

5



## Match Log Report

724 Phase: Quarterfinals

Weight division: SENIORS MALE M -68KG

Red: Canli M. - TUR

Body Level:

Max. GamJeoms: 5

Head Level:

Blue: Erer B. - TUR 20

Start tir	me: 26/	05/2024 11:42:10:674			I	End ti	me:		2	6/05/2	2024 1	1:47:25	i:179	
Round	Round time	Туре	J1	J2	J3	Hit	ВР	J	1 J	2 J3	3 Hit	RΡ	Value	Score
1	02:00:000	OT_BLUE_BODY_HIT				29							29	0 - 0
1	02:00:000	OT_BLUE_HEAD_HIT				<b>P</b>							13	0 - 0
1	02:00:000	OT_RED_BODY_HIT									9		9	0 - 0
1	02:00:000	OT_RED_HEAD_HIT									76		16	0 - 0
1	02:00:000	START_ROUND												0 - 0
1	01:57:745	BLUE_BODY_HIT				14							14	0 - 0
1	01:55:826	BLUE_HEAD_HIT				<b>9</b>							14	0 - 0
1	01:55:823	BLUE_HEAD_POINT					3						SENSOR	3 - 0
1	01:52:833	RED_BODY_HIT	Т								5		5	3 - 0
1	01:45:492	BLUE_BODY_HIT				1							1	3 - 0
1	01:40:506	BLUE_JUDGE_PUNCH											1	3 - 0
1	01:40:282	TIMEOUT												3 - 0
1	01:40:280	BLUE_JUDGE_PUNCH	Т		)								2	3 - 0
1	01:40:280	BLUE_ADD_GAME_JEON	Т			<b>+</b>							MAIN_CONTROL	4 - 1
1	01:40:280	SCOREBOARD												4 - 1
1	01:40:280	RESUME												3 - 1
1	01:40:280	BLUE_PUNCH_POINT	Т				1						JUDGE	4 - 0
1	01:40:280	BLUE_PUNCH_POINT					-1						SCOREBOARD_EDITOR	3 - 1
1	01:39:550	BLUE_BODY_HIT				41							41	3 - 1
1	01:39:548	BLUE_BODY_POINT	Т				2						SENSOR	5 - 1
1	01:37:361	BLUE_BODY_HIT	T			34							34	5 - 1
1	01:37:360	BLUE_BODY_POINT					2						SENSOR	7 - 1
1	01:37:337	RED_BODY_HIT	Т								11		11	7 - 1
1	01:35:832	TIMEOUT												7 - 1
1	01:35:831	RESUME												7 - 1
1	01:27:321	BLUE_BODY_HIT				14							14	7 - 1
1	01:24:659	RED_BODY_HIT	T								27		27	7 - 1
1	01:24:656	RED_BODY_POINT										2	SENSOR	7 - 3
1	01:20:391	BLUE_BODY_HIT				3						İ	3	7 - 3
1	01:17:752	BLUE_BODY_HIT				29							29	9 - 3
1	01:17:750	BLUE_BODY_POINT					2					İ	SENSOR	9 - 3
1	01:13:799	BLUE_BODY_HIT	Ť			49						Ť	49	9 - 3
1	01:13:797	BLUE_BODY_POINT	Ť				2					İ	SENSOR	11 - 3
1	01:13:726	TIMEOUT	Ť									İ		11 - 3
1	01:13:726	RESUME	Ť									İ		11 - 3
1	01:08:907	RED_BODY_HIT	Ť								11	İ	11	11 - 3
1	01:06:653	BLUE_BODY_HIT	Ť			8						ij	8	11 - 3
1	01:03:097	TIMEOUT	Ť									ij		11 - 3
1	01:03:095	RED_ADD_GAME_JEON	Ť								+	<del>)</del>	MAIN_CONTROL	12 - 3
1	01:03:095	RESUME	Ť				ij	İ				ij		12 - 3





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Daund	Dound time		14 12 12 11			10 10	III D D	Value	Coore
	Round time	Type	J1 J2 J3 H	T BP	JT	J2 J3	Hit RP	Value	Score
1	01:02:773	BLUE_BODY_HIT	<u> </u>		<del> </del>			17	12 - 3
1	00:53:075	TIMEOUT			<u> </u>				12 - 3
1	00:53:074	RESUME		-+	+				12 - 3
1	00:46:122	TIMEOUT		-+	<del>                                     </del>				12 - 3
1	00:46:122	RED_ADD_GAME_JEON	<u> </u>	-+	<u> </u>		<b>•</b>	MAIN_CONTROL	13 - 3
1	00:46:122	RESUME	<u> </u>		<u> </u>				13 - 3
1	00:29:523	TIMEOUT			<u> </u>				13 - 3
1	00:29:521	RED_ADD_GAME_JEON			<u> </u>		•	MAIN_CONTROL	14 - 3
1	00:29:521	RESUME		-+	<del>                                     </del>		P		14 - 3
1	00:23:659	RED_BODY_HIT	[c	<u>→</u>	<u> </u>		Ű	11	14 - 3
1	00:17:767	BLUE_BODY_HIT	3	6	<u> </u>			36	16 - 3
1	00:17:765	BLUE_BODY_POINT		2	<u> </u>			SENSOR	16 - 3
1	00:00:000	TIMEOUT			<u> </u>				16 - 3
1	00:00:000	END_ROUND			<u>ļ                                    </u>				16 - 3
2	02:00:000	START_ROUND			<u> </u>				0 - 0
2	01:58:760	BLUE_BODY_HIT	2	j	<u> </u>			21	0 - 0
2	01:58:760	BLUE_BODY_POINT		2				SENSOR	2 - 0
2	01:56:140	BLUE_BODY_HIT		5				15	2 - 0
2	01:44:414	BLUE_BODY_HIT		1				1	2 - 0
2	01:41:077	TIMEOUT							2 - 0
2	01:41:077	RED_ADD_GAME_JEON					<b>+</b>	MAIN_CONTROL	3 - 0
2	01:41:077	RESUME							3 - 0
2	01:37:589	BLUE_BODY_HIT		3				3	3 - 0
2	01:34:327	RED_BODY_HIT					3	3	3 - 0
2	01:30:184	BLUE_BODY_HIT	2	<b>7</b>				27	3 - 0
2	01:30:182	BLUE_BODY_POINT		2	İ			SENSOR	5 - 0
2	01:21:765	BLUE_JUDGE_PUNCH			İ			1	5 - 0
2	01:21:556	TIMEOUT			İ		İ		5 - 0
2	01:21:554	OT_BLUE_JUDGE_PUNCH		T	<del>i                                     </del>		İ	2	5 - 0
2	01:21:554	RESUME		T	İ				5 - 0
2	01:19:449	BLUE_BODY_HIT	2	<b>*</b>	İ			21	5 - 0
2	01:19:447	BLUE_BODY_POINT		2	†			SENSOR	7 - 0
2	01:12:286	BLUE_BODY_HIT	5					55	7 - 0
2	01:12:284	BLUE_BODY_POINT		2				SENSOR	9 - 0
2	01:09:776	BLUE_BODY_HIT	1	<u></u>				13	9 - 0
2	01:08:635	TIMEOUT							9 - 0
2	01:08:635	RED_ADD_GAME_JEON			†		<b>•</b>	MAIN_CONTROL	10 - 0
2	01:08:635	MATCH_FINAL_NEEDS_CONFIRM_DECISION							10 - 0
2	01:08:635	MATCH_FINISHED	†		<del>†      </del>		+	BLUE - WDR	10 - 0