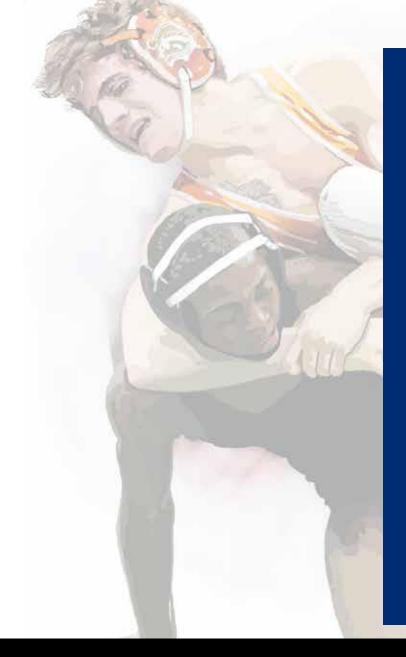


2 Scoring and Mechanics







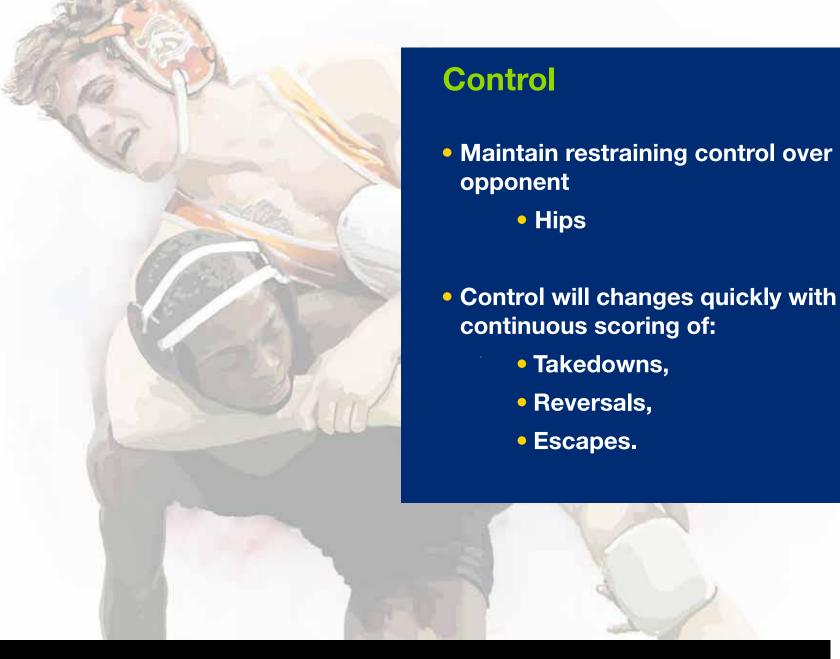


Scoring System Takedown

Takedown	2 match points
Escape	1 match point
Reversal	2 match points
Near Fall	(N2) 2 points- (N3) 3 points
Fall	6 team points (ends match)
Technical Fall	5 team points (15 points or greater)
Major decision	4 team points: (8-14 pt. diff)













Specific Maneuvers

- Takedown: control over opponent from a neutral position (both standing).
- Escape: gaining a neutral position (standing and spacing).
- Reversal: defensive (bottom)
 wrestler comes from underneath
 and gains control; also could be
 from a standing position.





Near Falls

Four (4) Criteria:

- One shoulder held to mat while other shoulder is at 45 degrees or less.
- Defensive wrestler in a high bridge up on head.
- Both shoulders held with in four (4) inches of mat.
- Defensive wrestler posted on both elbows.
- Key: Continuous Restraining Control







Near Falls

Four (4) Criteria:

- Near Fall 2 points: occurs when any of the four criteria are held for 2-4 seconds
- Near Fall 3 points: occurs when any of the four criteria are held for 5 seconds
- An extra point may be added to a near fall if the defensive wrestler is bleeding, hurt or a violation occurs







Wrestling Signals

The wrestling referee has 27 hand signals

- Time outs
- Scoring
- Potentially dangerous
- Penalties
- Technical violations
- Illegal holds
- Control & No control



