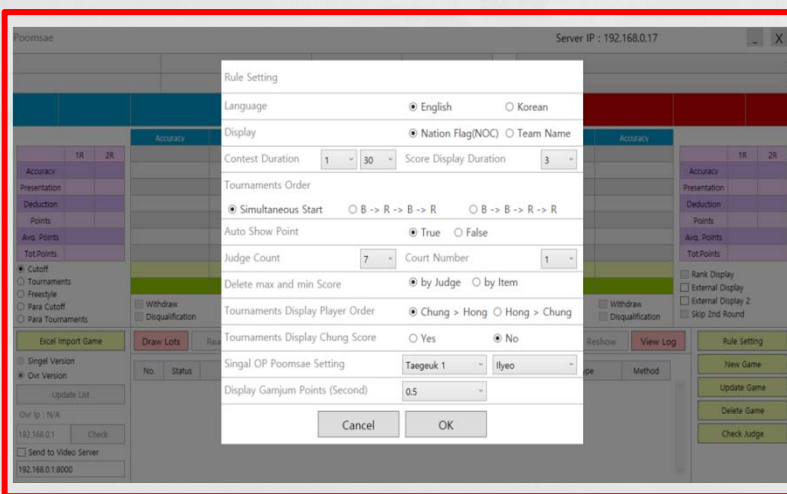
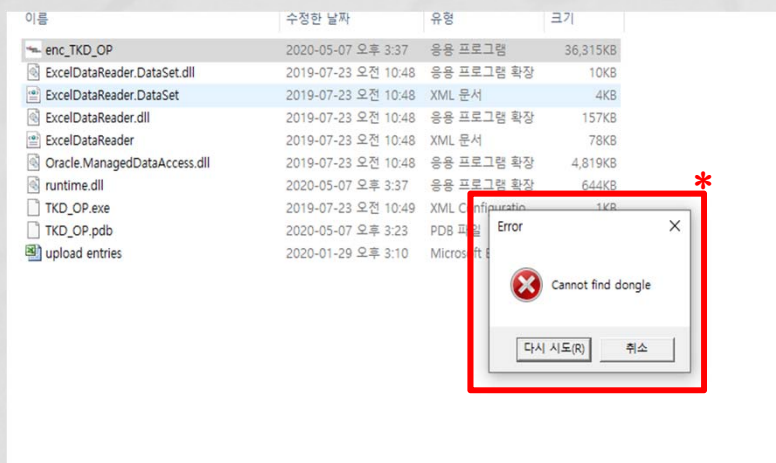
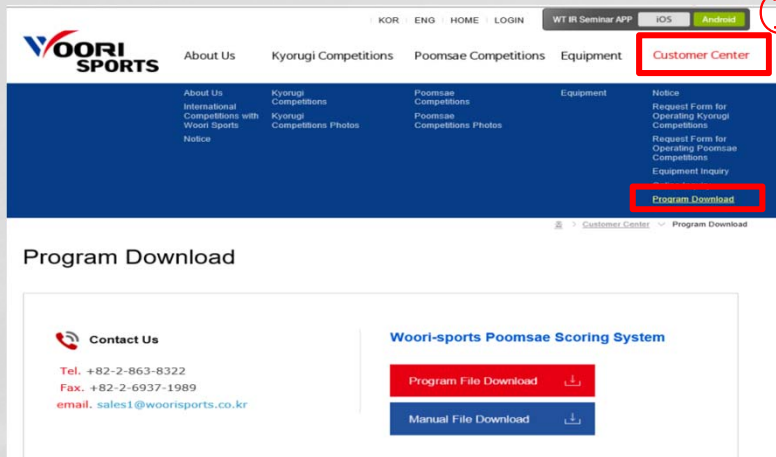


Woori-sports Poomsae Scoring System Manual



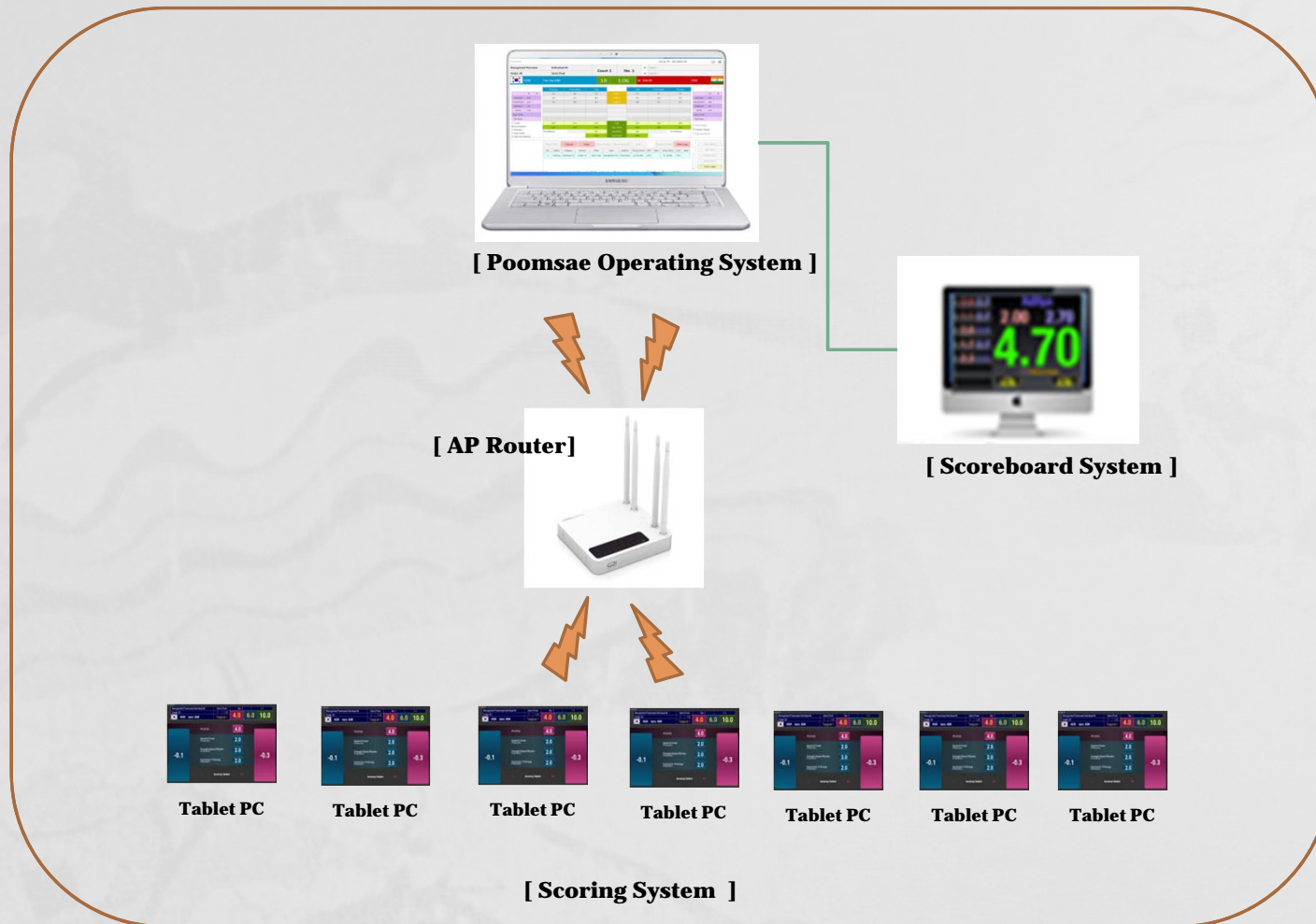
1. How to execute



Description

- ① If you download the program on USB or on Woorisports website, you can execute it right away without having to install another executable file.
- ② Plug the Rockey(donle) in the laptop before execute.
*If you don't plug the Rockey(dongle), which is sold by Woorisports, in the laptop you're using, an error window appears.
- ③ This is properly executed screen.

2. System Diagram



3. Execute TKD_OP

이름	수정한 날짜	유형	크기
enc_TKD_OP	2020-05-07 오후 3:37	응용 프로그램	36,315KB
ExcelDataReader.DataSet.dll	2019-07-23 오전 10:48	응용 프로그램 확장	10KB
ExcelDataReader.DataSet	2019-07-23 오전 10:48	XML 문서	4KB
ExcelDataReader.dll	2019-07-23 오전 10:48	응용 프로그램 확장	157KB
ExcelDataReader	2019-07-23 오전 10:48	XML 문서	78KB
Oracle.ManagedDataAccess.dll	2019-07-23 오전 10:48	응용 프로그램 확장	4,819KB
runtime.dll	2020-05-07 오후 3:37	응용 프로그램 확장	644KB
TKD_OP.exe	2019-07-23 오전 10:49	XML Configuratio...	1KB
TKD_OP.pdb	2020-05-07 오후 3:23	PDB 파일	472KB
upload entries	2020-01-29 오후 3:10	Microsoft Excel 9...	37KB

4. Operating System

The screenshot shows the Poomsae software interface. At the top, it displays 'Poomsae' and 'Server IP : 192.168.0.29'. The main area is divided into several sections:

- Game Information:** Includes 'Recognized Poomsae' (Under 20), 'Poomsae Test' (R16), 'Court 1', 'No. 1', and '1R Taegeuk 2'.
- Player Information:** Shows 'KOR' (South Korea) and 'Player. Cho'.
- Scoreboard:** A table with columns for Accuracy, Presentation, and Total. It includes scores for 1R and 2R, and a 'Total' row.
- Competition Type:** Radio buttons for 'Cutoff', 'Tournaments', 'Freestyle', 'Para Cutoff', and 'Para Tournaments'.
- Game Control:** Buttons for 'Draw Lots', 'Cancel', 'Start', 'Show Points', 'Next Round', 'End', 'Unselect', 'Reshow', and 'View Log'.
- Game List:** A table with columns: No., Status, Name, NOC, Category, Division, Phase, Team, Type, Method.
- Settings:** Checkboxes for 'Rank Display', 'External Display', 'External Display 2', and 'Skip 2nd Round'.
- Import/Export:** 'Excel Import Game' button and 'Update List' button.
- Server Settings:** 'Ovr Ip : N/A', '192.168.0.1', 'Check', 'Send to Video Server', and '192.168.0.1:8000'.

Numbered callouts (1-8) highlight specific features: 1 (Game Info), 2 (Scoreboard), 3 (Competition Type), 4 (Game Control), 5 (Game List), 6 (Settings), 7 (Import/Export), and 8 (Server Settings).

Description

- ① Displays game and players' information.
- ② Displays a game score.
- ③ You can choose a type of Poomsae Competition.
- ④ You can operate a game by clicking buttons(Draw Lots, Start, Stop, Show Points, Next Round, End, Reshow Point, View Log)
- ⑤ Displays a game list.
- ⑥ Connects to a big screen. (both 'External Display' and 'External Display 2')
- ⑦ You can register/modify/delete the game and check rule settings and connection with judge's tablet.
- ⑧ Import the Game by Excel file.

5. Scoreboard System

1 Individual M

KOR

Player. KIM

1 2 3 4 5

Enter

Recognized Poomsae(Cut-off)
[Stand-by]

1 Individual M

KOR Player. KIM

	Judge 1	Judge 2	Judge 3	Judge 4	Judge 5
Accuracy	3.6	3.4	3.5	3.6	3.4
Presentation 1	1.5	1.5	1.4	1.4	1.2
Presentation 2	1.4	1.6	1.6	1.5	1.2
Presentation 3	1.5	1.2	1.3	1.6	1.2

1:30 Koyro Hansu

1 2 3 4 5

Recognized Poomsae(Cut-off)
[Scoring results of each judge]

1 Individual M

KOR Player. KIM

3.500 4.333 7.833

38.6

1:30 Koyro Hansu

1 2 3 4 5

Recognized Poomsae(Cut-off)
[Final Score]

1 Semi-Final

KOR USA

Player. Cho Player. Alex

1 2 3 4 5

Enter

Recognized Poomsae(Tournament)
[Stand-by]

1 Semi-Final

KOR Player. Cho USA Player. Alex

	J1	J2	J3	J4	J5
3.3	3.4	3.7	3.9	3.3	
1.4	1.4	1.5	0.9	1.5	
1.6	1.2	1.6	1.7	1.5	
1.4	1.4	1.4	1.8	1.5	

	J1	J2	J3	J4	J5
3.5	3.4	3.7	3.6	3.8	
1.4	1.4	1.5	1.5	1.4	
1.3	1.4	1.3	1.6	1.4	
1.4	1.2	1.2	1.6	1.6	

0:39 Ilyeo

1 2 3 4 5

Recognized Poomsae(Tournament)
[Scoring results of each judge]

1 Semi-Final

KOR Player. Cho USA Player. Alex

7.899 7.766

4.433 4.166

39.4 39.2

WINNER BLUE

1	3.466	4.433	7.899
1	3.600	4.166	7.766

1 2 3 4 5

Recognized Poomsae(Tournament)
[Final Score]

1 Individual F

KOR

Player. Lee

1 2 3 4 5

1:30 Freestyle

Freestyle Poomsae
[Stand-by]

1 Individual F

KOR Player. Lee

1	4.2	2.7
2	5.0	2.6
3	4.2	2.5
4	4.0	2.8
5	4.3	3.2
6		
7		

4.233 6.933

2.700 35.5

1:30 Freestyle

1 2 3 4 5

Freestyle Poomsae
[Scoring results of each judge]

1 Individual F

KOR Player. Lee

6.933 6.933

2.700 2.700

4.233 4.233

1 2 3 4 5

Freestyle Poomsae
[Final Score]

6. Scoring System

Recognized Poomsae/Individual M		Semi-Final	No. 1	1-1
Under 20	1	1:30		
KOR	nara .KIM	Taegeuk 1	4.0	6.0 10.0

Accuracy	4.0	-0.1	-0.3
Speed & Power (Presentation)	2.0		
Strength/Speed/Rhythm (Presentation)	2.0		
Expression Of Energy (Presentation)	2.0		
Accuracy Deduct	X 0	X 0	

Recognized Poomsae [Cut-off / Tournament – single]

Recognized Poomsae/Individual M		Semi-Final	No. 1	1-1
Under 20	1	1:30		
KOR	nara .KIM	Jitae	4.0 6.0 10.0	10.0 6.0 4.0
IND	M. DAVID	Send		

Accuracy	4.0	-0.1	-0.3
Speed & Power	2.0		
Strength/Speed/Rhythm	2.0		
Expression Of Energy	2.0		
Accuracy Deduct	X 0	X 0	

Recognized Poomsae [Chung-hong]

Recognized Poomsae/Individual M		Semi-Final	No. 1	1-1
Under 20	1	1:30		
KOR	nara .KIM	Freestyle	6.0 4.0	10.0

Technical Skills Criteria		Presentation Criteria	
1.0	Height Of Jump		Creativity 1.0
1.0	Number Of Kicks In A Jump		Harmony 1.0
1.0	Gradient Of Spins In A Spin Kick		Expression Of Energy 1.0
1.0	Performance Level Of Consecutive Kicks		Music Choreography 1.0
1.0	Aerobic Actions	X 0	-0.1
1.0	Basic Movements Practicability	X 0	-0.3

[Freestyle]

Recognized Poomsae/Individual M		Semi-Final	No. 1	1-1
Under 20	1	1:30		
KOR	nara .KIM	Jitae	4.0	6.0 10.0

Stance, practicability of movements, balance & posture	2.0
Hand and foot techniques	2.0
Memorization of recognized Poomsae	2.0
Strength/Speed/Rhythm	2.0
Expression Of Energy	2.0

Para Competition [Cut-off]

Recognized Poomsae/Individual M		Semi-Final	No. 1	1-1
Under 20	1	1:30		
KOR	nara .KIM	Jitae	4.0 6.0 10.0	10.0 6.0 4.0
IND	M. DAVID	Send		

Stance, practicability of movements, balance & posture	2.0	2.0
Hand and foot techniques	2.0	2.0
Memorization of recognized Poomsae	2.0	2.0
Strength/Speed/Rhythm	2.0	2.0
Expression Of Energy	2.0	2.0

Para Competition [Tournament – Chung-hong]

7. Operating System

Description

Rule Setting

① Language English Korean

② Display Nation Flag(NOC) Team Name

③ Contest Duration 1 30 Score Display Duration 3

④ Tournaments Order
 Simultaneous Start B -> R -> B -> R B -> B -> R -> R

⑤ Auto Show Point True False

⑥ Judge Count 5 Court Number 1

⑦ Delete max and min Score by Judge by Item

⑧ Tournaments Display Player Order Chung > Hong Hong > Chung

⑨ Tournaments Display Chung Score Yes No

⑩ Singal OP Poomsae Setting Taegeuk 1 Illyeo

⑪ Display Gamjum Points (Second) 0.5

Cancel OK

- ① You can choose a language of the system.
- ② You can choose NOC or Team Name which you would like to display on the screen.
- ③ Contest Duration will be displayed on the screen. You can choose "Score Display Duration" as well.
- ④ You can choose Tournament game type.
- ⑤ If you choose "True", the results will be displayed automatically after all judges finish scoring. If "False", an operator should click "Show Point" manually.
- ⑥ You can set the number of judges. You can set the court number.
- ⑦ "by Judge" is the WT scoring calculation method. "by Item" is the KTA scoring calculation method.
- ⑧ Scoreboard position of Chung and Hong during tournament.
- ⑨ During One by one tournament, display first Chung's score 'yes', Or display same time 'no'
- ⑩ Range of Poomsae draw lots
- ⑪ You can choose the mark second of real time display for accuracy on the screen.

8. How to operate a game

Poomsae Server IP : 192.168.0.29

Recognized Poomsae	Poomsae Test	Court 1	No. 1	1R Taegeuk 2
Under 20	R16			2R Hansu

You can change Poomsae manually here.

	KOR	Player. Cho	1R	1:29
--	-----	-------------	----	------

	Accuracy	Presentation	Total	Judge 1	Judge 2	Judge 3	Judge 4	Judge 5	Total	Presentation	Accuracy
1R	3.6	5.0	8.6								
2R	3.666	4.566	8.232								

MANUAL SCORING (JUDGE 1)

Accuracy: 4.0
Speed & Power: 2.0
Rhythm & Tempo: 2.0
Expression Of Energy: 2.0

Rank Display:
External Display:
External Display 2:
Skip 2nd Round:

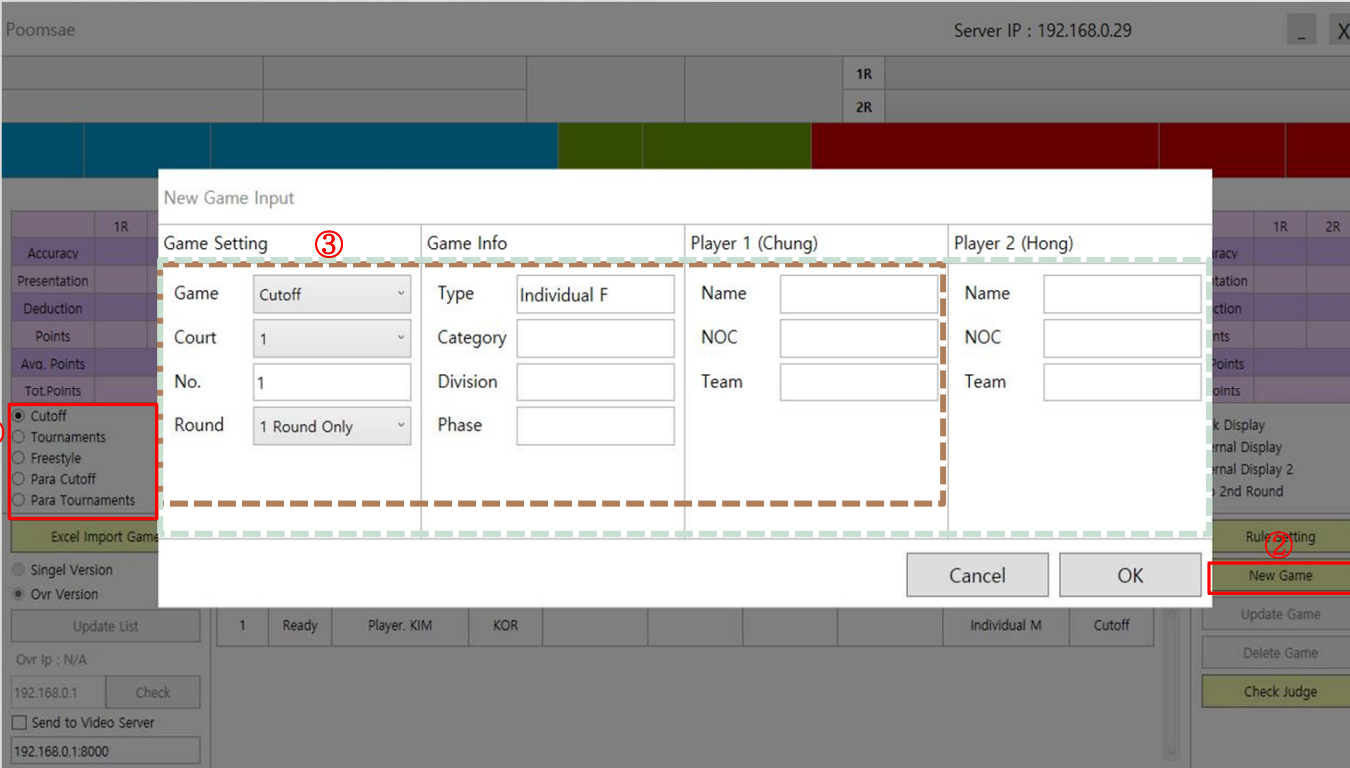
Buttons: Draw Lots (1), Cancel (3), Start (3), Show Points (5), Next Round (5), End (6), Unselect (7), Reshow (8), View Log (9)

No.	Status	Name	NOC	Category	Division	Phase	Team	Type	Method
1	Gaming	Player. Cho	KOR	Poomsae Test	Under 20	R16		Recognized Poomsa	Cutoff

Description

- ① If you click the [Draw Lots], randomly assigned within the range of Poomsae specified in the settings.
- ② You can connect to a screen by clicking a check box of the [External Display] and [External Display 2]
- ③ Click the [Ready]->[Start] button to start the game. (Ready / Cancel, Start / Stop)
(Ready : Stand-by, Cancel : Cancel the game/ Stop : Stop the game , Start : Start the game)
- ④ You can put each judge's score manually.
(If judges score with their tablet, the background color will change to yellow.)
- ⑤ After score display duration is finished, please click the [Next Round] button.
- ⑥ Click the [End] button after final results is displayed.
- ⑦ You can unselect the game.
- ⑧ You can display the score again.
- ⑨ You can see results of the previous game.

8-1. How to operate a game – New Game Input



Description

- ① Choose a type of competition.
 - ② Click the [New Game] button.
 - ③ Put information of Game Setting, game info., and Players.
 - ④ Cutoff, Freestyle : Player 1(Chung) / Tournaments : Both Player 1(Chung) and Player 2(Hong)
- ***If you don't put players' names in the boxes and click [OK], they will be displayed "Chung" and "Hong" on the screen.

8-2. How to operate a game – New Game Input by Excel file

The screenshot shows the 'Poomsae' software interface. At the top, the title bar reads 'Poomsae' and the server IP is '192.168.0.14'. The main area is a large table with columns for '1R' and '2R', and rows for 'Accuracy', 'Presentation', 'Deduction', 'Points', 'Avq. Points', and 'Tot.Points'. Below this table is a section for 'Judge 1' through 'Judge 5', each with their own 'Accuracy', 'Presentation', and 'Total' columns. At the bottom of the judge section are 'Total', 'Avq. Points', 'Deduction', and 'Final Points' columns. On the left side, there are radio buttons for 'Cutoff', 'Tournaments', 'Freestyle', 'Para Cutoff', and 'Para Tournaments'. Below these is a button labeled 'Excel Import Game' which is highlighted with a red dashed box and a circled '1'. Other buttons include 'Draw Lots', 'Ready', 'Stop', 'Show Points', 'Next Round', 'End', 'Unselect', 'Reshow', 'View Log', 'Rule Setting', 'New Game', 'Update Game', 'Delete Game', and 'Check Judge'. At the bottom left, there are input fields for 'Ovr Ip : N/A', '192.168.0.1', and '192.168.0.1:8000'.

Description

- ① To register the whole player list by Excel file at once, not register the each player, click the [Excel Import Game].

8-2. How to operate a game – New Game Input by Excel file

enc_TKD_OP.exe	2020-05-07 오후...	응용 프로그램	36,315KB
ExcelDataReader.DataSet.dll	2019-07-23 오전...	응용 프로그램 확장	10KB
ExcelDataReader.DataSet.xml	2019-07-23 오전...	XML 문서	4KB
ExcelDataReader.dll	2019-07-23 오전...	응용 프로그램 확장	157KB
ExcelDataReader.xml	2019-07-23 오전...	XML 문서	78KB
Oracle.ManagedDataAccess.dll	2019-07-23 오전...	응용 프로그램 확장	4,819KB
runtime.dll	2020-05-07 오후...	응용 프로그램 확장	644KB
TKD_OP.exe.config	2019-07-23 오전...	XML Configuratio...	1KB
TKD_OP.pdb	2020-05-07 오후...	PDB 파일	472KB
① upload entries.xls	2020-01-29 오후...	Microsoft Excel 9...	37KB

Description

- ① Before you can register a player list in [Excel Import Game], you must enter the player list in Excel at the bottom of executable file. The file extension for upload entries must be [xls] . If the name is another extension, an error occurs.

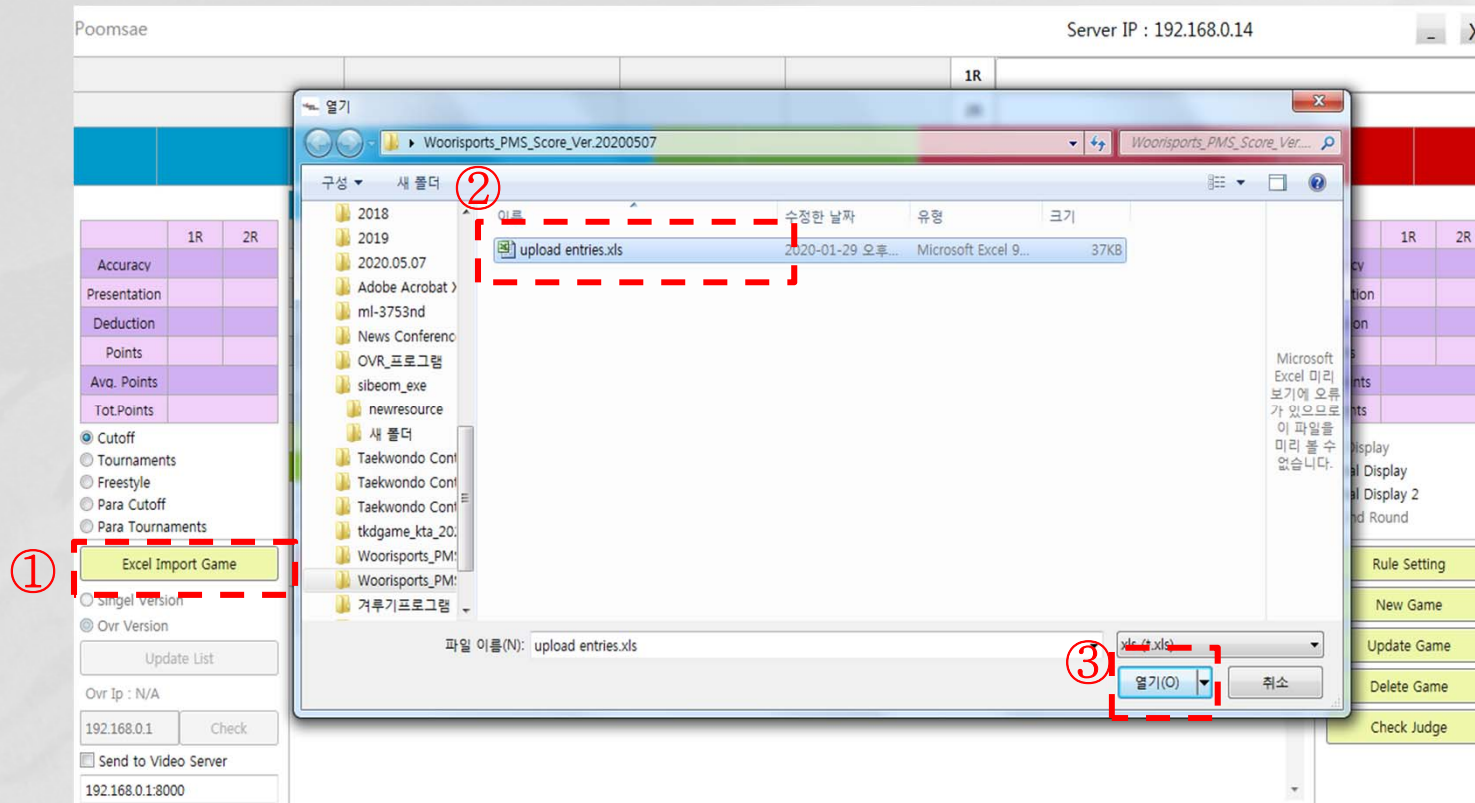
8-2. How to operate a game – New Game Input by Excel file

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
	Game	Court	No	Round	Type	Category	Division	Phase	C Name	C NOC	C Team	H Name	H NOC	H Team	Column	Value	Mean	
1																		
2	1	1	1	2	Recognized Poomsea	Individual Male	Under 30	SF	Kim DD	KOR	KOR				Game	1	Cutoff	
3	1	1	2	2	Recognized Poomsea	Individual Male	Under 30	SF	Kang CC	KOR	KOR					2	Tournaments	
4	1	1	3	2	Recognized Poomsea	Individual Male	Under 30	SF	Park AA	CHN	CHN					3	Freestyle	
5	2	1	4	2	Recognized Poomsea	Individual Male	Under 30	R16	Lee BB	CHN	CHN	Lee BB	CHN	CHN		4	Para Cutoff	
6	2	1	5	2	Recognized Poomsea	Individual Male	Under 30	R16	Kim EE	KOR	KOR	Kim EE	KOR	KOR		5	Para Tournaments	
7	2	1	6	2	Recognized Poomsea	Individual Male	Under 30	R16	Kang FF	KOR	KOR	Kang FF	KOR	KOR	Round	1	1 Round Only	
8	2	1	7	2	Recognized Poomsea	Individual Male	Under 30	R16	Park GG	CHN	CHN	Park GG	CHN	CHN		2	2 Rounds	
9	2	1	8	2	Recognized Poomsea	Individual Male	Under 30	R16	Lee HH	CHN	CHN	Lee HH	CHN	CHN	Court	1 ~ 10		
10	2	1	9	2	Recognized Poomsea	Individual Male	Under 30	R16	Kim QQ	KOR	KOR	Kim QQ	KOR	KOR				
11	2	1	10	2	Recognized Poomsea	Individual Male	Under 30	R16	Kang WW	KOR	KOR	Kang WW	KOR	KOR				
12	3	1	11	2	Freestyle Poomsae	Individual Male	Under 30	F	Park RR	CHN	CHN							
13	3	1	12	2	Freestyle Poomsae	Individual Male	Under 30	F	Lee PP	CHN	CHN							
14	3	1	13	2	Freestyle Poomsae	Individual Male	Under 30	F	Kim OO	KOR	KOR							
15	3	1	14	2	Freestyle Poomsae	Individual Male	Under 30	F	Kang 11	KOR	KOR							
16	4	1	15	2	Para Poomsea	Individual Male	Under 30	F	Park 22	CHN	CHN							
17	4	1	16	2	Para Poomsea	Individual Male	Under 30	F	Lee 33	CHN	CHN							
18	IEND																	

Description

- ① Red ① means Game method, and you must enter the number of Poomsae Game method, which is in green ⑥ zone.
- ② Red ② means the court number, and you can register 1 to 10 courts like brown ⑧.
- ③ Red ③ means the number of the game.
- ④ Red ④ means the round of game and can be set in 1 or 2 rounds like brown ⑦.
- ⑤ Red ⑤ means the information of the game, which is displayed on the screen when the game progresses.

8-2. How to operate a game – New Game Input by Excel file



Description

- ① Save the Excel entry file, then click [Excel Import Game].
 - ② Click once on the Excel file you worked on.
- *** If you can't see the 'upload entries' file, make sure that the 'upload entries' file in the executable has the extension [xls].
- ③ Verify that the extension is [xls], then click [Enter] or [Open].

8-2. How to operate a game – New Game Input by Excel file

Poomsae Server IP : 192.168.0.14

					1R	
					2R	

Cutoff
 Tournaments
 Freestyle
 Para Cutoff
 Para Tournaments

Withdraw
 Disqualification

Rank Display
 External Display
 External Display 2
 Skip 2nd Round

Singel Version
 Ovr Version

Ovr Ip : N/A

Send to Video Server

No.	Status	Name	NOC	Category	Division	Phase	Team	Type	Method
1	Ready	Kim DD	KOR	Individual Male	Under 30	SF	KOR	Recognized Poomse	Cutoff
2	Ready	Kang CC	KOR	Individual Male	Under 30	SF	KOR	Recognized Poomse	Cutoff
3	Ready	Park AA	CHN	Individual Male	Under 30	SF	CHN	Recognized Poomse	Cutoff

Description

- ① This is the OP screen where the game came in.

8-3. How to operate a game – Buttons

Ready / Cancel Start / Stop

Draw Lots ② Ready ③ Start ④ Show Points ⑤ Next Round ⑥ End ⑦ Unselect ⑧ Reshow ⑨ View Log

No.	Status	Name	NOC	Category	Division	Phase	Team	Type	Method
1	Ready	Player. KIM	KOR	Poomsae Test	Under 20	R16		Individual M	Cutoff
① 1	Ready	Player. Park	KOR	Poomsae Test	Under 20	R16		Individual F	Cutoff

Description

- ① Click the game in a game list.
- ② If you click the [Ready] button, the screen and scoring tablet screen will change and the [Start] button will be activated.
- ③ Click the [Start] button to start the game. (Judges can score on their tablet.)
- ④ If the [Auto Show Point] is “True”, the score will be displayed automatically, and if “False”, click the [Show Point] button to display the score manually.
- ⑤ If it is 2-round game, click the [Next Round] button after finishing the first round.
- ⑥ Click the [End] button after the game is finished.
- ⑦ If you want to change the setting of the game, click the [Unselect].
- ⑧ You can display the results on the screen again.
- ⑨ You can see results of the previous game.

8-4. How to operate a game – Manual scoring

Poomsae Server IP : 192.168.0.29

Recognized Poomsae	Poomsae Test	Court 1	No. 1	1R	Taegeuk 2
Under 20	R16			2R	Hansu

KOR Player. Cho 1R 1:29 <Cut-off manual scoring> <Tournament manual scoring>

	1R	2R	Accuracy	Presentation	Total	Judge
			3.6	5.0	8.6	Judge 1
Accuracy	3.666		3.9	5.2	9.1	Judge 2
Presentation	4.566		3.8	4.3	8.1	Judge 3
Deduction	0.0		3.6	4.4	8.0	Judge 4
Points	8.232		3.6	4.2	7.8	Judge 5
Ava. Points						
Tot.Points						
			18.5	23.1	41.6	Total
			3.666	4.566	8.232	Ava. Points
					0.0	Deduction
					8.232	Final Points

Cutoff
 Tournaments
 Freestyle
 Para Cutoff
 Para Tournaments

Withdraw
 Disqualification

No.	Status	Name	NOC	Category	Division	Phase	Team	Type	Method
1	Gaming	Player. Cho	KOR	Poomsae Test	Under 20	R16		Recognized Poomsa	Cutoff

MANUAL SCORING (JUDGE 1)

Accuracy 4.0
Speed & Power 2.0
Rhythm & Tempo 2.0
Expression Of Energy 2.0

MANUAL SCORING (JUDGE 1)

Accuracy 4.0 4.0
Speed & Power 2.0 2.0
Rhythm & Tempo 2.0 2.0
Expression Of Energy 2.0 2.0

Description

- ① Click the [judge] button.
(If judges score with their tablet, the background color will change to yellow.)
- ② Choose a score and click the [Ok] button.

8-5. How to operate a game – Screen display

Poomsae Server IP : 192.168.0.29

Individual F Court 1 No. 1 1R 2R

KOR Player. Lee 1R 1:30

	Accuracy	Presentation	Total	Total	Presentation	Accuracy
1R			Judge 1			
2R			Judge 2			
			Judge 3			
			Judge 4			
			Judge 5			
			Total			
			Avg. Points			
			Deduction			
			Final Points			

Rank Display
 External Display
 External Display 2
 Skip 2nd Round

Withdraw
 Disqualification

Cutoff
 Tournaments
 Freestyle
 Para Cutoff
 Para Tournaments

Excel Import Game

No.	Status	Name	NOC	Category	Division	Phase	Team	Type	Method
1	Gaming	Player. Lee	KOR					Individual F	Freestyle

Ovr. Ip : N/A
 192.168.0.1
 Send to Video Server
 192.168.0.1.8000

Description

- ① If you click the checkbox of the [External Display], game information will be displayed on the screen.
If you click the checkbox of the [External Display 2], real time accuracy will be displayed on the screen.
- ② You can move the screen by dragging its upper side and change the size by double-clicking it.
- ③ If scoring tablets are connected to the operating tablet, the color of the judge numbers will change to green.
**If judges score with their tablet, the background color will change to yellow.

8-6. How to operate a game – View Log

Poomsae Server IP : 192.168.0.14

1R
 2R

			1R	2R
Accuracy				
Presentation				
Deduction				
Points				
Avg. Points				
Tot.Points				

Accuracy	Presentation	Total	Judge 1	Total	Presentation	Accuracy
			Judge 1			
			Judge 2			
			Judge 3			
			Judge 4			
			Judge 5			
			Total			
			Avg. Points			
			Deduction			
			Final Points			

Cutoff
 Tournaments
 Freestyle
 Para Cutoff
 Para Tournaments

Withdraw - +
 Disqualification

Rank Display
 External Display
 External Display 2
 Skip 2nd Round

Withdraw + -
 Disqualification

Excel Import Game
 Draw Lots Ready Stop Show Points Next Round End Unselect Reshow **View Log** Rule Setting
 Single Version
 Ovr Version
 Update List
 Ovr Ip : N/A
 192.168.0.1 Check
 Send to Video Server
 192.168.0.1:8000
 New Game
 Update Game
 Delete Game
 Check Judge

No.	Status	Name	NOC	Category	Division	Phase	Team	Type	Method

Description

- ① You can see results of the previous game.

8-6. How to operate a game – View Log

GAME RESULT

TIME : 2020-05-09 10:13:29

Court	No.	Game method	Type	Category	Division	Phase	End Time
Noc (Chung)	Team (Chung)	Name (Chung)	Noc (Hong)	Team (Hong)	Name (Hong)	Result	
*1R (Chung) (A/ P/ D/ Avg/ Tot)	*2R (Chung) (A/ P/ D/ Avg/ Tot)	**Total (Chung) (A/ P/ D/ Avg/ Tot)	*1R (Hong) (A/ P/ D/ Avg/ Tot)	*2R (Hong) (A/ P/ D/ Avg/ Tot)	**Total (Hong) (A/ P/ D/ Avg/ Tot)		
1R J1(Chung)	1R J2(Chung)	1R J3(Chung)	1R J4(Chung)	1R J5(Chung)	1R J6(Chung)	1R J7 (Chung)	
2R J1(Chung)	2R J2(Chung)	2R J3(Chung)	2R J4(Chung)	2R J5(Chung)	2R J6(Chung)	2R J7 (Chung)	
1R J1(Hong)	1R J2(Hong)	1R J3(Hong)	1R J4(Hong)	1R J5(Hong)	1R J6(Hong)	1R J7(Hong)	
2R J1(Hong)	2R J2(Hong)	2R J3(Hong)	2R J4(Hong)	2R J5(Hong)	2R J6(Hong)	2R J7(Hong)	
1	1.1	Cutoff	Recognized Poomsea	Individual Male	Under 30	SF	20200509101329
KOR	KOR	Kim DD				End	
3.300 / 4.266 / 0.0 / 7.566 / 37.9	3.400 / 3.933 / 0.0 / 7.333 / 36.2	3.350 / 4.099 / 0.0 / 7.449 / 74.1					
32 / 14 / 15 / 15	33 / 13 / 14 / 16	33 / 15 / 15 / 13	34 / 13 / 14 / 15	33 / 14 / 14 / 14			
32 / 13 / 13 / 12	33 / 12 / 12 / 10	35 / 14 / 13 / 13	35 / 14 / 13 / 13	34 / 14 / 13 / 14			

Description

- ① The red box is an example.
- ② Please note that the first decimal point is omitted.
**ex) 32/14/15/15 -> 3.2/1.4/1.5/1.5

9. How to operate a game – Scoring (Recognized Poomsae / Freestyle)

**Recognized Poomsae
[Cut-off / Tournament - Single]**

**Recognized Poomsae
[Tournament Chung-hong]**

[Freestyle]

Description

- ① You can deduct an accuracy score by tap the [-0.1] or [-0.3] button during the Poomsae competition.
- ② You can cancel the Accuracy score by tap [X] at the bottom.
- ③ You can put the presentation score by tap any of one in box ③.
- ④ Send the final score to the OP laptop.

10. How to operate a game – para scoring

Recognized Poomsae/Individual M	Semi-Final	No. 1	1-1
Under 20 KOR nara. KIM	1 1:30 Jitae	4.0 6.0	10.0
Stance, practicability of movements, balance & posture	2.0		
Hand and foot techniques	2.0		
Memorization of recognized Poomsae	2.0		
Strength/Speed/Rhythm	2.0		
Expression Of Energy	2.0		

Para Competition [Cut-off]

Recognized Poomsae/Individual M	Semi-Final	No. 1	1-1
Under 20 KOR nara. KIM	1 1:30 Send	4.0 6.0 10.0	6.0 4.0
IND M. DAVID			
Stance, practicability of movements, balance & posture	2.0		2.0
Hand and foot techniques	2.0		2.0
Memorization of recognized Poomsae	2.0		2.0
Strength/Speed/Rhythm	2.0		2.0
Expression Of Energy	2.0		2.0

Para Competition [Tournament]

Description

- ① Tap any of one in box (a) and (b) to score.
- ② After scoring all categories, send it to the OP laptop.

Thank you.

