



Olympic Data Feed



ODF Shooting Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
© International Olympic Committee

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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 General Messages Interface Document specifically for Shooting .

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.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.



Document Reference	Document Title	Document Description
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Shooting .

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



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2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after



		<p>midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			



PrintName
PrintInitialName
TVName
TVInitialName
Gender
Organisation
BirthDate
Height
Weight
PlaceofBirth
CountryofBirth
PlaceofResidence
CountryofResidence
Nationality
MainFunctionId
Current
OlympicSolidarity
ModificationIndicator
Discipline (1,1)
Code
IFId
RegisteredEvent (0,N)
Gender
Event
Bib
EventEntry (0,N)
Code
Type
Pos
Value
OfficialFunction (0,N)
FunctionId



2.2.1.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is



			<p>Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	<p>Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.</p> <p>"-" may be used where the data is not available.</p>
Weight	O	S(3)	<p>Weight in kilograms. It will be included if this information is available.</p> <p>This information is not needed in the case of officials/referees.</p> <p>"-" may be used where the data is not available.</p>
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	<p>Participant's nationality.</p> <p>Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.</p>
MainFunctionId	O	CC @ResultsFunction	<p>Main function</p> <p>In the Case of Current="true" this attribute is Mandatory.</p>



Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	SH	Shooting Discipline Code
IFId	O	S(16)	ISSF ID (competitor's federation number for the discipline) It will be included if available.

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	String	Bib number. It will be included if available



Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type		Code	Pos	Description
ENTRY		DS	N/A	Pos Description: Do not send anything Element Expected: If applicable. This information can be sent in both messages.
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send 'Y' in case of double starter else do not send
ENTRY		QUAL_SCORE	N/A	Pos Description: Do not send anything Element Expected: Always, if available. This information can be sent in both messages.
	Attribute	M/O	Value	Description
	Value	O	Numeric ###0 Or Numeric ##0.0	Send the Individual Qualification Score achieved (the format depends to the related event)

Element: Participant /OfficialFunction (0,N)			
Send if the official has optional functions. Do not send, otherwise.			
Attribute	M/O	Value	Description
FunctionId	M	CC @ResultsFunction	Additional officials' function code

2.2.1.6 Message Sort

The message is sorted by Participant @Code



2.2.2 Event Unit Start List and Results

2.2.2.1 Description

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit In case units with relays, 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 ExtendedInfos /ExtendedInfo element).
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A. Not Used	N/A. Not Used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial, etc. START_LIST OFFICIAL UNOFFICIAL LIVE (used during the competition when nothing else applies). UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	<p>Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.2.3 Trigger and Frequency

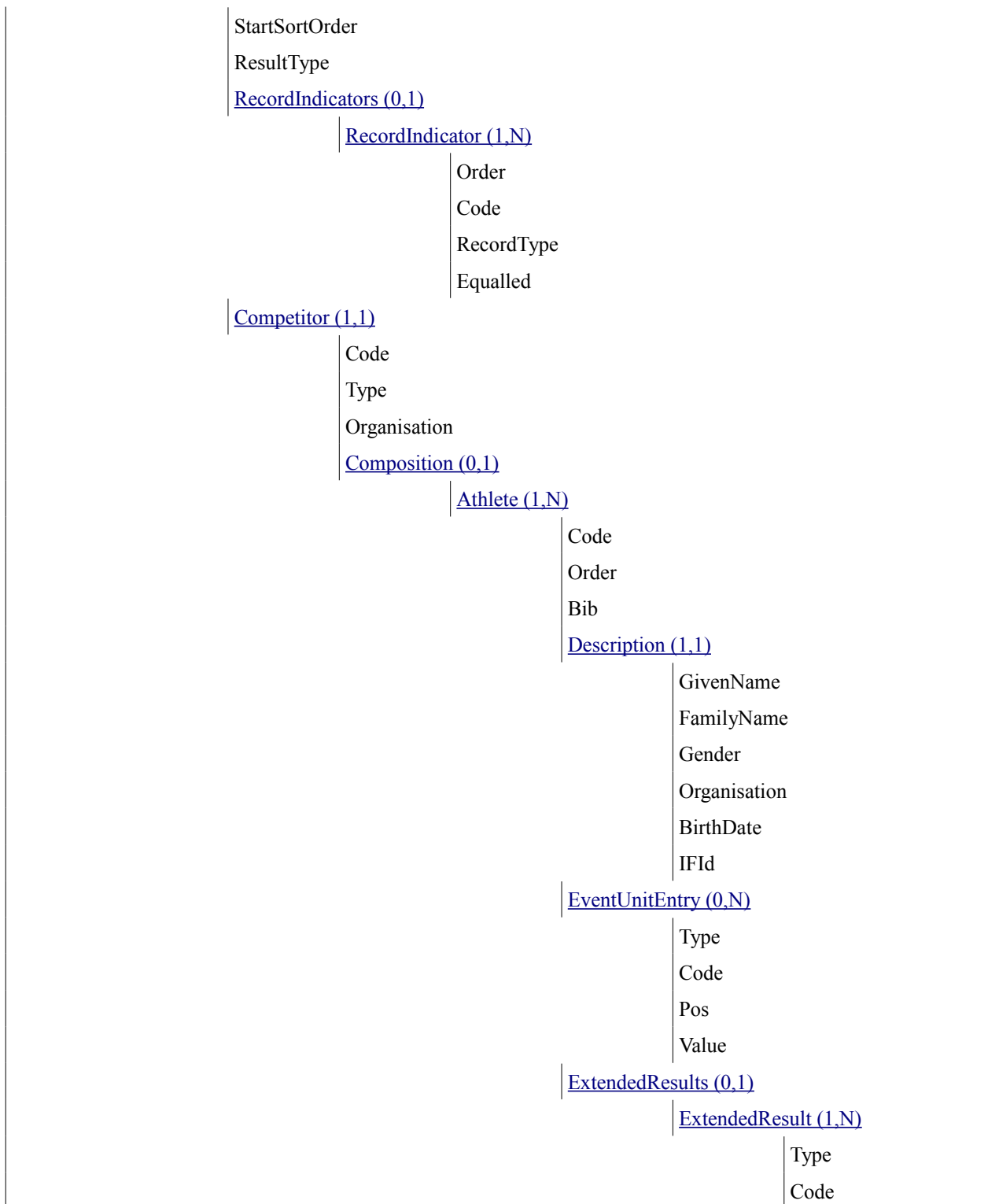
- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- When the competition starts and all changes/additions in data (LIVE)
- After the unit is finished (UNCONFIRMED / UNOFFICIAL -optional in Finals- / OFFICIAL)

2.2.2.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<u>Competition (1,1)</u>								
	Code							
	<u>ExtendedInfos (0,1)</u>							
		<u>UnitDateTime (0,1)</u>						
			StartDate					
		<u>ExtendedInfo (0,N)</u>						
			Type					
			Code					
			Pos					
			Value					
			<u>Extension (0,N)</u>					
				Code				
				Pos				
				Value				
		<u>SportDescription (0,1)</u>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		<u>VenueDescription (0,1)</u>						
			Venue					
			VenueName					
			Location					
			LocationName					
	<u>Result (1,N)</u>							
		Rank						
		RankEqual						
		Result						
		IRM						
		QualificationMark						
		SortOrder						
		StartOrder						





	Pos Value Extension (0,N)
	Code Pos Value

2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /UnitDateTime (0,1)			
Scheduled start date and time. (where available update with actual start time)			
Actual start -and/or end- dates and times.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT	N/A	Pos Description: Do not send anything Element Expected: Only when LIVE, for Semi-final and Medal Matches in Shotgun events, and, for Final in 25m Rapid Fire Pistol event	
	Attribute	M/O	Value	Description
	Value	O	S(20) no leading zeroes	Send the ID for the current competitor
DISPLAY	LAST_COMP	N/A	Pos Description: Do not send anything Element Expected:	



				Only when LIVE, for Semi-final and Medal Matches in Shotgun events, and, for Final in 25m Rapid Fire Pistol event
	Attribute	M/O	Value	Description
	Value	O	S(20) no leading zeroes	Send the ID for the last finished competitor or for the last competitor whose time or distance was measured
DISPLAY		LAST_QUAL	N/A	Pos Description: Do not send anything Element Expected: All qualifying phases
	Attribute	M/O	Value	Description
	Value	O	S(20) no leading zeroes	Send the ID for the last qualified competitor
UI		QUAL_RANK	Numeric 0	Pos Description: 1 to indicate first rank 2 to indicate last rank Element Expected: Just in Qualification and Semi-finals
	Attribute	M/O	Value	Description
	Value	O	Numeric 0	Indicates qualification for finals based on rank. Send the qualifying rank
UI		RELAY	N/A	Pos Description: Do not send anything Element Expected: Only required if athletes in more Relays are in the Unit
	Attribute	M/O	Value	Description
	Value	O	Numeric 0	Last relay completed by all shooters
UI		ROTATION	Numeric 0	Pos Description: Rotation number: 1..n Element Expected: Just for Qualification in Shotgun events
	Attribute	M/O	Value	Description



Value	O	hh:mm	Rotation start time
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: For Shotgun events			
Attribute	Value	Description	
Code	IND		
Pos	SC @RangeCode	Range number	
Value	SC @PhaseIdentifier	Phase's identification of phase for the corresponding rotation start time and range.	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: For Shotgun events (Trap only)			
Attribute	Value	Description	
Code	SCHEME		
Pos	SC @RangeCode	Range number	
Value	String	Scheme number for the corresponding rotation start time and range.	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: For Shotgun events			
Attribute	Value	Description	
Code	SQUAD		
Pos	SC @RangeCode	Range number	
Value	Numeric 0	Squad number for the corresponding rotation start time and range.	
UI	SHOOT_TAKEN	N/A	Pos Description: Do not send anything Element Expected: Just for Semi-finals and Medal Matches of Trap and Double Trap events
Attribute	M/O	Value	Description



	Value	O	Numeric #0	Send the number of shots taken (which is the latest ER.SHOT_NUM -shots fired-, by all competitors in the Unit).
UI		STAGE	Numeric #0	Pos Description: Send the number that identifies the type, from 1 to n. Type is usually shot stance or precision/rapid or day in some shotgun. If only one type send 1. Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	SC @StageType	Send the Type name. where applicable, else do not send @Value
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always for each series				
	Attribute	Value	Description	
	Code	SERIES		
	Pos	Numeric #0	Send the number that identifies the type, from 1 to n.	
	Value	String	Send series number (same as @Pos) unless time applies (Rapid Fire)	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Just for Finals				
	Attribute	Value	Description	
	Code	SERIES_SHOTS		
	Pos	Numeric #0	Send the number that identifies the type, from 1 to n.	
	Value	Numeric #0	Send the maximum number of shot by each series (@Pos) (e.g.: 5 for each series of 25m Pistol event, 3 for serie1 of 10m Air Rifle event)	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always				



	Attribute	Value	Description	
	Code	SHOTS		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Send the number of shots in the series (STAGE). Note that in Finals, double trap 'doublettes' are considered a single 'shot' in the entire document.	
UI		START	Numeric 0	Pos Description: Relay number: 1..n Element Expected: Only required if athletes in more Relays are in the Unit
	Attribute	M/O	Value	Description
	Value	O	hh:mm	Relay Start time
UI		TOTAL_ROUNDS	N/A	Pos Description: Do not send anything Element Expected: Just for Finals of 50m Rifle 3 Positions events
	Attribute	M/O	Value	Description
	Value	O	Numeric	Send the maximum number of Round (not including shoot-off) in the unit.
UI		TOTAL_SERIES	N/A	Pos Description: Do not send anything Element Expected: Just for Finals of events: - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - 10m Air Pistol - 50m Rifle 3 Positions
	Attribute	M/O	Value	Description



	Value	O	Numeric	Send the maximum number of series (not including shoot-off) in the unit. And, for 50m Rifle 3 Positions events: send the maximum number of series + maximum number elimination shots (not including shoot-off) in the unit.
UI		TOTAL_SHOTS	N/A	Pos Description: Do not send anything Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	Numeric	Send the maximum number of shots (not including shoot-off) in the unit. Note that in Finals, double trap 'doublettes' are considered a single "shot" in the entire document

Sample (10m Air Pistol Men - Qualification)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-10T12:52:00+01:00" />
  <ExtendedInfo Type="UI" Code="RELAY" Value="1" />
  <ExtendedInfo Type="UI" Code="QUAL_RANK" Pos="1" Value="1" />
  <ExtendedInfo Type="UI" Code="QUAL_RANK" Pos="2" Value="8" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_QUAL" Value="2135537" />
</ExtendedInfos>
```

Sample (Trap Women - Semi-finals)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-10T12:52:00+01:00" />
  <ExtendedInfo Type="UI" Code="RELAY" Value="1" />
  <ExtendedInfo Type="UI" Code="QUAL_RANK" Pos="1" Value="1" />
  <ExtendedInfo Type="UI" Code="QUAL_RANK" Pos="2" Value="4" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2135516" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2345528" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_QUAL" Value="2135516" />
</ExtendedInfos>
```

Sample (25m Pistol Women's Qualification)



```
<ExtendedInfos>
...
  <ExtendedInfo Type="UI" Code="STAGE" Pos="1" Value="PRECN" >
    <Extension Code="SERIES" Pos="1" Value="1" />
    <Extension Code="SERIES" Pos="2" Value="2" />
    <Extension Code="SERIES" Pos="3" Value="3" />
    <Extension Code="SHOTS" Value="30" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="STAGE" Pos="2" Value="RAPID" >
    <Extension Code="SERIES" Pos="4" Value="1" />
    <Extension Code="SERIES" Pos="5" Value="2" />
    <Extension Code="SERIES" Pos="6" Value="3" />
    <Extension Code="SHOTS" Value="30" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="60" />
...
</ExtendedInfos>
```

Sample (25m Pistol Women's Semi-finals)

```
<ExtendedInfos>
...
  <ExtendedInfo Type="UI" Code="STAGE" Pos="1" >
    <Extension Code="SERIES" Pos="1" Value="1" />
    ...
    <Extension Code="SERIES" Pos="5" Value="5" />
    <Extension Code="SERIES_SHOTS" Pos="1" Value="5" />
    ...
    <Extension Code="SERIES_SHOTS" Pos="5" Value="5" />
    ...
    <Extension Code="SHOTS" Value="25" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="25" />
  <ExtendedInfo Type="UI" Code="TOTAL_SERIES" Value="5" />
...
</ExtendedInfos>
```

Sample (25m Pistol Women's Gold Medal Match)



```
<ExtendedInfos>
...
<ExtendedInfo Type="UI" Code="STAGE" Pos="1" >
  <Extension Code="SERIES" Pos="1" Value="1" />
  ...
  <Extension Code="SERIES" Pos="6" Value="6" />
  <Extension Code="SERIES_SHOTS" Pos="1" Value="5" />
  ...
  <Extension Code="SERIES_SHOTS" Pos="6" Value="5" />
  <Extension Code="SHOTS" Value="30" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="30" />
<ExtendedInfo Type="UI" Code="TOTAL_SERIES" Value="6" />
</ExtendedInfos>
```

Sample (25m Pistol Women's Gold Medal Match more series)

```
<ExtendedInfos>
...
<ExtendedInfo Type="UI" Code="STAGE" Pos="1" >
  <Extension Code="SERIES" Pos="1" Value="1" />
  ...
  <Extension Code="SERIES" Pos="7" Value="7" />
  <Extension Code="SERIES_SHOTS" Pos="1" Value="5" />
  ...
  <Extension Code="SERIES_SHOTS" Pos="7" Value="5" />
  <Extension Code="SHOTS" Value="35" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="35" />
<ExtendedInfo Type="UI" Code="TOTAL_SERIES" Value="7" />
...
</ExtendedInfos>
```

Sample (25m Rapid Fire Pistol Men's Qualification)



```
<ExtendedInfos>
...
  <ExtendedInfo Type="UI" Code="STAGE" Pos="1" Value="STAG1" >
    <Extension Code="SERIES" Pos="1" Value="8" />
    <Extension Code="SERIES" Pos="2" Value="6" />
    <Extension Code="SERIES" Pos="3" Value="4" />
    <Extension Code="SHOTS" Value="30" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="STAGE" Pos="2" Value="STAG2" >
    <Extension Code="SERIES" Pos="4" Value="8" />
    <Extension Code="SERIES" Pos="5" Value="6" />
    <Extension Code="SERIES" Pos="6" Value="4" />
    <Extension Code="SHOTS" Value="30" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="60" />
...
</ExtendedInfos>
```

Sample (50m Rifle 3 Positions Men's Qualification)

```
<ExtendedInfos>
....
  <ExtendedInfo Type="UI" Code="STAGE" Pos="1" Value="KNEEL" >
    <Extension Code="SERIES" Pos="1" Value="1" />
    <Extension Code="SERIES" Pos="2" Value="2" />
    <Extension Code="SERIES" Pos="3" Value="3" />
    <Extension Code="SERIES" Pos="4" Value="4" />
    <Extension Code="SHOTS" Value="40" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="STAGE" Pos="2" Value="PRONE" >
    <Extension Code="SERIES" Pos="5" Value="1" />
    <Extension Code="SERIES" Pos="6" Value="2" />
    <Extension Code="SERIES" Pos="7" Value="3" />
    <Extension Code="SERIES" Pos="8" Value="4" />
    <Extension Code="SHOTS" Value="40" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="STAGE" Pos="3" Value="STAND" >
    <Extension Code="SERIES" Pos="9" Value="1" />
    <Extension Code="SERIES" Pos="10" Value="2" />
    <Extension Code="SERIES" Pos="11" Value="3" />
    <Extension Code="SERIES" Pos="12" Value="4" />
    <Extension Code="SHOTS" Value="40" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="120" />
....
</ExtendedInfos>
```

Sample (10m Air Rifle Women's Qualification)



```
<ExtendedInfos>
....
  <ExtendedInfo Type="UI" Code="STAGE" Pos="1" >
    <Extension Code="SERIES" Pos="1" Value="1" />
    <Extension Code="SERIES" Pos="2" Value="2" />
    <Extension Code="SERIES" Pos="3" Value="3" />
    <Extension Code="SERIES" Pos="4" Value="4" />
    <Extension Code="SHOTS" Value="40" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="40" />
....
</ExtendedInfos>
```

Sample (Trap Men's Qualification)



```
<ExtendedInfos>
....
<ExtendedInfo Type="UI" Code="ROTATION" Pos="1" Value="10:00" >
  <Extension Code="SCHEME" Pos="1" Value="2" />
  <Extension Code="SCHEME" Pos="2" Value="4" />
  <Extension Code="SQUAD" Pos="1" Value="4" />
  <Extension Code="SQUAD" Pos="2" Value="5" />
</ExtendedInfo>
....
<ExtendedInfo Type="UI" Code="ROTATION" Pos="6" Value="17:30" >
  <Extension Code="SCHEME" Pos="1" Value="2" />
  <Extension Code="SCHEME" Pos="2" Value="4" />
  <Extension Code="SQUAD" Pos="1" Value="3" />
  <Extension Code="SQUAD" Pos="2" Value="2" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="ROTATION" Pos="7" Value="19:30" >
  <Extension Code="SCHEME" Pos="1" Value="2" />
  <Extension Code="SCHEME" Pos="2" Value="4" />
  <Extension Code="IND" Pos="1" Value="QS-off" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="ROTATION" Pos="8" Value="20:30" >
  <Extension Code="SCHEME" Pos="1" Value="2" />
  <Extension Code="SCHEME" Pos="2" Value="4" />
  <Extension Code="IND" Pos="2" Value="Finals" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="STAGE" Pos="1" Value="DAY1" >
  <Extension Code="SERIES" Pos="1" Value="1" />
  <Extension Code="SERIES" Pos="2" Value="2" />
  <Extension Code="SHOTS" Value="50" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="STAGE" Pos="2" Value="DAY2" >
  <Extension Code="SERIES" Pos="3" Value="3" />
  <Extension Code="SERIES" Pos="4" Value="4" />
  <Extension Code="SERIES" Pos="5" Value="5" />
  <Extension Code="SHOTS" Value="75" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="125" />
....
</ExtendedInfos>
```

Sample (Skeet Women's Qualification)



```
<ExtendedInfos>
...
<ExtendedInfo Type="UI" Code="ROTATION" Pos="1" Value="9:00" >
  <Extension Code="SQUAD" Pos="1" Value="1" />
  <Extension Code="SQUAD" Pos="2" Value="2" />
</ExtendedInfo>
....
<ExtendedInfo Type="UI" Code="ROTATION" Pos="6" Value="12:30" >
  <Extension Code="SQUAD" Pos="1" Value="2" />
  <Extension Code="SQUAD" Pos="3" Value="1" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="ROTATION" Pos="7" Value="13:15" >
  <Extension Code="IND" Pos="3" Value="QS-off" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="ROTATION" Pos="8" Value="14:00" >
  <Extension Code="IND" Pos="2" Value="Finals" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="STAGE" Pos="1" >
  <Extension Code="SERIES" Pos="1" Value="1" />
  <Extension Code="SERIES" Pos="2" Value="2" />
  <Extension Code="SERIES" Pos="3" Value="3" />
  <Extension Code="SHOTS" Value="75" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="75" />
...
</ExtendedInfos>
```

Sample (Trap / Double Trap - Men's Semi-finals)

```
<ExtendedInfos>
...
<ExtendedInfo Type="UI" Code="STAGE" Pos="1">
  <Extension Code="SERIES" Pos="1" Value="1" />
  ...
  <Extension Code="SERIES" Pos="15" Value="15" />
  <Extension Code="SERIES_SHOTS" Pos="1" Value="1" />
  ...
  <Extension Code="SERIES_SHOTS" Pos="15" Value="1" />
  <Extension Code="SHOTS" Value="15" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="15" />
...
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)**Sport Descriptions in Text.**



Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	Text short description or the Event Unit, not code

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Rank	O	Text	Rank for the competitor at the event unit. For the last unit in Qualification phase of events with more than one Stage/Day (25m Rapid Fire Pistol, 25m Pistol, Trap/Skeet Men's): Place for the competitor up to the end of the referenced event unit (for all event units of the corresponding phase) based on score. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Send 'Y' in case of the Rank has been equalled.
Result	O	Numeric ###0 Or Numeric ###0.0	Score of the competitor in the event unit. For the last unit in Qualification phase of events with more than one Stage/Day (25m Rapid Fire Pistol, 25m Pistol, Trap/Skeet Men's): Cumulative score up to the end of the referenced event unit (i.e.: In case of Trap and Skeet Men:



			<p>- Up to the end of the day 2 qualification event unit (cumulative of day 1 and day 2). In case of 25m Rapid Fire Pistol Men: - Up to the end of the Stage 2 event unit (cumulative of Stage 1 and Stage 2) In case of 25m Pistol Women: - Up to the end of the Rapid event unit (cumulative of Precision and Rapid)</p> <p>###0 for events/phases scored without decimals. - 25m Rapid Fire Pistol - 25m Pistol - Trap - Double Trap - Skeet - 50m Pistol - Qualification - 10m Air Pistol - Qualification - 50m Rifle 3 positions - Qualification</p> <p>###0.0 for events/phases with decimal scoring - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - Finals - 10m Air Pistol - Finals - 50m Rifle 3 positions - Finals</p>
IRM	O	SC @IRM	<p>Invalid result mark for the particular event unit.</p> <p>Send just in the case of @ResultType is IRM or IRM_POINTS</p>
QualificationMark	O	SC @QualificationMark	<p>Indicates the qualification of the competitor for the next round of the competition.</p> <p>This only applies for event units of Qualification: - 50m Rifle Prone - 50m Pistol - 10m Air Rifle - 10m Air Pistol - 50m Rifle 3 positions - 25m Rapid Fire Pistol - 25m Pistol - Trap - Double Trap - Skeet</p> <p>And for Semi-finals: - 25m Pistol</p>



			- Trap - Double Trap - Skeet
SortOrder	M	Numeric #0	According to the sport rules. Overall sort in the unit. This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the unit rank, but it should be used to sort out rank ties as well as results without rank. For those athletes with no results yet, the order is based in the Position.
StartOrder	O	Numeric	(Only for all Qualification phases): If athletes in the unit start in various groups (relays or squads) this is the order in the group (basically it is the same as GROUP /@Value). If the starters are in a single group, this is the same as the StartSortorder attribute. Not needed for Finals.
StartSortOrder	M	Numeric	Start list order according to the sport rules.
ResultType	O	SC @ResultType	Result type for the corresponding event unit.

Element: Result /RecordIndicators /RecordIndicator (1,N)

Result's record indicator.

(This is not needed in Finals event units of:

- 25m Pistol
- Trap
- Double Trap
- Skeet)

Attribute	M/O	Value	Description
Order	M	Numeric	Records are sorted by relevance. @Order=1 is the most important one.
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').
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.



Element: Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID (in this case Athlete's ID for Competitor @Type=A)
Type	M	A	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete.
Order	M	Numeric	Order attribute Send 1 for Competitor @Type="A"
Bib	O	String	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	BIB	N/A	Pos Description: Do not send anything Element Expected:



				Only in Finals (for Semi-finals and Medal Matches) in Shotgun events
	Attribute	M/O	Value	Description
	Value	O	Numeric 0	A drawn bib for the semi-finalists (from 1 to 6), to designate the initial line up in shotgun semi-finals.
EUE		GROUP	Numeric #0	Pos Description: Relay number (pistol/rifle) or squad (shot gun) Element Expected: In Elimination & Qualification where needed
	Attribute	M/O	Value	Description
	Value	O	Numeric 0	Position within the group
EUE		QUAL_MARK	N/A	Pos Description: Do not send anything Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	String	Send IQS in qualification and the score from the qualifying phase in the semi-final or final if no semi-final.
EUE		START_POS	N/A	Pos Description: Do not send anything Element Expected: In Elimination/Qualification: Rifle and Pistol events with 60/40 shots, 25m Pistol Women, 50m Rifle 3 Positions Men and Women. Bay ID just in Elimination & Qualification for 25m Rapid Fire Pistol Men In Finals: All the Rifle and Pistol events
	Attribute	M/O	Value	Description
	Value	O	S(3)	Firing Point or Bay identification

Sample (25m Rapid Fire Pistol Men - Qual. Stage 1)



```
<EventUnitEntry Type="EUE" Code="START_POS" Value="A" />
<EventUnitEntry Type="EUE" Code="GROUP" Pos="1" Value="1" />
<EventUnitEntry Type="EUE" Code="QUAL_MARK" Value="585" />
```

Sample (25m Rapid Fire Pistol Men - Qual. Stage 2)

```
<EventUnitEntry Type="EUE" Code="START_POS" Value="B" />
<EventUnitEntry Type="EUE" Code="GROUP" Pos="2" Value="2" />
<EventUnitEntry Type="EUE" Code="QUAL_MARK" Value="585" />
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Individual athlete's extended result.				
Type		Code	Pos	Description
ER		DEDUCTION	N/A	Pos Description: Do not send anything Element Expected: If applicable or do not send.
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y in case of the score (Result /Result) has changed due to a deduction
ER		ELIMINATED	N/A	Pos Description: Do not send anything Element Expected: Only if applicable in Finals for: All Rifle/Pistol events (except 25m Pistol Women)
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y if that competitor was eliminated
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Finals, if applicable, in events: - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle 3 Positions - 50m Rifle Prone				



<p>- 10m Air Rifle final</p> <p>- 50m Pistol</p> <p>- 10m Air Pistol</p>				
Attribute		Value	Description	
Code		SHOOT_OFF		
Pos		N/A	Do not send anything	
Value		S(1)	Send Y if that competitor was eliminated by Shoot-off	
ER		PTY	Numeric 0 Pos Description: Send the penalty number (1..n) Element Expected: For all events, if applicable	
Attribute		M/O	Value	Description
Value		O	Numeric 0	Send the penalty value
ER		RULE_BROKEN	Numeric 0 Pos Description: Send the numbering index (0 or 1..n) 0 in case IRM='DSQ', because there are not penalties points (PTY) 1..n in other case, one for each penalty (@Pos of PTY code) Element Expected: For all events, if applicable	
Attribute		M/O	Value	Description
Value		O	String	Send the broken rule (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti-Doping violation2)
ER		SCORE_AVG	N/A	Pos Description: Do not send anything Element Expected:



				Only for Eliminations and Qualifications
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.000	Average score
ER		SERIE_NUM	N/A	Pos Description: Do not send anything Element Expected: Only when LIVE for Finals, in events: - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - 10m Air Pistol
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the series number that the competitor is currently shooting (i.e.: "1" with the first shot fired in the series)
ER		SHOOT_OFF	Numeric #0	Pos Description: Send the rank for which the shoot-off applies Element Expected: Only if applicable, in Finals for: - 50m Rifle 3 Positions - 25m Rapid Fire Pistol - 25m Pistol - Trap - Double Trap - Skeet - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - 10m Air Pistol And, in Qualification for Shotgun events (Trap, Double Trap, Skeet)
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y if that competitor qualified to



			Shoot-off
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
Just for Shotgun events (Trap, Double Trap, Skeet -in qualification and finals-)			
Attribute	Value	Description	
Code	SHOOT_OFF_REM ARK		
Pos	N/A	Do not send anything	
Value	String	The last three possible shoot-off scores (in format as "+n+n+n")	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
Attribute	Value	Description	
Code	SHOT		
Pos	Numeric 0	Shoot-off shot number (from 1 to n, one for each shot)	
Value	Numeric #0 Or Numeric #0.0 Or SC @Shotgun	Shoot-off shot score	
ER	SHOOT_OFF_LAST	N/A	Pos Description: Do not send anything Element Expected: When applicable Just for Finals for: - precision events with 60/40 shots (50m Rifle Prone, 10m Air Rifle, 50m Pistol, 10m Air Pistol) - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle 3 Positions



Attribute	M/O	Value	Description
Value	O	Numeric #0.0 Or Numeric #0	The score of the last shot in the Shoot-off (for 10m and 50m events). The score of the last shoot-off series (for 25m events).
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
Just for Finals for: - precision events with 60/40 shots (50m Rifle Prone, 10m Air Rifle, 50m Pistol, 10m Air Pistol) - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle 3 Positions			
Attribute	Value	Description	
Code	SHOT_NUM		
Pos	N/A	Do not send anything	
Value	Numeric #0	The most recent shot count (or series count, in 25m events) number in the Shoot-off; i.e., the Shoot-off goes to the @Value shot / series.	
ER	SHOOT_OFF_SCOR E	N/A	Pos Description: Do not send anything



			<p>Element Expected: For every event and phase, just if applies</p> <p>Just for Trap/Skeet Men, Double Trap Men, Trap/Skeet Women</p>
Attribute	M/O	Value	Description
Value	O	Numeric #0	The score in the Shoot-off.
<p>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: For every event and phase, just if applies</p> <p>Just for Trap/Skeet Men, Double Trap Men, Trap/Skeet Women</p>			
Attribute	Value	Description	
Code	SHOT_NUM		
Pos	N/A	Do not send anything	
Value	Numeric #0	Shot count in the Shoot-off, i.e.: the Shoot-off goes to @Value shots.	
ER	SHOT_NUM	N/A	<p>Pos Description: Do not send anything</p> <p>Element Expected: Only when LIVE for Finals, if applies, in events:</p> <ul style="list-style-type: none"> - 50m Rifle 3 Positions - 25m Rapid Fire Pistol - 25m Pistol - Trap - Double Trap - Skeet - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - 10m Air Pistol



	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the shots fired (it will be the last shot fired) by the competitor.
ER		SHOTINFO	Numeric #0	Pos Description: Final series number (for 25m events) (from 1..n, where n is the @Value of TOTAL_SERIES code) Final shot number (for the other events) (from 1..n, where n is the @Value of TOTAL_SHOTS code). Element Expected: If applicable, just in Finals
	Attribute	M/O	Value	Description
	Value	O	Numeric #0 Or Numeric #0.# Or SC @ShotGun	Score by final series (for 25m events). Score by final shot (for 10m and 50m events). Or, @ShotGun codes in case of events Trap and Skeet Men/Women and Double Trap Men
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable				
	Attribute	Value	Description	
	Code	DEDUCTION		
	Pos	N/A	Do not send anything	
	Value	S(1)	Send Y in case of the score has changed due to a deduction, N to change the value of the element	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Just for Finals of:				
-25m Rapid Fire Pistol				
-25m Pistol				



Attribute	Value	Description
Code	SHOT_STATUS	
Pos	Numeric #0	Send the shot number in the corresponding series (from 1..m, where m is @Value of the extension code SERIES_SHOTS of STAGE code in the ExtendedInfos)
Value	SC @ShotStatus	Shot status in series
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable Just in Finals for: All Rifle/Pistol events		
Attribute	Value	Description
Code	SHOT_X	
Pos	N/A	Do not send anything
Value	Numeric ###0	X-axis coordinate of the shot
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable Just in Finals for: All Rifle/Pistol events		
Attribute	Value	Description
Code	SHOT_Y	
Pos	N/A	Do not send anything
Value	Numeric	Y-axis coordinate of the shot



		###0	
ER		STAGE	Numeric #0 Pos Description: Send the number from ExtendedInfos for this type. Element Expected: Always
	Attribute	M/O	Value
	Value	O	Numeric ###0 Or ##0.0
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable		
	Attribute	Value	Description
	Code	DEDUCTION	
	Pos	Numeric #0	Send the number that identifies the series, from 1 to n.
	Value	S(1)	Send 'Y' in case of the score has changed due to a deduction
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Always for each series		
	Attribute	Value	Description
	Code	SERIES	
	Pos	Numeric #0	Send the number that identifies the series, from 1 to n.
	Value	Numeric ###0 Or ##0.0	Send the score or hits for this series.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Just for Finals of:		
	- 25m Rapid Fire Pistol Men		
	- 25m Pistol Women Semi-finals		



<p>- 50m Rifle 3 Positions</p> <p>- 50m Rifle Prone</p> <p>- 10m Air Rifle</p> <p>- 50m Pistol</p> <p>- 10m Air Pistol</p>				
Attribute	Value	Description		
Code	SERIES_CUM			
Pos	Numeric #0	Send the number that identifies the series, from 1 to n.		
Value	Numeric ###0	Send the number of cumulative score or hits for this series		
<p>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for 25m Pistol Women Medal Matches</p>				
Attribute	Value	Description		
Code	SERIES_POINTS			
Pos	Numeric #0	Send the number that identifies the series, from 1 to n.		
Value	Numeric 0	Send the points, not hits (use 0)		
ER	TIE_BREAK	N/A	<p>Pos Description: Do not send anything</p> <p>Element Expected: All Elimination / Qualification units (if apply)</p>	
	Attribute	M/O	Value	Description
	Value	O	String	Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 1202"
ER	XS_NUM	N/A	<p>Pos Description: Do not send anything</p>	



			Element Expected: In Elimination / Qualification: All Rifle (except for Precision events) and Pistol events
Attribute	M/O	Value	Description
Value	O	Numeric #0	Send the number of inner tens scored. Do not send in case of decimal scoring events in Qualification.

Sample (25m Pistol Women's Qualification - Stage 1)

```
<Result SortOrder="1" Rank="1" Result="299" ResultType="POINTS" StartOrder="7" StartSortOrder="7" >
  <Competitor Code="1060098" Type="A" Organisation="CHN" >
    <Composition>
      <Athlete Code="1060098" Order="1" Bib="1129" >
        <Description GivenName="Luna" FamilyName="Tao" Gender="W"
Organisation="CHN" BirthDate="1992-12-15" IFId="SHCHNW1512199201" />
        <EventUnitEntry Type="EUE" Code="START_POS" Value="16" />

        <EventUnitEntry Type="EUE" Code="GROUP" Pos="2" Value="7" />
        <ExtendedResults>
<ExtendedResult Type="ER" Code="SCORE_AVG" Value="9.650" />
          <ExtendedResult Type="ER" Code="STAGE" Pos="1" Value="299" >
            <Extension Code="SERIES" Pos="1" Value="99" />
            <Extension Code="SERIES" Pos="2" Value="100" />
            <Extension Code="SERIES" Pos="3" Value="100" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="XS_NUM" Value="25" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (25m Pistol Women's Qualification - Stage 2)



```
<Result SortOrder="3" Rank="3" Result="590" ResultType="POINTS" QualificationMark="QF" StartOrder="7"
StartSortOrder="7" >
  <Competitor Code="1060098" Type="A" Organisation="CHN" >
    <Composition>
      <Athlete Code="1060098" Order="1" Bib="1129" >
        <Description GivenName="Luna" FamilyName="Tao" Gender="W"
Organisation="CHN" BirthDate="1992-12-15" IFId="SHCHNW1512199201" />
        <EventUnitEntry Type="EUE" Code="START_POS" Value="16" />
        <EventUnitEntry Type="EUE" Code="GROUP" Pos="2" Value="7" />
        <ExtendedResults>
<ExtendedResult Type="ER" Code="SCORE_AVG" Value="9.150" />
          <ExtendedResult Type="ER" Code="STAGE" Pos="1" Value="299" >
            <Extension Code="SERIES" Pos="1" Value="99" />
            <Extension Code="SERIES" Pos="2" Value="100" />
            <Extension Code="SERIES" Pos="3" Value="100" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="STAGE" Pos="2" Value="291" >
            <Extension Code="SERIES" Pos="4" Value="96" />
            <Extension Code="SERIES" Pos="5" Value="99" />
            <Extension Code="SERIES" Pos="6" Value="96" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="XS_NUM" Value="25" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (25m Pistol Women's Semi-finals)



```
<Result SortOrder="1" Rank="1" Result="16" ResultType="POINTS" QualificationMark="QG" StartSortOrder="7"
>
  <Competitor Code="1060098" Type="A" Organisation="CHN" >
    <Composition>
      <Athlete Code="1060098" Order="1" Bib="1129" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="STAGE" Pos="1" Value="16">
            <Extension Code="SERIES" Pos="1" Value="3" />
            <Extension Code="SERIES" Pos="2" Value="4" />
            ...
            <Extension Code="SERIES" Pos="5" Value="3" />
            <Extension Code="SERIES_CUM" Pos="1" Value="3" />
            <Extension Code="SERIES_CUM" Pos="2" Value="7" />
            ...
            <Extension Code="SERIES_CUM" Pos="5" Value="16" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="SHOTINFO" Pos="1" Value="3" >
            <Extension Code="SHOT_STATUS" Pos="1" Value="1" />
            <Extension Code="SHOT_STATUS" Pos="2" Value="1" />
            <Extension Code="SHOT_STATUS" Pos="3" Value="0" />
            <Extension Code="SHOT_STATUS" Pos="4" Value="1" />
            <Extension Code="SHOT_STATUS" Pos="5" Value="0" />
          </ExtendedResult>
          ...
          <ExtendedResult Type="ER" Code="SHOT_NUM" Pos="25" >
          <ExtendedResult Type="ER" Code="SERIE_NUM" Pos="6" >
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor >
</Result >
```

Sample (25m Pistol Women's Gold Medal Match)



```
...
<Athlete Code="1060098" Order="1" Bib="1129" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="STAGE" Pos="1" Value="7">
      <Extension Code="SERIES" Pos="1" Value="2" />
      <Extension Code="SERIES" Pos="2" Value="3" />
      ...
      <Extension Code="SERIES" Pos="5" Value="5" />
      ...
      <Extension Code="SERIES_POINTS" Pos="1" Value="2" />
      <Extension Code="SERIES_POINTS" Pos="2" Value="0" />
      ...
      <Extension Code="SERIES_POINTS" Pos="5" Value="2" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="SHOTINFO" Pos="1" Value="2" >
      <Extension Code="SHOT_STATUS" Pos="1" Value="0" />
      <Extension Code="SHOT_STATUS" Pos="2" Value="1" />
      <Extension Code="SHOT_STATUS" Pos="3" Value="0" />
      <Extension Code="SHOT_STATUS" Pos="4" Value="1" />
      <Extension Code="SHOT_STATUS" Pos="5" Value="0" />
    </ExtendedResult>
    ...
    <ExtendedResult Type="ER" Code="SHOT_NUM" Pos="25" />
    <ExtendedResult Type="ER" Code="SERIE_NUM" Pos="5" />
  </ExtendedResults>
</Athlete>
...
```

Sample (50m Rifle Prone Men's Finals)



```
....
<ExtendedInfos>
  ...
  <ExtendedInfo Type="UI" Code="TOTAL_SHOTS" Value="20" />
  <ExtendedInfo Type="UI" Code="TOTAL_SERIES" Value="9" />
  ...
</ExtendedInfos>
<Result SortOrder="1" Rank="1" RankEqual="Y" Result="205.8" StartSortOrder="2" ResultType="POINTS">
  ...
  <Athlete Code="1060098" Order="1" Bib="1129" >
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="STAGE" Pos="1">
        <Extension Code="SERIES" Pos="1" Value="30.8" />
        <Extension Code="SERIES_CUM" Pos="1" Value="30.8" />
        <Extension Code="SERIES" Pos="2" Value="30.5" />
        <Extension Code="SERIES_CUM" Pos="2" Value="61.3" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="STAGE" Pos="2">
        ...
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="SERIE_NUM" Value="9" />
      <ExtendedResult Type="ER" Code="SHOTINFO" Pos="1" Value="10.7">
        <Extension Code="SHOT_X" Value="-144" />
        <Extension Code="SHOT_Y" Value="104" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="SHOTINFO" Pos="2" Value="9.9">
        <Extension Code="SHOT_X" Value="-880" />
        <Extension Code="SHOT_Y" Value="-27" />
      </ExtendedResult>
      ...
      <ExtendedResult Type="ER" Code="SHOTINFO" Pos="20" Value="9.6">
        <Extension Code="SHOT_X" Value="781" />
        <Extension Code="SHOT_Y" Value="-803" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="SHOOT_OFF" Pos="1" Value="Y" />
    </ExtendedResults>
  </Athlete>
  ...

```

2.2.2.6 Message Sort

Sort by Result @SortOrder



2.2.3 Records

2.2.3.1 Description

The message contains the list of all records from the start of the Games (events depending on header).

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD according to CC @Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records,



		it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.3.3 Trigger and Frequency

The DT_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition.

Any new version of the DT_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
	Record (1,N)							
		Code						
		Description (1,1)						
			Name					
		RecordType (1,N)						
			Order					
			RecordType					
			Shared					
			NotEstablished					
			NotEstablishedLabel					
			RecordData (0,N)					



Order
ResultType
Result
Unit
Country
Place
Date
Time
Equalled
Competition
Historical
Current
ModificationIndicator
<u>Extension (0,N)</u>
Code
Pos
Value
Type
<u>Competitor (0,1)</u>
Code
Type
Organisation
<u>Composition (0,1)</u>
<u>Athlete (1,N)</u>
Code
Order
<u>Description (0,1)</u>
GivenName
FamilyName
Gender
Organisation



	BirthDate
	IFId

2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

Element: Record (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @RecordCode	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

Element: Record /Description (1,1)			
Attribute	M/O	Value	Description
Name	M	S(40)	Record description (not code) from Common Codes

Element: Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category



			else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

Element: Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records			
Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	Always POINTS
Result	M	Numeric ###0 Or Numeric ###0.0	Record score These scores should be presented without decimals or with decimals, according to the scoring of the events/phases (i.e. ###0 for events/phases scored without decimals: - 25m Rapid Fire Pistol - 25m Pistol - Trap - Double Trap - Skeet - 50m Pistol - Qualification - 10m Air Pistol - Qualification - 50m Rifle 3 positions - Qualification ###0.0 for events/phases with decimal scoring - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - Finals - 10m Air Pistol - Finals - 50m Rifle 3 positions - Finals)
Unit	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event	Include the event unit in the current competition where the record was broken. It is the full RSC in the format DDGEEEEPUU. Send always (Mandatory) in the case Historical="N".



		CC @Phase CC @Unit	
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor being listed in the message was not achieved during the current competition. Send "N" if the record for the competitor being listed in the message was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

Element: Record /RecordType /RecordData /Extension (0,N)			
Type	Code	Pos	Description
ER	DEDUCTION	N/A	Pos Description: Do not send Element Expected: If applicable
	Attribute	M/O	Value Description



	Value	O	S(1)	Send Y in case of the record score has changed due to a deduction
--	-------	---	------	-------------------------------------------------------------------

Element: Record /RecordType /RecordData /Competitor (0,1)

Competitor to whom the record is assigned.
 Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"A" for athlete
Organisation	M	CC @Organisation	Competitors' organisation

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.2.3.6 Message Sort

The following order applies:

- RecordType @Order
- RecordData, in the case Current="Y"--> then send first the competitor who most recently



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broke/equalled the record.



2.2.4 Event Final Ranking

2.2.4.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.4.3 Trigger and Frequency

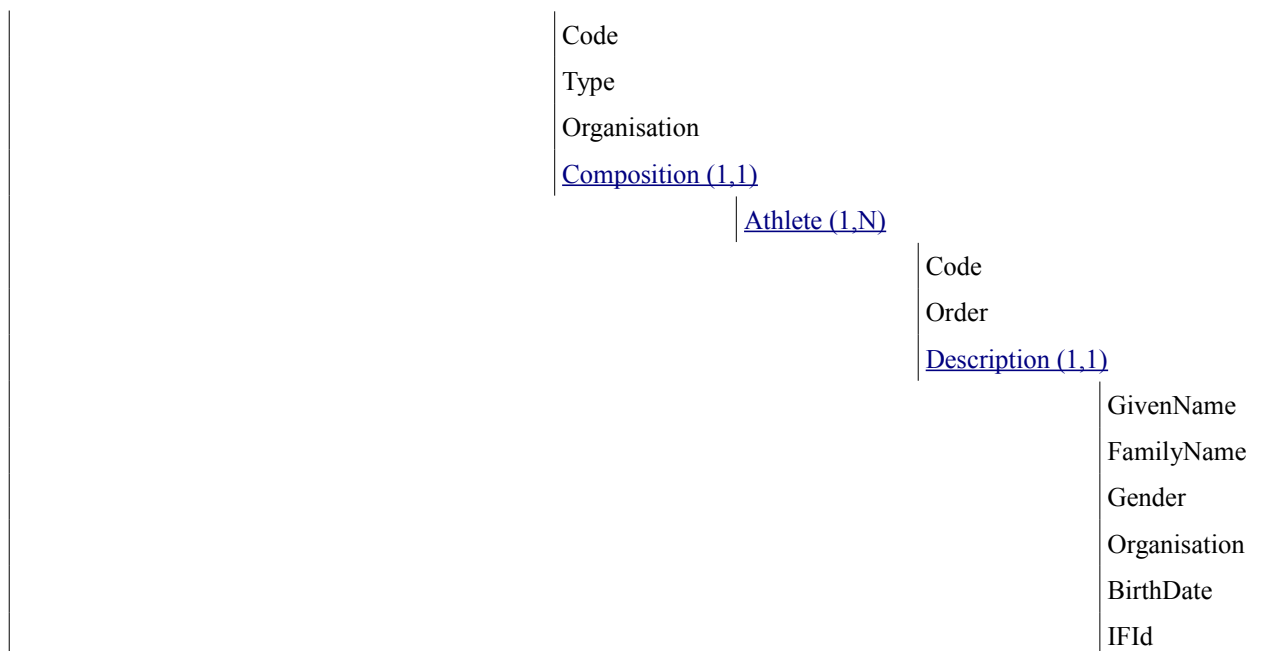
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

Trigger also after any major change.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (1,1)						
	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		IRM				
		SortOrder				
		Competitor (1,1)				



2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in text			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code



VenueName	M	S(25)	Venue short name (not code) from Common Codes
-----------	---	-------	-----------------------------------------------

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	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	SC @IRM	Invalid result mark in the corresponding event (when the competitor does not have rank). Send if the competitor has been disqualified (DSQ) or did not start (DNS).
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.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID (in this case Athlete's ID for Competitor @Type=A)
Type	M	A	A for athlete
Organisation	M	CC @Organisation	Competitors's organisation

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete.
Order	M	Numeric	Order attribute. Send 1 for Competitor @Type='A'

Element: Result /Competitor /Composition /Athlete /Description (1,1)

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.2.4.6 Message Sort

Sort by Result @SortOrder



3 Document Control

Version history		
Version	Date	Comments
v0	30 Apr 2014	First version in ODF2 (DRAFT)
v1.0	30 May 2014	First version - (SFR version)
v1.1	11 Jul 2014	Comments included after IDM and minor corrections - (SFA version)
v1.2	18 Aug 2014	Some issues and Pre-integration comments (P0) included
v1.3	25 Sep 2014	Some issues and Pre-integration comments (P1) included
v1.4	13 Nov 2014	First version as a full document - (APP version) - (external delivery)
v1.5	13 Jan 2015	CR004550 applied
v1.6	12 Feb 2015	Some corrections - (external delivery)
v1.7	18 Dec 2015	Minor issues/corrections - (external delivery)
v1.8	05 Feb 2016	Minor corrections - (external delivery)
v1.9	24 Mar 2016	CR009570 applied - (external delivery)
v2.0	01 Jun 2016	CR009795 applied - (external delivery)

File Reference: ODF/INT172- R-SOG-2016-v2.0 APP (SH)

Change Log		
Version	Status	Changes on version
v0	Draft	First version in ODF2
v1.0	SFR	Submitted for Review version
v1.1	SFA	(After IDM): -Updated the Applicable Messages, in order to remove "Cumulative Results" and "Configuration" messages; they will not be used in this discipline. -Removed DT_CUMULATIVE_RESULT and DT_CONFIG messages. -(DT_PARTIC_UPDATE): Updated format definition for ENTRY/QUAL_SCORE. -(DT_RESULT): - Updated the list of events with decimal/non decimal scoring (according to the competition rule) in the Result attribute. - Renamed the extension code SECTOR to SERIES (in both elements "ExtendedInfos" and "ExtendedResults"). - Updated UIRELAY and UISTART when are expected (from ExtendedInfos element) - Removed codes with training info (PERIOD and ROTATION/ROUND from the ExtendedInfos element, and PERIOD from the /Athlete/EventUnitEntry element). - Removed TOTAL_TARGET and TARGET codes (from the ExtendedInfos element) and update the FINAL_SHOT/@Pos (removing the reference to the TOTAL_TARGET code).



		<ul style="list-style-type: none"> - Removed TARGET and SERIES codes (from the ExtendedInfos element) and update the FINAL_SERIE/SHOT_STATUS/@Pos (removing the reference to the TOTAL_SHOT of SERIES code). And, added a new extension code SERIES_SHOTS at STAGE code in the ExtendedInfos element (for 25m RFP and 25m Pistol events). - Removed the @Pos attribute from START_POS code. Added a BIB code only for shotgun finals (Semi-finals and Medal Matches) (at Athlete /EventUnitEntry element). - Updated XS_NUM, SCORE_AVG, FINAL_SHOT, SHOT_X/Y, RULE_BROKEN, PTY, TIE_BREAK and ELIMINATED codes when are expected (from ExtendedResults element). - Moved LAST_QUAL code (from ExtendedResults element) to ExtendedInfos element. - Updated DISPLAY.LAST_COMP when is expected (from ExtendedInfos element). - Updated SERIES/@Value (is either Score or Hits, never Points). Added an extension code SERIES_POINTS at STAGE code (only for 25m Pistol M-Matches). - STAGE_TYPE has been renamed to STAGE in both elements ("ExtendedInfos" and "ExtendedResults"). - Merged FINAL_SHOT and FINAL_SERIE codes in SHOTINFO code (removing FINAL_SERIE code and its extension CUM_TOTAL). - Removed FINAL_ROUND code and its extension CUM_TOTAL. - Updated the TOTAL_ROUND code to TOTAL_ROUNDS. - Moved qualification info to DT_RESULT message using QUAL_RANK code, and DT_CONFIG message has been removed. - Updated samples in accordance and some minor corrections applied.
v1.2	SFA	<ul style="list-style-type: none"> -(DT_RESULT): Updated LAST_QUAL code to send the ID of the last qualified competitor (from ExtendedInfos /ExtendedInfo element). -(DT_RESULT): Updated samples related to the ExtendedInfos /ExtendedInfo element, to remove Extensions tag (is not defined). -(DT_RESULT): Added the @Pos attribute in the extension code STAGE /DEDUCTION (from the ExtendedResults /ExtendedResult element) in order to have the series number. <p>(Pre-integration comments-P0 applied):</p> <ul style="list-style-type: none"> -DT_RESULT-Trigger and Frequency: Included a note that the UNOFFICIAL status is optional in Finals. -(DT_RESULT): <ul style="list-style-type: none"> - The definition of the @StartOrder attribute (in the Result element) has been updated, the format changed to Numeric, includes the order within the Group and only will be send in Qualification phases. - Updated the ExtendedInfo sample (2.1.2.5.9) for Trap Men, the @Pos attribute for "DAY2" should be "2". - Updated the format of the code UI.START (should be "hh:mm" instead of "mm:ss") at ExtendedInfos /ExtendedInfo element. - Updated SHOT_NUM and SERIE_NUM codes (from ExtendedResults /ExtendedResult element) to be expected only in LIVE messages, and send according to the shots fired. -The code UI.SHOOT_TAKEN description has been updated to include a note (which is the latest SHOT_NUM by all competitors in the Unit). - Updated the ER.XS_NUM code in order does not send in case of events with decimal scoring in the Qualification (for Precision Rifle events). - Updated the extension code SHOT of the ER.SHOOT_OFF code to include also CC @ShotGun as a valid value. - The UI.ROTATION code has been updated to be expected only for Qualification phases in Shotgun events.



		-Updated samples in accordance and some minor corrections applied.
v1.3	SFA	<p>-Some minor corrections applied.</p> <p>-(Def.#109112 applied) - (DT_RESULT): Added the @Order attribute (in the /RecordIndicators /RecordIndicator element) to enable the distribution of all records in the message (according to the General definition).</p> <p>(Pre-integration comments-P1 applied):</p> <p>-(DT_RESULT): Updated the extension code STAGE/SERIES_SHOTS (in the ExtendedInfos /ExtendedInfo element) to be expected only in Finals.</p> <p>-(DT_RESULT): Updated the SHOOT_OFF_LAST code (from the ExtendedResults /ExtendedResult element) to include the score without decimal value.</p> <p>-(DT_RANKING): Updated the @IRM attribute (in the Result element) to include "DNS" as possible value for athletes with no Rank.</p> <p>-(DT_RECORD): Updated the Trigger and Frequency section, to indicate that will be sent after the unit is UNCONFIRMED.</p>
v1.4	APP	<p>-Approved version</p> <p>-First version as a full document</p>
v1.5	APP	<p>(CR004550 applied):</p> <p>-Removed the DT_HISTORIC_RECORD message from the Applicable Messages section.</p> <p>-(DT_RECORD): Updated with new structure as approved.</p>
v1.6	APP	<p>-(DT_RESULT-as part of previous def.#109112 applied): The optional attribute @Equalled has also been included (in the /RecordIndicators /RecordIndicator element) (according to the General definition).</p> <p>- Description element for Athletes fixed to follow general definition.</p>
v1.7	APP	<p>-(DT_RESULT): Corrected the reference in the SHOTINFO code to the TOTAL_SHOTS code (instead of TOTAL_SHOT).</p> <p>(def.#121635):</p> <p>-(DT_RESULT): Included a clarification in the @SortOrder attribute description (at the Result element).</p> <p>(def.#121931):</p> <p>-(DT_RESULT): Updated the SHOTINFO code (from the /ExtendedResults /ExtendedResult element) to indicate the @Pos attribute will be the "Series No." (from 1 to TOTAL_SERIES) for 25m events, and for the other events such as now, "Shot No." (from 1 to TOTAL_SHOTS), and the @Value will be in accordance to this (series' score, or shot score). Corrected the samples of Finals for 25m events, and included a sample for another Final event (for "50m Rifle Prone Men's Finals").</p> <p>(def.#122685):</p> <p>-(DT_RESULT): Updated the SHOOT_OFF_LAST code and the extension code SHOOT_OFF_LAST/SHOT_NUM (from the ExtendedResults /ExtendedResult element) to indicate, in case of 25m events, will be the score of the last shoof-off series (the total of 5 shots) and the series count, respectively.</p> <p>(related to def.#123184):</p> <p>-(DT_RESULT)-ExtendedInfo element: Corrected the sample of Finals for Shotgun event to</p>



		include the extension code STAGE/SERIES_SHOTS (15 series of shots, 1 shot per serie), it is expected in all Finals.
v1.8	APP	(def.#125980): -(DT_RECORD): Updated the description of the @Result attribute (at the Record /RecordType /RecordData element), with a similar description as in the event units results.
v1.9	APP	(CR009570 applied): -(DT_RESULT): Updated the values of the SHOT_STATUS code (to "1", "0" instead of "L", "M") in the samples for 25m Finals events.
v2.0	APP	(CR009795 applied): -(DT_RESULT): The ER.SHOOT_OFF code (from the ExtendedResults /ExtendedResult element) has been updated to be expected also in Qualification for Shotgun events (Trap, Double Trap, Skeet). Added the extension code SHOOT_OFF_REMARK at the ER.SHOOT_OFF code for Shotgun events (in qualification and finals), with the last three possible shoot-off scores (in format as "+n+n+n"), when applicable.