

# OLYMPIC DATA FEED

## **ODF Shooting Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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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 2018 Commonwealth Games

This document is to be applied for the 2018 Commonwealth Games. All included concepts are applied except:

- DS is not applicable
- QUAL\_SCORE is not applicable

NOTE: Teams are only for Commonwealth Games

## 1.5 2018 Youth Olympic Games

This document is to be applied for the 2018 Youth Olympic Games. All included concepts are applied except:

- DS is not applicable
- QUAL\_SCORE is not applicable

NOTE: Teams are only for Youth Olympic Games. Brackets are only for Youth Olympic Games.

## 1.6 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

## 1.7 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show 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_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of teams / 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_BRACKETS	Brackets	X
DT_COMMUNICATION	Phase Results	
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	

## 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.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT\_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of status.

List of participants by discipline update (DT\_PARTIC\_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

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	Full RSC (discipline level)	RSC at the discipline level
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

Attribute	Value	Comment
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.

### 2.2.1.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message 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 Values

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



Element: Participant (1,N)			
Attribute	M/O	Value	Description
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)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
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	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function  In the Case of Current="true" this attribute is Mandatory.
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.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
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	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Federation ID (competitor's federation number for the discipline).

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
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(4)	Bib number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10,..Send only in the Case of Current="true".

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	M	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 else not sent. This information can be sent in both messages.	
	Attribute	M/O	Value	Description
	Value	M	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	

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code

## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

This message is only used in the Commonwealth Games and Youth Olympic Games for the teams event.

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

List of teams (DT\_PARTIC\_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

List of teams update (DT\_PARTIC\_TEAMS\_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team(s) being modified.

### 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	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams 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.

Attribute	Value	Comment
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.

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

### 2.2.2.4 Message Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name.
TVTeamName	O	S(21)	TV Team Name

<b>Element: Team (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only  N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team  If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

<b>Element: Team /Composition /Athlete (0,N)</b>			
<b>In the case of current teams the number of athletes is 2 or more.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member.  Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

<b>Element: Team /TeamOfficials /Official (1,N)</b>			
<b>Send if there are specific officials for the team. Does not apply to historical teams.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. For all team officials
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

**Element: Team /Discipline (0,1)**  
**Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline

**Element: Team /Discipline /RegisteredEvent (0,1)**  
**Each current team is assigned to one event. Historical teams will not be registered to any event.**

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

### 2.2.2.5 Message Sort

The message is sorted by Team @Code.

## 2.2.3 Event Unit Start List and Results

### 2.2.3.1 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.

This is always a full message and all applicable elements and attributes are always sent.

### 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	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in this discipline	
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 (or intermediate etc). START_LIST LIVE (used during the competition). UNOFFICIAL OFFICIAL
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.



Attribute	Value	Comment
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.

### 2.2.3.3 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 (UNOFFICIAL / OFFICIAL)

Trigger also after any change.

### 2.2.3.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.
Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	LAST_QUAL	N/A	Pos Description: Do not send anything Element Expected: All qualifying phases
Attribute	M/O	Value	Description
Value	M	S(20) no leading zeroes	Send the ID for the last qualified competitor

<b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>				
Type	Code	Pos	Description	
UI	QUAL_RANK	Numeric 0	Pos Description: 1 to indicate first rank 2 to indicate last rank  Element Expected: Only in Qualification	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric 0	Last relay completed by all shooters
UI	ROTATION	Numeric 0	Pos Description: Rotation number: 1..n  Element Expected: For Qualification in Shotgun events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	hh:mm	Rotation start time
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: For Shotgun events</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	IND		
	Pos	SC @RangeCode	Range number	
	Value	SC @PhaseIdentifier	Phase's identification of phase for the corresponding rotation start time and range.	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: For shotgun events (Trap only)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SCHEME		
	Pos	SC @RangeCode	Range number	
	Value	String	Scheme number for the corresponding rotation start time and range.	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: For Shotgun events</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	

<b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>				
	<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
	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 finals of Trap and Double Trap events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	SC @StageType	Send the Type name. where applicable, else do not send @Value
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Always for each series</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	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) For Queens Prize, send the firing point	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Only for Finals</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SERIES_SHOTS		
	Pos	Numeric #0	Send the number that identifies the type, from 1 to n.	

<b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>				
	<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
	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)
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>				
<b>Expected: Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
Value	M	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	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	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(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(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>

```

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)	EventUnit short name (not code) from Common Codes

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	<p>Rank for the competitor at the event unit.</p> <p>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.</p> <p>This attribute is optional because the competitor could get an invalid result mark.</p>
RankEqual	O	S(1)	Send 'Y' in case of the Rank has been equalled.



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
Result	O	Numeric ###0  Or  Numeric ###0.0	<p>Score of the competitor in the event unit.</p> <p>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):</p> <p>Cumulative score up to the end of the referenced event unit (i.e.:</p> <p>In case of Trap and Skeet Men:</p> <ul style="list-style-type: none"> <li>- Up to the end of the day 2 qualification event unit (cumulative of day 1 and day 2).</li> </ul> <p>In case of 25m Rapid Fire Pistol Men:</p> <ul style="list-style-type: none"> <li>- Up to the end of the Stage 2 event unit (cumulative of Stage 1 and Stage 2)</li> </ul> <p>In case of 25m Pistol Women:</p> <ul style="list-style-type: none"> <li>- Up to the end of the Rapid event unit (cumulative of Precision and Rapid)</li> </ul> <p>###0 for events/phases scored without decimals.</p> <ul style="list-style-type: none"> <li>- 25m Rapid Fire Pistol</li> <li>- 25m Pistol</li> <li>- Trap</li> <li>- Double Trap</li> <li>- Skeet</li> <li>- 50m Pistol - Qualification</li> <li>- 10m Air Pistol - Qualification</li> <li>- 50m Rifle 3 positions – Qualification</li> <li>- Queen's Prize</li> </ul> <p>###0.0 for events/phases with decimal scoring</p> <ul style="list-style-type: none"> <li>- 50m Rifle Prone</li> <li>- 10m Air Rifle</li> <li>- 50m Pistol - Finals</li> <li>- 10m Air Pistol - Finals</li> <li>- 50m Rifle 3 positions – Finals</li> <li>- Youth Team event</li> </ul>
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>

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
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition.  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 - Youth Team event
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	M	Numeric ##0	(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 ##0	Start list order according to the sport rules.
ResultType	O	SC @ResultType	Result type for the corresponding event unit.

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER		DEDUCTION	N/A	Pos Description: Do not send anything Element Expected: If applicable or do not send.
<b>Attribute</b>		<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value		M	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: If applicable
<b>Attribute</b>		<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value		M	S(1)	Send Y if that competitor was eliminated
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: Only for Finals, if applicable</b>				
<b>Attribute</b>		<b>Value</b>	<b>Description</b>	
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
<b>Attribute</b>		<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
<b>Attribute</b>		<b>M/O</b>	<b>Value</b>	<b>Description</b>
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)

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	SCORE_AVG	N/A	Pos Description: Do not send anything  Element Expected: Only for Eliminations and Qualifications	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	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)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send Y if that competitor qualified to Shoot-off

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When applicable</b> <b>Only for Shotgun events (Trap, Double Trap, Skeet -in qualification and finals-)</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	SHOOT_OFF_REMARK			
Pos	N/A	Do not send anything		
Value	String	The last three possible shoot-off scores (in format as "+n+n+n")		
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When applicable</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
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 Only for Finals in : - 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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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).

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: When applicable</b> <b>Only for Finals for:</b> - 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				
<b>Attribute</b>		<b>Value</b>	<b>Description</b>	
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_SCORE	N/A	Pos Description: Do not send anything  Element Expected: For every event and phase, just if applies  Just for Trap/Skeet Men, Double Trap, Trap/Skeet Women
<b>Attribute</b>		<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value		M	Numeric #0	The score in the Shoot-off.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: For every event and phase, just if applies</b> <b>Only for Trap/Double Trap/Skeet Men, Trap/Skeet Women</b>				
<b>Attribute</b>		<b>Value</b>	<b>Description</b>	
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.	

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	SHOT_NUM	N/A	Pos Description: Do not send anything  Element Expected: Only when LIVE for Finals, if applies, in events: - 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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
Expected: If applicable				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	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	

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Just for Finals of:</b> -25m Rapid Fire Pistol -25m Pistol			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
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	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If applicable</b> <b>Only for Finals for: All Rifle/Pistol events</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_X		
Pos	N/A	Do not send anything	
Value	Numeric ###0	X-axis coordinate of the shot	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If applicable</b> <b>Only for finals in all Rifle/Pistol events</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_Y		
Pos	N/A	Do not send anything	
Value	Numeric ###0	Y-axis coordinate of the shot	
ER	STAGE	Numeric #0	Pos Description: Send the number from ExtendedInfos for this type.  Element Expected: Always
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric ###0 or ##0.0	Send the score or hits for this stage type
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If applicable</b>			



<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
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		
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Always for each series</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
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.		
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Queens Prize only</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	XS_NUM			
Pos	Numeric #0	If total for the stage then do not send anything. For XS at series level send the number that identifies the series, from 1 to n.		
Value	Numeric #0	Send the number of inner bulls scored		
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for finals of:</b> - 25m Rapid Fire Pistol Men - 25m Pistol Women - 50m Rifle 3 Positions - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - 10m Air Pistol				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	SERIES_CUM			
Pos	Numeric #0	Send the number that identifies the series, from 1 to n.		

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
Value	Numeric ###0		Send the number of cumulative score or hits for this series	
ER	TIE_BREAK	N/A	Pos Description: Do not send anything  Element Expected: All Elimination / Qualification units (if apply)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 1202"
ER	XS_NUM	N/A	Pos Description: Do not send anything  Element Expected: In Elimination / Qualification: All Rifle (except for Precision events) and Pistol events Queens Prize	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	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" >
  <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>
</Result>
```

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

```
<Result SortOrder="3" Rank="3" Result="590" ResultType="POINTS" QualificationMark="QF" StartOrder="7"
StartSortOrder="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>
</Result>
```

**Sample(50m Rifle Prone Men's Finals)**

```
<Result SortOrder="1" Rank="1" RankEqual="Y" Result="205.8" StartSortOrder="2" ResultType="POINTS">
  <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>
```

<b>Element: Result /RecordIndicators /RecordIndicator (1,N)</b>			
<b>Result's record indicator.</b>			
<b>(This is not used in finals event units of 25m Pistol, Trap, Double Trap , Skeet)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric	Records are sorted by relevance (for each Code). @Order=1 is the most important one.
Code	M	CC @RecordCode	Code which describes the record broken by the result value
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "WR").
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.
<b>Element: Result /Competitor (1,1)</b>			
<b>Competitor related to the result of one event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete or T for Team
Organisation	O	CC @Organisation	Competitor's organisation
<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	1 if Competitor @Type="A" or sequential number in teams.
Bib	O	S(4)	Bib number
<b>Element: Result /Competitor /Composition /Athlete /Description (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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)				
Type	Code	Pos	Description	
EUE	BIB	N/A	Pos Description: Do not send anything Element Expected: Only in Finals in Shotgun events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric 0	A drawn bib (from 1 to 6), to designate the initial line up in shotgun finals.
EUE	GROUP	Numeric #0	Pos Description: Relay number (pistol/rifle) or squad (shot gun)  Element Expected: In Elimination & Qualification where needed Queens Prize (individual and pairs)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric 0	Position within the group
EUE	QUAL_MARK	N/A	Pos Description: Do not send anything Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Send IQS in qualification and the score from the qualifying phase in the 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. Youth Team event Bay ID just in Elimination & Qualification for 25m Rapid Fire Pistol Men  In Finals: All the Rifle and Pistol events Queens Prize (individual and pairs)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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) This element is only applicable in Full Bore (Queens Prize) Pairs and Youth Team event				
Type	Code	Pos	Description	
ER	DEDUCTION	N/A	Pos Description: Do not send anything Element Expected: If applicable or do not send.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y in case of the score (Result /Result) has changed due to a deduction
ER	PTY	Numeric 0	Pos Description: Send the penalty number (1..n) Element Expected: For all events, if applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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)

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>			
<b>This element is only applicable in Full Bore (Queens Prize) Pairs and Youth Team event</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER	STAGE	Numeric #0	Pos Description: Send the number from ExtendedInfos for this type. It is the day number.  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ###0.#
	<b>Description</b>		
	Send the score or hits for this stage type		
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: If applicable</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	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
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Always for each series</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SERIES	(Firing point)
	Pos	Numeric #0	Send the number that identifies the series, from 1 to n.
	Value	Numeric ###0.#	Send the score series.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Always for each series</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	XS_NUM	
	Pos	Numeric #0	If total for the stage then do not send anything. For XS at series level send the number that identifies the series, from 1 to n.
	Value	Numeric #0	Send the number of inner bulls scored
ER	TIE_BREAK	N/A	Pos Description: Do not send anything  Element Expected: All Elimination / Qualification units (if apply)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
			<b>Description</b>

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) This element is only applicable in Full Bore (Queens Prize) Pairs and Youth Team event				
Type	Code	Pos	Description	
Value	M	String	Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 1202"	
ER	XS_NUM	N/A	Pos Description: Do not send anything Element Expected: Always	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the number of inner tens/bulls scored.	

### 2.2.3.5 Message Sort

Sort by Result @SortOrder



## 2.2.4 Brackets

### 2.2.4.1 Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

In the case of shooting the brackets message is not used in the Olympic Games.

### 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	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
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.

Attribute	Value	Comment
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.

### 2.2.4.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available.

Send when a match/event unit is completed, including Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

## 2.2.4.4 Message Values

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.
Gender	M	CC @DisciplineGender	Gender code for the event unit

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: Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket Note for example Gold and Bronze are different brackets.

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

<b>Element: Bracket /BracketItems /BracketItem (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	O	Numeric	Bracket code to identify a bracket item. Unique identifier for the BracketItem.  Where available it should be the match number or team match number.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase even if both competitors of this BracketItem are BYEs
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if match is complete (example 10:9). Must include if the data is available and the match is complete.
NextUnit	O	CC @Unit	Full RSC of the unit where the successful competitor will progress
NextUnitLoser	O	CC @Unit	Full RSC of the unit where the unsuccessful competitor will progress

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)</b>			
<b>- If the competitors are known, this element is used to place the competitors in the bracket.</b>			
<b>- If they are not yet known, it contains some information (on the rule to access to this bracket...)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace  or  SC @IRM	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor.  When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit
IRM	O	SC @IRM	The invalid rank mark, if applicable

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)**  
**Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.**

Attribute	M/O	Value	Description
Unit	O	Full RSC at unit level	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. Not sent when from group.
Value	O	S(3)	If the competitor in the current unit is unknown due to coming from previous matches then fill this field with the match number as appropriate.
WLT	O	SC @WLT	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)**  
**CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team or A for athlete
Seed	O	Numeric #0	The seed of the competitor or equivalent information Always when it exists
Organisation	O	CC @Organisation	Competitors' organisation if known

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)**

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /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	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete Bib

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /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

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)**

CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Description
EBA	START_POS	N/A	Element Expected: Always in teams
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(3)
			Firing Point
EBA	IRM	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
			IRM notation

### 2.2.4.5 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Unit are sorted according to their scheduled start time.

## 2.2.5 Records

### 2.2.5.1 Description

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

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (Discipline Level)	RSC of the 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.

Attribute	Value	Comment
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.

### 2.2.5.3 Trigger and Frequency

The DT\_RECORD (without DocumentSubcode) message is sent as a full 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.

### 2.2.5.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
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 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 unless a "standard" applies			
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. (though will be different for not established) Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	It will be a result categorization, to indicate whether the result that is for the record is a distance, a time, etc. The only possible value is POINTS.
Result	O	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	CC @Unit	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
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 (when known) unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").

Element: Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	M/O	Value	Description
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 was not achieved during the current competition. Send "N" if the record for the competitor 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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send Y in case of the record score has changed due to a deduction

```
<Record Code="SHOMFP-----">
  <Description Name="56m Pistol Men" />
  <RecordType Order="1" RecordType="WR" Shared="N">
    <RecordData Order="1" ResultType="POINTS" Result="168" Country="SVK" Place="Trencin" Date="2001-04-24" Competition="European Championships" Historical="Y" Current="N">
      <Competitor Code="A276091" Type="A" Organisation="TUR">
        <Composition>
          <Athlete Code="A276091" Order="1">
            <Description GivenName="Halil" FamilyName="Mutlu" Gender="M" Organisation="TUR" BirthDate="1973-07-14" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
</Record Code>
```

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

Competitor to whom the record is assigned.

Athlete'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 or T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known

**Element: Result /Competitor /Description (0,1)**

Only if not an individual event.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams

**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 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)			
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

### 2.2.5.5 Message Sort

The following order applies:

- Record @Code
- RecordType @Order
- RecordData @Order

## 2.2.6 Event Final Ranking

### 2.2.6.1 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.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the 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.

Attribute	Value	Comment
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.

### 2.2.6.3 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 or some rankings in that unit are not subject to change.  
Trigger also after any change.

### 2.2.6.4 Message Values

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

<b>Element: Result (1,N)</b>			
<b>For any event final ranking message, there should be at least one competitor being awarded a result for the event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
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.

<b>Element: Result /Competitor (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes.	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete or T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known

<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Only if not an individual event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the team. Only applies for teams

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A" and sequential number for teams.



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

### 2.2.6.5 Message Sort

Sort by Result @SortOrder

### 3 Document Control

Version history		
Version	Date	Comments
v1.0	2 March 2017	First version
V1.1	17 May 2017	Updated
V1.2	12 July 2017	Updated
V1.3	25 August 2017	Updated
V1.4	8 October 2017	Updated

**File Reference: ODF R-SOG-2020-SHO V1.4 APP**

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFA	1.4: DS and QUAL_SCORE are not applicable for Commonwealth Games DT_RESULT: Update ER/ELIMINATED to reflect new rules DT_RESULT: Remove references to semifinal as they no longer exist DT_RESULT: Remove CURRENT and LAST_COMPETITOR as not applicable with new rules DT_RESULT: Remove SERIES_POINTS
V1.2	APP	DT_RESULT: Add Pos for series level XS for full bore event.
V1.3	APP	DT_RESULT: Clarified that EUE/GROUP & START_POS are included in Queens Prize.
V1.4	APP	DT_BRACKET: Added Added support for Youth Olympic Games