

# Glossary

## INTERNATIONAL TERMS

|  |                       |
|--|-----------------------|
| <i>USA Wrestling</i> .....             | <i>FILA</i>           |
| Announcer .....                        | Speaker               |
| Caution .....                          | Warning or Caution    |
| Warning .....                          | Passivity             |
| Chief pairing master .....             | Secretariat           |
| Disqualification (cautions).....       | Disqualification      |
| Disqualification (misconduct).....     | Brutality             |
| Olympic, Open or Senior division ..... | Senior division       |
| Overtime.....                          | Extra Time            |
| Paddles.....                           | Bats                  |
| Pools.....                             | Groups                |
| Protest committee.....                 | Jury of appeal        |
| Round-robin.....                       | Group finals          |
| Scratch weight.....                    | No tolerance          |
| Start sheet.....                       | Programme             |
| Technical fall.....                    | Technical superiority |
| Order of Wrestling .....               | Start list            |
| Weight allowance .....                 | Tolerance             |

## DEFINITIONS

**Age:** A wrestler's age is determined by the birthday he/she observes during the calendar year. For example, if he/she turns 15 on any day in 2010, he/she is considered 15 all year.

**Amplitude:** A throw lifting the opponent above the thrower's waist. Points vary for grand (high) amplitude and low amplitude.

**Announcer:** The person who calls wrestlers to the mat, conducts opening ceremonies and the presentation of awards, and makes any other public statements pertinent to the event.

**Announcer's assistants:** Persons who coordinate the flow of outgoing bout sheets to the announcer, keep track of the mats to which they go, and collect and check incoming bout sheets for the chief pairing master.

**Back forcing:** A term indicating that pairing "from the top down" has reached a momentary impasse, which can only be solved by backing up and trying another combination of wrestlers.

**Blind draw:** A drawing of lots where all positions are determined by chance, with no seeding or separation.

**Bout:** Competition between two wrestlers, a match.

**Bout numbers:** The method of showing in what order the bouts will be conducted.

**Bout sheet:** Form on which the judge keeps score for a bout.

**Bout sheet tracking:** A form that shows to which mat each bout has been assigned.

**Bridge:** When a wrestler supports himself on his/her head, elbows and feet to keep his/her shoulders from touching the mat.

**Brutality:** Unnecessary roughness, with clear intent to injure the opponent. Penalized by disqualification from the tournament.

**Bye:** The indication that a wrestler has no opponent in a given round.

**Cadet:** A wrestler in the 15-16 age group.

**Call to the mat:** The announcement for two wrestlers to report to a specific mat to compete.

**Carry forward:** When two wrestlers in the group finals already have met, the result of their previous bout is recorded as part of the group finals.

**Category:** The national or international ranking earned by a mat or pairing official. Also, the age group in which a wrestler competes.

**Caution:** The penalty against a wrestler for use of an illegal hold, fleeing a hold, fleeing the mat, or refusal to take a proper starting position. Three cautions result in disqualification.

**Center:** A 1-meter circle, the starting area in the center of the mat. Also, a command to the wrestlers to return to the center.

**Central wrestling area:** The middle of the mat, 7 meters across, where the action should take place.

**Championship round:** The finals, competition between place winners from the two groups to determine final placing in the tournament.

**Chief clerk:** The person who coordinates the preparation of bout sheets and wall charts.

**Chief mat official:** The person in charge of referees for an event.

**Chief medical officer:** The person in charge of the medical staff for an event. His/her decision as to whether an injured athlete may continue to wrestle is final, and not subject to appeal.

**Chief pairing master:** The person in charge of "head table" operations of the event.

**Classification points:** Positive points earned by the winner of a bout, and sometimes by the loser. These points help determine the ranking of the wrestlers at the close of competition.

**Clerks:** Persons who prepare bout sheets and wall charts.

**Clinics:** Instructional meetings for mat and pairing officials concerning rules and procedures, conducted by the respective chiefs or other senior officials. Also, explanations of rules for coaches and wrestlers. Technique clinics are demonstrations of methods of attack and defense so that wrestlers and coaches may improve their skills.

**Continental championships:** Competition limited to nations from a given area, e.g., Pan American, European, Asian, Oceanic.

**Correct hold:** A well-executed throw which neither scores a takedown, nor puts the opponent in danger. It can be awarded a point for "appreciation" of the throw.

**Counter:** An action which stops or blocks the offensive wrestler's attack. A wrestler can score with a counter.

**Crescents:** Standard symbols used to mark round-robin participants (red crescents) and special bouts (black crescents).

**Criteria:** The list, in order, of tie-breakers.

**Decision:** Victory on points, by a margin of 1 to 5.

**Default:** A bout determined by injury to a contestant.

**Disqualification:** Elimination of one or both contestants from a bout with three cautions, or for misconduct. In the latter case, the wrestler(s) may be eliminated from the tournament.

**Division:** Age group or category in which a contestant competes.

**DNWI:** Standard notation that a wrestler did not attend a weigh in, or that he/she attended an event's second or third weigh-in, but was too heavy.

**Domestic competition:** Competition within the USA, not involving international teams.

**Double bye:** Term used when pairing a round requires byes for two contestants.

**Draw number:** Identification number for each contestant, determined by the drawing of lots, listed on the pairing chart at the left of the contestant's name.

**Drawing of lots:** Random selection of numbers by each contestant at registration or weigh-in depending on the age group.

**Drawmaster:** The person who conducts the drawing of lots.

**Drug testing:** Can be ordered for any contestant at any time, during any national or international event or trials, at the request of FILA, the U.S. Olympic Committee or USA Wrestling.

**Dual meet:** Competition between two teams, each team entering one wrestler in a previously determined number of weights.

**Elimination:** Removal of a wrestler from the competition, by a second defeat, an injury, forfeit, failure to weigh in, or misconduct.

**Elimination rounds:** The preliminary rounds of competition, to reduce the number of contestants to three in each group and to determine additional placings as needed.

**Event coordinator:** A representative of USA Wrestling assigned to supervise and coordinate the total operation of an event. This person has the authority to make decisions on any controversial subject. The domestic counterpart of the FILA representative.

**Event director:** Chairman of the local organizing committee, host administrator for the event.

**Examinations:** Tests given to mat or pairing officials leading to advancement in category.

**Exposure:** When the defensive wrestler's back is turned toward the mat without the head or an elbow touching (hand-to-hand). Not a danger position, so it can score only one point.

**Face mask:** A protective cushion worn because of injury. Prohibited in international events, but permitted by USA Wrestling when prescribed by a physician or by the chief medical officer of the event.

**Fall:** Victory by pinning an opponent's shoulders to the mat.

**FILA:** Fédération Internationale des Luttes Associées, the international governing body of wrestling.

**FILA Cadet:** A wrestler in the 16-17 age group. A wrestler 15 may enter this division with a medical certificate.

**FILA Junior World (formerly Espoir):** A wrestler in the 18-20 age group. A wrestler 17 may enter this division with a medical certificate.

**FILA representative:** The delegate assigned to supervise all aspects of an international event.

**Fleeing a hold:** Openly refusing contact to prevent the opponent from initiating or executing a hold, punishable by a caution, plus a penalty point and choice of position to the opponent.

**Fleeing the mat:** Leaving the wrestling area to avoid the opponent's attack, punishable by a caution, plus a penalty point and choice of position to

the opponent; two penalty points if fleeing occurs from a danger position.

**Floor manager:** The person responsible for arena equipment and personnel.

**Flow chart:** Document with which the chief pairing master monitors and controls the pace of the competition.

**Forfeit:** The result when a wrestler fails to appear for his/her bout.

**Freestyle:** One of the two international wrestling styles, where use of the legs is permitted.

**Gorriaran Trophy:** An award formerly given to the wrestler who scores the most falls, in the least total time. Named for the man who originated the award.

**Grand Amplitude hold:** A high, sweeping throw during which the opponent is lifted completely off the mat.

**Greco-Roman:** One of the two international styles, where attacking the opponent's legs, and using one's own legs in an attack, is prohibited.

**Group:** One-half of the contestants in one weight class, a pool.

**Group finals:** Round-robin competition among the final three contestants in a group. Sometimes only two contestants are involved.

**Gut wrench:** Also called a body lock and bridge. A hold that uses the defensive man's torso to turn him to score points.

**Handkerchief:** Each wrestler must have one, and he/she should show it to the referee as he/she comes onto the mat.

**Headgear:** Ear protectors of various types. Authorized by USA Wrestling at the junior and younger levels. Optional for FILA Junior World and seniors, if there is no objection from the opponent.

**Illegal hold:** A hold or maneuver prohibited by the rules, punishable by a caution and one or two penalty points.

**Injury time:** An interruption of the bout because a wrestler is hurt. Each contestant is allowed a total of two minutes in one bout.

**International styles:** Freestyle and Greco-Roman.

**Instantaneous fall:** Not a fall, but the the simultaneous touch of both shoulders by either wrestler, two points for the opponent.

**Judge:** One of the officials, seated across from the mat chairman and timer. The judge assists the referee, awards points and keeps score.

**Junior:** Internationally, a wrestler in the 18-20 age group. A wrestler 17 may enter with a medical certificate. Nationally, a high school wrestler attending grades 9, 10, 11 or 12 during the school term of the event (or immediately preceding a summer event), and must not turn 20 years old before September 1 of the year of the event, other rules apply.

**Jury:** The officiating team (referee, judge, mat chairman).

**Jury of Appeal:** The protest committee.

**Kids:** A division of USA Wrestling for wrestlers 14 and younger.

**Kilogram:** A weight of 2.2046 pounds, abbreviated "kg."

**License:** A document of eligibility, for wrestlers and officials.

**Mandatory rest:** A wrestler must be allowed at least 15 minutes after a bout before he/she can compete again.

**Mat chairman:** Chief of the three-man officiating team for any bout. He/she decides on the score or action when the referee and judge disagree.

**Mat official:** An official qualified to serve as a referee-judge.

**Media coordinator:** The person responsible for providing information to the press.

**Medical alert:** A document for communication between the medical staff and pairing staff.

**Medical certificate:** Written statement from a physician that a contestant is capable of competing.

**Medical examination:** Immediately preceding the first weigh-in, a check of each wrestler for skin infections or contagious disease.

**Medical liaison:** A pairing official assigned to communicate with the medical staff and to track all the medical alert forms.

**Medical officer:** A physician, trainer or other medical professional who treats injuries suffered by the contestants.

**Modifications:** Variations in the FILA rules adopted by USA Wrestling for domestic competition and applied to specific age groups.

**National federation:** USA Wrestling, or its equivalent in other countries, the national governing body.

**National Wrestling Hall of Fame & Museum:** The national museum of wrestling history, located in Stillwater, Oklahoma.

**Olympic division:** The 20-and-over age group. Wrestlers 18-19 are accepted with a medical certificate, 17 for Women's Senior Level. Also called Open or Senior division.

**On deck:** Two wrestlers called to the mat where a bout is in progress, to prepare themselves for the next bout on the same mat.

**Opponent number:** A symbol on the pairing chart telling each wrestler the draw number of his/her next opponent.

**Order of weights:** A chart showing the order in which weight classes will be called during the session, and the number of rounds likely for each.

**Outstanding wrestler:** An award to the contestant chosen the most skilled competitor in the event.

**Overtime (Extra Time):** An extension of the bout when time elapses with the score tied, or when the leading wrestler has not scored three technical points.

**Paddles:** Red, white and blue scoring devices, similar to table tennis paddles, used by the judge and mat chairman to indicate their decisions.

**Pairing chart:** The chart upon which the pairing official records the names, draw numbers and affiliations of the contestants, their scheduled bouts and results of the competition.

**Pairing master:** A senior pairing official sufficiently skilled to direct tournament operations and to present clinics.

**Pairing official:** An official competent to pair the contestants, record the results and carry out responsibilities assigned by a pairing master.

**Pairing teams:** Sets of two pairing officials, working together to conduct one or more weight classes, groups or age divisions.

**Par terre:** When both contestants are wrestling down on the mat, literally "on the ground."

**Passivity zone:** A 1-meter wide band inside the edge of the mat. Upon hearing "Zone!" from the referee, the wrestlers must work toward the center of the mat.

**Place square:** The space at the right end of each contestant's line on the pairing chart, where a number is written to denote the place earned.

**Pool:** Group.

**Positive points:** Classification points.

**Preliminary rounds:** Elimination rounds.

**Presentation of awards:** A ceremony during which wrestlers receive medals, trophies and other recognition of their achievements.

**Protection area:** The section of the mat that is out-of-bounds.

**Protest:** A formal appeal for reversal of a decision, claiming an error.

**Red card:** Expulsion of a coach from the rest of the tournament for unsportsmanlike behavior. Preceded by a yellow card (warning).

**Red dot:** A symbol on the pairing and wall charts to indicate that the wrestler wears a red singlet in his/her next bout.

**Red pool:** Group A, the wrestlers with odd draw numbers. In the finals, these wrestlers wear red singlets.

**Referee:** The official who conducts the bout on the mat, starting and stopping action with the sound of his/her whistle, and signalling his/her decisions on points, position and passivity to the judge and mat chairman.

**Registration:** The paperwork of entering an event, payment of entry fees, etc.

**Release:** Announcement, on authority of the chief pairing master, that all the wrestlers in a weight class may leave the arena until the next session, or to attend weigh-ins.

**Re-pair:** To restructure the pairing for a round after a withdrawal.

**Reverse bye:** A bye that is taken away from the bottom man on the list and awarded to another wrestler, only done to make it possible to pair more bouts in the next round.

**Reverse score:** Standard notation of loss by decision. Example, 3-8.

**Round:** A series of bouts involving all the wrestlers in a weight class or group, once each. If there is an odd number of contestants, one of them receives a bye.

**Round-robin:** Group finals, competition among three wrestlers remaining in a group, each meeting the other two regardless of the outcome of a single bout.

**Runner:** A person who carries bout sheets between the announcer and the mats.

**Scoreboard:** An unofficial means of showing the score of a bout to the spectators.

**Seeding:** Pre-tournament ranking of contestants by past achievement, so that they may be separated in the draw.

**Senior:** Another name for the Olympic or Open division, ages 20-up.

**Separation:** A planned procedure for placing contestants in different areas of the pairing chart, based on seeding, club or state affiliation, or a combination of these factors.

**Session:** A time period which spans one or more rounds of competition. Example, afternoon session.

**Setup (floor):** Preparation for the event, laying out and cleaning mats, arrangement of tables and chairs, head table, scales, etc.

**Setup (pairing):** Preparation of pairing charts, wall charts, bout sheets and other paperwork necessary to start the competition.

**Single round-robin:** An event where each weight is conducted as one group, and the round-robin determines the final placing.

**Singlet:** A one-piece uniform worn by the wrestler.

**Singlet colors:** For each bout, one wrestler is instructed to wear a red singlet, the other a blue singlet.

**Slam:** Throwing an opponent down with unnecessary force, without accompanying him to the mat. May be considered brutality. A slam is illegal in Kids competition.

**Slipped throw:** An unsuccessful attempted throw from standing or par terre. Also can apply to a gut wrench.

**Special bout:** A bout required to break a tie between two beaten wrestlers who have not yet wrestled each other.

**Standard notations:** A series of recording practices used and recognized on wrestling forms and charts nationwide.

**Start sheet:** A document assigning a series of bouts to specific mats. Seldom used in the USA, except for international events.

**Team leader:** The top-ranked delegate of a team.

**Team scoring:** The ranking of clubs, states or other teams according to points awarded for the success of their wrestlers.

**Technical fall:** A slang term for victory by technical superiority.

**Technical points:** Points scored by the wrestlers for actions and holds during a bout. Penalty points also are technical points.

**Technical superiority:** A victory on points, by a margin of 6 or more. The bout is stopped as soon as significant action ceases.

**Time bout ended:** The time of day, recorded on the bout sheet so that the mandatory rest period can be determined.

**Time of bout:** The actual elapsed time of competition. The time of a fall or technical superiority would be less than five minutes. The time of a decision would be 5:00, and overtime bout could be shown as 5:17.

**Timer:** The person who operates the clock for a bout.

**Touche:** French word for fall. The referee pronounces this word to “count” the time for a fall, about one-half second.

**Total wrestling:** The concept that both wrestlers must give maximum effort at all times.

**Tournament operations:** All the phases of planning and conducting a competitive event.

**Universal wrestling:** Use of a wide range of techniques and holds.

**University:** USA Wrestling division for wrestlers ages 18-24 and whose class has graduated from high school.

**USA Wrestling:** The national governing body and the sport’s delegate to the U.S. Olympic Committee and to FILA.

**USWOA:** U.S. Wrestling Officials Association, the national organization of mat and pairing officials.

**Wall charts:** Large posters, duplicates of the pairing charts, maintained for the information of wrestlers, coaches and spectators.

**Weigh-in:** A preliminary to competition, where the wrestler steps on the scale to certify that his/her weight does not exceed the limit for the class in which he/she is entered.

**Weigh-in card:** A card bearing the wrestler's name, weight class and other information, which serves as the link among registration, weigh-in, drawing of lots and pairing.

**Weighmaster:** The person who directs the weigh-in.

**Weight classes:** Divisions in pounds or kilograms, whereby wrestlers are grouped by size for competition.

**Work sheet:** A "trial" document used by the pairing official for calculations before making entries on the pairing chart.

**World Cup:** Annual dual meet competition among teams from different continents.

**Yellow card:** A warning given by the officials to a coach whose behavior is unsportsmanlike.



## COUNTRY CODES

In international competition, the countries are identified by three-letter codes, used on all pairing, results and programmes (not complete).

|                    |     |               |     |                |     |
|--------------------|-----|---------------|-----|----------------|-----|
| Afghanistan        | AFG | Great Britain | GBR | Niger          | NIG |
| Albania            | ALB | Greece        | GRE | Nigeria        | NGR |
| Algeria            | ALG | Guatemala     | GUA | North Korea    | PRK |
| Angola             | ANG | Guam          | GUM | Norway         | NOR |
| Amer. Samoa        | ASA | Guinea        | GUI | Pakistan       | PAK |
| Argentina          | ARG | Guinea-Bissau | GBI | Palestine      | PLE |
| Armenia            | ARM | Honduras      | HON | Panama         | PAN |
| Australia          | AUS | Hungary       | HUN | Peru           | PER |
| Austria            | AUT | Iceland       | ISL | Philippines    | PHI |
| Azerbaijan         | AZE | India         | IND | Poland         | POL |
| Bangladesh         | BAN | Indonesia     | INA | Portugal       | POR |
| Belarus            | BLR | Iraq          | IRQ | Puerto Rico    | PUR |
| Belgium            | BEL | Iran          | IRI | Romania        | ROM |
| Benin              | BEN | Ireland       | IRL | Russia         | RUS |
| Bolivia            | BOL | Israel        | ISR | San Marino     | SMR |
| Bosnia-Herzeg.     | BIH | Italy         | ITA | Saudi Arabia   | KSA |
| Brazil             | BRA | Ivory Coast   | CIV | Senegal        | SEN |
| Burkina-Faso       | BUR | Japan         | JPN | Slovak Rep.    | SVK |
| Bulgaria           | BUL | Jordan        | JOR | Slovenia       | SLO |
| Cameroon           | CMR | Kampuchea     | KAM | Somalia        | SOM |
| Canada             | CAN | Kazakhstan    | KAZ | South Africa   | RSA |
| Albania            | ALB | Kenya.        | KEN | Spain          | ESP |
| Cent. African Rep. | CAF | Kirghizistan  | KGZ | Sri Lanka      | SRI |
| Chad               | CHA | Korea         | KOR | Sudan          | SUD |
| Chile              | CHI | Latvia        | LAT | Sweden         | SWE |
| PR of China        | CHN | Lebanon       | LIB | Switzerland    | SUI |
| Colombia           | COL | Lithuania     | LTU | Syria          | SYR |
| Congo              | CGO | Luxembourg    | LUX | Tadjikistan    | TJK |
| Costa Rico         | CRC | Macedonia     | MKD | Taiwan         | TPE |
| Croatia            | CRO | Madagascar    | MAD | Tanzania       | TAN |
| Cuba               | CUB | Mali          | MLI | Thailand       | THA |
| Cyprus             | CYP | Malta         | MLT | Thunisia       | TUN |
| Czech Republic     | CZE | Mauritania    | MTN | Turkey         | TUR |
| Denmark            | DEN | Mauritius     | MRI | Turkmenistan   | TKM |
| Dominican Rep.     | DOM | Mexico        | MEX | Ukraine        | UKR |
| Ecuador            | ECU | Moldova       | MDA | United States  | USA |
| Egypt              | EGY | Mongolia      | MGL | Uruguay        | URU |
| El Salvador        | ESA | Morocco       | MAR | Uzbekistan     | UZB |
| Estonia            | EST | Namibia       | NAM | Venezuela      | VEN |
| Finland            | FIN | Nauru         | NAU | Vietnam        | VIE |
| France             | FRA | Nepal         | NEP | Virgin Islands | ISV |
| Gambia             | GAM | Netherlands   | NED | Western Samoa  | SAM |
| Georgia            | GEO | New Zealand   | NZL | Yemen          | YEM |
| Germany            | GER | Nicaragua     | NCA | Yugoslavia     | YUG |
| Malaysia           | MAS | Aauro         | NAU | Zaire          | ZAI |
| Palau              | PAL | Paraguay      | PAR | Solomon Is.    | SOL |
| FS of Micronesia   | FSM | Qatar         | QAT | Suriname       | SUR |
| Netherl. Antilles  | AHO | Aruba         | ARU | Serbia         | SER |
| Montenegro         | MNE |               |     |                |     |

# A Guide to Pairing

For many USA Wrestling sanctioned events in 2010, the use of computer assisted bracketing will be implemented. Even though much of the pairing procedures and policies apply in general, there may be situations that necessitate a modification or revision to the policies and procedures as they come to light.

This also includes the use of draw numbers, where computers will be substituted to complete the random separation of wrestlers versus the use of numbers drawn by the contestants.

In the international styles of wrestling, the system of matching the contestants, recording results and determining the course of the competition is a deployment of numbers known as pairing.

At the outset of a tournament, each contestant draws a number, or one is assigned to him. If any consideration is given to a wrestler's past achievements, or to his/her state or club affiliation, it is done at this point. Once competition has begun, the pairing formula matches contestants only by their draw numbers, and there is no further attention to the identity of the wrestlers, or their level of success.

During the 1990s, as FILA introduced the concepts of total wrestling, massive changes occurred in the rules and philosophy of the sport, bringing major improvements in tournament procedures. The rules now provide a true championship final in each weight class in contrast with earlier procedures.

Changes have continued into the new century and FILA continues experimenting with forms of line bracketing as an alternative to the vertical pairing format in use for nearly half a century.

## **Modifications**

FILA conducts age group events, but has only a few special rules for youth competition. USA Wrestling, on the advice of its sport committees and sport science staff, has adopted modifications to the FILA rules for specific age groups or levels of competition in this country. USA Wrestling applies modifications to age limits, weight classes, drawing of lots, pairing procedures, separation of contestants, use of the pool system, and on-the-mat competitive rules.

Beginning in 2006, FILA changed to a modified line bracket format for all of its championships, with double elimination for the gold and silver medals and two consolations for third. All places below fifth are, in general, determined by classification points. USA Wrestling does not plan to use this format for its domestic events.

USA Wrestling national championships in the University, FILA Junior World and Veteran's Divisions will be conducted under a double eliminations format long used in this country by many sports. The two undefeated wrestlers compete for first and second places, but until a wrestler has been beaten twice, he remains in contention for the bronze. The double elimination format also will be employed for USA World Team Trials in the University and FILA Junior World Divisions. The Senior Division will use a modified line bracket system for that divisions National Championships. Senior World Team Trials procedures are explained in a separate document available from USA Wrestling.

The Women's University and Junior World Divisions will utilize the two pool vertical system at National Championships and World Team Trials.

USA Wrestling will continue to conduct its Freestyle and Greco-Roman Junior Nationals and Cadet Nationals, with their huge entry totals, under the vertical pairing format.

## **DOUBLE ELIMINATION BRACKETING**

Double elimination, with seeding and separation of wrestlers of proven skills, is an alternative to the vertical pairing method, and to FILA's two bout elimination process.

Double elimination guarantees at least two bouts for each contestant. However, a wrestler who loses before reaching the finals can place no higher than third, so half of all the bouts are among contestants who are no longer in the gold medal race. This format's original attraction for wrestling was its emphasis on participation, particularly for athletes not of championship caliber.

The number of bouts in a double elimination bracket is about the same as the number of bouts for a vertical pairing chart.

Any double elimination procedure offers the possibility of a rematch of wrestlers who have met in an early round. Each bracket is developed to delay the possibility of rematches as long as possible.

A 64-man bracket contains two more rounds than a 32-man bracket, which in turn contains two more rounds than a 16. The first order of business is to reduce all brackets to the same level. When the event reaches the quarter finals, all weight classes should have the same number of contestants, and the same number of bouts.

### ***Setup Procedures***

1. Carefully count the number of entries in each weight class; determine size of bracket to use - 8, 16, 32, or 64 bracket.
2. Determine the number of byes and place the byes on the proper lines, using the chart at the top of page 95. The byes can be written on the bracket as soon as we know the total number of entries in any weight class.
3. Make up post-it notes indicating 1st, 2nd, 3rd, and 4th quarters, AND "Upper" and "Lower" half brackets (six post-its total). Arrange post-its on work table.
4. Pull weigh-in cards of seeded wrestlers; place in the appropriate quarter as indicated on the chart on page 95. (Example: Place weigh-in card of #1 seed under the 1st quarter post-it, #2 seed under 3rd quarter post-it, etc., until all seeds have been placed.
5. Separate and stack all remaining cards by club/team.
6. Check to see if any seeded wrestler is a member of a club or team from #5 above. All non team member weigh-in cards may be placed in an unassigned deck of weigh-in cards.
7. You now have cards of wrestlers from the same teams or clubs of seeded wrestlers. The seeds remain in their assigned quarter brackets. Club or teammates are distributed in the bracket according to: (Place cards under appropriate post-it note.)

**Two Contestants:**

If one is seeded, his/her teammate is assigned to the other half of the bracket. Place card under half bracket post-it.

**Three Contestants**

a. If one is seeded, both of the remaining club members are assigned to the half bracket away from their seeded teammate, in opposing quarters, low draw number first. Place cards under appropriate post-it. (Quarter post-it)

b. If two are seeded and separated, the remaining member is assigned to the lowest numbered quarter-bracket away from a teammate.

c. If two are seeded, but in the same half, the remaining club member's card is assigned to the opposite half. Place card under that half bracket post-it note.

**Four Contestants**

a. If one is seeded, the remaining club members are assigned alternately, starting with the low draw number in the first quarter in the half opposite the seeded club member, until there is one club member in each quarter-bracket. The fourth member (highest draw number) will be assigned the quarter bracket away from his/her seeded teammate, but in same half bracket.

b. If two are seeded and separated, the remaining members with the lowest draw number is assigned to the upper half and highest draw number to the lower half, in quarter-brackets away from their teammates.

c. If two are seeded, but in the same half, the two remaining members with the lowest and highest draw numbers are placed in the opposite half, in opposing quarter-brackets, low draw number first available quarter.

**Five or More Contestants**

a. For five only: Follow procedures above for four. The remaining member will be placed in the unassigned deck. Keep record of all clubs/teams with five or more contestants.

b. For Five and Six: Follow procedures for four above. The lowest draw number (#5 contestant) is assigned to the "Upper" half bracket, and the highest draw number (#6 contestant) is assigned to the "Lower" half bracket.

c. For Five to Seven or more: Follow procedures above for four. Five, six, seven, eight, etc. from same team/club, place in draw number order, lowest to highest. Distribute as follows: Five in 1st quarter, six in 3rd quarter, seven 2nd quarter, eight in 4th quarter, nine in first quarter, etc.

8. To separate club/team members with more than one contestant, **but no seeds**, follow these procedures: (Place cards under appropriate post-it note.)

**Two Contestants**

The club/team member with the lower draw number is assigned to the upper half of the bracket and his/her teammate to the lower half. Place cards under those notes.

**Three Contestants**

The club member with the low draw number of the three is assigned to the upper half, the high draw number to the lower half, and the other returned to the unassigned deck.

### **Four Contestants**

Place the four contestants in draw number order, lowest to highest, and assign to quarter brackets. Lowest draw number to 1st quarter, next draw number to 2nd quarter, etc.

### **Five or More Contestants**

- a. Follow procedures above for “Four Contestants”.
  - b. Refer to **a**, **b** and **c**. from “Five or More Contestants” under #7 above.
9. Note how many weigh-in cards are under each quarter post-it note and how many byes are written in for the quarter.
  10. Arrange unassigned weigh-in cards in draw number order, lowest to highest.
  11. Count number of cards under Upper half post-it and mathematically add number of cards under 1st and 2nd quarter post-its and number of byes written in on upper half of bracket; subtract this number from the number of lines for the upper half bracket to determine the number of cards to be taken from the unassigned cards to fill the upper half bracket. Select that number of cards from the unassigned cards and place with the cards under the Upper half post-it note and place in draw number order, lowest to highest.
  12. Now, take the previously assigned 1st quarter cards and add the necessary number of Upper half cards from #11 above to fill first quarter. Put all these cards in draw number order, lowest to highest, and place in order on work table.
  13. The remaining cards under the Upper half post-it should fill the 2nd quarter. Put these cards and the previously assigned cards to the 2nd quarter in draw number order, lowest to highest, and place on work table.
  14. Repeat procedures #11-#13 for lower half of bracket.

### **Movements of Club/Teammates**

15. Check each quarter bracket to see if there are teammates within same quarter.
16. If there are two wrestlers from same club/team in the same 1/8 or 1/16 within a quarter bracket, move the lower draw number to a different upper 1/8 or 1/16 within that quarter bracket. If the lower draw number cannot be moved up, move the higher draw number down within that quarter bracket.
17. If there are two seeds in the same 1/8 or 1/16 within a quarter bracket, move the lower draw number to a different upper 1/8 or 1/16 within that quarter bracket. If the lower draw number cannot be moved up, move the higher draw number down within that quarter bracket.
18. Viewing the actual bracket sheet to be used for the weight class, number the weigh-in cards, giving each the number of the line where that name will be placed. Be sure to skip line numbers where “byes” have been assigned.
19. On the numbered bracket sheet, write name of contestant and club/team affiliation. Club seed is optional.
20. On your flow chart, number all the bouts in the tournament, then plan mats and sessions. Post the order of weights and show what rounds and what bouts will be wrestled in each weight class during the entire session.

**Total bouts can be determined by using the following formulas:**

For the whole tournament, eight places: Entries minus the number of weights, then doubled, equals the total number of bouts.

For one weight, eight places: Entries minus 1, doubled = bouts.

Note that both totals, because they are doubles, must be even numbers. You may have an odd number of bouts in one round, but if they don't even up quickly, look for a mistake.

Keep all bout numbers on the flow chart to maintain the proper order of championship and consolation rounds. When championship losers are to meet consolation winners in the same session, it is important to run both sides of the bracket at the same time, to equalize rest periods. The flow chart is designed to get all brackets down to the same number of rounds by the quarter finals.

Number every bout in the tournament in red on the brackets and wall charts. The wrestler on the top line always wears red.

Mark the seeds, in black, at the left of the wrestlers' names.

① Bruce Baumgartner, NYAC, or

1--Bruce Baumgartner, NYAC

Number each wrestler in each weight class one through the number of wrestlers entered. Carry the number with the wrestler's name when recording, particularly in the consolation rounds. It is easier to track his/her name when writing bout sheets. It also prevents mistakes if two wrestlers have the same last name.

Write the result, in black, under the winner's name as he advances to the left or right.

One of the drawbacks of double elimination bracketing is that it is extremely difficult to "pig-tail" an extra (17th, 33rd or 65th) entry into the bracket, because you have to "pig-tail" in two additional rounds. The cross-bracketing is quite complicated, as is the process of squeezing two extra "rounds" into the flow chart.

The best solution is to use the next larger bracket and lots of byes.

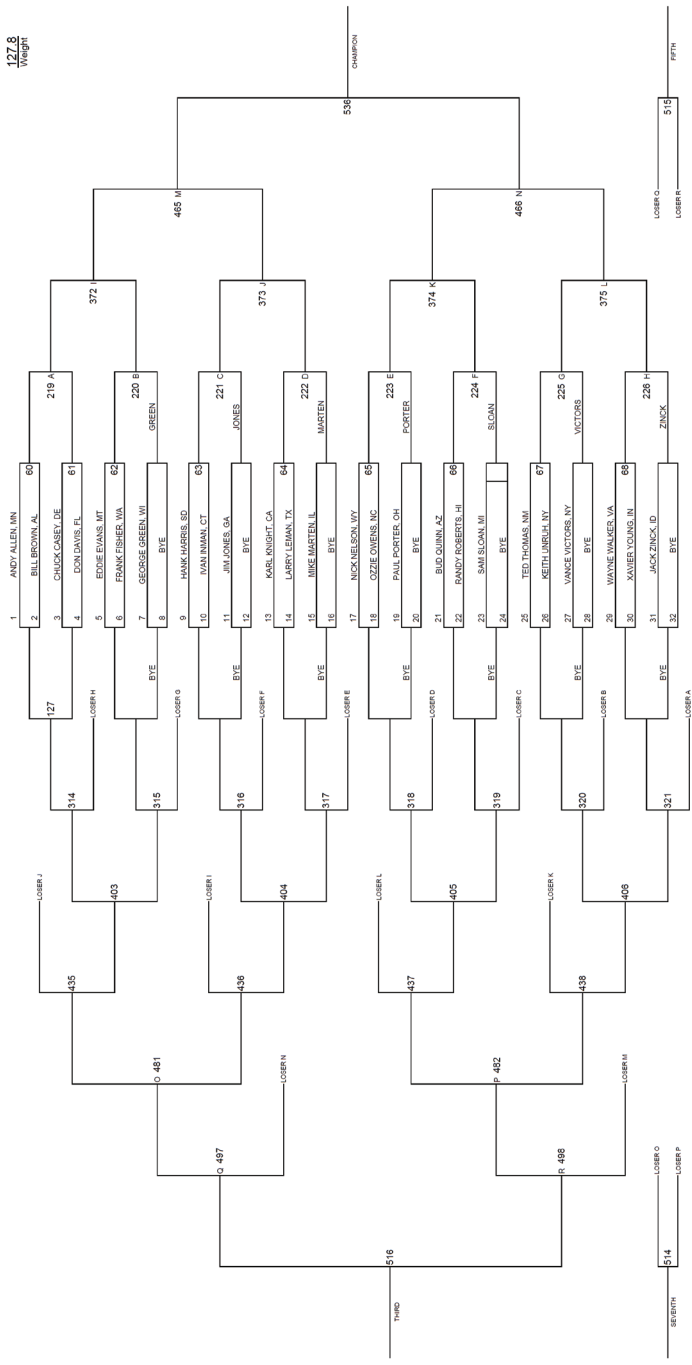
USA Wrestling now has double elimination brackets all the way to 128.

**Rule for cross-bracketing in the Consolation Semi-Finals round.** For any 8, 32 or 128 person bracket, the losers of the Championship Semi-Finals cross bracket into the Consolation Semi-Final round. For any 16 or 64 person brackets, the losers of the Championship Semi-Finals drop straight back to the Consolation Semi-Final bout in their same half of the bracket.

**PIONEER OPEN**  
Event

FS  
Division  
127.8  
Weight

Date



## WHERE TO PLACE THE BYES

| 64 Brackets |      |     |      | 32 Bracket |      | 16 Bracket |      |
|-------------|------|-----|------|------------|------|------------|------|
| Bye         | Line | Bye | Line | Bye        | Line | Bye        | Line |
| 1           | 2    | 17  | 61   | 1          | 2    | 1          | 2    |
| 2           | 63   | 18  | 29   | 2          | 31   | 2          | 15   |
| 3           | 34   | 19  | 45   | 3          | 18   | 3          | 10   |
| 4           | 31   | 20  | 13   | 4          | 15   | 4          | 7    |
| 5           | 18   | 21  | 53   | 5          | 10   | 5          | 6    |
| 6           | 47   | 22  | 22   | 6          | 23   | 6          | 11   |
| 7           | 50   | 23  | 38   | 7          | 26   | 7          | 14   |
| 8           | 15   | 24  | 6    | 8          | 7    |            |      |
| 9           | 10   | 25  | 57   | 9          | 6    |            |      |
| 10          | 55   | 26  | 26   | 10         | 27   |            |      |
| 11          | 42   | 27  | 43   | 11         | 22   |            |      |
| 12          | 23   | 28  | 11   | 12         | 11   |            |      |
| 13          | 8    | 29  | 19   | 13         | 30   |            |      |
| 14          | 40   | 30  | 51   | 14         | 13   |            |      |
| 15          | 27   | 31  | 4    | 15         | 20   |            |      |
| 16          | 59   |     |      |            |      |            |      |

| 8 Brackets |      |
|------------|------|
| Bye        | Line |
| 1          | 2    |
| 2          | 7    |
| 3          | 6    |

## PLACEMENT OF SEEDED WRESTLERS (in order)

**8 man Bracket - 1, 8, 5, 4**

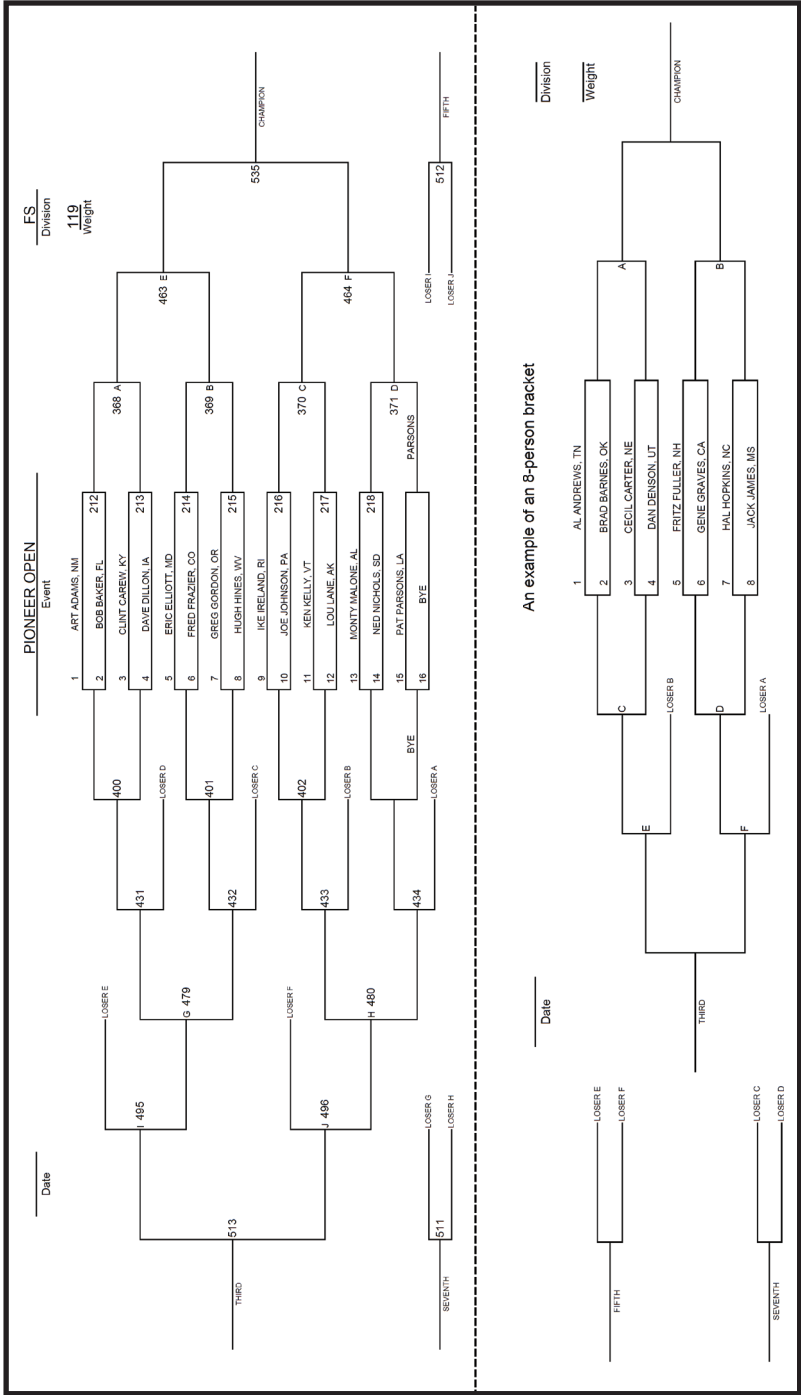
**16 man Bracket - 1, 16, 9, 8, 5, 12, 13, 4**

**32 man Bracket - 1, 32, 17, 16, 9, 24, 25, 8, 5, 28, 21, 12**

**64 man Bracket - 1, 64, 33, 32, 17, 48, 49, 16, 9, 56, 41, 24**

**128 man Bracket - 1, 128, 65, 64, 33, 97, 96, 32, 17, 82**





## BYES AND BOUTS, BASED ON ENTRIES

The chart below shows the number of byes and bouts in the first three rounds of four different sizes of brackets. Note that the 64 bracket wrestles first, then wrestles Round II and consolations while the 32 bracket is getting started. The 64 bracket wrestles Round III (all consolations) before action resumes in the 32 bracket and begins in the 16 bracket. The 8 bracket doesn't start until Round VI.

| 64 Bracket |     |    |          |     | 32 Bracket |     |    |          |     |
|------------|-----|----|----------|-----|------------|-----|----|----------|-----|
| Ent        | Bye | I  | II & c   | III | Ent        | Bye | II | IV & c   | V   |
| 64         | 0   | 32 | 16+16=32 | 16  | 32         | 0   | 16 | 8+8=16   | 8   |
| 63         | 1   | 31 | 16+15=31 | 16  | 31         | 1   | 15 | 8+7=15   | 8   |
| 62         | 2   | 30 | 16+14=30 | 16  | 30         | 2   | 14 | 8+6=14   | 8   |
| 61         | 3   | 29 | 16+13=29 | 16  | 29         | 3   | 13 | 8+5=13   | 8   |
| 60         | 4   | 28 | 16+12=28 | 16  | 28         | 4   | 12 | 8+4=12   | 8   |
| 59         | 5   | 27 | 16+11=27 | 16  | 27         | 5   | 11 | 8+3=11   | 8   |
| 58         | 6   | 26 | 16+10=26 | 16  | 26         | 6   | 10 | 8+2=10   | 8   |
| 57         | 7   | 25 | 16+9=25  | 16  | 25         | 7   | 9  | 8+1=9    | 8   |
| 56         | 8   | 24 | 16+8=24  | 16  | 24         | 8   | 8  | 8+0=8    | 8   |
| 55         | 9   | 23 | 16+7= 23 | 16  | 23         | 9   | 7  | 8+0=8    | 7   |
| 54         | 10  | 22 | 16+6=22  | 16  | 22         | 10  | 6  | 8+0=8    | 6   |
| 53         | 11  | 21 | 16+5=21  | 16  | 21         | 11  | 5  | 8+0=8    | 5   |
| 52         | 12  | 20 | 16+4=20  | 16  | 20         | 12  | 4  | 8+0=8    | 4   |
| 51         | 13  | 19 | 16+3=19  | 16  | 19         | 13  | 3  | 8+0=8    | 3   |
| 50         | 14  | 18 | 16+2=18  | 16  | 18         | 14  | 2  | 8+0=8    | 2   |
| 49         | 15  | 17 | 16+1=17  | 16  | 17         | 15  | 1  | 8+0=8    | 1   |
| 48         | 16  | 16 | 16+0=16  | 16  |            |     |    |          |     |
| 47         | 17  | 15 | 16+0=16  | 15  |            |     |    |          |     |
|            |     |    |          |     | 16 Bracket |     |    |          |     |
|            |     |    |          |     | Ent        | Bye | IV | VI & c   | VII |
| 46         | 18  | 14 | 16+0=16  | 14  | 16         | 0   | 8  | 4+4=8    | 4   |
| 45         | 19  | 13 | 16+0=16  | 13  | 15         | 1   | 7  | 4+3=7    | 4   |
| 44         | 20  | 12 | 16+0=16  | 12  | 14         | 2   | 6  | 4+2=6    | 4   |
| 43         | 21  | 11 | 16+0=16  | 11  | 13         | 3   | 5  | 4+1=5    | 4   |
| 42         | 22  | 10 | 16+0=16  | 10  | 12         | 4   | 4  | 4+0=4    | 4   |
| 41         | 23  | 9  | 16+0=16  | 9   | 11         | 5   | 3  | 4+0=4    | 3   |
| 40         | 24  | 8  | 16+0=16  | 8   | 10         | 6   | 2  | 4+0=4    | 2   |
| 39         | 25  | 7  | 16+0=16  | 7   | 9          | 7   | 1  | 4+0=4    | 1   |
| 38         | 26  | 6  | 16+0=16  | 6   |            |     |    |          |     |
| 37         | 27  | 5  | 16+0=16  | 5   |            |     |    |          |     |
| 36         | 28  | 4  | 16+0=16  | 4   |            |     |    |          |     |
| 35         | 29  | 3  | 16+0=16  | 3   |            |     |    |          |     |
|            |     |    |          |     | 8 Bracket  |     |    |          |     |
|            |     |    |          |     | Ent        | Bye | VI | VIII & c | IX  |
| 34         | 30  | 2  | 16+0=16  | 2   | 8          | 0   | 4  | 2+2=4    | 2   |
| 33         | 31  | 1  | 16+0=16  | 1   | 7          | 1   | 3  | 2+1=3    | 2   |
|            |     |    |          |     | 6          | 2   | 2  | 2+0=2    | 2   |
|            |     |    |          |     | 5          | 3   | 1  | 2+0=1    | 1   |

The examples on pages 95 and 97 show how the brackets should look before any wrestling has begun. Byes carried out to the left clearly show situations where no bout is to be wrestled.

| DOUBLE ELIMINATION FLOW CHART |                   |                   |                       |                     |                        |                   |                        |                        |                        |                        |               |              |
|-------------------------------|-------------------|-------------------|-----------------------|---------------------|------------------------|-------------------|------------------------|------------------------|------------------------|------------------------|---------------|--------------|
| Weight                        | Number of Entries | I<br>R/64<br>only | II<br>r/32<br>+ cons  | III<br>cons<br>only | IV<br>R/16<br>+ cons   | V<br>cons<br>only | VI<br>QF<br>+ cons     | VII<br>cons<br>only    | VIII<br>SF<br>+ cons   | IX<br>cons<br>semis    | X<br>Medals   | XI<br>Finals |
| 54 KG<br>119 lbs              | 15                | SKIP              | SKIP                  | SKIP                | 7 212-218              | 0                 | 4 368-371<br>0 400-402 | 4 368-371<br>4 431-434 | 2 463-464<br>4 479-480 | 2 463-464<br>2 495-496 | 5-11-513<br>3 | 1<br>3       |
| 58 KG<br>127.8 lbs            | 25                | SKIP              | 9 60-68               | 0                   | 8 219-226<br>0 227     | 314-321           | 4 372-375<br>4 403-406 | 2 465-466<br>4 435-438 | 2 465-466<br>2 481-482 | 2 495-496<br>2 497-498 | 5-14-516<br>3 | 1<br>3       |
| 63 KG<br>138.8 lbs            | 41                | 9 1-9             | 16 69-84              | 165-173             | 8 228-235<br>8 236-243 | 322-329           | 4 376-379<br>4 407-410 | 2 467-468<br>4 483-484 | 2 467-468<br>2 483-484 | 2 499-501<br>2         | 5-17-519<br>3 | 1<br>3       |
| 69 KG<br>152 lbs              | 58                | 26 10-35          | 16 85-100<br>101-110  | 174-188             | 8 244-251<br>8 252-259 | 330-337           | 4 380-383<br>4 411-414 | 2 469-470<br>4 485-486 | 2 469-470<br>2 501-502 | 2 503-504<br>2         | 5-20-522<br>3 | 1<br>3       |
| 76 KG<br>167 lbs              | 50                | 13 36-53          | 16 111-126<br>127-128 | 190-205             | 8 260-267<br>8 268-275 | 338-345           | 4 384-387<br>4 415-418 | 2 471-472<br>4 487-488 | 2 471-472<br>2 503-504 | 2 505-506<br>2         | 5-23-525<br>3 | 1<br>3       |
| 85 KG<br>187 lbs              | 38                | 6 54-59           | 16 129-144            | 206-211             | 8 276-283<br>8 284-291 | 346-353           | 4 388-391<br>4 419-422 | 2 473-474<br>4 489-490 | 2 473-474<br>2 505-506 | 2 507-508<br>2         | 5-26-528<br>3 | 1<br>3       |
| 100 KG<br>220 lbs             | 30                | SKIP              | 14 145-158            | 0                   | 8 292-299<br>0 300-306 | 354-361           | 4 392-395<br>4 423-426 | 2 475-476<br>4 491-492 | 2 475-476<br>2 507-508 | 2 509-510<br>2         | 5-28-531<br>3 | 1<br>3       |
| 125 KG<br>275 lbs             | 22                | SKIP              | 6 159-164             | 0                   | 8 306-313<br>0         | 362-367           | 4 396-399<br>4 427-430 | 2 477-478<br>4 493-494 | 2 477-478<br>2 509-510 | 2 511-513<br>2         | 5-32-534<br>3 | 1<br>3       |

2(279-8) = 542 Bouts

Round VI -- QF + cons -- Wrestle in weight class order at the same time on separate mats  
 Round VIII -- SF + cons -- Wrestle in weight class order at the same time on separate mats

## THE FLOW CHART

Just as it is in vertical pairing tournaments, the Flow Chart is the Chief Pairing Master's most valuable tool for double elimination events. Tournament operations procedures and personnel described in detail on pages 116-132 also are appropriate in bracketed events.

The principal drawback of the double elimination tournament is that setup procedures are more difficult and take a lot more time. This puts more pressure on the man or woman with the clipboard.

The principal advantage is that Americans in all sports are more familiar with brackets than any other form of pairing. It's easy to determine the next opponent if you win, or if you lose. The wrestler on the top line always wears red. And every bout of the tournament can be numbered before the first bout is wrestled. That's a big help in planning the session and the use of mats.

After the number of entries in each weight class has been counted carefully, enter the data on the flow chart. Add up the total entries and calculate the total number of bouts. Put the pairing teams to work placing the byes and drawing open lines for the seeds, according to the charts on page 96.

The Chief Pairing Master should assign a senior assistant or two to supervise these tasks and to help the pairing teams move on to separation by clubs, drawing lines for those separated, then filling in the blank lines with all the other wrestlers.

The Chief must concentrate on the Flow Chart and get everything right the first time. The two major uses of the Flow Chart are:

1. To schedule the larger weight classes first, until all weights reach the same number of contestants, and

2. To schedule championship and consolation rounds together when wrestlers from both meet each other in the next round.

Referring to the chart on page 99, write the number of bouts in each weight of the 64-brackets in the upper left-hand corner of the appropriate squares in the **I** column.

In the **II** column, write the number of championship bouts in the upper left-hand corner. The 32-brackets start here, so write the number of bouts in the upper left (there are no consolations yet).

In the **III** column, the only bouts are in the 64-brackets, all consolations, so they go in the lower right corner of each square.

Continue into the **IV** column, bringing in the first bouts from the 16 brackets, and on to the **V** column. Weight classes from the 64-brackets now will have the full set of bouts, 8+8c in **IV** and 8c in **V**.

Continue to fill in the squares for every round, right on through the finals. You already have calculated the number of bouts in the entire tournament. As a further check, calculate the number of bouts in each weight. Add each weight across the chart. All the totals should be even numbers. Add those totals and the figure should match your original calculation of total bouts for the tournament.

Add each column for a further check of your bout numbers. Number every bout in every round. A last-minute addition must replace the last bye. (In the chart on page 95, a 26th entry would go on line 26.) Remember the method of inserting bouts such as "81-A" and the notation "no bout 70" explained on page 127.

Now decide how many bouts and mats you need each session.

Give the media coordinator a copy of your completed flow chart. He will be able to label the proper results "first round, second round, first round consolation," etc., even though the weight class may not start until **II**, **IV** or even **VI** on your flow chart.

## **THE VERTICAL PAIRING FORMAT**

To establish a true championship bout, without the possibility that two wrestlers will meet twice in the same tournament, the vertical pairing format calls for a "pool" system, whereby each weight class is divided into two groups.

Each pool, or group, is carried to a round-robin conclusion, called "group finals." Place winners from the two groups then are paired in bouts to determine final placing in the event. The winner of the two groups compete for the championship, the loser placing second. The runners-up compete for third and fourth, etc.

During the preliminary rounds leading to the group finals, a wrestler is eliminated only by two defeats (or by injury or certain types of disqualification). The *margin* of victory or defeat does not affect the progress of the competition. Classification points earned by the wrestlers come into play only as tie-breakers.

## **WEIGH-INS**

FILA rules call for a single weigh-in for the whole tournament, the night before competition begins, for 30 minutes. USA Wrestling reserves the right to set the time and duration of weigh-ins for all domestic competition and, for age-group events, to conduct second and subsequent weigh-ins, and permit a daily tolerance. Generally, second weigh-ins will be for 60 or 30 minutes the next morning prior to competition.

### ***The Weigh-in Card***

At international events, where numbers are small and each country's entries are known well in advance, a weigh-in chart is posted near the scale, easily visible to all wrestlers and coaches. The chart lists each wrestler and his/her country code (JPN, CUB, USA, etc.) When the wrestler weighs in and draws his/her number, it is posted beside his/her name and country code for all to see.

In the large tournaments of the USA, use of the weigh-in card speeds paperwork. Each contestant is given a weigh-in card at registration. He fills it out, including the weight class he/she intends to wrestle, has his/her draw number indicated on the card and will then take it to the weigh-in area at the appropriate time. Each contestant shall have a draw number, which will be recorded at registration, and written on his/her weigh-in card. This process will be supervised by a drawmaster, or designee. Each athlete shall then submit to a medical check. The athlete will then be directed by the weighmaster to approach the scale and weigh-in. If he/she makes the listed weight, the weighmaster at the scale marks the card. If the wrestler fails to make weight, the weigh-in card is **not** to be returned to him/her until he/she does, or until he/she changes to another weight and completes the procedure. This is the standard operation for entering the tournament. At the close of weigh-in, all cards are delivered to the chief pairing master.

The processed weigh-in card is the link between the registration desk and the pairing staff.

For second and third weigh-ins, either the cards are returned to the wrestlers remaining in the tournament, or the weighmaster is provided a list of those eligible to weigh in.

## **DRAWING OF LOTS**

(In general and does not apply to all age groups)

Each wrestler draws a number at time of registration which is recorded on the weigh-in card. For the Senior Division and Kids Division Regional Championship events drawing of numbers occurs prior to medical check and prior to approaching the scale. The names in each weight class are listed in numerical order, from the smallest number to the largest.

(If weigh-in cards are used, the cards are arranged in numerical order)

The contestants then are renumbered consecutively, filling in any gaps. In this example, 13 wrestlers are entered, but only 11 weigh in.

**Where computer assisted bracketing is utilized, drawing of lots will be done by random selection by a computer.**

## EXAMPLE

|                   |                          |                                |
|-------------------|--------------------------|--------------------------------|
| Allen draws No. 4 | Because two wrestlers    | 1 Evans stays . . . . .No. 1   |
| Brown .....3      | failed to weigh in, two  | 2 Harris . . . . . 2           |
| Casey .....9      | numbers were not         | 3 Brown . . . . . 3            |
| Davis .....7      | drawn, in this case      | 4 Allen . . . . . 4            |
| Evans .....1      | No. 6 and No. 11.        | 5 Lemon . . . . . 5            |
| Fisher .....10    |                          | 7 Davis becomes . . . . . 6    |
| Green .....12     |                          | 8 Jones becomes . . . . . 7    |
| Harris .....2     | The wrestlers are listed | 9 Casey becomes . . . . . 8    |
| Jones ..... 8     | in numerical order       | 10 Fisher becomes . . . . . 9  |
| Knight .....13    | then are renumbered      | 12 Green becomes . . . . . 10  |
| Lemon .....5      | consecutively            | 13 Knight becomes . . . . . 11 |

Once the assigned numbers are continuous, the wrestlers with odd numbers are placed, in order, in Group A, sometimes called the “red” pool. The wrestlers with even numbers are placed in Group B, the “blue” pool. If the total does not divide equally, the odd man always goes in Group A. Competition within the groups now is conducted as two separate, round-robin tournaments.

| Group A   | Group B  |
|-----------|----------|
| 1 Evans   | 2 Harris |
| 3 Brown   | 4 Allen  |
| 5 Lemon   | 6 Davis  |
| 7 Jones   | 8 Casey  |
| 9 Fisher  | 10 Green |
| 11 Knight |          |

For absolute security in the draw, there should be more numbers to be drawn than there are wrestlers to draw. This extends the element of chance to every wrestler, even to the last one, and acts as a safeguard against cheating, as when a wrestler tries to draw a “favorable” number away from certain opponents.

A big batch of numbers, well mixed, can be divided up at random at the draw number table. An athlete drawn to No. of 22 won't know whether it is high, low, odd or even until all contestants have drawn numbers that have listed in order.

When the draw for each weight is completed, and pairing are established for the first round, each contestant has a permanent number for the entire competition. The number will not change.

To identify the contestants for spectators, each wrestler should have his/her own unique number. In the first weight, 101, 102, 103, etc., the second weight, 201, 202, 203, etc., the third weight, 301, 302, 303, etc. You are not limited to three digits. You may use 1101, 1102...1201, 1202...and 1301, 1302, etc.

Contestants thus can be identified on a printed program, and on matside scoreboards. In the pool system, contestants 101, 103, 105, etc., are in Group A, and 102, 104, 106, etc., in Group B of the same weight class. These numbers are entered on the pairing chart at the left of the contestants' names. It is not necessary to repeat the full number all the way across. Contestants may be paired 1 vs. 3, 5 vs. 7, etc.

## ***Seeding and Separation***

In the USA, across a wide range of sports, it is customary to separate contestants of known ability, and to separate members of the same team, or representatives of the same locality. This is easy with the pool system, simply by ensuring that wrestlers with superior records (or those from the same area) fall into opposite groups.

The concept of seeding and separation often undermines the philosophy of chance, and allows individual judgment to override “luck of the draw.” Sometimes individual judgment is heavily biased. For its national championships, USA Wrestling has adopted specific procedures for the drawing of lots and the separation of contestants.

At the Senior Division nationals, where the achievements of world class athletes are well established, the top contestants are seeded and separated by an assigned committee. Even so, the numbers they draw at weigh-in are used to place them on the pairing charts. In other age groups, where comparative skills are difficult to measure, separation generally is by club or state affiliation.

These procedures can be adopted to regional, state or local events to a limited degree. It is important, however, to maintain the element of chance, using numbers actually drawn by or for the contestants prior to or at weigh-in, depending on the event. To separate two contestants, place the lower draw number of the two in Group A, the higher in Group B. For three contestants, place the lowest draw number in A, the highest in B, the other back in the unassigned deck. For four, deal alternately by number to A and B; for five, seven, nine, eleven contestants deal alternately by number to A and B, but place the last odd number in the unassigned deck. When all separations have been made, sort the remaining cards in numerical order and deal them alternately to Groups A and B. Then sort each pool in ascending order.

It also is possible to separate contestants within a group. But don’t overdo the “seeding.” It is difficult to document the abilities of contestants from different areas. Leave quite a bit to luck of the draw.

It is established policy of USA Wrestling that representatives of the states, clubs and/or individual athletes may attend tournament setup sessions as observers. But credentials should be checked at the door, and attendance limited to those with legitimate interests.

## ***To Pool or Not to Pool***

The only purpose of the pool system is to present championship finals in each weight class, as well as bouts for other places. The weakness of the single round-robin tournament is that the best two wrestlers often meet in an early round, and there is no “final” bout for the spectators, for television cameras or for newscasters.

In many tournaments at the local level and those for younger contestants, true “finals” are not as important as steady progress of the competition. In such events, it doesn’t make sense to keep half a dozen kids in one weight class sitting around for hours, miles away from home, while 40 kids in another weight wrestle down to finals.

The pool system is not required at all USA Wrestling sanctioned events. Local organizers may decide on a single round-robin format, and awards can be presented as they are earned. Procedures for regional and national events are set by the national office.

The pool system is employed only when there are six or more contestants. Some weights may be pooled and others not pooled in the same event, based on the number of entries.

## PAIRING PROCEDURES

Except for unusual variations which sometimes arise late in a tournament, the principle of international pairing is simple. Contestants are listed in numerical order on the pairing chart. The basic concept is that the top man is paired with the first man below him/her whom he/she has not met. Each group is a separate competition, and is paired and recorded as though it were a separate weight class.

When there is an odd number of contestants, the wrestler on the bottom of the list receives a bye (does not wrestle) in that round, then becomes first on the list for the next round. This does not mean that you pair upward from the bottom—it means that No. 11, after receiving a bye, actually is listed above No. 1 for the next round and for the rest of the tournament.

### ***The Work Sheet***

USA Wrestling has developed forms for tournament operations, including a work sheet on which the pairing official can plot the next round before entering data on his/her pairing chart. When “moving a wrestler to the top,” the numbers are manipulated on the work sheet, so that the original pairing chart need not be altered. If you’ve ever turned a pairing chart over to write on the back, or have picked up a blank bout sheet to plan the next round, the work sheet is what you need. Do the work sheet in pencil, the pairing chart in ink.

### ***From the Top Down***

The concept of pairing is to work down from the top of the list. Variations arise because the same two wrestlers do not meet twice in one tournament.

Whether you use pools (1, 3, 5, etc. ... 2, 4, 6, etc.) or a single round-robin (1, 2, 3, 4, 5, etc.), the procedures are the same. For the illustration, we will pair a single round-robin. Once the wrestlers are numbered and listed in order from the top to the bottom of the chart you are ready to pair the first round. It’s always the same, and easy: 1 vs. 2, 3 vs. 4, 5 vs. 6, etc. If there is an even number everybody wrestles in the first round. If there is an odd number, the last athlete receives a bye and advances with no classification points.

The second round has two possibilities, one if we started with an odd number of wrestlers, another if we started with an even number.

### ***Odd Number***

If there are 11 wrestlers in the first round (or any odd number), start the second round list of numbers on your work sheet with the wrestler who drew the bye. Pair the second round, from the top: 11 vs. 1, 2 vs. 3, 4 vs. 5, etc. No. 10 receives a bye in the second round. Then he/she becomes top on the list for the third round, right above No. 11. No. 11 is up there to stay, until he/she is eliminated. He/she does not drop back to the bottom when No. 10 moves up. In fact, the third round starts 10 vs. 11, because they are atop the list and they haven’t met.

### ***Even Number***

If there are 10 or 12 (or any even number) of contestants in the first round, there is no bye, no one is moved up and No. 1 remains at the top of the list. On the work sheet, pair from the top. No. 1 can’t meet No. 2 (again), so he/she is paired with No. 3. Then No. 2 is paired with the next available wrestler, No. 4, and so on. If the number of wrestlers is exactly divisible by four, the whole second round works out smoothly (1-3, 2-4, 5-7, 6-8 . . . 13-15, 14-16). If the total is not divisible by four, we encounter the first variation.



## Back Forcing

Suppose you have six contestants, an even number not divisible by four. No. 1 meets No. 3. No. 2 hasn't met No. 4, so that appears OK, but wait ... No. 5 then would be paired with No. 6, and they have met. So we turn to a variation called "back forcing." That means you have reached an impasse, and you must back up a notch to solve.

Leave No. 1 vs. No. 3 alone. Since you cannot pair No. 2 against No. 4 this round, try the next wrestler down the list and pair No. 2 against No. 5 that leaves No. 4 against No. 6, and it works, so you have the next round. In most cases, back forcing will change *only* the last bout you paired. Back forcing is applied to the "even" example which follows:

| Even |        | Rd 1 | Rd 2                     | Odd     |        | Rd 1 | Rd 2                     |
|------|--------|------|--------------------------|---------|--------|------|--------------------------|
|      |        |      |                          | 5 Green | NY     |      |                          |
| 1    | Evans  | MO   | <input type="checkbox"/> | 1       | Harris | VA   | <input type="checkbox"/> |
| 2    | Brown  | NJ   | <input type="checkbox"/> | 2       | Allen  | CO   | <input type="checkbox"/> |
| 3    | Lemon  | CA   | <input type="checkbox"/> | 3       | Davis  | TN   | <input type="checkbox"/> |
| 4    | Jones  | NC   | <input type="checkbox"/> | 4       | Casey  | MI   | bye                      |
| 5    | Fisher | KS   | <input type="checkbox"/> | 5       | Green  | NY   | bye                      |
| 6    | Knight | WA   | <input type="checkbox"/> |         |        |      |                          |

Back forcing, of course, does not apply to the first round, but it may be needed in any other round, even one where there is an odd number of wrestlers and the bottom man on the list has a bye. Back forcing is not "pairing up from the bottom." Back forcing is a signal to back up until you solve the problem. Always pair from the top down.

Sometimes, near the end of a long list and in later rounds, back forcing is not quite as simple.

For example, the last four contestants on the list are Nos. 11, 14, 15, 16. Everything pairs smoothly to that point, and No. 11 hasn't met any of them. You try 11-14, but 15 and 16 have met. You try 11-15, but 14 and 16 also have met. You try 11-16 and 14-15. If that works, you have the pairing.

Another variation is more complicated, but rare. In the previous example, suppose none of those combinations for the last four wrestlers will work. Now you are "back forced" one more step up the ladder. Break up your last good pairing, so that you now have six wrestlers to pair. Say, that was 7-10. Now you have 7, 10, 11, 14, 15 and 16. Try the 7-11 combinations. No luck? Try the 7-14 combinations. You may wind up with something like 7-14, 10-15, 11-16.

You'll encounter a few more variations from time to time. Keep your Guide handy for reference. Use the work sheet and plan ahead, watching for potential problems and solutions.

## The Double Bye

On rare occasions, when there are few wrestlers remaining in a weight class (usually four), there may have been so many bouts among them that it is impossible to pair all the wrestlers. You may have to award two byes in one round and wrestle only one bout. That one, as always, is paired from the top of the list.

For example, the only wrestlers left are Nos. 1, 6, 7 and 8, in order, and No. 6 has met all three opponents. Obviously, No. 6 must have a bye. From the top, No. 1 is paired with No. 7. that gives No. 8 a bye, too. For the next round

both byes move up. If all four wrestlers remain, the proper order is 6-8-1-7. A double bye often is followed by another in the next round.

### ***The Reverse Bye***

The bottom wrestler of an odd-number list must receive the bye, unless that makes it impossible to pair the other contestants, or a larger number of bouts can be paired if the bye is withdrawn. Only then does the bottom man lose his/her right to the bye.

Say you have five wrestlers, and a situation develops as it did in the previous paragraph. Don't give three byes in one round. Take the bye away from No. 9 and assign it to No. 8. That may solve the problem. If not, try No. 7 and move the bye up the list until you are able to pair the wrestlers. This is another form of "back forcing." Whoever receives this reverse bye moves to the top of the list for the next round, while No. 9 remains at the bottom. This situation is extremely rare.

### ***Other Policies Regarding Pairing***

In the case where two wrestlers are eliminated in the same round, the bout between them, if wrestled prior, shall determine which of the two wrestlers advances or is placed higher, depending on the circumstances. If the wrestlers have not met earlier, the criteria as currently used to determine the wrestler that advances or places higher shall be used. In all cases of three way ties or greater, the criteria and procedures currently used shall determine the outcome of the placing or advancement of athletes.

For events in which weigh-ins occur 2 hours prior to competition and the brackets are drawn well in advance the following procedures have been adopted:

1. If after the weigh-in, due to no-shows and/or failure to make weight, the number of competitors in a weight is less than 6, the weight classes shall be repaired using one pool.

2. If after the weigh-in, due to no-shows and/or failure to make weight, one pool in a weight class has only 2 competitors or less the weight class shall be repaired to evenly distribute the competitors using the draw numbers of the remaining competitors.

3. If after the weigh-in, due to no-shows and/or failure to make weight, one of two pools in a weight class will wrestle two or more rounds based on the formulas the weight class shall be paired to evenly distribute the competitors based on draw number.

4. See page 66 regarding forfeits (no-shows).

### **RECORDING (see pages 140-141)**

Each round, the pairing official records on his/her chart the pairing, the bout numbers and the opponents' numbers. Singlet colors are indicated by placing a red dot in the next-round square of the wrestler who is to wear the red--always the first (top) wrestler of the two paired, although you must remember that the "top" wrestler may have the larger number. Start by putting the red dots on the work sheets. Bout sheets for the next round are prepared from the pairing chart, and are kept in order by use of bout numbers. Wall charts for contestants, coaches and spectators are exact duplicates of the master chart.

In all sports, the basic reason for keeping a scorebook or recording results is to establish a permanent record of what took place. Such a record should be easily read and interpreted by anyone who consults it an hour later, a month later, a year later.

Pairing officials across the USA have worked hard to develop standard notations for recording results and pairing. A unified system makes it easier for pairing officials from different areas to work together. In an emergency, one pairer can take over someone else's chart and continue without a problem. Wrestlers, coaches and spectators have become familiar with the standard symbols. And the permanent record can be interpreted for years to come. All pairing officials should learn and use standard procedures and symbols.

Notations on the pairing chart are made with a black pen, except for a few where red is indicated, such as the red dot. Copy machines often have trouble reading blue ink or pencil. (But you should use a pencil on the work sheet. That's the place to correct mistakes.)

Throughout the process of pairing and recording, write neatly and legibly... not for a "pretty" chart, but to reduce errors. An ornate script or style of lettering does not help bout sheet clerks spell names, nor help the announcer pronounce them.

**PRINT IN CAPITAL LETTERS!** Spell out the names of clubs and states. Keep things simple and easy to read.

Once the pairing official has finished pairing a round on his/her work sheet, and has checked it for accuracy, he/she receives the starting bout number from the chief pairing master. The bout numbers, the opponents' numbers and the red dots (indicating which wrestler wears red) are entered on the pairing chart. Bout sheets are prepared (red wrestlers on the left), checked for accuracy, and delivered to the chief pairing master. The data then is entered on the wall chart.

In competition between countries, a *programme* or "start sheet" must be prepared, using country codes, to indicate pairing for the session, singlet colors, order of bouts and assignment to specific mats. The chief mat official should receive copies of the *programme* at least one hour before competition begins, so he/she can assign neutral officials to each bout.

Start sheets are seldom used in the United States, because "on deck" calls speed the action by cutting down the time between bouts.

## **Two Bout Sheets**

When two score sheets are used for each bout, (one for the judge and one for the mat chairman), as is the case of national and international events and most USA championships, the pairing official must compare the two sheets when they return, to be sure that they agree. If they differ in points, time or outcome, the chief mat official should be called to determine the correct result.

In the USA, the wrestler whose hand is raised to victory by the referee must sign the score sheet. Upon receiving the completed sheet, the pairing official looks first for the signature of the winning wrestler, to verify that the proper contestant has been credited with the victory.

The pairing official then checks the outcome (fall, technical superiority, decision, disqualification, etc.), adding the individual point for each wrestler to verify the scores. Individual scoring notations are official. A mistake in addition may be corrected by the chief pairing master.

Once the outcome has been verified the pairing official records the results in the designated box on his/her chart, using standard notations, and enters the appropriate number of classification points. In vertical pairing, the winner's points are entered on the pairing chart.

During preliminary rounds, instead of recording classification points for the loser, mark out his/her points box with a large "X" indicating a defeat. Another "X" will eliminate him. In the round-robin, where a defeat no longer leads directly to elimination, enter the classification points for both wrestlers.

## STANDARD NOTATIONS (see pages 140-141)

When the bout ends in a fall, write the time of the fall in the “Time or Score” box for the winner. In the same box for the loser, write “LF” (lost fall).

When the bout ends in a decision, of any margin including a “technical fall” (actually a decision of technical superiority), write the score (3-2, 8-3) in the winner’s box and the reverse score (2-3, 3-8) in the loser’s box. When the bout is decided in overtime, circle the result in the time or score box for both the winner and the loser.

### TABLE OF RECORDING SYMBOLS (All Periods Must Be Recorded)

| <b>Result (Time or Score Box)</b>                   | <b>Winner’s Box</b> | <b>Loser’s Box</b> |
|---|---------------------|--------------------|
| Any fall . . . . .                                  | Time (1:46)         | LF (lost fall)     |
| Any decision (including technical “fall”) . . . . . | Score (3-2, 8-3)    | Reverse (2-3, 3-8) |
| Overtime decision. . . . .                          | Circled score       | Circled reverse    |
| Forfeit (no-show, failed to make weight). . . . .   | WBF                 | FORF               |
| Injury default. . . . .                             | WBI                 | INJ                |
| Disqualification for misconduct                     |                     |                    |
| Winner gets 5 positive points. . . . .              | WBD                 | DQM                |
| If ejected from the tournament. . . . .             |                     | DQM circled        |
| Disqualification for fleeing, illegal holds         |                     |                    |
| Three cautions. . . . .                             | WBD                 | DQ                 |
| Double disqualification . . . . .                   |                     | DDQ                |

### TABLE OF CLASSIFICATION POINTS

| <b>Result of the Bout. . . . .</b>                    | <b>Winner Earns</b> | <b>Loser Earns</b> |
|---|---------------------|--------------------|
| Fall . . . . .  | 5                   | 0                  |
| Technical Superiority (6-point margin) . . . . .      |                     |                    |
| Loser has technical points . . . . .                  | 4                   | 1                  |
| Loser has no technical points . . . . .               | 4                   | 0                  |
| Decision (1-5 point margin)                           |                     |                    |
| Loser has technical points . . . . .                  | 3                   | 1                  |
| Loser has no technical points . . . . .               | 3                   | 0                  |
| Winner of 0-0 criteria or officials decision. . . . . | 3                   | 0                  |
| Injury Default . . . . .                              | 5                   | 0                  |
| Forfeit . . . . .                                     | 5                   | 0                  |
| Disqualification for any reason . . . . .             | 5                   | 0                  |
| Double disqualification (both defeated) . . . . .     | 0                   | 0                  |

A wrestler given a bye receives no positive points in that round.

“Misconduct” is a flagrant violation (brutality, fighting, swearing, etc.). The officials at the mat determine whether or not the wrestler is ejected from the tournament, and indicate their decision on the score sheet. Such a disqualification is subject to review by the protest committee, and must be reported immediately to the chief pairing master, who will hold the weight class and notify the chief mat official.

### **Use of the Red Pen**

The red pen is used to call attention to symbols on the pairing chart which must not be overlooked. The items recorded in red are:

- Draw numbers on the pairing chart for wrestlers in Group A.
- A dot to designate which wrestler wears the red singlet.
- Elimination for misconduct, or when applicable, by forfeit.

- Tallies of classification points, added up as tie-breakers.
- Notations in the preliminary round squares of bouts carried forward to the round-robin:
  - Circle the bout number.
  - Slash the winner's positive points.
  - Blot out the area between the legs of the "X."
- Crescents marking advancement to the round-robin.
- The number of the place earned in the group or weight.

### Eliminating a Contestant

During the preliminary rounds, leading to the round-robin (group) finals, a wrestler is eliminated when he suffers his/her second defeat. When the wrestler is eliminated:

- Mark out his/her draw number at the left of his/her name on the pairing chart.
- Mark out the "place" square at the far right edge of his/her line.
- Draw a heavy vertical bar immediately after his/her last series of notation, and
- Mark out his/her number on your work sheet, so you won't pair him/her for the next round.

|     |              |     |    |     |   |     |     |  |  |  |  |  |  |  |  |  |  |  |  |
|-----|--------------|-----|----|-----|---|-----|-----|--|--|--|--|--|--|--|--|--|--|--|--|
| 118 | SAM SAUNDERS | BYE |    |     |   |     |     |  |  |  |  |  |  |  |  |  |  |  |  |
|     | MICHIGAN     | ... | 0  | 2   | X | 16  | 14  |  |  |  |  |  |  |  |  |  |  |  |  |
|     |              |     | LF | WBD | 5 | 1-6 | 2-4 |  |  |  |  |  |  |  |  |  |  |  |  |

It is not necessary to total each wrestler's positive points when he is eliminated. It is a waste of time. They are used so infrequently as tie-breakers that they should be totaled only when needed.

When a wrestler is disqualified from the tournament for misconduct, or is eliminated by a forfeit--and thus cannot earn a place--a red "E" in the "place" square on his/her line will keep you from considering him/her for a place accidentally.

If a wrestler fails to appear at a second or third weigh in, write "DNWI" (did not weigh in) after the vertical bar. If a wrestler fails to make weight, write DNMW.

### RE-PAIRING A ROUND

When a contestant who has not been eliminated withdraws for any reason, the wrestler or coach should notify the chief pairing master, before the next round is paired, that the wrestler will be unable to continue. This doesn't always happen. So, when recording a loss by injury, summon the wrestler or his/her coach to find out if he/she will continue. If not, have one of them initial the chart and eliminate him/her.

Don't hesitate to announce the reason for a delay...to re-pair because of withdrawal, or because an error has been discovered.

### Medical Alert System

To speed communication between the tournament medical staff and the pairing officials, USA Wrestling developed the "medical alert" system. When a wrestler loses by injury, or voluntarily seeks treatment by the medical staff, he/she comes under medical alert. The medical officer will complete one of three forms (stop...caution...go):

- A **red** form prohibits the wrestler from further competition in the tournament because the injury or illness is a threat to his/her well-being.

- A **gold** form prohibits the wrestler from further competition until he again is examined by the medical officer. The gold form is attached to the wrestler's next bout sheet and it is the responsibility of the wrestler or his/her coach to replace it before he/she wrestles. If this is not done, he/she loses the bout by default.

- A **green** form is medical permission to continue wrestling.

Except for the Olympic Division, where contestants are adults, the decision of the medical staff is final and is **not** subject to appeal. At the Olympic level, the contestant's wishes are considered by the medical staff, unless the injury is one where further competition could cause severe or permanent damage.

It is a USA Wrestling rule, for age groups below Olympic level, that a wrestler knocked unconscious by a blow to the head must be examined by a physician before he can continue. Such examination is not required at the Olympic level, but is recommended. If the two styles are conducted simultaneously or consecutively, an athlete receiving a red medical alert in one style must also be cleared to compete in the other style.

### **CLASSIFICATION (see pages 140-141)**

The competition in a tournament consists of three distinct parts:

- The elimination rounds.
- The round-robin finals, determining placings in each group.
- The championship round, matching place winners from the two groups.

### ***Elimination Rounds***

The elimination or "preliminary" rounds, are all the rounds of a group (or single round-robin event) necessary to reduce the field until only three wrestlers are left with fewer than two defeats.

These three advance to the group finals, and the bouts among the three determine their places. Once a wrestler has reached the round-robin, a second loss does not eliminate him/her. He/she completes the round-robin and wrestles his/her counterpart from the other group.

Sometimes the elimination rounds leave only two wrestlers with fewer than two defeats. The bout between these two determines first and second places. There is no "forced" round-robin.

Wrestlers eliminated in the last previous round are considered for third place. If there are two wrestlers in consideration, the result of their bout is decisive. If they have not wrestled one another, the one with the most classification points in the event advances. If they have not met and have the same number of classification points, they must meet in a special bout. The wrestler with two defeats who advances in this manner does not wrestle in the round-robin, but automatically places third.

For places below third in the group, each wrestler is ranked by the round in which he was eliminated. If there are two wrestlers in consideration, the result of their bout is decisive. If they have not wrestled one another, the one with the most classification points in the event advances. If they have not met and have the same number of classification points, they must meet in a special bout. A wrestler who goes out in Round 6 with 12 points ranks ahead of a wrestler eliminated in Round 5, no matter how many points he/she has.

When two wrestlers who have not met are tied for any tangible award--such as a ribbon, medal, or advancement to the medal round--they must wrestle a special bout to break the tie. Otherwise, their placing can be determined by the series of tie-breakers listed on page 112.

When such a special bout is necessary, find unused squares on the chart, between the elimination round and the round-robin area, and indicate the bout

by marking black crescents on both sides of the special square. Tell the chief pairing master immediately that you have a special bout, so the wrestlers can be notified, and the special bout can be assigned a number and be scheduled on the flow chart.

### Round-Robin Finals

In each group where three wrestlers remain with fewer than two defeats, they must meet each other. Their places are determined by the results of these three round-robin bouts. A wrestler who wins both of his/her round-robin bouts **must** be the winner. Classification points are only tie-breakers. If the round-robin wrestlers each win one, lose one, then the wrestler with the most classification points in the round-robin wins, second highest total places second, low man is third.

Two wrestlers do not meet a second time. Results of any bouts among the finalists during the elimination rounds are carried forward into the round-robin. This also applies when there are only two finalists and they have met in an earlier round.

Round-robins must be paired in the proper order of numbers, whether or not the wrestlers already have met. The order of group finals is not a matter of choice, but of formula.

It can cause trouble if you look for previous meetings before pairing all three bouts.

Here are the procedures for setting up a three-man round-robin:

On the work sheet, carry the three remaining wrestlers forward into the round-robin. The wrestler who received the most recent bye remains at the top of the list. Give the first bye in the round-robin to the wrestler now at the bottom, and continue as though setting up a new tournament just for those three wrestlers. Pair the opponents in order for all three rounds.

If you have followed proper recording practices, all but three wrestlers on your chart now have (1) their contestants' numbers marked out, (2) heavy vertical bars marking the end of their participation in the event, and (3) their "place" squares marked out.

Each of the three remaining wrestlers (group finalists) is now marked with a red crescent just in front of the first round-robin box, as shown in the example on pages 140-141. The crescents make them easier to find as you shuffle papers. Now record the pairing on your chart.

If one wrestler has two defeats and is an automatic third, mark a large "X" through his/her first round-robin box and large red "3" in his/her place square.

Now, and not until now, check for bouts between any two of the round-robin wrestlers in the elimination rounds. As you find them, carry forward the bout number and the classification points into the round-robin. Instead of carrying forward the time or score, place an arrow in the round-robin box.

Go back to their earlier meeting. Circle the bout number carried forward. Draw a slanted line through the positive points of the winner. For the loser, blot out the space between the legs of the "X" (where you would tally positive points for a defeat). These notations, in red keep you from counting classification points for the same bout twice.

| NO  | NAME          | 1             | 2               | 3                 | 4                  | 5 | 6 | 7 | RR1 | RR2 | RR3 | FINISH |
|-----|---------------|---------------|-----------------|-------------------|--------------------|---|---|---|-----|-----|-----|--------|
| 101 | ADAM ANDERSON | 3             | 5               | 7                 | 11                 |   |   |   | 19  | -   | 5   | 2      |
|     | MINNESOTA     | D 12-7<br>5-1 | 3<br>4-5<br>2-3 | X<br>D 6-2<br>3-1 | 3<br>TF 8-0<br>8-0 | 4 |   |   |     | 3   | 0   |        |

It may be that none of the contestants have met. It also may be that one, two or even all three of the round-robin bouts will be carried forward. These results are valid.

A wrestler who defeats both opponents is the winner. If there's a three-way tie at one win, one loss, we turn to classification points. The only classification points of concern are those earned in the round-robin. These points determine the top three places in the pool.

You return to positive points in the elimination rounds only if there also is a tie among the contestants on points in the round-robin, or to determine places below third.

### ***Final Classification***

Each finalist has two opportunities to win a bout and to earn positive points in the round-robin (the other square will contain a bye and a zero).

If there is a three-way tie at one win, one loss, the points earned in these two bouts determine final placing. Remember, the loser of a bout can earn a point but two victories are worth more than one victory, whatever the point totals.

In case of a two-way tie for any position, the result of their bout decides it, even if that bout was carried forward from an early round. If both wrestlers were disqualified when they met each other, consult the list of criteria which follows.

If all three wrestlers earn the same total classification points in the round-robin (usually 5 or 4), the winner is the contestant with the most points for the whole tournament. In such a situation, a bye or a carry-over may be a liability, because there are no points for a bye, and points for a carry-over already have been counted in the round-robin.

*Here are the tie-breakers, in order:*

1. The most classification points for the entire competition.
2. The most victories.
3. The most victories by "Fall."
4. The most victories by superiority (4 classification points).
5. The most periods won by superiority.
6. The most technical points scored in all the competition.
7. The least number of technical points given up in all the competition.
8. The least time of the falls (cumulative).
9. The least time of the victories by technical superiority (cumulative).

A 47-year-old rule is used as a last-gasp tie-breaker. If none of the criteria has broken the tie, the wrestlers are weighed, and the lightest wrestler wins. Presumably, he/she has made up a slight difference in weight with slightly more ability.

If you see the possibility of a tie coming up, start looking at the tie-breakers. Find out how far down the list you may have to go to determine the place winners. If it looks as though it could go all the way to a weigh-in, arrange to have each of the wrestlers involved taken directly to the scales as soon as his/her last bout is over--to keep one from cutting weight while his/her opponent is wrestling.

In adding up a wrestler's classification points, remember that even when he/she was defeated he/she could have earned a point. To be sure you tally all of his/her classification points, write a zero or one between the legs of the "X" which you used to show a loss.

### ***Important Note***

In using tie-breakers, the first one which has any effect may settle all three places. For example, "most victories" may tally 5-4-3 and determine first, second and third places.



Sometimes the first effective tie-breaker places one wrestler first or third, but leaves the other two tied. Any two-way tie is determined by the winner of their bout. For example, “most classification points” may tally 16-15-15, placing one wrestler first, or 16-16-15, placing one wrestler third. Don’t look for any more tie-breakers, the tie between the other two wrestlers is determined by their head-to-head competition -- the winner of their bout places higher than the loser.

In a single round-robin tournament, the competition is now over, you can award the medals and everyone can go home. With the pool system, you are now ready for the medal round and finals.

### ***Championship Round***

In each group, you now have determined the first three places, either by a round-robin among three survivors or by a single bout among two survivors and direct placing of a third contestant. Place winners from the two groups are matched in “direct” finals:

- 3 vs. 3, for fifth and sixth places.
- 2 vs. 2, for third and fourth places.
- 1 vs. 1, for first and second places.

And, of course, 4 vs. 4, for seventh and eighth. The wrestler from Group A (the “red” pool) wears a red singlet in the finals.

### ***Total Elimination***

A wrestler forced out of the event by injury or other medical reason can place. If he/she qualified for the finals and had medical verification, he/she is awarded second, fourth, sixth place, etc.

A wrestler who attends a second or third weigh-in, but is too heavy, no longer is given the break he/she received under rules of past years. He/she is subject to total elimination, is disqualified from the event for misconduct, or fails to appear at the weigh-in. The wrestler at fault becomes a “non-person” who can’t place, can’t score team points and can’t use the event as any form of qualifier. See page 69 for **USAW Modification** regarding forfeits.

### ***During the Group Finals***

If total elimination of a wrestler occurs before the group finals are complete, the pool becomes a two person event and the bout between those two determines the winner. For tournaments where eight places are awarded, such as the Cadet and Junior National Championships, the fourth place wrestler in that pool advances to the finals as the third entry from the pool and wrestles for fifth place in the tournament.

### ***During the Championship Round***

If total elimination occurs after the group finals, and before or during the championship round, there is a gap in the standings. After the finals, place winners are advanced in order to fill the vacancy. (If the silver medalist is gone, bronze becomes silver, fourth becomes third, etc.)

This procedure moves the gap to the bottom of the list. No other wrestler is moved in from a lower ranking to fill that gap.

## **Group A Elimination Rounds**

There are five bouts in the first round. Positive points are recorded for the winners, an “X” for each loser.

Pairing the second round results in a “back force” when 11-15 leaves a rematch of 17-19. You are forced to back up one notch and re-pair 11-17, which solves the problem.

In the second round, No. 17 is disqualified for misconduct. The “E” signifies his/her ejection from the tournament...he/she cannot place.

In the third round, No. 5 defeats No. 11 by a score of 8-7, 3-2. In the fourth round, No. 11 loses by technical superiority and fails to score in the bout. Had he/she scored, he/she would have earned a positive point and placed fourth. As it is, he/she is forced into a special bout, and loses.

### **Group A Finals**

After four rounds, three contestants remain with fewer than two defeats. A full round-robin is established, giving No. 5 the first bye because he/she is at the bottom of the list headed by No. 19.

Bout 381 then is carried forward from the second round. It is important to mark out positive points for both wrestlers in the second round, as shown, so they won't be counted twice.

Including the bout carried forward, each wrestler has defeated one opponent by a decision, each scoring 4 positive points in the round-robin. The first tie-breaker is total positive points for the entire competition. No. 19 has 15 points and places first, No. 1 has 14 points and is second, and No. 5 has 13 points and is third.

Because this tournament awards eight places and advances four from each group, fourth round losers No. 11 and No. 13 are compared. Each has 9 positive points, and they have not met, so a special bout is scheduled (at the same time as the first bout of the round-robin). No. 13 wins and earns fourth place.

### **Group B Elimination Rounds**

With an odd number of wrestlers, No. 18 receives a bye in the first round and advances with no positive point. The bye goes to No. 16 in the second round.

In the second round, No. 12 is a “no show” and is eliminated, as the forfeit is his second loss. In the third round, No. 2 wins by injury. No. 16 is disqualified with three cautions, but it's only his/her first defeat, so he/she may continue.

### **Group B Finals**

After five rounds, only two wrestlers remain with fewer than two defeats. They are paired in a single bout for first and second.

No. 14 and No. 16 both went out in the fifth round. Even though No. 14 has more positive points (9-7), No. 16 places third and No. 14 is fourth because of their head-to-head match result (No. 16 defeated No. 14).

### **Medal Rounds**

No. 413, fourth in Group A, is paired against No. 416, fourth in Group B, for seventh and eighth places. Bouts for seventh, fifth and third are wrestled at the same time, followed by the championships.



# Tournament Operations

## Vertical Pairing System

### THE BIG PICTURE

There is much more to a wrestling tournament than pairing the contestants, calling them to the mat, officiating their bouts and recording the results. The whole package comes together as the science (or art) of tournament operations.

There are three key roles in tournament operations. The chief mat official, chief pairing master and the event director are full partners in the success of the event. Each directs an essential corps of volunteers — referees, pairing officials and floor workers such as timers, runners and arena setup personnel. These leaders (and their designated assistants) work together to start each session on time, and remain in constant communication throughout the event to assure smooth, orderly procedures.

For regional and national events, USA Wrestling assigns an event coordinator to supervise all aspects of the tournament. This individual has the responsibility and the authority to make decisions on any items of controversy, such as a change in the schedule, and must be consulted and kept informed throughout the event.

The tournament operations team also includes the announcers, clerks, typists, copy machine operators, medical staff, weighmasters, media coordinators, cleanup crews, registration personnel, concessionaires and many others.

As a pairing official gains experience and expertise, he/she advances toward the rank of pairing master. A chief pairing master is assigned to direct each major tournament and must be able to plan the entire schedule and carry it out in consultation with the chief mat official, event director and event coordinator.

- Given a reasonable estimate of the total entry, and a fixed number of available mats, he/she can determine how many hours, how many sessions, will be needed for a proper schedule.
- Given a reasonable estimate of the total entry, and a fixed time schedule, he/she can determine how many mats will be needed for a proper schedule.

This case study is intended to provide guidelines on organization of the entire tournament, from the first weigh-in and preliminary clinics through the final session and the presentation of awards.

Although this guide refers to the pairing official and “his/her” role and “his/her” responsibilities, the fact is, more women than men are certified as pairing officials and pairing masters nationwide. The world of wrestling is by no means exclusively a man’s world.

### TOURNAMENT PLANNING FORMULAS

USA Wrestling formulas are based on years of research and serve as planning guidelines.

By applying these formulas, the pairing master can determine in close approximation the total number of bouts, the number of rounds per weight class, the number of mats needed, and the hours and sessions required.

## **Number of Bouts**

|                              |                  |
|------------------------------|------------------|
| Fewer than 100 entries ..... | Multiply by 1.6  |
| 100 to 150 entries.....      | Multiply by 1.7  |
| 151 to 250 entries .....     | Multiply by 1.8  |
| 251 to 350 entries.....      | Multiply by 1.85 |
| 351 to 500 entries.....      | Multiply by 1.9  |
| 501 to 800 entries.....      | Multiply by 1.95 |
| More than 800 entries .....  | Multiply by 2.0  |

In tournaments with a large number of weight classes, each age category should be calculated as a separate tournament.

## **Number of Rounds**

Statistics compiled over several years of events in the international styles show that approximately one-third of the remaining contestants are eliminated in each round, starting with the second round. A substantially higher or lower percentage in one round will average out in subsequent rounds. Each group will follow these trends:

|                             |                 |
|-----------------------------|-----------------|
| 5 to 8 contestants .....    | 4 or 5 rounds   |
| 9 to 12 contestants .....   | 5 or 6 rounds   |
| 13 to 16 contestants .....  | 6 or 7 rounds   |
| 17 to 24 contestants .....  | 7 or 8 rounds   |
| 25 to 32 contestants .....  | 8 or 9 rounds   |
| 33 to 48 contestants .....  | 9 or 10 rounds  |
| 49 to 64 contestants .....  | 10 or 11 rounds |
| 65 contestants or more..... | 11 or 12 rounds |

These are the rounds necessary to complete one group (pool), or a single round-robin event. Add one round for the finals.

## **Bouts Per Hour**

### **USA Wrestling Modification**

In Kids competition, including the national regionals, bouts are:

|                 |  |
|-----------------|--|
| Schoolboy/girl: | 3 - Two 2-minute periods with 30 seconds rest. |
| Novice:         | 3 - Two 2-minute periods with 30 seconds rest. |
| Intermediate:   | 3 - Two 2-minute periods with 30 seconds rest. |

Although research under this rule continues, when all contestants are from the same country and speak the same language, three period Senior level Greco-Roman bouts should average about six (6) per hour per mat over the entire course of the event. On the other hand, Senior Freestyle bouts should average about eight (8) bouts per hour per mat. If the wrestlers speak different languages, and/or they are introduced with ceremony, additional time must be allowed.

Junior Greco-Roman bouts should average about eight (8) per hour per mat. Junior Freestyle bouts should average about ten (10) per hour per mat.

Cadet bouts should run about ten (10) per hour per mat for both styles. Even with a 30-second rest period, Kids bouts should run at least 10 per hour.

Bouts often go more rapidly in the early rounds and slow as the more accomplished wrestlers meet in the later rounds. Calculations are based upon use of "on-deck" calls, sending the next two wrestlers to warm up near the mat to which they have been called.

## PLANNING THE SCHEDULE

There are two approaches to the preliminary schedule. If mat space is no problem, and you have plenty of qualified officials and other personnel, then decide what hours you want to wrestle and determine the number of mats needed. On the other hand, if your space and/or personnel are limited, reverse the calculations to determine how many hours are required.

For example, say you expect 240 entries. Applying a factor of 1.8, you can expect 432 bouts. If you are using the pool system, you can figure on 30 of these for six-place finals (20 for four places, 40 for eight places), leaving *approximately* 402 in the preliminary rounds. A single round-robin event also figures about 30 bouts in the final session, again leaving 402 in the preliminaries.

Even if you don't plan a separate session for the finals, your tournament slows down when you reach the round-robin. Fewer mats are used and bouts are spaced out to allow for mandatory rest periods. You must allow time for finals and awards in your planning.

In pre-tournament calculations, expect the 3-period bout of 2 minutes for each period to average eight (8) per mat per hour. They may run 8.5 per hour, but it's better to be surprised by how well the tournament is running than by how far it is behind schedule. Divide 402 by 8 and you get 50.25 (call it 50) mat-hours of wrestling.

If you were to run this tournament all on one mat, the preliminary rounds would require 50 hours; on two mats, about 25 hours; on four mats, about 12.5 hours.

### ***How many hours?***

Suppose your arena space is limited to five mats. Dividing 50 by 5, you determine that your elimination rounds must total about ten (10) hours, not including the finals. You must draw your time schedule accordingly.

### ***How many mats?***

This is the other side of the coin. Suppose you are locked into seven hours for the preliminaries — 9 to noon Saturday morning and 1 to 5 Saturday afternoon, with the finals Saturday night. To complete 50 mat-hours of preliminaries in 7 hours, you will need at least 8 mats (50 divided by 7 equals 7.14). However, you will not be able to keep 7 mats open for 7 hours because of mandatory rest periods. Use the extra mat at the start to speed up the early rounds and give yourself more flexibility later. Rest periods between bouts cause no problems in the early rounds.

As the tournament progresses, and the rounds get shorter, it may not be possible to keep all the mats in use because of mandatory rest periods. If an extra mat is available at the start, use it to speed up the early rounds and give yourself more flexibility later. Rest periods between bouts cause no problems in the early rounds.

Before each session, discuss your plans with the chief mat official, event director and event coordinator. When you close mats, they may wish to reassign personnel to other mats. And it may be possible to alternate bouts between mats to keep both officiating crews active. When closing a mat, try to give 15 minutes notice.

A closed mat is difficult to reopen. When you look around, those officials will be gone, the table workers will be gone, maybe even the mat itself will be gone. If you think you might need it later, don't close it yet ... put it on standby and ask the personnel to stick around.

Always start on time and use the “first open mat” principle. As soon as a bout ends, another should be ready. On-deck wrestlers should be instructed by the announcer to report either to a specific mat while one bout is in progress, or should be alerted to warm up for the first open mat. No more than two bouts, one in progress and one on-deck, should be assigned to a specific mat at one time. A long delay on that mat, such as for injury, thus holds up only one bout behind it and not a whole string of bouts assigned in advance.

If a severe injury closes down a mat for a long time, take the on-deck bout away from that mat and assign it somewhere else. There are two reasons. First, the weight class will not be subject to a long delay. Second, and more important, young athletes won't have to watch (and worry about) elaborate medical procedures.

If you plan a separate session for the round-robin bouts, you are ready when each weight class or group has been reduced to either three or four contestants. If five or more remain, they should wrestle another elimination round. When four remain, one of the next two bouts will be carried forward into the round-robin (although you won't know which one until both are over), or two wrestlers will be eliminated and two left for the finals.

### **Finals and Awards**

Time must be allotted to present the championship round with appropriate ceremony. Under the pool system, the medal round (bouts for third, fifth, etc.) may be held first, followed by championship matches and awards. The awards should be presented with ceremony and with dignity, at a pause in the competition or afterward.

### **TABLE OF MATS AND HOURS**

The following tables are presented as a guide to the number of mats and the number of hours needed to conduct tournaments in the international styles. At 3 to 4 hours per session, it is possible to squeeze 10 to 11 hours of wrestling into one day, but it is far better to adopt a “loose” schedule.

Plan for more time than you think you will need, and more mats than you think you will need. Don't send everyone home totally exhausted and certain never to come back. A “loose” schedule allows time for emergencies, for unforeseen occurrences, and helps make the event more fun for everyone.

**TABLE A**  
**6-Minute Bouts with 30 second rest, 8 per Hour per Mat**

| Total Entry | Total Bouts | ----- Number of Hours Needed on ----- |        |        |        |         |
|-------------|-------------|---------------------------------------|--------|--------|--------|---------|
|             |             | 1 Mat                                 | 4 Mats | 6 Mats | 8 Mats | 10 Mats |
| 200         | 360         | 45                                    | 11     | 7.5    | 5.6    | 5       |
| 250         | 450         | 56                                    | 14     | 9.3    | 7      | 6       |
| 300         | 555         | 69                                    | 17     | 11.5   | 8.6    | 7       |
| 350         | 648         | 81                                    | 20     | 13.5   | 10.1   | 8.1     |
| 400         | 760         | 95                                    | 23     | 15.8   | 11.8   | 9.5     |
| 450         | 855         | 106                                   | 26     | 17.5   | 13.3   | 10.7    |
| 500         | 950         | 118                                   | 29     | 19.7   | 14.8   | 11.9    |
| 550         | 1073        | 134                                   | 33     | 22.3   | 16.7   | 13.4    |
| 600         | 1170        | 146                                   | 36     | 24.3   | 18.2   | 14.6    |
| 650         | 1268        | 158                                   | 39     | 26.4   | 19.8   | 15.9    |
| 700         | 1365        | 170                                   | 42     | 28.4   | 21.3   | 17      |
| 750         | 1463        | 182                                   | 45     | 30.4   | 22.8   | 18.2    |
| 800         | 1560        | 195                                   | 48     | 32.5   | 24.3   | 19.5    |
| 900         | 1800        | 225                                   | 64     | 37.5   | 28.1   | 22.5    |
| 1000        | 2000        | 250                                   | 62     | 41.6   | 31.2   | 25      |

**TABLE B**  
**4-Minute Bouts with 30 second rest, 10 per Hour per Mat**

| Entry | Bouts | 1 Mat | 4 Mats | 6 Mats | 8 Mats | 10 Mats |
|-------|-------|-------|--------|--------|--------|---------|
| 150   | 255   | 25.5  | 6      |        |        |         |
| 200   | 360   | 36    | 9      | 6      |        |         |
| 250   | 450   | 45    | 11     | 7.5    | 6      |         |
| 300   | 555   | 55.5  | 14     | 9      | 7      | 6       |
| 350   | 648   | 65    | 16     | 11     | 8      | 7       |
| 400   | 760   | 76    | 19     | 13     | 10     | 8       |
| 450   | 855   | 85.5  | 21     | 14     | 11     | 9       |
| 500   | 950   | 95    | 24     | 16     | 12     | 10      |
| 550   | 1073  | 107   | 27     | 18     | 13.5   | 11      |
| 600   | 1170  | 117   | 29     | 19.5   | 15     | 12      |
| 650   | 1268  | 127   | 32     | 21     | 16     | 13      |
| 700   | 1365  | 136.5 | 34     | 23     | 17     | 14      |
| 800   | 1560  | 156   | 39     | 26     | 19.5   | 16      |
| 900   | 1800  | 180   | 45     | 30     | 22.5   | 18      |
| 1000  | 2000  | 200   | 50     | 33     | 25     | 20      |

### THE TEAM CONCEPT

The tournament operations team makes up a vital part of any wrestling event. Its sole responsibility is smooth, efficient conduct of the event. Members of the team include:

- Event coordinator, staff representative of the national office.
- Event director, responsible for local personnel and for all arrangements for the facility.
- Chief mat official, in charge of referee-judges.
- Chief pairing master, in charge of the “head table.”
- Pairing teams, one or more, each with two members. Depending on the personnel available and their skills, each team may be assigned two or more weight classes or groups. Tag their chairs on the back, so the chief can find any weight class at a glance.
- Clerks, for wall charts, plus a chief clerk for large tournaments.
- Announcer or announcers.
- Announcer’s assistant or assistants, to coordinate the flow of bout sheets.
- Floor manager, who has immediate access to the arena superintendent, electrician, etc.
- Promotions and media coordinator.
- Medical liaison.
- Weighmaster and drawmaster, and their assistants.
- Typists and copy machine operators.
- Additional personnel as needed.

The objective of the team concept is to eliminate human error through specific assignment of responsibilities, reduction of fatigue, relief of high-pressure situations, and a constant system of checking and double-checking and communicating with each other.

It does not matter who makes a mistake, or who catches a mistake, as long as errors are corrected *before* they reach the mats and have an adverse effect on the competition. It serves no purpose to “keep score” and determine that “I made only two mistakes today, while my partner made five.” The only correct score is “We made no mistakes today.”



Always remember that the chief referee, tournament director, floor manager and the chief medical officer are part of the total team, whose “captain” is the event coordinator. Each of these individuals should have a place at the head table, or in another working area.

## **THE TEAM IN ACTION**

### ***Event Coordinator***

- Supervises and coordinates the work of the volunteers, and ensures that the over-all image and conduct of the event maintain the standards of USA Wrestling.

### ***Event Director***

- Recruits and directs the local corps of volunteers, obtains and prepares the facility, sets up and oversees registration, ensures that the contract with USA Wrestling is fulfilled.

### ***Chief Mat Official***

- Conducts or assigns clinics and exams for referee-judges and supervises their work throughout the event.

### ***Weighmaster***

- Directs the weigh-in staff, coordinating with the chief medical officer, and certifies the proper weight for each wrestler. The weighmaster will need two assistants at each scale.

Although the rules say the weigh-in and drawing of lots must be carried out in public, the term “public” doesn’t mean just anyone. Credentials should be checked at the door and admission limited to athletes, coaches, club and state representatives, tournament staff and others with legitimate reasons to be present. The Weighmaster also coordinates the collection of weigh-in cards from all wrestlers. Male contestants must be weighed with their singlet on and female contestants must weighed with a leotard on. No weight allowance is given.

### ***Chief Pairing Master***

- Conducts or assigns clinics and exams for pairing officials.
- Supervises preparation of the original pairing charts, wall charts and bout sheets.
- Maintains the flow chart throughout the tournament to determine the order of weights, the number of bouts within each weight, the number of mats in use at any time, the number of rounds per session.
- Plans the final session and awards presentations.
- Acts to correct errors.
- Supervises the entire operation of pairing, announcements and protests.

All questions should be directed first to the chief pairing master or his/her assistant, who then determines the answer from the proper person. This practice eliminates unnecessary interruptions, which cause errors.

### ***Pairing Teams***

Two pairing officials per team. Each works independently to record, advance, eliminate and pair his/her assigned weight classes or groups, always checking his/her findings against those of his/her teammate.

In a large tournament, it is recommended that pairing teams be assigned to alternate weight classes or groups, or to different age groups. While Team A is working carefully on the 60kg weight class, it need not be concerned with mounting paperwork at 66 kgs ... that will be Team B's responsibility. Team A will have the time necessary to cross-check its 60 kgs records completely, before taking on the 74kg weight class. The advantages of this alternating system are clear:

- Adequate time for checking reduces errors.
- Easing of mental pressures reduces errors.
- Elimination of fatigue from long-sustained effort reduces errors.
- "Break" time allows personnel to watch some of the competition.
- More pairing personnel become directly involved in the operation of the tournament, a key factor in the development of new talent.

Face another fact — these are volunteer officials, who are working the tournament because they enjoy it, because they feel a commitment to the sport of wrestling, and often because they are personally involved, with sons/daughters wrestling and spouses coaching or refereeing. Unless these volunteers realize some fun from their efforts, they may not be around the next time we need them.

### **Clerks**

Receiving one copy of a completed and cross-checked pairing chart, the clerks immediately prepare bout sheets for the next round and bring the wall charts up to date. Prompt updating of the wall charts is another safeguard against error, because wrestlers and coaches have the opportunity to discover and question incorrect entries. The new bout sheets are rechecked against the pairing chart before being delivered to the chief pairing master.

In a large tournament where there is a lot of paperwork, a chief clerk should be appointed to direct the production of bout sheets and wall charts, and to record each completed step on a tally sheet, so that no weight class or group is overlooked. To ensure this, the clerk shall organize completed bout sheets of each weight class.

### **Announcer**

Calls the wrestlers to the mat, either for immediate competition or for on-deck status (at the discretion of the chief pairing master.) Makes all other calls and announcements necessary to the competition, and conducts special ceremonies and the awards presentations. Large tournaments with 10 or more mats in use often require that these duties be divided among two announcers, particularly if individual results are given.

### **Announcer's Assistant**

This individual receives the numbered bout sheets, in order, from the chief pairing master. The announcer's assistant assigns mat numbers for the first series of bouts on the mats in use, and passes the bout sheets to the announcer. If an on-deck procedure is in use, he/she assigns the second series to the mats and delivers those sheets to the announcer. When the first result is returned from any mat, he/she assigns the next bout (or on-deck bout) to that same mat, and proceeds in this pattern throughout the session.

Using a bout sheet tracking form, an announcer's assistant records the number of the mat where each bout is sent, so the head table team can find any score sheet at any time. When a wrestler misses his/her call to the mat, bout sheet tracking helps answer questions and keeps the tournament moving. It also helps when the pairing master must recall a score sheet for corrections or adjustments.

An announcer's assistant also collects incoming bout sheets, marking off returned bouts. In the late stages of a tournament, the assistant will check each incoming bout sheet for "time bout ended." The chief pairing master needs this information to assure each contestant 15 minutes rest.

In large tournaments, the responsibilities of the announcer's assistants should be divided among two or more individuals.

### ***Floor Manager***

He/she is in charge of obtaining timers, scoreboard operators and runners for each mat, each session, and their replacements when needed. He/she also is responsible for all equipment — backup timing systems if a scoreboard fails, pencils, clipboards, scoring paddles and blocks, etc., delivering them to the mats before each session, and collecting them at the close of each session. Moving, taping and cleaning of mats, along with crowd control, also fall within his/her responsibilities.

### ***Medical Liaison***

A large tournament also will require a medical liaison clerk, to communicate with the medical staff and coordinate the flow of medical alert forms. In smaller tournaments, medical concerns should be directed to the chief pairing master.

### ***Media Coordinator***

At least one person should be assigned to give the news media all the information it could possibly want before the tournament, during the tournament, and after the tournament. This person should be able to read a pairing chart and, if necessary, to interpret it for a reporter. He/she should know enough about the event and the contestants to point out athletes and match-ups of special interest, to arrange interviews, and to provide highlights that can add to the bare results. This person should not be responsible for any other duties ... he/she should always be available to the news media. He/she also may be assigned to call or wire results to certain news outlets.

### ***Summary***

At the pre-tournament setup session, the chief pairing master assigns pairing teams to pair the first round, while clerks prepare wall charts and bout sheets.

During the competition, bout sheets go from the clerks to the chief clerk ... to the chief pairing master ... to the announcer's assistant ... to the announcer ... to the runners and the mats. They return to the announcer's assistant (results may be announced, if you wish) ... to the chief pairing master ... then to the appropriate pairing teams.

Results and eliminations are recorded, and cross-checked. The next round is paired, and cross-checked. One pairing chart goes to clerks who update the wall charts, the other copy to clerks who prepare bout sheets for the next round. The pairing chart can be duplicated on a copy machine for the media coordinator. One copy of the pairing chart, and the accumulated bout sheets, must remain at the head table at all times.

New bout sheets are cross-checked against the pairing chart, then are delivered by the chief pairing master to the announcer's assistant, who places

them on the bottom of his/her stack, maintaining the order of bout numbers.

Bout numbers are important, and should be announced when each bout is called by the announcer. They help wrestlers and coaches anticipate and prepare properly for their next match. And they are the foundation upon which the flow chart is constructed.

### **CHIEF PAIRING MASTER**

The duties of the chief pairing master start weeks before the event, when he/she obtains an estimated entry total and uses formulas to plan the time schedule and the number of mats needed. These figures are subject to minor adjustment when the official entry becomes available, but you must live with what you put down in writing. A “loose” schedule, allowing plenty of time, is easy to adjust. A “tight” schedule, with no margin for error, may be wrecked by a sudden surge of entries.

After organizing the tournament operations team and assigning specific duties, the chief pairing master then directs his/her personnel through the drawing of lots, pairing and preparation of wall charts and bout sheets. Each pairing master is also a teacher, and the pre-tournament pairing clinic is the ideal place to discuss standard procedures and unusual situations, and to answer the questions from pairing officials.

Throughout the competition, the chief pairing master must control the pace of the tournament, working with the chief mat official and the event director to meet broad guidelines established in consultation with the event coordinator.

The chief pairing master’s most important tool is the flow chart. It will help him/her decide:

- How many mats are to be used at any given time.
- What weight class will open each session, and the order in which the others will follow.
- How many bouts should be completed in each session.
- How many rounds each weight class should wrestle in a given session.
- How to deal with protests.
- How to deal with errors.
- How to establish the order of weights for a final round-robin session.
- How to provide the media with results during and after competition.
- How to provide the weighmaster with the names of wrestlers who are to appear at a second weigh-in.
- How to provide the announcer the necessary information for presentation of awards.
- When to release each weight class until the next session.
- When to release each weight class for weigh-ins.

### **THE FLOW CHART**

If all weights had the same number of entries, there would be few problems. The 92.5 pounders would start the tournament, and all weights would follow in order. But wrestlers don’t grow that way. Middle weights will be packed and lighter and heavier weights will have fewer numbers. Weights with more entries wrestle more rounds, as shown in the planning formulas, so start with those weights.

On the flow chart, list the weight classes and groups in order, and the number of entries in each. This presents a picture of the entire field. Find a “break point” at the start of the larger classes, mark it for the start of the tournament and assign bout No. 1. Continue listing first round bout numbers, using a dot to show a bye.

As each group completes a round, enter the number of contestants remaining in the group. If that weight class is going to wrestle again in the same session, bout numbers can be assigned. If the weight class is through for the session, don’t assign the next set of bout numbers until you have analyzed the starting point and the order of bouts for the next session.

Once a group has reached the round-robin, there will be three contestants, but not necessarily three bouts. Using small marks after the 3, show yourself how many rounds remain (3<sup>III</sup> or 3<sup>II</sup> or 3<sup>I</sup>). Use a small “s” to show the need for a special tie-breaker bout.

The flow chart enables the pairing master to follow the pace of the tournament, giving him the information he/she needs to make decisions on the number of mats in use, whether to release a weight class for the rest of the session or hold it for another round, etc.

For the wrestlers’ benefit, the weights should be scheduled in the normal upward order. If competition starts at 119 pounds, proceed upward through 220, then pick up 92.5, 101 and 110 pounds. A 152-pound wrestler is used to following the 138.5-pounders to the mat, and will have a reasonable idea when to warm up for his/her bout just by looking at the size of the contestants who are wrestling. Because this practice has been widespread for years, small wrestlers now are used to following heavyweights to the mat.

The order of weights should be announced before each session, and a copy should be posted at the wall charts. It also helps to post a copy in front of the announcer ... wrestlers and coaches come there to ask, and find that their question has been answered. If possible, the posted order of weights should indicate how many times each weight class will wrestle during a session. But if you post “no more than twice,” you’re stuck with no more than twice. When in doubt, leave question marks on the posted list.

In later rounds, a weight class or two often refuses to “break” and you have a round you weren’t counting on. Until the end of the session, you may run these weights out of order — even through group finals — as long as you let wrestlers, coaches and spectators know what’s going on.

| ORDER OF WEIGHTS        |  |      |     |
|-------------------------|--|------|-----|
| <u>Friday Afternoon</u> |  |      |     |
| 119                     |  | II   | --- |
| 127.5                   |  | II   | --- |
| 138.5                   |  | II   | --- |
| 152                     |  | STOP | --- |
| 167.5                   |  | ---  | --- |
| 187                     |  | ---  | --- |
| 220                     |  | ---  | --- |
| 92.5                    |  | ---  | --- |
| 101                     |  | ---  | --- |
| 110                     |  | ---  | --- |

| ORDER OF WEIGHTS    |     |      |     |
|---------------------|-----|------|-----|
| <u>Friday Night</u> |     |      |     |
| 110                 | II  | III  | --- |
| 119                 | III | IV   | --- |
| 127.5               | III | IV   | --- |
| 138.5               | III | IV   | --- |
| 152                 | II  | III  | --- |
| 167.5               | II  | III  | --- |
| 187                 | II  | STOP | --- |
| 220                 | II  | ---  | --- |
| 92.5                | II  | ---  | --- |
| 101                 | II  | ---  | --- |

If a weight class or group is so small, or so far along, that it need not wrestle in any given round, you may skip over it in its turn, writing “skip” on the flow chart and on the order of weights.

If you are certain that a weight class will not wrestle again in a specific session, release that weight until the scheduled starting time of the next session. Only the announcer, on instructions from the chief pairing master, can release a weight class from further competition. No other member of the tournament operations team ever should tell any contestant that he/she is free to leave the arena.

The sample flow chart on page 127 is for a tournament of 240 wrestlers in 10 weight classes (20 groups), going to finals for six places. From the tournament planning formulas (page 113), we can expect approximately 432 bouts in the tournament ( $240 \times 1.8 = 432$ ). With finals for first, third and fifth places, we subtract 30 finals and expect some 402 bouts in the preliminary rounds.

Have five mats available and four sessions, with published starting times of 1 p.m. and 7 p.m. on Friday and Saturday.

### ***Friday afternoon***

Try to wrap up the first session around 4:30 p.m. Starting on time, you can count on completing 175 bouts comfortably (5 mats at 10 per hour for 3.5 hours = 175).

Of the 20 groups, those at 119, 127.5 and 138.5 pounds are significantly larger than the others and will wrestle more rounds in the tournament. Run an extra round this session by starting at 119 pounds and wrestling the six largest groups twice each. It would not be “wrong” to start at 110 pounds, but the main concern right now is getting through the 138.5-pound class a second time.

The 92.5-pounders already are at the round-robin level and can be released until the second session. However, each weight class should wrestle at least once every session, if possible. The 92.5-pounders came to wrestle, and perhaps people came to watch them. It is advisable to work them in early in each session, then release them until the next session.

On the sample flow chart, note that a wrestler has been moved from 152 pounds to 167.5 pounds after the first round bout numbers had been assigned. Someone made a mistake, but it’s easy to handle. There will be only six bouts instead of seven in 152 Group B. So there is “no bout No. 70” and you mark that on the flow chart. There’s an extra bout in 167.5 Group B. Number it 81-A, and run it between 81 and 82. Let the announcer’s assistant know of the changes.

If your tournament starts on time and runs on schedule, after one hour you should have completed 50 bouts and be wrestling at 138.5 pounds. After the second hour, you should have finished 100 bouts and be completing 101 pounds. Compare the actual numbers with your projection and you’ll know whether you are on time, ahead of, or behind schedule. If there is an injury, one mat may be closed for a period of time, thus your projection may be affected. In calculating your position, remember there are bouts on the mats not yet complete and “on-decks” not yet begun.

Wrestle 171 bouts in the first session (once you start the round for a weight class, you have to finish it.) Tournaments usually move well in the early rounds, so you shouldn’t have much trouble with 171 bouts in the first session, You should always try to finish the session on time as scheduled. It is much

better to finish ten minutes early, rather than fifteen minutes late. If there is not enough time allotted for completion of the tournament as scheduled, the chief pairer should meet with the tournament committee to decide the hours to be wrestled.

If you really run ahead of schedule, it's possible to get the 152-pounders on the mat again this session. List them as questionable for a second round. In an hour or two, you should know, and be able to schedule them or release them. Decisions about whether to hold or release a weight class must be applied to the entire weight class, not just to one pool. The wrestlers in both groups should have the same amount of time to prepare for the next session, or the next weigh-in.

But in this example, assume that 171 bouts fill the first session. Tonight, start the second session with No. 172.

**USA WRESTLING  
TOURNAMENT FLOW CHART**

YEAR 2008

EVENT FILA CADET

| FRIDAY AFTERNOON |       |           |      |           | FRIDAY NIGHT |           |      |           |      |
|------------------|-------|-----------|------|-----------|--------------|-----------|------|-----------|------|
| Weights          | Start | Bout Nos. | Rem. | Bout Nos. | Rem.         | Bout Nos. | Rem. | Bout Nos. | Rem. |
| 92.5             | 4     | 92-93     |      |           | 4            | 256-257   | 2    |           | 2    |
| B                | 3     | 94        |      |           | 3            | 258       | 3    |           | 3    |
| 101              | 9     | 95-98     |      |           | 9            | 259-262   | 6    |           | 6    |
| B                | 8     | 99-102    |      |           | 8            | 263-266   | 6    |           | 6    |
| 110              | 14    | 102-109   |      |           | 14           | 172-178   | 10   | 267-271   | 7    |
| B                | 13    | 110-115   |      |           | 13           | 179-184   | 9    | 272-275   | 6    |
| 119              | 19    | 1-9       | 19   | 116-124   | 13           | 185-190   | 9    | 276-279   | 6    |
| B                | 19    | 10-18     | 18   | 125-133   | 12           | 191-196   | 8    | 280-283   | 6    |
| 127.5            | 21    | 19-28     | 21   | 134-143   | 15           | 197-203   | 10   | 284-288   | 7    |
| B                | 20    | 29-38     | 20   | 144-153   | 14           | 204-210   | 9    | 289-292   | 6    |
| 138.5            | 18    | 39-47     | 18   | 154-162   | 13           | 211-216   | 9    | 293-296   | 6    |
| B                | 18    | 48-56     | 18   | 163-171   | 12           | 217-222   | 8    | 297-300   | 5    |
| 152              | 14    | 57-63     | 12   |           | 12           | 223-228   | 8    | 301-304   | 6    |
| B                | 14    | 64-69     | 13   |           | 13           | 229-234   | 9    | 305-308   | 6    |
| 167.5            | 12    | 70-75     |      |           | 12           | 235-240   | 8    | 309-312   | 6    |
| B                | 12    | 76-81     |      |           | 12           | 241-245   | 7    | 313-315   | 5    |
| 187              | 5     | 82-83     |      |           | 5            | 246-247   | 4    |           | 4    |
| B                | 5     | 84-85     |      |           | 5            | 248-249   | 3    |           | 3    |
| 220              | 7     | 86-88     |      |           | 7            | 250-252   | 5    |           | 5    |
| B                | 6     | 89-91     |      |           | 6            | 253-255   | 4    |           | 4    |
| Total            | 240   |           |      |           |              |           |      |           |      |

## **Friday night**

The second session has three hours scheduled, so you can expect to complete about 150 bouts (5 mats x 10 per x 3 hours = 150). Look at the number of contestants remaining after the first session. The six largest groups have been reduced to the same number of wrestlers as the 110-pounders, so 110 is the place to start the second session.

Try to get through 152 twice, and maybe even 167.5. Watch the flow chart as the evening session progresses.

After one hour of tonight's second session, you should have completed 50 more bouts (total 221) and be finishing 138.5 pounds or be wrestling at 152 pounds. After two hours you should have finished another 50 (total 271), completed the first round and be into the second round of this session at 110.

We mentioned weights that "refuse to break." As the session winds down, you can see trouble in that "9" in 152 Group B. But fortunately you have enough time to run the 152-pounders one more time tonight, and also 167.5 for a second time. After the completion of those two weight classes, you will have completed a total of 316 bouts which will allow you to finish about right on schedule. It also prevents trouble in the next session as "9" might be translated into five rounds the next day—a problem you should always try to avoid, if possible.

In the early rounds, rest between bouts is never a problem. Bout Nos. 203 and 284 at 127.5 pounds are a little more than an hour and a half apart. Later, as the tournament works down to the group finals, and weight classes return to the mat more frequently, you must keep a firm grasp on the situation. Close a mat, or two, or you'll run into rest-time problems and empty mats late in the session.

No one buys a ticket to watch empty mats. As long as you control the pace of the tournament, there should always be at least one bout in front of the spectators.

## **Saturday afternoon**

Looking at your flow chart, your numbers look relatively good; however, you have two "7's" which could indicate an extra round in these groups. Sure enough, they need an extra round to complete the group finals ... see bout Nos. 409 and 410. Invariably there will always be one weight class that you did not count on for an extra round. See Group B at 152, bout No. 411.

On five mats, the first round this afternoon, from bout 316 to bout 362, will last about 55 minutes. The second round has only 30 bouts, or about three-quarters of an hour on four mats. The third round will have only 16. Skip 92.5 once, to help the timing, but not twice.

You can't afford to keep five mats open all the way, or you'll run into rest-time problems fairly soon. Close a mat at the start of the second round, so the second round will be on four mats.

Close another mat at the start of the third round; this is also a good time to stop sending bouts "on deck", slowing things down a little bit more. Go to one mat after the 220 pound weight class, bout 406. You have three bouts left, and they must go one at a time to avoid empty mats.

## **Saturday night**

With adequate rest between sessions, you can use the normal order of weights, from 92.5 to 220. First run the bouts for fifth and third, grouped by weights on two, three or four mats. Then the finals, one at a time.



USA WRESTLING

TOURNAMENT FLOW CHART

YEAR 2008

EVENT FILA CADET

SATURDAY AFTERNOON

| Weights | Start | Bout Nos. | Rem. | Bout Nos. | Time | Rem. | Bout Nos. | Time | Rem. | Bout Nos. | Time |
|---------|-------|-----------|------|-----------|------|------|-----------|------|------|-----------|------|
| 92.5    | 2     | SKIP      | 2    | 387       | /    | /    |           |      |      |           |      |
| B       | 3     | SKIP      | 3    | 388       | /    | /    |           |      |      |           |      |
| 101     | 6     | 357-359   | 4    | 389-390   | 2:40 | 2    | 407       | 3:19 | /    |           |      |
| B       | 6     | 360-362   | 4    | 391-392   | 2:45 | 3    | 408       | 3:24 | /    |           |      |
| 110     | 7     | 316-318   | 5    | 363-364   | 2:01 | 3    | 393       | 2:50 | 3    | 409       | 3:21 |
| B       | 6     | 319-321   | 4    | 365-366   | 2:03 | 2    | 394       | 2:52 | /    |           |      |
| 119     | 6     | 322-324   | 5    | 367-368   | 2:07 | 4    | 395-396   | 2:55 | /    |           |      |
| B       | 6     | 325-327   | 4    | 369-370   | 2:05 | 2    | 397       | 2:56 | /    |           |      |
| 127.5   | 7     | 328-330   | 5    | 371-372   | 2:10 | 3    | 398       | 2:54 | 3    | 410       | 3:27 |
| B       | 6     | 331-333   | 3    | 373       | 2:13 | 3    | 399       | 3:00 | /    |           |      |
| 138.5   | 6     | 334-336   | 4    | 374-375   | 2:17 | 4    | 400-401   | 3:02 | /    |           |      |
| B       | 5     | 337-338   | 3    | 376       | 2:19 | 3    | 402       | 3:03 | /    |           |      |
| 152     | 6     | 339-341   | 4    | 377-378   | 2:23 | 3    | 403       | 3:05 | /    |           |      |
| B       | 6     | 342-344   | 4    | 379-380   | 2:25 | 3    | 404       | 3:09 | 3    | 411       | 3:33 |
| 167.5   | 6     | 345-347   | 3    | 381       | 2:26 | 3    | 405       | 3:10 | /    |           |      |
| B       | 5     | 348-349   | 3    | 382       | 2:27 | /    |           |      |      |           |      |
| 187     | 4     | 350-351   | 2    | 383       | 2:30 | /    |           |      |      |           |      |
| B       | 3     | 352       | 3    | 384       | 2:32 | /    |           |      |      |           |      |
| 220     | 5     | 353-354   | 3    | 385       | 2:38 | 3    | 406       | 3:15 | /    |           |      |
| B       | 4     | 355-356   | 2    | 386       | 2:35 | /    |           |      |      |           |      |

**PRESENTATION OF AWARDS**

As each weight moves toward a conclusion, the pairing team makes up a list of place winners for the chief pairing master to provide to the announcer for presentation of awards. The chief pairing master also should instruct the teams to scan the results for the “most falls, least time” award, if one is given.

If an “outstanding wrestler” award is scheduled, the chief pairing master must be sure that a selection committee has been appointed by the chief mat official before the final session begins. If there are team trophies, a team scoring chart must be prepared.

Awards should be presented with dignity and some ceremony. The wrestlers worked hard for these awards and should be suitably recognized. Even in events where a single round-robin is used, and contestants are allowed to leave when their competition is complete, each set of awards should receive special recognition.

Award ceremonies offer an opportunity to recognize visiting dignitaries and hard-working volunteers by introducing them to present awards to the wrestlers. It is important that the list of people who will present awards be prepared by the event coordinator well before the final session. Give the announcer a chance to check their credentials and pronunciation of their names. It’s not much of an honor to present awards if your name is mispronounced and your wrestling background is described incorrectly.

There are several methods of presenting awards. The format is determined by the event coordinator and the event director.

## ***Traditional Methods***

One of wrestling's traditions is to conduct two finals, present awards to the first weight class, wrestle a third final, present the second set of awards, and continue this pattern. The one-bout delay allows all the medalists to gather at the awards stand. After the last bout, awards for the last two weights, team trophies and special individual awards are presented.

Another method, which provides fewer interruptions of the action, is to wrestle four finals, present awards for three weights, conduct three more finals, present three more sets of awards, and so on.

The fastest way is to present awards without stopping action on the mats. This is appropriate for youth events conducted in single round-robin style. Once the medalists are determined and have gathered at the awards stand, the announcer merely calls attention to the presentations and reads the names of the recipients.

## ***On-the-Mat Presentations***

Another format gaining popularity is presentation on the mat, immediately after conclusion of the medal bouts and finals.

One presenter is sent with two awards to the mat where third and fourth places are being contested. Another presenter handles fifth and sixth on the designated mat. If there are more places, another presenter is necessary for each pair of awards.

As soon as the medal bout ends, and the winner's hand is raised, the presenter goes onto the mat, shakes hands with the loser and presents his/her award. He/she then congratulates the winner and presents his/her award. Except for the championship finalists, the wrestlers are now free to leave the arena. This format requires close teamwork among the officials on the mat, the pairing officials, the announcer and the presenters of the awards, and should be directed by the event coordinator.

Awards for the finals are presented in more deliberate fashion. While the silver medal (second place award) is being presented, the champion has an opportunity to return to his/her corner, towel off and put on his/her warmup. The gold medal or championship award is presented and photographs are taken. The champion remains in uniform for the all-champions photograph taken at the end of the program.

Once the awards have been presented to the heavyweight runner-up and champion, only the team trophies and special individual awards remain to be presented.

## ***Outstanding Wrestler***

In regional and national tournaments, it is traditional to elect and recognize one champion as the outstanding wrestler of the event and present a special award. In USA Wrestling tournaments, the OW usually is chosen by a committee of mat officials.

## **DEALING WITH ERRORS**

Perhaps the event has gone so smoothly that no errors have occurred. But as long as human beings conduct tournaments, mistakes happen. Judges record the wrong score or the wrong winner. Pairing officials record the wrong result, or the wrong classification points, or reverse them, or mis-pair. Wall charts aren't always correct. Wrestlers and coaches have questions.

Often, just plain common sense provides the best answer. Keep calm, study the situation, get the results down correctly, and get a fresh start. If it's tricky, get off by yourself, call in help and make a logical decision. Do your best

to be fair to the wrestlers, all of them.

### **Problem**

Allen pins Brown to begin the Group A finals. Then, Allen fails to make weight, while Brown and Clark do. Allen is totally eliminated. Clark beats Brown, 3-1, wins the pool and wrestles for the gold. Brown is second in the pool and wrestles for the bronze.

If Davis, who finished fourth in the pool, has weighed in for the finals (intending to wrestle for seventh place), he/she advances to third in the pool and now has the opportunity to wrestle for fifth place. No other wrestler is advanced into the seventh place bout.

### **Problem**

In the bronze medal bout of the tournament finals, Harris from Group B is disqualified with three cautions. This does not keep him from placing fourth.

Harris would have been totally eliminated only if he/she had failed to weigh in, had failed to show up for his/her bout, or had been disqualified for flagrant misconduct. If Harris had been injured during the bout, he/she still would place fourth. Had he/she failed to show up, claiming injury, he/she would have been totally eliminated unless he/she had written verification from the chief medical officer that Harris was unable to compete.

### **Problem**

A wrestler is paired by mistake against an opponent who has been eliminated. Stop the group and re-pair if you can. If it's too late, because bouts in the next round have begun, give the "extra" wrestler a bye (not a forfeit; a forfeit is a victory and 5 points). Move him/her to the top for the next round. This prevents giving him/her another bye later.

### **Problem**

A wrestler is omitted by mistake from the pairing. It's too late to re-pair. Did someone else get a bye in this round? If so, attempt to pair these two. Call both wrestlers and explain. If there's no bye, give the wrestler in question a bye out of turn, then move him/her to the top.

In either of these cases, if the bouts of the next round have not yet started, you have time to re-pair. Hold up the group until you have a chance to make corrections. Announce to the wrestlers that the group is being re-paired and will be delayed. Alert the following weight class to be ready to wrestle.

Any time a wrestler receives a bye — for any reason, even because of a mistake — he/she moves to the top for the next round.

### **Problem**

A wrestler reports to the mat too soon and wrestles the wrong opponent. Wait 15 minutes and reassign the proper wrestlers to the mats after the mandatory rest period. If the wrestlers are in different weights or pools, discard the result of the "wrong" bout. If they are in the same group and might meet later, hold onto the score sheet. If they are properly paired later, the result of the "wrong" bout will count in that round. Explain this to the wrestlers and their coaches.

### **Problem**

Upon recording an injury default which does not eliminate the injured athlete, call for the wrestler, his/her coach or the chief medical officer to

determine whether the wrestler is able to continue. If he/she definitely must withdraw, have his/her coach or the medical officer initial the pairing chart and eliminate him with the classification points he/she has earned. He/she is eligible to place. If the injured wrestler plans to continue, the decision is covered by the Medical Alert system.

### ***Problem***

The pairing is correct, but the wrong wrestler's name is written on the bout sheet. The wrestlers are called to the mat and the bout begins. The coach of one of the wrestlers comes to the table and complains that the wrong opponents are wrestling. Stop the bout, wait 15 minutes and reassign the proper wrestlers to the mat after the mandatory 15 minute rest period.

### ***A Last Word***

If a "wrong" bout is wrestling, stop the match at any time before conclusion. Wait 15 minutes and reassign the proper wrestlers to the mats after the mandatory rest period. Do not let the "wrong" bout wrestle to conclusion if it can be stopped. Never be too proud, or too nervous, to admit that a mistake has been made. Mistakes do happen, despite our best efforts. Almost always, the wrestlers and coaches will accept a mistake when they understand what's going on, and when they realize that we're trying our best to solve the problem in a fair, open manner.

# USA Procedures

## GUIDELINES FOR USAW NATIONAL & REGIONAL EVENTS

The purpose of these guidelines is to standardize operations at USA Wrestling regional and national championships, with goals of increasing participation, enhancing value, building continuity in the event series and promoting our sport.

All USAW sanctioned regional and national competitions shall in general be governed by the FILA rules, with USA Wrestling modifications where applicable. Any other modifications may be made only by the designated USA Wrestling representative on site (event coordinator).

The event shall be organized by the host Local Organizing Committee (LOC) with guidance from USA Wrestling. The contract to organize and stage the event is made between the LOC and USA Wrestling to help ensure that these events are of the quality that all of USA Wrestling desires. Contract compliance is the responsibility of the event coordinator. Questions or concerns regarding contract interpretation should be directed to this individual.

The correct, official name of the event shall always be used. The event is sanctioned by USA Wrestling and is a part of its national event series. USA Wrestling shall be prominently displayed and receive appropriate recognition on all promotional materials.

All athletes participating in any competition that is part of the event shall be afforded an opportunity to register before the start of the first session for which there is an admission charge. USA Wrestling athlete memberships shall be available for purchase at registration.

One or more weigh-ins may be required.

A meeting shall be scheduled before the start of competition where the chief mat official can address the coaches and officials as a group and, at the same time, coaches may ask questions or address concerns to the chief mat official or event director.

Complete uniforms, in conformance with the rules, shall be encouraged and in most cases is mandatory. This means red and blue singlets, or a red/blue reversible singlet with underbriefs, plus a handkerchief.

Officials will use scoring paddles and blocks on each mat, when possible.

An announcer or announcers shall be assigned. Contestants shall be directed by the announcer to report directly to a specific mat for competition.

Medal matches may run in flights by weight class, following the conclusion of all group finals. National Championship matches for the Cadet Division and older age groups shall be conducted in order on one mat. If the event includes competition for more than one age group or style, an effort shall be made to set off and create one or more "final sessions" for the event.

An equal number of identical awards should be offered in both freestyle and Greco-Roman for each age group. A minimum of three places and a maximum of eight places shall be offered per weight class. Champions also should be presented the completed wall chart and one of the finals bout sheets.

There should be a bona fide awards presentation made following the conclusion of the championship bout in each weight class or age group, and no awards shall be distributed prior to this ceremony at any Junior or University Division regional, when feasible. Kids/Cadet regional directors are encouraged to follow the same procedure.

## REGISTRATION AND WEIGH-IN

Registration and weigh-in must be conducted under the rules and procedures of USA Wrestling for the event. Compliance is the responsibility of the event coordinator and the entire operations team.

Individual and team registrations must be completed within the specified time period. Completion of registration means the following:

- Submission of all entry forms, payment of all fees and presentation of required licenses, membership cards and identification to the registrar within the time period specified.
- Submission of a completed weigh-in card to the weighmaster within the time period specified for the initial weigh-in.

The registration area should be open for at least 60 minutes before the initial weigh-in. All forms shall be available to potential entrants at registration. Signs should be posted to direct the flow of traffic smoothly through the registration and weigh-in process.

Only official personnel (wrestlers, supervisors and staff) shall be allowed in the weigh-in area. Provisions shall be made to weigh female competitors separately and apart from male competitors.

A Contestants draw number must be written on their weigh-in card. This process shall be overseen by the drawmaster or his/her designee. This process will take place at time of registration or be conducted prior to weigh-ins.

Contestants shall then line up in single file behind a designated floor marking, with only the wrestler to be weighed crossing this line when called. Approaching the scale, the contestant shall be wearing a singlet, and he/she shall present his/her weigh-in card to the official at the scale. A medical check may be performed at this time or prior to or just before the athlete draws a number. The official shall read from the card, announcing the contestant's name, affiliation and the weight he/she is attempting to make. If any of these are incorrect or missing, or the weigh-in card is not legible, the contestant will be told to correct the card and start again at the end of the line.

If the weigh-in card is correct, the contestant shall step upon the scale. He/she shall stand with both feet flat in the middle of the scale facing away from the dial, bar or screen. If he/she makes the designated weight, it will be written on his/her shoulder and verified on his/her card.

If he/she fails to make the designated weight, his/her card shall not be returned to him/her and he/she will be taken immediately to the official challenge scale for a FINAL attempt to make the desired weight, or failing that opt for another weight class (if regulations permit). An athlete shall only have two opportunities to make the weight class. This is not applicable for the Senior Division or events qualifying for FILA level competition.

Weigh-in cards shall be sorted by weight class and given to the chief pairing master during the course of the weigh-in. Cards are not available for review by coaches or contestants unless such review is approved by the chief pairing master.

For all weigh-ins, they begin at the designated time and end once the final contestant has attempted to weigh-in, or as stipulated for the event. All athletes must be present at time of weigh-ins. For Senior level events and FILA level qualifying events, weigh-ins shall have a beginning and ending time. The weighmaster should periodically call out the time remaining and should call the remaining entrants to the scales near the close of the weigh-in period.

Late registrations or weigh-ins may only be approved by the event coordinator, and only when extenuating circumstances prevent the athlete or team from entering within the specified time period. Extenuating circumstances may include, but are not limited to, automobile accidents or mechanical breakdowns, canceled or delayed airline flights, and suddenly hazardous weather conditions. This does not apply to Senior National Events, Olympic or World Team Trials, or any tournament used to qualify for such tournaments.

When his/her late registration and weigh-in form is accepted, the entrant shall have 30 minutes to complete registration and weigh in.

## **THE EVENT COORDINATOR**

It is the responsibility of the event coordinator to see that the event is conducted under terms of the contract, that it follows all applicable FILA and USA Wrestling regulations, and that it maintains standards desired of USA Wrestling events. The coordinator should make every effort to enhance the prestige, effectiveness and image of the event, while relying on the volunteer experts to make it work.

Whether you are the event coordinator or one of the volunteers working with him, remember that you are part of the same team and you have the same goal, a high quality event. Diplomacy and tact may be your most efficient tools. A low key, "smooth and soothe" approach usually precludes the need for hard-line decisions.

### ***Before the Event***

The event coordinator should communicate at least monthly with the event director. During the final month, such communication should be weekly, or even daily. If feasible, the coordinator should meet with the event director at least one month before the event and should inspect all facilities.

He/she should schedule and conduct a formal meeting with the event director the day before the event, to review all aspects of the event in detail and set action plans in motion to cure any deficiencies.

The event coordinator should present all known invoice data, including estimates of anticipated expenses, to the event director 10 days before the event.

The coordinator should complete his/her travel and lodging arrangements well ahead of the event and should take to the event all necessary items not already shipped there by USA Wrestling.

### ***During the Event***

The event coordinator should perform the following duties:

- Oversee proper setup of facilities and equipment.
- Oversee and ensure proper registration and make final rulings on any requests for registration outside regulations.
- Oversee and ensure proper weigh-ins, and make final rulings on any requests for weigh-ins outside the regulations.
- Recommend procedures to enhance the image of the event.
- Verify that appropriate arrangements have been made for room, board, hospitality and travel, and verify that this information has been communicated to appropriate parties.
- Verify that appropriate arrangements have been made for all reimbursements, per diem allowances, etc., and ensure that such disbursements are made before the end of the event.

- Coordinate the start and end of each session, in consultation with the chief pairing master and chief mat official.
- Ensure that public address announcements (camps, clinics, qualifying, upcoming events, sponsorship commitments, etc.) are provided to the chief pairing master for the announcer.
- Prepare in advance for the finals and awards presentations, arranging for presenters and coordinating the program with the chief pairing master, announcer and chief mat official.
- Present USA Wrestling gift to the event director.
- Assist in developing meeting agendas, and the preparation and distribution of meeting supplies and minutes.
- Ensure compliance with the contract.
- Present the invoice to the LOC and collect payment of same. If full payment is not possible, collect as much as is feasible.
- Collect results and forward in a timely manner to the media and immediately to USA Wrestling headquarters.

### ***After the Event***

The event coordinator should promptly deliver to the Department of National Events copies of the event souvenir program, all film collected from event photographers and copies of all local press coverage.

The event coordinator should promptly deliver all results to the Events Department for entry into appropriate data bases and files.

Within 10 days following the event, the event coordinator should deliver to the Manager of Events a post-event report which should include the following:

- Completed budget vs. actual financial statement.
- Invoice and payment on invoice.
- Number of entries per age group per style.
- Number of paid spectators and their demographics.
- Number of comp spectators and their constituencies.
- A description of media participation and coverage.
- An “as-done” schedule.
- A suggested schedule for next time.
- Number of officials, type and category.
- Medical personnel and their competency.
- Analysis of the effectiveness of the LOC and event director.
- Suggestions for improvements of the event and the LOC.
- Other pertinent comments.



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## 2010 Guide to Wrestling

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## 2010 AGE DIVISIONS and WEIGHT CLASSES

| AGE DIVISIONS  | BIRTH DATES   | MATCH TIME LIMITS<br><small>(Freestyle &amp; Greco-Roman Styles Only)</small> | WEIGHT CLASSES  |
|--|---|---|---|
| <b>BANTAM</b>  | Born 2002-2003  | Best out of 3 two-minute periods with 30 second rest between periods          | 40, 45, 50, 55, 60, 65, 70, 75,<br>75+ (15 lbs. maximum difference)   |
| <b>INTERMEDIATE</b>                                    | Born 2000-2001  | Best out of 3 two-minute periods with 30 second rest between periods          | 50, 55, 60, 65, 70, 75, 80, 87, 95,<br>103, 112, 120, 120+ (20 lbs max difference)  |
| <b>NOVICE</b>  | Born 1998-1999  | Best out of 3 two-minute periods with 30 second rest between periods          | 60, 65, 70, 75, 80, 85, 90, 95, 100, 105, 112,<br>120, 130, 140, 140+ (25 lbs. maximum difference)  |
| <b>SCHOOLBOY/<br/>SCHOOLGIRL</b>                       | Born 1996-1997  | Best out of 3 two-minute periods with 30 second rest between periods          | 70, 77, 84, 91, 98, 105, 112, 120, 128, 136,<br>144, 152, 160, 175, 190, 210, 265   |
| <b>FILA<br/>SCHOOLGIRL</b>                             | Born 1996-1997  | Best out of 3 two-minute periods with 30 second rest between periods          | 66, 70, 74, 81, 86, 97, 105, 114, 125,<br>136, 136+ (30 lbs. maximum difference)  |
| <b>CADET<br/>(Men)</b>                                 | Born 1994-1995  | Best out of 3 two-minute periods with 30 second rest between periods          | 84, 91, 98, 105, 112, 119, 125, 130, 135, 140,<br>145, 152, 160, 171, 189, 215, 285   |
| <b>FILA CADET<br/>(Men)</b>                            | Born 1993-1995  | Best out of 3 two-minute periods with 30 second rest between periods          | <b>39-42 KG/86-92.5 LBS.</b> , 46/101.25, 50/110.25, 54/119, 58/127.75, <b>63/138.75</b> ,<br>69/152, 76/167.5, 85/187.25, <b>85-100/187.25-220.5</b> , 125/275.5 |
| <b>FILA CADET<br/>(Women)</b>                          | Born 1993-1995  | Best out of 3 two-minute periods with 30 second rest between periods          | <b>36-38 KG/79.25-83.75 LBS.</b> , 40/88, 43/94.75, 46/101.25, 49/108, 52/114.5,<br>56/123.5, 60/132.25, 65/143.25, 70/154.25, 78/172*, 84/185*, 100/220.5*       |
| <b>JUNIOR<br/>(Men)</b>                                | Born 9/1/1990 & after,<br>plus enrolled in grades 9-12  | Best out of 3 two-minute periods with 30 second rest between periods          | 98, 105, 112, 119, 125, 130, 135,<br>140, 145, 152, 162, 160, 171, 189, 215, 285  |
| <b>JUNIOR<br/>(Women)</b>                              | Born 9/1/1990 & after,<br>plus enrolled in grades 9-12  | Best out of 3 two-minute periods with 30 second rest between periods          | 95, 102, 109, 116, 124, 132, 139, 146, 153, 165, 190, 220   |
| <b>FILA JUNIOR<br/>WORLD (Men)</b>                     | Born 1990-1992<br>1993 with medical certificate   | Best out of 3 two-minute periods with 30 second rest between periods          | <b>46-50 KG/101.25-110.25 LBS.</b> , 55/121.25, 60/132.25, <b>63/138.75*</b> , 66/145.5,<br>70/154.25*, 74/163, 79/174*, 84/185, 96/211.5, 120/264.5              |
| <b>FILA JUNIOR<br/>WORLD (Women)</b>                   | Born 1990-1992<br>1993 with medical certificate   | Best out of 3 two-minute periods with 30 second rest between periods          | <b>40-44 KG/88-97 LBS.</b> , 48/105.75, 51/112.25, 55/121.25*,<br>59/130, 63/138.75, 67/147.5, 72/158.75, 79.5/175.25*  |
| <b>UNIVERSITY<br/>(Men)</b>                            | Born 1986-1992 & athlete must<br>have graduated from high school  | Best out of 3 two-minute periods with 30 second rest between periods          | <b>55 KG/121.25 LBS.</b> , 60/132.25, 63/138.75*, 66/145.5,<br>70/154.25*, 74/163, 79/174*, 84/185, 96/211.5, 120/264.5   |
| <b>UNIVERSITY<br/>(Women)</b>                          | Born 1986-1992 & athlete must<br>have graduated from high school  | Best out of 3 two-minute periods with 30 second rest between periods          | <b>48 KG/105.75 LBS.</b> , 51/112.25, 55/121.25, 59/130,<br>63/138.75, 67/147.5, 72/158.75, 77/169.75*  |
| <b>SENIOR<br/>(Men)</b>                                | Born 1980 or before<br>1991-1992 with medical certificate   | Best out of 3 two-minute periods with 30 second rest between periods          | <b>55 KG/121.25 LBS.</b> , 60/132.25, 66/145.5,<br>74/163, 84/185, 96/211.5, 120/264.5  |
| <b>SENIOR<br/>(Women)</b>                              | Born 1980 or before<br>1991-1993 with medical certificate   | Best out of 3 two-minute periods with 30 second rest between periods          | <b>48 KG/105.75 LBS.</b> , 51/112.25, 55/121.25,<br>59/130, 63/138.75, 67/147.5, 72/158.75  |
| <b>USA WRESTLING<br/>VETERANS<br/>(Men—All Styles)</b> | Div. A: Born during the years of 1978 and 1985<br>Div. B: Born during the years of 1970 and 1977<br>Div. C: Born during the years of 1962 and 1969<br>Div. D: Born during the years of 1955 and 1961<br>Div. E: Born 1954 and before. | <b>FREESTYLE &amp; GRECO-ROMAN</b><br>3 two-minute periods with<br>30 seconds | <b>50-58 KG/110.25-127.75 LBS.</b> ,<br>63/138.75, 69/152, 76/167.5,<br>85/187.25, 97/213.75,<br>97-130/213.75 - 286.5  |
|  |   | <b>FOLKSTYLE</b><br>1 one-minute period and<br>30 sec. rest between periods   |   |

\* Not a FILA weight

Chart is effective from January 1, 2010 to December 31, 2010.





NAME OF COMPETITION  
**2008 Metro Championship**

Referee **A. Lynn** #  
 Judge **K. James** #  
 Mat Chairman **S. Marie** #

| DATE     | MATCH # | WEIGHT | STYLE | ROUND | PLACE | MAT |
|----------|---------|--------|-------|-------|-------|-----|
| 11-26-08 | 125     | 60 kg  | FS    | 4     |       | 1   |

| RED        |                  |                    |       |
|------------|------------------|--------------------|-------|
| #          | NAME             | COUNTRY/STATE/CLUB |       |
| 5          | Joseph White     | USA                |       |
| PERIOD     | TECHNICAL POINTS | TIME               | TOTAL |
| 1ST Period | 3 1 1 3          | 1:25               | 8     |
| PAUSE 30"  |                  |                    |       |
| 2ND Period | 1 5              | 1:33               | 6     |
| PAUSE 30"  |                  |                    |       |
| 3RD Period |                  |                    |       |

| BLUE       |                  |                    |       |
|------------|------------------|--------------------|-------|
| #          | NAME             | COUNTRY/STATE/CLUB |       |
| 13         | Lucas Grey       | USA                |       |
| PERIOD     | TECHNICAL POINTS | TIME               | TOTAL |
| 1ST Period |                  |                    | 0     |
| PAUSE 30"  |                  |                    |       |
| 2ND Period | 2                |                    | 2     |
| PAUSE 30"  |                  |                    |       |
| 3RD Period |                  |                    |       |

RED TOTAL TECHNICAL POINTS **14**      CROSS OUT LOSER      BLUE TOTAL TECHNICAL POINTS **2**

CLASSIFICATION POINTS **4**      **1**      CLASSIFICATION POINTS

TOTAL MATCH TIME **2:58**

WINNER'S SIGNATURE Joseph White      EXACT TIME WHEN THE MATCH IS FINISHED (hour, minute) **1:03**

CLASSIFICATION POINTS

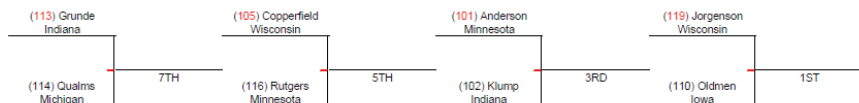
|     |   |
|-----|---|
| 5:0 | VICTORY BY FALL - FORFEIT - INJURY - WITHDRAWAL - 3 CAUTIONS "0" DUE TO ERROR AGAINST THE RULES |
| 5:0 | DISQUALIFICATION FROM THE COMPETITION DUE TO INFRINGEMENT OF THE RULES                          |
| 4:0 | GREAT SUPERIORITY - A DIFFERENCE OF 6 POINTS IN 2 PERIODS, THE LOSER WITHOUT TECHNICAL POINTS   |
| 4:1 | GREAT SUPERIORITY - A DIFFERENCE OF 6 POINTS IN 2 PERIODS, THE LOSER WITH TECHNICAL POINTS      |
| 3:0 | DECISION BY POINTS - THE LOSER WITHOUT TECHNICAL POINTS   |
| 3:1 | DECISION BY POINTS - THE LOSER WITH TECHNICAL POINTS  |
| 0:0 | IN CASE BOTH WRESTLERS HAVE BEEN DISQUALIFIED DUE TO INFRINGEMENT OF THE RULES                  |

Official Signature S. Marie

## Junior Greco Nationals . Junior 98A

| NO  | NAME               | 1                    | 2                 | 3                        | 4          | 5                   | 6 | 7                   | RR1                | RR2              | RR3         | FINISH |
|-----|--------------------|----------------------|-------------------|--------------------------|------------|---------------------|---|---------------------|--------------------|------------------|-------------|--------|
| 101 | ADAM ANDERSON      | 3                    | 5                 | 7                        | 11         |                     |   |                     | 19<br>D:8-5<br>8-3 | B'VE<br>3        | 5<br>0      | 1 2    |
|     | MINNESOTA          | D:12-7<br>5-1        | 3-5<br>2-3        | X<br>D:8-2<br>3-1        | 3          | 4                   |   |                     |                    |                  |             |        |
| 403 | BEAU BROCKMAN      | 1                    | 7                 |                          |            |                     |   |                     |                    |                  |             |        |
|     | IDAHO              | 7:12<br>1-5          | X<br>3-5<br>1-2   | X                        |            |                     |   |                     |                    |                  |             |        |
| 105 | CHRIS COPPERFIELD  | 7                    | 1                 | 11                       | 13         |                     |   |                     | B'VE<br>...        | 16<br>3-7<br>1-2 | 1           | 3 3    |
|     | WISCONSIN          | D:6-2<br>3-2         | 3                 | D:5-4<br>3-2             | 3          | D:8-7<br>1-2<br>3-1 | 3 |                     |                    |                  |             |        |
| 407 | DANE DREXLER       | 5                    | 3                 | 1                        |            |                     |   |                     |                    |                  |             |        |
|     | GEORGIA            | 2:8<br>2-3           | X<br>D:5-3<br>2-1 | 3                        | 2:8<br>1-3 | X                   |   |                     |                    |                  |             |        |
| 409 | ETHAN ELLENSBURGER | 11                   | 13                |                          |            |                     |   |                     |                    |                  |             |        |
|     | CALIFORNIA         | LF                   | X<br>LF           | X                        |            |                     |   |                     |                    |                  |             |        |
| 411 | FRANK FELLSMAN     | 9                    | 17                | 5                        | 1          |                     |   | 13                  |                    |                  |             |        |
|     | OKLAHOMA           | F:2:43               | 5                 | WBF<br>7-8<br>2-1<br>1-3 | X          | X<br>0-8<br>0-6     |   | D:2-4<br>1-2        | X                  |                  |             |        |
| 413 | GREG GRUNDE        | 15                   | 9                 | 19                       | 5          |                     |   | 11                  |                    |                  |             | 4      |
|     | INDIANA            | F:6-0<br>1-2<br>1:19 | 5                 | F:1:37                   | 5          | LF                  | X | D:2-3<br>2-1<br>2-4 | X                  | 3                |             |        |
| 415 | HARRY HAMILTON     | 13                   | 19                |                          |            |                     |   |                     |                    |                  |             |        |
|     | NEVADA             | LF                   | X<br>14:15<br>3-7 | X                        |            |                     |   |                     |                    |                  |             |        |
| 417 | IAN ILLMAN         | EJECTED              |                   |                          |            |                     |   |                     |                    |                  |             |        |
|     | MINNESOTA          | 19                   | 11                |                          |            |                     |   |                     |                    |                  |             | E      |
| 119 | JUSTIN JORGENSON   | 17                   | 15                | 13                       |            |                     |   |                     | 1                  | 5                | B'VE<br>... | 1      |
|     | WISCONSIN          | F:1:27               | 5                 | D:15-14<br>7-3           | 3          | F:1:57              | 5 | 0                   |                    |                  |             |        |

Brackets Created By Trackwrestling.com



## Junior Greco Nationals . Junior 98B

| NO  | NAME             | 1      |    | 2      |    | 3   |     | 4  |       | 5   |      | 6 |  | 7 |    | RR1 | RR2 | RR3 | FINISH |
|-----|------------------|--------|----|--------|----|-----|-----|----|-------|-----|------|---|--|---|----|-----|-----|-----|--------|
|     |                  | 4      | 18 | 8      | 16 | 2-3 | 1-3 | 14 | F 2-6 | 7-6 | 0-24 | 5 |  |   | 10 | 1-7 | 2-8 |     |        |
| 102 | KEN KLUMP        |        |    |        |    |     |     |    |       |     |      |   |  |   |    |     |     |     | 2      |
|     | INDIANA          | F 0:52 | 5  | F 1:58 | 5  | WBI | 5   | X  | 2-3   | 1-3 | X    | 5 |  |   |    |     |     | 1   |        |
| 104 | LARRY LUND       |        |    |        |    |     |     |    |       |     |      |   |  |   |    |     |     |     | —      |
|     | CALIFORNIA       | 2      | X  | 6      | X  |     |     |    |       |     |      |   |  |   |    |     |     |     |        |
| 406 | MORGAN MANFELDER |        |    |        |    |     |     |    |       |     |      |   |  |   |    |     |     |     | —      |
|     | WISCONSIN        | 8      | X  | 4      | 3  | 10  | X   |    |       |     |      |   |  |   |    |     |     |     |        |
| 408 | NICK NEIS        |        |    |        |    |     |     |    |       |     |      |   |  |   |    |     |     |     | —      |
|     | FLORIDA          | 6      | 4  | 10     | X  | 2   | X   |    |       |     |      |   |  |   |    |     |     |     |        |
| 110 | ORION OLDMEN     |        |    |        |    |     |     |    |       |     |      |   |  |   |    |     |     |     | 1      |
|     | IOWA             | 12     | 5  | 8      | 5  | 6   | 5   | 0  | 16    | 3   |      |   |  |   |    |     |     | 4   |        |
| 112 | PETE PETERSON    |        |    |        |    |     |     |    |       |     |      |   |  |   |    |     |     |     | —      |
|     | MINNESOTA        | 10     | X  | 14     | X  |     |     |    |       |     |      |   |  |   |    |     |     |     |        |
| 114 | QUINN QUALMS     |        |    |        |    |     |     |    |       |     |      |   |  |   |    |     |     |     | 4      |
|     | MICHIGAN         | 16     | X  | 12     | 5  | 0   | 0   | 18 | 3     | 2   | X    |   |  |   |    |     |     |     |        |
| 116 | RON RUTGERS      |        |    |        |    |     |     |    |       |     |      |   |  |   |    |     |     |     | 3      |
|     | MINNESOTA        | 14     | 3  | 0      | 0  | 18  | X   | 2  | 3     | 10  | X    |   |  |   |    |     |     | X   |        |
| 118 | SAM SAUNDERS     |        |    |        |    |     |     |    |       |     |      |   |  |   |    |     |     |     | —      |
|     | MICHIGAN         | BYE    | 0  | 2      | X  | 16  | 5   | 14 | X     |     |      |   |  |   |    |     |     |     |        |

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## **USA WRESTLING - Policies and Procedures for National Dual Meet Championships (Schoolboy/Schoolgirl, Cadet, Junior)**

FILA Rules and USA Wrestling (USAW) modifications apply in all circumstances not covered in these procedures.

### **1. Mission Statement**

**1.1.** Provide a low cost opportunity for individuals to get the widest possible exposure to national caliber competition prior to the individual Kids, Cadet, and Junior National Championships. Provide an opportunity for maximum competition opportunities. Provide a method to determine the National Championship Team in the following divisions: Schoolboy/Schoolgirl, Cadet, Men's Junior, and Women's Junior.

### **2. Team Selection**

**2.1.** The appropriate USAW State Chairperson must certify all teams from his/her state association.

### **3. Preliminary Registration and Deposit**

**3.1.** Each state may pre-register more than one team per style. However, with the exception noted in 3.2, each state will be given the opportunity to have at least one team in the tournament before a second team from another state will be admitted. Once the above criteria have been met, second teams will be added to the tournament based on the date of the receipt of their preliminary registration and entry fee, and their tenure of competing in the event. **Final entry registration shall be conducted onsite the night before the competition whenever possible. Date and time to be determined by USAW and the Local Organizing Committee (LOC).**

**3.2.** The host team will always have the option of entering a second team in each style.

### **4. Team Registration Fee**

**4.1.** Schoolboy/Schoolgirl, Cadet, and Men's Junior Divisions

**4.1.1.** Each state must pay a **\$750.00** entry fee for each team entered. Registration fees must be sent to the LOC.

**4.1.2.** The registration form and fee is due no later than May 1st.

**4.2.** Women's Junior Division

**4.2.1.** Each state must pay a **\$375.00** entry fee for each team entered. Registration fees must be sent to USA Wrestling National Events.

**4.2.2.** The registration form and fee is due no later than May 1st.

### **5. Individual Eligibility**

**5.1.** Age and eligibility requirements for the individual Schoolboy/Schoolgirl, Cadet, and Junior Division National Championships shall apply.

### **6. Officials**

**6.1.** The USAW National Dual Team Championships are sanctioned as a USA Wrestling National Event. USWOA certified mat officials will receive national credit for participating in these championships. Only assigned pairers receive national credit for dual championships. Other pairers receive credit for working a USAW sanctioned event. The LOC will supply 20 rooms or 40 beds for USWOA designated officials and staff. (Accommodation requirements may vary with inclusion of Officials Education Program (OEP) sessions at the National Duals. The official USA Wrestling event contract shall govern accommodation requirements.)

**6.2.** Each state association entered in a National Duals event must supply a minimum of one mat official, per team, for each style in which the state association is competing. A \$500.00 fee (per team, per style) will be assessed at registration for each state failing to provide a mat official.

**6.2.1.** The primary team official, and any alternate, must be designated by the Team Leader for each state association team entered into the National Duals no later than 24 hours prior to the first day of any one style contested at the National Duals. This policy shall not apply if a substitution is made with an official from the state association under the 24 hour deadline. If a state fails to comply with this deadline, they shall be fined \$500 per official, per team, per style.

**6.2.2.** The fee for violating the required mat officials' policy shall be collected by the LOC prior to the beginning of the tournament and is to be utilized to offset tournament expenses.

## **7. Team and Athlete Limitations**

**7.1.** For the Schoolboy/Schoolgirl, Cadet, and Men's Junior divisions, the team entries shall be limited to 28 Greco-Roman teams and 36 freestyle teams. For the Women's Junior division, the team entries shall be limited to 16 freestyle teams.

**7.2.** Each team must be comprised of the following number of athletes: Schoolboy/Schoolgirl – minimum 9; maximum 27; Cadet – minimum 9; maximum 26; Junior Men – minimum 8; maximum 24; Junior Women – minimum 7; maximum 17.

## **8. Roster**

**8.1.** Each team must designate all team personnel (athletes, coaches, medical staff, and team leaders) on the official roster form.

**8.2.** After submitting the team roster, there shall be no moving of wrestlers who contributed to the team seeding criteria.

**8.3.** States will have until the start of weigh-in to make changes in their line-ups (except as noted above) without penalty. They must notify and receive permission from the tournament director and head pairer to make these changes prior to the start of weigh-ins.

**8.4.** The addition of an athlete(s) to the team roster after the start of weigh-ins is subject to a \$100.00 late fee per athlete added.

**8.4.1.** The late fees for adding athletes after the start of weigh-ins shall be collected by the LOC to be utilized to offset tournament expenses.

## **9. Team Seeding Criteria**

**9.1.** All teams shall be assigned a draw number at registration.

**9.2.** There are no points given for ANY folkstyle championship

**9.3.** Schoolboy/Schoolgirl Division

**9.3.1.** There are no individual rankings.

**9.3.2.** The top eight state teams from the previous year's National Schoolboy/Schoolgirl Dual Meet Championships will be seeded according to their placement. If a state from the previous year is not entered, all placing states from the previous year will move up. All other teams will be placed according to draw number and/or as listed below under "Pairing and Competition Procedures."

**9.4.** Men's Cadet and Men's Junior Divisions

**9.4.1.** If possible, the top sixteen teams will be seeded into pools using the seeding criteria below. All other teams will be placed according to draw number and/or as listed below under "Pairing and Competition Procedures."

**9.4.2.** Team seeding is based on a style-specific point system. Using the highest points only, one rating per athlete is permitted. One point will be deducted from the scoring criteria for athletes who earned their points in the opposite style in which they are competing. (i.e., a Greco-Roman National Champion loses one point from his/her seeding criteria when competing in freestyle).

**9.4.2.1.** Coaches must provide seeding information on athletes at the time of registration.

**9.4.2.2.** Coaches must indicate in which style the athlete has attained scoring status. (i.e. Junior National Champion – Freestyle or Junior National Champion – Greco-Roman)

**9.4.2.3.** Falsification of seeding criteria will result in forfeiture of team placement.

**9.4.3.** Only the top 17 scoring athletes for Cadets and top 15 scoring athletes for Juniors listed on the entry form will be counted in the criteria. No more than two wrestlers per weight may score points.

**9.4.4.** Scoring Criteria:

**9.4.4.1.** Junior Division

**9.4.4.1.1.** FILA Junior World Champion 5 points

**9.4.4.1.2.** Junior National Champion 5 points

**9.4.4.1.3.** FILA Junior National Champion 5 points

**9.4.4.1.4.** Cadet National Champion 4 points

**9.4.4.1.5.** FILA Junior World Place Winner 3 points

**9.4.4.1.6.** Junior National Place Winner 3 points

**9.4.4.1.7.** FILA Junior National Place Winner 3 points

**9.4.4.1.8.** FILA Junior World Team Member 2 points

**9.4.4.1.9.** Cadet National Place Winner 2 points

**9.4.4.1.10.** Current Year Junior Regional Champion 1 point

**9.4.4.2.** Cadet Division

**9.4.4.2.1.** Junior National Champion 5 points

**9.4.4.2.2.** Cadet National Champion 5 points

**9.4.4.2.3.** FILA Cadet National Champion 4 points

**9.4.4.2.4.** Junior National Place Winner 3 points

**9.4.4.2.5.** Cadet National Place Winner 3 points

**9.4.4.2.6.** Schoolboy/Schoolgirl Triple Crown Winner 3 points

**9.4.4.2.7.** Schoolboy/Schoolgirl National Champion 3 points

**9.4.4.2.8.** Current Year Cadet Regional Champion 2 points

**9.4.4.2.9.** Current Year Junior Regional Champion 2 points

**9.4.4.2.10.** FILA Cadet National Place Winner 2 points

**9.4.4.2.11.** Current Year Cadet Regional 1st-3rd Place 1 point

**9.4.4.2.12.** Current Year Junior Regional Place Winner 1 point

**9.5.** Women's Junior Division

**9.5.1.** If possible, the top sixteen teams will be seeded into pools using the seeding criteria below. All other teams will be placed according to draw number and/or as listed below under "Pairing and Competition Procedures."

**9.5.2.** Team seeding is based on a style-specific point system. Using the highest points only, one rating per athlete is permitted.

**9.5.2.1.** Coaches must provide seeding information on athletes at the time of registration.

**9.5.2.2.** Falsification of seeding criteria will result in forfeiture of team placement.

**9.5.3.** Only the top 11 scoring athletes listed on the entry form will be counted in the criteria. No more than two wrestlers per weight may score points.



|                 |                                   |          |
|-----------------|-----------------------------------|----------|
| <b>9.5.4.</b>   | Scoring Criteria:                 |          |
| <b>9.5.4.1.</b> | FILA Junior World Champion        | 5 points |
| <b>9.5.4.2.</b> | Junior National Champion          | 5 points |
| <b>9.5.4.3.</b> | FILA Junior National Champion     | 5 points |
| <b>9.5.4.4.</b> | FILA Cadet National Champion      | 4 points |
| <b>9.5.4.5.</b> | FILA Junior World Place Winner    | 3 points |
| <b>9.5.4.6.</b> | Junior National Place Winner      | 3 points |
| <b>9.5.4.7.</b> | FILA Junior National Place Winner | 3 points |
| <b>9.5.4.8.</b> | FILA Junior World Team Member     | 2 points |
| <b>9.5.4.9.</b> | FILA Cadet National Place Winner  | 2 points |

## **10. Pairing and Competition Procedures**

### **10.1. Pools and Separation**

#### **10.1.1. Pool Seeds**

##### **10.1.1.1. Schoolboy/Schoolgirl Division**

**10.1.1.1.1.** The pairing officials will determine seeding and pool placement based on the previous year's final team placings.

**10.1.1.1.2.** Pool Seeds: Pool A – 1, 8; Pool B – 2, 7; Pool C – 3, 6; Pool D – 4, 5

##### **10.1.1.2. Men's Cadet and Men's Junior Divisions**

**10.1.1.2.1.** The pairing officials will tabulate the individual seeding points to determine team seeding criteria. Teams will be seeded according to the number of points obtained and placed in pools A, B, C, or D. The team with the most points awarded receives the top seed.

**10.1.1.2.2.** Pool Seeds: Pool A – 1, 8, 9, 16; Pool B – 2, 7, 10, 15; Pool C – 3, 6, 11, 14; Pool D – 4, 5, 12, 13

##### **10.1.1.3. Women's Junior Division**

**10.1.1.3.1.** Any state association may enter a team(s) into the Women's Junior Division.

**10.1.1.3.2.** Draw teams will also be formed to compete by creating teams from those women athletes who desire to participate, but are not affiliated with a recognized state association national dual team.

**10.1.1.3.3.** Draw teams shall be made by random draw of athletes per weight class.

**10.1.1.3.4.** Draw teams must be comprised of at least 7 athletes per team.

**10.1.1.3.5.** Only one athlete per weight class can be randomly drawn for draw teams.

**10.1.1.3.6.** USAW National Staff shall develop guidelines and procedures for the identification of eligible athletes, the random draw of the draw teams, entry fees, and any other procedures necessary to conduct the Women's Junior Division National Duals.

### **10.1.2. Separation**

**10.1.2.1.** Seeded teams shall be placed into the appropriate pools (see above). If teams are tied in seeding points, the lowest draw number will be seeded highest. An unseeded team from the same state as a seeded team will be placed in the next pool on the opposite side of the bracket from their highest seeded same state team. If there are more than two unseeded teams from the same state as a seeded team, the lowest draw number will be separated first. Separate states with no seeded teams and more than one unseeded team next. If "A" pool is smallest of the pools after the seeded teams and states are separated, place the lowest draw number in "A", the next team in the next available pool, and so on in order. Reorder the remaining state teams by draw number and place the first team (lowest draw number) in the smallest pool and fill in pools in draw number order as needed to equalize the pools.

Filling of the pools will continue until all teams are placed in the pools.

**10.1.2.2.** Seeded teams from the same state will remain in their designated pool UNLESS the Team Leader chooses to withdraw the lowest seed. This option must be indicated on the entry form prior to the event. If the team leader opts to withdraw the lowest seeded team, it will no longer be seeded and will be placed in the next available pool opposite the seeded team to prevent the state teams from meeting in the preliminary rounds. If a team pulls their lowest seeded team, all other seeded teams will move up, and the next highest team will be seeded.

## **10.2. Dual Procedures**

### **10.2.1. Home Team Determination**

**10.2.1.1.** At the beginning of each dual meet, a coin flip between the coaches/team captains will determine the designated home team.

**10.2.2.** Wrestlers from both teams must report to the Mat Chairperson prior to each individual bout.

**10.2.3.** For each dual meet, each team shall designate the one individual who will be allowed to approach the mat chairman. This designation shall be noted on the team scoring sheet.

## **10.3. Competition Format**

### **10.3.1. Schoolboy/Schoolgirl, Cadet, and Men's Junior Divisions**

**10.3.1.1.** Teams will wrestle every team in their pool and be placed in order of finish by win/loss record.

**10.3.1.1.1.** If there is a tie between two teams in regards to win/loss record, the results of their head-to-head dual will determine the placing within the pool.

**10.3.1.1.2.** If there is a three way tie among teams in regards to win/loss record, the least number of total classification points earned among the tied teams, and only for the matches among them, will be used to determine the third place team (least classification points of the three tied teams). The other two teams shall be ranked according to their head-to-head match.

**10.3.1.1.3.** If there are three teams tied in regards to win/loss recorded and in classification points for the matches among them, the least number of classification points earned during the entire pool competition rounds will be used to determine the third place team, and the head-to-head result between the other two teams shall determine the placing.

**10.3.1.2.** Competition will continue after completing the matches in pools A-D by repooling the top two finishers in each pool into a championship bracket.

The championship bracket will place teams in Red and Blue pools as follows:  
Red – A 1st, B 2nd, C 2nd, D 1st;  
Blue – A 2nd, B 1st, C 1st, D 2nd.

**10.3.1.2.1.** If two teams from the same state advance to the same pool finals they will be scheduled to wrestle the first dual of the pool.

**10.3.1.3.** The third and 4th place teams from the A, B, C, and D pools shall be placed in an 8-team single elimination line bracket, and placed in the bracket starting from the top in this sequence: A3:B4; D3:C4; C3:D4; B3:A4. All remaining teams shall be placed in single elimination 4-team brackets. The 4-team brackets will be comprised of the 5th, 6th, and 7th place teams from the pools, respectively, and shall be placed in this order: A:D and B:C. Teams will be placed in the consolation bracket according to Appendix A.

### **10.3.1.4. Team Placing**

**10.3.1.4.1.** The National Championship shall be determined by wrestling the first place finisher in the Blue Pool vs. the first place finisher in the Red Pool. Third place will be determined by the second place finisher in the Blue Pool vs. the second place finisher in the Red Pool. Fifth place will be determined by the third place finisher in the Blue Pool vs. the third place

finisher in the Red Pool. Seventh place will be determined by the fourth place finisher in the Blue Pool vs. the fourth place finisher in the Red Pool. The Consolation Champion will be determined through competition in the consolation bracket (See Appendix A).

#### **10.3.2. Women's Junior Division**

**10.3.2.1.** To be determined by National Office staff after final registration.

**10.4.** Dual Meet Tiebreaker Criteria (If two teams are tied in an individual dual):

**10.4.1.** The team whose wrestlers, coaches, or support staff has been penalized the least number of team point(s) for flagrant or unsportsmanlike conduct shall be declared the winner.

**10.4.2.** The team with the most victories (including forfeits) shall be declared the winner.

**10.4.3.** The team with the most victories by fall shall be declared the winner.

**10.4.4.** The team with the most victories by technical superiority shall be declared the winner.

**10.4.5.** The team with the most victories by forfeit, default, or disqualification shall be declared the winner.

**10.4.6.** The team with the most victories by decision shall be declared the winner.

**10.4.7.** The team with the lowest draw number shall be declared the winner.

### **11. Weigh-In**

**11.1.** Juniors and Cadets will weigh in two hours before the beginning of each style of competition. Schoolboys/Schoolgirls will weigh in the night before the beginning of each style of competition but may weigh in once for both styles. This is contingent on the athlete actively competing in the first one of the two styles scheduled.

**11.2.** There shall be no weight allowance at any weigh-in.

**11.3.** Cadets and Juniors competing in both styles shall meet the weigh-in regulations for each style in each division.

**11.4.** Individuals may change weight classifications for each style (FS, GR). Schoolboys/Schoolgirls must weigh in again if they do change weight classes.

**11.5.** The actual weight of the athlete at the official weigh-in for each style shall establish the weight class of each wrestler competing in the National Duals and shall supersede any listed weight class previously submitted on the team roster. The actual weight of Schoolboy/Schoolgirl athletes competing in both styles is established during the first weigh-in unless the athlete weighs in again during the official weigh-in for the second style of competition.

**11.6.** Wrestlers are eligible to wrestle in either the weight class they are eligible for by their exact body weight at the time of the official weigh-in or may opt for the next higher weight class. This policy also applies to moving up to the heavyweight class.

### **12. Protest Procedures**

**12.1.** Match Protest – Any protest of an individual match must be announced to the Mat Chairperson and must be resolved prior to the next individual bout of that dual.

**12.2.** A protest may be filed regarding any period(s), but shall not affect the outcome of the other period(s). In the case a protest is upheld, the protested period(s) shall be re-wrestled and the results of the entire bout shall be determined by the correct period(s) and the re-wrestled period(s).

### **13. Forfeits**

**13.1.** Teams wishing to withdraw during the tournament must notify the tournament director. The remainder of their matches will be defaulted. Subsequent scheduled opponents will receive dual scores of 3-0. In the event of a three-way tie for advancing to Red and Blue pool rounds, classification rounds earned against the default team, whether actually wrestled or not, will not be counted for any team.

**13.2.** A team that forfeits a dual meet will be eliminated from the tournament. All teams must wrestle a minimum of 50% of their available (i.e., not injured, sick, or disqualified) wrestlers in each dual.

**13.3.** Wrestlers with a medical yellow or red card must receive a green card before he or she will be allowed to compete and/or accept a forfeit victory.

### **14. Dual Tournament Misconduct**

**14.1.** All matters of misconduct pertaining to athletes, coaches, and team personnel shall be addressed and administered per the rules stipulated in the National Federation of State High School Associations (NFHS) Wrestling Rules.

**14.2.** Unsportsmanlike Conduct – Unsportsmanlike conduct by a wrestler, coach, or other team personnel, prior to or after the conclusion of wrestling results in the deduction of one (1) team point for the first offense. On the second offense, the individual will be removed from the premises and an additional two (2) team points will be deducted. He/she will be suspended from all further competition for the duration of that style. Team points shall only be deducted from the dual in which the incident takes place. (See NFHS Wrestling Rules, Rule 8, Section 1, Article 4)

**14.3.** Coach Misconduct – occurs during competition when a coach improperly questions the referee. Coach misconduct results in the following:

**14.3.1.** First offense – warning;

**14.3.2.** Second offense – deduct one team point;

**14.3.3.** Third offense – deduct two team points and removal of the head coach for the remainder of the day. The penalty sequence starts anew each day. (See NFHS Wrestling Rules, Rule 8, Section 1, Article 5)

**14.4.** Flagrant Misconduct: Flagrant misconduct results in disqualification of the individual, immediate removal from the premises and the deduction of three (3) team points on the first offense. Any team points earned by that individual shall be negated. Team points shall only be deducted from the dual in which the incident takes place. (See NFHS Wrestling Rules, Rule 8, Section 1, Article 6)

**14.4.1.** When a wrestler is disqualified from the match, but not the tournament, one (1) team point is deducted.

**14.4.2.** When a wrestler is disqualified from the tournament, three (3) team points are deducted.

### **15. Awards**

**15.1.** Eight national team plaques will be awarded to the first through eighth places in the Greco-Roman and Freestyle competitions. Individual medals will be awarded to the members of the first through eighth place teams in both styles. The total number of medals to be awarded per team is: Schoolboy/Schoolgirl division – 27; Cadet division – 26; Men's Junior division – 24; Women's Junior division – 17.

## **16. All Tournament Teams**

**16.1.** The All-Tournament Team will consist of all wrestlers with an undefeated record, regardless of weight class, who have competed in: a minimum of six (6) matches for the Men's Cadet and Junior divisions; a minimum of five (5) matches in the Schoolboy division; and a minimum of four (4) matches in the Women's Junior division.

**16.1.1.** Competitors on draw teams in the Women's Junior Division National Duals shall be eligible to make the All-Tournament Team.

## **17. Exhibition Matches**

**17.1.** Exhibition matches shall be held only with the approval of the tournament director. The number of exhibition matches in a single dual may not bring the total number of matches wrestled over 19 in the Schoolboy/Schoolgirl division, 17 in the Cadet division, 15 in the Men's Junior division, or 12 in the Women's Junior division.

## **18. Team Names**

**18.1.** All teams competing in USA Wrestling National Dual Championships shall be designated first by proper state name followed by either a number or a color (i.e., Maine Blue, Nebraska 1, Nevada Two, and Colorado Red).

## **19. Developmental Team Entries**

**19.1.** For all USA Wrestling National Dual Team Championships, developmental teams shall be designated as Developmental #1, Developmental #2, etc.

**19.2.** For all USA Wrestling National Dual Team Championships, developmental teams may compete in the preliminary pools or brackets and in the consolation bracket only.

**19.3.** Developmental teams can only place and receive awards in the consolation bracket.

**19.4.** Developmental teams count against the maximum number of teams that can be entered in each National Dual Championship tournament.

**19.5.** All participants on developmental state teams must be approved by their state association for participation.

**19.6.** All developmental teams will be governed by the USA National Dual Tournament rules.

**19.7.** Developmental teams may not be seeded.

**19.8.** Members of a developmental team may not be from any state that is represented at the tournament as a non-developmental team.

**19.9.** Individual members of a developmental team may not be from any state that has attended the tournament as a non-developmental team.

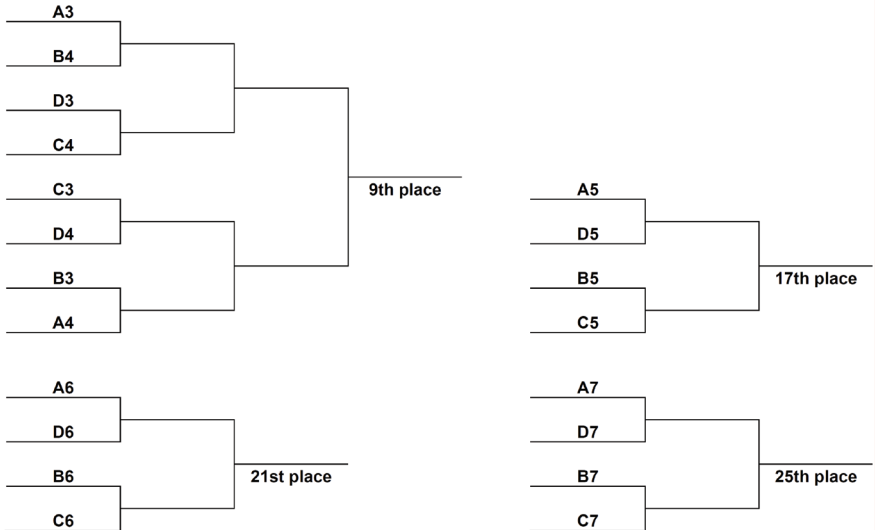
**\*\*\*THIS POLICY IS NOT APPLICABLE TO THE WOMEN'S JUNIOR NATIONAL DUAL CHAMPIONSHIPS.**

## Appendix A

### Consolation Bracket Pairing

(Schoolboy/Schoolgirl, Cadet, Men's Junior Dual National Championships Pairing)

The 3rd and 4th place teams from the A, B, C, and D pools shall be placed in an 8 team single-elimination line bracket, and placed in the bracket starting from the top in this sequence: A3:B4; D3:C4; C3:D4; B3:A4. All remaining teams shall be placed in single elimination 4-team brackets. The 4-team brackets will be comprised of the 5th, 6th, and 7th place teams from the pools, respectively, and shall be placed in this order: A:D; B:C.



## National Federation High School Dual Meet Tournament Rules

*The following rules are taken directly from the National Federation of State High School Associations book that defines the rules for all high school dual meets in the USA. This section is designed to provide a clear definition of regulations that pertain to the dual meet competitions in USA Wrestling. Much confusion surrounds melding the collegiate (folkstyle) rules and the Freestyle/ Greco-Roman rules for wrestling in these tournaments. This puts those regulations in writing together in one book for easy reference. **This is not a complete set of rules for collegiate wrestling. It is only the rules that deal with dual meet competitions.***

### Rule 1

#### Section 2 Representation

**Art 1...** A school/team may be represented by only one wrestler in each weight class during dual-meet competition, and no substitution is permitted for any wrestler in dual meets or tournaments once the wrestler has properly reported to the scorer's table.

**Art 2...** No Wrestler shall represent the school in more than one weight class in any meet.

**Art 3...** No contestant shall wrestle two consecutive matches with less than a 45-minute rest between them. The conclusion of each match shall be recorded. (USA wrestling regulations only require a 15-minute rest between matches.)

**Art 4...** A contestant shall not accept a forfeit in one weight class and compete in another.

**Art 5...** A wrestler who weighs in for one weight class may be shifted to the next highest weight class, provided it is not more than one weight class above that for which the actual weight qualifies. The exact weight of all contestants shall be recorded and submitted to the official scorer.

*i.e. A wrestler weighing 140.1 is a 145 lb wrestler thus the highest class he could wrestle is 152 lbs.*

**Art 6...** Each team shall designate a captain(s) and head coach. Prior to the beginning of the meet they shall report to the referee for the disk toss to determine which individual is to appear at the scorer's table first at each weight class.

**Art 7...** Prior to the meet the head coach shall verify that all wrestlers will be in proper uniform, properly groomed, properly equipped and ready to wrestle

## **Rule 2**

### **Section 2 Team Benches**

**Art 1...** For dual meets, all team personnel, including coaches, other than actual participating contestants shall be restricted to an area which is at least 10 feet from the edge of the mat and the scorers table, where facilities permit.

**Art 2...** During the tournament competition, a maximum of two team personnel (coaches and /or non-participating contestants) will be permitted on chairs at the edge of the mat. It is permissible to allow coaches on the corner of the mat in a restricted zone. In tournaments where coaches are permitted on the corner of the mat, the restriction zone shall be defined by either a contrasting line marked on the mat with paint or tape or a contrasting colored surface under the chairs. The restriction zone shall be no closer than 5 feet from the edge of the circle. Coaches shall be seated at least 10 feet from the scorer's table, where facilities permit.

## **Rule 4**

### **Section 1 Wrestlers Uniform**

**Art 5...** The uniform shall be worn as intended and designed by the manufacturer.

### **Section 2 Appearance and Health**

**Art 3 through 5 ...** These articles restrict the wrestling of wrestlers with communicable skin disease. USA Wrestling has policies that are enforced by on site physicians and trained personnel that deal with skin issues.

**Art 6 ...** Each contestant who has braces or has a special orthodontic device on his or her teeth, shall be required to wear a tooth and mouth protector. A tooth and mouth protector (intraoral) shall include an occlusal (protecting and separating the biting surfaces) and the labial (protecting the teeth and supporting structures) portion and cover the teeth and all the areas of the braces or special orthodontic device with adequate thickness. This would include upper and lower teeth if devices are present on both. It is recommended the protector be properly fitted and:

- a. Constructed from a model made from an impression of the individual's teeth and braces or special orthodontic device.
- b. Constructed and fitted to the individuals by impressing the teeth and braces or special orthodontic device into the tooth and mouth protector itself.

## **Section 5 Weighing In**

**Art 3...** For any event, all contestants shall be present in and remain in the designated weigh-in area at the time established by the meet administration. Contestants shall not leave the designated weigh-in area unless permission is granted by the meet administration. *In USA Wrestling dual meet competition the general practice is to have contestants weigh in as a team, not as individuals, by weight class.* A contestant shall weigh in for only one weigh class during the weigh-in period. If only one scale is available, a contestant may step on and off that scale two times to allow for mechanical inconsistencies in the scale. If multiple scales are available, a contestant may step on and off the first scale two times to allow for mechanical inconsistencies in that scale. If the contestant fails to make weight on the first scale, the contestant shall immediately step on each available scale one time in an attempt to make weight. During the time off the scale(s), activities that promote dehydration are prohibited.

**Art 4...** The referee, (*Weigh Master in USA wrestling*) or other authorized person of the same gender shall supervise weigh-ins. *In USA Wrestling dual meet competition there is no weight allowances. (11.1 dual policies and procedures)*

*USA Wrestling national team dual competitions have modified this rule. Coaches should make sure weight allowance is clearly understood by the wrestlers. See page 5 of this document "Weigh-In" 11.1 through 11.6. USA weigh-in modifications.*

## **Rule 5**

### **Section 2 Biting**

**Art. 1...** Biting is an act of flagrant misconduct and, on the first occurrence the individual shall be disqualified from competition.

**Art. 2...** In the opinion of the referee, a wrestler has bitten an opponent this will be deemed as an intentional biting and will be called as flagrant misconduct.

### **Section 5 Coaches Misconduct**

**Art. 1...** Coach misconduct occurs when a coach improperly questions the referee.

**Art. 2...** When a coach request a conference with the referee regarding a possible misapplication of a rule, and it is determined there is no misapplication or when during a conference, the coach questions the judgment of the referee, coach misconduct shall be called. The coach misconduct penalty shall always be charged to the head coach.

*It should be noted that all misconduct by assistant coaches and/or team leaders will be considered a charged misconduct against the team's head coach. This rule applies to all personal associated with the team bench during competition.*

**Art. 3...** Coach misconduct results in the following:

- a. First offense-warning
- b. Second offense-deduct one team point
- c. Third offense-deduct two team points and removal of the head coach for the remainder of the day. The penalty sequence starts anew each day. (See Penalty Chart)



## **Section 8 Disqualification**

A disqualified wrestler is one who is removed from participation in accordance with the Penalty Chart, or properly reports to the scorer's table in a dual meet and then withdraws.

## **Section 9 Dual Meet**

A series of matches, one in each of the specified weight classification, constitutes a dual meet.

## **Section 12 Flagrant Misconduct**

**Art. 1...** Flagrant misconduct on the part of Coaches or other Team personnel are acts which:

- a. the referee considers serious enough to remove the offender from the premises.
- b. Can occur prior to, during or after a match, including the use of tobacco products.

**Art. 2...** Contestants

- a. Flagrant misconduct is any physical or nonphysical act which occurs before, during or after a match considered by the referee to be serious enough to disqualify a contestant from the match and any additional wrestling in a multiple school (state/national team) event.
- b. Acts include, but are not limited to:
  1. striking
  2. butting
  3. elbowing
  4. kicking an opponent
  5. use of tobacco products.
- c. If, in the opinion of the referee, a wrestler bites an opponent this will be deemed as intentional biting and will be called as flagrant misconduct.

*In USA Wrestling competition where 3-man mechanics are used, all three officials must agree on a flagrant misconduct call.*

## **Section 27 Taunting**

Taunting is any act or action which is intended or designed to embarrass, ridicule, or demean others under any circumstances including on the basis of race religion, gender, or national origin.

## **Rule 5**

### **Section 30 Unnecessary Roughness**

**Art 1...** Unnecessary roughness involves physical acts that occur during wrestling. It includes any act which exceeds normal aggressiveness. It would include, but not limited to: a) a forceful application of a crossface; b) a forceful trip; c) a forearm or elbow used in a punishing way, such as, on the spine or back of the head or neck.

**Art 2...** Continuing acts of unnecessary roughness may be construed as flagrant misconduct

### **Section 31 Unsportsmanlike Conduct**

**Art 1...** Coaches and Team Personnel. Unsportsmanlike conduct of coaches and other team personnel is any act which becomes abusive or interferes with the orderly process of the match. These acts may occur prior to, during or after the match. This includes violations of the bench decorum rule (7-5-2), taunting, acts of disrespect, or those actions which incite negative reactions by others. The offender shall be penalized for unsportsmanlike conduct in accordance with the Penalty Chart. The head coach shall be penalized for

unsportsmanlike conduct if wrestlers report to the scorer's table not in proper uniform, and not properly groomed, not properly equipped or not ready to wrestle.

Exception: The head coach shall not be penalized when a wrestler reports to the scorer's table with shoelaces that are not properly secured.

**Art 2 ... Contestants.** Unsportsmanlike conduct involves physical or nonphysical acts and they can occur before, during or after a match. It includes, but not limited to, such acts as failure to comply with the direction of the referee, pushing, shoving, swearing, taunting, intimidation, baiting an opponent, throwing ear guards or any other equipment, spitting and the clearing of the nasal passage in other than a proper receptacle, indicating displeasure with a call, failure to keep shoulder straps up while on the mat and failure to comply with the end-of-the-match procedure. Continuous acts of unsportsmanlike conduct may be construed as flagrant misconduct.

**Art 3... Spectators.** Any act (physical or non-physical), which in the opinion of the referee, is serious enough to warrant removal, shall cause the spectator to be removed from the premises for the remainder of the event.

## **Rule 6**

### **Section 2 Starting the Match**

**Art 1...** A team intentionally delaying its appearance to the mat beyond five minutes of the established dual meet starting time, shall be penalized one team point. If the team does not appear within the next five minutes, there shall be team forfeiture for the dual meet.

**Art 2...** In dual-meet competition, the wrestlers must be ready to go to the scorer's table immediately when called by the referee. *Coaches should escort the wrestlers to the head table to assure that the correct wrestler is entering that bout.* The wrestler sent to the scorer's table first, who then cannot be withdrawn or replaced without being disqualified and the weight class forfeited shall be determined by the pre-meet disk toss. Once a second wrestler has properly reported to the scorer's table in proper sequence, as determined in the pre-meet coin toss, neither can be withdrawn or replaced without disqualification and the weight class forfeited. *If a coach/wrestler reports out of turn (i.e. odd team reports first but it is even teams turn) that odd wrestler maybe withdrawn without penalty.* The first match is odd. If the even number matches are selected, the coach will send its wrestler to the scorer's table first on the even matches. The opposing team then will send its wrestler to the scorer's table first for the odd numbered matches. The referee shall correct errors without penalty to the contestants.

**Art 4 ...**In matches involving visually handicapped wrestlers, the finger-touch method shall be used in the neutral position and initial contact shall be made from the front. Contact is to be maintained throughout the match.

### **Section 5 End-of-Match Procedure**

**Art 1 ...** If no fall occurs during the final period, the referee shall direct the wrestlers to return and remain in the center of the mat while the referee verifies the match score. (Mat chairman will indicate color under USA/FILA rules)

**Art 2...** The wrestlers shall shake hands and the referee shall declare the winner by raising the winning wrestler's hand.

### **Section 6 Correction of Errors**

**Art 3 ...** When the timekeeper makes an error of the clock fails to start when the referee indicates time is to begin, the referee is to make a judgment concerning the time that should have been consumed. The referred will

adjust the clock accordingly. (In USA competition the referee, judge and mat chairman will determine that time.) **Errors must be corrected prior to the start of any subsequent period in Greco and Freestyle competition.**

**Art 4...** Dual meet scoring errors by referee or scorer:

a. Match Score

1. Errors by the timekeeper, official scorer or referee must be corrected prior to the offending contestant leaving the mat area if additional wrestling is necessary. If additional wrestling is not necessary, the error may be corrected as long as the offending contestant or coach remains in the mat area.

2. Errors involving the computation of the match score must be corrected within 30 minutes after the conclusion of the dual meet. If the error necessitates additional wrestling, it must be corrected prior to the next match.

b. Team Score

1. Errors involving the recording or computation of team scores must be corrected within 30 minutes of the conclusion of the dual meet.

**Art. 5...** Tournament scoring errors by the referee or official scorer.

a. Match Score

2. Errors by the timekeeper, official scorer or referee must be corrected prior to the offending contestant leaving the mat area if additional wrestling is necessary. If additional wrestling is not necessary, the error may be corrected as long as the offending contestant or coach remains in the mat area.

3. Errors involving the computation of the match score must be corrected prior to the next match in which either wrestler (team) competes.

b. Team score

1. Errors involving the recording or computation of team scores must be corrected within 30 minutes of the conclusion of the tournament or before the beginning of the next round of team competition.

**Note: It is the coach's responsibility to know the team score at the conclusion of the tournament. Any discrepancy must be reported within a 30-min. time frame following the conclusion of the tournament.**

**Art 6...** When a coach believes the referee has misapplied a rule or disagrees with judgment, the coach may approach the scorer's table, request the match be stopped (when there is no significant action) and discuss with the referee (mat chairman in USA competition) and discuss the matter in front of the scorer's table. Both wrestlers shall return to and remain in the center of the mat. If the referee has misapplied a rule, necessary adjustments will be made, an explanation to the opposing coach will be made, and wrestling will immediately be resumed. If there is no error, or if the coach disagrees with the referee's judgment, the coaching staff will be penalized for coach misconduct. The first time it occurs in a dual meet or tournament it is a warning; the second time is the deduction of 1 team point; the third time the head coach shall be removed from the premises for the remainder of the day and 2 team points deducted.

## **Rule 7**

### **Section 4 Conduct of Contestants**

**Art 1...** Unnecessary roughness involves physical acts that occur during wrestling. It includes any act which exceeds normal aggressiveness. It would include, but is not limited to, a forceful application of a crossface, a forceful trip or a forearm or elbow used in a punishing way, such as, on the spine or the back of the head or neck, forceful slap to the head or face, and/or gouging or poking of the eyes. Continuing acts of unnecessary roughness also can be construed as flagrant misconduct.

**Art 2** ... Unsportsmanlike conduct involves physical or nonphysical acts and the can occur before, during or after a match. It includes, but is not limited to, such acts as failure to comply with the direction of the referee, pushing, shoving, swearing, taunting, intimidation, baiting an opponent, throwing ear guards or any equipment, spitting and clearing of the nasal passage in other than the proper receptacle, indicating displeasure with a call, failure to keep shoulder straps up while on the mat and failure to comply with the end-of-match procedure. Continuing acts of unsportsmanlike conduct or any unsportsmanlike conduct may be construed as flagrant misconduct.

**Note: The NFHS and USA Wrestling disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstance including on the basis of race, religion, gender, or national origin.**

**Art 3**...Flagrant misconduct involves physical or nonphysical acts and they can occur before, during or after a match and is any act considered by the referee to be serious enough to disqualify a contestant from the match and any additional wrestling in the multiple school event. It would include, but not limited to striking, butting, elbowing, kicking, biting an opponent, or using tobacco products.

## **Section 5 Conduct of coaches, team personnel and others**

**Art 1**... All persons affiliated with the team including wrestlers, coaches, trainers and managers are subject to the rules and will be governed by decisions of the referee. (In USA wrestling this would be the 3 man officiating team)

**Art 2**... Coaches and other team personnel are restricted to the bench/chairs while the clock is running and during normal out of bounds and resumption of wrestling. During this time the coach may walk behind the team bench to encourage wrestlers, or, when necessary for the team bench to be located in the bleachers, walk in front of the team area parallel to the bleachers. The coach may approach the scorers table to request the match be stopped to discuss the misapplication of a rule. The coach may move towards the mat only during a charged time-out or at the end of the match.

**Art 3** ... Unsportsmanlike conduct of the coaches and other team personnel is any act which becomes abusive or interferes with the orderly progress of the match. These acts occur prior to, during and after the match. This includes violation of the bench decorum rule (7-5-2), taunting, acts of disrespect or those actions which incite negative reactions by others. The offender shall be penalized for unsportsmanlike conduct in accordance to the Penalty Chart.

**Art 4**... Coach misconduct is called when a conference is requested with the referee regarding a misapplication of a rule, and the referee determines there is no misapplication involved, or when, during a conference, a coach questions the judgment of the referee.

**Art 5**... Flagrant misconduct on the part of the coach or any other team personnel is an act which the referee considers serious enough to remove the offender from the premises. These acts can occur prior to, during to after a match. This includes the use of tobacco products. Flagrant misconduct shall be penalized in accordance with the Penalty Chart.

**Art 6**... A spectator who acts in an unsportsmanlike manner may be removed from the premises for the remainder of the event. When requested by the referee, the home management shall be responsible for the removal of spectators who become offensive. This shall be done without penalty to either team.

## **Rule 8 Penalties and Injuries**

### **Section 1 Penalty Administration**

**Art 1...** Any contestant reporting to the mat to wrestle with greasy substance on the body or uniform, improper grooming, objectionable pads and braces, illegal equipment, illegal uniform or any equipment that is detected as being illegal after the match has started shall be disqualified if not removed or corrected within the 2-minute injury time. (USA Wrestling injury time) Reporting to the mat, not properly equipped or not ready to wrestle is a technical violation.

**Art 3...** Penalties and warnings are cumulative throughout the match. Each infraction has its specific penalty.

***This is an area where Freestyle/Greco rules are somewhat different than NFHS rules. Although the NFHS penalty chart should be used for rules that govern dual meet conduct, USA Wrestling rules govern match rules. Remember in the case of a wrestler competing for a team in a dual meet must meet the standards of both sets of rules.***

**Art 4...** Unsportsmanlike conduct by a wrestler prior to or after the conclusion of wrestling, coaches or other team personnel, results in the deduction of one team point for the first offense. On the second offense two team points shall be deducted. The individual will be removed from the premises for the remainder of the event provided authorized personnel are available to supervise. If no supervision is available, the student shall be confined to the bench area. These penalties carry over in a multiple-day event.

**Art 5...** Coach Misconduct results in the following:

- a) First offense – warning;
- b) Second offense – Deduct one team point;
- c) Third offense – deduct two team points and removal of the head coach for the remainder of the day. The penalty sequence starts anew each day.

**Art 6...** Flagrant misconduct results in disqualification of the individual, immediate removal from the premises and deduction of three team points on the first offense. A student may be removed from the premises on if there is an authorized personnel present to supervise said student. If no supervision is available, the student shall be confined to the bench area. Any contestant disqualified in an individual tournament competition is not entitled to any points earned in the tournament. All advancement points, fall points, placement points, etc. are negated. All vacancies created in the tournament pairing shall be recorded as forfeits. In dual-meet competition, any team points earned shall be negated. *Team points earned in previous dual meets stand.* Flagrant misconduct will disqualify any individual from the remainder of a multiple school event or tournament.

## **Rule 9 Scoring**

### **Section 2 Team Scoring (Dual Meet Tie Breaker)**

#### **USA wrestling dual meet modifications**

Dual Meet Tiebreaker Criteria (If two teams are tied in an individual dual):

1. The team whose wrestlers, coaches, or support staff has been penalized the least number of team point(s) for flagrant or unsportsmanlike conduct shall be declared the winner.
2. The team with the most victories (including forfeits) shall be declared the winner.
3. The team with the most victories by fall shall be declared the winner.

4. The team with the most victories by technical superiority shall be declared the winner.
5. The team with the most victories by forfeit, default, or disqualification shall be declared the winner.
6. The team with the most victories by decision shall be declared the winner.
7. The team with the lowest draw number shall be declared the winner.

## **Rule 10 Conduct of Tournaments**

### **Section 2 Entries**

**Art 1** ... Failure to verify entries by stipulated deadline or by completion of weigh-in shall result in disqualification from a tournament. If a stipulated deadline has not been pre-determined, the deadline shall be the completion of weigh-ins.

**Art 2** ... Wrestlers (teams) shall be permitted a maximum of five minutes to appear ready to compete at a specific mat. Failure to appear shall result in forfeit to the opponent.

**Art 3** ... Defeat due to injury in a tournament does not eliminate a contestant from further competition.

**Art 4** ... In case of injury or illness after verification of entries, the tournament director, in consultation with available medical personnel and the coach of the injured or ill contestant, shall determine the contestant's ability to continue. Extenuating circumstances concerning the injury or illness as it relate to default or forfeit for scoring purposes, shall be considered by the tournament director.

**Art 5** ... A forfeit shall eliminate a contestant from further competition in a tournament, except when the forfeit is because of injury or illness which occurred during the tournament.

**Art 6** ... Disqualification may eliminate a contestant from further competition, depending on the severity.

**Art 7**... Any wrestler who fails to make weight each day of a tournament is ineligible for further competition and cannot place in the tournament except as provided in Article 4 of this section. A forfeit shall be awarded to the opponent.

**Art 8**... All vacancies created in the tournament pairings after the first round shall be scored as forfeits.

## NOTES

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