

SCORING INSTRUCTIONS FOR TABLE WORKERS

General Instructions

IT IS VERY IMPORTANT THAT TABLE WORKERS PAY VERY CLOSE ATTENTION TO THE MATCH IN PROGRESS AT ALL TIMES. TABLE WORKERS PRIMARY RESPONSIBILITIES ARE AS FOLLOWS:

- ❑ **Keep the bouts in proper sequence.**
- ❑ **Record and display the scores accurately.**
- ❑ **Keep the bout time accurately.**
- ❑ **Communicate and assist the referee.**

WORK TOGETHER AS A TEAM TO ENSURE THAT THE MATCHES PROGRESS SMOOTHLY AND WITHOUT DELAY. DO NOT ALLOW WRESTLERS, COACHES, OR OTHERS TO CONGREGATE AROUND THE SCORING TABLE OR PERMIT THEM TO DISTRACT YOU FROM THE MATCH. IF IT GETS CROWDED AROUND THE TABLE, ASK THE WRESTLERS OR COACHES TO MOVE. IF THEY DON'T MOVE, ASK THE OFFICIAL OR THE TABLE CAPTAIN TO MOVE THEM.

IF YOU DO MAKE A MISTAKE, OR IF YOU MISS SOMETHING, LET THE REFEREE KNOW SO THAT ANY ERROR CAN BE CORRECTED QUICKLY. DO NOT STOP THE BOUT! WAIT UNTIL THE OFFICIAL STOPS THE ACTION (for example between rounds, or when wrestlers go out of bounds, etc.) AND THEN GET HIS ATTENTION AND ADDRESS THE PROBLEM.

Bout Sheet Instructions

1. When you receive a bout sheet from the bracketeer, the following information should already be filled out:

- Both wrestler's names and teams.
- Division/Weight (example: Division 1 60)
- Bout Type (example: Quarterfinal)
- Bout Number
- Mat Number

2. Verify the information and be sure that you have both wrestlers present. Instruct the wrestlers to wait behind the scorer's table until their match is called.

3. Hold the bout sheet until time for the bout to begin. *IMPORTANT NOTE: KEEP THE BOUT SHEETS IN NUMERICAL ORDER BY BOUT NUMBER; WRESTLE LOWEST NUMBER FIRST. DO NOT CHANGE THE ORDER OF THE BOUTS UNLESS SPECIFICALLY DIRECTED BY THE OFFICIALS OR TOURNAMENT DIRECTOR.*

4. Immediately before the bout begins:

- Make a final verification of the wrestler's names, etc. on the bout sheet.
- Designate which color ankle band each wrestler will wear – "Red" or "Green." Try to match this with singlet color when possible (i.e. Red Singlet ❑ Red Ankle band). This makes it easier for both the referee and the scorer. Write in Red or Green in the color block on the bout sheet for *each* wrestler. Alternately you can use a red or green marker and put a colored slash mark in the color block.
- Check the timer to be sure it is set properly.
- Acknowledge that you are ready when the official looks to you.

5. When the bout begins:

- Record all points on the bout sheet in the proper box as they are awarded by the official. Refer to the scoring abbreviations listed with these instructions. Be sure that points are recorded in the proper round for the correct wrestler.
- Record whether a wrestler selected Up (↑), Down (↓), or Neutral (=) in Rounds 2 and 3.
- If the bout is won by a Fall or Technical Fall, show the time elapsed in the "TIME" block under the round in which the fall occurred.

6. When the bout is complete:

- Total the points for each wrestler and enter the total in the appropriate block.
- Note how the wrestler won the match by entering the correct abbreviation in the wrestler's "TOTAL" block. (examples: won by decision, enter "DEC"; by fall, enter "F"; etc.)
- CIRCLE the name block of the winning wrestler

- X OUT the name block of the losing wrestler
 - Have the winning wrestler PRINT THEIR NAME (not sign) the bout sheet (REQUIRED)
 - Have the official sign the bout sheet (REQUIRED do not let the official tell you to do it for them)
- 7. Bring the completed bout sheet to the bracketter for future match scheduling.**

SCORING

TERM	POINTS	ABBREVIATION USED ON BOUT SHEET
TAKEDOWN	2	T2
REVERSAL	2	R2
ESCAPE	1	E1
NEAR FALL	2	N2
NEAR FALL (5 sec)	3	N3
STALLING	REFEREE CALLS	S
TECHNICAL VIOLATION	REFEREE CALLS	TV
ILLEGAL HOLD, UNNECESSARY ROUGHNESS	REFEREE CALLS	P
CAUTION	REFEREE CALLS	C (POINTS)
WARNING	REFEREE CALLS	W
UNSPORTSMANLIKE CONDUCT(match point)	REFEREE CALLS	UCM
FLAGRANT MISCONDUCT	REFEREE CALLS	FMC
WRESTLER SELECTS "UP"	REFEREE WILL INDICATE	↑
WRESTLER SELECTS "DOWN"	REFEREE WILL INDICATE	↓
WRESTLER SELECTS "NEUTRAL"	REFEREE WILL INDICATE	=
FALL (pin)		F + total bout time
TECHNICAL FALL (margin 15 points)		TF + total bout time
MAJOR DECISION (win by 8-14 points)		MD
DECISION (win by less than 8 points)		DEC
FORFEIT FOR DISQUALIFICATION		DQ
DEFAULT		DEF

BOUT TIMES

Division 1 = 1 ½ MINUTE PERIODS (1½ - 1 ½ - 1 ½)

Division 2 = 1 MINUTE FIRST PERIOD THEN TWO 2 MINUTE PERIODS (1 – 2 – 2)

Division 3 = 2 MINUTE PERIODS (2 – 2 – 2)