

PRO BOXING UNIVERSE SAMPLE BOUT

I. This is a sample 15 Round fight between two Heavyweights. As you can see, each bout has four main sections: FIGHTER INFO, ROUND, EFFECTIVE PUNCHES LANDED totals and SCORE CARD. Notice I did not copy some of the personal info (Date of Birth, Home Country, etc.) only stats needed during the fight. It would be helpful to read the Fighter Individual Ability Ratings definitions in the Game Info and Instructions before trying to understand the Sample Bout.

FIGHT SCORE CARD				DATE:				LOCATION:											WINNER:	
RED	Taylor	Jack	Male	HW	3	4	8	3	8	3	5	5	2	3	2	4	4			
BLUE	Wright	Bearcat	Male	HW	5	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																				
RED EPL																				
BLUE EPL																				
TR																				
SCORING																				
Judge	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	FINAL SCORE				
Judge 1																				
is You																				
Judge 2																				
Judge 3																				

II. The next thing to do is to check to see how each fighter's LIFESTYLE and PRE-FIGHT TRAINING will affect the fighters in this bout. Use the LIFESTYLES and PRE-FIGHT TRAINING CHARTS I & II

You see above that Fighter 1 has a LIFESTYLE Rating (LS) of "4". Fighter 2 has a Lifestyle Rating of "1". Let's say that on Chart I, **Fighter 1 rolls "4-5-5"** and **Fighter 2 rolls "1-1-5"**. On the Chart below, we see that Fighter 1 has rolled a P.F.T. (Pre Fight Training) 3 and Fighter 2 has rolled a P.F.T. 1. Chart I tells us that Fighter 1 enters the fight in NORMAL SHAPE (No Change to TR). Fighter 2 enters the fight in POOR Shape. Fighter 2 will lose 2 TR Points to start the fight. Fighter 1 maintains a TR of "3". while Fighter 2's TR drops to "3" from "5". See Chart below:

HISTORICAL FIGHTERS LIFESTYLE and PRE-FIGHT TRAINING CHART I

BEFORE EACH FIGHT Using Each Fighter's Lifestyle Rating (L/S) Roll 3 6d For Their Pre-Fight Condition.
(IE: Read as 1 and 3 and 2 = 132 not "6")

LS #		P.F.T. 1	P.F.T. 2	P.F.T. 3	P.F.T. 4	EVENTS CHART
1	Top Shape	112-126	66	211-526	531-666	111 , 333
2	Good Shape	112-136	141-216	221-536	541-665	222, 444, 666
3	Decent Shape	112-146	151-226	231-546	551-665	222, 333, 555, 666
4	Fair Shape	112-156	161-236	241-556	66	111, 222, 333, 444, 555
5	Inconsistent Shape	112-166	211-246	251-566	611-665	111, 222, 333, 444, 555, 666

RESULTS

P.F.T. 1 =	Pre- Fight Training Condition Is POOR (Subtract 2 From Fighter's TR Rating *)
P.F.T. 2 =	Pre- Fight Training Condition Is DECENT (Subtract 1 From Fighter's TR Rating *)
P.F.T. 3 =	Pre- Fight Training Condition Is NORMAL (No Change To Fighter's TR Rating)
P.F.T. 4 =	Pre- Fight Training Condition Is GREAT (Add 1 To Fighter's TR Rating *)
EVENTS CHART =	This Triggers A Roll On The Lifestyle and Pre-Fight Training Chart II Events Chart Roll 2d6 On The Chart Below To Determine Which Events Chart The Fighter Will Use

Roll 2d6	Then Check That Specific Event Chart On Lifestyle and Pre-Fight Training Chart II	
2	C.I. =	Roll On CATASTROPHIC INJURY Chart **
3, 5, 8	M/C.I. =	Roll On MANAGEMENT/CONTRACT ISSUES Chart **
4, 7, 9	S.E. =	Roll On SERIOUS EVENT Chart **
6, 10, 11	T.I. =	Roll On TRAINING INJURY Chart **
12	C.E. =	Roll On CATASTROPHIC EVENT Chart **

This Lifestyle Roll is done before every fight. Make whatever adjustments that the Chart dictates. The roll could have also sent you to Chart II where a major event may have taken place. In our SAMPLE Fight, Fighter 1's TR remains the same, "3". Fighter 2's TR drops to "3".

FIGHT SCORE CARD				DATE:		LOCATION:												WINNER:	
	NAME			DIV	TR	LS	CON	GR	Sta.	PP	Chin	KI	CU	Rec.	Cuts	Fouls	Pop		
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		

III. The next thing to check is the fighter's GROOVE ROUND (GR). This tells you how long it takes a fighter to find their "Groove" and be at his/her best in the ring. On the Chart below, for our Sample Fight, both Fighter's GR is "3", which means neither fighter will be at their peak until the Third Round. On the Score Card place "3" above/below the Third Round for both Fighters. Since both Fighters are slow starters, reduce their TR for Rounds 1 and 2 by subtracting "1" from the Peak TR for those Round they are not at their peak. For both Fighters, Round 1 and 2 they will be reduced to a "2" TR. A TR of "0" is as low as any fighter can go for any Round.

FIGHT SCORE CARD				DATE:				LOCATION:										WINNER:	
NAME				DIV	TR	LS	CON	GR	Sta.	PP	Chin	KI	CU	Rec.	Cuts	Fouls	Pop		
RED	Taylor	Jack	Male	HW	3	4	8	3	3	3	5	5	2	3	2	4	4		
BLUE	Wright	Bearcat	Male	HW	3	1	7	3	3	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																
RED EPL																			
BLUE EPL																			
TR	2	2	3																

IV. 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:										WINNER:	
NAME				DIV	TR	LS	CON	GR	Sta.	PP	Chin	KI	CU	Rec.	Cuts	Fouls	Pop		
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				

V. The next step is to choose the Judges for the Bout. If you are playing an ERA with no Judges, you are the Referee who scores the fight. If it is an ERA of Judges, you are Judge Number 1 and you have to roll to decide the other two Judges. Your scoring as the Judge or Referee is dictated by what the Effective Punches Landed Chart roll reveals, but the other two Judges will sometimes vote for their bias favorites. Before you start the fight, you must Roll to determine the two other Judges. Using the JUDGES CHART, (see chart below) roll 3d6 and add all three dice together (1E:2-4-1 = 7). In this sample, a roll of "7" means that the second Judge will be Judge number "7" which is "Judge E". Roll again for the third Judge. Let's say that this time you roll (6-6-3 = 15) The third Judge is number "15" which is "Judge M".

THESE ARE THE JUDGES RATINGS. Roll for your Judges BEFORE you start the fight						
Roll 3d6 and Total		Bias 1	Bias 2	Bias 3	Bias 4	Bias 5
3	Judge A	Hometown	Champion	Popularity	Boxer	No Bias
4	Judge B	Popularity	Hometown	Champion	Slugger	No Bias
5	Judge C			NO BIAS		
6	Judge D	Boxer	Hometown	Popularity	Champion	No Bias
7	Judge E	Slugger	Champion	Hometown	Popularity	No Bias
8	Judge F			NO BIAS		
9	Judge G	Champion	Hometown	Popularity	Boxer	No Bias
10	Judge H	Popularity	Champion	Slugger	Hometown	No Bias
11	Judge I			NO BIAS		
12	Judge J	Champion	Hometown	Slugger	Popularity	No Bias
13	Judge K	Slugger	Champion	Popularity	Hometown	No Bias
14	Judge L			NO BIAS		
15	Judge M	Popularity	Boxer	Hometown	Champion	No Bias
16	Judge N	Boxer	Popularity	Champion	Hometown	No Bias
17	Judge O			NO BIAS		
18	Judge P	Popularity	Champion	Hometown	Slugger	No Bias

A "Boxer" is a Fighter who has a Power Punching Rating of 4 or Less. If both do, the Judge will lean toward the Fighter with the lowest Power Punching Rating. If neither are 4 or less, go to the next bias.

A "Slugger" is a Fighter who has a Power Punching Rating of 5 or Higher. If both Fighters do, the Judge leans toward the Fighter with the highest Power Punching Rating. If neither do, go to the next bias.

A "Hometown" Fighter is a Fighter that is from the Country that the fight is fought in. If both or neither are, go to the next bias.

A "Popularity" favorite Fighter is the Fighter in the bout with the Highest Popularity Rating. If they are equal, go to the next bias.

A "Champion" is the Fighter that holds at least one of the various Boxing Titles. If both or neither do, go to the next bias.

"NO BIAS" means that the Judge will score the fight exactly as the Round Scoring Chart suggests. This is the same way that you, as Judge 1, will score the Round.

On your Scorecard (chart below) there is a place to write your two Judges down. Again, in the first box, it is you. The second box write Judge E. In the third box write Judge M. Now, looking at the chart you will see that every Judge has 5 biases rated from 1 to 5. That means that the Judge's no 1 bias is most important to that Judge. In our sample, Judge E's 1st bias is "Slugger" (that is a

Fighter with a Power Punching Rating of 5 and Higher). In this fight neither fighter is a slugger. Judge E's second bias is "Champion". Let's say that in this fight Bearcat Wright is a Regional Champion. Write Bearcat Wright's initials, "BW", in Judge E's Box. The third Judge is Judge "M". His No 1 bias is POPULARITY, which means he gives the most Popular Fighter the Round if the Round is close. In this fight, Taylor is the most Popular Fighter, so Judge "M" will lean toward Taylor. Write Taylor's initials, "JT" in the Third Judge's Box.

You will later see on the Round Scoring Chart that in a close Round (a 2-3 Punch lead by a fighter), you, as Judge 1 will score the fight properly according to the Scoring Chart, but the other Judges will give a 10-9 Round to the fighter that best line up with the Judges personal bias. An example would be if Bearcat Wright finished with "12" Effective Punches Landed in the Round and Jack Taylor finished with "10" Effective Punches Landed (a difference of "2"), YOU would score the Round 10-10, an even Round. Judge 2 would score the Round a 10-9 win for Bearcat Wright while Judge 3 will score the Round a 10-9 win for Jack Taylor!

SCORING																
Judge	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	FINAL SCORE
Judge 1 is You	←															
Judge 2 BW	←															
Judge 3 JT	←															

VI. 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:										WINNER:	
NAME	DIV	TR	LS	CON	GR	Sta.	PP	Chin	KI	CU	Rec.	Cuts	Fouls	Pop					
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	4	7	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)</p> <p>If you want to speed up step 2-4, you can Roll 6d6 at one time. Three for each Fighter.</p> <p>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																				

VII. Now you roll for punches landed on the EFFECTIVE PUNCHES LANDED CHART (sample 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 "W" in the Round for the fighter who won the Round. If there had been a 2-3 Effective Punches Landed difference the other two Judges would have given the Round to whichever Fighter leaned into the Judges bias.

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

1960-Present

10 POINT SCORING SYTEM FOR THE ROUNDS

The scoring of the fight is done by three judges. You are one of the judges! 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 - 1 Punches Landed Difference = 10 - 10. For All Judges Regardless of Judge's Bias

2 - 3. Punches Landed Difference = 10 - 10. is Your Score. The other two Judges give the Round to Their Bias Favorite 10 - 9

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 **

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

15+ Punches Landed Difference = KO Bout is over!

* If Fighter has won 4 consecutive rounds check for Killer Instinct

** Go to Killer Instinct

*** Go to KD / KO CHART

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

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																
Judge 2 BW	10	9																
Judge 3 JT	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 (Roll on CUTS Chart)
21 CUT OVER RIGHT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT (Roll on CUTS Chart)	22 CUT OVER LEFT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT (Roll on CUTS Chart)	23 FOUL FAILING TO FOLLOW REF'S INSTRUCTIONS (Roll on FOULS Chart)	24 CUT UNDER LEFT 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
41 CUT OVER LEFT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT (Roll on CUTS Chart)	42 FOUL HITTING OPPONENT BELOW THE BELT (Roll on FOULS Chart)	43 CUT UNDER RIGHT EYE (Roll on CUTS Chart)	44 CUT OVER RIGHT EYE - Don't Roll DECREASE FIGHTER'S CON - 4 FOR THIS FIGHT (Roll on CUTS Chart)
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 (Roll on CUTS Chart)	53 CLASH OF HEADS CHECK BOTH FIGHTER'S FOR CUTS	54 CUT UNDER RIGHT EYE (Roll on CUTS Chart)
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)
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		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

VIII. 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																
Judge 2	10	9	10	9	10	9	10																
BW	9	10	9	10	10	10	9																
Judge 3	10	10	10	9	10	10	10																
JT	9	9	9	10	10	9	9																

IX. 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 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO
4	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	9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD	3-10 = 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 6 Effective Punches Landed next Round! The Round is scored 10-8 for the Fighter who Knocked his/her opponent down.

BASIC GAME **RECOVERY CHART**

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

RECOVERY RATING

2d6	0	1	2	3	4	5	6	7	8	9	10
2	E	E	E	E	E	E	E	E	E	E	E
3	B	B	B	C	E	C	D	D	D	D	D
4	B	B	B	B	B	B	C	D	D	D	D
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

RESULTS

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.

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. *

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! *

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. *

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.

* 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.

X. 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 "6" punches he lost due to being knocked down last Round. That makes his Effective Punches Landed "4" instead of "10". That is a "16" punch difference! According to the Round Scoring for this ERA a "16" punch difference in a Round, results in a KNOCKOUT!

1960-Present **10 POINT SCORING SYTEM FOR THE ROUNDS**

The scoring of the fight is done by three judges. You are one of the judges! 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 - 1 Punches Landed Difference =	10 - 10. For All Judges Regardless of Judge's Bias
2 - 3. Punches Landed Difference =	10 - 10. is Your Score. The other two Judges give the Round to Their Bias Favorite 10 - 9
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 **
13 - 14. Punches Landed Difference =	10 - 8. Fighter With Most Punches Staggers Opponent. Check For Knock Down ***
15+ Punches Landed Difference =	KO Bout is over!

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!

XI. If the fight had gone the distance, we would have had to go to the score cards. This could have been very interesting. You will total up your scores (the 10 Point System or just number of Rounds won). In our sample game, you can see where the Judges bias affected the 2nd and 6th Rounds. You scored those Rounds even, but the two other Judges gave the Round to their bias favorites! When you Total up the Scorecard to find the winner of the fight, those biases may have made a difference!

If you are playing an Era prior to 1960 and the fight is too close to call, you would either call it a draw OR you could go for a "NEWS PAPER DECISION". In these Eras, often the Newspaper Sports Writers would choose who they thought won the fight. If you go this route, it is just the luck of the roll. Roll 2d6 and total. If the total is EVEN, the Red Corner WINS. If the total is ODD, the Blue Corner WINS! At least that is how the Sports Writers saw it!