

MANEUVERS	NOTATION	POINTS	NOTES
Takedown	T2	2	Circle if first points in the match
Reversal	R2	2	Circle if first points in the match
Escape	E1	1	Circle if first points in the match
Nearfall	N2	2	Circle if first points in the match
Nearfall (5 seconds)	N3	3	Circle if first points in the match
Nearfall (as a result of injury or bleeding)	N4	4	Circle if first points in the match

INTER-PERIOD SELECTIONS	NOTATION	POINTS	NOTES
Top position selected	↑		
Bottom position selected	↓		
Neutral position selected			

END OF MATCH CONDITIONS	NOTATION	TEAM POINTS	NOTES
Fall	F	6	Record time of match
Technical Fall	TF	5	Win by 15 points or more
Forfeit	For	6	
Default	Def	6	
Disqualified	DQ	6	
Decision	Dec	3	Win by 7 points or less
Major Decision	MD	4	Win by 8 points or more

PENALTIES AND VIOLATIONS	NOTATION	POINTS	NOTES
Stalling warning	SW		
Stalling	S	1/2/DQ	
Technical Violation	TV	1/2/DQ	
Illegal hold/maneuver	IH	1/2/DQ	
Unnecessary roughness	UR	1/2/DQ	
Unsportsmanlike Conduct (during match)	UCM	1/2/DQ	
Unsportsmanlike Conduct (not during match)	UCT		
Caution (1st & 2nd violations)	C		
Caution (all other violations)	C1	1	
Coach misconduct warning	CW		
Coach misconduct	CM		
Flagrant Misconduct	FMC		

TIME OUTS	NOTATION	POINTS	NOTES
Injury time	IT		Record time
Blood time	BT		Record time
Head, neck, cervical injury time	HNC		Record time
Recovery time	RT		Record time

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