

Olympic Data Feed

ODF Shooting Data Dictionary for the XX Commonwealth Games

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Technology and Information Department
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1 Introduction

1.1 This document

This document is a Derivative Work (as defined in the License hereto) prepared by Glasgow 2014 Limited for the purpose of the XX Commonwealth Games.

1.2 Objective

The objective of this document is to provide a formal definition of the ODF Shooting Data Dictionary for the XX Commonwealth Games, 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, Glasgow 2014, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document

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

1.5 Related Documents

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

		between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT142	ODF General Messages Interface Document	This document describes the ODF general messages for the XX Commonwealth Games

2 Overall Perspective

2.1 Objective

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

2.2 End to End data flow

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

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

3 Codes

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

CC @CodeEntity

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

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

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

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

4 Point in Time

4.1 Point in Time Applicable Messages

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

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

Message Type	Message name	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of teams	X	
DT_PARTIC_TEAMS_UPDATE	List of teams update	X	
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_HISTORIC_RECORD	Historical records	X	X
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_START_LIST	Start List	X	X
DT_RESULT	Event Unit Results	X	X
DT_PHASE_RESULT	Phase Results	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	X	X
DT_POOL_STANDING	Pool Standings		

DT_RANKING	Event Final ranking	X	X
DT_STATS	Statistics table		
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_RECORD	Records	X	X
DT_COMMUNICATION	Official Communication	X	X
DT_BRACKETS	Brackets		
DT_GM	Discipline/venue good morning	X	
DT_GN	Discipline/venue good night	X	
DT_FED_RANKING	Federation Ranking		
DT_CONFIG	Discipline configuration	X	X
DT_WEATHER	Event Unit Weather conditions		
DT_SERIAL	List of Current PiT Serial	X	

4.1.1 List of participants by discipline/ List of participants by discipline update

4.1.1.1 Description

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

4.1.1.2 Header Values

The definition in the ODF General Messages Interface Document is valid

4.1.1.3 Trigger and Frequency

Please, follow the general definition.

4.1.1.4 Message Structure

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

- RegisteredEvent
- EventEntry

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

4.1.1.5 Message Values

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

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

4.1.1.6 Message sort

Please, follow the general definition.

4.1.2 Historical records/ Historical records update

4.1.2.1 Description

This message is the Historical records (and the update), as described in the ODF General Messages Interface Document.

4.1.2.2 Header Values

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

This is not apply for the Qualification phase of the following events:

- 50m Rifle Prone Men's, 10m Air Rifle Men's/women's.

This is apply for the Finals phase of the following events:

- ~~Finals~~ Queen's Prize events, ~~50m Rifle Prone Women's~~ and Women's Double Trap events.
- ~~Finals of Women's 25m Pistol and Men's/Women's Trap, Men's/Women's Skeet, Men's Double Trap events.~~

4.1.2.3 Trigger and Frequency

Please, follow the general definition.

4.1.2.4 Message Structure

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

- ExtRecords and its child element

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

4.1.2.5 Message Values

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

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

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

Element: HistoricalRecord /Record /RecordType /ExtRecords /ExtRecord			
Type	Code	Value	Description
HER_SH	SH_DEDUCTION	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send Y in case of the record score has

Element: HistoricalRecord /Record /RecordType /ExtRecords /ExtRecord			
Type	Code	Value	Description
			changed due to a deduction, N to change the value of the element

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

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

4.1.2.6

Message sort

Please, follow the general definition.

4.1.3 Start List

4.1.3.1 Description

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

4.1.3.2 Header Values

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

4.1.3.3 Trigger and Frequency

Please, follow the general definition.

4.1.3.4 Message Structure

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

- Start /Competitor /Composition /Athlete /EventUnitEntry

4.1.3.5 Message Values

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

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

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

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

		SH_SCHEME	CC @RangeCode	String	For @Type: Send proposed UnitInfo code
					For @Code: Send proposedExtension code
					For @Pos : Range number
					For @Value: Scheme number for the corresponding rotation start time and range.
		SH_SQUAD	CC @RangeCode	N(1) 0	For @Type: Send proposed UnitInfo code
					For @Code: Send proposedExtension code
					For @Pos : Range number
					For @Value: Squad number for the corresponding rotation start time and range.
		SH_IND	CC @RangeCode	CC @PhaseIdentifier	For @Type: Send proposed UnitInfo code
					For @Code: Send proposedExtension code
					For @Pos : Range number
					For @Value: Phase's identifier of phase for the corresponding rotation start time and range. (see codes section)
	SH_START		N(1) 0	MM:SS 00:00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Relay number: 1..n
					For @Value: Start time
	SH_PERIOD		N(1) 0	HH:MM 00:00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Sequential number: 1..n
					For @Value: Period start time
	SH_FINISH			HH:MM 00:00	For @Type: Send proposed type
					For @Code:

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

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

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

	SH_STAGE	Stage identification Only in case of 25m Pistol Women	
UI_SH /SH_BAY_FP		Bay identification/firing point	If apply

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

Element: Competitor /Start /Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_SH	SH_FP	S(3)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Firing Point
	SH_RELAY	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Relay number
	SH_BAY	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Bay identification
	SH_SQUAD	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Squad number
	SH_ORDER	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Order in squad
	SH_PERIOD	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Sequential number (@pos for UI_SH/SH_PERIOD) of the period where the competitor will be take place
	SH_BAY_FP	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Sequential number (@pos for UI_SH/SH_BAY_FP) of the Bay/Firing what use the competitor

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

Type /Code	Description	Expected
EUE_SH /SH_FP	Firing Point	<u>In Eliminations:</u> Just for Rifle and Pistol events with 60/40 shots, 25m Pistol Women and 50m Rifle 3 positions Men and Women <u>In Qualification:</u> Just for Rifle and Pistol events with 60/40 shots (except for Women's 50m Rifle Prone), 25m Pistol Women and 50m Rifle 3 positions Men and Women <u>In Finals:</u> All the Rifle and Pistol events
EUE_SH /SH_RELAY	Relay number	<u>In Eliminations:</u> Just for Rifle and Pistol events with 60/40 shots, 25m Rapid Fire Pistol Men and 25m Pistol Women. <u>In Qualification:</u> Just for Rifle and Pistol events with 60/40 shots (except for Women's 50m Rifle Prone), 25m Rapid Fire Pistol Men and 25m Pistol Women.
EUE_SH /SH_BAY	Bay identification	<u>In Qualification/Eliminations:</u> Just for 25m Rapid Fire Pistol Men
EUE_SH /SH_SQUAD	Squad number	For all Shotgun Events (except for Women's Double Trap)
EUE_SH /SH_ORDER	Order in squad	
EUE_SH /SH_PERIOD	Sequential number (@pos for UI_SH/SH_PERIOD) of the period where the competitor will be take place	<u>In training:</u> For Rifle/Pistol events
EUE_SH /SH_BAY_FP	Sequential number (@pos for UI_SH/SH_BAY_FP) of the Bay/Firing what use the competitor	<u>In training:</u> For Rifle/Pistol events

4.1.3.6 Message sort

Please, follow the general definition.

4.1.4 Event Unit Results

4.1.4.1 Description

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

4.1.4.2 Header Values

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

Moreover, the following should be considered:

- In case of Qualification phase, the shoot-off is only requiring for Women's Trap, Men's Double Trap and Women's Skeet events.
- In case of Men's Trap and Men's Skeet for Qualification phase, for Shoot-off the RSC will be sent with CC @Unit equals to 02. In the other events and phases for Shoot-off the RSC will be sent with CC @Unit equals to 01
- In case of Precision events 40/60 shots, the event unit will be sent with the RSC CC @Unit equals to 01 regardless of the relay (the last completed relay by all shooters will be an UnitInfo element).

4.1.4.3 Trigger and Frequency

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

- For intermediate results (not needed for Queen's Prize events):
 - Every 2 to 10 minutes regularly during
 - After each relay/round
- Unofficial/Official results:
 - Elimination and Qualification:
 - After each stage/day
 - Final:
 - After each event

4.1.4.4 Message Structure

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

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

4.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
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Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank for the competitor at the event unit.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Result type. (see section codes)
	Result	O	N(4) 9990 Or N(4).N(1) 9990.0 Or N(3) 990	Score. For 25m Pistol Women Gold and Bronze Medal Matches this is "Cumulative Points" N(4) just for Elimination/Qualification of Precision events with 60/40 shots (except for Women's 50m Rifle Prone), 50m Rifle 3 Positions Men/Women, 25m Rapid Fire Pistol Men, 25m Pistol Women event units, and Finals of 25m Rapid Fire Pistol Men, 25m Pistol Women event units N(4) just for Queen's Prize events. N(4).N(1) Just for Finals of Precision events with 60/40 shots , 50m Rifle 3 Positions Men/Women and N(3) Just for shotgun events. Trap and Skeet Men event units, Double Trap Men, Trap and Skeet Women,
	IRM	O	CC @IRM	Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS
	QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
	SortOrder	M	N(2) 90	According to the sport rules.
Result /RecordIndicators /RecordIndicator (This is not apply for: - Women's 50m Rifle Prone and Women's Double Trap events - Finals (Semifinals and Gold and Medal Matches) of 25m Pistol Women's and Trap Men's/Women's, Skeet Men's/Women's, Double Trap events Men's)	Order	M	Numeric	Deprecated: Order is always "1" for records broken/equalled in this Event Unit.
	Code	M	CC @RecordCode	Code which describes the record broken by the result value (e.g. "SHM101000").
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "GR").

Send UnitDateTime including also the @EndDate attribute

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

Element: UnitInfo					
Type	Code	Extension Code	Pos	Value	Description

Element: UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_SH	SH_RELAY			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Last relay completed by all shooters
	SH_SHOOT_TAKEN			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of shots taken
	SH_LAST_QUAL			Competitor ID	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the ID of the last qualified competitor

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

Type /Code	Extension Code	Description	Expected
UI_SH /SH_RELAY		Last relay completed by all shooters	For all events with more than 1 qualification relay
UI_SH /SH_SHOOT_TAKEN		Send the number of shots taken	If it changes Just for Finals of Trap and Double Trap events
UI_SH /SH_LAST_QUAL		Send the competitor ID of the last competitor qualified for the next phase	If it changes For Qualification: - All the vents. For Finals: - 25m Pistol Women Semifinals - Trap Men/Women Semifinals - Skeet Men/Women Semifinals - Double Trap Women Semifinals (Not for finals)

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element (only for Queen's Prize Pairs event units).

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SH	SH_DEDUCTION			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score (Result /Result) has changed due to a deduction, N to change the value of the element
	SH_POSITION		CC @Position	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the position number
					For @Value: Score at this position
	SH_DEDUCTION			S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element
	SH_INNER			-N(2)v -90v	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of inner bulls done at the event unit
	SH_SECTOR		N(1) 0	N(3) 990	For @Type: Send the corresponding ExtendedResult @Code
					For @Code: Send proposed extension code
					For @Pos: Series number
					For @Value: Score for this sector at the corresponding position
	SH_SECTOR_INNER		N(1) 0	-N(2)v -90v	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Series number
					For @Value: Send the number of inner bulls

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					done at the event unit
	SH_BROKEN_RULE		N(1) 0	String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 or 1..n Send the numbering index. 0 in case IRM="DSQ", because there not penalties points (SH_PENALTIES) 1 .. n in other case, one for each penalty (SH_PENALTIES@pos)
					For @Value: Send the broken rule
	SH_PENALTIES		N(1) 0	N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 1..n Send the penalty number
					For @Value: Send the penalty value
	SH_SHOOT_OFF		N(1) 0	N(2).N(1) 90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Shoot-off number (from 1 to n, one for each shot)
					For @Value: Shoot-off score
	SH_PLACE			N(1) 0	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send the place for which the Shoot-off is happening
	SH_SOFF_RSHOT			N(2).N(1) 90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The score of the last shot in the Shoot-off.
	SH_SHOOT			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: The most recent shot count number in the Shoot-off, i.e., the Shoot-off goes to the @Value shot.
	SH_PBL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Points behind leader based on the cumulative score
	SH_INNER			-N(2)v -90v	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of inner bulls done at the event unit
	SH_TIEBREAKER			String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 120"
	SH_SHOOTOFF			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Pos: Send Y if that competitor qualified to Shoot-off

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

Type /Code	Extension Code	Description	Expected
ER_SH /SH_DEDUCTION		Send Y in case of the score (Result /Result) has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_POSITION		Score at this position. For Queen's Prize events: @Pos can be: 1 – Stage 1, 2 – Stage 2,	Just for Queen's Prize events

		3 – Stage 3	
	SH_DEDUCTION	Send Y in case of the series score has changed due to a deduction, N to change the value of the element	Just if applies
	SH_INNER	Send the number of inner bulls at the corresponding position	Just if apply
	SH_SECTOR	<p>Series score at the corresponding position</p> <p><u>For Queen's Prize events:</u> @Pos can be: 1 – 300y, 2 – 500y, 3 – 600y (for SH_POSITION with @pos 1 or 2)</p> <p>Or</p> <p>1 – 900y, 2 – 1000y for SH_POSITION with @pos 3</p>	Just if applies
	SH_SECTOR_INNER	<p>Send the number of inner bulls at the corresponding position/sector</p> <p><u>For Queen's Prize events:</u> @Pos can be: 1 – 300y, 2 – 500y, 3 – 600y (for SH_POSITION with @pos 1 or 2)</p> <p>Or</p> <p>1 – 900y, 2 – 1000y for SH_POSITION with @pos 3</p>	Just if apply
ER_SH /SH_BROKEN_RULE		<p>@Pos will be from 0 in case of DSQ or 1 to n, one for each penalty (SH_PENALTIES@pos).</p> <p>Send the broken rule (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti Doping violation")</p>	Just if applies
ER_SH /SH_PENALTIES		<p>@Pos will be from 1 to n, one for each penalty obtained.</p> <p>Send the cumulative penalties.</p>	Just if applies
ER_SH /SH_SHOOT_OFF		Shoot-off score for each shot	just if applies

	SH_PLACE	the place for which the Shoot-off is happening	
ER_SH /SH_SOFF_RSHOT		Shoot-off results: the most recent shot count (@Value) and the score of the last shot (ST_SHOOT).	just if applies
	SH_SHOOT		
ER_SH /SH_PBL		Points behind leader based on the cumulative score.	just if applies
ER_SH /SH_INNER		Send the number of inner bulls in the qualification phase	just if applies
ER_SH /SH_TIEBREAKER		Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights"	just if applies
ER_SH /SH_SHOOTOFF		Flag to know if the competitor will go to Shoot-Off	just if applies

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SH	SH_DEDUCTION			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score (Result /Result) has changed due to a deduction, N to change the value of the element
	SH_AVG_SCORE			N(2).N(3) 90.000	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Average score
	SH_SECTOR		N(1) 0	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Series or Rounds number
					For @Value: Score for this sector

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		SH_DEDUCTIO N		S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element
	SH_POSITION		CC @Position	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the position number
					For @Value: Score at this position
		SH_DEDUCTIO N		S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element
	SH_INNER			-N(2)v -90v	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of inner bulls done at the event unit
	SH_SECTOR		N(1) 0	N(3) 990	For @Type: Send the corresponding ExtendedResult @Code
					For @Code: Send proposed extension code
					For @Pos: Series number
					For @Value: Score for this sector at the corresponding position
	SH_SH_SECTOR_IN NER		N(1) 0	-N(2)v -90v	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Series number
					For @Value: Send the number of inner bulls

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	SH_FINAL_SHOT		N(2) 90	N(2).N(1) 90.0 or CC @ShotGun	done at the event unit
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Final shot number Serie number for 25RFP
					For @Value: Score by shot
		SH_DEDUCTIO N		S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element
		SH_SHOT_X		N(4) 9990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: X-axis coordinate of the shot
	SH_FINAL_SERIE		N(2) 90	N(2).N(1) 90.0 Or N(3).N(1) 90.0 Or N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Final shot serie
					For @Value: Score by shot Total of shots hit by each serie (@pos) in case of 25RFP
		SH_SUBTOTAL		N(2).N(1) 90.0 Or N(3).N(1) 90.0 Or	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: N/a
					For @Value: Total of cumulative shots hit after

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				N(2) 90	each
		SH_SHOT_y		CC @ShotStatus	For @Type: Send proposed type
		Where y= 1, ..5			For @Code: Send proposed code Where y is the shot Number in Serie (SH_FINAL_SERIE @pos)
					For @Pos: Do not send anything
					For @Value: target status (See codes section)
		SH_POINTS		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: points
	SH_BROKEN_RULE		N(1) 0	String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 or 1..n Send the numbering index. 0 in case IRM="DSQ", because there not penalties points (SH_PENALTIES)
					1 .. n in other case, one for each penalty (SH_PENALTIES@pos)
					For @Value: Send the broken rule
	SH_PENALTIES		N(1) 0	N(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 1..n Send the penalty number
					For @Value: Send the penalty value
	SH_INNER			-N(2)x -90x Or -N(2)v -90v	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of inner tens done at the event unit
					For Queen's Prize: Send the number of inner bulls done at the event unit
	SH_SHOT_NUM			N(2)	For @Type:

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				90	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the shot number that the competitor is currently shooting
	SH_SHOOT_POS			S(N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the shooting position
	SH_TIEBREAKER			String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 120"
	SH_SHOOT_OFF		N(1) 0	N(2) (Shotgun events) or N(2).N(1) 90.0 (otherwise)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Shoot-off number (from 1 to n, one for each shot)
					For @Value: Shoot-off score
		SH_PLACE		N(1) 0	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send the place for which the Shoot-off is happening
	SH_SOFF_RSHOT			N(2).N(1) 90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The score of the last shot in the Shoot-off.
	SH_SHOOT			N(1) 0	For @Type: Send proposed type

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The most recent shot count number in the Shoot-off, i.e., the Shoot-off goes to the @Value shot.
	SH_SOFF_SCORE			N(2) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The score in the Shoot-off.
	SH_SHOOT			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shot count in the Shoot-off, i.e., the Shoot-off goes to @Value shots.
	SH_PBL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Points behind leader based on the cumulative score
	SH_SHOOTOFF			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Pos: Send Y if that competitor qualified to Shoot-off
	SH_ELIMINATED			S(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y if that competitor was eliminated
	SH_ELIMINATED_SHOOTOFF			S(2)	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send Y if that competitor was eliminated by Shoot-off

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

Type /Code	Extension Code	Description	Expected
ER_SH /SH_DEDUCTION		Send Y in case of the score (Result /Result) has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_AVG_SCORE		Average score	<u>Elimination phase :</u> Just for precision events with 60/40 shots, 50m Rifle 3 positions Men and Women <u>Qualification phase :</u> Just for precision events with 60/40 shots, 50m Rifle 3 positions Men and Women <u>Final phase:</u> Applies for all events
ER_SH /SH_SECTOR		Series or Rounds score	<u>For Qualification:</u> All the events (except for 50m Rifle 3 positions Men/ Women), if apply <u>For Finals:</u> - 50m Rifle Prone Women - Double Trap Women <u>Just for precision events with 60/40 shots:</u> 25m Rapid Fire Pistol Men, 25m Pistol Women, Trap and Skeet Men, Double Trap Men, Trap/Skeet Women
	Sm,.H_DEDUCTION	Send Y in case of the score has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_POSITION		Score at this position. <u>For 50m Rifle 3 positions :</u> @Pos can be: 1 – Kneeling, 2 - Prone, 3 – Standing <u>For Queen's Prize events:</u> @Pos can be: 1 – Stage 1, 2 – Stage 2,	<u>For Qualification:</u> - 50m Rifle 3 positions Men/Women <u>For Finals:</u> - Queen's Prize events <u>Just for 50m Rifle 3 positions Men and Women:</u> Queen's Prize events

		3 – Stage 3 Only for pairs	
	SH_DEDUCTION	Send Y in case of the series score has changed due to a deduction, N to change the value of the element	Just if applies
	SH_INNER	Send the number of inner bulls at the corresponding position	Just for Queen's Prize events , if applies
	SH_SECTOR	Series score at the corresponding position <u>For Queen's Prize events:</u> @Pos can be: 1 – 300y, 2 – 500y, 3 – 600y (for SH_POSITION with @pos 1 or 2) Or 1 – 900y, 2 – 1000y (for SH_POSITION with @pos 3)	Just if applies
	SH_SECTOR_INNER	Send the number of inner bulls at the corresponding position <u>For Queen's Prize events:</u> @Pos can be: 1 – 300y, 2 – 500y, 3 – 600y (for SH_POSITION with @pos 1 or 2) Or 1 – 900y, 2 – 1000y (for SH_POSITION with @pos 3)	Just for Queen's Prize events , if applies
ER_SH /SH_FINAL_SHOT		Score by final shot. @Value can be any of the @ShotGun codes in case of Trap and Skeet Men/Women and Double Trap Men	If applies. For Finals: - precision events with 60/40 shots, - 50m Rifle 3 positions Men/Women - Trap and Skeet Men - Double Trap Men - Trap/Skeet Women
	SH_DEDUCTION	Send Y in case of the score has changed due to a deduction, N to change the value of the element	Just if applies
	SH_SHOT_X	X-axis coordinates of the shot. TV should do the corresponding measurement conversion.	Just if applies

	SH_SHOT_Y	Y-axis coordinates of the shot. TV should do the corresponding measurement conversion.	
ER_SH / SH_FINAL_SERIE		Score by each final serie shot.	For Finals: - precision events with 60/40 shots, - 25m Rapid Fire Pistol Men - 25m Pistol Women - 50m Rifle 3 positions Men/Women
	SH_SUBTOTAL	cumulative shots hit after each serie	
	SH_SHOT_y Where y= 1, ..5	Target status by each serie.	Just for 25m Rapid Fire Pistol Men 25m Pistol Women
	SH_POINTS	Points. In case the shooter has more hits than the opponent.	Just for 25m Pistol Women Gold and Bronze Medal Matches
ER_SH / SH_BROKEN_RULE		@Pos will be from 0 in case of DSQ or 1 to n, one for each penalty (SH_PENALTIES@pos). Send the broken rule (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti Doping violation")	Just if applies
ER_SH / SH_PENALTIES		@Pos will be from 1 to n, one for each penalty. Send the penalties obtained at the event unit.	Just if applies
ER_SH / SH_INNER		Send the number of inner tens/ bulls done	Just if applies <u>Elimination phase :</u> Just for precision events with 60/40 Rifle 3 positions Men and Women <u>Qualification phase:</u> Just for precision events with 60/40 shots(except Women's 50m Rifle Prone) 50m Rifle 3 positions Men and Women <u>Finals:</u> Queen's Prize events
ER_SH / SH_SHOT_NUM		Send the shot number that the competitor is currently shooting	Only for finals, if applies
ER_SH / SH_SHOOT_POS		Send the shooting position	Just if applies
ER_SH / SH_TIEBREAKER		Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 120"	If apply <u>Elimination phase :</u> Just for precision events with 60/40 shots 50m Rifle 3 positions Men and Women Trap and Skeet Men

			<p>Double Trap Men, Trap/Skeet Women</p> <p><u>Qualification:</u> Just for precision events with 60/40 shots, 50m Rifle 3 positions Men and Women,</p> <p>Double Trap Men, Trap/Skeet Women ,</p> <p><u>Finals:</u> Just for precision events with 60/40 shots, 25m Rapid Fire Pistol Men, 25m Pistol Women, 50m Rifle 3 positions Men and Women,</p> <p>Trap and Skeet Men, Double Trap Men, Trap/Skeet Women , -Queen's Prize events</p>
ER_SH /SH_SHOOT_OFF		Shoot-off score for each shot	For every event and phase, just if applies In case of Queen's Prize events, only for finals
	SH_PLACE	the place for which the Shoot-off is happening	
ER_SH /SH_SOFF_RSHOT		Shoot-off results: the most recent shot count (@Value) and the score of the last shot (ST_SHOOT).	For every event and phase, just if applies
	SH_SHOOT		<p><u>Finals:</u> Just for precision events with 60/40 shots 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women</p> <p>In case of Queen's Prize events, only for finals</p>
ER_SH /SH_SOFF_SCORE		Shoot-off results: the shot count (SH_SHOOT) and the score (@Value).	For every event and phase, just if applies
	SH_SHOOT	For example, if the Shoot-off goes to three shots (SH_SHOOT @Value 3) such as (miss, miss, hit), @Value will be 1 (the hit shot).	<p><u>Qualification:</u> Double Trap Men, Trap/Skeet Women</p> <p><u>Finals:</u> Just for Trap and Skeet Men, Double Trap Men, Trap/Skeet Women</p>
ER_SH /SH_PBL		Points behind leader based on the cumulative score.	Just if applies Only for finals
ER_SH /SH_SHOOTOFF		Flag to know if the competitor will go to Shoot-Off	Just if applies (before plays the Shoot-off)
			<p><u>Finals:</u> Just for precision events with 60/40 shots</p>

			(Women's 50m Rifle Prone) 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women Trap and Skeet Men Double Trap Men, Trap/Skeet Women In case of Queen's Prize events, only for finals
ER_SH /SH_ELIMINATED		Flag to know if the competitor was eliminated	Just for finals - Rifle and Pistol events (except 50m Rifle Prone Women) precision events with 60/40 shots, - 25m Rapid Fire Pistol Men - 50m Rifle 3 positions Men/Women
	SH_ELIMINATED_SHOOTOFF	Flag to know if the competitor was eliminated by Shoot-off	

4.1.4.6

Message sort

Please, follow the general definition.

4.1.5 Phase Results

4.1.5.1 Description

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

4.1.5.2 Header Values

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

4.1.5.3 Trigger and Frequency

Please, follow the general definition.

4.1.5.4 Message Structure

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

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

4.1.5.5 Message Values

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

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

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

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

Element	Attribute	M/O	Value	Comments
Result /RecordIndicators /RecordIndicator Result /RecordIndicators	Order	M	Numeric	Deprecated: Order is always "1" for the latest (best) record of each type broken/equalled up to the current phase.
	Code	M	CC @RecordCode	Code which describes the record broken by the result value (e.g. "SHM101000").

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

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

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

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

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

4.1.5.6

Message sort

Please, follow the general definition.

4.1.6 Cumulative Results

4.1.6.1 Description

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

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

This message is only required for phases of events with more than one Stage/day: Qualification of Men's 25m Rapid Fire Pistol, Women's 25m Pistol, Men's Trap and Men's Skeet events

4.1.6.2 Header Values

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

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

- In case of Qualification phase, the shoot-off is only requiring for Men's Trap, and Men's Skeet events.
- DDGEEEEPUU would be cumulative results up to the end of the referenced event unit. For Shoot-off the RSC will be sent with CC @Unit equals to 02 or 01.

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

- DDGEEEEP00 would be cumulative results up to the end of the referenced phase.
- In case of Men's 25m Rapid Fire Pistol, Women's 25m Pistol, the event unit will be sent with the RSC CC @Unit equals to 01 regardless of the relay.

4.1.6.3 Trigger and Frequency

Please, follow the general definition.

4.1.6.4 Message Structure

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

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

4.1.6.5 Message Values

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

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

Element	Attribute	M/O	Value	Comments
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Element	Attribute	M/O	Value	Comments
CumulativeResult	Rank	O	String	Place for the competitor up to the end of the referenced phase (for all phases) or event unit (for all event units of the corresponding phase) based on score.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Result type. (see codes section)
	Result	O	N(4) 9990 or N(4).N(1) 9990.0	Cumulative score up to the end of the referenced event unit (for all event units of the corresponding phase –DDGEEPUU--) or up to the end of the referenced phase (for all phases –DDGEEPU0--). <u>In case of Trap and Skeet Men:</u> - Up to the end of the day 2 qualification event unit (cumulative of day 1 and day 2). <u>In case of 25m Rapid Fire Pistol Men:</u> - Up to the end of the Stage 2 event unit (cumulative of Stage 1 and Stage 2) <u>In case of 25m Pistol Women:</u> - Up to the end of the Rapid event unit (cumulative of Precision and Rapid) <u>In case of Trap and Skeet Men, 25m Pistol women:</u> - Up to the end of final phase (cumulative of qualification phases, not including Shoot-off scores).
	IRM	O	CC @IRM	Invalid result mark. (see codes section)
	QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
	SortOrder	M	N(2) 90	According to the sport rules.

The ResultsItem will not include any Shoot-off units.

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

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

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

Element	Attribute	M/O	Value	Comments
CumulativeResult /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator	Order	M	Numeric	Deprecated: Order is always "1" for the latest (best) record of each type broken/equalled in this event unit.
	Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /ResultItems /ResultItem /Result value (e.g. "SHM101000"). <u>It just applies to event units</u>

Element	Attribute	M/O	Value	Comments
(result's record indicator)	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "GR"). <u>It just applies to event units</u>

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

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

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

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

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

Element: Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SH	SH_DEDUCTION			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score (Cumulative Result/Result) has changed due to a deduction, N to change the value of the element
	SH_AVG_SCORE			N(3).N(3) 990.000	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Average score
	SH_PENALTIES		N(1) 0	N(1) 0	For @Type: Send proposed type

Element: Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: 1..n Send the penalty number
					For @Value: Send the penalty value
	SH_SHOOT_OFF		N(1) 0	N(2) (Shotgun events) or N(2).N(1) 90.0 (otherwise)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Shoot-off number (from 1 to n, one for each shot)
					For @Value: Shoot-off score
	SH_PLACE			N(1) 0	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send the place for which the Shoot-off is happening
	SH_SOFF_SCORE			N(2) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The score in the Shoot-off.
	SH_SHOOT			N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shot count in the Shoot-off, i.e., the Shoot-off goes to @Value shots.
	SH_INNER			-N(2)x -90x	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of inner tens done at the event unit
	SH_TIEBREAKER			String	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights", "CB: 120"

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

Type /Code	Extension Code	Description	Expected
ER_SH /SH_DEDUCTION		Send Y in case of the score (CumulativeResult /Result) has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_AVG_SCORE		Average score at the moment	Applies for Qualification of Women's 25m Pistol, Men's 25m Rapid Fire Pistol
ER_SH /SH_BROKEN_RULE		@Pos will be from 0 in case of DSQ or 1 to n, one for each penalty (SH_PENALTIES@pos). Send the broken rule (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti Doping violation")	Just if applies
ER_SH /SH_PENALTIES		@Pos will be from 1 to n, one for each penalty obtained. Send the cumulative penalties.	Just if applies
ER_SH /SH_SHOOT_OFF		Shoot-off score for each shot	For every event and phase, just if applies
	SH_PLACE	the place for which the Shoot-off is happening	
ER_SH /SH_SOFF_SCORE		Shoot-off results: the shot count (SH_SHOOT) and the score (@Value).	For every event and phase, just if applies
	SH_SHOOT	For example, if the Shoot-off goes to three shots (SH_SHOOT @Value 3) such as (miss, miss, hit), @Value will be 1 (the hit shot).	Just for Trap and Skeet Men,
ER_SH /SH_INNER		Send the number of inner tens	Just if applies 25m Rapid Fire Pistol Men 25m Pistol Women
ER_SH /SH_TIEBREAKER		Optional tie breaking information Example: "XX Tens", "xx Nines" or "xx Eights"	If apply

4.1.6.6

Message sort

Please, follow the general definition.

4.1.7 Event Final Ranking

4.1.7.1 Description

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

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

4.1.7.2 Header Values

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

4.1.7.3 Trigger and Frequency

Please, follow the general definition.

4.1.7.4 Message Structure

Please, follow the general definition

4.1.7.5 Message Values

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

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

4.1.7.6 Message sort

Please, follow the general definition.

4.1.8 Records

4.1.8.1 Description

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

4.1.8.2 Header Values

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

This is not apply for:

- Queen's Prize events, Women's 50m Rifle Prone and Women's Double Trap events.
- Finals of 25m Pistol Women's and Trap Men's/Women's, Skeet Men's/Women's, Double Trap Men's events.

4.1.8.3 Trigger and Frequency

Please, follow the general definition.

4.1.8.4 Message Structure

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

- ExtRecords and its child element

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

4.1.8.5 Message Values

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

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

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

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

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /ExtRecords /ExtRecord			
Type	Code	Value	Description
ER_SH	SH_DEDUCTION	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send Y in case of the record score has changed due to a deduction

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

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

4.1.8.6 Message sort

Please, follow the general definition.

4.1.9 Discipline Configuration

4.1.9.1 Description

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

4.1.9.2 Header Values

Please, follow the general definition.

4.1.9.3 Trigger and Frequency

Please, follow the general definition.

4.1.9.4 Message Structure

Please, follow the general definition.

4.1.9.5 Message Values

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

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

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

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

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

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

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

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

4.1.9.6

Message sort

Please, follow the general definition.

5 Real time

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

5.1 Real Time Applicable Messages

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

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

5.1.1 RT Event Unit Results

5.1.1.1 Description

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

5.1.1.2 Header Values

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

Moreover, the following should be considered:

- In case of Qualification phase, the shoot-off is only requiring for Women's Trap, Men's Double Trap and Women's Skeet events.
- In case of Men's Trap and Men's Skeet for Qualification phase, for Shoot-off the RSC will be sent with CC @Unit equals to 02. In the other events and phases for Shoot-off the RSC will be sent with CC @Unit equals to 01
- In case of Men's or Women's 10m Air Rifle Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:
 - 01
- In case of Men's 50m Rifle Prone Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to 01.
- In case of Men's or Women's 50m Rifle 3 Positions Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to 01.
- In case of Men's 50m Pistol Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to 01.
- In case of Men's 25m Rapid Fire Pistol Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:
 - 01 for Stage 1
 - 02 for Stage 2
- In case of Men's or Women's 10m Air Pistol Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:
 - 01
- In case of Men's Trap Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:
 - 01 for Day 1
 - 02 for Day 2
- In case of Men's Double Trap Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to 01.
- In case of Men's Skeet Qualification phase, the DocumentCode will be sent with the RSC CC @Unit equals to:
 - 01 for Day 1
 - 02 for Day 2

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

5.1.1.3 Trigger and Frequency

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

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

5.1.1.4 Message Structure

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

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

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

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

5.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	Rank	O	String	Rank of the competitor in the corresponding event unit. This attribute is optional.	T2 or T4 or T5(In Qualification)
	RankEqual	O	S(1)	This attribute identifies if a rank has been equalled or not. Send Y in case of the Rank has been equalled. Send N only if Rank was equalled in previous RT message and is not equalled anymore.	Just if applies
	ResultType	O	CC @ResultType	Result type. (see section codes)	

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
	Result	O	N(4) 9990 Or N(4).N(1) 9990.0 Or N(3) 990	Score. For 25m Pistol Women Gold and Bronze Medal Matches this is "Cumulative Points" N(4) just for Elimination/Qualification of Precision events with 60/40 shots(except for Women's 50m Rifle Prone), 50m Rifle 3 Positions Men/Women, 25m Rapid Fire Pistol Men, 25m Pistol Women event units and Finals of 25m Rapid Fire Pistol Men, 25m Pistol Women event units N(4).N(1) Just for Finals of Precision events with 60/40 shots , 50m Rifle 3 Positions Men/Women and N(3) Just for shotgun events. Trap and Skeet Men event units, Double Trap Men, Trap and Skeet Women	T2 or T4 or T5(In Qualification)
	Qualification Mark	O	CC @Qualificati onMark	The code which gives an indication on the qualification of the competitor for the next round of the competition	Just for Qualification and Semifinal phases
	SortOrder	M	N(2) 90	According to the sport rules	

The following table describes in more detail the RecordIndicator element.

Element	Attribute	M/O	Value	Comments
Result /RecordIndicators /RecordIn	Order	M	Numeric	Deprecated: Order is always "1" for records broken/equalled in this Event Unit.
	Code	M	CC @RecordCode	Code which describes the record broken by the result value (e.g. "SHM101000").

Element	Attribute	M/O	Value	Comments
Indicator (This is not apply for: Women's 50m Rifle Prone and Women's Double Trap events Finals (Semifinals and Gold and Medal Matches) of 25m Pistol Women's and Trap Men's/Women's, Skeet Men's/Women's, Double Trap Men's events)	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "GR").

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

Element: UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_SH	SH_SHOOT_TAKEN			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of shots taken
	SH_LAST_QUAL			Competitor ID	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the ID of the last qualified competitor

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
UI_SH /SH_SHOOT_TAKEN	Send the number of shots taken	If it changes

		Just for Finals of Trap and Double Trap events
UI_SH /SH_LAST_QUAL	Send the competitor ID of the last competitor qualified for the next phase	If it changes For Qualification: - All the vents. For Finals - 25m Pistol Women Semifinals - Trap Men/Women Semifinals - Skeet Men/Women Semifinals - Double Trap Women Semifinals (Not for finals)

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_SH	SH_DEDUCTION			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score (Result /Result) has changed due to a deduction, N to change the value of the element
	SH_AVG_SCORE			N(2).N(3) 90.000	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Average score
	SH_SECTOR		N(1) 0	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Series or Rounds number
					For @Value: Score for this sector
		SH_DEDUCTIO N		S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	SH_POSITION		CC @Position	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the position number
					For @Value: Score at this position
	SH_DEDUCTIO N		N(1) 0	S(1)	For @Type: Send the corresponding ExtendedResult @Code
					For @Code: Send proposed extension code
					For @Pos: Series number
					For @Value: Send Y in case of the score for the corresponding sector has changed due to a deduction, N to change the value of the element
	SH_SECTOR		N(1) 0	N(3) 990	For @Type: Send the corresponding ExtendedResult @Code
					For @Code: Send proposed extension code
					For @Pos: Series number
					For @Value: Score for this sector at the corresponding position
	SH_FINAL_SHOT		N(2) 90	N(2).N(1) 90.0 or CC @ShotGun	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Final shot number Serie number for 25RFP
					For @Value: Score by shot
		SH_DEDUCTIO N		S(1)	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the score has changed due to a deduction, N to change the value of the element
	SH_SHOT_X			N(4) 9990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: X-axis coordinate of the shot
		SH_SHOT_Y		N(4) 9990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Y-axis coordinate of the shot
	SH_FINAL_SERIE		N(2) 90	N(2).N(1) 90.0	For @Type: Send proposed type
				Or	For @Code: Send proposed code
				N(3).N(1) 90.0	For @Pos: Final shot serie
				Or	For @Value: Score by shot
				N(2) 90	Total of shots hit by each serie (@pos) in case of 25RFP
		SH_SUBTOTAL		N(2).N(1) 90.0	For @Type: Send proposed type
				Or	For @Code: Send proposed code
				N(3).N(1) 90.0	For @Pos: Do not send anything
				Or	For @Value: Total of cumulative shots hit after each
				N(2) 90	
		SH_SHOT_y Where y= 1, ..5		CC @ShotStatus	For @Type: Send proposed type
					For @Code: Send proposed code
					Where y is the shot Number in Serie (SH_FINAL_SERIE @pos)
					For @Pos: Do not send anything
					For @Value: Target Status (See codes section)
	SH_POINTS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: points
	SH_BROKEN_RULE		N(1) 0	String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 or 1..n

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Send the numbering index. 0 in case IRM="DSQ", because there not penalties points (SH_PENALTIES) 1 .. n in other case, one for each penalty (SH_PENALTIES@pos)
					For @Value: Send the broken rule
	SH_PENALTIES		N(1) 0	N(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 1..n Send the penalty number
					For @Value: Send the penalty value
	SH_INNER			-N(2)x -90x	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of inner tens done at the event unit
	SH_SHOT_NUM			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the shot number that the competitor is currently shooting
	SH_SHOOT_POS			S(N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the shooting position
	SH_CURRENT			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send "Y" for the current competitor Send N if it is not anymore.
	SH_LASTFINISH			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	SH_SHOOT_OFF		N(1) 0	N(2) (Shotgun events) or N(2).N(1) 90.0 (otherwise)	For @Pos: Do not send anything
					For @Value: Send "Y" for the last competitor Send N if it is not anymore.
					For @Type: Send proposed type
					For @Code: Send proposed code
	SH_PLACE		N(1) 0		For @Pos: Shoot-off number (from 1 to n, one for each shot)
					For @Value: Shoot-off score
					For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
	SH_SOFF_RSHOT			N(2).N(1) 90.0	For @Pos: Do not send anything
					For @Value: Send the place for which the Shoot-off is happening
					For @Type: Send proposed type
					For @Code: Send proposed code
	SH_SHOOT			N(1) 0	For @Pos: Do not send anything
					For @Value: The score of the last shot in the Shoot-off.
					For @Type: Send proposed type
					For @Code: Send proposed code
	SH_SOFF_SCORE			N(2) 0	For @Pos: Do not send anything
					For @Value: The score in the Shoot-off.
					For @Type: Send proposed type
					For @Code: Send proposed code
	SH_SHOOT			N(1) 0	For @Pos: Do not send anything
					For @Value: The score in the Shoot-off.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Shot count in the Shoot-off, i.e., the Shoot-off goes to @Value shots.
	SH_PBL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Points behind leader based on the cumulative score
	SH_SHOOTOFF			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Pos: Send Y if that competitor qualified to Shoot-off
	SH_ELIMINATED			S(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Pos: Send Y if that competitor was eliminated
		SH_ELIMINATED_SHOOTOFF		S(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y if that competitor was eliminated by Shoot-off

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

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
ER_SH /SH_DEDUCTION		Send Y in case of the score (Result /Result) has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_AVG_SCORE		Average score	<u>Elimination phase :</u> Just for precision events with 60/40 shots, 50m Rifle 3 positions Men

			and Women <u>Qualification phase :</u> Just for precision events with 60/40 shots, 50m Rifle 3 positions Men and Women <u>Final phase:</u> Applies for all events
ER_SH /SH_SECTOR		Series or Rounds score	T1 (for the 2 nd day of 2 day events, send also data from day 1) or T2 or T4 For Qualification: All the events (except for 50m Rifle 3 positions Men/ Women), if apply For Finals: - 50m Rifle Prone Women - Double Trap Women Just for precision events with 60/40 shots, 25m Rapid Fire Pistol Men, 25m Pistol Women, Trap and Skeet Men, Double Trap Men, Trap/Skeet Women
	SH_DEDUCTION	Send Y in case of the score has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_POSITION		Score at this position. @Pos can be: 1 – Kneeling, 2 - Prone, 3 – Standing	T1 (for the 2 nd day of 2 day events, send also data from day 1) or T2 or T4 For Qualification: - 50m Rifle 3 positions Men/Women
	SH_DEDUCTION	Send Y in case of the series score has changed due to a deduction, N to change the value of the element	Just if applies
	SH_SECTOR	Series score at the corresponding position	Just if applies
ER_SH /SH_FINAL_SHOT		Score by final shot. @Value can be any of the @ShotGun codes in case of Trap and Skeet Men/Women and Double Trap Men	T3 or T4 For Finals: - precision events with 60/40 shots, - 50m Rifle 3 positions Men/Women - Trap and Skeet Men - Double Trap Men - Trap/Skeet Women
	SH_DEDUCTION	Send Y in case of the score has changed due to a deduction, N to change the value of the element	Just if applies

	SH_SHOT_X	X-axis coordinate of the shot. TV should do the corresponding measurement conversion.	T3
	SH_SHOT_Y	Y-axis coordinate of the shot. TV should do the corresponding measurement conversion.	
ER_SH / SH_FINAL_SERIE		Score by each final serie shot.	T3 or T4 For Finals:
	SH_SUBTOTAL	cumulative shots hit after each serie	- precision events with 60/40 shots, - 25m Rapid Fire Pistol Men - 25m Pistol Women - 50m Rifle 3 positions Men/Women
	SH_SHOT_y Where y= 1, ..5	Target status by each serie.	T3 or T4 Just for - 25m Rapid Fire Pistol Men - 25m Pistol Women
	SH_POINTS	Points. In case the shooter has more hits than the opponent.	T3 or T4 Just for 25m Pistol Women Gold and Bronze Medal Matches
ER_SH / SH_BROKEN_RULE		@Pos will be from 0 in case of DSQ or 1 to n, one for each penalty (SH_PENALTIES@pos). Send the broken rule (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti Doping violation")	Just if applies
ER_SH / SH_PENALTIES		@Pos will be from 1 to n, one for each penalty. Send the penalties obtained at the event unit.	Just if applies
ER_SH / SH_INNER		Send the number of inner tens done	Just if applies <u>Elimination phase :</u> Just for precision events with 60/40 Rifle 3 positions Men and Women <u>Qualification phase:</u> Just for precision events with 60/40 shots(except Women's 50m Rifle Prone) 50m Rifle 3 positions Men and Women
ER_SH / SH_SHOT_NUM		Send the shot number that the competitor is currently shooting	T3 for Finals Only
ER_SH / SH_SHOOT_POS		Send the shooting position	T1

ER_SH/ SH_CURRENT			Just for finals Shotgun and for 25m Rapid Fire Pistol Men Finals
ER_SH/ SH_LASTFINISH			Just for finals shotgun
ER_SH /SH_SHOOT_OFF		Shoot-off score for each shot	For every event and phase, just if applies In case of Queen's Prize events, only for finals
	SH_PLACE	the place for which the Shoot-off is happening	
ER_SH /SH_SOFF_RSHOT		Shoot-off results: the most recent shot count (@Value) and the score of the last shot (ST_SHOOT).	For every event and phase, just if applies <u>Finals:</u> Just for precision events with 60/40 shots 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women In case of Queen's Prize events, only for finals
	SH_SHOOT		
ER_SH /SH_SOFF_SCORE		Shoot-off results: the shot count (SH_SHOOT) and the score (@Value).	For every event and phase, just if applies <u>Qualification:</u> Double Trap Men, Trap/Skeet Women <u>Finals:</u> Just for Trap and Skeet Men, Double Trap Men, Trap/Skeet Women
	SH_SHOOT	For example, if the Shoot-off goes to three shots (SH_SHOOT @Value 3) such as (miss, miss, hit), @Value will be 1 (the hit shot).	
ER_SH /SH_PBL		Points behind leader based on the cumulative score.	Just if applies Only for finals
ER_SH /SH_SHOOTOFF		Flag to know if the competitor will go to Shoot-Off	Just if applies (before plays the Shoot-off) <u>Finals:</u> Just for precision events with 60/40 shots (Women's 50m Rifle Prone) 25m Rapid Fire Pistol Men 25m Pistol Women 50m Rifle 3 positions Men and Women Trap and Skeet Men Double Trap Men, Trap/Skeet Women In case of Queen's Prize events, only for finals
ER_SH /SH_ELIMINATED		Flag to know if the competitor was eliminated	Just for <u>finals</u> - Rifle and Pistol events (except 50m Rifle Prone Women)

	SH_ELIMINATED_SHOOTOFF	Flag to know if the competitor was eliminated by Shoot-off	precision events with 60/40 shots. - 50m Rifle 3 positions Men/Women - 25m Rapid Fire Pistol Men
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5.1.1.6**Message sort**

Please, follow the general definition.

5.1.2 RT Cumulative Results

5.1.2.1 Description

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

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

This message is only required for phases of events with more than one Stage/day: Qualification of Men's 25m Rapid Fire Pistol, Women's 25m Pistol, Men's Trap and Men's Skeet events

5.1.2.2 Header Values

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

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

5.1.2.3 Trigger and Frequency

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

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

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

5.1.2.4 Message Structure

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

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

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

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

5.1.2.5 Message Values

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

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

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

The ResultsItem will not include any Shoot-off units.

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

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

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

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

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

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

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

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

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

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				990.000	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Cumulative average score
	SH_PENALTIES		N(1) 0	N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 1..n Send the penalty number
					For @Value: Send the penalty value
	SH_SHOOT_OFF		N(1) 0	N(2) (Shotgun events) or N(2).N(1) 90.0 (otherwise)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Shoot-off number (from 1 to n, one for each shot)
					For @Value: Shoot-off score
		SH_PLACE		N(1) 0	For @Type: Send proposed ExtendedResult code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send the place for which the Shoot-off is happening
	SH_SOFF_SCORE			N(2) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The score in the Shoot-off.
		SH_SHOOT		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shot count in the Shoot-off, i.e., the Shoot-off goes to @Value shots.
	SH_INNER			-N(2)x -90x	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send the number of inner tens done at the event unit
	SH_BROKEN_RULE		N(1) 0	String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 0 or 1..n Send the numbering index. 0 in case IRM="DSQ", because there not penalties points (SH_PENALTIES) 1 .. n in other case, one for each penalty (SH_PENALTIES@pos)
					For @Value: Send the broken rule

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

Type /Code	Extension Code	Description	LIVE_UPDATE RT trigger expected
ER_SH /SH_DEDUCTION		Send Y in case of the score (CumulativeResult /Result) has changed due to a deduction, N to change the value of the element	Just if applies
ER_SH /SH_AVG_SCORE		Cumulative average score.	Applies for Qualification of Women's 25m Pistol, Men's 25m Rapid Fire Pistol, T1 (for the 2 nd day of 2 day events, send also data from day 1) or T2 or T3 or T4
ER_SH /SH_PENALTIES		@Pos will be from 1 to n, one for each penalty obtained. Send the cumulative penalties.	Just if applies T2 (preliminaries) or T4 (both)
ER_SH /SH_SHOOT_OFF		Shoot-off score for each shot	For every event and phase, just if applies
	SH_PLACE	the place for which the Shoot-off is happening	
ER_SH /SH_SOFF_SCORE		Shoot-off results: the shot count (SH_SHOOT) and the score (@Value).	For every event and phase, just if applies
	SH_SHOOT	For example, if the Shoot-off goes to three shots (SH_SHOOT @Value 3) such as (miss, miss, hit), @Value will be 1 (the hit shot).	Just for Trap and Skeet Men
ER_SH /SH_INNER		Send the number of inner tens done	Just if applies 25m Rapid Fire Pistol Men

			25m Pistol Women
SH_BROKEN_RULE		@Pos will be from 0 in case of DSQ or 1 to n, one for each penalty (SH_PENALTIES@pos). Send the broken rule (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti Doping violation")	Just if applies

5.1.2.6**Message sort**

Please, follow the general definition.

6 PDF feed

Please refer to the same section of the ODF General Messages Interface Document.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R1 v1.0	14 June 2013	First version SFR
R1 v1.1	8 July 2013	SFA
R1 v1.2	16 July 2013	APP
R1 v1.3	24 July 2013	Defect 98113
R1 v1.4	16 December 2013	CR150
R1 v1.5	10 January 2014	Defect 101229
R1 v2.0	16 January 2014	External Delivery
R1 v2.1	2 April 2014	Defect 101236
R1 v2.2	10 April 2014	Defect 105457
R1 v2.3	22 April 2014	CR16, CR321
R1 v3.0	8 May 2014	External Delivery
R1 v3.1	5 June 2014	CR327 External Delivery

File reference: ODF/INT134 R1 v3.1 APP (SH)

Change Log

Version	Status	Changes on version
R1 v1.0	SFR	<ul style="list-style-type: none"> First version
R1 v1.1	SFA	<ul style="list-style-type: none"> Submitted for approved version
R1 v1.2	APP	<ul style="list-style-type: none"> PiT Results: Add the ER_SH/ SH_POSITION/ SH_INNER_BULLS and ER_SH/ SH_POSITION/ SH_SECTOR_INNER_BULLS elements for Queen's Prize events The shoot-off has been removed from Rifle/Pistol Qualification events. <ul style="list-style-type: none"> Results: include a clarification Cumulative: include a clarification; update the expected for ER_SH /SH_SOFF_RSHOT, ER_SH /SH_SHOOTOFF Phase: remove the ER_SH /SH_SOFF_RSHOT Approved version
R1 v1.3	APP	<ul style="list-style-type: none"> Defect 98113: <ul style="list-style-type: none"> Codes : update the CC @Position with 1- "Kneeling" – 2- "Prone" – 3- "Standing" Results: update the CC @Position with 1- "Kneeling" – 2- "Prone" – 3- "Standing"
R1 v1.4	APP	<ul style="list-style-type: none"> <u>CR150:</u> New finals format for all the events, the finals ranks doesn't depends anymore from the Qualification position: remove the CUMULATIVE and PHASE messages and move all necessary information for these messages to the RESULTS message. The full Bore, Women's 50m Rifle Prone and Women's Double Trap events have a single final phase. <ul style="list-style-type: none"> Remove all the reference for qualification phase of these events from StartList, Results messages. Remove these events from Cumulative message and move all necessary information from these messages to the RESULTS message. These events don't have HISTORICAL RECORDS, add a reference for this. New finals format for all the events, the finals ranks doesn't depends anymore from the Qualification position. <ul style="list-style-type: none"> Remove all the reference for finals phase from cumulative messages. Move all necessary information from the cumulative messages to the RESULTS message. The Women's 25m Pistol and shotgun events have a separate Finals Phases: Semifinals, Gold and Bronze medal matches: <ul style="list-style-type: none"> These events don't have HISTORICAL RECORDS, add a reference for this. New finals format for all the events, except the vents with more than one Stage/day (Men's 25m Rapid Fire Pistol, Women's 25m Pistol, Men's Trap, Men's Skeet), the qualification ranks doesn't depends anymore from the Qualification position. <ul style="list-style-type: none"> Remove all the reference for qualification phase from cumulative messages. Move all necessary information from the cumulative messages to the RESULTS message.
R1 v1.5	APP	<ul style="list-style-type: none"> Defect 101229/101169: Added new elements SH_FINAL_SERIE and SH_SUBTOTAL in Athlete /ExtendedResults/ ExtendedResult extensions for finals Results messages for cumulative scores of Rifle and Pistol events.
R1 v2.0	APP	<ul style="list-style-type: none"> External Delivery
R1 v2.1	APP	<ul style="list-style-type: none"> Defect 101236: update the INNER_TENS and INNER_BULLS to SH_INNER from the Results and Cumulative messages. As now all R&P events except the "25m pistol women final" have an "Elimination

Change Log

Version	Status	Changes on version
		stage", the SH_ELIMINATED element from results' message was update
R1 v2.2	APP	<ul style="list-style-type: none"> Defect 105457: for 25m Pistol Women event <ul style="list-style-type: none"> Add the element _FINAL_SERIE/SH_POINTS in case of Medal Matches (Gold and bronze) events for results messages Update the score (@Result) Format to "N(4)" for all Units. made a clarification for Score (@Results) in Qualification and Semifinals this is "Cumulative Hits", in Gold and Bronze Medal Matches this is "Cumulative Points" = the sum of all SH_POINTS in the SH_FINAL_SERIES Add the SH_ELIMINATED/SH_ELIMINATED_SHOOTOFF element in case of "shoot off for elimination " for results messages Include QB, QG for CC @QualificationMark for events with semifinals phase Move the element SH_SHOT_y inside SH_FINAL_SERIE elements for RESULTS messages The elements SH_SHOT_X, SH_SHOT_Y from RESULTS messages are also not used in 25m pistol women finals, so update the expected for these elements. The elements SH_SHOT_y from RESULTS messages is also used in 25m pistol women finals, so update the expected for these elements.
R1 v2.3	APP	<ul style="list-style-type: none"> CR16: <ul style="list-style-type: none"> The RECORDS messages are not necessary for Men's/Women's Trap, Men's/Women's Skeet, Men's Double Trap and Women's 25m Pistol finals phases The RECORDS messages are not necessary for Women's Double Trap and 50m Rifle Prone Women event. The RecordIndicator element from Result messages is not necessary for Men's/Women's Trap, Men's/Women's Skeet, Men's Double Trap and Women's 25m Pistol finals phases The RecordIndicator element from Result messages is not necessary for Women's Double Trap and 50m Rifle Prone Women event. CR321 <ul style="list-style-type: none"> Update the event description for Full Bore events to "Queen's Prize" cross the document
R1 v3.0	APP	<ul style="list-style-type: none"> External delivery
R1 v3.1	APP	<ul style="list-style-type: none"> CR327: Historical records: for Qualification is not apply for: 50m Rifle Prone Men's, 10m Air Rifle Men's(women's) and Finals, for finals is apply only for: Queen's Prize events and Women's Double Trap events Records: This message also apply for Queen's Prize evens, 50m Rifle Prone Women's and Double Trap Women's and update the recordIndicator of the Results messages. Results: SH_ELIMINATION, update the expected. Results: SH_SECTOR, send also for 50m Rifle Prone Women Final and Double Trap Women final Results: SH_FINAL_SHOT, SH_FINAL_SERIE, SH_POSITION some clarifications Results: LAST_QUAL also send for semifinals. External delivery

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