

5

Head Level:

Max. GamJeoms: 5



Match Log Report

210 Phase: Round of 16

Body Level: 17 Weight division: CADETS MALE B -172CM

Blue: OZDEMIR B. - TUR Red: TAS R. - TUR

Start time: 10/02/2024 09:43:48:018 End time: 10/02/2024 09:49:45:865

ound	Round time	Туре	J1 J2 J3 Hit BP	J1 J2 J3 Hit RP	Value	Score
1	01:30:000	START_MATCH				0 - 0
1	01:30:000	KYE_SHI				0 - 0
1	01:30:000	OT_BLUE_BODY_HIT	16		16	0 - 0
1	01:30:000	OT_BLUE_HEAD_HIT	142		12	0 - 0
1	01:30:000	OT_BLUE_JUDGE_BODY_TECH			1	0 - 0
1	01:30:000	OT_RED_JUDGE_BODY_TECH			1	0 - 0
1	01:30:000	OT_BLUE_JUDGE_PUNCH			1	0 - 0
1	01:30:000	OT_RED_JUDGE_PUNCH			1	0 - 0
1	01:30:000	OT_RED_HEAD_HIT		99	15	0 - 0
1	01:30:000	OT_RED_BODY_HIT		15	15	0 - 0
1	01:30:000	START_ROUND				0 - 0
1	01:28:174	BLUE_HEAD_HIT	194		14	0 - 0
1	01:28:172	BLUE_HEAD_POINT	3		SENSOR	3 - 0
1	01:27:215	TIMEOUT				3 - 0
1	01:27:213	RESUME				3 - 0
1	01:25:559	TIMEOUT				3 - 0
1	01:25:557	RED_ADD_GAME_JEON		•	MAIN_CONTROL	4 - 0
1	01:25:557	RESUME				4 - 0
1	01:21:503	TIMEOUT				4 - 0
1	01:21:502	RESUME				4 - 0
1	01:18:672	TIMEOUT				4 - 0
1	01:18:671	RESUME				4 - 0
1	01:18:349	TIMEOUT				4 - 0
1	01:18:349	RED_ADD_GAME_JEON		•	MAIN_CONTROL	5 - 0
1	01:18:349	RESUME				5 - 0
1	01:16:400	TIMEOUT				5 - 0
1	01:16:398	BLUE_ADD_GAME_JEON	•		MAIN_CONTROL	5 - 1
1	01:16:398	RESUME				5 - 1
1	01:15:991	BLUE_BODY_HIT	38		38	5 - 1
1	01:15:991	BLUE_BODY_POINT	2		SENSOR	7 - 1
1	01:13:956	TIMEOUT				7 - 1
1	01:13:954	RESUME				7 - 1
1	01:13:386	BLUE_BODY_HIT	34		34	7 - 1
1	01:13:384	BLUE_BODY_POINT	2		SENSOR	9 - 1
1	01:11:841	BLUE_BODY_HIT	51		51	9 - 1
1	01:11:841	BLUE_BODY_POINT	2		SENSOR	11 -
1	01:10:843	TIMEOUT				11 -
1	01:10:841	RESUME				11 - 1
1	01:07:946	BLUE_BODY_HIT	13		13	11 - 1
1	01:05:250	BLUE_BODY_HIT	26		26	11 - 1





Match Log Report

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Round	Round time	Туре	J1 J2	. J3	Hit BP	J1	J2	J3 Hit	R P	Value	Score
1	01:05:249	BLUE_BODY_POINT			2	<u> </u>				SENSOR	13 - 1
1	00:00:000	TIMEOUT				<u> </u>					13 - 1
1	00:00:000	END_ROUND				<u> </u>					13 - 1
2	01:30:000	START_ROUND									0 - 0
2	01:27:765	TIMEOUT									0 - 0
2	01:27:765	RED_ADD_GAME_JEON						+		MAIN_CONTROL	1 - 0
2	01:27:765	RESUME									1 - 0
2	01:25:206	TIMEOUT									1 - 0
2	01:25:206	RESUME									1 - 0
2	01:24:765	BLUE_BODY_HIT			38					38	1 - 0
2	01:24:763	BLUE_BODY_POINT			2					SENSOR	3 - 0
2	01:23:818	RED_HEAD_HIT				\top		73		13	3 - 0
2	01:23:817	RED_HEAD_POINT							3	SENSOR	3 - 3
2	01:20:473	TIMEOUT									3 - 3
2	01:20:472	RESUME				T					3 - 3
2	01:16:940	TIMEOUT				T					3 - 3
2	01:16:940	RESUME				Ť			İ		3 - 3
2	01:16:217	RED_BODY_HIT				Ť		13		13	3 - 3
2	01:14:000	TIMEOUT				Ť					3 - 3
2	01:14:000	RED_ADD_GAME_JEON	†			Ť		•		MAIN_CONTROL	4 - 3
2	01:14:000	RESUME	Ť			Ť					4 - 3
2	01:12:638	RED_BODY_HIT				Ť		13		13	4 - 3
2	01:09:610	TIMEOUT	<u> </u>			Ť			Ť		4 - 3
2	01:09:610	RESUME	Ť			Ť					4 - 3
2	01:04:269	TIMEOUT				Ť					4 - 3
2	01:04:268	RED_ADD_GAME_JEON				Ť		•	i	MAIN_CONTROL	5 - 3
2	01:04:268	RESUME				Ť					5 - 3
2	00:57:881	TIMEOUT				Ť					5 - 3
2	00:57:879	RESUME				Ť					5 - 3
2	00:57:011	BLUE_HEAD_HIT			192	Ť				12	5 - 3
2	00:57:009	BLUE_HEAD_POINT	†		3	Ť				SENSOR	8 - 3
2	00:56:291	TIMEOUT	†			†					8 - 3
2	00:56:291	OT_RED_JUDGE_BODY_TECH	†							1	8 - 3
2	00:56:291	RED_ADD_GAME_JEON						+		MAIN_CONTROL	9 - 3
2	00:56:291	RESUME				\dagger					9 - 3
2	00:54:178	BLUE_BODY_HIT	 		60					60	9 - 3
2	00:54:176	BLUE_BODY_POINT	<u> </u>		2	\dagger				SENSOR	11 - 3
2	00:53:095	TIMEOUT	†			+					11 - 3
2	00:53:093	RED_ADD_GAME_JEON	†					•	\dashv	MAIN_CONTROL	12 - 3
2	00:00:000	TIMEOUT	†			\dagger			+		12 - 3
2	00:00:000	END_ROUND				$\frac{\perp}{\parallel}$					12 - 3
2	00:00:000	MATCH_FINAL_NEEDS_CONFIRM_DECISION	+			+					12 - 3
2	00:00:000	MATCH_FINISHED	<u> </u>			<u> </u>				BLUE - PTF	12 - 3
	00.00.000	W. TOTI_T INIOTED	1			1				DEGE 4 F II	12 - 3