

APPENDIX P

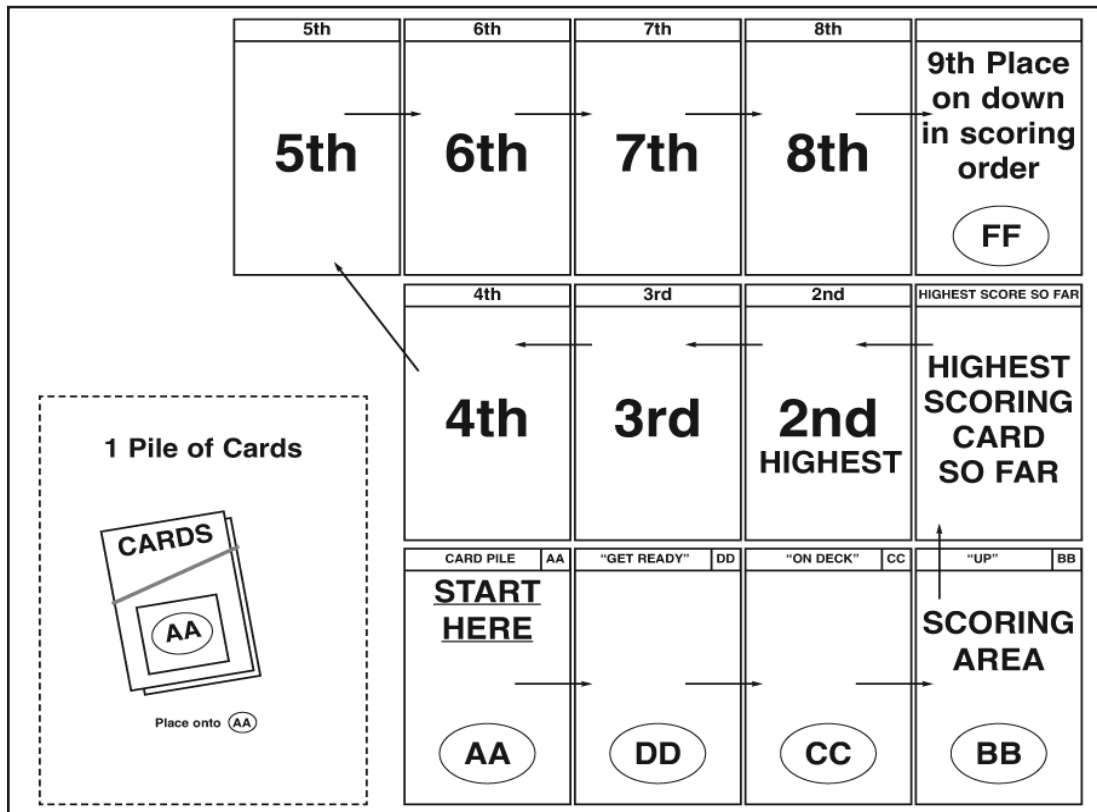
1999 Super Grands/Amateur Int'ls Scorekeeping

① AMATEUR INT'LS - FORMS

Directions for Forms / Weapons / Self-Defense / Breaking

(√) as completed

1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be one (1) pile of cards.
2. **CARD ORDER** - **DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
3. **ROLL CALL** - Take roll call of all players, announcing their names and telling them their order of performance (which is the "SEQUENCE NUMBER" on the cards). If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes.
 - b. **If player is present without a card** - Check their wristband:
 - **If the player's wristband has the division number on it:**
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - **Unseeded** - If the player is not seeded, ask the Head Scorekeeper to indiscriminately place their new card into the unseeded portion of the pile of cards.
 - **Seeded** - If the player is seeded, then his/her new card must be placed appropriately into the seeded portion of the cards according to his/her rating. The Head Scorekeeper must take the entire pile of cards to the Head of Staging and request that he/she place the card appropriately.
 - **If the player's wristband doesn't have the division number on it:**
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
4. **"SPECIFIC FORMS CRITERIA" PAPERS** - (Traditional forms and traditional weapons only) Give a "Specific Forms Criteria" paper to each Judge and make sure that the Center Referee reads it in its entirety in front of all players in attendance (both seeded and non-seeded). Do this after you take roll call and most all players are present.
5. **"INDIVIDUAL JUDGE'S SCORES" PAPERS** - Give each Judge a copy and tell them to fill it in as they judge each player.
6. **PLACEMENT OF CARD PILES** - Put the pile of cards onto **AA**.
7. **TO START** - Take the rubber band off and move the top card from **AA** onto **BB**, the next card onto **CC** and the 3rd card onto **DD**. The card on **BB** competes first. Before each player performs, announce who is "UP" and who is "ON DECK." Move cards along arrows after each player is scored, placing or replacing the places taken so far and replacing **DD** with a new card off the **AA** pile after each performance.
8. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put it on the losers' pile (**FF**).
9. **TIME** - Time each player. A player's performance must not exceed three (3) minutes from the second they enter the ring or from the start of their music if it begins before they enter the ring. If they exceed the time limit, inform the Center Referee immediately.
10. **FIRST THREE SCORING** - The first three players will compete before their scores are announced. Thereafter, all scores are announced immediately following the player's performance.
11. **SCORING** - Write each of the Judges' scores in the five (5) boxes under "Round 1" on each player's card. Cross out (with a single line) the highest and lowest scores and tally the remaining three (3) scores for the total. The total must match the scoreboard total. If players tie for ANY 1st through 8th places, then they must compete again. Put their second scores in the five (5) boxes under "Tie" on their cards. If they tie a second time, the Judges shall point to the player who they think performed the best, thus breaking the tie. Indicate each Judge's vote under "Tie-Judge's vote" on the players' cards.
12. **ANNOUNCE WINNERS/GIVE AWARD PAPERS** - When the competition is finished, gather up all the cards and make sure they are in sequential order from 1st to last place (1st, 2nd, 3rd, etc.) with any No Show (NS) cards transferred to the bottom. Number ALL the cards (down to last place) in the "PLACE TAKEN" box, with the position they earned. Announce 1st through 8th places in REVERSE order (start with 8th place when announcing) and give 1st to 8th place winners their award papers and tell them that they must follow the directions listed on them.
13. **WHITE CARD** - Fill in the white card with the top eight (8) winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
14. **RESULT CARDS** - Rubberband ALL the cards together in order (winners and losers) with the white card on top. Put them back into the file folder with all five (5) "Specific Forms Criteria" papers, five (5) "Individual Judge's Scores" papers plus any unissued "Award Papers," and give it to the Head Scorekeeper.



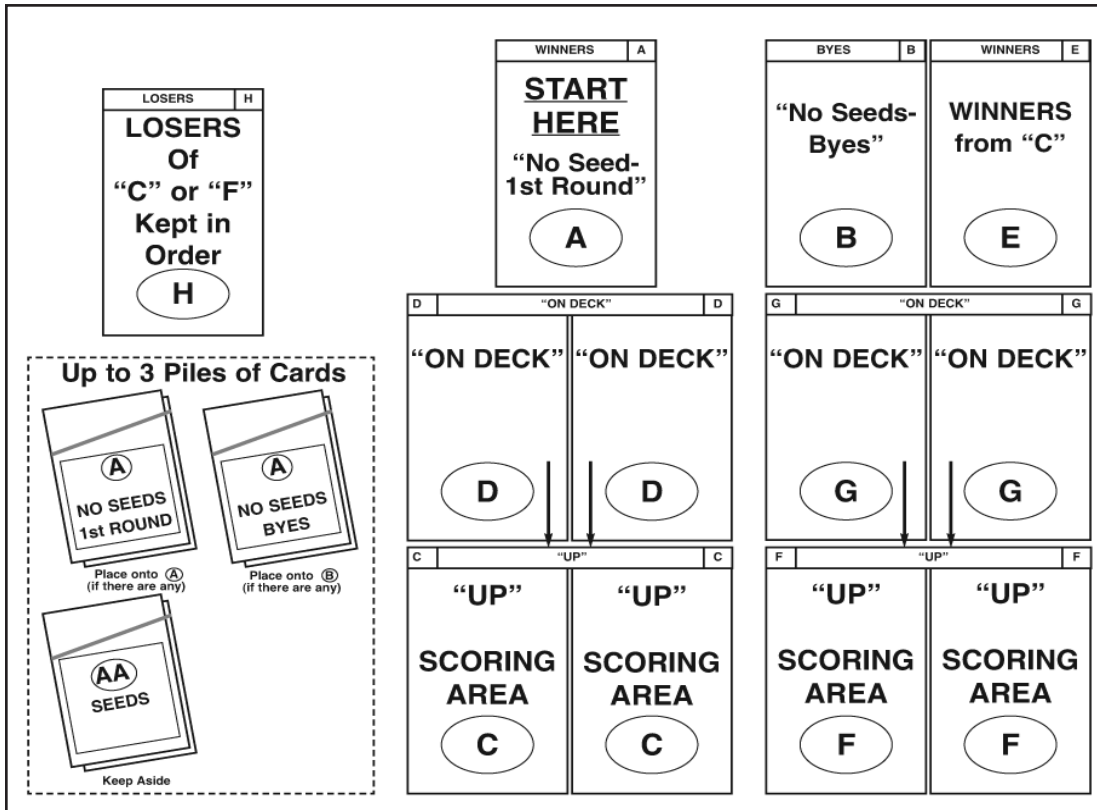
① AMATEUR INT'LS - SPARRING "No Seeds"

Directions for Point Sparring / Team Sparring

(√) as completed

1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be up to three (3) piles of cards.
2. **CARD ORDER** - **DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. In team divisions, **DO NOT** unstaple any of the player cards without approval of a Head Scorekeeper, no matter what. Make sure all cards have a stamp in the "PAID STAMP" box.
3. **NO "NO SEEDS"** - If there isn't a pile of cards marked "No Seeds-1st Round" (A) or "No Seeds-Byes" (B), then bring up the ② Amateur-Sparring "Seeds" chart and proceed from this point with cards marked "Seeds" (AA), using that chart and following those directions from here on.
4. **CARD DEFINITION FOR TEAMS** - A "card" refers to a group of three (3) team cards in team sparring divisions.
5. **ROLL CALL** - Take roll call of all the players in each card pile. Tell all "No Seeds" players (if any) who have byes and who fights in the first round. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes and the opponent declared the winner.
 - b. **If player is present without a card** - Check their wristband:
 - **If the player's wristband has the division number on it:**
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - **Unseeded** - If the player is not seeded, ask the Head Scorekeeper to mix his/her card into the "No Seeds-Byes" pile, then indiscriminately take two cards from that "No Seeds-Byes" pile and place both of the cards into the "No Seeds-1st Round" pile. If there aren't any bye cards, then the player's card should be mixed in with the "No Seeds-1st Round" pile. Then randomly pick two cards from that pile to create a "No Seeds-1st Round" pile and mark the rest of the cards in the original "No Seeds-1st Round" pile as a "No Seeds-Byes" pile. (Note: If there are no piles marked "No Seeds" and a registered unseeded player shows up without a card, then the player becomes a seeded player. Put the reissued card on top of the pile of "Seeds" marked AA.)
 - **Seeded** - If the player is seeded, then his/her new card must be placed appropriately into the "Seeds" card pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request he/she to place the card appropriately.
 - **If the player's wristband doesn't have the division number on it:**
Ask the Head Scorekeeper to escort the player to the registration table to look up his/her registration form and resolve the problem.
6. **PUT ASIDE** - After roll call, put the "Seeds" card pile (point sparring only-teams will not have "Seeds" cards) to the side. They are not needed until you finish the "No Seeds" cards and transfer to the chart marked ② Amateur - Sparring "Seeds."
7. **PLACEMENT OF CARD PILES** - Put "No Seeds-1st Round" cards onto A and "No Seeds-Byes" cards (if there are any) onto B.
8. **TO START 1ST ROUND** - Take the rubberband off pile A and move the top two cards (or top two team's cards) onto the Cs and the following two cards onto the Ds (if there are enough). Announce who's "UP" (C cards) and "ON DECK" (D cards). The two players on the Cs are the first match. After each match ends, move the Ds down to the Cs and a pair of new cards down from A onto the Ds (if there are any left). Put each loser's card onto H and each winner's card onto E until all of the first round cards that started out on A are run-off.
9. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then that player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put it on the loser's pile (H).
10. **TIME** - Time each match for two (2) minutes continuous running time. Stop the time only at the direction of the Center Referee. Inform the Center Referee the moment the two (2) minute time limit has expired.
11. **SCORING** - IMPORTANT: Put the initials of each player's opponent onto each others' cards for each match where it says "Opponent's Initials" in the card's scorekeeping section. Circle the numbers (points) on a player's card as they are awarded points and register the corresponding point(s) onto the scoreboard as they score per direction of the Center Referee. Circle **W** for winner or **L** for loser on each of their cards as they win or lose a match.
12. **BREAK TIME** - When requested for by the player, he/she must be given a break time of not less than one (1) minute between consecutive matches of which he/she is competing.
13. **2ND ROUND** - Without changing the order of the cards, remove the rubberband from pile B take one card from B and one card from E and put on the Fs. Remove another card from B and E and put those on the Gs. If either pile (B or E) has no cards, then use two cards from the remaining pile (B or E) and move down onto the Fs and/or Gs. Put the losers' cards on H and winners' on A.
14. **3RD ROUND** - Take the top two cards on pile A and repeat as in number 8.
15. **4TH ROUND** - Repeat as in number 13 without pile B (it doesn't exist after the 2nd round), pairing cards off pile E.
16. **WINNER** - After performing as many rounds as are necessary to leave a single undefeated player, take this 1st place winner's card and place it on top of the "Seeds" pile of cards marked AA which was previously set aside. This is not done with teams, because there aren't any seed cards in the Amateur Internationals team competition. In teams, the division ends as soon as you run off 3rd & 4th place and 1st & 2nd place from the last four cards (teams) remaining. There are no double eliminations for teams.
17. **LOSERS** - To continue in Amateur Sparring, put a rubber band around the losers' cards (H), bring up the ② Amateur - Sparring "Seeds" chart and place the losers' cards (H) onto DD of the new chart.

NOTE - There is no double eliminations for teams.



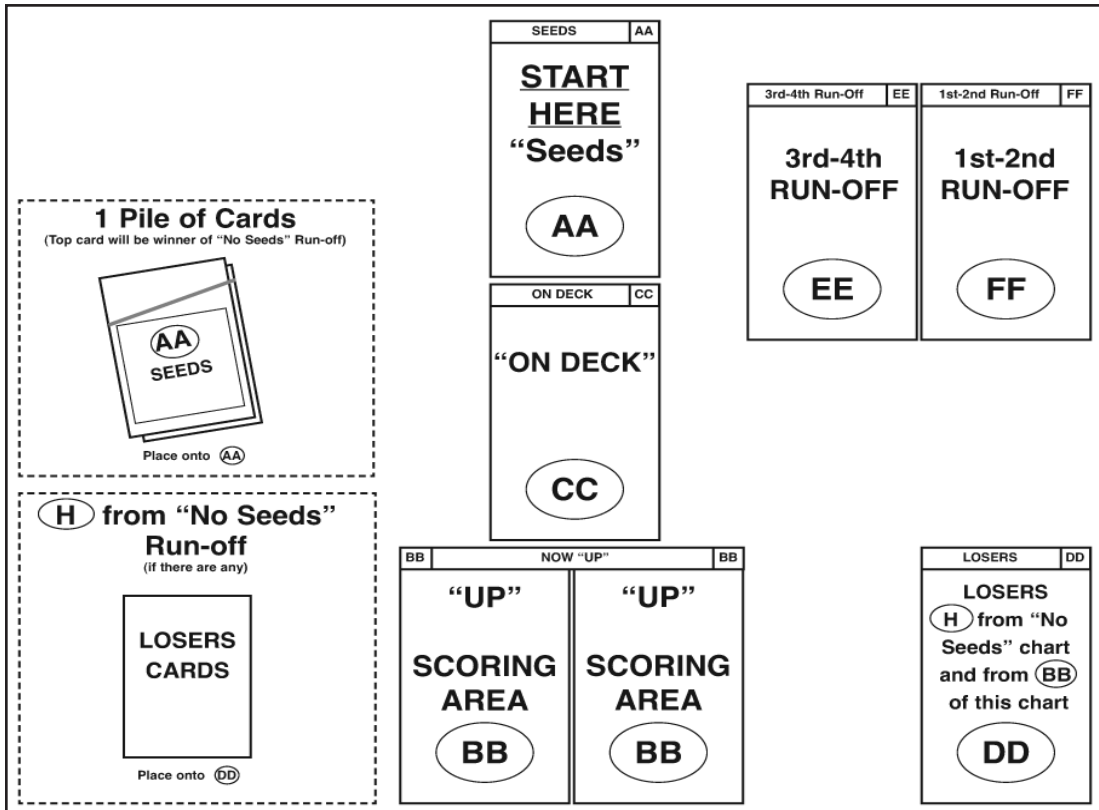
② AMATEUR INT'LS - SPARRING "Seeds"

Directions for Point Sparring

(√) as completed

NOTE: No Amateur Int'l teams advance to this step because there is no SKIL ratings or seeding for teams.

1. **CARD ORDER - DO NOT** change the order of any of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
2. **PROCEED TO NUMBER 4** - Number 3. (ROLL CALL) need not be processed if you already did roll call for the "Seeds" cards in the "No Seeds" run-off.
3. **ROLL CALL** - Take roll call of all players in the "Seeds" pile of cards. If any portion of the boxes or the signature on the reverse of a player's card is not filled out then have the player complete that material before continuing.
 - a. **If player(s) is not present** - Ask your assistant take the card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes and the opponent declared the winner.
 - b. **If player is present without a card** - Check their wristband:
 - **If the player's wristband has the division number on it:**
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - **Unseeded** - If the player is not seeded, they must compete first as the only player in the "No Seeds" run-off, thus the winner of the "No Seeds" competition. Place their card on top of the "Seeds" card pile.
 - **Seeded** - If the is seeded then his/her new card must be placed appropriately into the "Seeds" card pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request that he/she place the card appropriately.
 - **If the player's wristband doesn't have the division number on it:**
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
4. **PLACEMENT OF CARD PILES** - Put "Seeds" card pile (with the "No Seeds" 1st place winner on top if there was one) onto **AA**. (Any losers' cards from the No Seeds" run-off should have been rubber banded and put onto **DD**).
5. **TO START** - Take the rubber band off pile **AA** and move the top two cards onto the **BBs** and the third card onto **CC**. Announce the two players "UP" (**BBs**) and the "ON DECK" player (**CC**) who will be fighting the winner. Put the loser's card on **DD** and leave the winner's card where it is (on one of **BB** piles). Slide the "ON DECK" card (**CC**) onto the vacant player "UP" slot (**BB**). Move the next "Seeds" card (**AA**) into the "ON DECK" slot (**CC**). Continue until there is one card left on **AA**, **CC** and one each on **BB** (total of 4 cards left).
6. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put on the losers' pile (**DD**).
7. **TIME** - Time each match for two (2) minutes continuous running time. Stop the time only at the direction of the Center Referee. Inform the Center Referee the moment the two (2) minute time has expired.
8. **SCORING** - IMPORTANT: Put the initials of each player's opponent onto each others' cards for each match where it says "Opponent's Initials" in the card's scorekeeping section. Circle the numbers (points) on a player's card as they are awarded and register the corresponding point(s) onto the scoreboard as they score per direction of the Center Referee. Circle **W** for winner or **L** for loser on each of their cards as they win or lose a match.
9. **BREAK TIME** - When requested by the player, he/she must be given a break time of not less than one (1) minute between consecutive matches of which he/she is competing.
10. **FINAL FOUR CARDS** - When you are down to the final four cards, put the two losers' cards of the next two matches onto **EE** (They will fight for 3rd and 4th.) Put the final remaining two cards onto **FF**. They will fight for 1st and 2nd. When the last remaining four cards are on **EE** and **FF** (2 on each), take the two fighters' cards for the 3rd and 4th run-off (**EE**) and put them onto the **BBs** to run-off. The loser of this match should have their card marked 4th place and the winner's card marked 3rd place in the "PLACE TAKEN" box. Put them onto the top of the losers' pile (**DD**). Take the two fighters' cards for the 1st and 2nd place run-off (**FF**) and put them onto the **BBs** and run them off. The first player to win TWO matches is the overall 1st place winner. (You will run either two or three matches with these same two players). Mark the loser's card 2nd and winner's card 1st.
11. **ANNOUNCE WINNERS/GIVE AWARD PAPERS** - When the competition is finished, leave all the cards in their exact order that they were put on **DD** with any No Show (NS) cards transferred to the bottom. Number ALL the cards from 5th place down to last place (5th, 6th, 7th, etc.) in the "PLACE TAKEN" box, with the position they earned. Announce 1st through 8th places in REVERSE order (start with 8th place when announcing) and give the 1st to 8th place winners their award papers and tell them that they must follow the directions listed on them.
13. **WHITE CARD** - Fill in the white card with the top eight (8) winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
14. **RESULT CARDS** - Rubberband ALL the cards together in order (winners and losers) with the white card on the top. Put them back into the file folder with any unissued "Award Papers" and give them to the Head Scorekeeper.

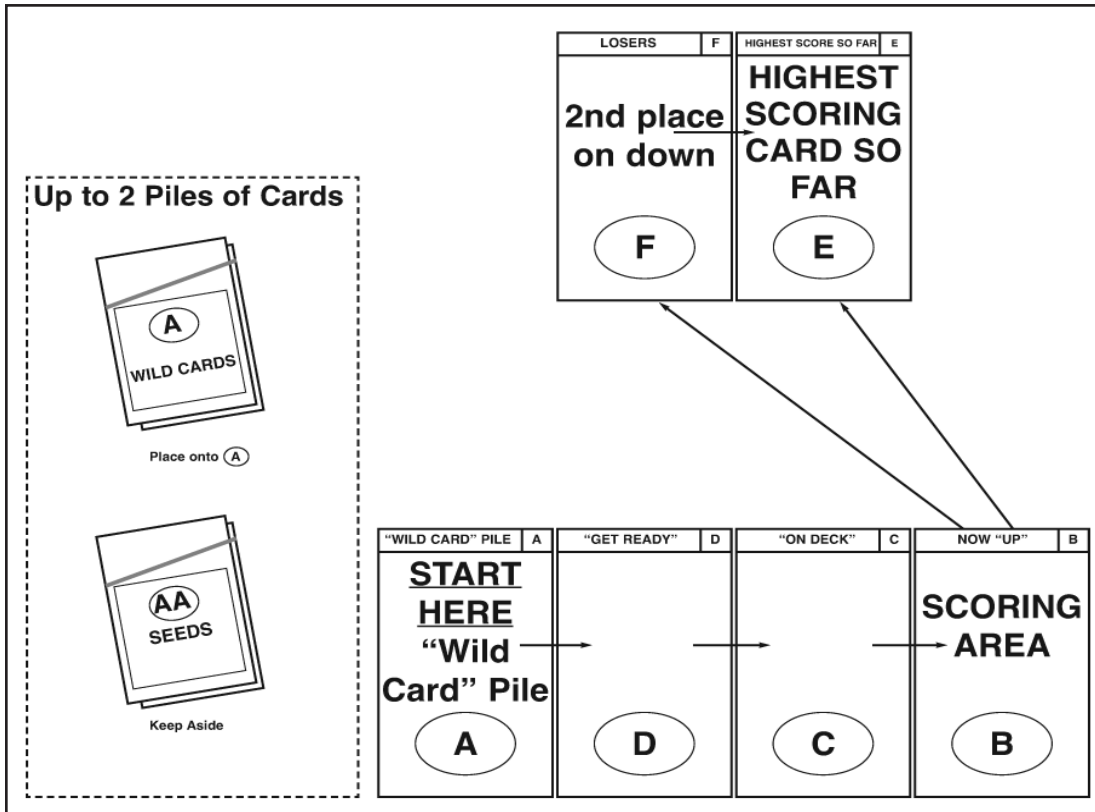


① SUPER GRANDS - FORMS "Wild Cards"

Directions for Forms / Weapons / Self Defense / Breaking

(√) as completed

1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be up to two (2) piles of cards.
2. **CARD ORDER - DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
3. **NO "WILD CARDS"** - If there isn't a pile of cards marked "Wild Cards," (A), then bring up the ② Super Grands-Forms "Seeds" chart and proceed from this point with cards marked "Seeds" (AA), using that chart and following those directions from here on.
4. **ROLL CALL** - Take roll call of all players in the pile of "Wild Cards" (A), announcing their names and telling them their order of performance in this round (which is the "SEQUENCE NUMBER" on their cards). Next, take roll call of all players in the pile of "Seeds" (AA) cards, and tell them their order of performance. Inform them they are up after the "Wild Cards" perform. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes.
 - b. **If player is present without a card** - Check their wristband:
 - **If the player's wristband has the division number on it:** Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - **Unseeded** - If the player is not seeded, ask the Head Scorekeeper to indiscriminately place their new card into the "Wild Cards" pile.
 - **Seeded** - If the player is seeded, then the new card must be placed appropriately into the "Seeds" pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request that he/she place the card appropriately.
 - **If the player's wristband doesn't have the division number on it:** Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
5. **PUT ASIDE** - After roll call, put the "Seeds" pile of cards to the side. They are not needed until you finish the "Wild Cards" and transfer to the chart marked ② Super Grands-Forms "Seeds."
6. **"SPECIFIC FORMS CRITERIA" PAPERS** - Give a "Specific Forms Criteria" paper to each Judge and make sure that the Center Referee reads it in its entirety in front of all players in attendance (both seeded and non-seeded). Do this after you take roll call and most all players are present.
 7. **"INDIVIDUAL JUDGE'S SCORES" PAPERS** - Give each Judge a copy and tell them to fill it in as they judge each player.
 8. **PLACEMENT OF CARD PILES** - Put the "Wild Cards" pile onto **A**. These will be run off first.
 9. **TO START** - Take the rubber band off pile **AA** and move the top card onto **B**, the next card onto **C** and the 3rd card onto **D**. The card on **B** competes first. Before each player performs, announce who is "UP" and who is "ON DECK." Move the cards along the arrows after each player is scored, placing or replacing the highest scoring card onto **E** and all others onto the losers' pile at **F** and replacing **D** with a new card off pile **A** after each performance.
 10. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified put "NS" in the "PLACE TAKEN" box on their card and put it on the losers' pile (**F**).
 11. **TIME** - Time each player. A player's performance must not exceed three (3) minutes from the second they enter the ring or from the start of their music if it begins before they enter the ring. If they exceed the time limit, inform the Center Referee immediately.
 12. **FIRST THREE SCORING** - The first three players will compete before their scores are announced. Thereafter, all scores are announced immediately following the player's performance.
 13. **SCORING** - Write each of the Judges' scores in the five (5) boxes under "Round 1" on each player's card. Cross out (with a single line) the highest and lowest scores and tally the remaining three (3) scores for the total. The total must match the scoreboard total. If players tie for 1st place (only cards on E), then they must compete again. Put their second scores in the five (5) boxes under "Tie" on their cards. If they tie a second time, the Judges must point to the player who they think performed the best, thus breaking the tie. Indicate each Judge's vote under "Tie-Judge's vote" on players' cards.
 14. **WINNER** - When you are finished scoring all players, put the first place winner's card (**E**) on the top of the "Seeds" card Pile (**AA**) that you set aside earlier.
 15. **LOSERS** - To continue in Super Grands Forms, put all the losers' cards that are on **F** into the scoring order with the highest scoring player's card on top and lowest on the bottom, and put a rubber band around them. Bring up the ② Super Grands-Forms "Seeds" chart and place the losers' cards (**F**) onto **FF** of the new chart.

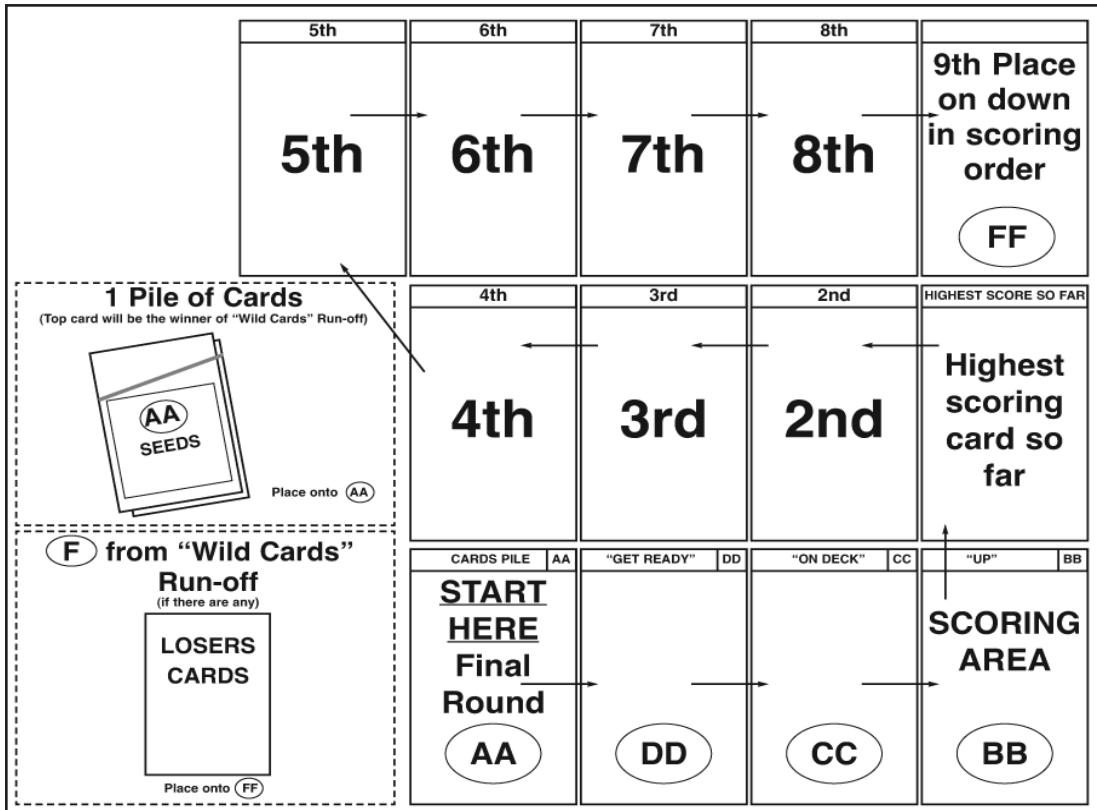


② SUPER GRANDS - FORMS "Seeds"

Directions for Forms / Weapons / Self-Defense / Breaking

(√) as completed

1. **CARD ORDER - DO NOT** change the order of the card piles, unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
2. **PROCEED TO NUMBER 6** - Number 3. (**ROLL CALL**) to number 5. (**INDIVIDUAL JUDGE'S SCORE PAPERS**) need not be read if you did so for all players in attendance in the "Wild Cards" run-off.
3. **ROLL CALL** - Take roll call of all players in the pile of "Seeds" (**AA**) cards, announcing their names and telling them their order of performance (which is the "SEQUENCE NUMBER" on their cards). If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request the he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when is called "UP" to compete, then the player may be disqualified after two (2) minutes.
 - b. **If player is present without a card** - Check their wristband:
 - **If the player's wristband has the division number on it:**
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - **Unseeded** - If the player is not seeded, and you didn't have any "Wild Cards" players then put the player's card on top of the "Seeds" (**AA**) pile as he/she becomes the winner of the "Wild Cards" run-off.
 - **Seeded** - If the player is seeded, then the new card must be placed appropriately into the "Seeds" pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request that he/she place the card appropriately.
 - **If the player's wristband doesn't have the division number on it:**
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
4. **"SPECIFIC FORMS CRITERIA" PAPERS** - Give a "Specific Forms Criteria" paper to each Judge and make sure that the Center Referee reads it in its entirety in front of all players in attendance. Do this after you take roll call and most all players are present.
5. **"INDIVIDUAL JUDGE'S SCORES" PAPERS** - Give each Judge a copy and tell them to fill it in as they judge each player.
6. **PLACEMENT OF CARD PILES** - Put "Seeds" card pile (with the "Wild Card" 1st place winner on top if there was one) onto **AA**. (Any losers from the Wild Cards" run-off should have been rubberbanded and put onto **FF**.)
7. **TO START** - Take the rubber band off pile **AA** and move the top card onto **BB**, next card onto **CC** and the 3rd card onto **DD**. The card on **BB** competes first. (This player will probably be the "Wild Cards" winner from previous play.) Before every player performs, announce who is "UP" and who is "ON DECK." Move cards along the arrows after each player is scored, indicating the places taken so far and replacing **DD** with a new card off the **AA** pile after each performance.
 8. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put on the losers' pile (**FF**).
 9. **TIME** - Time each player. A player's performance must not exceed three (3) minutes from the second they enter the ring or from the start of their music if it begins before they enter the ring. If they exceed the time limit, inform the Center Referee immediately.
 10. **FIRST THREE SCORING** - The first three players will compete before their scores are announced. Thereafter, all scores are announced immediately following the player's performance.
 11. **SCORING** - Write each of the Judges' scores in the five (5) boxes under "Round 1" on each player's card. Cross out (with a single line) the highest and lowest scores and tally the remaining three (3) scores for the total. The total must match the scoreboard total. If players tie for **ANY** 1st through 8th places, then they must compete again. Put their second scores in the five (5) boxes under "Tie" on their cards. If they tie a second time, the Judges shall point to the player who they think performed the best, thus breaking the tie. Indicate each Judge's vote under "Tie-Judges vote" on the players' cards.
 12. **ANNOUNCE WINNERS/GIVE AWARDS PAPERS** - When the competition is finished, gather up all the cards and make sure they are in sequential order from 1st to last place (1st, 2nd, 3rd, etc.) with any No Shows (NS) cards transferred to the bottom. Number **ALL** the cards (down to last place) in the "PLACE TAKEN" box, with the position they earned. Announce 3rd through 8th places in **REVERSE** order (start with 8th place when announcing) and give 1st to 8th place winners their award papers and tell them that they must follow the directions listed on them. **Note:** 1st and 2nd place players in NBL divisions will run off again for the world title in the Grand Finale, so no marking of placement on cards, award papers or announcement of a winner should be made.
 13. **WHITE CARD** - Fill in the white card with the top 3rd-8th place winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
 14. **RESULT CARDS** - Rubberband **ALL** the cards together (winners and losers) in order with the white card on top. Put them back into the file folder with all five (5) "Specific Forms Criteria" papers, five (5) "Judges' Scores" papers and any unissued "Award Papers," and give them to the Head Scorekeeper.

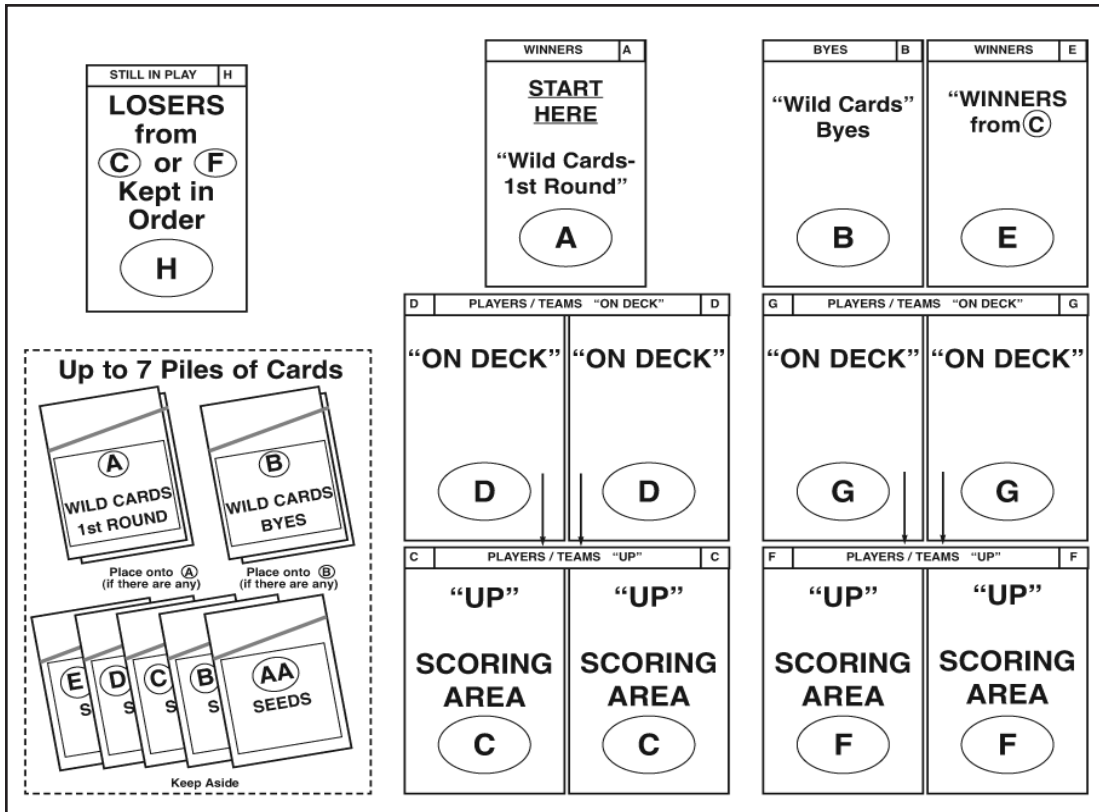


① SUPER GRANDS - SPARRING "Wild Cards"

Directions for Point Sparring / Team Sparring / Continuous Sparring

(√) as completed

1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be up to seven (7) piles of cards.
2. **CARD ORDER - DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. In team divisions, **DO NOT** unstaple any player cards without approval of a Head Scorekeeper, no matter what. Make sure all cards have a stamp in the "PAID STAMP" box.
3. **NO "WILD CARDS"** - If there isn't a pile of cards marked "Wild Cards-1st Round" (A) or "Wild Cards-Byes" (B), then read and process numbers 4. (CARD DEFINITION FOR TEAMS), 5. (ROLL CALL), 9. (NO SHOW), 10. (TIME), 11. (SCORING) and 12. (BREAK TIME) and then bring up the ② Super Grands-Sparring "Seeds" chart and proceed with the card piles marked "Seeds" (AA, BB, CC, DD and EE), using that chart and following those directions from here on.
4. **CARD DEFINITION FOR TEAMS** - A "card" refers to a group of three (3) team cards in team sparring divisions.
5. **ROLL CALL** - Take roll call of all the players in each card pile. Tell all "Wild Cards" players (if any) who has byes and who fights in the first round. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes and opponent will be declared the winner.
 - b. **If player is present without a card** - Check their wristband:
 - **If the player's wristband doesn't have the division number on it:**
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - **Unseeded** - If the player is not seeded, ask the Head Scorekeeper to mix his/her card into the "Wild Card-Byes" pile and then indiscriminately take two cards from that "Wild Card-Byes" pile and place both cards into the "Wild Cards-1st Round" pile. If there aren't any bye cards, the player's card should be mixed in with the "Wild Cards-1st Round" pile. Then randomly pick two cards from that pile to create a "Wild Cards-1st Round" pile and mark the rest of the cards in the original "Wild Cards-1st Round" pile as a "Wild Card-Byes". (Note - If there are no piles marked "Wild Cards" and a registered unseeded player shows up without a card, then that player becomes the winner of the "Wild Cards" run-off and becomes a seeded player. Put that player's new reissued card on top of the lowest rated pile of "Seeds" marked AA.)
 - **Seeded** - If the player is seeded, then his/her new card must be placed appropriately into the "Seeds" card pile according to his/her rating. The Head Scorekeeper must take all the "Seeds" piles of cards to the Head of Staging and request that he/she to place the card appropriately.
6. **PUT ASIDE** - After roll call, put all "Seeds" card piles to the side. They are not needed until you finish the "Wild Cards" and transfer to the chart marked ② Super Grands-Sparring "Seeds."
7. **PLACEMENT OF CARD PILES** - Put "Wild Cards-1st Round" onto A and "Wild Cards-Byes" (if there are any) onto B.
8. **TO START 1ST ROUND** - Take the rubberband off pile A and move the top two cards (or top two team's cards) from A onto the Cs and the following two cards onto the Ds (if there are enough). Announce who's "UP" (C cards) and "ON DECK" (D cards). The two players on the Cs are the first match. After each match ends, move the Ds down to the Cs and a pair of new cards down from A onto the Ds (if there are any left). Put each loser's card onto H and each winner's card onto the E pile until all of the first round cards that started out on A are run-off.
9. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then that player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put it on the loser's pile (H).
10. **TIME** - Time each match for two (2) minutes continuous running time. Stop the time only at the direction of the Center Referee. Inform the Center Referee the moment the two (2) minute time limit has expired.
11. **SCORING - IMPORTANT:** Put the initials of each player's opponent onto each others' cards for each match where it says "Opponent's Initials" in the card's scorekeeping section. Circle the numbers (points) on a player's card as they are awarded and register the corresponding point(s) onto the scoreboard as they score per direction of the Center Referee. Circle W for winner or L for loser on each of their cards as they win or lose a match.
12. **BREAK TIME** - When requested by the player, he/she must be given a break time of not less than one (1) minute between consecutive matches of which he/she is competing.
13. **2ND ROUND** - Without changing the order of the cards, remove the rubberband from pile B, take one card from B and one card from E and put them on the Fs. Remove another card from B and E and put those on the Gs. If either pile (B or E) has no cards, then use two cards from the remaining pile (B or E) and, move them down onto the Fs and/or Gs. Put the losers' cards on H and winners on A.
14. **3RD ROUND** - Take the top two cards on pile A and repeat as in number 8.
15. **4TH ROUND** - Repeat as in number 13 without pile B (it doesn't exist after the 2nd round), pairing cards off of pile E.
16. **WINNER** - After performing as many rounds as are necessary to leave a single undefeated player, take the 1st place winner's card and place it on top of the "Seeds" pile of cards marked AA which was previously set aside.
17. **LOSERS** - To continue in Super Grands sparring, put a rubber band around the losers' cards (H), bring up the ② Super Grands-Sparring "Seeds" chart and place the losers' cards (H) onto II of the new chart.



② SUPER GRANDS - SPARRING "Seeds"

Directions for Point Sparring / Team Sparring / Continuous Sparring

(√) as completed

Note: All point and continuous sparring is double eliminations (a player must lose twice). All teams are single eliminations (a player or team losing once is eliminated).

1. **FIRST** - If there was no "Wild Cards" card pile, and you didn't use the ① Super Grands-Sparring "Wild Cards" chart, then you must first read numbers 4. (CARD DEFINITION FOR TEAMS), 5. (ROLL CALL), 9. (NO SHOW), 10. (TIME), 11. (SCORING) and 12. (BREAK TIME) of the directions for the ① Super Grands-Sparring "Wild Cards" chart.
2. **CARD ORDER** - **DO NOT** change the order of any of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration, or unless the directions below tell you to do so. Make sure all cards have a stamp in the "PAID STAMP" box.
3. **PLACEMENT OF CARD PILES** - Place all piles of "Seed Cards" on the corresponding spots named **AA, BB, CC, DD** and **EE**.
4. **BYE** - Each round of "Seeds" cards is not a first round eliminations like the "Wild Cards" round. In these rounds, two cards are simply paired together for each match. Take the rubber band off the "Seeds" pile marked **AA** (this should include any winner that you put there from the previous "Wild Cards" run-off) and count the cards. If there is an even amount of cards, then you can proceed to #5. If there is an odd amount, then the card with the lowest number in the upper left of the "SEQUENCE NUMBER" box is the player who gets the bye. Put this bye card onto the **HH** pile.
5. **PAIRING OF CARDS** - After the selection of any necessary bye (leaving an even amount of cards) have the Center Referee shuffle the **AA** cards. In front of the Center Referee and before starting the first match, you **MUST** check all pairs of cards to make sure that players from the same countries and players who have already fought each other are not paired (if it is avoidable.) Players from the same country get preference to be split up over players who have fought each other once, if one or the other must be chosen.
6. **TO START 1ST ROUND - AA PILE** - Take the rubber band off pile **AA** and move the first two cards (or first two team's cards) to the **FFs** and the next two cards onto the **GGs** (if there are enough). Announce who's "UP" (**FF** cards) and "ON DECK" (**GG** cards). The two players on the **FFs** are the first match. After each match ends, move the **GGs** down to the **FFs** and a pair of new cards from **AA** to the **GGs** (if there are any left).
 - **POINT AND CONTINUOUS SPARRING WINNERS AND LOSERS:** Point and continuous sparring is double eliminations. In the first round, when a winner is determined in each match and the **W** or **L** (for win or loss) is circled on their card, then both of their cards go to **HH** ("Still in Play" pile). Because point and continuous sparring is double eliminations, the loser's card also goes to **HH**. In subsequent rounds, if a player has lost twice (two **L**'s circled on their card) put their card on the "Losers" pile (**II**).
 - **TEAM SPARRING WINNERS AND LOSERS:** Team sparring is single eliminations. When a winning team is determined in each match and the **W** or **L** (for Win and Loss) is circled on their card, then the team goes to **HH** and the loser goes to the "Losers" pile (**II**).
7. **FINISHING 1ST SEGMENT** - When all **AA** cards are gone, move all the **HH** cards back over to the **AA** spot. Follow the same procedure as you did in number 5. (**PAIRING OF CARDS**) and number 6. (**TO START 1ST ROUND-AA PILE**) with two (2) exceptions:
 - Any bye now goes to the card with the second lowest number in the upper left of the "SEQUENCE NUMBER" box.
 - Any player accumulating two (2) losses in point or continuous sparring (**L**'s circled on their card) will have their card put on the "Losers" pile (**II**) instead of the "Still in Play" pile (**HH**). Continue this same system after all cards are run-off again and put onto **HH**. In each round, the bye goes to the lowest number not used before in this round. If all players have received a bye, then the byes

8. **2ND SEGMENT - BB PILE** - When the first segment of **AA** cards has been completed, move the **BB** seed pile to the **AA** spot and move the rest of the seed piles along the arrows. Then follow the same procedure as in number 5. (**PAIRING OF CARDS**) and 6. (**TO START 1ST ROUND-AA PILE**).
9. **REMAINING SEED PILES** - Use the same procedure as number 5 and 6 until you get to the last pile of "Seeds" cards.
10. **LAST "SEEDS" PILE** -
 - **FIRST ROUND:** When only one "Seeds" pile remains, take all cards in that pile with a number of 16.0 or less in the upper left of their "SEQUENCE NUMBER" box, and put those cards aside (there will be no more than 3 cards with 16.0 or less). They all receive a bye in the first round. Count the remaining cards. If there is an odd amount of cards, then also give a bye to the card with the lowest remaining number in the "SEQUENCE NUMBER" box, and put it with the cards set aside that have the 16.0 or less. When you have an even amount of cards then process number 5. (**PAIRING OF CARDS**). Run off all the remaining cards **ONLY ONCE** with all point and continuous sparring cards going to **HH** (unless the player that remains from the last round has a second loss and goes to **II**). All teams go to **II** after a team loss.
 - **REMAINING ROUNDS:** Put any cards that had 16.0 or less and any bye card back with the cards on **HH**. Process number 5. (**PAIRING OF CARDS**) for the next round. From this point on if there is an odd amount of cards in any round, then the bye **ALWAYS** goes to one of the cards with 16.0 or less, rotating any byes between them by first giving it to the card with the lowest number, then second lowest, etc. Continue running and re-running cards that remain on **HH** and applying number 5. (**PAIRING OF CARDS**) before each round until only two cards remain that don't have two losses.
- IMPORTANT** - Remember that in **ALL** point sparring and continuous matches, a player must lose twice to go to the "Losers" pile (**II**), while players in team sparring must lose only once to go to the "Losers" pile (**II**).
11. **FINAL TWO CARDS** - When only two players remain in point or continuous sparring who haven't lost twice, run them off until at least one of them gets a loss (unless one already has a loss). Put their cards aside. They will fight for the world title in the Grand Finale. If the final two players are accidentally not run down so that at least one player has a loss then a single match in the Grand Finale will determine the winner. Take the last two players' cards who obtained two (2) losses and run them off in a single match elimination for 3rd and 4th place and mark their cards with 3rd and 4th place in the "PLACE TAKEN" box. In team sparring, the last two remaining teams without a loss go to the Grand Finale. The last two teams to lose must be run-off for 3rd and 4th place.
12. **ANNOUNCE WINNERS/GIVE AWARD PAPERS** - When the competition is finished, leave all the cards in the exact order that they were put on **II** with any No Show (NS) cards transferred to the bottom. Number **ALL** the cards from 5th place down to last place (5th, 6th, 7th, etc.) in the "PLACE TAKEN" box, with the position they earned. Announce 3rd through 8th place in **REVERSE** order (start with 8th place when announcing) and give the 1st to 8th place winners their award papers and tell that they must follow the directions listed on them.
13. **WHITE CARD** - Fill in the white card with the 3rd - 8th place winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
14. **RESULT CARDS** - Rubberband **ALL** the cards together (winners and losers) in order with the undetermined 1st and 2nd place winners' cards and the white card on the top. Put them back into the file folder with any unissued "Award Papers" and give it to the Head Scorekeeper.

