



144 Phase: Quarterfinals

Weight division: JUNIORS MALE M -48KG

Body Level: 15 Head Level: 5

Max. GamJeoms: 5

Blue: Gesge A. - TUR Red: Hasanli M. - AZE Start time: 25/05/2024 17:54:21:501

End time: 25/05/2024 18:02:04:601

Start ti	me: 25/	05/2024 17:54:21:501				End ti	me:		2	5/05	/202	24 18	:02:0	4:601	
Round	Round time	Туре	J1	J2	J3	Hit	ВР	J.	1 J:	2 、	J3	Hit	RΡ	Value	Score
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	MEETING						Τ						2	0 - 0
1	01:30:000	MEETING												2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_BODY_TECH												2	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH												2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_PUNCH												2	0 - 0
1	01:30:000	OT_RED_JUDGE_PUNCH												2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_BODY_TECH												2	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH												2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_BODY_TECH						Τ						2	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH						Ī						2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_BODY_TECH						Ī						2	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH						Ī						2	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH												2	0 - 0
1	01:30:000	OT_BLUE_BODY_HIT				14		Ī						14	0 - 0
1	01:30:000	OT_BLUE_JUDGE_BODY_TECH						Ī						2	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH						Ī						2	0 - 0
1	01:30:000	OT_BLUE_HEAD_HIT				93		Ť					j	13	0 - 0
1	01:30:000	OT_BLUE_JUDGE_PUNCH	İ					Ť					i	2	0 - 0
1	01:30:000	OT_RED_JUDGE_PUNCH						Ť						2	0 - 0
1	01:30:000	OT_RED_BODY_HIT	İ					Ť				12		12	0 - 0
1	01:30:000	MEETING						Ť				-	j	2	0 - 0
1	01:30:000	MEETING	İ					Ť						2	0 - 0
1	01:30:000	MEETING	İ					Ť					j	2	0 - 0
1	01:30:000	OT_RED_HEAD_HIT	İ					Ť				92	i	92	0 - 0
1	01:30:000	START_ROUND	İ					Ť							0 - 0
1	01:25:667	TIMEOUT	İ					Ť					T		0 - 0
1	01:25:665	RESUME	 					Ť					_		0 - 0
1	01:20:107	TIMEOUT	i -					\dagger					T		0 - 0
1	01:20:105	RESUME	i -					\dagger					- 		0 - 0





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Round	Round time	Туре	J1 J2 J3	Hit BP	J1	J2 J3 H	it RP	Value	Score
1	01:14:757	TIMEOUT			<u> </u>				0 - 0
1	01:14:757	RESUME			<u> </u>				0 - 0
1	01:08:388	TIMEOUT			<u> </u>				0 - 0
1	01:08:387	RESUME							0 - 0
1	01:04:190	TIMEOUT							0 - 0
1	01:04:188	RED_ADD_GAME_JEON			<u> </u>	•		MAIN_CONTROL	1 - 0
1	01:04:188	RESUME							1 - 0
1	01:01:762	RED_BODY_HIT				(1	7	17	1 - 0
1	01:01:760	RED_BODY_POINT					2	SENSOR	1 - 2
1	00:50:166	TIMEOUT							1 - 2
1	00:50:165	RESUME							1 - 2
1	00:45:759	RED_BODY_HIT					•	9	1 - 2
1	00:45:073	RED_BODY_HIT				1	9	19	1 - 2
1	00:45:071	RED_BODY_POINT					2	SENSOR	1 - 4
1	00:44:432	RED_BODY_HIT				(3	9	39	1 - 4
1	00:44:430	RED_BODY_POINT					2	SENSOR	1 - 6
1	00:41:235	RED_BODY_HIT				િ	ğ	30	1 - 8
1	00:41:233	RED_BODY_POINT					2	SENSOR	1 - 8
1	00:34:000	RED_BODY_HIT				(2	7	27	1 - 10
1	00:33:998	RED_BODY_POINT					2	SENSOR	1 - 10
1	00:23:662	RED_BODY_HIT				(3	8	1 - 10
1	00:12:339	TIMEOUT							1 - 10
1	00:12:337	RED_ADD_GAME_JEON						MAIN_CONTROL	2 - 10
1	00:12:337	SCOREBOARD							2 - 10
1	00:12:337	RESUME							2 - 10
1	00:02:209	BLUE_BODY_HIT		16				16	2 - 10
1	00:02:207	BLUE_BODY_POINT		2				SENSOR	4 - 10
1	00:00:000	END_ROUND							4 - 10
2	01:30:000	START_ROUND							0 - 0
2	01:24:300	RED_BODY_HIT				(1	6	16	0 - 2
2	01:24:300	RED_BODY_POINT					2	SENSOR	0 - 2
2	01:22:564	RED_HEAD_HIT				No.	9	100	0 - 5
2	01:22:564	RED_HEAD_POINT			İ		3	SENSOR	0 - 5
2	01:22:183	TIMEOUT					j		0 - 5
2	01:22:183	RED_ADD_GAME_JEON		İ		(MAIN_CONTROL	1 - 5
2	01:22:183	SCOREBOARD		İ			İ		1 - 5
2	01:22:183	RESUME		İ			İ		1 - 2
2	01:22:183	RED_HEAD_POINT		İ			-3	SCOREBOARD_EDITOR	1 - 2
2	01:16:513	RED_BODY_HIT		İ		(1	8	18	1 - 2
2	01:16:511	RED_BODY_POINT					2	SENSOR	1 - 4
2	01:14:848	TIMEOUT			İ		j		1 - 4
2	01:14:848	RESUME			İ		j		1 - 4
2	01:12:341	RED_BODY_HIT			†	(1	2	12	1 - 4
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	Round time	Type	J1 J2 J3 Hit BP	J1 J2 J3 Hit RP	Value	Score
2	01:11:248	RED_BODY_HIT		30	30	1 - 4
2	01:11:248	RED_BODY_POINT	<u>P</u>	2	SENSOR	1 - 6
2	01:10:645	BLUE_BODY_HIT	Ť		7	1 - 6
2	01:08:006	TIMEOUT				1 - 6
2	01:08:004	OT_RED_HEAD_HIT		199	100	1 - 6
2	01:08:004	RED_ADD_GAME_JEON		•	MAIN_CONTROL	2 - 6
2	01:08:004	RESUME				2 - 6
2	01:03:725	TIMEOUT				2 - 6
2	01:03:725	RESUME				2 - 6
2	01:00:729	RED_BODY_HIT		12	12	2 - 6
2	00:56:513	RED_BODY_HIT		12	12	2 - 6
2	00:55:822	TIMEOUT				2 - 6
2	00:55:822	RESUME				2 - 6
2	00:45:022	TIMEOUT				2 - 6
2	00:45:020	RESUME				2 - 6
2	00:41:653	BLUE_BODY_HIT	ij		11	2 - 6
2	00:38:873	BLUE_BODY_HIT	(≃) 22		22	4 - 6
2	00:38:871	BLUE_BODY_POINT	2		SENSOR	4 - 6
2	00:38:188	RED_JUDGE_PUNCH			2	4 - 6
2	00:37:033	TIMEOUT				4 - 6
2	00:37:033	RESUME				4 - 6
2	00:34:232	TIMEOUT				4 - 6
2	00:34:230	RESUME				4 - 6
2	00:30:285	RED_BODY_HIT		21	21	4 - 6
2	00:30:283	RED_BODY_POINT		2	SENSOR	4 - 8
2	00:24:958	BLUE_BODY_HIT	26		26	6 - 8
2	00:24:958	BLUE_BODY_POINT	2		SENSOR	6 - 8
2	00:24:080	TIMEOUT				6 - 8
2	00:24:078	RED_ADD_GAME_JEON		•	MAIN_CONTROL	7 - 8
2	00:24:078	RESUME				7 - 8
2	00:20:019	TIMEOUT				7 - 8
2	00:20:018	RESUME				7 - 8
2	00:15:636	TIMEOUT				7 - 8
2	00:15:636	RESUME				7 - 8
2	00:06:937	RED_BODY_HIT		19	19	7 - 8
2	00:06:937	RED_BODY_POINT	<u> </u>	2	SENSOR	7 - 10
2	00:04:497	TIMEOUT				7 - 10
2	00:04:497	RED_ADD_GAME_JEON	†	+	MAIN_CONTROL	8 - 10
2	00:04:497	SCOREBOARD				8 - 10
2	00:04:497	RESUME				8 - 8
2	00:04:497	RED_BODY_POINT		-2	SCOREBOARD_EDITOR	8 - 8
2	00:01:913	TIMEOUT		_		8 - 8
2	00:01:913	RESUME				8 - 8
	22.0010		<u> </u>	1		0 0





Round	Round time	Туре	J1	J2	J3	Hit	ВР	J1	J2	J3	Hit	RΡ	Value	Score
2	00:01:701	RED_BODY_HIT									41		41	8 - 8
2	00:01:701	RED_BODY_POINT										2	SENSOR	8 - 10
2	00:00:000	END_ROUND												8 - 10
2	00:00:000	MATCH_FINAL_NEEDS_CONFIRM_DECISION												8 - 10
2	00:00:000	MATCH_FINISHED											RED - PTF	8 - 10