



# Olympic Data Feed



## Shooting ODF Data Dictionary

Technology and Information Department  
© International Olympic Committee

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# 1 Introduction

## 1.1 This document

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

## 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 competition is run.

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements



## 2 Messages

### 2.1 Shooting Overview

Rifle and pistol events provide data for the shot position, in all cases the coordinates 0,0 are the center of the target. The positions are sent in units of 10 micrometres.

There are four different targets depending on the event, additionally the caliber varies by event and should be considered.

50m Rifle (and 50m Pistol in Paralympics)

- \* Caliber=5.6mm
- \* Target Width=154.4mm
- \* Ten Ring Width=10.4mm
- \* Number of Rings=9

10m Air Rifle

- \* Caliber=4.5mm
- \* Target Width=45.5mm
- \* Ten Ring Width=0.5mm
- \* Number of Rings=9

25m Pistol

- \* Caliber=5.6mm
- \* Target Width=500mm
- \* Ten Ring Width=100mm
- \* Number of Rings=5

10m Air Pistol

- \* Caliber=4.5mm
- \* Target Width=155.5mm
- \* Ten Ring Width=11.5mm
- \* Number of Rings=9

MESSAGES IN EACH EVENT

- \* A single DT\_RESULT message is sent for each event unit

SCHEDULE

- \* In qualification each qualification unit is included in DT\_SCHEDULE and uses schedule=Y which matches the DT\_RESULT message
- \* During finals format there are multiple units. The schedule is sent at phase level for the finals (schedule=Y) and all of the units are also included in DT\_SCHEDULE (schedule=S) and these match the messages in DT\_RESULT.

### 2.2 Applicable Messages

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



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

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



## 2.3 Messages

### 2.3.1 List of participants by discipline / List of participants by discipline update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

#### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not





		sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.1.3 Trigger and Frequency

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

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

### 2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0..1)</a>	Gen Sport Codes				
	<a href="#">Participant (1..N)</a>	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName Gender			



Organisation			
BirthDate			
PlaceofBirth			
CountryofBirth			
PlaceofResidence			
CountryofResidence			
Nationality			
MainFunctionId			
Current			
OlympicSolidarity			
ModificationIndicator			
<a href="#">Discipline (1,1)</a>			
		Code	
		IFId	
		<a href="#">RegisteredEvent (0,N)</a>	
			Event
			Bib
			Class
			<a href="#">EventEntry (0,N)</a>
			Type
			Code
			Pos
			Value

### 2.3.1.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

#### Sample (Shooting)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-SHO-1.10" Codes="SOG-2020-1.20" >
```

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description



Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.



PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	<a href="#">CC @ResultsFunction</a>	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only  N-New participant (in the case that this information comes as a late entry) U-Update participant  If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants  If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.

**Element: Competition /Participant /Discipline (1,1)**

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

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Federation ID (competitor's federation number for the discipline).

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

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

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



Class	O	CC @DisciplineClass	Code to identify the Class in the event. This attribute is mandatory for athletes in the Paralympic Games.
-------	---	---------------------	--

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	QUOTA	N/A	Element Expected: If applicable. This information can be sent in both messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send 'Y' in case this is a quota place.
ENTRY	DS	N/A	Element Expected: If applicable in Paralympic Games. This information can be sent in both messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send 'Y' in case of double starter else do not send

### 2.3.1.6 Message Sort

The message is sorted by Participant @Code



## 2.3.2 List of teams / List of teams update

### 2.3.2.1 Description

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

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

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

Not applicable in Paralympic Games.

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.2.3 Trigger and Frequency

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

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any



team after the transfer of control to OVR.

### 2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>				
	Gen			
	Sport			
	Codes			
	<a href="#">Team (1,N)</a>			
		Code		
		Organisation		
		Number		
		Name		
		ShortName		
		TVTeamName		
		Gender		
		Current		
		TeamType		
		ModificationIndicator		
		<a href="#">Composition (0,1)</a>		
			<a href="#">Athlete (0,N)</a>	
				Code
				Order
		<a href="#">TeamOfficials (0,1)</a>		
			<a href="#">Official (1,N)</a>	
				Code
				Function
				Order
		<a href="#">Discipline (0,1)</a>		
			Code	
			<a href="#">RegisteredEvent (0,1)</a>	
				Event

### 2.3.2.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message



Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use CUSTOM.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)			
In the case of current teams the number of athletes is 2 or more.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

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





Order	O	Numeric #0	Official's order in the team.
-------	---	---------------	-------------------------------

Element: Competition /Team /Discipline (0,1)			
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline

Element: Competition /Team /Discipline /RegisteredEvent (0,1)			
Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event

### 2.3.2.6 Message Sort

The message is sorted by Team @Code.



## 2.3.3 Event Unit Start List and Results

### 2.3.3.1 Description

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition). INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.3.3 Trigger and Frequency

\* As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)

\* When the competition starts and all changes/additions in data (LIVE)

Due to timing and scoring logic, the updates during pistol and rifle qualification will not be more frequent than 30 – 60 seconds.

\* INTERMEDIATE status may be used before a shoot-off commences.

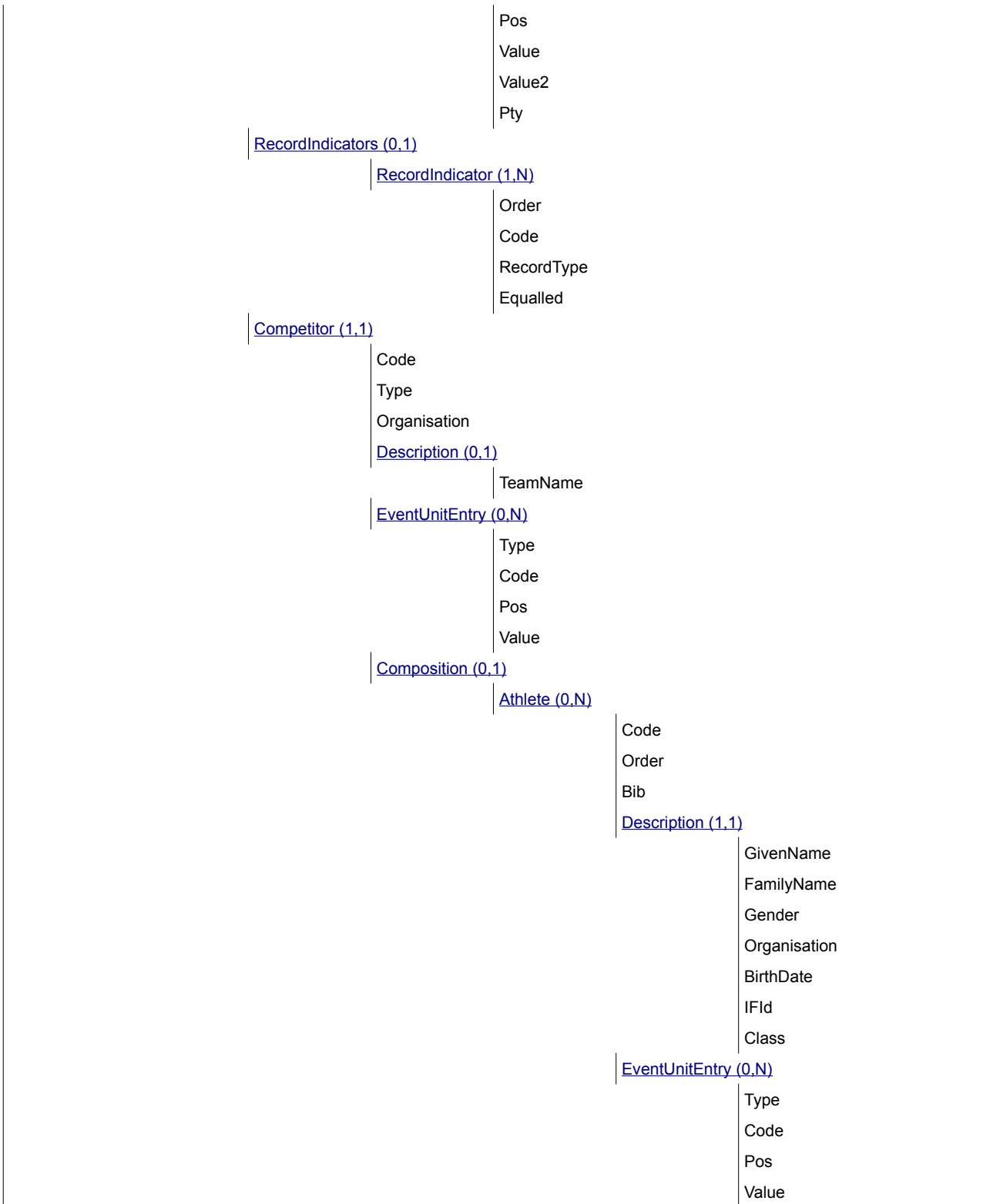
\* After the unit is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL as appropriate)



### 2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0.1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0.1)</a>						
		<a href="#">UnitDateTime (0.1)</a>					
			StartDate				
		<a href="#">ExtendedInfo (0.N)</a>					
			Type				
			Code				
			Pos				
			Value				
		<a href="#">SportDescription (0.1)</a>					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		<a href="#">VenueDescription (0.1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Result (1.N)</a>						
		Rank					
		RankEqual					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		StartOrder					
		StartSortOrder					
		ResultType					
		<a href="#">ExtendedResults (0.1)</a>					
			<a href="#">ExtendedResult (1.N)</a>				
				Type			
				Code			





		<a href="#">ExtendedResults (0,1)</a>
		<a href="#">ExtendedResult (1,N)</a>
	Type	
	Code	
	Pos	
	Value	
	Value2	
	Pty	

### 2.3.3.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	LAST_QUAL	N/A	Element Expected: All qualifying phases.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) no leading zeroes
			Send the ID for the last qualified competitor If more than one send where sortorder=number of athletes to qualify
UI	ROTATION	Numeric 0	Pos Description: Rotation number: 1..n Element Expected: For Qualification in Shotgun events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	hh:mm
			Rotation start time
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected For shotgun events			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	IND	
	Pos	SC @RangeCode	Range number
	Value	SC @PhaseIdentifier	Phase's identification of phase for the corresponding rotation start time



			and range.	
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected For shotgun events (Trap only)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SCHEME		
	Pos	SC @RangeCode	Range number	
	Value	String	Scheme number for the corresponding rotation start time and range.	
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected For shotgun events</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SQUAD		
	Pos	SC @RangeCode	Range number	
	Value	Numeric 0	Squad number for the corresponding rotation start time and range.	
UI		SHOOT_TAKEN	N/A Element Expected: Finals of Trap events including Mixed team and mixed team Rifle and Pistol.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of shots taken (which is the latest ER/SHOT_NUM -shots fired-, by all competitors in the Unit).
UI		STAGE	Numeric #0	Pos Description: Send the number that identifies the type, from 1 to n. Type is usually shot stance or precision/rapid or day in some shotgun. If only one type then send 1. Element Expected: Always except team finals
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @StageType</a>	Send the Type name. where applicable, else do not send @Value
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always for each series</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SERIES		
	Pos	Numeric ###0	Send the number that identifies the type, from 1 to n.	
	Value	String	Send series number (same as @Pos) unless time applies (Rapid Fire)	
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always for each series</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SERIES_SHOTS		
	Pos	Numeric #0	Send the number that identifies the type, from 1 to n.	
	Value	Numeric #0	Send the maximum number of shot by each series (@Pos)  (e.g.: 5 for each series of 25m Pistol event,	



			5 for serie1 of 10m Air Rifle event)	
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SHOTS		
	Pos	N/A		
	Value	Numeric #0	Send the number of shots in the series (STAGE).	
UI		START	Numeric 0	Pos Description: Relay number: 1..n Element Expected: Only required if athletes in more Relays are in the Unit
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm	Relay Start time
UI		TOTAL_ROUNDS	N/A	Element Expected: Just for Finals of 50m Rifle 3 Positions events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Send the maximum number of Round (not including shoot-off) in the unit.
UI		TOTAL_SERIES	N/A	Element Expected: All finals except team finals
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Send the maximum number of series (not including shoot-off) in the unit.  And, for 50m Rifle 3 Positions events: send the maximum number of series + maximum number elimination shots (not including shoot-off) in the unit.
UI		TOTAL_SHOTS	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Send the maximum number of shots (not including shoot-off) in the unit.
DISPLAY		CURRENT	N/A	Element Expected: If applicable when LIVE and UNOFFICIAL.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Send the current (or most recently completed if not active) series number/round number/seconds (rapid fire).

**Sample (10m Air Pistol Men – Qualification)**



```
<ExtendedInfos>  
  <UnitDateTime StartDate="2016-08-10T12:52:00+01:00" />  
  <ExtendedInfo Type="DISPLAY" Code="LAST_QUAL" Value="2135537" />  
</ExtendedInfos>
```

### Sample (25m Pistol Women's Qualification)

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

### Sample (Trap Men's Qualification)





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

**Element: Competition /ExtendedInfos /SportDescription (0,1)**

**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes

**Element: Competition /ExtendedInfos /VenueDescription (0,1)**

**Venue Names in Text.**

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



Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

<b>Element: Competition /Result (1,N)</b>			
<b>For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	<p>Rank for the competitor at the event unit.</p> <p>For the last unit in Qualification phase of events with more than one Stage/Day (25m Rapid Fire Pistol, 25m Pistol, Trap/Skeet Men's): Place for the competitor up to the end of the referenced event unit (for all event units of the corresponding phase) based on score.</p> <p>This attribute is optional because the competitor could get an invalid result mark.</p>
RankEqual	O	S(1)	Send "Y" in the case of equalled rank else do not send.
Result	O	Numeric ###0 or Numeric ###0.0	<p>Score of the competitor in the event unit.</p> <p>For the last unit in Qualification phase of events with more than one Stage/Day (25m Rapid Fire Pistol, 25m Pistol, Trap/Skeet Men's): 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)</p> <p>###0 for events/phases scored without decimals. - 25m Rapid Fire Pistol - 25m Pistol - Trap - Skeet - 10m Air Pistol – Qualification - 50m Rifle 3 positions – Qualification</p> <p>###0.0 for events/phases with decimal scoring - 10m Air Rifle - 50m Pistol – Finals - 10m Air Pistol – Finals - 50m Rifle 3 positions – Finals</p>
IRM	O	<a href="#">SC @IRM</a>	<p>Invalid result mark for the event unit. Send just in the case of @ResultType is IRM or IRM_POINTS</p>
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Indicates the qualification of the competitor for the next round of the competition where applicable.
SortOrder	M	Numeric #0	<p>According to the sport rules. Overall sort in the unit.</p> <p>This attribute is a sequential number with the order of the results for the particular event unit, if they were to be</p>



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

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	DEDUCTION	N/A	Element Expected: If applicable or do not send.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send Y in case of the score (Result /Result) has changed due to a deduction
ER	ELIMINATED	N/A	Element Expected: If applicable in finals
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send Y if that competitor was eliminated
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b> Expected Only for finals, if applicable			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SHOOT_OFF	
	Pos	N/A	
	Value	S(1)	Send Y if that competitor was eliminated by Shoot-off
ER	PTY	S(1)	Pos Description: Send the assigned flag for the penalty A, B, ...or send 0 if no alpha character assigned (for DSQ etc) Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
			Send the broken rule in ENG (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti-Doping violation2)
	Value2	O	SC @Rule
			Send the rule code
	Pty	O	Numeric 0
			Send the penalty value
ER	SCORE_AVG	N/A	Element Expected: Only for Eliminations and Qualifications



	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Average score
ER		SERIE_NUM	N/A	Element Expected: When LIVE and competitors shoot by series
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the series number that the competitor is currently shooting.
ER		SHOOT_OFF	Numeric #0	Pos Description: Send the rank for which the shoot-off applies. Element Expected: Only if applicable in all finals and, in Qualification for Shotgun events (Trap, Skeet)
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if that competitor qualified to Shoot-off
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable. Only for Shotgun events (Trap, Skeet -in qualification and finals-)</b>				
	Attribute	Value	Description	
	Code	SHOOT_OFF_REMARK		
	Pos	N/A		
	Value	String	The last three possible shoot-off scores (in format as "+n+n+n")	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable</b>				
	Attribute	Value	Description	
	Code	SHOT		
	Pos	Numeric #0	Shoot-off shot number (from 1 to n, one for each shot)	
	Value	Numeric #0 or Numeric #0.0 or SC @Shotgun	Shoot-off shot score	
ER		SHOOT_OFF_LAST	N/A	Element Expected: When applicable for Finals in: - precision events with 60 shots (10m Air Rifle, 10m Air Pistol) - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle 3 Positions
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0 or Numeric #0	The score of the last shot in the Shoot-off (for 10m and 50m events).  The score of the last shoot-off series (for 25m events).
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b>				



<b>Expected When applicable for Finals in:</b> - precision events with 60 shots (10m Air Rifle, 10m Air Pistol) - 25m Rapid Fire Pistol - 25m Pistol - 50m Rifle 3 Positions				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SHOT_NUM		
	Pos	N/A		
	Value	Numeric #0	The most recent shot count (or series count, in 25m events) number in the Shoot-off; i.e., the Shoot-off goes to the @Value shot / series.	
ER		SHOOT_OFF_SCORE	N/A	Element Expected: For every event and phase, just if applies. Only for Trap/Skeet
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	The score in the Shoot-off.
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected For every event and phase, just if applies</b> <b>Only for Trap/Skeet</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SHOT_NUM		
	Pos	N/A		
	Value	Numeric #0	Shot count in the Shoot-off, i.e.: the Shoot-off goes to @Value shots.	
ER		SHOT_NUM	N/A	Element Expected: Only when LIVE, if applies, in all events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the shots fired (it will be the last shot fired) by the competitor.
ER		SHOTINFO	Numeric #0	Pos Description: Series number (for 25m events) (from 1..n, where n is the @Value of TOTAL_SERIES code)  Shot number (for the other events) (from 1..n, where n is the @Value of TOTAL_SHOTS code). Element Expected: In applicable events, qualification and finals
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or Numeric #0.# or SC @ShotGun	Score by series (for 25m events). Score by final shot (for 10m and 50m events). or, @ShotGun codes in case of events Trap and Skeet
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected If applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DEDUCTION		



	Pos	N/A	
	Value	S(1)	Send Y in case of the score has changed due to a deduction, N to change the value of the element
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b> Expected Just for Finals of: -25m Rapid Fire Pistol -25m Pistol			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SHOT_STATUS	
	Pos	Numeric #0	Send the shot number in the corresponding series (from 1..m, where m is @Value of the extension code SERIES_SHOTS of STAGE code in the ExtendedInfos)
	Value	SC @ShotStatus	Shot status in series
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b> Expected If applicable All Rifle/Pistol events			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	X	
	Pos	N/A	
	Value	Numeric ###0	X-axis coordinate of the shot
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b> Expected If applicable All Rifle/Pistol events			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	Y	
	Pos	N/A	
	Value	Numeric ###0	Y-axis coordinate of the shot
ER		STAGE	Numeric #0  Pos Description: Send the number from ExtendedInfos for this type. Element Expected: Always except in shotgun finals and all team finals
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ###0 or ##0.0  Description: Send the score or hits for this stage type
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b> Expected If applicable			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DEDUCTION	
	Pos	Numeric #0	Send the number that identifies the series, from 1 to n.
	Value	S(1)	Send 'Y' in case of the score has changed due to a deduction
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b>			



Expected Always for each series				
Attribute	Value	Description		
Code	SERIES			
Pos	Numeric #0	Send the number that identifies the series, from 1 to n.		
Value	Numeric ###0 or ##0.0	Send the score or hits for this series.		
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for finals in all events.				
Attribute	Value	Description		
Code	SERIES_CUM			
Pos	Numeric #0	Send the number that identifies the series, from 1 to n.		
Value	Numeric ###0	Send the number of cumulative score or hits for this series		
ER	TIE_BREAK	N/A	Element Expected: All Elimination / Qualification units (if apply)	
Attribute	M/O	Value	Description	
Value	M	String	Optional tie breaking information	
ER	XS_NUM	N/A	Element Expected: In Elimination / Qualification: All Rifle (except for Precision events) and Pistol events	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the number of inner tens scored. Do not send in case of decimal scoring events in Qualification.	
ER	TOTAL	Numeric #0	Pos Description: Shot number for the team (pair of shots) Element Expected: In Mixed Team pistol and rifle finals	
Attribute	M/O	Value	Description	
Value	M	Numeric #0.0	Total of the two shots from the team	
Value2	M	Numeric #0	Points won by the team for this pair of shots	

**Sample (25m Pistol Women's Qualification – Part 1)**



```
<Result SortOrder="1" Rank="1" Result="299" ResultType="POINTS" StartOrder="7" StartSortOrder="7" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SCORE_AVG" Value="9.650" />
    <ExtendedResult Type="ER" Code="STAGE" Pos="1" Value="299" >
      <Extension Code="SERIES" Pos="1" Value="99" />
      <Extension Code="SERIES" Pos="2" Value="100" />
      <Extension Code="SERIES" Pos="3" Value="100" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="XS_NUM" Value="25" />
  </ExtendedResults>
</Result>
```

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

```
<Result SortOrder="3" Rank="3" Result="590" ResultType="POINTS" QualificationMark="Q" StartOrder="7" StartSortOrder="7" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SCORE_AVG" Value="9.150" />
    <ExtendedResult Type="ER" Code="STAGE" Pos="1" Value="299" >
      <Extension Code="SERIES" Pos="1" Value="99" />
      <Extension Code="SERIES" Pos="2" Value="100" />
      <Extension Code="SERIES" Pos="3" Value="100" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="STAGE" Pos="2" Value="291" >
      <Extension Code="SERIES" Pos="4" Value="96" />
      <Extension Code="SERIES" Pos="5" Value="99" />
      <Extension Code="SERIES" Pos="6" Value="96" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="XS_NUM" Value="25" />
  </ExtendedResults>
</Result>
```

### Sample (Team Events Finals Pistol & Rifle)

```
<Result SortOrder="1" Rank="3" Result="16" StartSortOrder="2" ResultType="POINTS">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TOTAL" Pos="1" Value="20.5" Value2="0"/>
    <ExtendedResult Type="ER" Code="TOTAL" Pos="2" Value="20.8" Value2="2"/>
    <ExtendedResult Type="ER" Code="TOTAL" Pos="3" Value="19.4" Value2="1"/>
    <ExtendedResult Type="ER" Code="TOTAL" Pos="4" Value="19.1" Value2="2"/>
    <ExtendedResult Type="ER" Code="TOTAL" Pos="5" Value="20.7" Value2="2"/>
    <ExtendedResult Type="ER" Code="TOTAL" Pos="6" Value="21.0" Value2="2"/>
  </ExtendedResults>
</Result>
```

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)			
Result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	Records are sorted by relevance (for each Code). @Order=1 is the most important one.
Code	M	<a href="#">CC @RecordCode</a>	Code which describes the record broken by the result value.
RecordType	M	<a href="#">CC @RecordType</a>	Code which specifies the level at which the record is broken (e.g. "OR").
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do





			not send.
--	--	--	-----------

Element: Competition /Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
Type	Code	Pos	Description
EUE	GROUP	Numeric #0	Pos Description: Relay number or squad Element Expected: In Qualification Teams events where needed
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0
	<b>Description</b>		Position within the group
EUE	QUAL_MARK	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
	<b>Description</b>		Send the score from the qualifying phase in the final.
EUE	BIB	N/A	Element Expected: Only in Finals in Team Shotgun events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0
	<b>Description</b>		A drawn bib, to designate the initial line up in team shotgun finals.

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	1 if Competitor @Type="A" or sequential number in teams.
Bib	O	S(4)	Bib number

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



Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	<a href="#">CC @DisplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Type	Code	Pos	Description	
EUE	BIB	N/A	Element Expected: Only in Finals in Shotgun events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	A drawn bib (from 1 to 6), to designate the initial line up in shotgun finals.
EUE	GROUP	Numeric #0	Pos Description: Relay number (pistol/rifle) or squad (shot gun) Element Expected: In Elimination & Qualification where needed	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Position within the group
EUE	QUAL_MARK	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Send the score from the qualifying phase in the final.
EUE	START_POS	N/A	Element Expected: All the Rifle and Pistol events where applicable including 10m Team events In Finals: All the Rifle and Pistol events where applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(3)	Firing Point or Bay identification

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

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



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

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

<b>Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>				
<b>This element is only applicable in Team events</b>				
	<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER		DEDUCTION	N/A	Element Expected: If applicable or do not send.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y in case of the score (Result /Result) has changed due to a deduction
ER		PTY	S(1)	Pos Description: Send the assigned flag for the penalty A, B, ...or send 0 if no alpha character assigned (for DSQ etc) Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Send the broken rule in ENG (e.g. "ISSF Rule 10.6.3.6.2 Unnecessary delay", "ISSF Rule 2.3.1 Anti-Doping violation2)
	Value2	O	SC @Rule	Send the rule code
	Pty	O	Numeric 0	Send the penalty value
ER		STAGE	Numeric #0	Pos Description: Send the number from ExtendedInfos for this type. It is the day number. Element Expected: Always except team finals
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0.#	Send the score or hits for this stage type
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DEDUCTION		
	Pos	Numeric #0	Send the number that identifies the series, from 1 to n.	
	Value	S(1)	Send 'Y' in case of the score has changed due to a deduction	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Always for each series</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	



	Code	SERIES		
	Pos	Numeric #0	Send the number that identifies the series, from 1 to n.	
	Value	Numeric ###0 Or ##0.0	Send the score series.	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Always for each series</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	XS_NUM		
	Pos	Numeric #0	If total for the stage then do not send anything. For XS at series level send the number that identifies the series, from 1 to n.	
	Value	Numeric #0	Send the number of inner bulls scored	
ER		TIE_BREAK	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Optional tie breaking information
ER		XS_NUM	N/A	Element Expected: Pistol mixed qualification
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of inner tens/bulls scored.
ER		SHOT_INFO	Numeric #0	Pos Description: Shot number (from 1..n, where n is half of the @Value of TOTAL_SHOTS code). Element Expected: In team events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.# or ##0 or SC @ShotGun	Score shot by shot (for 10m teams events). Or, @Shot Gun codes in case of teams trap
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DEDUCTION		
	Pos	N/A		
	Value	S(1)	Send Y in case of the score has changed due to a deduction, N to change the value of the element	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected 10m teams</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	X		



Pos	N/A	
Value	Numeric ###0	X-axis coordinate of the shot
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected 10m teams</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	Y	
Pos	N/A	
Value	Numeric ###0	Y-axis coordinate of the shot

### 2.3.3.6 Message Sort

Sort by Result @SortOrder



## 2.3.4 Records

### 2.3.4.1 Description

This message applies for all records depending on the sport.

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

Special Situations - Not Established Records:

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

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC of the Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.4.3 Trigger and Frequency

The DT\_RECORD (without DocumentSubcode) message is sent as a full message (all records in a discipline) prior to the competition. Any new version of the DT\_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

### 2.3.4.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0.1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0.1)</a>							
		<a href="#">SportDescription (0.1)</a>						
			DisciplineName					
	<a href="#">Record (1.N)</a>							
		Code						
		<a href="#">Description (1.1)</a>						
			Name					
		<a href="#">RecordType (1.N)</a>						
			Order					
			RecordType					
			Shared					
			NotEstablished					
			NotEstablishedLabel					
			<a href="#">RecordData (0.N)</a>					
				Order				
				ResultType				
				Result				
				Unit				
				Country				
				Place				
				Date				
				Time				
				Equalled				
				Competition				
				Historical				
				Current				
				ModificationIndicator				
				<a href="#">Extension (0.N)</a>				
					Type			
					Code			
					Pos			
					Value			
				<a href="#">Competitor (0.1)</a>				
					Code			



Type	
Organisation	
<a href="#">Description (0,1)</a>	
TeamName	
<a href="#">Composition (0,1)</a>	
<a href="#">Athlete (1,N)</a>	
Code	
Order	
<a href="#">Description (0,1)</a>	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	
Class	

### 2.3.4.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

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

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





Element: Competition /Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	<a href="#">CC @RecordType</a>	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	SC @NoRecord	The code to be used in the case that NotEstablished="Y".

Element: Competition /Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	<a href="#">SC @ResultType</a>	It will be a result categorization, to indicate whether the result that is for the record is a distance, a time, etc. The only possible value is POINTS.
Result	O	Numeric ###0 or Numeric ###0.0	Record score These scores should be presented without decimals or with decimals, according to the scoring of the events/phases (i.e. ###0 for events/phases scored without decimals: - 25m Rapid Fire Pistol - 25m Pistol - Trap including teams - Skeet - 10m Air Pistol – Qualification - 10m Teams – Qualification - 50m Rifle 3 positions – Qualification  ###0.0 for events/phases with decimal scoring - 10m Air Rifle - 10m Air Pistol – Finals - 10m Teams – Finals - 50m Rifle 3 positions – Finals
Unit	O	<a href="#">CC @Unit</a>	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	<a href="#">CC @Country</a>	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Always send for new records and where known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example:



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

Element: Competition /Record /RecordType /RecordData /Extension (0,N)			
Type	Code	Pos	Description
ER	DEDUCTION	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send Y in case of the record score has changed due to a deduction

### Sample (Pistol)

```
Record Code="SHOMRFPM-----">
<Description Name="25m Rapid Fire Pistol Men" />
<RecordType Order="1" RecordType="OR" Shared="N">
  <RecordData Order="1" ResultType="POINTS" Result="38" Country="SVK" Place="Trencin" Date="2001-04-24"
  Competition="European Championships" Historical="Y" Current="N">
    <Competitor Code="A276091" Type="A" Organisation="TUR">
      <Composition>
        <Athlete Code="A276091" Order="1">
          <Description GivenName="Halil" FamilyName="Mutlu" Gender="M" Organisation="TUR" BirthDate="1973-07-14" />
        </Athlete>
      </Composition>
    </Competitor>
  </RecordData>
</RecordType>
</Record Code="SHOMRFPM-----">
```

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



Competitor to whom the record is assigned.

Athlete's or team's information should be in DT\_PARTIC (Historic) if Competitor @Type="A" or DT\_PARTIC\_TEAMS (Historic) if Competitor @Type="T".

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known

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

Competitors extended information.

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

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

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

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	<a href="#">CC @DisplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.

### 2.3.4.6 Message Sort

The following order applies:

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



## 2.3.5 Event Final Ranking

### 2.3.5.1 Description

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

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

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Event</a>	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

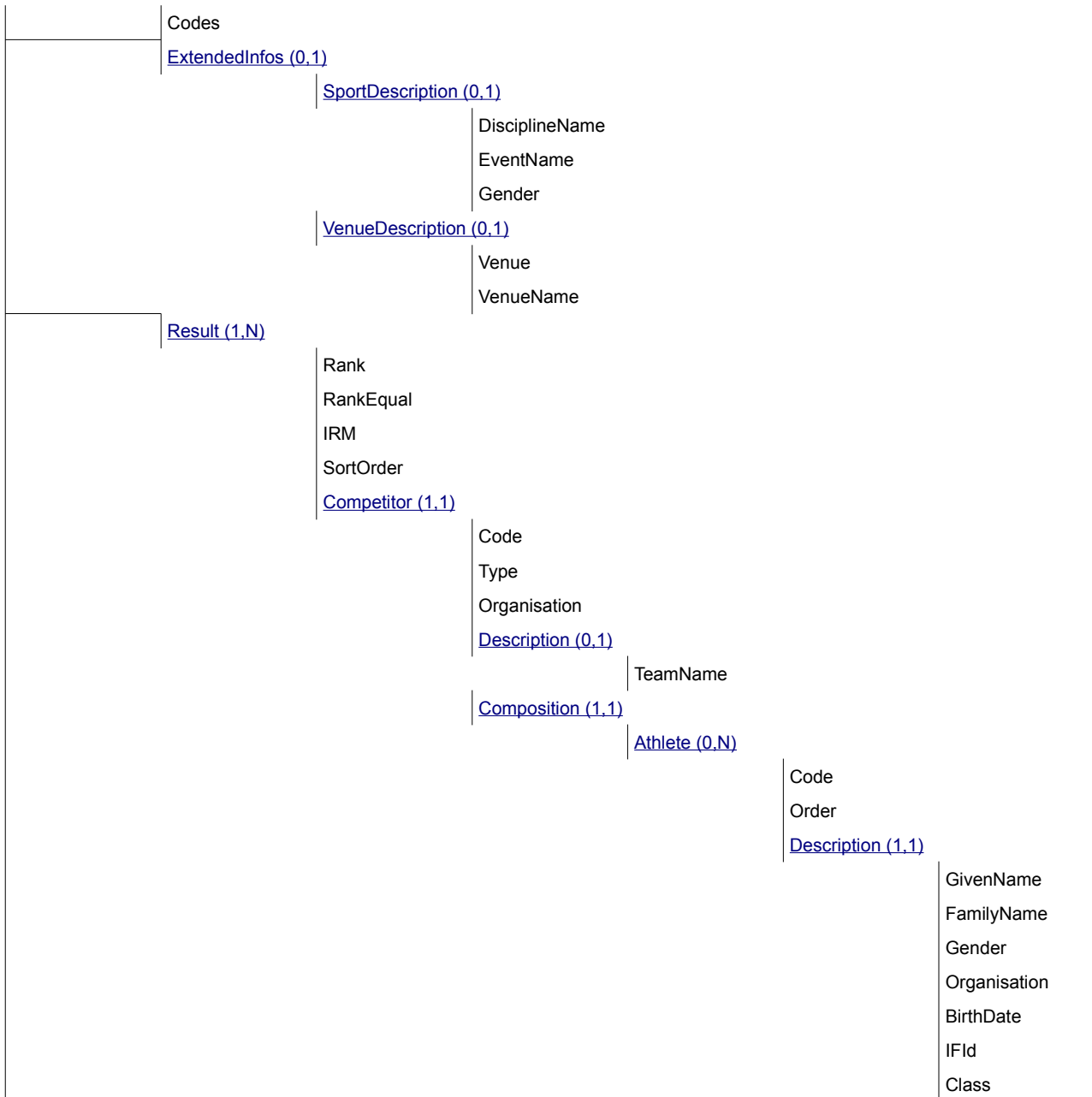
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some rankings in that unit are not subject to change.

Trigger also after any change.

### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0..1)</a>						
	Gen					
	Sport					



### 2.3.5.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message



Codes	O	S(20)	Version of the Codes applicable to the message
-------	---	-------	--

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in text			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams.

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description



Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	<a href="#">CC @DisplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

### 2.3.5.6 Message Sort

Sort by Result @SortOrder



## 2.3.6 Configuration

### 2.3.6.1 Description

The Configuration is a message containing general configuration.  
Send before the competition for each applicable unit in separate messages.

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each unit.

Trigger also after any change, but considering that, if possible, the configuration for one particular unit must be provided before the start list.

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>	Gen			
	Sport			
	Codes			
	<a href="#">Configs (1,1)</a>			
		<a href="#">Config (1,N)</a>		
			Unit	
			<a href="#">ExtendedConfig (1,N)</a>	





	Type
	Code
	Pos
	Value

### 2.3.6.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full RSC of the unit

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
QUALIFICATION	FROM_RANK	N/A	Element Expected: In units where qualification applies.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Indicates qualification for the next round based on rank. Send the qualifying rank to indicate first rank to qualify. Usually 1.
QUALIFICATION	TO_RANK	N/A	Element Expected: In units where qualification applies	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify.
QUALIFICATION	QUAL_RULE	N/A	Element Expected: In units where qualification applies	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @QualRule	Qualification Rule

#### Sample (Configuration)

```
<ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="ABC" />
<ExtendedConfig Type=" QUALIFICATION " Code="FROM_RANK" Value="1" />
<ExtendedConfig Type=" QUALIFICATION " Code="TO_RANK" Value="8" />
```



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### **2.3.6.6 Message Sort**

There is no message sorting rule.



## 2.3.7 Weather conditions

### 2.3.7.1 Description

The Weather Conditions is a message containing the current weather conditions in the venue.

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at discipline level
DocumentSubcode	<a href="#">CC @Location</a>	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

\* The message is sent every 30 minutes during a session, beginning approximately 30 minutes before start of session

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0.1)</a>	Gen			
	Sport			
	Codes			
	<a href="#">Weather (1.1)</a>	Date		
		<a href="#">Conditions (1.N)</a>		
			Code	



Humidity			
Wind_Direction			
<a href="#">Condition (0,3)</a>			Code
			Value
<a href="#">Temperature (0,N)</a>			Code
			Unit
			Value
<a href="#">Wind (0,N)</a>			Code
			Unit
			Value

### 2.3.7.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @WeatherPoint</a>	Weather Point
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	<a href="#">CC @WindDirection</a>	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Send three times in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	<a href="#">CC @WeatherCondition</a>	Codes that describe the Weather Condition.

Element: Competition /Weather /Conditions /Temperature (0,N)			
--	--	--	--



Send with different @Code in the case of winter conditions as needed.

Attribute	M/O	Value	Description
Code	M	AIR	Air temperature
Unit	M	<a href="#">SC @TemperatureUnit</a>	Metric system unit for temperature
Value	M	Numeric ##0.0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)

Attribute	M/O	Value	Description
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	<a href="#">SC @WindUnit</a>	Use KPH
Value	M	Numeric ##0	Wind speed in @Unit

### 2.3.7.6 Message Sort

There is no special sort order requirement for this message.



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### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations starts	DT_CODES						
Periodically as soon as ODF operation starts	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				
	DT_RECORD		x				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When INFO goes live	DT_PDF C08 Competition Schedule		x				
	DT_PDF C35A Competition Officials		x				
As soon as Participant verification process finish (ORIS C38/C39 process) and after SHO Entry Check	DT_PARTIC_UPDATE		x				
After changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
If any changes in schedule	DT_SCHEDULE_UPDATE		x				o
After Initial Download, if any change (By OVR)	DT_PDF C08 Competition Schedule		x				
	DT_PDF C24 Records		x				
	DT_PDF C30 Number of Entries by NOC		x				
	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C32C Entry List by Event			x			
	DT_PDF C32D Entry List by Bib Number		x				
Send for all events	DT_CONFIG			x			
Send for all events before Qualification	DT_RESULT	START_LIST					x
After the draw	DT_PDF C54 Pre-Event Training Start List			x			
After start list is approved for all events	DT_PDF C51Qx Start List				x		
Approximately 30 minutes before start of session	DT_WEATHER		x				

#### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Some minutes before competition	DT_SCHEDULE_UPDATE	GETTING_READY	x				o



starts								
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x					o
	DT_RESULT	LIVE						x
Could be sent before a shoot-off begins	DT_RESULT	INTERMEDIATE						x

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
At the end of the unit	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNCONFIRMED					x
	DT_RESULT	UNOFFICIAL					x
When results are validated	DT_RESULT	OFFICIAL					x
If a new record is established	DT_RECORD	PARTIAL/OFFICIAL	x				
	DT_RANKING	PARTIAL/OFFICIAL		x			
After Qualification for all events	DT_PDF C73Qx Results				x		
After Qualification for all events	DT_PDF C51Fx Start List				x		
For each defined unit in next phase	DT_RESULT	START_LIST					x
After Finals	DT_PDF C73Fx Results			x			
After Finals	DT_PDF C74x Event Summary			x			
After Bronze Medal winner is available	DT_MEDALLISTS	PARTIAL/OFFICIAL		x			
After Bronze Medal winner is available	DT_MEDALS		x				
After Bronze Medal winner is available	DT_MEDALLISTS_DISCIPLINE		x				
After Gold Medal winner is available	DT_MEDALLISTS	OFFICIAL		x			
After Gold Medal winner is available	DT_MEDALS		x				
After Gold Medal winner is available	DT_MEDALLISTS_DISCIPLINE		x				
After Gold Medal winner is available for Individual Events	DT_PDF C92A - Medallists (Individual)	OFFICIAL		x			
After Gold Medal winner is available for Mixed Team Events	DT_PDF C92B - Medallists (Team)	OFFICIAL		x			
After Gold Medal winner is available	DT_PDF C93 - Medallists by Event		x				
After Gold Medal winner is available	DT_PDF C95 - Medal Standings		x				
DT_RANKING	DT_RANKING	OFFICIAL	x				
After each elimination/session in R64/R16 - After Round in the rest	DT_PDF C58 - Detailed daily Competition Schedule		x				
If new records after each Round	DT_PDF C81 - Records Broken	OFFICIAL	x				

Legend:

**D** Discipline; **E** Event; **P** Phase; **S** Session; **U** Unit  
**x** Sent on that level; **o** Includes info from that level





## 4 Document Control

Version history		
Version	Date	Comments
V1.0	2 Mar 2017	First version
V1.1	17 May 2017	Updated
V1.2	12 Jul 2017	Updated
V1.3	25 Aug 2017	Updated
V1.4	8 Oct 2017	Updated
V1.5	31 Jul 2018	Updated
V2.0	4 Jan 2019	Updated
V2.1	18 Apr 2019	Updated
V2.2	14 Aug 2019	Updated, correct defects
V2.3	11 Sep 2019	Updated
V2.4	28 Feb 2020	Updated after Homologation
V2.5	15 Jan 2021	Updated, error correction
V3.0	15 Jul 2022	First version for Paris 2024
V3.1	2 Jun 2023	Approved

### File Reference: SOG-2024-SHO-3.1 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFA	1.4: DS and QUAL_SCORE are not applicable for Commonwealth Games DT_RESULT: Update ER/ELIMINATED to reflect new rules DT_RESULT: Remove references to semifinal as they no longer exist DT_RESULT: Remove CURRENT and LAST_COMPETITOR as not applicable with new rules DT_RESULT: Remove SERIES_POINTS
V1.2	APP	DT_RESULT: Add Pos for series level XS for full bore event.
V1.3	APP	DT_RESULT: Clarified that EUE/GROUP & START_POS are included in Queens Prize.
V1.4	APP	DT_BRACKET: Added Added support for Youth Olympic Games
V1.5	APP	DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games
V2.0	SFA	Removed reference to 2018 Youth Olympic Games DT_BRACKET: Removed CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. Added values for Paralympic Games (Class). DT_RESULT: Change extensions SHOT_X and SHOT_Y to X and Y DT_RESULT: Add data for individual in team qualification DT_RESULT: Add Result /Competitor /Description (missing in error) DT_RESULT: Result /Competitor /Composition /Athlete /EventUnitEntry Added section 1.2 to explain the targets Typographical corrections and clarifications without changing the intent
V2.1	APP	DT_RESULT: Add DISPLAY/CURRENT @ExtendedInfos



		DT_RESULT: Add ResultStatus INTERMEDIATE and UNCONFIRMED DT_RESULT: Add EUE/GROUP at team level for mixed teams DT_RESULT: Add EUE/BIB at team level for shotgun teams DT_RESULT: Update ER/STAGE, not required in shotgun finals Editorial improvements/clarifications without changing the intent
V2.2	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N Correct shot units at 1.2 (units of 10 micrometres) Editorial improvements without changing the message structures or intent.
V2.3	APP	DT_RESULT: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult is not only applicable in qualification. DT_RESULT: Add ER/TOTAL @Result /ExtendedResults /ExtendedResult DT_RESULT: Update UI/SHOOT_TAKEN @ExtendedInfos DT_RESULT: Delete EUE/START_POS @ Result /Competitor /EventUnitEntry DT_RESULTS: Update Element expected for UI/STAGE and UI/TOTAL_SERIES @ExtendedInfos/ExtendedInfo DT_RESULT: Change ER/STAGE to not expected at either competitor or athlete level in team finals
V2.4	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565] DT_PARTIC: Remove ENTRY/QUAL_SCORE at Participant /Discipline /RegisteredEvent /EventEntry [186216] DT_RESULT: Update EUE/QUAL_MARK at Result /Competitor /Composition /Athlete /EventUnitEntry [186216]
V2.5	APP	DT_RESULT: Add EUE/QUAL_MARK at Result /Competitor /EventUnitEntry (to match the OVR implementation, documentation only) DT_RESULT: Remove examples at ER/TIE_BREAK at Result /ExtendedResults /ExtendedResult and Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (bad examples, follow ORIS)
V3.0	SFA	DT_PARTIC: Remove Participant/Height and Participant/Weight DT_PARTIC: Remove ENTRY/DS at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC: Add ENTRY/QUOTA at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Add ER/PTY at Result /ExtendedResults /ExtendedResult and Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/PTY and ER/RULE_BROKEN at Result /ExtendedResults /ExtendedResult and Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update ER/SERIE_NUM at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove UI/RELAY at ExtendedInfos /ExtendedInfo DT_RECORD: Update Record/RecordType/NotEstablishedLabel DT_RECORD: Update Description DT_CONFIG: Added
V3.1	APP	DT_PARTIC: Add ENTRY/DS at Participant /Discipline /RegisteredEvent /EventEntry DT_RECORD: Update Description DT_WEATHER: Add message