

Modifications from London ODF versions are highlighted in **green**

Olympic Data Feed

Baku 2015

ODF Shooting Data Dictionary

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Technology and Information Department

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Baku 2015
1ST EUROPEAN GAMES

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1 Introduction

1.1 This document

This document includes the ODF Shooting Data Dictionary. This Data Dictionary refines the messages described in the ODF2 General Messages Interface Document specifically for Shooting.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Shooting Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Shooting competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **EF** – European Federation
- **EOC** – European Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **SH** – Shooting

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT401	ODF Principles for the Baku 2015 European Games	This document describes the general technical standards to be used at the European Games in Baku 2105
ODF/COD404	ODF Common Codes	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT407	ODF2 General Messages Interface Document	This document describes the ODF central and sport messages in the ODF2 format
ODF/COD405	ODF Header Values	This document details the header values, showing which RSCs are used in which messages

2 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 the Sport Codes paragraph of the ODF2 General Messages Interface Document to know the format of these codes.

Code Entity	Code	Order	Description
@IRM	DNF		Did not finish
@IRM	DNS		Did not start
@IRM	DQB		Disqualified for unsportsmanlike Behaviour
@IRM	DSQ		Disqualified
@PhaseIdentifier	Finals		Finals
@PhaseIdentifier	QS-off		Qualification Shoot-off
@QualificationMark	QB		Qualified for Bronze Medal Match
@QualificationMark	QF		Qualified for Finals
@QualificationMark	QG		Qualified for Gold Medal Match
@QualificationMark	QS		Qualified for Semifinal
@RangeCode	1		Range A
@RangeCode	2		Range B
@RangeCode	3		Range C
@RangeCode	4		Range D
@RangeCode	5		Range E
@ResultType	IRM		Invalid Result Mark
@ResultType	IRM_POINTS		For both, points and invalid result mark
@ResultType	POINTS		Points
@ShotGun	B		HIT - both (in DT) targets HIT - solid black rectangle
@ShotGun	L		DT only: HIT - MISS - upper left black
@ShotGun	M		MISS - in DT: both targets MISS - "hollow" rectangle
@ShotGun	R		DT only: MISS - HIT - lower right black
@ShotStatus	B		Not yet fired
@ShotStatus	L		Hit
@ShotStatus	M		Miss
@ShotStatus	R		Over time (shot not scored because too late, happens frequently as they have only 4 or 2 seconds time)
@StageType	DAY1		Day 1
@StageType	DAY2		Day 2
@StageType	DAY3		Day 3
@StageType	KNEEL		Kneeling
@StageType	PRECN		Precision
@StageType	PRONE		Prone
@StageType	RAPID		Rapid
@StageType	STAG1		Stage 1
@StageType	STAG2		Stage 2
@StageType	STAND		Standing

3 Messages

3.1 Applicable Messages

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

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

Message Type	Message name	Message 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 (ODF2 format)	
DT_MEDALLISTS_DAY	Medallists of the day	Global (ODF2 format)	
DT_HISTORIC_RECORD	Historical records		
DT_GLOBAL_GM	Global good morning	Global (ODF2 format)	
DT_GLOBAL_GN	Global good night	Global (ODF2 format)	
DT_RESULT	Event Unit Start List and Results	X	X
DT_PLAY_BY_PLAY	Play by Play		
DT_CURRENT	RT Current Information		
DT_RESULT_ANALYSIS	Extended Event Unit Results		
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results		
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	
DT_BRACKETS	Brackets		
DT_LOCAL_ON	Discipline/venue start transmission	X	
DT_LOCAL_OFF	Discipline/venue stop transmission	X	
DT_CONFIG	Configuration		
DT_WEATHER	Event Unit Weather conditions		
DT_KA	Keep Alive	X	

3.1.1 List of participants by discipline / List of participants by discipline update

3.1.1.1 Description

This message is the List of participants (athletes and officials) by discipline (and the update) as described in the ODF2 General Messages Interface Document.

3.1.1.2 Header Values

The definition in the ODF2 General Messages Interface Document is valid.

3.1.1.3 Trigger and Frequency

The definition in the ODF2 General Messages Interface Document is valid.

3.1.1.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Shooting are:

- Participant /Discipline /RegisteredEvent
- Participant /Discipline /RegisteredEvent /EventEntry

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

3.1.1.5 Message Values

The following table lists the “List of participants by discipline / update” optional attributes (defined in the ODF2 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	YYYY-MM-DD	Date of birth. It will be included if available
Participant /Discipline	Code	M	SH	Shooting Discipline Code
	IFId	O	S(16)	ISSF ID (competitor’s federation number for the discipline) It will be included if available.
Participant /Discipline /RegisteredEvent	Bib	O	String	Bib number. It will be included if available

The following table describes in more detail the Participant /Discipline /RegisteredEvent /EventEntry element in the case of Shooting.

Element: Participant /Discipline /RegisteredEvent /EventEntry						
Type	Code	Pos	Value	Description	Expected	
ENTRY	DS		S(1)	For @Type:	If applicable. This information can be sent in both messages.	
				Send proposed type		
				For @Code:		
				Send proposed code		
				For @Pos:		
				Do not send anything		
				For @Value:		
				Send “Y” in case of double starter else do not send		
	QUAL_SCORE		Numeric ###0	For @Type:	Always, if available. This information can be sent in both messages.	
				Send proposed type		
				For @Code:		
				Send proposed code		
				Or		
				For @Pos:		
				Do not send anything		
				For @Value:		
				Send the Individual Qualification Score achieved (the format depends to the related event)		

3.1.1.6 Message sort

Please, follow the general definition.

3.1.2 Event Unit Start List and Results

3.1.2.1 Description

This message is the Event Unit Start List and Results message as described in the ODF2 General Messages Interface Document.

3.1.2.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

Moreover, the following should be considered:

- In case units with relays, the event unit will be sent with the RSC CC @Unit equals to 01 regardless of the relay (the last completed relay by all shooters will be an ExtendedInfos /ExtendedInfo element).

3.1.2.3 Trigger and Frequency

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

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

3.1.2.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Shooting are:

- ExtendedInfos /UnitDateTime (following the general rules for this element)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /ExtendedInfo /Extension
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Result /RecordIndicators /RecordIndicator
- Result /Competitor /Composition /Athlete /EventUnitEntry
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension

3.1.2.5 Message Values

The following table lists the “Event Unit Start List and Results” optional attributes (defined in the ODF2 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
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description or the Event Unit, not code
	Gender	M	CC @DisciplineGender	Gender code for the event unit
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	String	Rank for the competitor at the event unit. For the last unit in Qualification phase of events with more than one Stage/Day (25m Rapid Fire Pistol, 25m Pistol, Trap/Skeet): Place for the competitor up to the end of the referenced event unit (for all event units of the corresponding phase) based on score. This attribute is optional because the competitor could get an invalid result mark.

Element	Attribute	M/O	Value	Comments
	RankEqual	O	S(1)	Send "Y" in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Result type for the corresponding event unit.
	Result	O	Numeric ###0 Or Numeric ###0.0	Score of the competitor in the event unit. For the last unit in Qualification phase of events with more than one Stage/Day (25m Rapid Fire Pistol, 25m Pistol, Trap/Skeet): Cumulative score up to the end of the referenced event unit (i.e.: In case of Trap and Skeet Men: - Up to the end of the day 2 qualification event unit (cumulative of day 1 and day 2). In case of 25m Rapid Fire Pistol Men: - Up to the end of the Stage 2 event unit (cumulative of Stage 1 and Stage 2) In case of 25m Pistol Women: - Up to the end of the Rapid event unit (cumulative of Precision and Rapid) ###0 for events/phases scored without decimals. - 25m Rapid Fire Pistol - 25m Pistol - Trap - Double Trap - Skeet - 50m Pistol - Qualification - 10m Air Pistol - Qualification - 50m Rifle 3 positions - Qualification ###0.0 for events/phases with decimal scoring - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - Finals - 10m Air Pistol - Finals - 50m Rifle 3 positions – Finals - Air 50 Rifle/Pistol - Finals
	IRM	O	CC @IRM	Invalid result mark for the particular event unit. Send just in the case of @ResultType is IRM or IRM_POINTS
	QualificationMark	O	CC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition. This only applies for event units of <u>Qualification</u> : - 50m Rifle Prone - 50m Pistol - 10m Air Rifle - 10m Air Pistol - 50m Rifle 3 positions - 25m Rapid Fire Pistol - 25m Pistol - Trap - Double Trap - Skeet - 10m AIR50 Rifle/Pistol - Mixed Team Shotgun events And for <u>Semi-finals</u> : - 25m Pistol - Trap - Double Trap - Skeet - 10m AIR50 Rifle/Pistol - Mixed Team Shotgun events
	SortOrder	M	Numeric #0	According to the sport rules. Overall sort in the unit.

Element	Attribute	M/O	Value	Comments
	StartOrder	O	Numeric	(Only for all <u>Qualification</u> phases): If athletes in the unit start in various groups (relays or squads) this is the order in the group (basically it is the same as GROUP /@Value). If the starters are in a single group, this is the same as the StartSortorder attribute. Not needed for Finals.
	StartSortOrder	M	Numeric	Start list order according to the sport rules.
Result /RecordIndicators /RecordIndicator	Order	M	Numeric	Records are sorted by relevance. @Order=1 is the most important one.
	Code	M	CC @RecordCode	Code which describes the record broken by the result value (e.g.: "SHM101000").
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g.: "OR").
Result /Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID (Athlete's ID for Competitor @Type=A) (Team ID for Competitor @Type=T)
	Type	M	A,T	A for athlete T for team
	Organisation	M	CC @Organisation	Competitor's organisation
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete.
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
	Bib	O	String	Bib number.

The following table describes in more detail the ExtendedInfos /ExtendedInfo element and its child element Extension in the case of Shooting.

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extension	Pos	Value	Description	Expected
UI	RELAY			Numeric 0	For @Type: Send proposed type	Only required if athletes in more Relays are in the Unit
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Last relay completed by all shooters	
	SHOOT_TAKEN			Numeric #0	For @Type: Send proposed type	Just for <u>Semi-finals</u> and <u>Medal Matches</u> of Trap, Double Trap and Mixed Team Shotgun events
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the number of shots taken (which is the latest ER.SHOT_NUM -shots fired-, by all competitors in the Unit).	
	ROTATION		Numeric 0	hh:mm	For @Type: Send proposed type	Just for <u>Qualification</u> in Shotgun events
					For @Code: Send proposed code	
					For @Pos: Rotation number: 1..n	
					For @Value: Rotation start time	
	SCHEME	CC @Range Code		String	For @Code: Send proposed extension code	For Shotgun events (Trap only)
					For @Pos : Range number	

Element: ExtendedInfos /ExtendedInfo						
					For @Value: Scheme number for the corresponding rotation start time and range.	
		SQUAD	CC @Range Code	Numeric 0	For @Code: Send proposed extension code For @Pos : Range number For @Value: Squad number for the corresponding rotation start time and range.	For Shotgun events
		IND	CC @Range Code	CC @PhaseIdentifi cator	For @Code: Send proposed extension code For @Pos : Range number For @Value: Phase's identification of phase for the corresponding rotation start time and range.	For Shotgun events
	START		Numeric 0	hh:mm	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Relay number: 1..n For @Value: Relay Start time	Only required if athletes in more Relays are in the Unit
	STAGE		Numeric #0	CC @StageType	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the number that identifies the type, from 1 to n. Type is usually shot stance or precision/rapid or day in some shotgun. If only one type send 1. For @Value: Send the Type name. where applicable, else do not send @Value	Always
		SERIES	Numeric #0	String	For @Code: Send proposed extension code For @Pos: Send the number that identifies the type, from 1 to n. For @Value: Send series number (same as @Pos) unless time applies (Rapid Fire)	Always for each series
		SHOTS		Numeric #0	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send the number of shots in the series (STAGE). Note that in Finals, double trap "doublettes" are considered a single "shot" in the entire document.	Always

Element: ExtendedInfos /ExtendedInfo						
		SERIES_ SHOTS	Numeric #0	Numeric #0	For @Code: Send proposed extension code For @Pos: Send the number that identifies the type, from 1 to n. For @Value: Send the maximum number of shot by each series (@Pos) (e.g.: 5 for each series of 25m Pistol event, 3 for serie1 of 10m Air Rifle event)	Just for Finals
	TOTAL_SHOTS			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the maximum number of shots (not including shoot-off) in the unit. Note that in Finals, double trap "doublettes" are considered a single "shot" in the entire document.	Always
	TOTAL_ROUNDS			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the maximum number of Round (not including shoot-off) in the unit.	Just for <u>Finals</u> of 50m Rifle 3 Positions events
	TOTAL_SERIES			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the maximum number of series (not including shoot-off) in the unit. And, for 50m Rifle 3 Positions events: send the maximum number of series + maximum number elimination shots (not including shoot-off) in the unit.	Just for <u>Finals</u> of events: - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - 10m Air Pistol - 50m Rifle 3 Positions
	QUAL_RANK		Numeric 0	Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: 1 to indicate first rank 2 to indicate last rank	Just in <u>Qualification</u> and <u>Semi-finals</u>

Element: ExtendedInfos /ExtendedInfo						
					For @Value: Indicates qualification for finals based on rank. Send the qualifying rank	
DISPL AY	LAST_COMP			S(20) no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the ID for the last finished competitor or for the last competitor whose time or distance was measured	Only when LIVE, for <u>Semi-final and Medal Matches</u> in Shotgun events, and, for <u>Final</u> in 25m Rapid Fire Pistol event
	CURRENT			S(20) no leading zeroes	For @Type: Send proposed type For @Code: Send the proposed code For @ Pos: Do not send anything For @Value: Send the ID for the current competitor	Only when LIVE, for <u>Semi-final and Medal Matches</u> in Shotgun events, and, for <u>Final</u> in 25m Rapid Fire Pistol event
	LAST_QUAL			S(20) no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the ID for the last qualified competitor	All qualifying phases

3.1.2.5.1 Sample

```
.....
<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-10T12:52:00+01:00" />
  <ExtendedInfo Type="UI" Code="RELAY" Value="1" />
.....
```

10m Air Pistol Men - Qualification:

```
<ExtendedInfo Type="UI" Code="QUAL_RANK" Pos="1" Value="1" />
<ExtendedInfo Type="UI" Code="QUAL_RANK" Pos="2" Value="8" />
<ExtendedInfo Type="DISPLAY" Code="LAST_QUAL" Value="2135537" />
.....
```

Trap Women - Semi-finals:

```
<ExtendedInfo Type="UI" Code="QUAL_RANK" Pos="1" Value="1" />
<ExtendedInfo Type="UI" Code="QUAL_RANK" Pos="2" Value="4" />
<ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2135516" />
<ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2345528" />
<ExtendedInfo Type="DISPLAY" Code="LAST_QUAL" Value="2135516" />
.....
```

```
</ExtendedInfos>
.....
```

3.1.2.5.2 Sample (25m Pistol Women's Qualification)

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

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

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

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

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

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

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

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

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

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

```

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

```

3.1.2.5.8 Sample (10m Air Rifle Women's Qualification)

```

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

```


3.1.2.5.9 Sample (Trap Men's Qualification)

```

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

```

3.1.2.5.10 Sample (Skeet Women's Qualification)

```

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

```

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

```

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

```

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extension. Will be only used in team competitions.

Element: Result /Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	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	If applicable or do not send.
	SCORE_AVG			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Average score	Only for <u>Eliminations and Qualifications</u>
	STAGE		Numeric #0	Numeric ###0 Or ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the number from ExtendedInfos for this type.	Always

Element: Result /Competitor /ExtendedResults /ExtendedResult						
					For @Value: Send the score or hits for this stage type	
		SERIES	Numeric #0	Numeric ###0 Or ##0.0	For @Code: Send proposed extension code For @Pos: Send the number that identifies the series, from 1 to n. For @Value: Send the score or hits for this series.	Always for each series
		SERIES_POINTS	Numeric #0	Numeric 0	For @Code: Send proposed extension code For @Pos: Send the number that identifies the series, from 1 to n. For @Value: Send the points, not hits (use 0)	If applicable
		SERIES_CUM	Numeric #0	Numeric ###0	For @Code: Send proposed extension code For @Pos: Send the number that identifies the series, from 1 to n. For @Value: Send the number of cumulative score or hits for this series	If applicable
		DEDUCTION	Numeric #0	S(1)	For @Code: Send proposed extension code For @Pos: Send the number that identifies the series, from 1 to n. For @Value: Send "Y" in case of the score has changed due to a deduction	If applicable
	RULE_BROKEN		Numeric 0	String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the numbering index (0 or 1..n) 0 in case IRM="DSQ", because there are not penalties points (PTY) 1..n in other case, one for each penalty (@Pos of PTY code) For @Value: Send the broken rule (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti-Doping violation")	For all events, if applicable
	PTY		Numeric 0	Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the penalty number (1..n)	For all events, if applicable

Element: Result /Competitor /ExtendedResults /ExtendedResult						
					For @Value: Send the penalty value	
	SHOT_NUM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the shots fired (it will be the last shot fired) by the competitor.	If applicable
	SERIE_NUM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the series number that the competitor is currently shooting (i.e.: "1" with the first shot fired in the series)	If applicable
	TIE_BREAK			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"	All <u>Elimination/Qualification</u> units (if apply)
	ELIMINATED			S(1)	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	Only if applicable in <u>Finals</u>
		SHOOT_OFF		S(1)	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send Y if that competitor was eliminated by Shoot-off	Only for <u>Finals</u> , if applicable
	SHOOT_OFF		Numeric #0	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the rank for which the shoot-off applies For @Value: Send Y if that competitor qualified to Shoot-off	Only if applicable, in <u>Finals</u>
		SHOT	Numeric 0	Numeric #0 Or Numeric #0.0	For @Code: Send proposed extension code For @Pos: Shoot-off shot number (from 1 to n, one for each shot)	When applicable

Element: Result /Competitor /ExtendedResults /ExtendedResult						
				Or CC @Shotgun	For @Value: Shoot-off shot score	
	SHOOT_OFF_LAST			Numeric #0.0 Or Numeric #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.	When applicable
		SHOT_NUM		Numeric #0	For @Code: Send proposed extension 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.	When applicable
	SHOOT_OFF_SCORE			Numeric #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.	For every event and phase, just if applies Just for Trap/Skeet Mixed Team
		SHOT_NUM		Numeric #0	For @Code: Send proposed extension 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 every event and phase, just if applies Just for Trap/Skeet Mixed Team

The following table describes in more detail the Result /Competitor /Composition /Athlete /EventUnitEntry element in the case of Shooting.

Element: Result /Competitor /Composition /Athlete /EventUnitEntry						
Type	Code	Pos	Value	Description	Expected	
EUE	START_POS		S(3)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Firing Point or Bay identification	In Elimination/Qualification: Rifle and Pistol events with 60/40 shots, 25m Pistol Women, 50m Rifle 3 Positions Men and Women. Bay ID just in Elimination & Qualification for 25m Rapid Fire Pistol Men In Finals: All the Rifle and Pistol events	
	GROUP	Numeric #0	Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Relay number (pistol/rifle) or squad (shot gun)	In Elimination & Qualification where needed	

Element: Result /Competitor /Composition /Athlete /EventUnitEntry					
	QUAL_MARK		String	For @Value: Position within the group For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send IQS in qualification and the score from the qualifying phase in the semi-final or final if no semi-final.	When available
	BIB		Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: A drawn bib for the semi-finalists (from 1 to 6), to designate the initial line up in shotgun semi-finals.	Only in Finals (for Semi-finals and Medal Matches) in Shotgun events

3.1.2.5.12 Sample

```
<EventUnitEntry Type="EUE" Code="START_POS" Value="16" />
<EventUnitEntry Type="EUE" Code="QUAL_MARK" Value="592.0" />
```

25m Rapid Fire Pistol Men - Qualification Stage1

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

25m Rapid Fire Pistol Men - Qualification Stage2

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

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extension.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	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	If applicable or do not send.
	SCORE_AVG			Numeric #0.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Average score	Only for <u>Eliminations and Qualifications</u>
	STAGE		Numeric #0	Numeric ###0 Or ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the number from ExtendedInfos for this type. For @Value: Send the score or hits for this stage type	Always
	SERIES		Numeric #0	Numeric ###0 Or ##0.0	For @Code: Send proposed extension code For @Pos: Send the number that identifies the series, from 1 to n. For @Value: Send the score or hits for this series.	Always for each series
	SERIES_POINTS		Numeric #0	Numeric 0	For @Code: Send proposed extension code For @Pos: Send the number that identifies the series, from 1 to n. For @Value: Send the points, not hits (use 0)	
	SERIES_CUM		Numeric #0	Numeric ###0	For @Code: Send proposed extension code For @Pos: Send the number that identifies the series, from 1 to n. For @Value: Send the number of cumulative score or hits for this series	Just for <u>Finals</u> of: - 25m Rapid Fire Pistol Men - 25m Pistol Women Semi-finals - 50m Rifle 3 Positions - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - 10m Air Pistol
	DEDUCTION		Numeric #0	S(1)	For @Code: Send proposed extension code For @Pos: Send the number that identifies the series, from 1 to n.	If applicable

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
					For @Value: Send "Y" in case of the score has changed due to a deduction	
	XS_NUM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of inner tens scored. Do not send in case of decimal scoring events in Qualification.	In <u>Elimination / Qualification</u> : All Rifle (except for Precision events) and Pistol events, excluding the Team events
	SHOTINFO		Numeric #0	Numeric #0.# Or CC @ShotGun	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Final shot number (from 1..n, where n is the @Value of TOTAL_SHOT code). For @Value: Score by final shot. Or, @ShotGun codes in case of events Trap and Skeet and Double Trap Men	If applicable, just in <u>Finals</u>
		DEDUCTION		S(1)	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	If applicable
		SHOT_X		Numeric ###0	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: X-axis coordinate of the shot	If applicable Just in <u>Finals</u> for: All Rifle/Pistol events
		SHOT_Y		Numeric ###0	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Y-axis coordinate of the shot	If applicable Just in <u>Finals</u> for: All Rifle/Pistol events
		SHOT_STAT US	Numeric #0	CC @ShotStatus	For @Code: Send proposed extension code For @Pos: Send the shot number in the corresponding series (from 1..m, where m is @Value of the extension code SERIES_SHOTS of STAGE code in the ExtendedInfos) For @Value: Shot status in series	Just for <u>Finals</u> of: - 25m Rapid Fire Pistol - 25m Pistol
	RULE_BROKEN		Numeric 0	String	For @Type: Send proposed type	For all events, if applicable

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
					For @Code: Send proposed code For @Pos: Send the numbering index (0 or 1..n) 0 in case IRM="DSQ", because there are not penalties points (PTY) 1..n in other case, one for each penalty (@Pos of PTY code) For @Value: Send the broken rule (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti-Doping violation")
PTY			Numeric 0	Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the penalty number (1..n) For @Value: Send the penalty value
SHOT_NUM				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the shots fired (it will be the last shot fired) by the competitor.
SERIE_NUM				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the series number that the competitor is currently shooting (i.e.: "1" with the first shot fired in the series)
TIE_BREAK				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"
ELIMINATED				S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
					For @ Value: Send Y if that competitor was eliminated	
		SHOOT_OFF		S(1)	For @Code: Send proposed extension code For @Pos: Do not send anything For @ Value: Send Y if that competitor was eliminated by Shoot-off	Only for <u>Finals</u> , if applicable, in events: - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle 3 Positions - 50m Rifle Prone - 10m Air Rifle final - 50m Pistol - 10m Air Pistol - Team AIR50 events
	SHOOT_OFF		Numeric #0	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the rank for which the shoot-off applies For @Value: Send Y if that competitor qualified to Shoot-off	Only if applicable, in <u>Finals</u> for: - 50m Rifle 3 Positions - 25m Rapid Fire Pistol - 25m Pistol - Trap - Double Trap - Skeet - 50m Rifle Prone - 10m Air Rifle - 50m Pistol - 10m Air Pistol
		SHOT	Numeric 0	Numeric #0 Or Numeric #0.0 Or CC @Shotgun	For @Code: Send proposed extension code For @Pos: Shoot-off shot number (from 1 to n, one for each shot) For @Value: Shoot-off shot score	When applicable
	SHOOT_OFF_LA ST			Numeric #0.0 Or Numeric #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.	When applicable Just for <u>Finals</u> for: - precision events with 60/40 shots (50m Rifle Prone, 10m Air Rifle, 50m Pistol, 10m Air Pistol) - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle 3 Positions
		SHOT_NUM		Numeric #0	For @Code: Send proposed extension 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.	When applicable Just for <u>Finals</u> for: - precision events with 60/40 shots (50m Rifle Prone, 10m Air Rifle, 50m Pistol, 10m Air Pistol) - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle 3 Positions
	SHOOT_OFF_SC ORE			Numeric #0	For @Type: Send proposed type	For every event and phase, just if

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
					For @Code: Send proposed code	applies
					For @Pos: Do not send anything	Just for Shotgun events
					For @Value: The score in the Shoot-off.	
		SHOT_NUM		Numeric #0	For @Code: Send proposed extension code	For every event and phase, just if applies
					For @Pos: Do not send anything	Just for Trap/Skeet , Double Trap Men,
					For @Value: Shot count in the Shoot-off, i.e.: the Shoot-off goes to @Value shots.	

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

```
<Result SortOrder="1" Rank="1" Result="299" ResultType="POINTS" StartOrder="7"
StartSortOrder="7" >
  <Competitor Code="1060098" Type="A" Organisation="CHN" >
    <Composition>
      <Athlete Code="1060098" Order="1" Bib="1129" >
        <Description GivenName="Luna" FamilyName="Tao" Gender="W" Organisation="CHN"
        BirthDate="1992-12-15" IFId="SHCHNW1512199201" />
        <EventUnitEntry Type="EUE" Code="START_POS" Value="16" />
        <EventUnitEntry Type="EUE" Code="GROUP" Pos="2" Value="7" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="SCORE_AVG" Value="9.650" />
          <ExtendedResult Type="ER" Code="STAGE" Pos="1" Value="299" >
            <Extension Code="SERIES" Pos="1" Value="99" />
            <Extension Code="SERIES" Pos="2" Value="100" />
            <Extension Code="SERIES" Pos="3" Value="100" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="XS_NUM" Value="25" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

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

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

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

```

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

```

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

```

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

```

3.1.2.6 Message sort

Please, follow the general definition.

3.1.3 Event Final Ranking

3.1.3.1 Description

This message is the Event Final Ranking message as described in the ODF2 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.

3.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Header Values document.

3.1.3.3 Trigger and Frequency

Please, follow the general definition.

3.1.3.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription

3.1.3.5 Message Values

The following table lists the “Event Final Ranking” optional attributes (defined in the ODF2 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
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	Gender code for the event unit
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
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	Invalid result mark in the corresponding event (when the competitor does not have rank). Send if the competitor has been disqualified (DSQ) or did not start (DNS).
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
Result /Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID (in this case Athlete's ID for Competitor @Type=A)
	Type	M	A	A for athlete T for teams
	Organisation	M	CC @Organisation	Competitor's organisation
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete.
	Order	M	Numeric	Order attribute Send order for competitor @Type="T" Send 1 for Competitor @Type="A"

3.1.3.5.1 Sample

```
<Result SortOrder="1" Rank="1">
  <Competitor Code="1084801" Type="A" Organisation="CHN">
    <Composition>
      <Athlete Code="1084801" Order="1" >
        <Description GivenName="Luna" FamilyName="Tao" Gender="W" Organisation="CHN"
        BirthDate="1992-12-15" IFId="SHCHNW1512199201" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

3.1.3.6 Message sort

Please, follow the general definition.

3.1.4 Records

3.1.4.1 Description

This message is the Records message as described in the ODF2 General Messages Interface Document.

3.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

3.1.4.3 Trigger and Frequency

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

- Will be sent after the unit is finished (UNCONFIRMED)

3.1.4.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Shooting are:

- ExtendedInfos /SportDescription
- Record /RecordType /RecordEntries /RecordEntry /ExtRecords /ExtRecord
- Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /RecordData

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

3.1.4.5 Message Values

The following table lists the “Records” optional attributes (defined in the ODF2 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
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
Record /RecordType /RecordEntries /RecordEntry /RecordData	ResultType	M	CC @ResultType	Always POINTS
	Result	M	Numeric ###0 or Numeric ###0.0	Record score These scores should be presented without decimals for Rifle and Pistol Qualification events and all the Shotgun events
Record /RecordType /RecordEntries /RecordEntry /Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID (in this case Athlete's ID for Competitor @Type=A)
	Type	M	A	A for athlete T for teams
	Organisation	M	CC @Organisation	Competitor's organisation
Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete.
	Order	M	Numeric	Order attribute Send order for Competitor @Type="T" Send 1 for Competitor @Type="A"
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	Time	Send always (compulsory) in the case Historical='N'.

Element	Attribute	M/O	Value	Comments
	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", "Olympic Games", etc.).

The following table describes in more detail the Record /RecordType /RecordEntries /RecordEntry /ExtRecords /ExtRecord element in the case of Shooting.

Element: Record /RecordType /RecordEntries /RecordEntry /ExtRecords /ExtRecord					
Type	Code	Value	Description	Expected	
ER	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	If applicable	

3.1.4.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 V1.0	02 February 2015	Submitted for review version
R-SEG-2015 V1.1	25 February 2015	Submitted for approval version and some major changes/additions
R-SEG-2015 V1.2	25 March 2015	Approved version
R-SEG-2015 V1.3	25 May 2015	Approved version

File reference: ODF/INT431 R-SEG-2015 V1.3 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	<ul style="list-style-type: none"> • First version
R-SEG-2015 V1.1	SFA	<ul style="list-style-type: none"> • Submitted for approval • §2 – Codes: The related table is added • DT_RESULT: <ul style="list-style-type: none"> - The table for the Result /Competitor /ExtendedResults /ExtendedResult is modified - The QualificationMark is added also for the Mixed Team Shotgun - The attribute 'SHOOT_TAKEN' is used also for the Mixed Team Shotgun - The X's (XS_NUM) is not used for the Team events - The attributes 'SERIE_NUM' and 'ELIMINATED/SHOOT_OFF' are used also for the Team AIR50 events - The 'SHOOT_OFF_SCORE' is used for all Shotgun events (both Indv. and Team)
R-SEG-2015 V1.2	APP	<ul style="list-style-type: none"> • Approved version
R-SEG-2015 V1.3	APP	<ul style="list-style-type: none"> • Approved version • DT_PARTIC: The attributes 'DS' and 'QUAL_SCORE' are removed since no data will ever be available for them

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