FOUL TABLE

Fighter's Foul Rating					
A	**B**	**C**	**D**	**E**	**The Referee...**
1-50	1-45	1-40	1-35	1-30	Indicates no foul - keep fighting
51-60	46-55	41-50	36-45	31-40	Motions to keep the punches up
61-62	56-57	51-52	46-47	41-42	Motions to stop hitting behind the head
63	58	53	48	43	Taps his elbow, cautioning against its use
64-68	59-63	54-58	49-53	44-48	Admonishes both fighters to keep it clean
69-72	64-67	59-62	54-57	49-52	Gestures to his forehead - watch the butting
The Referee stops the action and...					
73	68-71	63-67	58-64	53-60	Issues a warning for a low blow
74	72	68	65-66	61-62	Issues a warning for head butting
75	73-74	69-70	67-70	63-69	Issues a warning for hitting behind the head (rabbit punching)
76	75-76	71-76	71-76	70-76	Issues a warning for holding and hitting
77	77	77	77	77	Issues a warning for pulling the opponent's head down
78	78	78	78	78	Issues a warning for hitting with the elbow
79	79	79	79	79	Issues a warning for using the glove laces or tape

80: The fighter in Control pushes his opponent as the referee separates them, drawing a warning. Add 1 to his Total.

REFEREE TABLE

Referee is...	Very Lenient 1-10	Lenient 11-30	Normal 31-80	Strict 81-100
Deducts a Point	5th warning of same Foul	4th warning of same Foul	3rd warning of same Foul	3rd warning of same Foul
Deducts a 2nd Point	6th warning of same Foul	5th warning of same Foul	4th warning of same Foul	4th Foul of any type
Deducts a 3rd Point	7th Foul of any type	6th Foul of any type	5th Foul of any type	N/A
Deducts a 4th Point	8th Foul of any type	7th Foul of any type	N/A	N/A
Disqualification	9th Foul of any type	8th Foul of any type	6th Foul of any type	6th Foul of any type

KNOCKDOWN AND KNOCKOUT TABLE

Boxing Action Card Number

KD1/ KO	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0	4	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	#	#
1	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K
2	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K	K
3	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K	K	K
4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K	K	K	K
5	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K
6	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K	K
7	4	4	4	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K	K	K
8	4	4	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K	K	K	K
9	4	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K	K	K	K	K
10	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K	K	K	K	K	K

PUNCH RESULTS:
4 = Hard punch that staggers the opponent **5** = Punch knocks opponent into the ropes / Killer instinct goes into effect. **K** = Knockdown or Knockout / if Knockdown, use Killer Instinct and add KD2 to KD1 for the remainder of the round.

KNOCKDOWN RECOVERY TABLE

KD Count	1	2	3	4	5	6	7	8	9
	Flash	Flash	1-12	1-16	1-20	1-24	1-28	1-32	1-40

Apply a RN to the range under the KD Count.
If the # is within the range, there is a carry-over effect into the next round.

TECHNICAL KNOCKOUT TABLE

Condition	Result
One Round: 30 Points scored against	Fight stopped - TKO!
Two Rounds: 50 Points scored against	Fight stopped - TKO!
Three Rounds: 60 Points scored against	Fight stopped - TKO!
Either eye swollen shut	RN 1-32 fight stopped - TKO!
Both eyes are swollen shut	Fight stopped - TKO!

PRIMARY CUT TABLE

Boxer Cut Rating

RN	1	2	3	4	5	6	7	8
1-20								
21-25								A
26-30							A	B
31-35						A	B	C
36-40					A	B	C	D
41-45				A	B	C	D	E
46-49			A	B	C	D	E	F
49-52		A	B	C	D	E	F	G
53-56	A	B	C	D	E	F	G	I
57-60	B	C	D	E	F	G	I	H
61-64	C	D	E	F	G	I	H	I
65-68	D	E	F	G	I	H	I	H
69-72	E	F	G	I	H	I	H	I
73-76	F	G	I	H	I	H	I	H
77-78	G	I	H	I	H	I	H	I
79	H	H	I	H	I	H	I	H
80	I	I	H	I	H	I	H	I

RE-OPEN PREVIOUS CUT

1- 50	Previous cut has re-opened
51- 80	Possible NEW CUT; check Primary Cut Table

NOTE: If H and I re-open, lower the CF a second time. However, the CF cannot be lowered more then twice for any type of cut.

ROUND-BY-ROUND SCORING AND TIMING

POINT DIFFERENCE	10 POINT SYSTEM	ROUND SYSTEM
0	10 - 10	Even
1-6 CHECK	HS wins 10-9 LS wins 10-9 E scores 10-10	HS wins Round
7-15	HS wins 10-9	HS wins Round
16-18 CHECK	HS wins 10-8 LS or E: HS wins 10-9	HS wins Round
19-25	HS wins 10-8	HS wins Round
26 or more	HS wins 10-7	HS wins Round

Randomly Determine Man	(1-10) Excellent	(11-35) Good	(36-70) Average	(71-80) Fair	Remove
CORNER CUT MAN TABLE (Use Between Rounds on Gashes Only)					
Temporarily Stops All Bleeding	1-40	1-35	1-30	1-25	ALL CF-1
Controls Bleeding	41-60	36-55	31-50	26-45	ONE CF-1
Blood is Still Seeping	61-75	55-70	51-65	46-60	
Cut is Still Noticeably Bleeding	76-80	71-80	66-80	61-80	

CORNER MAN TABLE (Dealing with Swelling)

SWELLING (Possible Stage 1)	Ex.	Good	Avg.	Fair	Outcome
Greatly Reduces	1-30	1-25	1-20	1-15	No Swelling
Does Not Reduce	31-80	26-80	21-80	16-80	Puffiness (Stage 1)
SWELLING (Stage 1 or 2)	**Ex.**	**Good**	**Avg.**	**Fair**	**Outcome**
Prevents Worsening	1-25	1-20	1-15	1-10	Stays the Same
Does Not Affect	26-80	21-80	16-80	11-80	Advances (2 or 3)

CUT DESCRIPTIONS

A	Bloody Nose
B	Slight Cut under the left eye
C	Slight Cut under the right eye
D	Slight Cut over the left eye
E	Slight Cut over the right eye
F	Cut on the bridge of the nose
G	Badly torn lip
H	Bad gash over the left eye: **-1CF**
I	Bad gash over the right eye: **-1CF**

TKO DUE TO CUT

Rnd	Original	Re-Opened	Re-Opened Twice
1-3	1-4	1-10	1-16
4-6	1-8	1-14	1-20
7-9	1-12	1-18	1-24
10	1-16/1-4	1-22/1-6	1-28/1-8
11	1-20	1-26	1-32
12	1-24/1-4	1-30/1-6	1-36/1-8
13-14	1-28	1-34	1-40
15	1-4	1-6	1-8

TIME OF ROUND

Cards	Time	Cards	Time	Cards	Time	Cards	Time
1	0:04	**13**	0:48	**25**	1:28	**38**	2:15
2	0:08	**14**	0:52	**26**	1:32	**39**	2:18
3	0:12	**15**	0:56	**27**	1:36	**40**	2:21
4	0:16	**16**	1:00	**28**	1:39	**41**	2:25
5	0:20	**17**	1:04	**29**	1:42	**42**	2:29
6	0:24	**18**	1:07	**30**	1:45	**43**	2:33
7	0:27	**19**	1:10	**31**	1:49	**44**	2:40
8	0:30	**20**	1:13	**32**	1:53	**45**	2:43
9	0:34	**21**	1:16	**33**	1:57	**46**	2:46
10	0:38	**22**	1:19	**34**	2:01	**47**	2:51
11	0:42	**23**	1:22	**35**	2:05	**48**	2:54
12	0:45	**24**	1:25	**36**	2:09	**49**	2:57
				37	2:12	**50**	3:00

BOXER 1

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	TKO

Points scored per round

BOXER 2

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	TKO

Points scored per round