OVERVIEW OF THE MOST IMPORTANT TECHNICAL PARAMETERS OF THE TOKYO OLYMPIC GAME

INTRODUCTION

THE NEXT FEW PAGES WILL PRESENT THE MOST IMPORTANT TECHNICAL DATA FROM THE TOKYO 2020 OLYMPIC GAMES. ALL THIS DATA IS AVAILABLE THROUGH THE "PERFORMANCE DATA ANALYSIS" PLATFORM AT THE INTERNET ADDRESS HTTP://UWW.IO/WPAR . THIS ANALYSIS PROVIDES BASIC INFORMATION ABOUT THE CURRENT STATE OF WORLD WRESTLING. THE DISADVANTAGE IS THAT THIS TYPE OF ANALYSIS HAS NOT BEEN DONE CONTINUOUSLY IN THE PAST. A COMPARISON WITH THE EUROPEAN CHAMPIONSHIP 2020 WAS MADE FOR THE THREE MOST IMPORTANT DATA. IT WOULD BE BEST TO MAKE A COMPARISON OF THE LAST 3 WORLD CHAMPIONSHIPS AND THE LAST OLYMPIC GAMES.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

United World Wrestling - Performance Analysis report

Interactive version of this report is available online at http://uww.io/wpar,

Select an Event: 2021-Aug-01 Olympic Games (Tokyo - JP)

Category: seniors

Style: fs, gr, ww

Available reports - table of content

1. Review all matches - standing/parterre points & technical/other points
2. Review by weighting category - standing/parterre points i WQ/min
3. Review by weighting category - technical/other points i WQ/min
4. Reviev per national team – basic data
5. Reviev per national team – data by technics
6. Reviev medal matches (I-II; III-V)
7. Most successful wrestler (MSW)
8. Review of % points in "All" matches, "Medal" matches (Finals1-2, 3-5) and all matches of "Winner"s (Gold medalists)
9. Review time making points per minute (all matches)
10. Review best wrestlers per techniques
11. Individual statistics

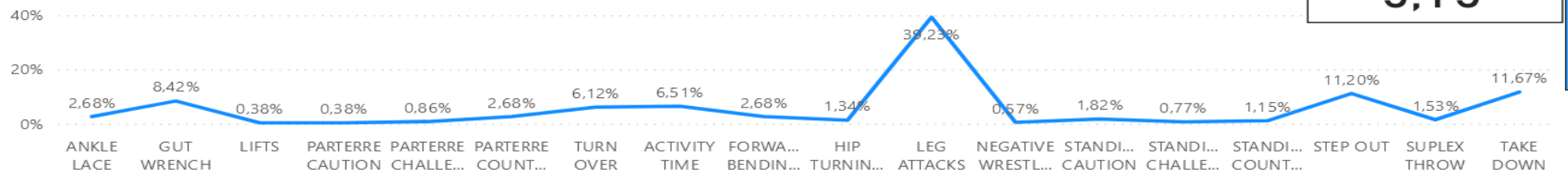
Number of Matches	Total Points/match	All matches Standing/Parterre Points
114	9,17	78,47% (0% – 100%)

Total points scored	WQ/min (Total Points per minute)	All matches Technical/Other Points
1045	1,72	77,89% (0% – 100%)

Total time played	Most Successful Wrestler	
10:12:30	TAYLOR III David Morris - USA (FS 86)	5,15

Victory	Wins	%
VPO1	56	49,1%
VPO	24	21,1%
VSU	13	11,4%
VSU1	13	11,4%
VFA	7	6,1%
VFO	1	0,9%

All matches - Total points per technical in % (Percentage)



ANALYSIS OLIMPIC GAMES – TOKIO 2020

United World Wrestling - Performance Analysis report

Interactive version of this report is available online at http://uww.io/wpar.

Select an Event: 2021-Aug-01 Olympic Games (Tokyo - JP)

Category: ■ seniors

Style: ☐ fs ■ gr ☐ ww

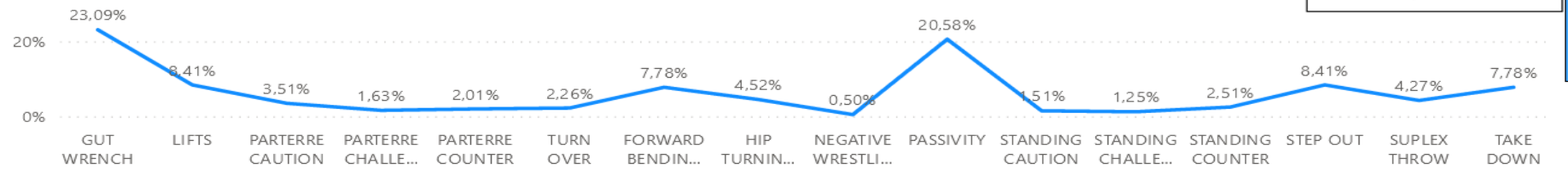
Available reports - table of content

1. Review all matches - standing/parterre points & technical/other points
2. Review by weighting category - standing/parterre points i WQ/min
3. Review by weighting category - technical/other points i WQ/min
4. Reviev per national team – basic data
5. Reviev per national team – data by technics
6. Reviev medal matches (I-II; III-V)
7. Most successful wrestler (MSW)
8. Review of % points in "All" matches, "Medal" matches (Finals1-2, 3-5) and all matches of "Winner"s (Gold medalists)
9. Review time making points per minute (all matches)
10. Review best wrestlers per techniques
11. Individual statistics

Number of Matches	Total Points/match	All matches Standing/Parterre Points
115	6,93	59,10% (0% – 100%)
Total points scored	**WQ/min (Total Points per minute)**	All matches Technical/Other Points
797	1,32	62,61% (0% – 100%)
Total time played	**Most Successful Wrestler**	
10:09:08	LOPEZ NUNEZ Mijain - CUB (GR 130) 4,81	

Victory	Wins	%
VPO1	73	63,5%
VSU	18	15,7%
VPO	11	9,6%
VSU1	8	7,0%
VFA	3	2,6%
VFO	2	1,7%

All matches - Total points per technical in % (Percentage)



ANALYSIS OLIMPIC GAMES – TOKIO 2020

United World Wrestling - Performance Analysis report

Interactive version of this report is available online at http://uww.io/wpar,

Select an Event: 2021-Aug-01 Olympic Games (Tokyo - JP)

Category: seniors

Style: fs, gr, ww

Available reports - table of content

1. Review all matches - standing/parterre points & technical/other points
2. Review by weighting category - standing/parterre points i WQ/min
3. Review by weighting category - technical/other points i WQ/min
4. Reviev per national team – basic data
5. Reviev per national team – data by technics
6. Reviev medal matches (I-II; III-V)
7. Most successful wrestler (MSW)
8. Review of % points in "All" matches, "Medal" matches (Finals1-2, 3-5) and all matches of "Winner"s (Gold medalists)
9. Review time making points per minute (all matches)
10. Review best wrestlers per techniques
11. Individual statistics

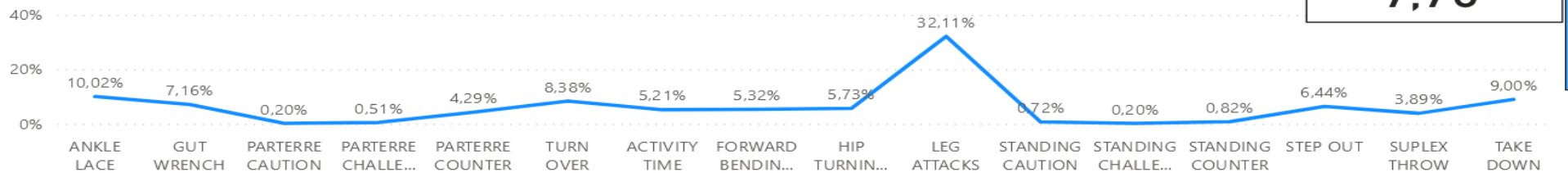
Number of Matches	Total Points/match	All matches Standing/Parterre Points
114	8,58	69,43% (0% – 100%)

Total points scored	WQ/min (Total Points per minute)	All matches Technical/Other Points
978	1,82	86,71% (0% – 100%)

Total time played	Most Successful Wrestler
8:59:26	SUSAKI Yui - JPN (WW 50) 7,76

Victory	Wins	%
VPO1	53	46,5%
VSU	21	18,4%
VFA	18	15,8%
VPO	13	11,4%
VSU1	7	6,1%
VIN	2	1,8%

All matches - Total points per technical in % (Percentage)



ANALYSIS OLIMPIC GAMES – TOKIO 2020

ANALYSIS OLIMPIC GAMES – TOKIO 2020

OVERVIEW OF THE MOST IMPORTANT DATA

1. OLYMPICS GAMES TOKIO 2021. / EUROPEAN CHAMPIONSHIP ROME 2020.

1.1. All matches: STANDING/PARTERE points in %

OG 2021 - TOKIO

Style	Standing	Parterre
FS	78,47%	21,53%
GR	59,10%	40,90%
WW	69,43%	30,57%

ECH 2020 - ROME

Style	Standing	Parterre
FS	75,38%	24,62%
GR	56,87%	43,13%
WW	68,57%	31,25%

Similar results are on OG and ECH when looking at percentage points in standing and parterre. In FS, the most points are made in standing, and in GR style, the number of points from the parterre is the highest compared to the other two styles.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

1.2. WQ/min (Total points per minute)

OG 2021 - TOKIO

Style	WQ/min
FS	1,72
GR	1,32
WW	1,81

ECH 2020 - ROME

Style	WQ/min
FS	1,71
GR	1,53
WW	1,84

In GR style on the OG there are very few points per minute of match (1.32) and significantly less than on ECH (1.53). The best results were obtained in WW, on OG and ECH. Anything below 1.5 points per minute of matches is considered a bad result, which means that there are not many technical points in matches. The results in the GR style are especially bad because there were only 797 points in 115 matches (in FS have 1045 points).

In FS and WW superiority is 10 points difference and in GR style it is 8 points difference, so that also has an impact on these results

ANALYSIS OLIMPIC GAMES – TOKIO 2020

1.3. All matches: TECHNICAL/OTHER points in %

OG 2021 - TOKIO

Style	Technical points	Other points
FS	77,89%	22,11%
GR	62,61%	37,39%
WW	86,71%	13,29%

ECH 2020 - ROME

Style	Technical points	Other points
FS	82,03%	17,97%
GR	67,14%	32,86%
WW	86,75%	13,25%

If you look at the results from ECH and the results at OG, it is evident that in all three styles the results are worse. The situation is especially alarming in the GR style, where only 62.61% of points for wrestling techniques are on OG, while 37.39% of points are awarded for passivity or other penalties. There is also a negative tendency in FS to win less and less points from wrestling actions, and in OG, wrestlers received over 22% of points as a gift from the judges.

Only the situation in WW is very old and as many as 87% of the points are technical points.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2. OLYMPICS GAMES TOKIO 2021

2.1. The three **WRESTLING TECHNIQUES** that are most performed by style

	Leg atacks	Take down	Gut wrench	Lifts	Ankle lace
FS	32,23 %	11,67%	8,42%	-	-
GR	-	7,78%	23,09%	8,41%	
WW	32,11%	9,00	-	-	10,02%

At OG in FS and WW is the absolute dominance of wrestling technique "Leg attacks" and 1/3 of all points in these two styles are made with this technique. In WW, a significant percentage of points is for the technique "Ankle lace" (over 10%), and in FS technique "Take down" exceeds 11% of all points.
In the GR style, the dominant technique is "Gut wrench" with 23% points. All other techniques do not exceed 10%.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.2. OTHER POINTS by style (3)

	Step out	Activity time	Standing caution	Passivity	Parterre caution	Parterre chalenge
FS	11,20%	6,51%	1,82%	-	-	-
GR	8,41%	-	-	20,58%	3,51%	-
WW	6,44%	5,21%	-	-	-	0,51%

The biggest problem in GR is the very large number of points decided by judges and not wrestlers, and it amounts to as much as 21% of all points in GR style for passivity. The second largest other points is "Step out" with 8.41% points

In FS, the largest part of other points is for - Step out and amounts to 11.20% of points. Which is a pretty high percentage for punishing a wrestler out of a stool.

In WW, other points are very underrepresented compared to the other two wrestling styles (FS and GR).

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.3. Most points: Wrestling technics (3 best) / by style and weight category

FS

Cat.	Leg atacks	Take Down	Gut wrench
57 kg	86	22	6
65 kg	70	20	14
74 kg	86	24	10
86 kg	72	20	20
97 kg	42	10	12
125 kg	54	26	26

GR

Cat.	Gut wrench	Lifts	Take down
60 kg	32	4	26
67 kg	18	20	12
77 kg	10	27	2
87 kg	32	10	4
97 kg	40	4	14
130 kg	52	4	4

WW

Cat.	Leg atacks	Ankle lace	Take down
50 kg	48	36	20
53 kg	56	22	14
57 kg	44	4	22
62 kg	48	8	16
68 kg	74	22	12
76 kg	44	6	4

In these three table, you can see which techniques are most represented by weight categories. These tables are of special importance for wrestling coaches. Based on this analysis, they can see which techniques are more and which are less important in relation to the weight category.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.4. EFFICIENCY – WQ/min (by category)

FS

Cat.	WQ/min
57 kg	1,90
65 kg	1,59
74 kg	2,01
86 kg	1,75
97 kg	1,40
125 kg	1,70
Average all	1,72

GR

Cat.	WQ/min
60 kg	1,43
67 kg	1,57
77 kg	1,38
87 kg	1,25
97 kg	1,18
130 kg	1,13
Average all	1,27

WW

Cat.	WQ/min
50 kg	2,69
53 kg	2,00
57 kg	1,51
62 kg	1,68
68 kg	1,82
76 kg	1,45
Average all	1,81

The previous three table show in which weight categories the most technical points were made per minute of fight (WQ / min). In FS it is the weight category 74 kg (2.01). In the GR style, it is a weight category of 67 kg (1.57). In the WW, this is the 50 kg weight category (2.69). This category is the best of all 18 weight categories on OG,
As the tightest weight category where the least points were made on the OG is the weight category of 130 kg with only WQ / min of 1.13 points per minute fighting.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.5. REVIEW BY WEIGHTING CATEGORY – **STANDING/PARTERRE** POINTS IN %

FS

Cat.	STAND.	PARTER.
57 kg	81,00	19,00
65 kg	80,57	19,43
74 kg	76,04	23,96
86 kg	78,82	21,18
97 kg	80,56	19,44
125 kg	73,78	26,22
Average all	78,47	21,53

GR

Cat.	STAND.	PARTER.
60 kg	67,38	32,62
67 kg	65,84	34,16
77 kg	53,49	46,51
87 kg	66,92	33,08
97 kg	54,84	45,16
130 kg	66,06	33,94
Average all	59,10	40,90

WW

Cat.	STAND.	PARTER.
50 kg	57,95	42,05
53 kg	64,20	35,80
57 kg	79,33	20,67
62 kg	69,74	30,26
68 kg	74,57	25,43
76 kg	75,00	25,00
Average all	69,43	30,57

These three tables are very important for coaches. From these data, it is very clear in which more difficult categories more and in which less techniques are performed from the standing position, and in which more techniques are performed from the parterre position. Based on these data, trainers should make their training plans differently for weight categories,

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.6. REVIEW BY WEIGHTING CATEGORY – **TECHNICAL/OTHER** POINTS IN %

FS

Cat.	TECHN.	OTHER
57 kg	78,50	21,50
65 kg	70,86	29,14
74 kg	81,25	18,75
86 kg	81,18	18,82
97 kg	75,00	25,00
125 kg	79,88	20,12
Average all	77,89	22,11

GR

Cat.	TECHN.	OTHER
60 kg	67,38	32,62
67 kg	65,84	34,16
77 kg	53,49	46,51
87 kg	66,92	33,08
97 kg	54,84	45,16
130 kg	66,06	33,94
Average all	62,61	37,39

WW

Cat.	TECHN.	OTHER
50 kg	91,79	8,21
53 kg	88,64	11,36
57 kg	83,33	16,67
62 kg	82,89	17,11
68 kg	89,60	10,40
76 kg	81,06	19,94
Average all	86,71	13,29

Similar to the previous 3 tables, these are of great importance for coaches, to know in which weight categories wrestlers prefer to perform wrestling techniques, and in which categories they tactically wrestle with very few performed wrestling techniques.

There are two categories in the GR style where the number of other points (meaning for points where wrestling techniques are not performed) is almost the same. These are in the GR style category 77 kg (46.51%) and 97 kg (45.16%). These data show that not many wrestling techniques have been seen in these weight categories, and that is certainly not attractive to spectators.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.7. REVIEW BY POINTS FOR NATIONAL TEAM (3 BEST TEAM) / WIN and LOST POINTS

FS

National Teams Performance - Points WIN

Team	ANKLE LACE	GUT WRENCH	LIFTS	PARTERRE CAUTION	PARTERRE CHALLENGE	PARTERRE COUNTER	TURN OVER	ACTIVITY TIME	FORWARD BENDING THROW	HIP TURNING THROW	LEG ATTACKS	NEGATIVE WRESTLING	STANDING CAUTION	STANDING CHALLENGE	STANDING COUNTER	STEP OUT	SUPLEX THROW	TAKE DOWN	Total
USA	8	10			1	1	6	5	4		72		1		4	17		10	**139**
ROC	4	12			1	3	10	9	2		42	1	2	1		18	4	26	**135**
KAZ	6	12	4			2	4	4			28	2	2		2	6		14	**86**
IRI		10		2			2	10			28		1	1		16	4	8	**82**
IND						2	8	3	2		42		1		2	5		10	**75**

National Teams Performance - Points LOST

Team	ANKLE LACE	GUT WRENCH	LIFTS	PARTERRE CAUTION	PARTERRE CHALLENGE	PARTERRE COUNTER	TURN OVER	ACTIVITY TIME	FORWARD BENDING THROW	HIP TURNING THROW	LEG ATTACKS	NEGATIVE WRESTLING	STANDING CAUTION	STANDING CHALLENGE	STANDING COUNTER	STEP OUT	SUPLEX THROW	TAKE DOWN	Total
KAZ	4	2		1	1	5	6	2	4		40	1	5	1		5		4	**81**
CUB		10				2		3			20		1			5		16	**57**
IND	6	6			1	2	4	4			20		1	1		9		2	**56**
UZB	12					1	4	1	2		14			1	2	7		8	**52**
IRI		2			1	2	2	2			30		1			5		4	**49**

These three tables where the points won are visible and the three tables where the points lost are visible are of great importance for all national wrestling coaches. From these tables, I can clearly see in which segments of technique their wrestlers were good and in which they were bad.

Also, these tables can serve all coaches to be able to make a quality report on the championship, where all the data on the performance of their national team are recorded.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.8. REVIEW 3 ELEMENTS WITH THE MOST POINTS IN 3 PHASES OF THE COMPETITION

TECHNICAL POINTS

- ALL MATCHES
- MEDAL MATCHES
- ALL MATCHES WINNERS

FS	Leg atacks	Take down	Gut wrench
ALL MATCHES	39,23%	11,20%	8,42%
MEDAL MATCHES	38,03%	19,90%	2,82%
ALL MATCHES WINNERS	42,06%	11,16%	7,73%

GR	Gut wrench	Lifts	Take down
ALL MATCHES	20,58%	8,41%	7,78%
MEDAL MATCHES	22,14%	12,98%	4,58%
ALL MATCHES WINNERS	21,05%	9,21%	11,84%

FS	Leg atacks	Ankle lace	Take down
ALL MATCHES	32,11%	10,02%	9,00%
MEDAL MATCHES	30,00%	17,14%	14,29%
ALL MATCHES WINNERS	36,36%	16,27%	11,48%

OTHER POINTS

- ALL MATCHES
- MEDAL MATCHES
- ALL MATCHES WINNERS

FS	Step out	Activity time
ALL MATCHES	11,20%	6,51%
MEDAL MATCHES	16,90%	9,15%
ALL MATCHES WINNERS	11,16%	4,72%

GR	Pasivity	Step out
ALL MATCHES	20,58%	8,41%
MEDAL MATCHES	22,14%	9,92%
ALL MATCHES WINNERS	21,05%	11,84%

WW	Activity time	Step out
ALL MATCHES	5,21%	6,44%
MEDAL MATCHES	4,29%	4,29%
ALL MATCHES WINNERS	7,66%	3,35%

ANALYSIS OLIMPIC GAMES – TOKIO 2020

Considering the results from the previous 6 tables, scientists can make numerous scientific papers with different types of correlations between points won or lost at different stages of the competition.

They are not the same data for all matches, from data for matches for medals or only matches that the winners had. In addition to scientists, coaches are the ones who need to draw certain conclusions from these data and prepare various types of tactics depending on the stage of the competition and whether it is a qualifying match or a medal match. As a good example, we can take the results of "other points" in FS, where in medal matches as many as 16.90% of points were won due to the opponent's exit from the mat and significantly differ from other matches in other phases of the competition at OG.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.9. **MOST SUCCESSFUL WRESTLER (MSW) – FIRST 3 PLACES**

FS

Wrestlers	Cat kg	Team	MSW Index
TAYLOR III D.	86	USA	5,15
SIDAKOV Z.	74	ROC	4,76
STEVENSON G.	125	USA	4,25

GR

Wrestlers	Cat kg	Team	MSW Index
LOPEZ N. M.	130	CUB	4,81
GERAEI M.A.	67	IRI	3,81
ORTAL.A. S.	60	CUB	3,70

WW

Wrestlers	Cat kg	Team	MSW Index
SUSAKI Y.	50	JPN	7,76
STOCK M.T.	68	USA	4,55
MUKAIDA M.	53	JPN	4,15

This should become the practice of declaring the most successful wrestler in every style at every championship. It is necessary to point out who is the most successful (Most successful wrestler) on the OG of 6 or on the WCH of 10 champions. This is important for several reasons.

If the most successful wrestlers are announced and rewarded, it will significantly increase the attractiveness of matches, because the best wrestlers will always strive to make as many technical points as possible or to win by shower or technical superiority and will not be satisfied with a minimal victory in the match.

If the most successful wrestlers are proclaimed, it will mean a lot for all media to be able to present the heroes of the mat in a much better and more efficient way. It's hard to write much about the 30 champions at WCH, but if we have only one of the best in each style, or the 3 best wrestlers in FS, GR and WW in three styles it will be much better for our sport.

At these OGs in Tokyo MSW (Most successful wrestler) were:

FS - TAYLOR III D. (USA) winner in the 86 kg category

GR - LOPEZ N. M. (CUB) winner in 130 kg (none of the opponents made any technical points in 4 matches)

WW - SUSAKI Y. (JPN) is the winner in the 50 kg category, which has a technical score of 41-0.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.10. REVIEW TIME MAKINNG POINTS PER MINUTE

FS

Time	Points
00:01-01:00	83
01:01-02:00	194
02:01-03:00	229
03:01-04:00	163
04:01-05:00	186
05:01-06:00	190
Total =	1045

GR

Time	Points
00:01-01:00	49
01:01-02:00	281
02:01-03:00	92
03:01-04:00	160
04:01-05:00	132
05:01-06:00	83
Total =	797

WW

Time	Points
00:01-01:00	141
01:01-02:00	201
02:01-03:00	191
03:01-04:00	130
04:01-05:00	147
05:01-06:00	168
Total =	978

And this is of great importance for coaches to have an overview of when and in which minutes more points are made and in which fewer points. That is, from the graph you can see exactly which techniques are more and which are less represented in certain phases of wrestling.

Based on these data, coaches should make a plan of preparation for the competition, taking into account the time parameters shown. From these tables it can be seen that in FS the most points are in the 3rd minute of the fight, and in GR and WW in the second minute of the fight.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.11. REVIEW BEST WRESTLER ON 3 TECHNICS WITH THE MOST POINTS

FS

Technics	Wrestlers	Points
LEG ATTACKS	**RAVI K. (IND)**	30
TAKE DOWN	**NIYAZBEKOV D. (KAZ)**	12
ANCLE LACE	**GILMAN T. (USA)**	8

GR

Technics	Wrestlers	Points
GUT WRENCH	**KAAJLP R. (TUR)** **MICHALIK (POL)**	14 14
LIFTS	**STABLER F. (GER**	12
TAKE DOWN	**SARAVI M.A. (IRI)**	10

WW

Technics	Wrestlers	Points
LEG ATTACKS	**STOCK M. (USA)**	20
ANCLE LACE	**HIDEELBRANDT S. (GER)**	18
TAKE DOWN	**KAWAI R. jŽ(JPN)**	14

These data are of great importance for both wrestlers and the media. After the end of the championship, it remains for the media to be able to write about wrestling and to analyze the championship from several angles, and to represent not only medal winners, but also specialists in certain wrestling techniques.

ANALYSIS OLIMPIC GAMES – TOKIO 2020

2.12. INDIVIDUAL PERFORMANCE FOR ALL WRESTLERS / WIN AND LOST POINTS WITH ALL TECHNICS

This is one of the most important analyzes of all that has been presented. In the last table, you can see all the wrestlers who performed at the Olympic Games (290) with all the techniques with which they won points and all the techniques with which they lost points.

This review is of great importance for all coaches to have an overview of their wrestlers, wrestling techniques in one place.

For example - JAPAN National Team / WW

Individual Performance - Points WIN

Team	ANKLE LACE	GUT WRENCH	TURN OVER	ACTIVITY TIME	FORWARD BENDING THROW	HIP TURNING THROW	LEG ATTACKS	STANDING CHALLENGE	STEP OUT	SUPLEX THROW	TAKE DOWN	Total
JPN	**28**	**12**	**8**	**10**	**4**	**6**	**38**	**1**	**11**	**4**	**20**	**142**
DOSHO Sara					4		2	1				**7**
KAWAI Risako		2	2	3					1		14	**22**
KAWAI Yukako	8			3			12		2		2	**27**
MINAGAWA SUZUKI Hiroe			2	2			2		6			**12**
MUKAIDA Mayu	8	8		1		2	12		2			**33**
SUSAKI Yui	12	2	4	1		4	10			4	4	**41**
Total	**28**	**12**	**8**	**10**	**4**	**6**	**38**	**1**	**11**	**4**	**20**	**142**

Individual Performance - Points LOST

Team	ANKLE LACE	GUT WRENCH	PARTERRE CAUTION	ACTIVITY TIME	LEG ATTACKS	STEP OUT	Total
JPN	**6**	**2**	**1**	**4**	**24**	**1**	**38**
DOSHO Sara	6				8		**14**
KAWAI Risako				1	2		**3**
KAWAI Yukako				2	4	1	**7**
MINAGAWA SUZUKI Hiroe				1	4		**5**
MUKAIDA Mayu		2	1		6		**9**
Total	**6**	**2**	**1**	**4**	**24**	**1**	**38**

ANALYSIS OLIMPIC GAMES – TOKIO 2020

THE END

ANALYSIS OLIMPIC GAMES – TOKIO 2020