

Rd: Champ 2 3,2,2

Wt:174

10

		1	2	3	SV R1/R2	TB R1/R2
Green	Red		▲ =	▲ =		▲ =
<b>Patrick Martinez</b>			▼	▼		▼
Nebraska Kearny						
Green	Red		▲ =	▲ =		▲ =
<b>Chester Granard</b>			▼	▼		▼
Colorado Mesa						

T-2=Takedown : R-2=Reversal : E-1=Escape : N-2,N-3,N-4=Near fall : W=Warning : C=Caution : FS=False start  
 S-1,S-2=Stalling point(s) : C-1=Caution point : TV=Tech. violation point : UC=Unsportsmanlike conduct  
 P=Penalty point (Illegal hold, Unnecessary roughness) : RT=Riding time point

**Final results - Please circle the reason the match ended and the winner's name below:**

If ended by Fall, a Tech. fall, Default, a forfeit, DQ, or FMC, fill in the Match duration (otherwise leave blank)

**Match ended by: Decision Fall Tech. fall w/NF Tech. fall no NF Default Forfeit Medical forf. DQ FMC**

**Patrick Martinez (NBKN)**

**Chester Granard (CMU)**

Total score:\_\_\_\_\_

Match duration:\_\_\_\_\_

Total score:\_\_\_\_\_

Time of day:\_\_\_\_\_

Winner:\_\_\_\_\_

<-Signatures->

Official:\_\_\_\_\_

**Before and during the match, fill out the upper half of the card as follows:**

1. If "This cannot start until ..." appears at the top of this card, make sure the match doesn't begin until the listed time.
2. Circle the color of the ankle band used by each wrestler (Green and Red).
3. Use the listed abbreviations (e.g. T-2, E-1) to record the points awarded during each period.
4. Circle the first points awarded during the match.
5. We recommend you use the running score to fill in the small boxes at the end of each period.
6. If the symbols are present, circle the up, neutral, or down symbol for chosen by the wrestler in all appropriate rounds. If the symbols don't appear write an up arrow, dash, or down arrow to indicate the wrestler's choice in such rounds.
7. Each overtime round begins with a "Sudden Victory" period followed by a "Tie Breaker" period if needed.

**When the match ends, fill out the lower half of the card as follows:**

1. Circle the reason why the match ended (e.g. Decision, Fall).
2. Circle the name of the winning wrestler.
3. For matches that end because of Decision or a Tech fall, fill in both "Total score:" fields (otherwise leave them blank).
4. For matches that end due to Fall, a Tech. fall, Default, DQ, or Flagrant misconduct (FMC), fill in the "Match duration:" field (otherwise leave it blank). The match duration is the total time wrestled including all completed periods (e.g. 3:30 for a match ending in the second period).
5. If your tournament requires it, fill in the time of day when the match ended.