

III. The next thing to do is to look at each fighter's STAMINA (Sta.) Rating. This is the round the fighter begins to tire. Mark that round with an "X". If a fight lasts through the round with the "X", the following rounds have the fighter's TR drop 1 point Each round. Fighter 1's STAMINA rating of "8" means he begins to lose TR points after round 8. In Round 9 his TR drops to "2". In Round 10 it drops to "1" and down to "0" the next Round. Every remaining Round will be "0" as that is as low as a TR can go. Fighter 2's STAMINA rating is a "9". Put an "X" in the 9th Round and deduct "1" for each Round after. See Chart below:

FIGHT SCORE CARD																		DATE:			LOCATION:		
NAME				DIV	TR	LS	CON	GR	Sta.	PP	Chin	KI	CU	Rec.	Cuts	Fouls	Pop	WINNER:					
RED	Taylor	Jack	Male	HW	3	4	8	3	8	3	5	5	2	3	2	4	4						
BLUE	Wright	Bearcat	Male	HW	3	1	7	3	9	3	7	1	3	1	1	2							
Round	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	NOTES:							
TR	2	2	3	3	3	3	3	X	2	1	0	0	0	0	0								
RED EPL																							
BLUE EPL																							
TR	2	2	3	3	3	3	3	3	X	2	1	0	0	0	0								

IV. You are now ready to begin the fight. The main chart you will use is the EFFECTIVE PUNCHES LANDED CHART, but first you need to see who will control each round. Before EACH Round you will roll to see which fighter "CONTROLS" the Round. On the Chart below, look at Fighter 1's CON rating, roll 2 d6 and add the total to the Fighter's CON rating. Do the same for Fighter 2. The fighter with the Highest total wins CONTROL of the Round. Let's say for our example, Fighter 1's CON Rating is "8", let's say you roll a "9" for him. His total is 8+9 = 17. "17" is the total CON Rating for this Round for Fighter 1. Fighter 2 has a CON Rating of "7". Let's say you roll a "8" for him. 7+8 = 15. "15" is Fighter 2's CON Rating for this Round, thus, Fighter 1 wins CONTROL of this Round.

FIGHT SCORE CARD																		DATE:			LOCATION:		
NAME				DIV	TR	LS	CON	GR	Sta.	PP	Chin	KI	CU	Rec.	Cuts	Fouls	Pop	WINNER:					
RED	Taylor	Jack	Male	HW	3	4	8	3	8	3	5	5	2	3	2	4	4						
BLUE	Wright	Bearcat	Male	HW	3	1	7	3	9	4	3	7	1	3	1	1	2						
Round	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	NOTES:							
TR	2	2	3	3	3	3	3	X	2	1	0	0	0	0	0								
RED EPL																							
BLUE EPL																							
TR	2	2	3	3	3	3	3	3	X	2	1	0	0	0	0								

Next you will roll to see what the PACE or INTENSITY of the round will be. On the GAME PLAY Chart (sample below) there is a small Chart labeled "Determine the Pace of the Round". Roll 1 d6 and look at the chart to see if the pace will be "Plodding, Normal or Aggressive". Let's say, this round you roll a "5" which means this Round it will be "Aggressive".

Next, roll 1 d6 on the small FIGHTER CONTROL ADJUSTMENT CHART (on the GAME PLAY chart) to determine what advantage Fighter 1 will have by controlling the round and fighting aggressively. In our sample game, let's say you roll a "4", which is a "plus 4". This is important when you roll for the Effective Punches Landed!

GAME PLAY CHART																									
<p>1. PRE-FIGHT</p> <p>A. Choose the other two Judges and their Bias</p> <p>B. Check Fighter's LIFESTYLE and PRE-FIGHT TRAINING for Both Fighters</p> <p>C. Set Up Scorecard For Both Fighters</p> <p>-Place TR in the GROOVE ROUND and lower the TR for earlier Rounds</p> <p>-Mark the STAMINA ROUND and reduce the TR 1 Point for each Round after the STAMINA Round</p>	<p>3. DETERMINE THE PACE OF THE ROUND</p> <p>For the Fighter that won CONTROL of the Round, Roll 1 d6</p> <p>A Roll of "1" means the pace of the Round will be "Plodding" (Slow)</p> <p>A Roll of "2-4" means the pace of the Round will be "Normal"</p> <p>A Roll of "5-6" means the pace of the Round will be "Aggressive"</p>																								
<p>2. WHO WINS CONTROL OF THE ROUND?</p> <p>For Fighter 1 Roll 1d6 and add the total to his/her CON Rating. Do the same for Fighter 2.</p> <p>The Fighter with highest Total (Roll + CON) WINS CONTROL OF THE ROUND</p> <p>(If tied NEITHER FIGHTER has CONTROL. Skip Step 3 and 4. Go to Step 5. Roll On EPL CHART)</p>	<p>4. FIGHTER CONTROL ADJUSTMENT #</p> <p>Roll 1d6 and check under the current Rounds Pace for the Fighter that won the CONTROL</p> <table border="1"> <thead> <tr> <th>Die</th> <th>Plodding</th> <th>Die</th> <th>Normal</th> <th>Die</th> <th>Aggressive</th> </tr> </thead> <tbody> <tr> <td>"1"</td> <td>Minus 3 from Opponent</td> <td>"1"</td> <td>Plus 3</td> <td>"1"</td> <td>Plus 6</td> </tr> <tr> <td>"2-4"</td> <td>Minus 1 from Opponent</td> <td>"2-4"</td> <td>Plus 1</td> <td>"2-4"</td> <td>Plus 4</td> </tr> <tr> <td>"5-6"</td> <td>Minus 2 from Opponent</td> <td>"5-6"</td> <td>Plus 2</td> <td>"5-6"</td> <td>Plus 5</td> </tr> </tbody> </table> <p># Add the Fighter Control Adjustment to the Effective Punches Landed of the Fighter who won the Round. (IE: If adjustment is "Plus 1" and the Punches Landed is "18". The adjusted Effective Punches Landed is "19". If "Minus", Subtract from Opponents EPL. If you want to speed up step 2-4, you can Roll 6d6 at one time. Three for each Fighter. Let the First Die for each Fighter be the total you add to their CON to see who wins the Round. The Second Die can be for the Pace and the Third for the Adjustment. Ignore the Second and Third Die of the Fighter that DID NOT win the Round.</p>	Die	Plodding	Die	Normal	Die	Aggressive	"1"	Minus 3 from Opponent	"1"	Plus 3	"1"	Plus 6	"2-4"	Minus 1 from Opponent	"2-4"	Plus 1	"2-4"	Plus 4	"5-6"	Minus 2 from Opponent	"5-6"	Plus 2	"5-6"	Plus 5
Die	Plodding	Die	Normal	Die	Aggressive																				
"1"	Minus 3 from Opponent	"1"	Plus 3	"1"	Plus 6																				
"2-4"	Minus 1 from Opponent	"2-4"	Plus 1	"2-4"	Plus 4																				
"5-6"	Minus 2 from Opponent	"5-6"	Plus 2	"5-6"	Plus 5																				

V. Now you roll for punches landed on the EFFECTIVE PUNCHES LANDED CHART (sample below is for a specific ERA. The BASIC GAME has an OPENWEIGHT CHART to use to make the BASIC GAME a little easier to understand. For our SAMPLE GAME, we will use the CHART below). In Round 1, Fighter 1 has a "2" TR. Let's say that you roll an "8". An "8" Roll is "10" Effective Punches Landed. Remember that you have a "plus 4" from winning CONTROL of the Round. That means that the Punches Landed total is "14". Now roll for Fighter 2. Let's say he rolls a "6". With a "2" TR, that is "8" Effective Punches Landed.

On the Scorecards there is a space for you to write each Fighter's Effective Punches Landed Total and the Judge's score. Subtract the lowest Effective Punches Landed total from the highest to get the score. "14" minus "8" is "6" Punches difference. In this Era, the SCORING Chart tells us that is a 10-9 Round for the fighter with the most punches landed. In fights BEFORE 1960, there is no 10 Point Scoring System. For those years, for the winner of the Round just place a "1" in the Round for the fighter who won the Round and "0" for the Fighter who lost the Round.

EFFECTIVE PUNCHES LANDED CHART I

HW-CW-LHW

HW-CW-LHW																
TR	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
14	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
13	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
12	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
11	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
10	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
9	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
8	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
7	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
6	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
5	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
3	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
2	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

A Roll of 6 triggers either a FOUL, CUT or INJURY. If triggered, Roll 2d6 using the FOULS, CUTS and INJURIES Chart

YOU CAN USE EITHER THE 10 POINT SCORING SYTEM FOR THE ROUNDS OR JUST GIVE 1 POINT FOR THE WINNER OF THE ROUND.

In the Case of a Draw, Either Give Both Fighters 10 or Do Not Give Either Fighter A Point Since Neither Fighter Won The Round

You are the Judge! Your scoring goes as follows:

The score is based on Effective Punches Landed. Subtract the lowest Fighter's total from the Fighter with the highest number.

That difference is used to determine the score that you put for the round:

Scoring

0 - 3 Punches Landed Difference = 10 - 10. Or a Tie Round

4 - 9. Punches Landed Difference = 10 - 9. Fighter With Most Punches Wins Round *

10 - 12. Punches Landed Difference = 10 - 9. Fighter With Most Punches Wins Round ** (If KD occurs score Round 10-8)

13 - 14. Punches Landed Difference = 10 - 8. Fighter With Most Punches Staggers Opponent. Check For Knock Out ***

15+ Punches Landed KO Bout is over!

* If Fighter has won 4 consecutive Rounds on the Scorecard check for Knock Down or Knock Out Chart

** Go to KD / KO CHART *** Go Straight To Killer Instinct (If KO does not occur, do not Penalize Fighter. A Knock Down occurs. Check RECOVERY

If a Fighter is knocked down twice in the same round and survives the round, the score of the round should be 10-7

Once a Fighter passes their STAMINA Round, lower their CHIN Rating to "7"

Once a Fighter reaches a "0" TR due to their Stamina running out, start using "0" as their COVER UP (CU) Rating

END OF THE BOUT DECISION: Fighter with either most Points (10 Point Sytem) or Most Rounds Won, wins the Bout!

FIGHT SCORE CARD																	DATE:	LOCATION:	
NAME					DIV	TR	LS	CON	GR	Sta.	PP	Chin	KI	CU	Rec.	Cuts	Fouls	Pop	WINNER:
RED	Taylor	Jack	Male		HW	3	4	8	3	8	3	5	5	2	3	2	4	4	
BLUE	Wright	Bearcat	Male		HW	3	1	7	3	9	4	3	7	1	3	1	1	2	
Round	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	NOTES:			
TR	2	2	3	3	3	3	3	X	2	1	0	0	0	0	0				
RED EPL	14																		
BLUE EPL	8																		
TR	1	2	3	3	3	3	3	3	X	2	1	0	0	0	0				
SCORING																			
Judge	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	FINAL SCORE			
Judge 1 is You	10																		
	9																		

One other thing, if you noticed the color of the row that Fighter 2's "8" was in it means that the Fighter either committed a FOUL, has a CUT or an INJURY. You must roll 2d6 to determine which happens. Let's say for our sample you Roll a "42" which is a FOUL. Let's say that when Rolling on the FOULS Chart it is an ACCIDENTAL FOUL, so a warning is given to Fighter 2. If he commits another FOUL later, it could cost him a point or Round!

FOULS, CUTS and INJURIES CHART		ROLL 2d6	Read as 1 and 4 = 14			
11 BROKEN JAW INCREASE OPPONENT'S KILLER INSTINCT +3 (Out 6 Months)	12 CLASH OF HEADS CHECK BOTH FIGHTER'S FOR CUTS	13 CUT UNDER RIGHT EYE (Roll on CUTS Chart)	14 CUT OVER LEFT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT	15 CUT UNDER LEFT EYE (Roll on CUTS Chart)	16 FOUL HITTING OPPONENT AFTER THE BELL (Roll on FOULS Chart)	
21 CUT OVER RIGHT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT	22 CUT OVER LEFT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT	23 FOUL FAILING TO FOLLOW REF'S INSTRUCTIONS (Roll on FOULS Chart)	24 CUT UNDER LEFT EYE (Roll on CUTS Chart)	25 EYE SWOLLEN SHUT DECREASE FIGHTER'S CON - 2 FOR THE REST OF THIS FIGHT	26 CUT UNDER RIGHT EYE (Roll on CUTS Chart)	
31 CUT UNDER RIGHT EYE (Roll on CUTS Chart)	32 GASH OVER LEFT EYE FIGHT STOPPED GO TO SCORECARDS	33 CUT ON BRIDGE OF NOSE (Roll on CUTS Chart)	34 EYE SWOLLEN SHUT DECREASE FIGHTER'S CON - 3 FOR THE REST OF THIS FIGHT	35 CUT OVER RIGHT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT	36 CUT OVER LEFT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT	
41 CUT OVER LEFT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT	42 FOUL HITTING OPPONENT BELOW THE BELT (Roll on FOULS Chart)	43 CUT UNDER LEFT EYE (Roll on CUTS Chart)	44 CUT OVER RIGHT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT	45 CUT ON BRIDGE OF NOSE (Roll on CUTS Chart)	46 CLASH OF HEADS CHECK BOTH FIGHTER'S FOR CUTS	
51 CUT UNDER LEFT EYE (Roll on CUTS Chart)	52 CUT OVER RIGHT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT	53 CLASH OF HEADS CHECK BOTH FIGHTER'S FOR CUTS	54 CUT UNDER RIGHT EYE (Roll on CUTS Chart)	55 CUT OVER LEFT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT	56 CUT OVER RIGHT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT	
61 BROKEN NOSE DECREASE FIGHTER'S CON - 3 FOR THE REST OF THIS FIGHT (Out 3 Months)	62 GASH OVER RIGHT EYE FIGHT STOPPED GO TO SCORECARDS	63 CUT ON BRIDGE OF NOSE (Roll on CUTS Chart)	64 FOUL ACCESSIVE CLINCHING (Roll on FOULS Chart)	65 GASH OVER LEFT EYE FIGHT STOPPED GO TO SCORECARDS	66 CLASH OF HEADS NEITHER FIGHTER CAN CONTINUE GO TO SCORECARDS (Out 3 Months)	
FOULS Rating 1 2-9 ACC 10-12 INT Rating 2 2-8 ACC 9-12 INT Rating 3 2-7 ACC 8-12 INT Rating 4 2-6 ACC 7-12 INT ACC = Accidental A Warning Given INT = Intentional		ROLL 2d6 1st INT - Warning Given 2nd INT - Loss of Point or Loss of Round in Earlier ERAS 3rd INT - Fighter DQ'd Loses Fight!		CUTS Rating 1 2-9 CS 10-12 CON -2 Rating 2 2-8 CS 9-12 CON -2 Rating 3 2-7 CS 8-12 CON -3 Rating 4 2-6 CS 7-12 CON -3 CS = Cut Man Stops Bleeding CON = Decrease Fighter's CON Rating By The Amount Shown		INJURY 1 = Out 3 Months 2 = Out 6 Months 3 = Out 8 Months 4 = Out 12 Months No # Just this fight

VI. Let's fast forward in our sample fight (chart below). After 7 rounds, Fighter 1 has a lead, but Fighter 2 has been holding on. In Round 8, you can see that this is Fighter 1's last peak STAMINA round. Remember that every Round you must check to see which Fighter gains control of the Round. After rolling for control, let's say we have Fighter 1 gain control, but the pace is Plodding and no advantage.

FIGHT SCORE CARD																	DATE:			LOCATION:		
NAME	DIV	TR	LS	CON	GR	Sta.	PP	Chin	KI	CU	Rec.	Cuts	Fouls	Pop	WINNER:							
RED Taylor Jack Male	HW	3	4	8	3	8	3	5	5	2	3	2	4	4								
BLUE Wright Bearcat Male	HW	3	1	7	3	9	4	3	7	1	3	1	1	2								
Round	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	NOTES:						
TR	2	2	3	3	3	3	3	X	2	1	0	0	0	0	0							
RED EPL	14	13	14	9	11	11	13															
BLUE EPL	8	11	7	13	11	9	7															
TR	1	2	3	3	3	3	3	3	X	2	1	0	0	0	0							
SCORING																						
Judge	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	FINAL SCORE						
Judge 1	10	10	10	9	10	10	10															
is You	9	10	9	10	10	10	9															

VII. Now, let's roll for the EFFECTIVE PUNCHES LANDED. Let's say Fighter 1 rolls a "17". With a TR of "3" that is "21" Effective Punches landed! Fighter 2 rolls a "4". With a TR of "3" that is "8" Effective Punches Landed. Again, Fighter 1 had "21", Fighter 2 had "8". That is a difference of "13". Looking at the Scoring Chart we see that a difference of "13" is a 10-8 Score for the Fighter with the most Punches Landed! That score on the SCORE Chart tells us to check the KNOCK OUT/KNOCK DOWN Chart (sample below). The chart will tell you if the Fighter was KNOCKED OUT, KNOCKED DOWN or if the Fighter stayed on his/her feet, but was dominated and greatly OUT SCORED by their opponent. You find the Fighter with the most Effective Punches POWER PUNCHING Rating. In this Fight his PP Rating is "3". The CHIN Rating of the Fighter that was knocked down is an "3". For our sample, let's say that when rolling on the KNOCK OUT/ KNOCK DOWN Chart, you roll a "10". This means that Fighter 2 was Knocked Down.

KNOCK DOWN / KNOCK OUT CHART		(The London Prize Ring Era 1840-1866 does not use the Knock Down/Knock Out Chart)									
Use the PUNCHING POWER Rating (P.P.) of Fighter with highest Punch Total for the Round and use the CHIN Rating of the Fighter with the least.											
P.P.	Chin (0 is the best, while 10 is worst)										
	0	1	2	3	4	5	6	7	8	9	10
1	Automatic OS	Automatic OS	Automatic OS	2-11 = OS	2-10 = OS	2-9 = OS	2-8 = OS	2-7 = OS	2-6 = OS	2-5 = OS	2-4 = OS
				12 = KD	11-12 = KD	10-11 = KD	9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD
2	Automatic OS	Automatic OS	2-11 = OS	2-10 = OS	2-9 = OS	2-8 = OS	2-7 = OS	2-6 = OS	2-5 = OS	2-4 = OS	2-3 = OS
			12 = KD	11-12 = KD	10-11 = KD	9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD
3	Automatic OS	2-11 = OS	2-10 = OS	2-9 = OS	2-8 = OS	2-7 = OS	2-6 = OS	2-5 = OS	2-4 = OS	2-3 = OS	2 = OS
		12 = KD	11-12 = KD	10-11 = KD	12 = TKO	12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO
4	2-11 = OS	2-10 = OS	2-9 = OS	2-8 = OS	2-7 = OS	2-6 = OS	2-5 = OS	2-4 = OS	2-3 = OS	2 = OS	2-9 = KD
	12 = KD	11-12 = KD	10-11 = KD	9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD	3-10 = KD	10 = 2 KD

This tells us that we need to check the RECOVERY Rating of the Fighter who was Knocked Down and roll on the RECOVERY Chart. The knocked down Fighter has a RECOVERY Rating of "3". Looking at the RECOVERY Chart, we roll 2d6. Let's say that you roll a

“3”. A “3” roll for a Fighter with a RECOVERY Rating of “3” tells us that the downed fighter does not recover well and has lasting effects. He will lose 5 Effective Punches Landed next Round AND his/her CON Rating also is lowered by 4! The Round is scored 10-8 for the Fighter who Knocked his/her opponent down.

BASIC GAME		RECOVERY CHART										RESULTS
If a Fighter is knocked down and survives, check his/her Recovery Rating and Roll 2d6. If a Fighter is knocked out disregard the Recovery Chart												A = The Fighter Knocked Down recovers. Do not subtract any punches next Round. Score the round 10-8 or "1" for Fighter who scored the Knock Down.
		RECOVERY RATING										B = The Fighter Knocked Down recovers but struggles to regain his/her form. For the next two Rounds, reduce the Fighter's Effective Punches Landed total by 3. Score the Round 10-8 or "1" for Fighter who scored the Knock Down. *
2d6	0	1	2	3	4	5	6	7	8	9	10	C = The Fighter Does Not recover well. Subtract 5 punches from the next Round and Subtract 4 from the fallen Fighter's CON Rating for the rest of the Fight! *
2	E	E	E	E	E	E	E	E	E	E	E	D = Regardless of the EPL Difference, the Fighter takes a severe beating! The Referee steps in and stops the fight! Record as Referee Stoppage or TKO. *
3	B	B	B	C	C	C	D	D	D	D	D	E = The Fighter Knocked Down recovers and knocks their Opponent down in the same Round. Check the Opponent's KNOCK DOWN / KNOCK OUT CHART. If both Fighters survive, score the Round 8-8 OR "0". No punches lost for either Fighter for the next Round.
4	B	B	B	B	B	C	D	D	D	D	D	* If B, C or D is rolled, follow the instructions. Also re-roll 2d6. If a roll of "2" occurs record as 2 Knock Downs for this Round. Score the Round 10-7 for the winner of the Round.
5	A	A	B	A	B	B	B	C	C	B	B	
6	A	A	A	A	A	A	A	B	B	C	C	
7	A	A	A	A	A	A	A	A	A	A	A	
8	A	A	A	A	A	A	B	A	B	C	C	
9	A	A	A	B	B	B	B	B	C	C	C	
10	B	B	B	B	B	C	C	C	C	B	D	
11	B	C	C	C	C	C	C	D	D	D	D	
12	D	D	D	D	D	D	D	D	D	D	D	

VIII. Let's say that as Round 9 begins; after checking for Control and Round Pace, Fighter 1 has control. His Effective Punches Landed for the Round is "20". Let's say Fighter 2 has "10". We must remember to subtract those "5" punches he lost due to being knocked down last Round. That makes his Effective Punches Landed "5" instead of "10". That is a "15" punch difference! According to the Round Scoring for this ERA a "15" punch difference in a Round, results in a KNOCKOUT!

YOU CAN USE EITHER THE 10 POINT SCORING SYTEM FOR THE ROUNDS OR JUST GIVE 1 POINT FOR THE WINNER OF THE ROUND.

In the Case of a Draw, Either Give Both Fighters 10 or Do Not Give Either Fighter A Point Since Neither Fighter Won The Round
 You are the Judge! Your scoring goes as follows:

The score is based on Effective Punches Landed. Subtract the lowest Fighter's total from the Fighter with the highest number.
 That difference is used to determine the score that you put for the round:

Scoring

0 - 3 Punches Landed Difference = 10 - 10. Or a Tie Round
 4 - 9. Punches Landed Difference = 10 - 9. Fighter With Most Punches Wins Round *
 10 - 12. Punches Landed Difference = 10 - 9. Fighter With Most Punches Wins Round ** (If KD occurs score Round 10-8)
 13 - 14. Punches Landed Difference = 10 - 8. Fighter With Most Punches Staggers Opponent. Check For Knock Out ***
 15+ Punches Landed KO Bout is over!

* If Fighter has won 4 consecutive Rounds on the Scorecard check for Knock Down or Knock Out Chart
 ** Go to KD / KO CHART *** Go Straight To Killer Instinct (If KO does not occur, do not Penalize Fighter. A Knock Down occurs. Check RECOVERY
 If a Fighter is knocked down twice in the same round and survives the round, the score of the round should be 10-7
 Once a Fighter passes their STAMINA Round, lower their CHIN Rating to "7"
 Once a Fighter reaches a "0" TR due to their Stamina running out, start using "0" as their COVER UP (CU) Rating

END OF THE BOUT DECISION: Fighter with either most Points (10 Point Sytem) or Most Rounds Won, wins the Bout!

This means that Bearcat Wright was knocked out by Jack Taylor! We said at the beginning, for our sample, that Wright was a Regional Champion. This means that Taylor is the NEW CHAMPION!

IX. If the fight had gone the distance, we would have had to go to the score cards. In our sample, we were using the 10 Point System. You would have totaled all the points. The Fighter with the most Points would have won. If you had chosen to score by winner of the Round, the Fighter with the most Rounds won would have won the fight!