INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Shooting Data Dictionary

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Technology and Information Department

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1 Introduction

1.1 This document

This document includes the ODF Shooting Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General 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 for Nanjing 2014 Youth Olympics is run.

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ~~Glasgow 2014,~~ ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document

Acronym	Description
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
ODF	Olympic Data Feed
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	is administered by an international federation and can be composed of one or more disciplines
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the

		rest of the ODF documents
ODF/INT300	ODF General Messages Interface Document	This document describes the ODF general messages

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 General Messages Interface since this ODF Shooting Data Dictionary is a particularization of this document.

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 General 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 @PhaseIdentificator	**Code**	**Description**
	Finals	Finals
	QS-off	Qualification Shoot-off
CC @QualificationMark	**Code**	**Description**
	Q	Qualification
CC @RangeCode	**Code**	**Description**
	1	Range A
	2	Range B
	3	Range C
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 @Bracket	**Code**	**Description**
	FNL	Finals

CC @BracketItems	**Code**	**Description**
	FNL	Final
	QFL	Quarterfinal
	R16	Round of 16
	SFL	Semifinal
CC @CompetitorPlace	**Code**	**Description**
	BYE	There is no competitor, the other team passes directly to the next round
	UNK	The competitor is not known yet

4 Point in Time

4.1 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 in the ODF General 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 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 used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_TEAMS	List of teams	X	
~~DT_PARTIC_HORSES~~	~~List of equestrian horses~~		
DT_START_LIST	Start List	X	X
DT_RESULT	Event Unit Results	X	X
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results		
DT_POOL_STANDING	Pool Standings ~~of group in a team competition~~	X	
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	
DT_BRACKETS	Brackets	X	X

4.1.1 List of participants by discipline

4.1.1.1 Description

This message is the List of participants by discipline, for that discipline it is the list of athletes, as described in the ODF General Messages Interface Document.

4.1.1.2 Header Values

The definition in the ODF General Messages Interface Document is valid

4.1.1.3 Trigger and Frequency

Please, follow the general definition in the ODF General Messages Interface Document.

4.1.1.4 Message Structure

The optional elements defined for this message in the ODF General 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.

4.1.1.5 Message Values

The following table lists the "List of participants by discipline" optional attributes (defined in the ODF General 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
Participant	BirthDate	O	YYYYMMDD	Date of birth
Discipline	InternationalFederationId	M	S(16)	ISSF unique shooter identification (competitor's federation number for the discipline).
RegisteredEvent	Bib	O	String	Bib number. It will be included if available

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(3).N(1) 999.9	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.

4.1.1.6 Message sort

Please, follow the general definition.

4.1.2 Start List

4.1.2.1 Description

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

4.1.2.2 Header Values

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

4.1.2.3 Trigger and Frequency

Please, follow the general definition

4.1.2.4 Message Structure

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

- UnitDateTime (following the general rules for this element)
- Officials /Official
- Competitor /EventUnitEntry

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

4.1.2.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF General 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 firing (lane) in rifle and pistol events,
	SortOrder	M	Numeric	According to the sport rules.
Composition /Athlete	Bib	O	String	Bib number.

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

Element: UnitInfo					
Type	**Code**	**Extension**	**Pos**	**Value**	**Description**
UI_SH	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_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
	SH_MATCH_NUMBER			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Do not send anything
					For @Value: Match number.

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

Type /Code	Extension	Description	Expected
UI_SH /SH_START		Relay start time	In Qualification: Just for Rifle/Pistol events,
UI_SH /SH_PERIOD		Period start time	In training: For Rifle/Pistol events
	SH_FINISH	Period finish time	
UI_SH /SH_BAY_FP		Bay identification/firing point	If apply
UI_SH /SH_MATCH_NUMBER		The match number.	Always Only for team events

The following table describes in more detail the EventUnitEntry element in the case of Shooting (only for teams event).

Element: Competitor /Start /Competitor /EventUnitEntry			
Type	**Code**	**Value**	**Description**
EUE_SH	SH_RELAY	N(1) 0	For @Type: Send proposed type
			For @Code:

			Send proposed code
			For @Value: Relay number
	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_RELAY	Relay number	If apply
EUE_SH /SH_PERIOD	Sequential number (@pos for UI_SH/SH_PERIOD) of the period where the competitor will be take place	
EUE_SH /SH_BAY_FP	Sequential number (@pos for UI_SH/SH_BAY_FP) of the Bay/Firing what use the competitor	

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

Element: Competitor /Start /Competitor /Composition /Athlete /EventUnitEntry			
Type	**Code**	**Value**	**Description**
EUE_SH	SH_FP	S(3)	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_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	In Qualification: Just for Rifle and Pistol events with 60/40 shots, In Finals: All the Rifle and Pistol events
EUE_SH /SH_RELAY	Relay number	In Qualification: Just for Rifle and Pistol events with 60/40 shots,
EUE_SH /SH_PERIOD	Sequential number (@pos for UI_SH/SH_PERIOD) of the period where the competitor will be take place	In training: 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	In training: For Rifle/Pistol events

4.1.2.6 Message sort

Please, follow the general definition.

4.1.3 Event Unit Results

4.1.3.1 Description

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

4.1.3.2 Header Values

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

Moreover, the following should be considered:

- 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).
- In case of Qualification of teams' events, the message contents a list of teams and for the other phases the messages contain only two teams.

4.1.3.3 Trigger and Frequency

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

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

4.1.3.4 Message Structure

The optional elements defined for this message in the ODF General 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 /ExtendedResults and its child element ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

4.1.3.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General 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, N(4).N(1) Just for Finals of Precision events with 60/40 shots
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS
	Qualification Mark	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.

Send UnitDateTime including also the @EndDate attribute

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

Element: UnitInfo					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
UI_SH	SH_RELAY			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Last relay completed by all shooters
	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	Extension Code	Description	Expected
UI_SH /SH_RELAY		Last relay completed by all shooters	For all events with more than 1 qualification relay

EI_SH /SH_LAST_QUAL		Send the competitor ID of the last competitor qualified for the next phase	If it changes, Just for Qualification:

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element (only for teams event units).

Element: Competitor /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 (Result /Result) has changed due to a deduction, N to change the value of the element
	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
					For @Value: Average score
	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
		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_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

Element: Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					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
					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_PBL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything

Element: Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Value: Points behind leader based on the cumulative score
	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_FINAL_SHOT			N(2).N(1) 90.0	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
		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_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 @ShotStatus	For @Type: Send proposed type
					For @Code: Send proposed code Where y is the shot Number in Serie (SH_FINAL_SHOT @pos)

Element: Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Pos: Do not send anything
					For @Value: target status (See codes section)
		SH_CUM_SCORE		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: N/a
					For @Value: Total of cumulative shots hit after each
	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_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

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	
ER_SH /SH_SECTOR		Series or Rounds score	
	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_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 qualification 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 qualification phase
ER_SH /SH_SHOOT_OFF		Shoot-off score for each shot	For every event and phase, just if applies
ER_SH /SH_SOFF_RSHOT	 SH_SHOOT	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 <u>Finals:</u> Just for precision events with 60/40 shots
ER_SH /SH_PBL		Points behind leader based on the cumulative score.	Just if applies Only for finals
ER_SH /SH_TIEBREAKER		Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 120"	If apply qualification <u>phase :</u> Just for precision events with 60/40 shots
ER_SH /SH_FINAL_SHOT		Score by final shot. @Value can be any of the	If applies. Just for precision events with 60/40 shots,
	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.	
ER_SH /SH_INNER_TENS		Send the number of inner tens done	Just if applies qualification <u>phase :</u> Just for precision events with 60/40
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_SHOOTOFF		Flag to know if the competitor will go to Shoot-Off	Just if applies (before plays the Shoot-off) <u>Finals:</u> Just for precision events with 60/40 shots

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**
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 (Result /Result) has changed due to a deduction, N to change the value of the element
	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
					For @Value: Average score
	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
		SH_DEDUCTIO		S(1)	For @Type:

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
		N			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_FINAL_SHOT		N(2) 90	N(2).N(1) 90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Final shot number Serie number for 25RFP
					For @Value: Score by shot
		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_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_CUM_SCORE		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: N/a
					For @Value: Total of cumulative shots hit after each

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Example: “XX Tens”, “xx Nines” or “xx Eights”, “CB: 120”
	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
					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_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_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

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	qualification phase : Just for precision events with 60/40 shots,
ER_SH /SH_SECTOR		Series or Rounds score	Just for precision events with 60/40 shots,
	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_FINAL_SHOT		Score by final shot. @Value can be any of the	If applies. Just for precision events with 60/40 shots,
	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.	
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 qualification 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 qualification phase
ER_SH /SH_INNER_TENS		Send the number of inner tens done	Just if applies qualification phase : Just for precision events with

			60/40
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”	If apply qualification <u>phase :</u> Just for precision events with 60/40 shots
ER_SH /SH_SHOOT_OFF		Shoot-off score for each shot	For every event and phase, just if applies
ER_SH /SH_SOFF_RSHOT	SH_SHOOT	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 <u>Finals:</u> Just for precision events with 60/40 shots
ER_SH /SH_PBL		Points behind leader based on the cumulative score.	Just if applies Only for finals
ER_SH /SH_SHOOTOFF		Flag to know if the competitor will go to Shoot-Off	Just if applies (before plays the Shoot-off) <u>Finals:</u> Just for precision events with 60/40 shots

4.1.3.6 Message sort

Please, follow the general definition.

4.1.4 Event Final Ranking

4.1.4.1 Description

This message is the Event Final Ranking message as described in the ODF General 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.

4.1.4.2 Header Values

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

4.1.4.3 Trigger and Frequency

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

- After each event

4.1.4.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document.

4.1.4.5 Message Values

The following table lists the Event Final Ranking optional and/or extended attributes (defined in the ODF General Messages Interface Document), 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. It is optional because the team can be disqualified
	RankEqual	O	Y	It must send always that the attribute Rank is send, it identify if a rank has been equalled.
	IRM	O	CC @IRM	Send just if the team has been disqualified or is not even know.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

4.1.4.6 Message sort

Please, follow the general definition.

4.1.5 Brackets

4.1.5.1 Description

This message is the Brackets message as described in the ODF General Messages Interface Document.

4.1.5.2 Header Values

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

In the case of Shooting, the message has to be sent only for teams events.

4.1.5.3 Trigger and Frequency

Please, follow the general definition.

4.1.5.4 Message Structure

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

- ExtCompPlaces /ExtCompPlace
- Moreover, the following should be considered:
    - BracketItem /NextUnit should be informed in the case of the round of 16, quarterfinal and semifinal.
    - BracketItem /NexUnitLoser should be informed just in the case of the semifinal.
    - CompetitorPlace /PreviousUnit should be informed in the case of the Final, Semifinal and Quarterfinal.

4.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals. (see codes section)
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section)
Bracket /BracketItems /BarcketItem	Code	M	N(2) 90	It will be sent the matcher for each bracket item (e.g.: 39, 40, 41, 47 …)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (UNK).

4.1.5.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	22 November 2013	First version SFR
R2 v1.1	5 December 2013	SFA
R2 v1.2	28 February 2014	APP, some minor issues
R2 v1.3	4 June 2014	Event entries updated after Conformance Test

File reference: ODF/INT326 R2 v1.3 APP (SH)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version
R2 v1.1	SFA	• SFA
R2 v1.2	APP	• Update the description for DT_POOL_STANDING description • Update the “This document” , “Objective” and “Main Audience” sections • Remove the DT_PARTIC_HORSES message • Add the DT_SCHEDULE_UPDATE message
R2 v1.3	APP	• E_MQS event entry format changed to N(3).N(1)

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