



Match Log Report

Match Number: 1054 Phase: Quarterfinals

Weight division: CADETS MALE B -65KG

Body Level: 19 Head Level: 5

Max. GamJeoms: 5

Blue: Atalay U. - TUR Red: Tekin Y. - TUR

Start time: 24/05/2024 19:53:43:937 End time: 24/05/2024 20:00:53:503

Round	Round time	05/2024 19:53:43:937 Type	J1 J	l2 J3	End tim	— .	J1	J2 J		0:00:53 R P	Value	Score
1	01:30:000	OT_BLUE_BODY_HIT			9						9	0 - 0
1	01:30:000	OT_BLUE_HEAD_HIT			99					i	100	0 - 0
1	01:30:000	OT_RED_BODY_HIT							8	i i	8	0 - 0
1	01:30:000	OT_RED_HEAD_HIT							•	İ	16	0 - 0
1	01:30:000	START_ROUND								ij		0 - 0
1	01:27:569	RED_BODY_HIT				T			14	İ	14	0 - 0
1	01:26:840	TIMEOUT				T				Ť		0 - 0
1	01:26:840	RED_ADD_GAME_JEON							+	· i	MAIN_CONTROL	1 - 0
1	01:26:840	RESUME								Ť		1 - 0
1	01:26:050	BLUE_BODY_HIT			10					İ	10	1 - 0
1	01:25:131	TIMEOUT								İ		1 - 0
1	01:25:131	RESUME								Ť		1 - 0
1	01:24:408	BLUE_BODY_HIT			19					İ	19	1 - 0
1	01:24:407	BLUE_BODY_POINT			2					Ì	SENSOR	3 - 0
1	01:22:667	BLUE_HEAD_HIT			184						84	3 - 0
1	01:22:667	BLUE_HEAD_POINT			3	3					SENSOR	6 - 0
1	01:22:314	RED_BODY_HIT							16		16	6 - 0
1	01:17:538	TIMEOUT										6 - 0
1	01:17:536	BLUE_ADD_GAME_JEON			+						MAIN_CONTROL	6 - 1
1	01:17:536	RESUME										6 - 1
1	01:17:156	BLUE_BODY_HIT			8						8	6 - 1
1	01:14:973	TIMEOUT										6 - 1
1	01:14:973	RED_ADD_GAME_JEON									MAIN_CONTROL	7 - 1
1	01:14:973	RESUME										7 - 1
1	01:12:910	BLUE_BODY_HIT			60						60	9 - 1
1	01:12:910	BLUE_BODY_POINT			2	2					SENSOR	9 - 1
1	01:11:510	BLUE_BODY_HIT			12						12	9 - 1
1	01:10:245	BLUE_BODY_HIT			25						25	9 - 1
1	01:10:243	BLUE_BODY_POINT			2	2					SENSOR	11 - 1
1	01:06:296	TIMEOUT										11 - 1
1	01:06:294	BLUE_ADD_GAME_JEON			+						MAIN_CONTROL	11 - 2
1	01:06:294	RESUME										11 - 2
1	01:05:984	RED_BODY_HIT							37		37	11 - 2
1	01:05:984	RED_BODY_POINT	<u> </u>							2	SENSOR	11 - 4
1	01:02:860	RED_BODY_HIT							Ť		7	11 - 4
1	01:02:132	TIMEOUT	<u> </u>									11 - 4
1	01:02:131	BLUE_ADD_GAME_JEON	<u> </u>		+						MAIN_CONTROL	11 - 5
1	01:02:131	SCOREBOARD	<u> </u>									11 - 5
1	01:02:131	RESUME	<u> </u>									14 - 5
1	01:02:131	BLUE_HEAD_POINT	<u>L</u> _		3						SCOREBOARD_EDITOR	14 - 5





Match Log Report

	Round time		J1 J2 J3 Hit BP	J1 J2 J3 Hit RP	Value	Score
1	01:01:456	Type RED_HEAD_HIT	01 02 00 AN DE	J1 J2 J3 FII RP	14	14 - 5
1	01:01:454	RED_HEAD_POINT		3	SENSOR	14 - 8
1	00:57:230	TIMEOUT		3	CENTOON	14 - 8
1	00:57:230	RESUME				14 - 8
1	00:57:007	BLUE_BODY_HIT	32		32	14 - 8
	00:57:007		2		SENSOR	
1		BLUE_BODY_POINT TIMEOUT			SENSOR	16 - 8
1	00:52:409					16 - 8
1	00:52:407	RESUME				16 - 8
1	00:49:667	TIMEOUT				16 - 8
1	00:49:667	RESUME	<u> </u>			16 - 8
1	00:47:648	RED_BODY_HIT		17	17	16 - 8
1	00:44:919	BLUE_BODY_HIT	13		13	16 - 8
1	00:41:485	RED_BODY_HIT	[P)	12	12	16 - 8
1	00:39:354	BLUE_BODY_HIT	24		24	16 - 8
1	00:39:354	BLUE_BODY_POINT	2		SENSOR	18 - 8
1	00:33:704	TIMEOUT				18 - 8
1	00:33:702	RESUME				18 - 8
1	00:28:760	TIMEOUT				18 - 8
1	00:28:758	RED_ADD_GAME_JEON		•	MAIN_CONTROL	19 - 8
1	00:28:758	RESUME	(2)			19 - 8
1	00:27:100	BLUE_BODY_HIT	28		28	21 - 8
1	00:27:100	BLUE_BODY_POINT	2		SENSOR	21 - 8
1	00:00:000	TIMEOUT				21 - 8
1	00:00:000	END_ROUND				21 - 8
2	01:30:000	START_ROUND				0 - 0
2	01:27:737	TIMEOUT				0 - 0
2	01:27:735	RESUME				0 - 0
2	01:26:970	BLUE_BODY_HIT	34		34	0 - 0
2	01:26:970	BLUE_BODY_POINT	2		SENSOR	2 - 0
2	01:25:908	BLUE_BODY_HIT	14		14	2 - 0
2	01:23:688	RED_BODY_HIT		8	8	2 - 0
2	01:22:066	TIMEOUT				2 - 0
2	01:22:065	RESUME				2 - 0
2	01:21:480	BLUE_BODY_HIT	14		14	2 - 0
2	01:18:880	TIMEOUT				2 - 0
2	01:18:880	RED_ADD_GAME_JEON		+	MAIN_CONTROL	3 - 0
2	01:18:880	RESUME				3 - 0
2	01:17:203	TIMEOUT				3 - 0
2	01:17:201	OT_BLUE_BODY_HIT	12		12	3 - 0
2	01:17:201	BLUE_ADD_GAME_JEON	•		MAIN_CONTROL	3 - 1
2	01:17:201	RESUME				3 - 1
2	01:15:456	TIMEOUT				3 - 1
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Match Log Report

Dourd	Dound time	Type	14 10	- J	+ P.D	14	10	O F1:+ L) D. Volue	Caara
	Round time	Type	J1 J2	J3 Hi	t BP	J1	JZ J	3 Hit F		Score
2	01:15:037	BLUE_BODY_HIT		<u> </u>	<u> </u>	+		12	17	3 - 1
2	01:15:006	RED_BODY_HIT	1			+		12	12	3 - 1
2	01:08:253	TIMEOUT				<u> </u>				3 - 1
2	01:08:251	RED_ADD_GAME_JEON				+		+	MAIN_CONTROL	4 - 1
2	01:08:251	RESUME				<u> </u>				4 - 1
2	01:06:000	TIMEOUT		P	·	<u> </u>				4 - 1
2	01:06:000	OT_BLUE_BODY_HIT		26		<u> </u>			26	4 - 1
2	01:06:000	BLUE_ADD_GAME_JEON		+		<u> </u>			MAIN_CONTROL	4 - 2
2	01:06:000	RESUME				<u> </u>		276		4 - 2
2	01:05:645	RED_BODY_HIT				<u> </u>		15	15	4 - 2
2	01:02:568	BLUE_BODY_HIT		12					14	4 - 2
2	01:02:487	RED_BODY_HIT						22	22	4 - 2
2	01:02:485	RED_BODY_POINT							2 SENSOR	4 - 4
2	01:01:051	BLUE_BODY_HIT		26					26	4 - 4
2	01:01:051	BLUE_BODY_POINT			2				SENSOR	6 - 4
2	01:00:812	RED_BODY_HIT						1	11	6 - 4
2	01:00:136	BLUE_BODY_HIT		9	,				9	6 - 4
2	00:59:545	BLUE_BODY_HIT		21	,	Ť			21	8 - 4
2	00:59:544	BLUE_BODY_POINT	İ		2	Ť			SENSOR	8 - 4
2	00:58:407	BLUE_HEAD_HIT	İ	99)	Ť			100	8 - 4
2	00:58:407	BLUE_HEAD_POINT	†		3	†			SENSOR	11 - 4
2	00:58:375	NETWORK_ERROR				<u> </u>				11 - 4
2	00:58:375	TIMEOUT	<u> </u>			† 				11 - 4
2	00:58:375	RESUME	<u> </u>			†				11 - 4
2	00:57:407	BLUE_BODY_HIT	 	20	,	+			20	11 - 4
2	00:57:407	BLUE_BODY_POINT	<u> </u>		2	╁			SENSOR	13 - 4
2	00:56:094	TIMEOUT			_	+				13 - 4
2	00:56:092	RESUME	†			\dagger				13 - 4
2	00:55:078	RED_BODY_HIT	†			$^{+}$		17	17	13 - 4
2	00:55:061	TIMEOUT				+				13 - 4
2	00:55:061	RED_ADD_GAME_JEON	+			+		•	MAIN_CONTROL	14 - 4
2	00:55:061	RESUME	+			+				14 - 4
2	00:53:839	TIMEOUT	 			╁				14 - 4
2	00:53:837	MATCH_FINAL_NEEDS_CONFIRM_DECISION	<u> </u>			 				14 - 4
2	00:53:837	MATCH_FINISHED	+			$\frac{1}{1}$			BLUE - WDR	14 - 4