

Olympic Data Feed



Curling

ODF Data Dictionary

Technology and Information Department
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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 | PRE SYNC N/A | PRE if the message is generated during the early stages of the competition schedule (Schedule by Day), else not included. 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 | | | | | |
| | ExtendedInfos (0,1) | | | | | |
| | | ExtendedInfo (1,N) | | | | |
| | | | Type | | | |
| | | | Code | | | |
| | | | Pos | | | |
| | | | Value | | | |
| | 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 /ExtendedInfos /ExtendedInfo (1,N) | | | |
|---|---------|-------------------|--|
| Type | Code | Pos | Description |
| CS | VERSION | N/A | Element Expected: when message source is the schedule management application (ASM) |
| Attribute | M/O | Value | Description |
| Value | M | #0.00 #0 #0.0 | The version details from the competition schedule application. |



| | | | | |
|----|-----------|--------|-------|--|
| CS | | STATUS | N/A | Element Expected: when message source is the schedule management application (ASM) |
| | Attribute | M/O | Value | Description |
| | Value | M | S(15) | The status details from the competition schedule application |

Sample (ExtendedInfo - when source is the Schedule Management application)

```
<ExtendedInfos>
  <ExtendedInfo Type="CS" Code="VERSION" Value="9" />
  <ExtendedInfo Type="CS" Code="STATUS" Value="Visible" />
</ExtendedInfos>
```

| 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 | 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). This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) 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. 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. |
| HideStartDate | O | Y | <p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time.</p> <p>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</p> <p>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.</p> <p>Example: 2026-02-26T10:03:22+01:00</p> |
| ActualEndDate | O | DateTime | <p>This attribute is expected once the event unit has finished.</p> <p>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. <p>It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.</p> |
| Medal | O | SCGEN@UnitMedalType Code | <p>Medal indicator.</p> <p>Do not send if not a medal event unit</p> |
| Venue | O | CC@VENUE Id | <p>Venue where the unit takes place</p> <p>Mandatory unless UNSCHEDULED</p> <p>Can use TBD if the Venue is not known yet (CC).</p> |
| Location | O | CC@LOCATION Id | <p>Location where the unit takes place.</p> <p>Mandatory unless UNSCHEDULED.</p> <p>Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).</p> |



| | | | |
|-------------|---|----------|---|
| 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 Description | Item Name / Unit Description. For competition units show the unit description from common codes which matches the RSC.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 | Should be sent when known |



| | | | |
|--|--|----|--|
| | | Id | |
|--|--|----|--|

| 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 | | | |
| | | 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 (Versions)

<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 | <p>Participant's ID</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> |
| Parent | M | S(20) without leading zeros | <p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at</p> |



| | | | |
|--------------------|---|------------------------------|---|
| | | | 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. 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 | Description | |
| Value | M | SC@Hand Code | Hand | |

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 Olympic Data Feed - © IOC

List of teams / List of teams update

Technology and Information Department



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 | | |
| | | | Fid | | |

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 Id | Team organisation's 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 | Description |
| | Value | M | CC@POSITION Id | Position in the Team |
| ENTRY | | ROLE | N/A | Element Expected: when available |
| | Attribute | M/O | Value | Description |
| | Value | M | SC@Role Code | Athlete's role in the team |

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 |
| | | IFld |
| | | 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 |
| | | IFld |
| | | Class |
| | | EventUnitEntry (0,N) |
| | | Type |



| | | |
|--|------------------|---------|
| | | Code |
| | | Pos |
| | | Value |
| | StatsItems (0,1) | |
| | StatsItem (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 | Attribute | HOME_REMAIN | N/A | Element Expected: after each end is complete. |
| | Value | M | mm:ss | Send the remaining time for the home team. |
| EP | Attribute | AWAY_REMAIN | N/A | Element Expected: after each end is complete. |
| | Value | M | mm:ss | Send the remaining time for the away team. |
| EP | Attribute | LSCE | N/A | Element Expected: as soon as it is known |
| | Value | M | | |



| | | | | |
|----|-----------|----------------|-------|---|
| | 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. |
| EP | Attribute | M/O | Value | Description |
| | Value | M | Y | Send 'Y' to indicate that the positioned stones are placed in the Power Play option. |
| | | 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 | Description |
| 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 |
| IFId | O | S(16) | International Federation ID |

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 | Description |
|-----------|-----|--------------------------|---|
| Value | M | SC@AthleteStatus Code | 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 |
| ST | Percent | M | ##0, - | Game percentage of the team |
| | | 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 |
| ST | Percent | M | ##0, - | Game percentage of the team |
| | | 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 |
| ST | Percent | M | ##0, - | Draws percentage for the team |
| | | 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" />
```

| 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 | Description |
| | Value | M | ##0 | Total number of success stones in the tournament for the athlete |
| | Percent | M | ##0, - | Cumulative percentage of the athlete |
| 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 | Description |



| | | | | |
|---------|------------------|-----------------|-----------------------------|---|
| | Value | M | SC@Period Code | Send current end 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 |
| | | | Total number of stones considered in the tournament for the team |



| | | | | |
|----|------------------|--------------|--------------|---|
| | Percent | M | ##0, - | 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 /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 | 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 |
| | IFId |
| | 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 | Description |
| | 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 | |
| MIS | Attribute | M/O | Value | Description |
| | Value | M | ##0 | Send the @Order for the current action. |
| | | ORDER | N/A | Element Expected: Only if applicable and when the message is OFFICIAL |
| | Attribute | M/O | Value | Description |
| | 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 | Description |
| | 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" />
```




| 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 |
| | TASK | N/A | Type Description: N/A |



| Element Expected: always | | | |
|---|-----|------------------|---------------------------|
| Attribute | M/O | Value | Description |
| Value | M | SC@Task Code | Send the appropriate task |
| 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 |
| 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 YYYY-MM-DD | 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 | 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 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 | Attribute | WIN_TIED | N/A | Element Expected: if applicable |
| | Value | M | S(12) | Numbers of wins against tied teams |
| ER | Attribute | POINTS_TIED | N/A | Element Expected: if applicable, not expected for Olympics or Paralympics |
| | Value | M | S(12) | Numbers of points against tied teams |
| ER | Attribute | DSC | N/A | Element Expected: if applicable |
| | Value | M | S(12) | Numbers of points against tied teams |



| | | | |
|-------|---|-------|---|
| 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>
```

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 | Description |
| | Value | M | ##0 | Total Games Played |
| ST | | TIMEOUT | N/A | Element Expected: Always send if DocumentSubtype =TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | ##0 | Total time outs |
| | Percent | O | ##0, - | Success percentage after timeout or "-" |
| ST | | STOLEN | N/A | Element Expected: Always, if the information is available for the DocumentSubtype =TOU |
| ST | Attribute | M/O | Value | Description |
| | Value | M | ##0 | Total stolen ends |
| | PTS | | N/A | 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 /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 |
| | 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 |
| | | | Description |



| | | | | |
|----|--|-----------|--|---|
| | 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 | Description |
| | 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 Description |
| | Value | M | [-]##0 Total points in power plays |
| | Attempt | M | ##0 Total number of power plays |
| | SortOrder | M | Positive Integer Sort order for the competitors |
| 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 /StatsItem /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 | DateYYYY-MM-DD | 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 | Description |
| | Value | M | SC@IRM Code | IRM |
| 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 | 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)

```
<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 |
| ST | Attribute | M/O | Value | Description |
| | Value | M | SC@IRM Code | IRM if applicable |
| | | 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 | Description |
| | Value | M | ##0.0 | 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 | | 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 | Description |
| | Value | M | SC@IRM Code | IRM if applicable |
| ST | MP | N/A | Element Expected: Always send if DocumentSubtype=RANKING | |
| | 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 dash 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 | Identifies if a rank has been equalled. Send Y if applicable else not sent, only for TOT |
| | SortOrder | O | Positive Integer | 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 | DateYYYY-MM-DD | 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 | O | 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 YYYY-MM-DD | 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 | Description |
| | Value | M | SC@IRM Code | 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 Code | Send the code for the qualification rule. |
| 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 |
| EC | Value | M | #0 | Send the qualifying rank to indicate last rank to qualify to the phase defined @Pos. |
| | | 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 Only during last RR session | INTERMEDIATE | | | x | | |
| 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 |
| V1.2 | 31 July 2025 | CHG0036150, editorial updates after Homologation |

File Reference: OWG2026-CUR-1.2, APP

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



| | | |
|------|-----|--|
| | | <p>DT_RESULT: Value of the attributes: HomeScore, AwayScore, HomePeriodScore and AwayPeriodScore has been updated. 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> |



| | | |
|------|-----|--|
| | | DT_BRACKETS: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit Unit value updated |
| V1.2 | APP | DT_POOL_STANDINGS: Competition /Result /ExtendedResults /ExtendedResult Type=ER and Code=DSC updated sample. (CHG0036150) DT_STATS: Competition /Stats /Competitor /StatsItems /StatsItem Type=ST and Code=DSC Value format new decimal added. (CHG0036150) DT_RESULT: Competition /Result /Competitor /Coaches /Coach /Description Added Attribute IFId (CHG0036150) DT_SCHEDULE: Header Values: inclusion of PRE for GEN document alignment. Competition /ExtendedInfos /ExtendedInfo added. DT_PARTIC_TEAMS: Upadted structure, removed Competition /Team /Discipline node typographical error Across document: BirthDate value changed from Date to YYYY-MM-DD Consistency |