

Match Log Report

Match Number: 417 Phase: Round of 32
 Weight division: JUNIORS FEMALE W -55KG
 Blue: Topac A. - TUR
 Start time: 25/05/2024 12:13:18:716




























Body Level: 16 Head Level: 5
 Max. GamJeoms: 5
 Red: Ibicek Z. - TUR
 End time: 25/05/2024 12:23:53:523

Round	Round time	Type	J1	J2	J3	Hit	B	P	J1	J2	J3	Hit	R	P	Value	Score
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_PUNCH		●											2	0 - 0
1	01:30:000	OT_BLUE_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_BLUE_JUDGE_PUNCH		●											2	0 - 0
1	01:30:000	OT_RED_JUDGE_PUNCH								●					2	0 - 0
1	01:30:000	OT_RED_JUDGE_PUNCH								●					2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_PUNCH		●											2	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH								■					2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_BODY_TECH		■											2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_PUNCH		●											2	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH								■					2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_BODY_TECH		■											2	0 - 0
1	01:30:000	MEETING													2	0 - 0
1	01:30:000	MEETING													2	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH								■					2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_BODY_TECH		■											2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_PUNCH		●											2	0 - 0
1	01:30:000	OT_BLUE_JUDGE_BODY_TECH		■											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_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_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_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_PUNCH		●											2	0 - 0
1	01:30:000	OT_RED_JUDGE_PUNCH								●					2	0 - 0


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Round	Round time	Type	J1	J2	J3	Hit	B	P	J1	J2	J3	Hit	R	P	Value	Score
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_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_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	NETWORK_ERROR														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_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_BLUE_JUDGE_PUNCH		●											2	0 - 0
1	01:30:000	OT_RED_JUDGE_PUNCH								●					2	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH								■					2	0 - 0
1	01:30:000	OT_BLUE_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_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_RED_JUDGE_BODY_TECH								■					2	0 - 0
1	01:30:000	OT_BLUE_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_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_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	MEETING													2	0 - 0
1	01:30:000	MEETING													2	0 - 0







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Round	Round time	Type	J1	J2	J3	Hit	B P	J1	J2	J3	Hit	R P	Value	Score
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_BLUE_BODY_HIT											10	0 - 0
1	01:30:000	OT_BLUE_HEAD_HIT											16	0 - 0
1	01:30:000	OT_RED_HEAD_HIT											11	0 - 0
1	01:30:000	OT_RED_BODY_HIT											19	0 - 0
1	01:30:000	START_ROUND												0 - 0
1	01:16:804	BLUE_BODY_HIT											8	0 - 0
1	01:03:851	RED_BODY_HIT											16	0 - 0
1	01:03:849	RED_BODY_POINT											SENSOR	0 - 2
1	00:56:162	TIMEOUT												0 - 2
1	00:56:162	RESUME												0 - 2
1	00:43:632	TIMEOUT												0 - 2
1	00:43:630	OT_RED_JUDGE_PUNCH											2	0 - 2
1	00:43:630	RED_ADD_GAME_JEON											MAIN_CONTROL	1 - 2
1	00:43:630	RESUME												1 - 2
1	00:38:950	RED_BODY_HIT											17	1 - 2
1	00:38:950	RED_BODY_POINT											SENSOR	1 - 4
1	00:35:183	RED_BODY_HIT											34	1 - 4
1	00:35:183	RED_BODY_POINT											SENSOR	1 - 6
1	00:30:034	RED_JUDGE_PUNCH											1	1 - 6
1	00:29:869	RED_JUDGE_PUNCH											2	1 - 6
1	00:29:867	RED_PUNCH_POINT											JUDGE	1 - 7
1	00:29:367	TIMEOUT												1 - 7
1	00:29:367	RED_ADD_GAME_JEON											MAIN_CONTROL	2 - 7
1	00:29:367	SCOREBOARD												2 - 7
1	00:29:367	RESUME												2 - 6
1	00:29:367	RED_PUNCH_POINT											SCOREBOARD_EDITOR	2 - 6
1	00:19:048	TIMEOUT												2 - 6
1	00:19:048	BLUE_ADD_GAME_JEON											MAIN_CONTROL	2 - 7
1	00:19:048	RESUME												2 - 7
1	00:11:527	TIMEOUT												2 - 7
1	00:11:525	RESUME												2 - 7
1	00:05:618	TIMEOUT												2 - 7
1	00:05:618	RED_ADD_GAME_JEON											MAIN_CONTROL	3 - 7
1	00:05:618	RESUME												3 - 7
1	00:03:778	BLUE_BODY_HIT											12	3 - 7
1	00:02:184	RED_HEAD_HIT											12	3 - 7
1	00:02:182	RED_HEAD_POINT											SENSOR	3 - 10
1	00:01:756	TIMEOUT												3 - 10
1	00:01:756	RED_ADD_GAME_JEON											MAIN_CONTROL	4 - 10
1	00:01:756	RESUME												4 - 10

Match Log Report

Round	Round time	Type	J1	J2	J3	Hit	B	P	J1	J2	J3	Hit	R	P	Value	Score
1	00:00:000	END_ROUND														4 - 10
1	00:00:000	OT_RED_JUDGE_PUNCH								●					2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_PUNCH		●											2	4 - 10
1	00:00:000	OT_RED_JUDGE_PUNCH								●					2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_BODY_TECH		■											2	4 - 10
1	00:00:000	OT_RED_JUDGE_BODY_TECH								■					2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_PUNCH		●											2	4 - 10
1	00:00:000	OT_RED_JUDGE_PUNCH								●					2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_BODY_TECH		■											2	4 - 10
1	00:00:000	OT_RED_JUDGE_BODY_TECH								■					2	4 - 10
1	00:00:000	OT_RED_JUDGE_PUNCH								●					2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_PUNCH		●											2	4 - 10
1	00:00:000	OT_RED_JUDGE_BODY_TECH								■					2	4 - 10
1	00:00:000	OT_RED_JUDGE_PUNCH								●					2	4 - 10
1	00:00:000	OT_RED_JUDGE_BODY_TECH								■					2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_BODY_TECH		■											2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_PUNCH		●											2	4 - 10
1	00:00:000	OT_RED_JUDGE_PUNCH								●					2	4 - 10
1	00:00:000	OT_RED_JUDGE_BODY_TECH								■					2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_BODY_TECH		■											2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_PUNCH		●											2	4 - 10
1	00:00:000	OT_RED_JUDGE_PUNCH								●					2	4 - 10
1	00:00:000	OT_RED_JUDGE_BODY_TECH								■					2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_BODY_TECH		■											2	4 - 10
1	00:00:000	OT_RED_JUDGE_BODY_TECH								■					2	4 - 10
1	00:00:000	OT_BLUE_JUDGE_PUNCH		●											2	4 - 10
1	00:00:000	OT_RED_JUDGE_PUNCH								●					2	4 - 10
2	01:30:000	START_ROUND														0 - 0
2	01:15:576	BLUE_BODY_HIT													47	0 - 0
2	01:15:574	BLUE_BODY_POINT					2								SENSOR	2 - 0
2	00:36:744	TIMEOUT														2 - 0
2	00:36:742	RESUME														2 - 0
2	00:19:498	TIMEOUT														2 - 0
2	00:19:497	RESUME														2 - 0
2	00:04:951	TIMEOUT														2 - 0
2	00:04:951	RESUME														2 - 0
2	00:01:303	TIMEOUT														2 - 0
2	00:01:303	BLUE_ADD_GAME_JEON				+									MAIN_CONTROL	2 - 1
2	00:01:303	RED_ADD_GAME_JEON										+			MAIN_CONTROL	3 - 1
2	00:01:303	RESUME														3 - 1
2	00:00:000	END_ROUND														3 - 1
3	01:30:000	START_ROUND														0 - 0
3	01:12:574	RED_JUDGE_PUNCH							●						1	0 - 0
3	00:52:419	RED_JUDGE_PUNCH								●					2	0 - 0

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Round	Round time	Type	J1	J2	J3	Hit	B	P	J1	J2	J3	Hit	R	P	Value	Score
3	00:36:515	BLUE_BODY_HIT													7	0 - 0
3	00:35:196	TIMEOUT														0 - 0
3	00:35:194	RESUME														0 - 0
3	00:32:293	RED_HEAD_HIT													12	0 - 3
3	00:32:292	RED_HEAD_POINT													SENSOR	0 - 3
3	00:24:889	TIMEOUT														0 - 3
3	00:24:889	SCOREBOARD														0 - 3
3	00:24:889	RED_VIDEO_REQUEST														0 - 3
3	00:24:889	RED_VIDEO_QUOTA_ACCEPTED														0 - 6
3	00:24:889	RESUME														0 - 6
3	00:24:889	RED_HEAD_POINT													SCOREBOARD_EDITOR	0 - 6
3	00:06:978	TIMEOUT														0 - 6
3	00:06:978	RESUME														0 - 6
3	00:01:862	RED_BODY_HIT													8	0 - 6
3	00:00:000	END_ROUND														0 - 6
3	00:00:000	MATCH_FINAL_NEEDS_CONFIRM_DECISION														0 - 6
3	00:00:000	MATCH_FINISHED													RED - PTF	0 - 6