SCHEDULE_UPDATE		x			o	o
	DT_PDF C08 Schedule		x				
	DT_PDF C76A Competition Summary	START_LIST		x			
After Team Meeting: for change in athlete data	DT_PARTIC_UPDATE		x				
After Team Meeting: for change in team data	DT_PARTIC_TEAMS_UPDATE		x				
	DT_ENTRIES			x			

3.3 Before each Session

Trigger	Message	Status	D	E	P	S	U
All Line-ups are known (-30')	DT_RESULT for each game	START_LIST					x
	DT_PDF C54 Line-ups					x	
	DT_WEATHER		x			o	
First LSD is entered (-20')	DT_RESULT (Round Robin only)	STARTLIST					x
Second LSD and LSFE are entered (-10')	DT_RESULT (Round Robin only)	STARTLIST					x
After all LSD of the session are recorded. (Produced only after all teams have 4 LSD scores)	DT_STATS (DSC) (Round Robin only) - *R	INTERMEDIATE			x		
	DT_PDF C76D Draw Shot Challenge (Round Robin only) - *R	INTERMEDIATE		x			
When all LSFE are known	DT_POOL_STANDINGS – PROJECTED	INTERMEDIATE			x		



	Only during last RR session							
When athletes walk in (-5')	DT_SCHEDULE_UPDATE	GETTING_READY	x				o	o

3.4 During each Session - for each Game

Trigger	Message	Status	D	E	P	S	U
Event unit starts (0')	DT_SCHEDULE_UPDATE	RUNNING	x			o	o
Period starts	DT_RESULT	LIVE					x
Time starts	DT_CURRENT						x
After Each Action. Time starts for other team	DT_CURRENT						x
After Each Action. Stats are entered	DT_CURRENT						x
After Each Action (not for the last stone of the end)	DT_PLAY_BY_PLAY	LIVE					x
After Each End. Time stops after last stone of end	DT_CURRENT						x
After Each End. Score entered	DT_RESULT (not sent if score after stats)	LIVE					x
After Each End.	DT_POOL_STANDINGS - PROJECTED - only during last RR session	INTERMEDIATE			x		
After Each End, when the result is confirmed	DT_RESULT	INTERMEDIATE					x
After Each End.	DT_PLAY_BY_PLAY (for one end)	INTERMEDIATE					x
Game time start for next end	DT_RESULT	LIVE					x
Time starts for the new End	DT_CURRENT						x
Half time break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
Game time starts after half time break	DT_SCHEDULE_UPDATE	RUNNING	x				o
Time starts after Schedule Break	DT_CURRENT						x
	DT_SCHEDULE_UPDATE	FINISHED	x				o
All Stats (and Score) are entered	DT_RESULT	UNOFFICIAL					x
Game Score confirmed	DT_RESULT	OFFICIAL					x
	DT_POOL_STANDINGS - only for Round Robin - *R	INTERMEDIATE			x		
	DT_BRACKETS - only for Play-offs - *F			x			
	DT_STATS (TOU) - *F	INTERMEDIATE		x			
	DT_STATS (RANKING) - only for Round Robin - *R	INTERMEDIATE		x			
	DT_PDF C73 Results	OFFICIAL					x
	DT_STATS (CUM) for both teams - *F	INTERMEDIATE		x			
	DT_PDF C84B Statistics for both teams - *F	INTERMEDIATE		x			
	DT_PLAY_BY_PLAY (all ends)	OFFICIAL					x
	DT_PDF C69 Shot by shot	OFFICIAL					x

3.5 After last Game of a Session

Trigger	Message	Status	D	E	P	S	U
Session is finished	DT_SCHEDULE_UPDATE	FINISHED	x			o	
	DT_PDF C74A Results and Standings - only for Round Robin	OFFICIAL				x	
	DT_PDF C74B Results and Standings - only for Play Offs	OFFICIAL				x	
	DT_PDF C84A Percentage Summary	OFFICIAL				x	
	DT_PDF C76A Competition Summary - *F	INTERMEDIATE		x			
	DT_STATS (TOU) - only if adjusted after all games were sent - *F	INTERMEDIATE		x			
	DT_PDF C84D Scoring Analysis - *F	INTERMEDIATE		x			
	DT_PDF C84E Summary of big Ends - *F	INTERMEDIATE		x			
	DT_PDF C84G Time-out Statistics - *F	INTERMEDIATE		x			
	DT_PDF C84H Power Play Analysis (only for Mixed Doubles) - *F	INTERMEDIATE		x			
Only for Round Robin sessions	DT_PDF C76C Competition Matrix - *R	INTERMEDIATE		x			
	DT_STATS (RANKING) - only if adjusted after all games were sent - *R	INTERMEDIATE		x			
	DT_PDF C84C Cumulative Percentage - *R	INTERMEDIATE		x			
Only after the penultimate round robin session	DT_PDF C66B Possible Standings after Round Robin			x			

3.6 After the last Round Robin Session

Trigger	Message	Status	D	E	P	S	U
Final rank for some teams known	DT_RANKING	PARTIAL		x			
After Round Robin	DT_POOL_STANDINGS	OFFICIAL			x		
	DT_BRACKETS	INTERMEDIATE		x			
Teams for play-offs are known	DT_SCHEDULE_UPDATE	SCHEDULED	x				o
LSFE for play-offs are known	DT_RESULT	START_LIST					x

3.7 After the Bronze Medal Game

Trigger	Message	Status	D	E	P	S	U
Session is finished	DT_BRACKETS - only if adjusted after all games were sent	INTERMEDIATE		x			
	DT_MEDALLISTS	PARTIAL		x			
	DT_PDF C92B Medallists	PARTIAL		x			
	DT_MEDALLIST_DISCIPLINE		x				
	DT_PDF C93 Medallists by Event	PARTIAL	x				
	DT_MEDALS		x				
	DT_PDF C95 Medal Standings	PARTIAL	x				
	DT_RANKING	PARTIAL		x			



3.8 After the Gold Medal Game

Trigger	Message	Status	D	E	P	S	U
After last event unit is official	DT_BRACKETS - only if adjusted after all games were sent	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_PDF C92B Medallists	OFFICIAL		x			
	DT_MEDALLIST_DISCIPLINE		x				
	DT_PDF C93 Medallists by Event	OFFICIAL	x				
	DT_MEDALS		x				
	DT_PDF C95 Medal Standings	OFFICIAL	x				
	DT_RANKING	OFFICIAL		x			
	DT_PDF C76B Final Standings	OFFICIAL		x			

Note: *R = Official after Round Robin; *F = Official after Finals

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
V0.1	31 May 2023	First version
V0.2	3 July 2023	Version after the ODF Review meeting
V0.3	22 December 2023	Applying global changes and editorial updates
V0.4	07 February 2024	Minor updates
V0.5	18 April 2024	Corrections and cross sport alignments
V0.6	5 August 2024	Corrections and cross sport alignments, Version after PT1 including changes for CHG0031615
V1.0	2 October 2024	Corrections and cross sport alignments
V1.1	11 April 2025	CHG0034175, Corrections and cross sport alignments, DDM-15

File Reference: OWG2026-CUR-1.1, APP

Change Log		
Version	Status	Changes on version
V0.1	SFR	First Version
V0.2	SFR	<p>Related Documents: Reference to Language Guidelines and Participant Names</p> <p>Curling Overview: Message Description details added.</p> <p>DT_PARTIC_TEAMS: Clarification on the message sort.</p> <p>PROVISIONAL status has been introduced to all applicable messages.</p> <p>DT_BRACKETS: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ResultType added</p> <p>DT_STATS: Message values broken down to each Type of Statistics.</p> <p>DT_CONFIG: Message structure updated properly.</p> <p>Message Timeline: Corrections applied.</p> <p>Open Items:</p> <p>DT_SCHEDULE: Competition /Session /Medal: Clarification needed in the case that the session does not include Gold medal units.</p> <p>DT_PLAY_BY_PLAY: Competition /Actions /Action /ImageData (0,1). To be investigated how the coordinates can be distributed instead of a full image.</p>
V0.3	SFR	<p>References to Document SubType SYNC for all applicable messages (DT_SCHEDULE, DT_PARTIC, DT_PARTIC_TEAMS).</p> <p>PSCBName and variations added in DT_PARTIC and DT_PARTIC_TEAMS (Global change)</p> <p>DT_ENTRIES and DT_ENTRIES_TEAMS introduced (Global change)</p> <p>DT_PARTIC and DT_PARTIC_TEAMS structure updated (Global change)</p> <p>DT_PLAY_BY_PLAY: Competition /Actions /Action /ImageData (0,1): Decision was taken to keep the previous games format.</p> <p>DT_PARTIC_NAME references were removed.</p> <p>Editorial updates.</p>
V0.4	SFR	<p>For all messages for the element Competition the attributes Gen, Sport, Codes are set to M</p> <p>DT_SCHEDULE ModificationIndicator attribute deleted.</p> <p>DT_PARTIC MainFunctionId attribute set to O.</p> <p>Editorial updates.</p>
V0.5	SFR	<p>Editing updates and new values patterns applied.</p> <p>Sport attribute in element Competition has been changed to S(35)</p> <p>TVFamilyName changed to S(18)</p>
V0.6	SFA	<p>SubEventName attribute: Changed reference to the ShortDescription in Common Codes.</p> <p>DT_ENTRIES: New structure applied</p> <p>DT_ENTRIES_TEAMS: Deleted</p> <p>DT_PARTIC: Competition /Participant /Discipline /DisciplineEntry Code HAND added.</p> <p>DT_SCHEDULE: Updated structure</p> <p>DT_RESULT:</p> <p>Value of the attributes: HomeScore, AwayScore, HomePeriodScore and AwayPeriodScore has been updated.</p> <p>Competition /Result /Competitor /EventUnitEntry Codes STOLENENDS and STOLENPOINTS have been added.</p>



		<p>DT_PLAY_BY_PLAY: Competition /Actions /Action /ExtendedAction Code TURN Description updated.</p> <p>DT_POOL_STANDING: Competition /ExtendedInfos /Progress /UnitsComplete value updated.</p> <p>DT_BRACKETS: Competition /ExtendedInfos /Progress /UnitsComplete value updated. Competition /Bracket /Code: description updated. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Code Clarification added in Description.</p> <p>DT_STATS: Competition /ExtendedInfos /Progress /UnitsComplete Value updated. Competition /Stats /Competitor /StatsItems /StatsItem Code AVG Attribute Percent: "-" value has been added. Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem AVG Attribute Percent: "-" value has been added. Competition /Stats /StatsItems /StatsItem /ST /PP Attribute Avg removed (CHG0031615) Competition /Stats /Competitor / StatsItems /StatsItem /ST Code PP_EFF has been removed (CHG0031615) Competition /Stats /Competitor / StatsItems /StatsItem /ST /PP Attribute Avg removed (CHG0031615)</p> <p>Document SubType RANKING: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ST /POS: Value updated. (CHG0031615) Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat /POS_DIFF: Sub Element applicable to Team Events only comment added. (CHG0031615)</p> <p>DT_RANKING: Competition /ExtendedInfos /Progress /UnitsComplete value updated.</p> <p>DT_CONFIG: Competition /Configs /Config /ExtendedConfig Code STONES_IN_END has been added.</p> <p>DT_AUDIO, DT_ACHIEVEMENT: Added in applicable messages</p>
V1.0	APP	<p>Editorial updates</p> <p>DT_Schedule: Message Description, Message structure and Attribute descriptions updated Competition /Unit /StartList /Start /PreviousUnit Removed</p> <p>DT_PARTIC: Message structure corrected</p> <p>DT_PARTIC_TEAMS: Message Description updated</p> <p>DT_ENTRIES: Competition /Entry /EntryStatus Removed Competition /Entry /Composition /Athlete /EntryStatus Removed</p> <p>DT_RESULT: Trigger and Frequency: Updated Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod /EP /LSCE description updated Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ST /DRAW Pos updated Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ST /TAKEOUT Pos updated</p> <p>DT_POOL_STANDING: Competition /Result /ExtendedResults /ExtendedResult Type ER Code: WIN_TIED, POINTS_TIED, DCS Value formats updated.</p> <p>DT_BRACKETS: Message sort updated Competition /Bracket /BracketItems /BracketItem TimeStamp optional attribute added</p> <p>DT_STATS: Header Values: Document Code updated. Competition /ExtendedInfos /Progress /LastUnit Description updated Competition /Stats /Competitor /Composition /Athlete deleted under the DocumentSubtype TOU and DSC Competition /Stats /Competitor / StatsItems /StatsItem /ST Code TIMEOUT Value and Percent value formats corrected.</p> <p>DT_CONFIG: Competition /Configs /Config /ExtendedConfig /EC /CHALLENGE Value format updated</p>
V1.1	APP	<p>DT_RESULTS Sample Athlete Stats updated to match the current definition</p> <p>DT_RANKING: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult added. (DDM-15)</p> <p>DT_PARTIC Message Structure: /Competition /Participant. Duplicated GivenName removed</p> <p>DT_PARTIC: Competition /Participant Attribute BirthDate description updated</p> <p>DT_WEATHER /Weather /Conditions /Temperature /Value format updated as per Weather adjustments (CHG0034175)</p> <p>DT_SCHEDULE: Competition /Unit: MediaAccess added</p> <p>DT_SCHEDULE: Competition /Unit /ItemName Value updated</p> <p>DT_BRACKETS: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit Unit value updated</p>