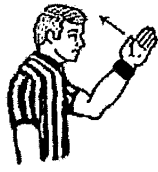


# WRESTLING INFORMATION SHEET

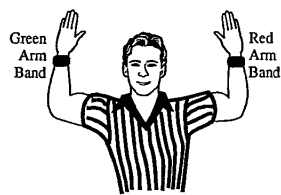
by Rich Gebhart (available from: [www.nnwoa.org](http://www.nnwoa.org))



Start the Match



Defer Choice



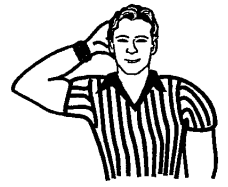
Neutral Position



Caution for False Start /  
Incorrect Starting Position  
(right or left hand)



Interlocking / Overlapping  
Hands or Grasping Clothing



Potentially  
Dangerous



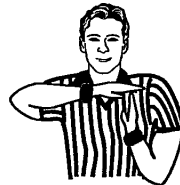
Stalling  
(right or left hand)



Illegal Hold or  
Unnecessary Roughness



Reversal



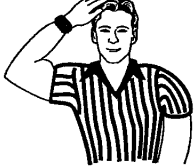
Technical Violation



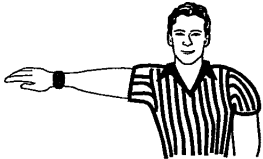
Awarding Points  
(right or left hand)



Near Fall  
(right or left hand)



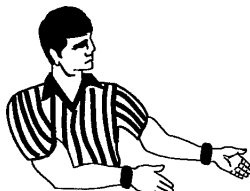
Flagrant Misconduct  
(right or left hand)



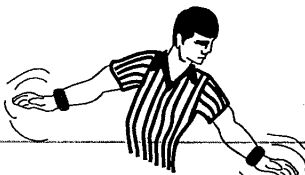
Unsportsmanlike Conduct  
Coach Misconduct (*close fist*)  
(right or left arm)



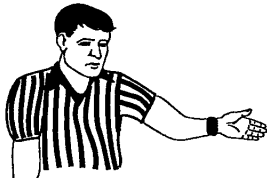
Stalemate



Out of Bounds



Indicates No Control



Indicates Wrestler In Control  
(right or left hand)

## SCORING ABBREVIATIONS (WITH POINTS)

C — Caution (*for points after 2nd warning, use FS below*)

FS<sub>1</sub> — False Start / Incorrect Starting Position (*points only awarded after 2 cautions*)

E<sub>1</sub> — Escape

N<sub>2</sub> or 3(4) — Near Fall (*3 points after 5 sec. in criteria; 4 points if stop match for defensive injury / bleeding*)

P<sub>1</sub>(or 2) — Illegal Holds / Unnecessary Roughness

R<sub>2</sub> — Reversal

S<sub>w</sub> — Warning (for stalling)

S<sub>1</sub>(or 2) — Stalling (*points awarded after stall warning*)

T<sub>2</sub> — Takedown

TV<sub>1</sub>(or 2) — Technical Violation

UCM<sub>1</sub>(or 2) — Unsportsmanlike Conduct (*Match Point*)

CM<sub>w</sub> — Coach Misconduct Warning

CM<sub>1</sub>(or 2) — Coach Misconduct (*deduct 1 Team Point after 1<sup>st</sup> penalty; 2 Team Points after 2<sup>nd</sup> penalty*)

FMC — Flagrant Misconduct (*applies to contestants, coaches, & team personnel; deduct 3 Team Points*)

UCT — Unsportsmanlike Conduct (*deduct Team Point*)

↑ — Selects up

↓ — Selects down

↔ — Selects neutral

IT (time elapsed) — Injury Time (*after 2nd IT; record choice: ↑↓↔*)

BT (time elapsed) — Blood Time

F (time) — *e.g., F: 1:38 (pin)*

TF (time) — *e.g., TF: 4:25 (after more than 15 score difference)*

OT — Overtime

SV — Sudden Victory (*1 minute; neutral starting position*)

TB — Tie Breakers (*two 30-second periods; flip disk; record choice: ↑↓↔*)

UTM — Ultimate Tie Breaker (*final 30-second period: use first point(s) scored*)

RO<sub>1</sub> — Ride Out (*offensive wrestler, if still in control after ultimate tiebreaker & no score, earns 1 pt*)

Dec — Decision (*less than 8 pt score difference*)

MD — Major Decision (*8-14 pt score difference*)

Def — Default

DQ — Disqualification

For

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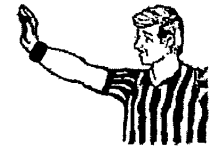
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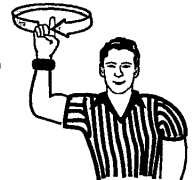
ma



Stopping the Match



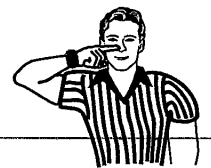
Time Out



Start Injury Time  
(right or left hand)



Start Recovery Time  
(right or left hand)



Stop Injury /  
Blood Clock  
(right or left hand)



Stop Injury /  
Blood Clock