

Rd: Champ 4 (2,2,2)

Mat #2 Wt:182

321

	1	2	3	SV	TB	UTB
Green Red <b>Ryan Christensen</b> Woodinville		▲ =	▲ =		▲ =	▲ =
Green Red <b>Jacob Kaufman</b> Eastlake		▲ =	▲ =		▲ =	▲ =

T2=Takedown : R2=Reversal : E1=Escape : N2,N3,N4=Near fall : Sw=Stall warn. : C=Caution warn. : W=Warning (other)  
 S1,S2=Stalling pt(s) : C1=Caution pt. : TV=Tech. violation pt. : P=Penalty pt. (illegal hold, unrec. roughness)

**Final results - Please circle the reason the match ended and the winner's name below:**  
 If circling Fall, Tech. fall, Injury def., Forfeit, DQ, or FMC, fill in Match duration (otherwise leave blank)

Match ended by: **Decision** Fall Tech. fall Injury default Forfeit DQ Flagrant misconduct

**Ryan Christensen (WDNV)** **Jacob Kaufman (ELAK)**

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. T2, E1) 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. The first overtime is called "Sudden Victory", the second is "Tie Breaker", and the third is "Ultimate Tie Breaker".

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