



KPNP



01. Functions for each icon

TKDScore V2.0.10b Beta

P **Q** **R**

Qualification Senior M -54 kg

CHUNG **HONG**

BHU **GER**

MATCH 001

2:00

ROUND 1

C WIN **H WIN**

GAM-JEOM

	R1	R2	R3	G	Total	Final	IVR
Deuk-Jeom	0	0	0	0	0	0	1
Gam-Jeom	0	0	0	0	0	0	1

SEQ **ROUND** **POINT** **DETAIL** **TIME**

A **B** **C** **D** **E** **F** **G** **H** **I** **J** **K** **L** **M** **N** **O**

- A. Start/End Test Mode
- B. Call Doctor
- C. Remove Video Playback Count
- D. Add Video Playback Count
- E. Display and Print Record Paper
- F. Chung Video Replay
- G. Start match
- H. Pause
- I. Keyshi
- J. End Match
- K. Hong Video Replay
- L. Turn On/Off Scoreboard Display
- M. Switch Scoreboard Screen (Chung, Hong)
- N. Settings – System and Match Rules
- O. Registration – Equipment and Match
- P. Equipment Connection Status
- Q. PSS Connection Status and Battery Level
- R. PSS Hit Level

02. Court setup

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Once the settings are complete, it will be changed to green color

Click to set the court

Set each court's channel to not overlap
(If channels overlap, signals may interfere, potentially causing equipment registration issues)

Configuration

Rule External Division / Level

Court

1

Channel Select

- CH11 - 2405MHz
- CH12 - 2410MHz
- CH13 - 2415MHz
- CH14 - 2420MHz
- CH15 - 2425MHz
- CH16 - 2430MHz
- CH17 - 2435MHz
- CH18 - 2440MHz
- CH19 - 2445MHz
- CH20 - 2450MHz
- CH21 - 2455MHz
- CH22 - 2460MHz
- CH23 - 2465MHz
- CH24 - 2470MHz
- CH25 - 2475MHz
- CH26 - 2480MHz

SET

Competition Rule

Classification ☒ 1 : 1 ☐ PARA

Round Set 3 Round

Match Time 2 : 00

Match Time 2

Rest Time 1 : 00

Key-Shi Time 1 : 00

Equipment

PSS Scoring Manual

e-Socks Use

Protector Point

Trunk 2

Head 3

Judge Number None

Judge Box Button Point

Top 3

Middle 2

Bottom 1

☒ PSS Auto Off ☒ Use Vibration ☐ 1280x720 Pixels

Okay Close

DETAIL TIME

Reverse Reg. Config

SEQ	ROUND	POINT	DETAIL

Deuk-Jeom 0 0 0 0 0

Gam-Jeom 0 0 0 0 0

GAM-JEOM 0

100 00 00 00 00

03. Set up the rule

TKDScore V2.0.10b Beta

Configuration

Rule External Division / Level

Ver. 2.0.10b

Court

1 Channel Select CH11 - 2405MHz SET

Competition Rule Best of 3

Classification ☒ 1 : 1 ☐ Team 3:3 ☐ PARA

Round Set 3 Round Gam-jeom Limit 5

Match Time 2 : 00 Video Quota 1

Match Time 2 : Win by Point Gap 12

Rest Time 1 : 00 ☐ Win by Point Ceiling 40

Key-Shi Time 1 : 00

Equipment

PSS Scoring Body + Head Judge Number None

e-Socks Use Judge Box Button Point

Protector Point

Trunk 2 Top 3

Head 3 Middle 2

Bottom 1

☒ PSS Auto Off ☒ Use Vibration

☒ Use Sound Effect ☐ 1280x720 Pixels

Okay Close

① Individual and team events are selected and set

② Setting the rules of the match

③ Set PSS usage and number of judges

GAM-JEOM 0

	R1	R2	R3	G	Total
Deuk-Jeom	0	0	0	0	0
Gam-Jeom	0	0	0	0	0

SEQ ROUND POINT DETAIL

Test Injury C. Reject + H. Reject + Result

100 00 00 00 00

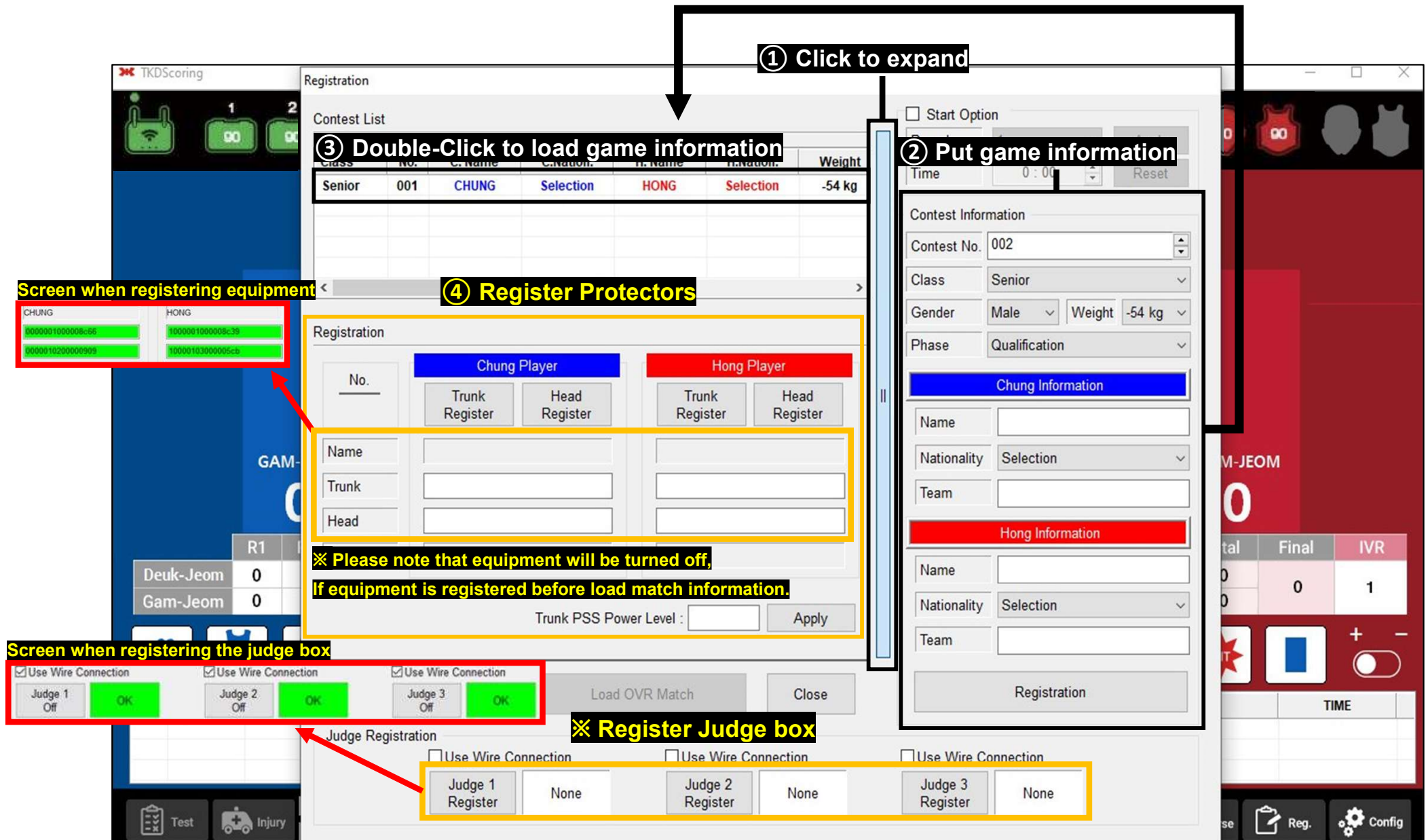
GAM-JEOM 0

G	Total	Final	IVR
0	0	0	1
0	0	0	1

DETAIL TIME

Reverse Reg. Config

04. Enter athlete information and generate a match



The image displays the TKDScoreing Registration interface with several annotated steps:

- ① Click to expand**: Points to the 'Registration' tab in the top navigation bar.
- ② Put game information**: Points to the 'Contest Information' panel on the right, which includes fields for Contest No. (002), Class (Senior), Gender (Male), Weight (-54 kg), and Phase (Qualification).
- ③ Double-Click to load game information**: Points to the 'Contest List' table, which shows a single entry for Senior 001, CHUNG, Selection, HONG, Selection, -54 kg.
- ④ Register Protectors**: Points to the 'Registration' panel, which contains sections for 'Chung Player' and 'Hong Player', each with 'Trunk Register' and 'Head Register' buttons. Below these are input fields for Name, Trunk, and Head.

Additional annotations and warnings:

- Screen when registering equipment**: Points to a small window showing equipment registration for CHUNG and HONG, with fields for equipment ID and name.
- ※ Please note that equipment will be turned off, if equipment is registered before load match information.**: A warning message displayed below the player registration section.
- Screen when registering the judge box**: Points to a window for judge registration, showing checkboxes for 'Use Wire Connection' and 'Off' status for Judge 1, Judge 2, and Judge 3.
- ※ Register Judge box**: Points to the 'Judge Registration' section, which includes buttons for 'Judge 1 Register', 'Judge 2 Register', and 'Judge 3 Register', along with 'None' options.

05. Connecting the equipment

TKDScoreing

Registration

Contest List

Class	No.	C. Name	C.Nation.	H. Name	H.Nation.	Weight
Senior	001	CHUNG	Selection	HONG	Selection	-54 kg

Registration

Chung Player

Hong Player

No. 001

Trunk Off Head Off

Name CHUNG HONG

Trunk 0000001000008c66 1000001000008c39

Head 0000010200000909 10000103000005cb

Nationality Selection Selection

Use Device List

Device List

Trunk PSS Power Level : 18 Apply

Load Game : No. Load OVR Match Close

Judge Registration

Use Wire Connection

Judge 1 Off OK

Judge 2 Off OK

Judge 3 Off OK

Start Option

Round 1 Apply

Time 0 : 00 Reset

Contest Information

Contest No. 002

Class Senior

Gender Male Weight -54 kg

Phase Qualification

Chung Information

Name

Nationality Selection

Team

Hong Information

Name

Nationality Selection

Team

Registration

Please check to registered equipment

Check the MAC value of the registered equipment

Deuk-Jeom 0

Gam-Jeom 0

R1

SEQ ROUND POINT

Test Injury

Reg. Config

06. Running test mode



TKDScore V2.0.10b Beta

100 100 00 00 1 18

CHUNG

HONG

0

0

001

0

0

GER

Information

Are you sure to go to Equipment Test Mode?

Yes No

TEST MODE

1 Click

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100 100 00 00 1 18

TEST MODE

1 Click

TKDScore V2.0.10b Beta

100 100 00 00 1 18

TEST MODE

1 Click

7

7

07. Use of Hot keys

TKDScoring V2.0.10b Beta

Qualification Senior M -54 kg

CHUNG (BHU) vs HONG (GER)

GAM-JEOM: 0

Deuk-Jeom: 0, Gam-Jeom: 0

Hot Key Legend:

- Start/Stop: Space bar
- CHUNG Gam-Jeom: [Fist]
- Kye-Shi: [Head]
- HONG Gam-Jeom: [Fist]

SEQ	ROUND	POINT	DETAIL	TIME

C WIN | H WIN

Test | Injury | C. Reject | H. Reject | Result | [C] | [Play] | [Pause] | [Clock] | [Power] | [Video] | [Score] | [Reverse] | [Reg.] | [Config]

08. Types of icons by score

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✖ Remark

- If you press the icon without pausing the match, no points are added or removed.
- Pause the Match and click the icon to add or remove points.

Trunk Point

Tech Point

Gam-joem Point

GAM-JEOM

0

	R1	R2	R3	G	Total	Final	IVR
Deuk-Jeom	0	0	0	0	0	0	1
Gam-Jeom	0	0	0	0	0	0	0

SEQ	ROUND	POINT	DETAIL	TIME

001

2:00

ROUND 1

C WIN

H WIN

Trunk Point

Tech Point

Gam-joem Point

GAM-JEOM

0

	R1	R2	R3	G	Total	Final	IVR
Deuk-Jeom	0	0	0	0	0	0	0
Gam-Jeom	0	0	0	0	0	0	0

SEQ	ROUND	POINT	DETAIL	TIME

Punch Point

Head Point

Hit Point

001

2:00

ROUND 1

C WIN

H WIN

Trunk Point

Tech Point

Gam-joem Point

GAM-JEOM

0

	R1	R2	R3	G	Total	Final	IVR
Deuk-Jeom	0	0	0	0	0	0	0
Gam-Jeom	0	0	0	0	0	0	0

SEQ	ROUND	POINT	DETAIL	TIME

Punch Point

Head Point

Hit Point

09. Start option

TKDScore V2.0.10b Beta

Registration

Contest List

Class	No.	C. Name	C.Nation.	H. Name	H.Nation.	Weight
Senior	001	CHUNG	BOLIVIA	HONG	GERMANY	-54 kg

Registration

Chung Player

No. 001

Trunk Register Head Register

Name CHUNG

Trunk

Head

Team BOLIVIA

Hong Player

Trunk Register Head Register

Name HONG

Trunk

Head

Team GERMANY

Trunk PSS Power Level : 18 Apply

☐ Load Game : No. Load OVR Match Close

Judge Registration

☐ Use Wire Connection

Judge 1 Register None

☐ Use Wire Connection

Judge 2 Register None

☐ Use Wire Connection

Judge 3 Register None

Start Option

☒ Start Option

Round 1 Apply

Time 0 : 00 Reset

Chung Information

Name CHUNG

Nationality BOLIVIA

Team

Hong Information

Name HONG

Nationality GERMANY

Team

Registration

Final **IVR**

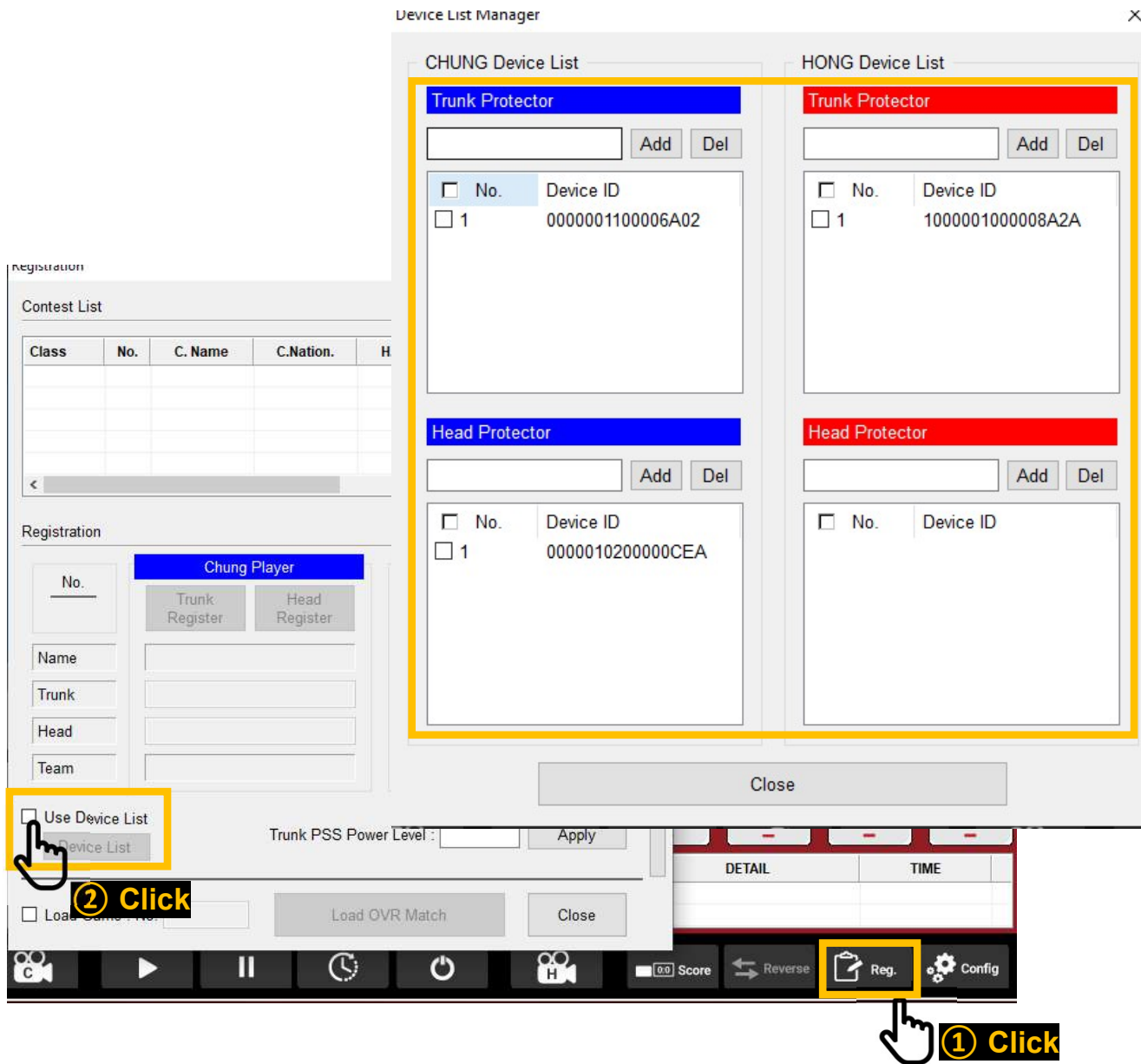
0 1

TIME

Reg. Config

This function is used when the operator did not stop, even though the referee shouted split during the match.

10. Device list



✗ Reason to use device list

- If the equipment is registered in the court operation program by taking the MAC value of the equipment with a barcode scanner, the equipment can be registered without overlapping another court.
- If multiple courts are operated the equipment might be cross-registered to prevent this we use the device list

11. Instant video replay

- Make sure to select 4 of the section and click the apply button
- Points are not added or removed if you do not select all four of the section

TKDScore V2.0.10b Beta

Qualification Senior M -54 kg

100 100 90 90 1 18

CHUNG : IVR REQUEST

Player BLUE RED

Points Gam-Jeom 2 POINT Trunk Tech 2 POINT Head Tech 1 POINT Punch 2 POINT Trunk 3 POINT Head 4 POINT Trunk+Tech 5 POINTS Head+Tech

Action ADD [+] REMOVE [-]

Result ACCEPT [O] REJECT [X]

Appeal to Reject by Referee

Apply Close

GAM-JEOM 0

	R1	R2	R3
Deuk-Jeom	0	0	0
Gam-Jeom	0	0	0

GER

CHUNG : IVR REQUEST

0

	Final	IVR
0	0	1

TIME

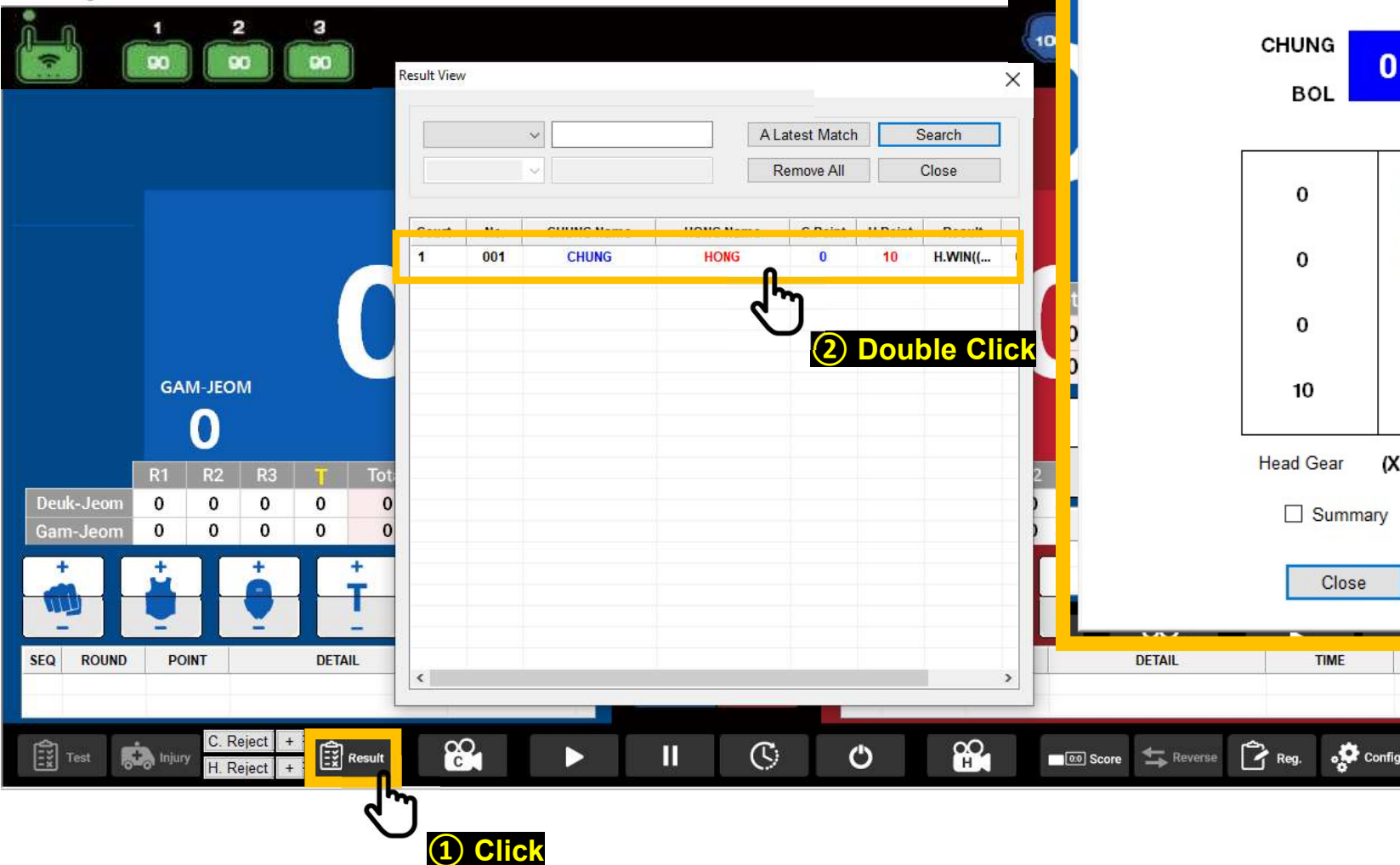
Remove the number of times Add the Number of times

Test Injury C. Reject H. Reject Result

1 Click

12. The result of the match

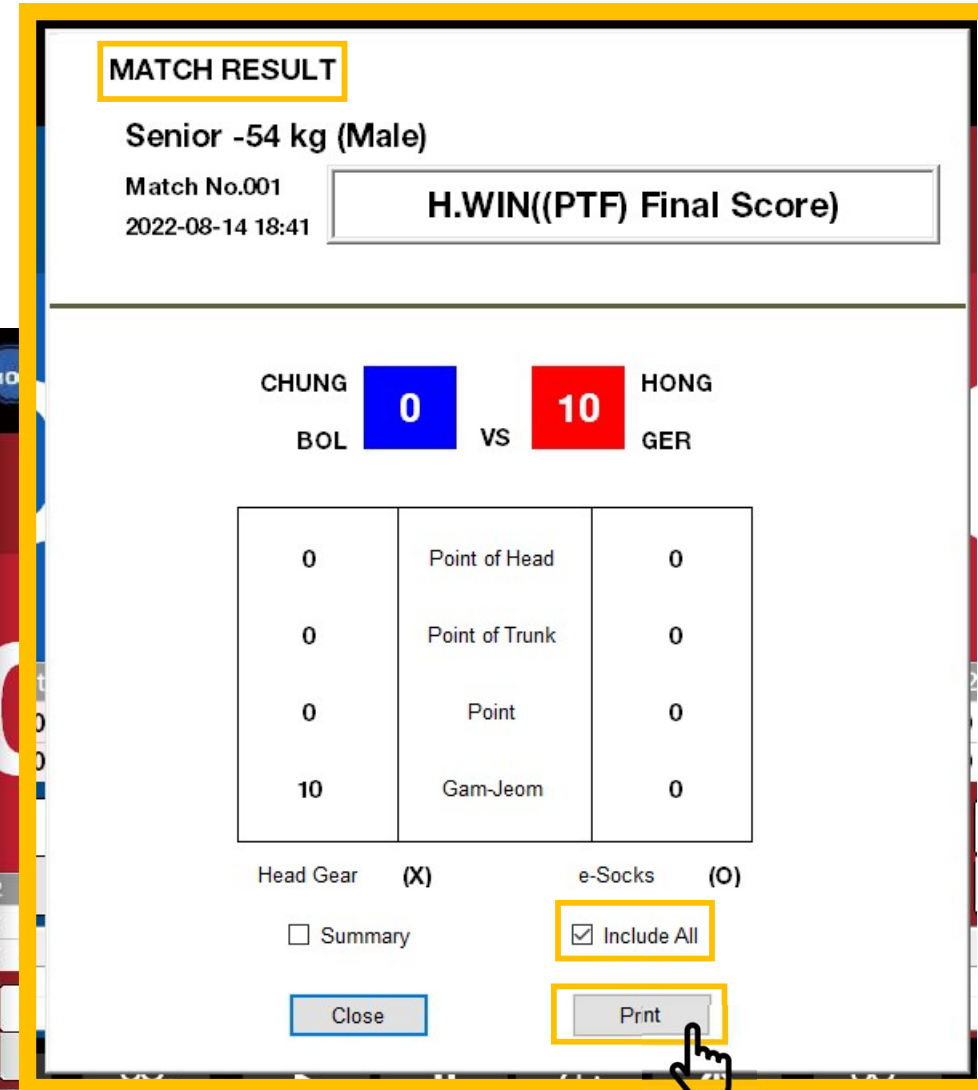
TKDScore V2.0.10b Beta



Result View

Cont	No	CHUNG Name	HONG Name	CHUNG Score	HONG Score	Result
1	001	CHUNG	HONG	0	10	H.WIN((...

1 Click



MATCH RESULT

Senior -54 kg (Male)
Match No.001
2022-08-14 18:41

H.WIN((PTF) Final Score)

CHUNG 0 VS 10 HONG
BOL VS GER

Score	Point	Score
0	Point of Head	0
0	Point of Trunk	0
0	Point	0
10	Gam-Jeom	0

Head Gear (X) e-Socks (O)
☐ Summary ☒ Include All

3 click to print competition results



14. Check the current score and the winner of the previous round





Qualification Senior -54 kg



	CHUNG		HONG		
ROU		MATCH 006		BUL	
Score marks and current round lead					
3		2:00	0		
previous round winner		Time out			
GAM-JEOM	#WON	ROUND	HITS	#WON	GAM-JEOM
0	1	2	0	0	0
	HITS				

15. Finish the match after select winner

TKDScore V2.0.10b Beta

Qualification Senior M -54 kg

CHUNG (BOL) vs **HONG** (GER)

MATCH 001
Time out 0:50
ROUND 3

CHUNG (BOL) Scores:
R1: 5, R2: 0, R3: 5
Hit Count: 0
GAM-JEOM: 0
Total: 6, Final: 10, IVR: 1

HONG (GER) Scores:
R1: 1, R2: 5, R3: 0
Hit Count: 0
GAM-JEOM: 5
Total: 6, Final: 10, IVR: 1

Legend:
Round winner (Yellow box)
Match winner (Red box)

WIN STATUS:
C WIN (Chung) / H WIN (Hong)

Bottom Bar:
Test, Injury, C. Reject, H. Reject, Result, Play, Pause, Stop, Score, Reverse, Reg., Config

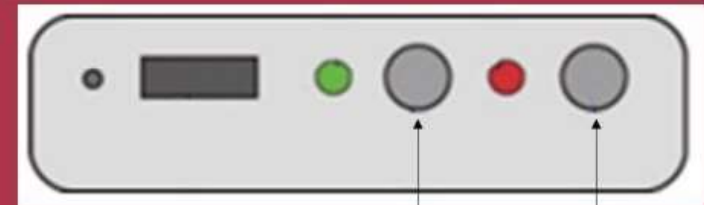
16. UNEXPECTED SITUATION (1)

01

KPNP
Keep Passion
Never Pause

If the device is not registered

verify that the barcode number is correct → turn on the device → press the Register button of the device → and click the Register button on the program



Register

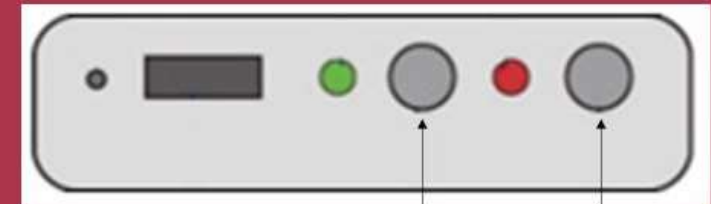
Turn on

16. AN UNEXPECTED SITUATION (2)

02

When the equipment is briefly turned off

㉔ call the athlete → ㉔ to make sure that the equipment is turned off or on → ㉔ turn on the device → ㉔ press the Register button on the device → ㉔ and then click the Register button on the program



d
Register

c
Turn on

KPNP
Keep Passion
Never Pause

16. AN UNEXPECTED SITUATION (3)

03

If the game is over due to a score difference or a loss of points, but the round victory is not pressed

Click the Register Program button, change the time to 1 second, press the Save button, close the window, and press the Start button to force the end of the round

KPNP
Keep Passion
Never Pause



17. FCC WARNING



This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

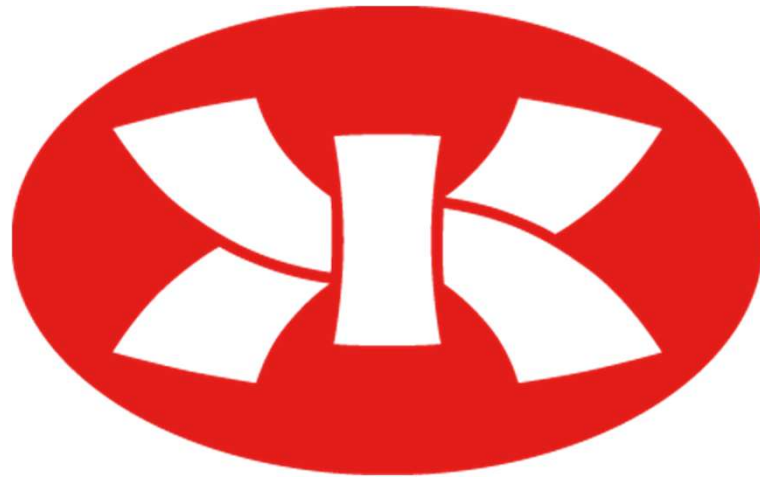
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Note: The Grantee is not responsible for any changes or modifications not expressly approved by the party responsible for compliance. such modifications could void the user's authority to operate the equipment.

The device has been evaluated to meet general RF exposure requirement.

This equipment complies with FCC's RF radiation exposure limits set forth for an uncontrolled environment. This device and its antenna(s) must not be co-located or conjunction with any other antenna or transmitter.





THANK YOU!