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Olympic Data Feed

ODF Shooting Data Dictionary

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1 Introduction

1.1 This document

This document includes the ODF Shooting Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Shooting, as well as defines the codes used in these messages.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Shooting Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Shooting 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

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **SH** – Shooting
- **WNPA** – World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF



		users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport



2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Shooting Data Dictionary.

2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Shooting Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Shooting.

Any ODF Shooting message should follow all the previous definitions in order to be considered as an ODF compliant message.



3 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to ODF Sport Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @IRM	Code	Description
	DNF	Did not finish
	DNS	Did not start
	DSQ	Disqualified
CC @PhaseIdentifier	Code	Description
	Finals	Finals
	QS-off	Qualification Shoot-off
CC @Position	Code	Description
	1	Prone
	2	Standing
	3	Kneeling
CC @QualificationMark	Code	Description
	Q	Qualification
CC @RangeCode	Code	Description
	1	Range A
	2	Range B
	3	Range C
CC @RecordCode	Defined in ODF Common Codes Document See entity Record Code <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @RecordType	Defined in ODF Common Codes Document See entity Record Type <ul style="list-style-type: none"> The entity's attribute to be used is Code It will be related to Discipline 	
CC @ResultType	Code	Description
	IRM	Invalid Result Mark
	IRM_POINTS	Send both, Points and IRM
	POINTS	Points
CC @ShotGun	Code	Description
	B	HIT - both (in DT) targets HIT - solid black rectangle
	L	DT only: HIT - MISS - upper left black



	M	MISS - in DT: both targets MISS - "hollow" rectangle
	R	DT only: MISS - HIT - lower right black
CC @ShotStatus	Code	Description
	B	Not yet fired
	L	Hit
	M	Miss
	R	Over time (shot not scored because too late, happens frequently as they have only 4 or 2 seconds time)
CC @Stage	Code	Description
	1	Precision
	2	Rapid



4 Shooting Data Extension

4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

4.1.1 ODF header

Regarding to the ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- ODF Header: DocumentCode.

4.1.2 Attributes Definition

The attributes types are explained in the section “5.1.2. Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information



5 Point in Time

5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Shooting, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- 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 documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central		
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central		
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_PARTIC_HORSES_UPDATE	List of equestrian horses update	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central	X	X
DT_HIST_REC_UPDATE	Historical records update	Central	X	X
DT_GLOBAL_GM	Global good morning	Central	Global	



DT_GLOBAL_GN	Global good night	Central	Global	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	Sports	X	X
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_RECORD	Records	Sports	X	X
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports		
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports		
DT_CONFIG	Discipline Configuration	Sports	X	X
DT_WEATHER	Event Unit Weather conditions	Sports		
DT_SERIAL	List of Current PiT Serial	Sports	X	



5.1.1 List of participants by discipline/ List of participants by discipline update

5.1.1.1 Description

This message is the List of participants (athletes and officials) by discipline (and the update) as described in the ODF Central Messages Interface Document.

5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid.

5.1.1.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

5.1.1.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Shooting are:

- RegisteredEvent
- EventEntry

In the next section (message values), there is a more detailed definition.

5.1.1.5 Message Values

The following table lists the “List of participants by discipline/ update” optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case Shooting, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if available
Competition /Participant /Discipline /RegisteredEvent	Bib	O	String	Bib number. It will be included if available
Discipline	InternationalFederationId	M	S(16)	ISSF unique shooter identification (competitor's federation number for the discipline).
Discipline	InternationalFederationId	O	S(16)	ISSF ID (competitor's federation number for the discipline) It will be included.

The following table describes in more detail the EventEntry element in the case of Shooting.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry			
Type	Code	Value	Description
E_ENTRY	E_DS	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send Y in case of double starter, N if it is not anymore
E_MQS		N(4) 9990	For @Type: Send proposed type
			For @Code:



			Send proposed code
			For @Value: Send the Individual Qualification Score achieved

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
E_ENTRY /E_DS	Send Y in case of double starter indicator, N if it is not anymore	If applies, This information can be sent in both messages.
E_ENTRY /E_MQS	Individual Qualification Score achieved	Always, if available. This information can be sent in both messages.

5.1.1.6 Message sort

Please, follow the general definition.



5.1.2 Historical records/ Historical records update

5.1.2.1 Description

This message is the Historical records message as described in the ODF Central Messages Interface Document.

5.1.2.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.1.2.3 Trigger and Frequency

Please, follow the general definition.

5.1.2.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Shooting are:

- ExtRecords and its child element

In the next section (message values), there is a more detailed definition.

5.1.2.5 Message Values

The following table lists the Historical records optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case of Shooting, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
RecordType /RecordData	ResultType	M	CC @ResultType	Always POINTS
	Result	M	N(4) 9990 or N(4).N(1) 9990.0	Record score

The following table describes in more detail the ExtRecord element in the case of Shooting.

Element: HistoricalRecord /Record /RecordType /ExtRecords /ExtRecord			
Type	Code	Value	Description
HER_SH	SH_DEDUCTION	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send Y in case of the record score has changed due to a deduction, N to change the value of the element

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
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HER_SH /SH_DEDUCTION		Send Y in case of the record score has changed due to a deduction, N to change the value of the element	If applies
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5.1.2.6 Message sort

Please, follow the general definition.



5.1.3 Start List

5.1.3.1 Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

5.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet)

5.1.3.3 Trigger and Frequency

Please, follow the general definition

5.1.3.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Shooting are:

- Start /Competitor /Composition /Athlete /EventUnitEntry

In the next section (message values), there is a more detailed definition.

5.1.3.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Shooting, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	StartOrder	O	Numeric	For training: by period in each bay/firing (lane) in rifle and pistol events, by position in each squad in shotgun events
	SortOrder	M	Numeric	According to the sport rules.
Start /Competitor /Composition /Athlete	Bib	O	String	Bib number.

The following table describes in more detail the UnitInfos /UnitInfo element in the case of Shooting.

Element: UnitInfos /UnitInfo					
Type	Code	Extension	Pos	Value	Description
UI_SH	SH_ROTATION		N(1) 0	HH:MM 00:00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Rotation number: 1..n
					For @Value: Rotation start time
	SH_ROUND		N(1) 0		For @Type: Send proposed UnitInfo code
					For @Code: Send proposedExtension code
					For @Pos : Do not send anything



					For @Value: Rotation round number
	SH_SCHEME	CC @RangeCode		String	For @Type: Send proposed UnitInfo code
					For @Code: Send proposedExtension code
					For @Pos : Range number
					For @Value: Scheme number for the corresponding rotation start time and range.
	SH_SQUAD	CC @RangeCode		N(1) 0	For @Type: Send proposed UnitInfo code
					For @Code: Send proposedExtension code
					For @Pos : Range number
					For @Value: Squad number for the corresponding rotation start time and range.
	SH_IND	CC @RangeCode		CC @PhaseId entificator	For @Type: Send proposed UnitInfo code
					For @Code: Send proposedExtension code
					For @Pos : Range number
					For @Value: Phase's identifier of phase for the corresponding rotation start time and range. (see codes section)
	SH_START		N(1) 0	MM:SS 00:00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Relay number: 1..n
					For @Value: Start time
	SH_PERIOD		N(1) 0	HH:MM 00:00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Sequential number: 1..n
					For @Value: Period start time
	SH_FINISH			HH:MM 00:00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Finish time
	SH_STAGE			CC @Stage	For @Type: Send proposed type
					For @Code:



					Send proposed code
					For @Pos : Do not send anything
					For @Value: stage identification
	SH_BAY_FP		N(2) 90	String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Sequential number: 1..n
					For @Value: Bay identification or Firing Point or Bay identification follow by Firing Point
					In case of 25m Pistol Women: Training: Bay identification follow by Firing Point (e.g. A1, B4, ...)

For the table above, we have the following additional/summary information:

Type /Code	Extension	Description	Expected
UI_SH /SH_ROTATION		Rotation start time	For Shotgun Events
	SH_ROUND	Rotation round number Only for Training	
	SH_SCHEME	Scheme number for the corresponding rotation start time and range Only for Trap	
	SH_SQUAD	Squad number for the corresponding rotation start time and range	
	SH_IND	Phase's identifier of phase for the corresponding rotation start time and range.	
UI_SH /SH_START		Relay start time	In Qualification/Eliminations: Just for Rifle/Pistol events, except for 50m Rifle 3 positions Men and Women
UI_SH /SH_PERIOD		Period start time	In training: For Rifle/Pistol events
	SH_FINISH	Period finish time	
	SH_STAGE	Stage identification Only in case of 25m Pistol Women	
UI_SH /SH_BAY_FP		Bay identification/firing point	If apply

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of Shooting.

Element: Start /Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_SH	SH_FP	N(2) 90	For @Type: Send proposed type
			For @Code:



			Send proposed code
			For @Value: Firing Point
	SH_RELAY	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Relay number
	SH_BAY	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Bay identification
	SH_SQUAD	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Squad number
	SH_ORDER	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Order in squad
	SH_PERIOD	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Sequential number (@pos for UI_SH/SH_PERIOD) of the period where the competitor will be take place
	SH_BAY_FP	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Sequential number (@pos for UI_SH/SH_BAY_FP) of the Bay/Firing what use the competitor

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EUE_SH /SH_FP	Firing Point	<u>In Qualification/Eliminations:</u> Just for Rifle and Pistol events with 60/40 shots, 25m Pistol Women and 50m Rifle 3 positions Men and Women. <u>In Finals:</u> All the Rifle and Pistol events
EUE_SH /SH_RELAY	Relay number	<u>In Qualification/Eliminations:</u> Just for Rifle and Pistol events with 60/40 shots, 25m Rapid Fire Pistol Men and 25m Pistol Women.



EUE_SH /SH_BAY	Bay identification	<u>In Qualification/Eliminations:</u> Just for 25m Rapid Fire Pistol Men
EUE_SH /SH_SQUAD	Squad number	For all Shotgun Events
EUE_SH /SH_ORDER	Order in squad	
EUE_SH /SH_PERIOD	Sequential number (@pos for UI_SH/SH_PERIOD) of the period where the competitor will be take place	<u>In training:</u> For Rifle/Pistol events
EUE_SH /SH_BAY_FP	Sequential number (@pos for UI_SH/SH_BAY_FP) of the Bay/Firing what use the competitor	<u>In training:</u> For Rifle/Pistol events

5.1.3.6 Message sort

Please, follow the general definition.



5.1.4 Event Unit Results

5.1.4.1 Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

5.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

Moreover, the following should be considered:

- ~~In case of all events and all phases, the DocumentCode with the RSC corresponding to the Shoot-off event unit (RSC-CC @Unit equals to 50) will not be sent at this message. The Shoot-off information should be sent as part of the Cumulative Results.~~
- In case of Women's 25m Pistol, Men's 25m Rapid Fire Pistol, Men's Trap and Men's Skeet and for Qualification phase, for Shoot-off the RSC will be sent with CC @Unit equals to 02. In the other events and phases for Shoot-off the RSC will be sent with CC @Unit equals to 01
- In case of Precision events 40/60 shots, the event unit will be sent with the RSC CC @Unit equals to 01 regardless of the relay (the last completed relay by all shooters will be an UnitInfo element).

5.1.4.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- Intermediate:
 - Every 2 to 10 minutes regularly during
 - After each relay/round
- Unofficial/Official:
 - Elimination and Qualification:
 - After each stage/day
 - Final:
 - After each event

5.1.4.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Shooting are:

- RecordIndicators and its child element RecordIndicator
- UnitInfos and its child element UnitDateTime (following the general rules for this element)
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult



5.1.4.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

The following table describes in more detail the Result element in the case of Shooting.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank for the competitor at the event unit.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Result type. (see section codes)
	Result	O	N(4) 9990 Or N(4).N(1) 9990.0 Or N(3)	Score. N(4) just for Elimination/Qualification of Precision events with 60/40 shots, 50m Rifle 3 Positions Men/Women, 25m Rapid Fire Pistol Men, 25m Pistol Women event units and Finals of 25m Rapid Fire Pistol Men. N(4).N(1) Just for Finals of Precision events with 60/40 shots , 50m Rifle 3 Positions Men/Women and 25m Pistol Women event units. N(3) Just for shotgun events. Trap and Skeet Men event units, Double Trap Men, Trap and Skeet Women,
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS
	SortOrder	M	N(2) 90	According to the sport rules.
	Result /RecordIndicators /RecordIndicator	Order	M	Numeric
Code		M	CC @RecordCode	Code which describes the record broken by the result value (e.g. "SHM101000").
RecordType		M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR").

The following table describes in more detail the Competition /UnitInfos /UnitInfo element in the case of Shooting.

Element: Competition /UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_SH	SH_RELAY	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Last relay completed by all shooters
	SH_SHOOT_TAKEN	N(2)	For @Type:



Element: Competition /UnitInfos /UnitInfo			
Type	Code	Value	Description
		90	Send proposed type
			For @Code: Send proposed code
			For @Value: Send the number of shots taken

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_SH /SH_RELAY	Last relay completed by all shooters	For all events with more than 1 qualification relay
UI_SH /SH_SHOOT_TAKEN	Send the number of shots taken	If it changes Just for Finals of Trap and Double Trap events

Send UnitDateTime.

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SH	SH_DEDUCTION			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	SH_AVG_SCORE			N(2).N(3) 90.000	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	SH_SECTOR		N(1) 0	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Series or Rounds number
					For @Value: Score for this sector



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		SH_DEDUCTION		S(1)	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element
	SH_POSITION		CC @Position	N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the position number For @Value: Score at this position
		SH_DEDUCTION		S(1)	For @Type: Send proposed ExtendedResult code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element
		SH_SECTOR	N(1) 0	N(3) 990	For @Type: Send the corresponding ExtendedResult @Code For @Code: Send proposed extension code For @Pos: Series number For @Value: Score for this sector at the corresponding position
	SH_FINAL_SHOT		N(2) 90	N(2).N(1) 90.0 or CC @ShotGun Or N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Final shot number Serie number for 25RFP For @Value: Score by shot Total of shots hit by each serie (@pos) in case of 25RFP
		SH_DEDUCTION		S(1)	For @Type: Send proposed ExtendedResult code



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element
		SH_SHOT_X		N(4) 9990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: X-axis coordinate of the shot
		SH_SHOT_Y		N(4) 9990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Y-axis coordinate of the shot
		SH_SHOT_y Where y= 1, ..5		CC @ShotStatu s	For @Type: Send proposed type
					For @Code: Send proposed code Where y is the shot Number in Serie (SH_FINAL_SHOT @pos)
					For @Pos: Do not send anything
					For @Value: target status (See codes section)
	SH_BROKEN_RULE		N(1) 0	String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 or 1..n Send the numbering index. 0 in case IRM="DSQ", because there not penalties points (SH_PENALTIES) 1 .. n in other case, one for each penalty (SH_PENALTIES@pos)
					For @Value: Send the broken rule
	SH_PENALTIES		N(1) 0	N(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 1..n Send the penalty number



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the penalty value
	SH_INNER_TENS			-N(2)x -90x	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of inner tens done at the event unit
	SH_SHOT_NUM			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the shot number that the competitor is currently shooting
	SH_SHOOT_POS			S(N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the shooting position
	SH_TIEBREAKER			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 120"

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SH /SH_DEDUCTION		Send Y in case of the score (Result /Result) has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_AVG_SCORE		Average score Only for Elimination phase	Just for precision events with 60/40 shots, 50m Rifle 3 positions Men and Women
ER_SH		Series or Rounds score	Just for precision events with 60/40 shots,



/SH_SECTOR			25m Rapid Fire Pistol Men, 25m Pistol Women, Trap and Skeet Men, Double Trap Men, Trap/Skeet Women
	SH_DEDUCTION	Send Y in case of the score has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_POSITION		Score at this position. @Pos can be: 1 – Prone, 2 – Standing 3 – Kneeling	Just for 50m Rifle 3 positions Men and Women
	SH_DEDUCTION	Send Y in case of the series score has changed due to a deduction, N to change the value of the element	Just if applies
	SH_SECTOR	Series score at the corresponding position	Just if applies
ER_SH /SH_FINAL_SHOT		Score by final shot. @Value can be any of the @ShotGun codes in case of Trap and Skeet Men/Women and Double Trap Men, or N(1) in case of 25m Rapid Fire Pistol Men.	If applies. Just for precision events with 60/40 shots, 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women Trap and Skeet Men Double Trap Men, Trap/Skeet Women
	SH_DEDUCTION	Send Y in case of the score has changed due to a deduction, N to change the value of the element	Just if applies
	SH_SHOT_X	X-axis coordinates of the shot. TV should do the corresponding measurement conversion.	Just if applies Not apply for 25m Rapid Fire Pistol Men
	SH_SHOT_Y	Y-axis coordinates of the shot. TV should do the corresponding measurement conversion.	
	SH_SHOT_y	Target status by each serie. Where y= 1, ..5	Just for 25m Rapid Fire Pistol Men
ER_SH /SH_BROKEN_RULE		@Pos will be from 0 in case of DSQ or 1 to n, one for each penalty (SH_PENALTIES@pos). Send the broken rule (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti Doping violation")	Just if applies Only for Elimination phase
ER_SH /SH_PENALTIES		@Pos will be from 1 to n, one for each penalty. Send the penalties obtained at the event unit.	Just if applies Only for Elimination phase
ER_SH		Send the number of inner tens done	Just if applies



/SH_INNER_TENS		in the qualification phase Only for Elimination phase	Just for precision events with 60/40 Rifle 3 positions Men and Women
ER_SH /SH_SHOT_NUM		Send the shot number that the competitor is currently shooting	Only for finals, if applies
ER_SH /SH_SHOOT_POS		Send the shooting position	Just if applies
ER_SH /SH_TIEBREAKER		Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 120" Only for Elimination phase	If apply Just for precision events with 60/40 shots 50m Rifle 3 positions Men and Women Trap and Skeet Men Double Trap Men, Trap/Skeet Women



5.1.5 Phase Results

5.1.5.1 Description

This message is the Phase Results message as described in the ODF Sport Messages Interface Document.

5.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.1.5.3 Trigger and Frequency

Please, follow the general definition.

5.1.5.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Shooting are:

- RecordIndicators and its child element RecordIndicator
- Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

5.1.5.5 Message Values

The following table lists the Phase Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

The following table describes in more detail the Result element in the case of Shooting.

Element	Attribute	M/O	Value	Comments
Result (Just send for Qualification phase)	Rank	O	String	Rank for the competitor at the phase. Send just if ResultType is not IRM.
	RankEqual	O	S(1)	Send Y in case of the Rank for the competitor at the phase has been equalled.
	ResultType	O	CC @ResultType	Result type, (see codes section)
	Result	O	N(3) 990	Score at the phase.
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM
	QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
	SortOrder	M	N(2) 90	According to the sport rules

The following table describes in more detail the RecordIndicator element in the case of Shooting.

Element	Attribute	M/O	Value	Comments
Result /RecordIndicators /RecordIndicator	Order	M	Numeric	Number of times current record (RecordCode + RecordType) is broken; increment starting from 1. Deprecated: For London, Order is always "1" for the latest (best) record of each type broken/equalled up to the current phase.



Element	Attribute	M/O	Value	Comments
	Code	M	CC @RecordCode	Code which describes the record broken by the result value (e.g. "SHM101000").
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR").

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_SH	SH_SHOOT_OFF		N(1) 0	N(2) 90 (Shotgun Events)	For @Type: Send proposed type	
				or	For @Code: Send proposed code	
				N(2).N(1) 90.0 (otherwise)	For @Pos: Shoot-off number (one for each tie-breaking shot)	
					For @Value: Shoot-off score	
	SH_SOFF_RSHOT				N(2).N(1) 90.0	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: The score of the last shot in the Shoot-off.
	SH_SHOOT				N(1) 0	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: The most recent shot count number in the Shoot-off, i.e., the Shoot-off goes to the @Value shot.
SH_SOFF_SCORE				N(1) 0	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Shoot-off score	
SH_SHOOT				N(1) 0	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Shot count in the Shoot-off, i.e., the Shoot-off goes to @Value shots.	



For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SH /SH_SHOOT_OFF		Shoot-off score	For every event and phase, just if applies
ER_SH /SH_SOFF_RSHOT		Shoot-off results: the most recent shot count (@Value) and the score of the last shot ST_SHOOT).	Just for Pistol/Rifle events and qualification phase, just if applies.
	SH_SHOOT		
ER_SH /SH_SOFF_SCORE		If multiple Shoot-off needed, (SH_SHOOT) will contain the shot count. e.g., if the Shoot-off goes to three shots (miss, miss, hit), SH_SHOOT @Value will be 3 and @Value (for this example) will be number of hits (1 for this example)	For every Shotgun event and qualification phase, just if applies
	SH_SHOOT		



5.1.6 Cumulative Results

5.1.6.1 Description

This message is the Cumulative Results message as described in the ODF Sport Messages Interface Document.

The Cumulative Results message is used to send an interim summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last phase or event unit that contributed results to the message.

5.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

The DocumentSubtype is the DocumentCode code up to the moment the cumulative message contains information. Its contents could be

- DDGEEPUU would be cumulative results up to the end of the referenced event unit. For Shoot-off the RSC will be sent with CC @Unit equals to 02 or 01.

In case of Women's 25m Pistol, Men's 25m Rapid Fire Pistol, Men's Trap and Men's Skeet and for Qualification phase, for Shoot-off the RSC will be sent with CC @Unit equals to 02. In the other events and phases for Shoot-off the RSC will be sent with CC @Unit equals to 01

- DDGEEPU0 would be cumulative results up to the end of the referenced phase.
- In case of Precision events 40/60 shots, the event unit will be sent with the RSC CC @Unit equals to 01 regardless of the relay.

5.1.6.3 Trigger and Frequency

Please, follow the general definition

5.1.6.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Shooting are:

- /CumulativeResult /RecordIndicators and its child element RecordIndicator
- /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

5.1.6.5 Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

The following table describes in more detail the Result element in the case of Shooting.

Element	Attribute	M/O	Value	Comments
CumulativeResult	Rank	O	String	Place for the competitor up to the end of the referenced phase (for all phases) or event unit (for all event units of the corresponding phase) based on score.



Element	Attribute	M/O	Value	Comments
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Result type. (see codes section)
	Result	O	N(4) 9990 or N(4).N(1) 9990.0	Cumulative score up to the end of the referenced event unit (for all event units of the corresponding phase – DDGEEEPJU-- or up to the end of the referenced phase (for all phases – DDGEEEP00--). <u>In case of Trap and Skeet Men:</u> - Up to the end of the day 2 qualification event unit (cumulative of day 1 and day 2). <u>In case of 25m Rapid Fire Pistol Men:</u> - Up to the end of the Stage 2 event unit (cumulative of Stage 1 and Stage 2) <u>In case of 25m Pistol Women:</u> - Up to the end of the Rapid event unit (cumulative of Precision and Rapid) <u>In case of Trap and Skeet Men, Double Trap Men, Trap and Skeet Women, Precision Events with 60/40 Shots, 25m Pistol women, 50m Rifle 3 Position Men and women:</u> - Up to the end of final phase (cumulative of qualification and final phases, not including Shoot-off scores).
	IRM	O	CC @IRM	Invalid result mark. (see codes section)
	QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
	SortOrder	M	N(2) 90	According to the sport rules.

The ResultsItem will not include any Shoot-off units.

The following table describes in more detail the CumulativeResult/ RecordIndicators /RecordIndicator element in the case of Shooting.

Element	Attribute	M/O	Value	Comments
CumulativeResult /RecordIndicators /RecordIndicator	Order	M	Numeric	Number of times current record (RecordCode + RecordType) is broken; increment starting from 1. Deprecated: For London, Order is always "1" for the latest (best) record of each type broken/equalled up to the current phase.
	Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /Result value (e.g. "SHM101000").
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR").



The following table describes in more detail the CumulativeResult /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator element in the case of Shooting.

Element	Attribute	M/O	Value	Comments
CumulativeResult /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (result's record indicator)	Order	M	Numeric	Number of times current record (RecordCode + RecordType) is broken; increment starting from 1. <u>It just applies to event units</u> Deprecated: For London, Order is always "1" for the latest (best) record of each type broken/equalled in this event unit.
	Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /ResultItems /ResultItem /Result value (e.g. "SHM101000"). <u>It just applies to event units</u>
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). <u>It just applies to event units</u>

The following table describes in more detail the Competition /ExtendedInfos /ExtendedInfo element.

Element: Competition /ExtendedInfos /ExtendedInfo					
Type	Code	Extension Code	Pos	Value	Description
EI_SH	SH_LAST_QUAL			Competitor ID	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the ID of the last qualified competitor

For the table above, we have the following additional/summary information:

Type /Code	Code Extension	Description	LIVE_UPDATE RT trigger expected
EI_SH /SH_LAST_QUAL		Send the competitor ID of the last competitor qualified for the next phase	If it changes (Not for finals)

The following table describes in more detail the Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SH	SH_DEDUCTION			S(1)	For @Type: Send proposed type



Element: Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score (Cumulative Result/Result) has changed due to a deduction, N to change the value of the element
	SH_AVG_SCORE			N(3).N(3) 990.000	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Average score
	SH_BROKEN_RULE		N(1) 0	String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 or 1..n Send the numbering index. 0 in case IRM="DSQ", because there not penalties points (SH_PENALTIES) 1 .. n in other case, one for each penalty (SH_PENALTIES@pos)
					For @Value: Send the broken rule
	SH_PENALTIES		N(1) 0	N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 1..n Send the penalty number
					For @Value: Send the penalty value
	SH_SHOOT_OFF		N(1) 0	N(2) (Shotgun events) or N(2).N(1) 90.0 (otherwise)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Shoot-off number (from 1 to n, one for each shot)
					For @Value: Shoot-off score
		SH_PLACE		N(1) 0	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything



Element:					
Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the place for which the Shoot-off is happening
	SH_SOFF_RSHOT			N(2).N(1) 90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The score of the last shot in the Shoot-off.
		SH_SHOOT		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The most recent shot count number in the Shoot-off, i.e., the Shoot-off goes to the @Value shot.
	SH_SOFF_SCORE			N(2) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The score in the Shoot-off.
		SH_SHOOT		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shot count in the Shoot-off, i.e., the Shoot-off goes to @Value shots.
	SH_PBL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Points behind leader based on the cumulative score
	SH_INNER_TENS			-N(2)x -90x	For @Type: Send proposed type
					For @Code: Send proposed code



Element: Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send the number of inner tens done at the event unit
	SH_TIEBREAKER			String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 120"
	SH_SHOOTOFF			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Pos: Send Y if that competitor qualified to Shoot-off
	SH_ELIMINATED			S(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Pos: Send Y if that competitor was eliminated

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SH /SH_DEDUCTION		Send Y in case of the score (CumulativeResult /Result) has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_AVG_SCORE		Average score at the moment	Just if applies Just for 25m Rapid Fire Pistol Men 25m Pistol Women Trap and Skeet Men Double Trap Men, Trap/Skeet Women, 10m. Air Pistol M and 10m. Air Rifle W. Applies for all events.
ER_SH /SH_BROKEN_RULE		@Pos will be from 0 in case of DSQ or 1 to n, one for each penalty (SH_PENALTIES@pos).	Just if applies



		Send the broken rule (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti Doping violation")	
ER_SH /SH_PENALTIES		@Pos will be from 1 to n, one for each penalty obtained. Send the cumulative penalties.	Just if applies
ER_SH /SH_SHOOT_OFF		Shoot-off score for each shot	For every event and phase, just if applies
ER_SH /SH_SOFF_RSHOT		Shoot-off results: the most recent shot count (@Value) and the score of the last shot (ST_SHOOT).	For every event and phase, just if applies
	SH_SHOOT		Just for precision events with 60/40 shots 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women
ER_SH /SH_SOFF_SCORE		Shoot-off results: the shot count (SH_SHOOT) and the score (@Value).	For every event and phase, just if applies
	SH_SHOOT	For example, if the Shoot-off goes to three shots (SH_SHOOT @Value 3) such as (miss, miss, hit), @Value will be 1 (the hit shot).	Just for Trap and Skeet Men Double Trap Men, Trap/Skeet Women
ER_SH /SH_PBL		Points behind leader based on the cumulative score.	Just if applies Only for finals
ER_SH /SH_INNER_TENS		Send the number of inner tens in the qualification phase	Just if applies Just for precision events with 60/40 shots 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women
ER_SH /SH_TIEBREAKER		Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights"	If apply Just for precision events with 60/40 shots 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women Trap and Skeet Men Double Trap Men, Trap/Skeet Women
ER_SH /SH_SHOOTOFF		Flag to know if the competitor will go to Shoot-Off	Just if applies (before plays the Shoot-off) Just for precision events with 60/40 shots 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women Trap and Skeet Men Double Trap Men, Trap/Skeet Women
ER_SH		Flag to know if the competitor	Just if applies, Only for Men's



/SH_ELIMINATED		was eliminated	25m Rapid Fire Pistol Final
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5.1.7 Event Final Ranking

5.1.7.1 Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

In the case of Shooting, the message has to be sent for all the competition events, as listed in the header values section.

5.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.1.7.3 Trigger and Frequency

Please, follow the general definition.

5.1.7.4 Message Structure

Please, follow the general definition

5.1.7.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Shooting, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Final rank of the competitor in the corresponding event
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	IRM	O	CC @IRM	Send if the competitor has been disqualified (DSQ)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

5.1.7.6 Message sort

Please, follow the general definition.



5.1.8 Records

5.1.8.1 Description

This message is the Records message as described in the ODF Central Messages Interface Document.

5.1.8.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.1.8.3 Trigger and Frequency

Please, follow the general definition.

5.1.8.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Shooting are:

- ExtRecords and its child element

In the next section (message values), there is a more detailed definition.

5.1.8.5 Message Values

The following table lists the Records optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Shooting, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Record /RecordType /RecordEntries /RecordEntry /RecordData	ResultType	M	CC @ResultType	Always POINTS
	Result	M	N(4) 9990 or N(4).N(1) 9990.0	Record score These scores should be presented without decimals for Rifle and Pistol Qualification events and all the Shotgun events
Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /RecordData	RSC	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send always (compulsory) in case of Historical='N'. It should include the event unit in the current competition where the record was broken
	Time	O	MillisTime	Send always (compulsory) in the case Historical='N'.
	Event	O	S(40)	Send in the case Historical='Y'. Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).

The following table describes in more detail the ExtRecord element in the case of Shooting.

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /ExtRecords /ExtRecord
--



Type	Code	Value	Description
ER_SH	SH_DEDUCTION	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send Y in case of the record score has changed due to a deduction

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SH /SH_DEDUCTION		Send Y in case of the record score has changed due to a deduction	If applies

5.1.8.6 Message sort

Please, follow the general definition.



5.1.9 Event's Medallists

5.1.9.1 Description

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Shooting, the message has to be sent for all the competition events, as listed in the header values section.

5.1.9.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.



5.1.10 Discipline/venue good morning

5.1.10.1 Description

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

5.1.10.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.1.10.3 Trigger and Frequency

Please, follow the general definition.

5.1.10.4 Message Structure

Please, follow the general definition.

5.1.10.5 Message Values

Please, follow the general definition.

5.1.10.6 Message sort

Please, follow the general definition.



5.1.11 Discipline/venue good night

5.1.11.1 Description

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

5.1.11.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.1.11.3 Trigger and Frequency

Please, follow the general definition.

5.1.11.4 Message Structure

Please, follow the general definition.

5.1.11.5 Message Values

Please, follow the general definition.

5.1.11.6 Message sort

Please, follow the general definition.



5.1.12 Discipline configuration

5.1.12.1 Description

This message is the Discipline Configuration message as described in the ODF Sport Messages Interface Document.

5.1.12.2 Header Values

Please, follow the general definition.

5.1.12.3 Trigger and Frequency

Please, follow the general definition.

5.1.12.4 Message Structure

Please, follow the general definition.

5.1.12.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the Discipline configuration optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Shooting, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Config	Gender	M	CC @Gender	Gender
	Event	M	CC @Event	Event
	Phase	M	CC @Phase	Phase
	Unit	O	CC @Unit	Event Unit

The following table describes in more detail the Competition /Configs /Config/ ExtendedConfig element.

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_SH	SH_SECTOR (send by phase)		N(1) 0	N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Series number
					For @Value: Series number of seconds
	SH_RANK_QUALFNL (indicate qualification for final based on rank) (Use @Pos 1 and 2) (send by phase)		N(1) 0	N(1) 0	For @Type: Send proposed type
					For @Code: Send one of the specified codes
					For @Pos: 1 to indicate first rank included in the @Code rule. 2 to indicate last rank included in the @Code rule.
					For @Value: Send the rank according to @Code rule and @Pos (1 or 2)
	SH_TOTAL (send by phase)			N(2) 90	For @Type: Send proposed type



Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the Total Shots

For the table above, we have the following additional/summary information

Type /Code	ExtendedConfigItem Code	Description	Expected
EC_SH /SH_SECTOR		Series number of seconds	Just for 25m Rapid Fire Pistol Men
EC_SH /SH_RANK_QUALFNL		Indicate qualification for final based on rank.	
EC_SH/SH_TOTAL		Total Shots	Just for Finals of Trap, Double Trap and skeet events

5.1.12.6 Message sort

Please, follow the general definition.



6 Real time

The following chapter describes the ODF-RT part of Shooting.

6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Shooting the same way as it is done in the table of chapter 4.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_RT_GM	RT Discipline/Venue good morning	Sports	X	
DT_RT_GN	RT Discipline/venue good night	Sports	X	
DT_RT_KA	RT Discipline/venue keep alive	Sports	X	
DT_RT_RESULT	RT Event Unit Results	Sports	X	X
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results	Sports	X	X



6.1.1 RT Event Unit Results

6.1.1.1 Description

This message is the RT Event Unit Results message as described in the ODF Sport Messages Interface Document.

6.1.1.2 Header Values

The ODF header will be sent according to the ODF Common Codes document.

Moreover, the following should be considered:

- ~~In case of all events and all phases, the DocumentCode with the RSC corresponding to the Shoot-off event unit (RSC CC @Unit equals to 50) will not be sent at this message. The Shoot-off information should be sent as part of the RT Cumulative Results.~~
- In case of Women's 25m Pistol, Men's 25m Rapid Fire Pistol, Men's Trap and Men's Skeet and for Qualification phase, for Shoot-off the RSC will be sent with CC @Unit equals to 02. In the other events and phases for Shoot-off the RSC will be sent with CC @Unit equals to 01
- In case of Men's or Women's 10m Air Rifle Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:
 - 01
- In case of Men's 50m Rifle Prone Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to 01.
- In case of Men's or Women's 50m Rifle 3 Positions Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to 01.
- In case of Men's 50m Pistol Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to 01.
- In case of Men's 25m Rapid Fire Pistol Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:
 - 01 for Stage 1
 - 02 for Stage 2
- In case of Men's or Women's 10m Air Pistol Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:
 - 01
- In case of Men's Trap Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:
 - 01 for Day 1
 - 02 for Day 2
- In case of Men's Double Trap Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to 01.
- In case of Men's Skeet Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:



- 01 for Day 1
- 02 for Day 2
- In case of Women's 25m Pistol Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:
 - 01 for Precision
 - 02 for Rapid
- In case of Women's Trap Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to 01.
- In case of Women's Skeet Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to 01.

6.1.1.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE_UPDATE"
 - T1: Trigger before the start of competition.
 - T2: Trigger at the end of each group of shots (series or rounds).
 - T3: Trigger shot by shot.
 - T4: Trigger after each unit.
 - T5: Cyclic Ranking Trigger (about each 60 seconds).
- for the other ResultStatus, please, follow the general definition.

6.1.1.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Shooting are:

- UnitInfos and its child elements UnitDateTime and UnitInfo
- RecordIndicators and its child element RecordIndicator
- Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please, follow the general considerations for all the different type of messages.

In the next section (message values), there is a more detailed definition.

6.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	Rank	O	String	Rank of the competitor in the corresponding event unit. This attribute is optional.	T2 or T4 or T5(In Qualification)



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	RankEqual	O	S(1)	This attribute identifies if a rank has been equalled or not. Send Y in case of the Rank has been equalled. Send N only if Rank was equalled in previous RT message and is not equalled anymore.	Just if applies
	ResultType	O	CC @ResultType	Result type. (see section codes)	
	Result	O	N(4) 9990 Or N(4).N(1) 9990.0 Or N(3)	Score. N(4) just for Elimination/Qualification of Precision events with 60/40 shots, 50m Rifle 3 Positions Men/Women, 25m Rapid Fire Pistol Men, 25m Pistol Women event units and Finals of 25m Rapid Fire Pistol Men. N(4).N(1) Just for Finals of Precision events with 60/40 shots , 50m Rifle 3 Positions Men/Women and 25m Pistol Women event units. N(3) Just for shotgun events. Trap and Skeet Men event units, Double Trap Men, Trap and Skeet Women	T2 or T4 or T5(In Qualification)
	SortOrder	M	N(2) 90	According to the sport rules	

The following table describes in more detail the RecordIndicator element.

Element	Attribute	M/O	Value	Comments
Result /RecordIndicators /RecordIndicator	Order	M	Numeric	Number of times current record (RecordCode + RecordType) is broken; increment starting from 1. Deprecated: For London, Order is always "1" for records broken/equalled in this Event Unit.
	Code	M	CC @RecordCode	Code which describes the record broken by the result value (e.g. "SHM101000").
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR").

The following table describes in more detail the UnitInfo element in the case of Shooting.

Element: Competition /UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_SH	SH_SHOOT_TAKEN	N(2)	For @Type:



Element: Competition /UnitInfos /UnitInfo			
Type	Code	Value	Description
		90	Send proposed type
			For @Code: Send proposed code
			For @Value: Send the number of shots taken

For the table above, we have the following additional/summary information:

Type /Code	Description	LIVE_UPDATE RT trigger expected
UI_SH /SH_SHOOT_TAKEN	Send the number of shots taken	If it changes Just for Finals of Trap and Double Trap events

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SH	SH_DEDUCTION			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	SH_SECTOR		N(1) 0	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Series or Rounds number
		SH_DEDUCTION		S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
	SH_POSITION		CC @Position	N(3) 990	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Send the position number	
						For @Value: Score at this position
		SH_DEDUCTION		N(1) 0	S(1)	For @Type: Send the corresponding ExtendedResult @Code
						For @Code: Send proposed extension code
						For @Pos: Series number
						For @Value: Send Y in case of the score for the corresponding sector has changed due to a deduction, N to change the value of the element
		SH_SECTOR		N(1) 0	N(3) 990	For @Type: Send the corresponding ExtendedResult @Code
					For @Code: Send proposed extension code	
					For @Pos: Series number	
					For @Value: Score for this sector at the corresponding position	
	SH_FINAL_SHOT		N(2) 90	N(2).N(1) 90.0 or CC @ShotGun Or N(1) 0	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Final shot number Serie number for 25RFP	
					For @Value: Score by shot Total of shots hit by each serie (@pos) in case of 25RFP	
	SH_DEDUCTION			S(1)	For @Type: Send proposed ExtendedResult code	
					For @Code: Send proposed Extension code	
					For @Pos: Do not send anything	



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element
		SH_SHOT_X		N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: X-axis coordinate of the shot
		SH_SHOT_Y		N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Y-axis coordinate of the shot
		SH_SHOT_y Where y= 1, ..5		CC @ShotStat us	For @Type: Send proposed type For @Code: Send proposed code Where y is the shot Number in Serie (SH_FINAL_SHOT @pos) For @Pos: Do not send anything For @Value: Target Status (See codes section)
	SH_SHOT_NUM			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the shot number that the competitor is currently shooting
	SH_SHOOT_POS			S(N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the shooting position
	SH_CURRENT			S(1)	For @Type: Send proposed type For @Code: Send proposed code



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send "Y" for the current competitor Send N if it is not anymore.
	SH_LASTFINISH			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send "Y" for the last competitor Send N if it is not anymore.

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger Expected
ER_SH /SH_DEDUCTION		Send Y in case of the score (Result /Result) has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_SECTOR		Series or Rounds score	Just for precision events with 60/40 shots, 25m Rapid Fire Pistol Men, 25m Pistol Women, Trap and Skeet Men, Double Trap Men, Trap/Skeet Women T1 (for the 2 nd day of 2 day events, send also data from day 1) or T2 or T4 All the events (except for 50m Rifle 3 positions Men and Women), if apply
	SH_DEDUCTION	Send Y in case of the score has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_POSITION		Score at this position. @Pos can be: 1 – Prone, 2 – Standing 3 – Kneeling	T1 (for the 2 nd day of 2 day events, send also data from day 1) or T2 or T4
	SH_DEDUCTION	Send Y in case of the series score has changed due to a deduction, N to change the value of the element	Just if applies
	SH_SECTOR	Series score at the corresponding	Just if applies



		position	
ER_SH /SH_FINAL_SHOT		Score by final shot. @Value can be any of the @ShotGun codes in case of Trap and Skeet Men/Women and Double Trap Men or N(1) in case of 25m Rapid Fire Pistol Men.	T3 or T4
	SH_DEDUCTION	Send Y in case of the score has changed due to a deduction, N to change the value of the element	Just if applies
	SH_SHOT_X	X-axis coordinate of the shot. TV should do the corresponding measurement conversion.	T3 Not apply for 25m Rapid Fire Pistol Men
	SH_SHOT_Y	Y-axis coordinate of the shot. TV should do the corresponding measurement conversion.	
	SH_SHOT_y Where y= 1, ..5	Target status by each serie.	Just for 25m Rapid Fire Pistol Men
ER_SH /SH_SHOT_NUM		Send the shot number that the competitor is currently shooting	T3 for Finals Only
ER_SH /SH_SHOOT_POS		Send the shooting position	T1
ER_SH/ SH_CURRENT			Just for finals Shotgun and for 25m Rapid Fire Pistol Men Finals
ER_SH/ SH_LASTFINISH			Just for finals shotgun

6.1.1.6 Message sort

Please, follow the general definition.



6.1.2 RT Cumulative Results

6.1.2.1 Description

This message is the RT Cumulative Results message as described in the ODF Sport Messages Interface Document.

The RT Cumulative Results message is used to send an interim summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last event unit that contributed results to the message and in case of finals, the DocumentSubtype is used to specify the last phase that contributed results to the message.

6.1.2.2 Header Values

The ODF header will be sent according to the ODF Common Codes document.

- In case of Precision events 40/60 shots, the event unit will be sent with the RSC CC @Unit equals to 01 regardless of the relay.

6.1.2.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE_UPDATE"
 - T1: Trigger before the start of competition.
 - T2: Trigger at the end of each group of shots (series or rounds).
 - T3: Trigger shot by shot.
 - T4: Trigger after each unit.

For the other ResultStatus, please, follow the general definition.

6.1.2.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Shooting are:

- /ExtendedInfos and its child element ExtendedInfo
- /CumulativeResult /RecordIndicators and its child element RecordIndicator
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please, follow the general considerations for all the different type of messages.

In the next section (message values), there is a more detailed definition.

6.1.2.5 Message Values

The following table describes in more detail the CumulativeResult element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
CumulativeResult	Rank	O	String	Rank of the competitor in the cumulative result.	T1 (for the 2 nd day of 2 day events, send also data from day 1) or T2 or T3 or T4



Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	RankEqual	O	S(1)	This attribute identifies if a rank has been equalled or not. Send Y in case of the Rank has been equalled. Send N only if Rank was equalled in previous RT message and is not equalled anymore.	Just if applies
	ResultType	O	CC @ResultType	Result type. (see codes section)	
	Result	O	N(4) 9990 or N(4).N(1) 9990.0	Cumulative score up to the end of the referenced event unit (for all event units of the corresponding phase – DDGEEEEPUU-- or up to the end of the referenced phase (for all phases – DDGEEEP00--) For preliminaries event units in all events (DDGEEEEPUU). For all phases in all events: qualification + final (DDGEEEP00)	T1 (for the 2 nd day of 2 day events, send also data from day 1) or T2 or T3 or T4
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned	Just if applies
	QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition	Just if applies
	SortOrder	M	Numeric	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes	

The ResultsItem will not include any Shoot-off units.

The following table describes in more detail the /CumulativeResult /RecordIndicators /RecordIndicator element in the case of Shooting.

Element	Attribute	M/O	Value	Comments
CumulativeResult /RecordIndicators /RecordIndicator	Order	M	Numeric	Number of times current record (RecordCode + RecordType) is broken; increment starting from 1. Deprecated: For London, Order is always "1" for the latest (best) record of each type broken/equalled up to the current phase.
	Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /Result value (e.g. "SHM101000").



Element	Attribute	M/O	Value	Comments
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR").

The following table describes in more detail the CumulativeResult /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator element in the case of Shooting.

Element	Attribute	M/O	Value	Comments
CumulativeResult /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (result's record indicator)	Order	M	Numeric	Number of times current record (RecordCode + RecordType) is broken; increment starting from 1. <u>It just applies to event units</u> Deprecated: For London, Order is always "1" for the latest (best) record of each type broken/equalled in this event unit.
	Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /ResultItems /ResultItem /Result value (e.g. "SHM101000"). <u>It just applies to event units</u>
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). <u>It just applies to event units</u>

The following table describes in more detail the Competition /ExtendedInfos /ExtendedInfo element.

Element: Competition /ExtendedInfos /ExtendedInfo					
Type	Code	Extension Code	Pos	Value	Description
EI_SH	SH_LAST_QUAL			Competitor ID	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the ID of the last qualified competitor

For the table above, we have the following additional/summary information:

Type /Code	Code Extension	Description	LIVE_UPDATE RT trigger expected
EI_SH /SH_LAST_QUAL		Send the competitor ID of the last competitor qualified for the next phase	If it changes (Not for finals)

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult									
Type	Code	Extension Code	Pos	Value	Description				
ER_SH	SH_DEDUCTION			S(1)	For @Type: Send proposed type				
					For @Code: Send proposed code				
					For @Pos: Do not send anything				
					For @Value: Send Y in case of the score (CumulativeResult /Result) has changed due to a deduction, N to change the value of the element				
	SH_AVG_SCORE				N(3).N(3) 990.000	For @Type: Send proposed type			
						For @Code: Send proposed code			
						For @Pos: Do not send anything			
						For @Value: Cumulative average score			
	SH_SHOOT_OFF			N(1) 0	N(2) (Shotgun events) or N(2).N(1) 90.0 (otherwise)	For @Type: Send proposed type			
						For @Code: Send proposed code			
						For @Pos: Shoot-off number (from 1 to n, one for each shot)			
						For @Value: Shoot-off score			
SH_PLACE								N(1) 0	For @Type: Send proposed ExtendedResult code
									For @Code: Send proposed Extension code
SH_SOFF_RSHOT				N(2).N(1) 90.0	For @Type: Send proposed type				
					For @Code: Send proposed code				
SH_SHOOT				N(1) 0	For @Type: Send proposed type				
					For @Code: Send proposed code				
					For @Pos: Do not send anything				



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: The most recent shot count number in the Shoot-off, i.e., the Shoot-off goes to the @Value shot.
	SH_SOFF_SCORE			N(2) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The score in the Shoot-off.
		SH_SHOOT		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shot count in the Shoot-off, i.e., the Shoot-off goes to @Value shots.
	SH_PENALTIES		N(1) 0	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: 1..n Send the penalty number For @Value: Send the penalty value
	SH_PBL			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Points behind leader based on the cumulative score
	SH_INNER_TENS			-N(2)x -90x	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of inner tens done at the event unit
	SH_SHOOTOFF			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Send Y if that competitor qualified to Shoot-off
	SH_ELIMINATED			S(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Pos: Send Y if that competitor was eliminated

For the table above, we have the following additional/summary information:

Type /Code	Code Extension	Description	LIVE_UPDATE RT trigger expected
ER_SH /SH_DEDUCTION		Send Y in case of the score (CumulativeResult /Result) has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_AVG_SCORE		Cumulative average score.	Just for 25m Rapid Fire Pistol Men, 25m Pistol Women, Trap and Skeet Men, Double Trap Men, Trap/Skeet Women, Air Pistol M and W, 10m. Air Rifle W Applies for all events. T1 (for the 2 nd day of 2 day events, send also data from day 1) or T2 or T3 or T4
ER_SH /SH_SHOOT_OFF		Shoot-off score for each shot	For every event and phase, just if applies
ER_SH /SH_SOFF_RSHOT		Shoot-off results: the most recent shot count (@Value) and the score of the last shot (ST_SHOOT).	For every event and phase, just if applies
	SH_SHOOT		Just for precision events with 60/40 shots 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women
ER_SH /SH_SOFF_SCORE		Shoot-off results: the shot count (SH_SHOOT) and the score (@Value).	For every event and phase, just if applies
	SH_SHOOT	For example, if the Shoot-off goes to three shots (SH_SHOOT @Value 3) such as (miss, miss, hit), @Value will be 1 (the hit shot).	Just for Trap and Skeet Men Double Trap Men, Trap/Skeet Women



Type /Code	Code Extension	Description	LIVE_UPDATE RT trigger expected
ER_SH /SH_PENALTIES		@Pos will be from 1 to n, one for each penalty obtained. Send the cumulative penalties.	Just if applies T2 (preliminaries) or T3(final) or T4 (both)
ER_SH /SH_PBL		Points behind leader based on the cumulative score.	Just if applies Only for finals
ER_SH /SH_INNER_TENS		Send the number of inner tens done in the qualification phase	Just if applies Just for precision events with 60/40 shots 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women
ER_SH /SH_SHOOTOFF		Flag to know if the competitor will go to Shoot-Off	Just if applies (before plays the Shoot-off) Just for precision events with 60/40 shots 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women Trap and Skeet Men Double Trap Men, Trap/Skeet Women
ER_SH /SH_ELIMINATED		Flag to know if the competitor was eliminated	Just if applies, Only for Men's 25m Rapid Fire Pistol Final

6.1.2.6 Message sort

Please, follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	02 October 2009	Submitted for review version
R2 v2.0	30 October 2009	Submitted for approval version and some minor issues
R2 v3.0	27 November 2009	Approved version
R2 v4.0	28 June 2010	After improvements presented in last WNPA meeting and some minor issues
R2 v4.1	29 October 2010	Some minor issues
R2 v5.0	18 March 2011	CR1577
R2 v6.0	2 September 2011	Defect and Changes after PT
R2 v7.0	9 January 2012	IR101
R2 v8.0	12 March 2012	CR7111; Defect 60297, 61553, 62941, 64429
R2 v9.0	13 April 2012	CR7516, 60297, 68593, CR8697
R2 v9.1	25 May 2012	Defect 72169, 72170, 72147, update the description for RecordIndicator@Order
R2 v9.2	22 June 2012	Defect 72170, 77483

File reference: ODF/INT045 R2 v9.2 APP (SH)



Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none">• First version
R2 v2.0	SFA	<ul style="list-style-type: none">• Submitted for approval version• Shoot-offs can appear at every event and every phase• Added the SH_INNER_TENS code at the ExtendedResult element at the DT_RESULT and DT_RT_RESULT messages• Changed the value format of the SH_BROKEN_RULE code from String to Numeric at the ExtendedResult element at the DT_RESULT and DT_CUMULATIVE_RESULT messages• Changed the value format of the SH_PENALTIES code from Numeric to String at the ExtendedResult element at the DT_RT_RESULT and DT_RT_CUMULATIVE_RESULT messages• Added some additional information about the SH_SHOT_X and SH_SHOT_Y Extension elements at the DT_RT_RESULT message
R2 v3.0	APP	<ul style="list-style-type: none">• Approved version
R2 v4.0	APP	<ul style="list-style-type: none">• Added the RankEqual attribute at the DT_RESULT, DT_PHASE_RESULT, DT_CUMULATIVE_RESULT, DT_RANKING, DT_RT_RESULT and DT_RT_CUMULATIVE_RESULT messages• Added the Order attribute for the RecordIndicator element at the DT_RESULT, DT_PHASE_RESULT, DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages• Changed the Value format for the Bib attribute from Numeric to String at the DT_PARTIC, DT_PARTIC_UPDATE and DT_START_LIST messages.• Changed the Expected information for the SH_FP EventUnitEntry code at the DT_START_LIST message• Added the SH_SOFF_SCORE and SH_SOFF_RSHOT ExtendedResult codes at the DT_PHASE_RESULT message• Added the QualificationMark attribute at the DT_CUMULATIVE_RESULT message• Added the UnitInfo and the RecordIndicator optional elements at the DT_RT_RESULT message.• Added the SH_LAST_QUAL UnitInfo code at the DT_RT_RESULT message• Added the Rank and the QualificationMark attributes at the DT_RT_RESULT message• Added the SH_AVG_SCORE ExtendedResult code at the DT_RT_RESULT message• Added the SH_LAST_QUAL ExtendedInfo code at the DT_RT_CUMULATIVE_RESULT message
R2 v4.1	APP	<ul style="list-style-type: none">• Update the EventEntry Type to E_ENTRY at the DT_PARTIC and DT_PARTIC_UPDATE messages
R2 v5.0	APP	<ul style="list-style-type: none">• Changes after the WNPA meeting (IR003):<ul style="list-style-type: none">▪ Results/Cumulative Results: Clarifications for the attribute RankEqual• Changes after the WNPA meeting (IR022):<ul style="list-style-type: none">▪ Codes: add a reference for the format details▪ Cumulative: Update the description section• Changes for ORIS R5 v1.1 (CR1577):<ul style="list-style-type: none">▪ Abbreviation "MQS" should be replaced with "IQS"▪ Change CC @RecordCode by CC @RecordType▪ Record scores should be presented without decimals for all Shotgun, Rifle and Pistol Qualification events.▪ Decimals have been deleted from Shotgun records▪ Start List: Add the relay start time and relay number for the Rifle events, except for 50m Rifle 3 positions, and Pistol events▪ The ranking is calculated on the average individual shot score of all shots fired, to three decimal places, so add the Average▪ "Number of inner tens" has been presented in column "Total" after



Change Log

Version	Status	Changes on version
		Qualification score
		<ul style="list-style-type: none">▪ "Total" column has been added after "Average" column▪ remove the Total column for 25m Rapid Fire Pistol Final

**Change Log**

Version	Status	Changes on version
R2 v6.0	APP	<ul style="list-style-type: none"> • Participant: Abbreviation "IQS" should be replaced with "MQS" for SEQ request. • Start List: Add SH_PERIOD, SH_PERIOD/ SH_FINISH, SH_PERIOD /SH_STAGE, SH_PERIOD /SH_FP, SH_PERIOD /SH_BAY in the unit info element and SH_PERIOD in the athlete element for training information; Update the trigger ; • RT Result: Add SH_CURRENT, SH_LASTFINISH • Participant: add InternationalFederationId for ISSF unique shooter identification • Defect 40236: <ul style="list-style-type: none"> ▪ <u>In Header Values:</u> Remove the sentence "Attribute @ResultStatus should always be either "LIVE_UPDATE" or "LIVE_FULL".", as this is already explained in the Sport Message Interface document. ▪ <u>In Trigger and Frequencies:</u> Keep the part explaining the triggers for ResultStatus = "LIVE_UPDATE", and say that for the other ResultStatus we should follow the general definition. ▪ <u>In Message Structure:</u> Remove part of the sentence "for both LIVE_UPDATE and LIVE_FULL messages" ▪ <u>In Message Values:</u> Remove the sentences "In the case of ResultStatus="LIVE_FULL", send <u>all</u> attributes and codes according to the tables described in this section. In the case of ResultStatus="LIVE_UPDATE", send <u>just the updated</u> attributes and codes according to the tables described in this section.", as this is already explained in the Sport Message Interface document. • IR047: Log changes in ODF documentatin should be moved at the end • Defect 44575: Add an optional's element ER_SH / SH_TIEBREAKER in DT_RESULT and DT_CUMULATIVE for tie breaking information, this is requiring for elimination phase in the other phases that information will be send in the cumulative message. • Defect 42372: Start List: Update the @Value for UI_SH/SH_ROTATION element • Defect 41743: Codes: Update the description for CC @ShotGun code • Defect 47664: SH_LAST_QUAL param must be defined for DT_CUMULATIVE_RESULT like for RT_CUMULATIVE_RESULT messages. • Changes after PT: <ul style="list-style-type: none"> ▪ StartList: remove the exception of Header values as in the Common codes all training phases have unit "00"; Update the data format for SH_PERIOD and the SH_FINISH extension also to HH:MM; The element SH_ROTATION/ SH_ROUND only required for training; The element SH_ROTATION/ SH_SCHEME only required for Trap; ▪ Result: Clarifications in the header values for relays of Precision events 40/60 shots; Remove the RecordIndicator this information will be send in the Cumulative message; Update the expected for the UI_SH/SH_RELAY element; Update the elements ER_SH /SH_AVG_SCORE, ER_SH /SH_BROKEN_RULE, ER_SH /SH_INNER_TENS, ER_SH /SH_PENALTIES ; The Flag SH_SHOOTOFF should send only in the cumulative message; Remove Just for Shotgun events from SH_PBL, this element isdefined/supported for all finals but not for qualification, -Update the Trigger and frequency to be consistent with IR022 and the sport ▪ Cumulative: Clarifications in the header values for relays of Precision events 40/60 shots; update the trigger and Frecuency; Clarification for the ResultsItem during the shoot-off; The RecordIndicator only will send inside the CumulativeResult element; update the element SH_BROKEN_RULE • Defect 42375: Add a new format and new element (SH_SHOT_y) and a new code (CC @ShotStatus) in SH_FINAL_SHOT in case of 25RFP
R2 v7.0	APP	<ul style="list-style-type: none"> • IR101: Add DT_SERIAL message in the PiT messages
R2 v8.0	APP	<ul style="list-style-type: none"> • Defect 60297: Result: The trigger for ER_SH /SH_SHOT_NUM is T3 however it is not possible to send this information during a Qualification; hence it should have a trigger of "T3 For Finals Only". • Defect 61553: Results: Update the format for SH_FINAL_SHOT SH_SHOT_X/SH_SHOT_Y to N(3) instead N(2) • CR7111: <ul style="list-style-type: none"> ▪ Cumulative: Add a new element (ER_SH/ SH_ELIMINATED) for athletes

**Change Log**

Version	Status	Changes on version
		<ul style="list-style-type: none"> who are eliminated only for final 25m Rapid Fire pistol Men ▪ Add “Shots Taken” (UI_SH /SH_SHOOT_TAKEN in Results messages) and “Total Shots” (EC_SH /SH_TOTAL in Config message) only for Finals of Trap and Double Trap events ▪ RT Results: Update the expected for the ER_SH/SH_CURRENT, this element is need also for the green highlighting of for 25m Rapid Fire Pistol Men Finals • Defect 62941: Start List: update the Expected for UI_SH /SH_START, UI_SH /SH_BAY_FP, EUE_SH /SH_FP, EUE_SH /SH_RELAY, EUE_SH /SH_BAY • Defect 64429: Participants: Add an optional attribute @InternationalFederationId
R2 v9.0	APP	<ul style="list-style-type: none"> • CR7516: <ul style="list-style-type: none"> ▪ Add the Result /RecordIndicators /RecordIndicator for DT_RESULT and DT_RT_RESULT to be consistently Across Sports ▪ Add the CumulativeResult /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator for DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT to be Consistently Across Sports ▪ Clarify the meaning of RecordIndicator@Order, use CC @RecordCode for attribute RecordIndicator@Code, add an attribute called RecordIndicator@RecordType for CC @RecordType in the DT_RESULT, DT_CUMULATIVE_RESULT, DT_PHASE_RESULT, DT_RT_RESULT and DT_RT_CUMULATIVE_RESULT messages. • Defect 60297: PiT Result: Change the expected to “Only for finals, if applies” for ER_SH /SH_SHOT_NUM • Defect 68593: Pit Cumulative: Add the @Value for ER_SH /SH_BROKEN_RULE • CR8697: <ul style="list-style-type: none"> ▪ Update the Squad Rotation information in the Start List message ▪ The values of Schema number (UI_SH /SH_ROTATION/ SH_SCHEME@Value) should be change to String ▪ Add a Qualification Shoot-off or Finals identification (UI_SH /SH_ROTATION/ SH_IND) like Squad Number (UI_SH /SH_ROTATION/ SH_SQUAD)
R2 v9.1	APP	<ul style="list-style-type: none"> • Defect 72169: Results: Update the format for SH_FINAL_SHOT SH_SHOT_X/SH_SHOT_Y to N(4) instead N(3) • Defect 72170: Cumulative: Add the events "10m. Air Pistol M" and "10m. Air Rifle W" for ER_SH /SH_AVG_SCORE • Defect 72147: Add skeet events for EC_SH/SH_TOTAL element in the DT_CONFIG message • Results/Phase/Cumulative: Flagged attribute Order as deprecated in the element RecordIndicator
R2 v9.2	APP	<ul style="list-style-type: none"> • Defect 72170: Cumulative: new requirement Add “all events” for ER_SH /SH_AVG_SCORE • Defect 77483: In case of all events and all phases, for Shoot-off the RSC will be sent with CC @Unit equals to 02 for Results and Cumulative messages.



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