

## Scoring a Wrestling Match

Event and point values	Symbol for scorecard
<b>Takedown</b> 2 points	T2
<b>Reversal</b> 2 points	R2
<b>Escape</b> 1 point	E1
<b>Nearfall (backpoints)</b> 2, 3 or 4 points Ref will say how many	NF2, NF3, NF4
<b>Caution</b> <small>(False Start, lining up improperly)</small> Warning, Warning, 1 point each after that	C, C, C1, C1, C1... 2 warnings, no DQ
<b>Stalling</b> Warning, 1pt, 1pt, 2pts, DQ on 5th violation	S, S1, S1, S2, DQ
<b>Technical Violation (Penalty)</b> <small>Locking Hands, full nelson etc.</small> 1pt, 1pt, 2pts, DQ on 4th violation	P1, P1, P2, DQ

Sample RHCOWWL Score card

Wrestler	1st Period	POS	2nd Period	POS	3rd Period	OT	OT2	Final Score
<i>Red</i> Jim Smith Westerville	T2 NF3 E1	↓	E1 T2		E1 T2 PIN 2:48			PIN 2:48
<i>Green</i> Bill Jones Grove City				↓	R2			

Make sure you have the correct wrestlers before they go onto the mat

Mark who is red and who is green

Score from left to right as the events happen

Mark which wrestlers chooses which position in the 2nd and 3rd periods

If there is a pin, no NF points should be recorded

A 12-point margin is a tech fall and ends the match

Mark the time of a pin or tech fall

Circle the winner