



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT082 R2 v2.1 APP (SH)

## Olympic Data Feed

### **ODF Paralympic Shooting Data Dictionary**

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Technology Department  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Paralympic 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 Paralympic 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 Paralympic Shooting Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Paralympic 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
- **NPC** – National Paralympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **SH** – Paralympic 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
ODF/INT045	ODF Shooting Data Dictionary	This document describes the ODF Shooting messages



## 2 Overall Perspective

### 2.1 Objective

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

Any ODF Paralympic 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 specific for Paralympics 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.

Code Entity	Code Entity Set of Values
CC @SportClass	Defined in ODF Common Codes Document  See entity Sports Class - Paralympic. The code to be used is found in the Class column.

Please follow ODF Shooting Data Dictionary definition, for the rest of the codes entities defined in the document.





## 4 Paralympic 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 Paralympic 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		
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		
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		
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

Please follow ODF Shooting Data Dictionary definition.

#### 5.1.1.2 Header Values

Please follow ODF Shooting Data Dictionary definition.

#### 5.1.1.3 Trigger and Frequency

Please follow ODF Shooting Data Dictionary definition.

#### 5.1.1.4 Message Structure

Please follow ODF Shooting Data Dictionary 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 Paralympic 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
	Class	M	CC @SportClasses	Code to identify the Sport class for the athlete.
Discipline	InternationalFederationId	M	S(16)	ISSF unique shooter identification (competitor’s federation number for the discipline).

The following table describes in more detail the EventEntry element in the case of Paralympic 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**

Please follow ODF Shooting Data Dictionary 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**

Please follow ODF Shooting Data Dictionary definition.

**5.1.3.3 Trigger and Frequency**

Please follow ODF Shooting Data Dictionary 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 Paralympic Shooting are:

- N/A.

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 Central Messages Interface Document) that are used in the case of Paralympic Shooting, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	StartOrder	O	Numeric	<u>For training:</u> 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.

**5.1.3.6 Message sort**

Please follow ODF Shooting Data Dictionary definition.



## 5.1.4 Event Unit Results

### 5.1.4.1 Description

Please follow ODF Shooting Data Dictionary definition.

### 5.1.4.2 Header Values

Please follow ODF Shooting Data Dictionary definition.

### 5.1.4.3 Trigger and Frequency

Please follow ODF Shooting Data Dictionary definition.

### 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 Paralympic Shooting are:

N/A

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

### 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.

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	Score.  N(4) just for Elimination/Qualification of Precision events with 60/40 shots, 50m Rifle 3 Positions, 25m Pistol event units  N(4).N(1) Just for Finals of Precision events with 60/40 shots , 50m Rifle 3 Positions and 25m Pistol event units.
	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.

### 5.1.4.6 Message sort

Please follow ODF Shooting Data Dictionary definition.

## 5.1.5 Cumulative Results

### 5.1.5.1 Description

Please follow ODF Shooting Data Dictionary definition..

### 5.1.5.2 Header Values

Please follow ODF Shooting Data Dictionary definition.



**5.1.5.3 Trigger and Frequency**

Please follow ODF Shooting Data Dictionary 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 Paralympic Shooting are:

N/A

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

**5.1.5.5 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.

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.
	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 – DDGEEEPUU-- or up to the end of the referenced phase (for all phases – DDGEEEP00--).  <u>In case of 25m Pistol:</u> - Up to the end of the Rapid event unit (cumulative of Precision and Rapid)  <u>In case of Precision Events with 60/40 Shots, 25m Pistol, 50m Rifle 3 Position:</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.

**5.1.5.6 Message sort**

Please follow ODF Shooting Data Dictionary definition.

**5.1.6 Records**

Please follow ODF Shooting Data Dictionary definition.

**5.1.7 Event's Medallists**

Please follow ODF Shooting Data Dictionary definition.



### **5.1.8 Discipline/venue good morning**

Please follow ODF Shooting Data Dictionary definition.

### **5.1.9 Discipline/venue good night**

Please follow ODF Shooting Data Dictionary definition.





# DOCUMENT CONTROL

## Version history

Version	Date	Comments
R2 v1.0	1 July 2011	Submitted for review version
R2 v1.0	5 August 2011	SFA
R2 v1.0	26 August 2011	APP
R2 v2.0	9 January 2012	IR101
<b>R2 v2.1</b>	<b>13 April 2012</b>	<b>Defect 66621</b>

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## Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version
R2 v2.0	APP	• IR101: Add DT_SERIAL message in the PiT messages
<b>R2 v2.1</b>	<b>APP</b>	<b>• Defect 66621: update the CC @SportClass</b>



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