

TITLE BOUT II REVISED CUTS AND SWELLING TABLES

	TYPE AND LOCATION	EFFECT ON RATINGS	PTS	DESCRIPTION AND CONDITION
1-31	No Cut or Swelling Occurs	None	0	None
32	Cut on the Right Cheek	None	1	Nuisance
33	Cut on the Left Cheek	None	1	Nuisance
34	Minor Cut High on the Forehead	None	1	Nuisance
35	Major Cut High on the Forehead	-1 CF (RN 1-13 Punch; 14-20 Head Butt)	3	Nuisance (If head butt: unintentional)
36	Split Nostril	None	2	Looks bad but Just Annoying
37	Torn Lip	-1 Endurance per Round	1	Could become Serious
38-39	Cut Inside the Mouth	-2 Endurance per Round	1	Swallowed Blood can Sicken
40-42	Minor Swelling UNDER the Right Eye	Add +1 to Cut Rating	1	Some Puffiness
43-45	Minor Cut UNDER the Right Eye	Add +1 to Cut Rating	1	Trickle of Blood
46-48	Minor Swelling UNDER Left Eye	Add +1 to Cut Rating	1	Some Puffiness
49-51	Minor Cut UNDER the Left Eye	Add +1 to Cut Rating	1	Trickle of Blood
52-54	Minor Swelling OVER Right Eye	-1 from Defense	2	Swelling has minor effect on Vision
55-57	Minor Cut OVER the Right Eye	-1 Defense; -1 Punches Landed	2	Trickle of Blood; Minor Seeping into Eye
58-60	Minor Swelling OVER Left Eye	-1 from Defense	2	Swelling has minor effect on Vision
61-63	Minor Cut OVER Left Eye	-1 Defense; -1 Punches Landed	2	Trickle of Blood; Minor Seeping into Eye
64-65	Major Swelling UNDER Right Eye	-2 Def; -2 PL and Add +1 to Cut Rating	3	Interferes with Vision; Eye could Close
66-67	Major Cut UNDER the Right Eye	Add +1 to Cut Rating	3	Chance of Swelling along with Bleeding
68-69	Major Swelling UNDER Left Eye	-2 Def; -2 PL and Add +1 to Cut Rating	3	Interferes with Vision; Eye could Close
70-71	Major Cut UNDER the Left Eye	Add +1 to Cut Rating	3	Chance of Swelling along with Bleeding
72-73	Major Swelling OVER Right Eye	-1 CF; -2 Defense; -2 Punches Landed	4	Eye is Nearly Closed
74-75	Major Cut OVER the Right Eye	-1 CF; -3 Defense; -3 Punches Landed	5	Blood is Severely Impeding Vision
76-77	Major Swelling OVER Left Eye	-1 CF; -2 Defense; -2 Punches Landed	4	Eye is Nearly Closed
78-79	Major Cut OVER the Left Eye	-1 CF; -3 Defense; -3 Punches Landed	5	Blood is Severely Impeding Vision
80	Any Major Cut or Swelling Over Either Eye	-2 CF, -4 Defense; -4 Punches Landed	6	Eye Swells Shut/Bleeding Blocks Vision

ACCUMULATED POINTS TABLE

10-15 Cut Points	Depending upon the referee, he may order a check be made by the Ringside Doctor.
16-20 Cut Points	Automatically requires a check by the Ringside Doctor.
21+ Cut Points	No hesitation by the Referee or Ringside Physician: The Bout has been Stopped! It's a TKO!

REFEREE TABLE

Random		RN	The Referee decides to:	RN	The Referee decides to
1-16	Strict	1-14	let the Doctor take a look at the damage	15-20	allows the fighters to get back to work
17-56	Normal	1-10	let the Doctor take a look at the damage	11-20	allows the fighters to get back to work
57-68	Lenient	1-7	let the Doctor take a look at the damage	8-20	allows the fighters to get back to work
69-80	Very Lenient	1-5	let the Doctor take a look at the damage	6-20	allows the fighters to get back to work

THE CORNER MEN TABLE

		Excellent	Very Good	Good	Average	Poor
Major Reduction of Cuts and Swelling	-3	1-6	1-5	1-4	1-3	1-2
Good Reduction on Cuts and Swelling	-2	7-26	6-23	5-20	4-17	3-14
Average Reduction of Cuts and Swelling	-1	27-69	24-64	21-60	18-58	15-55
No Reduction of Cuts and Swelling	0	70-79	65-78	61-79	59-76	56-75
Cuts and Swelling Made WORSE by work	+1	80	79-80	78-80	77-80	76-80

CONDITIONS TABLE

	No Effect	-1 CF	-1 CF; reduce DEF by 2	Lower CF by 1. Reduce DEF by 2 for the rest of the bout.
KO Rating 0-1	1-75	76-78	79	80
KO Rating 2-3	1-70	71-76	77-78	79-80
KO Rating 4+	1-65	66-74	75-77	78-80

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ROUND-BY-ROUND SCORING TABLE		
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
1-27	HS wins 10-8	HS Wins Round
28 or higher	HS wins 10-7	HS Wins Round

CONTROL FACTOR CONVERSION TABLE					
Boxer A	Boxer B	Revised CFs	Boxer A	Boxer B	Revised CFs
12	12	10-10	8	8	10-10
12	11	10-9	8	7	10-9
12	10	10-8	8	6	10-8
11	11	10-10	7	7	10-10
11	10	10-9	7	6	10-9
11	9	10-8	7	5	10-8
9	9	10-10	6	6	10-10
9	8	10-9	6	5	10-9
9	7	10-8	6	4	10-8

CLINCHING TABLE					
REF TOLERANCE LEVEL					Referee's Action
Remove	Very Lenient	Lenient	Normal	Very Strict	
No extra cards	1-60	1-55	1-50	1-45	Referee separates the fighters with little resistance
1 Extra Card	61-75	56-70	51-65	46-60	Referee must forcefully separate the fighters
2 Extra Cards	76-79	71-78	66-77	61-76	Referee threatens a penalty for failing to break when told.
3 Extra Cards	80	79-80	78-80	77-80	Referee calls time & issues a warning to each one for excessive holding.

REFEREE ERROR TABLE						
POSSIBLE MISTAKE MADE THIS ROUND	EXCELLENT (C 85)	VERY GOOD (C80)	GOOD (C75)	AVERAGE (C70)	BELOW AVERAGE (C65)	OUTCOME
No mistakes will be made during the round.	1-75	1-72	1-64	1-56	1-48	No mistakes are made; nothing needs done.
Miss Call on the first Flash Knockdown (1)	76	73-74	65-67	57-60	49-56	Calls a flash knockdown a "slip". Score 0 points; no killer instinct; fighter who was in control remains in control.
Missed Call on a Slip (1)	77	75-76	68-70	61-64	57-61	Calls a slip a knockdown. Score 4 points but no KI goes into effect.
Misses Calls on Obvious Foul	78-80	77-80	71-73	65-68	62-66	Fails to call the majority of fouls. Use Very Lenient as the referee's rating this round.
Favors "Named" Fighter			74-75	69-71	67-71	Fails to call a foul on the fighter with the high rating. Ignore the first foul that WOULD BE called on the "named" fighter, warning him instead. Ignore this if the fighters have the same rating.
Refuses to Call Low Blows			76	72-75	72-76	The referee blames all low blows on a fighter's trunks being pulled up too far. Ignore all low blow checks this round.
Loves the Spotlight			77-78	76-78	77-78	Gives a "lecture" on every warning . Add +2 to both fighters' Endurance. If this occurs during KI, also remove one card from the KI stack. EXCEPTION: Do not remove a card if using the OPTIONAL rule that ignores fouls during KI.
Stops the Round Early (1)			79	79	79	Remove the bottom 5 cards from the round deck. Referee thinks he hears the bell.
Stops the Round Late (1)			80	80	80	Add 5 Boxing Action Cards at random to the bottom of the deck. Take these from the pile of used cards at any point before the end of the round. Shuffle the deck after you insert the cards.

TITLE BOUT II REVISED FOUL TABLES

REFEREE TABLE: Dealing with Fouls

Referee Selection if none Chosen	Description of Referee	Modifier applied to all checks	Points that the Referee ALLOWS	On Point Deduction Number . . .	The Referee takes the Point On	DISQUALIFIES HIM!
1-12	Very Lenient	-10	5 Points	6 th Point Deduction	1-70	71-80
11-20	Lenient	-5	4 Points	5 th Point Deduction	1-65	66-80
21-65	Normal	0	3 Points	4 th Point Deduction	1-60	59-80
66-80	Strict	+5	2 Points	3 rd Point Deduction	1-55	56-80

FOUL TABLE

Fighter's Foul Rating					Reminds the Boxers	
A	B	C	D	E	The Referee is gesturing. He . . .	
	1-45	1-40	1-35	1-30	. . . waves off the fighter's complaint and clearly stats "No Foul."	
1-50	46-55	41-50	36-45	31-40	. . . cautions both fighters "Keep your punches above the waist."	
51-60	56-57	51-52	46-47	41-42	. . . scolds the fighters, "No hitting behind the head!"	
61-62	58	53	48	43	. . . taps his elbow and tells the fighters, "Stop using your elbows!"	
63	59-63	54-58	49-53	44-48	. . . admonishes both fighters "C'mon! Keep it clean, guys."	
64-66	64-65	59-62	54-57	49-52	. . . gestures to his forehead, "Don't lead with your head!"	

Fighter's Foul Rating					Warns the Boxer	
A	B	C	D	E	The Referee stops the action and issues a stern warning . . .	
67	66	63-64	58-61	53-58	. . . for hitting below the belt (low blow)	
68	67	65	62-63	59-61	. . . for leading with the head (head butt)	
69	68	66	64-65	62-63	. . . for hitting behind the head (rabbit punching)	
70	69	67-68	66-67	64-66	. . . for using an arm to push his opponent's head down	
71	70	69	68	67	. . . for following up a punch with an elbow	
72	71	70	69	68	. . . for working his opponent's eyes with glove laces (or tape)	
73	72	71	70	69	. . . for hitting on the break	

Fighter's Foul Rating					Takes a Point from the Boxer	
A	B	C	D	E	The Referee stops the action and indicates to the judges that. . .	
74	73	72	71	70	. . . he's taking a point away for an obvious low blow	
75	74	73	72	71	. . . he's taking a point away for a blatant head butt	
76	75	74	73	72	. . . he's taking away a point for hitting behind the head	
77	76	75	74	73	. . . he's taking a point away for continued holding and hitting	
78	77	76	75	74	. . . he's taking a point away for using the elbows to do damage	
79	78	77	76	75	. . . he's taking a point away for hitting on the break	
80	79-80	78-80	77-80	76-80	. . . he's taking a point away for eye gouging (before 1970)	
80	79-80	78-80	77-80	76-80	. . . he's taking a point away for using shoulders (1970 to Current)	

Fighter's Reaction to Losing a Point (Optional)

The first point	1-79	The fighter reaches out his glove toward his opponent, acknowledging the foul
	80	The fighter shakes his head "no" in the direction of the referee
The second point	1-78	The fighter again reaches out his glove toward his opponent, acknowledging the foul
	79-80	The fighter yells something at the referee who looks less than pleased with the complaint
The third point	1-77	The fighter walks away in disgust until the referee signals to start fighting
	78-80	The fighter and his corner are screaming at the referee who Deducts Another Point!
The fourth point	1-76	The fighter continues to blast the referee who threatens to deduct another point.
	77-80	The fighter runs at the referee but is restrained by his corner. He's been DISQUALIFIED!

If the Fighter who **COMMITTS** the foul has the **ANGER** trait, add 10 to the RN used.

If the fight takes place prior to 1945, subtract 10 from the RN used; if it takes place between 1946 and 1958, subtract 5

TITLE BOUT II REVISED KD & KO TABLES

The Fighter's KD/KO Rating											
KD#	0	1	2	3	4	5	6	7	8	9	10
1	4	4	4	4	4	4	4	4	4	4	5
2	4	4	4	4	4	4	4	4	4	5	5
3	4	4	4	4	4	4	4	4	5	5	5
4	4	4	4	4	4	4	4	5	5	5	5
5	4	4	4	4	4	4	5	5	5	5	5
6	4	4	4	4	4	5	5	5	5	5	5H
7	4	4	4	4	5	5	5	5	5	5H	5H
8	4	4	4	5	5	5	5	5	5H	5H	5F
9	4	4	5	5	5	5	5	5H	5H	5F	5F
10	4	5	5	5	5	5	5H	5H	5F	5F	K1-10
11	5	5	5	5	5	5H	5H	5F	5F	K1-10	K1-10
12	5	5	5	5	5H	5H	5F	5F	K1-10	K1-10	K
13	5	5	5	5H	5H	5F	5F	K1-10	K1-10	K	K
14	5	5	5H	5H	5F	5F	K1-10	K1-10	K	K	K
15	5	5H	5H	5F	5F	K1-10	K1-10	K	K	K	K
16	5	5H	5F	5F	K1-10	K1-10	K	K	K	K	K
17	5H	5F	5F	K1-10	K1-10	K	K	K	K	K	K
18	5H	5F	K1-10	K1-10	K	K	K	K	K	K	K
19	5F	K1-10	K1-10	K	K	K	K	K	K	K	K
20	*	K1-10	K	K	K	K	K	K	K	K	K

RESULTS	
4	SCORE 4 POINTS: That punch got his attention. It was a clean shot.
5	SCORE 5 POINTS: Whoa, his knee buckled. He was stunned by that punch.
5H	SCORE 5 POINTS: He's hurt by that punch! Retain CF for the next turn. Go straight to ACTION
5F	SCORE 5 POINTS plus a minimum of 6 KI opportunities. Use full KI if more than 6.
K 1-10	On a 1-10 score 6 pts +KD and Full KI; on 11-20 score 6 pts. and add KD2 for the rest of the round.
K	SCORE 6 POINTS: Oh, what a punch! He is knocked down! Check for KO. If no KO, then full KI
*	Get a KD#: on a 1, score 6 pts, a KD and full KI; on 2-20 score 6 pts.; add K2 for the rest of the round.

REMEMBER to check before the start of the next round for a carry-over effect on the Table below if 1 or more Knockdowns have occurred. Rules differ if more than once knockout occurs in a given round.

KNOCKDOWN RECOVERY TABLE		
KD Count	Carry-Over	No Carry-Over
1	1-4	5-80
2	1-8	9-80
3	1-12	13-80
4	1-16	17-80
5	1-20	21-80
6	1-24	25-80
7	1-28	29-80
8	1-32	32-80
9	1-36	37-80

TECHNICAL KNOCKOUT TABLE	
Condition	Result
One Round: 30 pts scored against	Fight Stopped: TKO
Two Rounds: 50 pts scored against	Fight Stopped TKO
Three Rounds: 60 pts scored against	Fight Stopped TKO

CONCERNING KNOCKDOWN RECOVERY: Knockdown Counts that exceed 9 when added together (regardless of how many), there will ALWAYS be a Carry-Over Effect, according to the rules.

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

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CONDITIONS TABLE

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FOUL TABLE

Fighter's Foul Rating					Reminds the Boxers	
A	B	C	D	E	The Referee is gesturing. He . . .	
	1-45	1-40	1-35	1-30	. . . waves off the fighter's complaint and clearly stats "No Foul."	
1-50	46-55	41-50	36-45	31-40	. . . cautions both fighters "Keep your punches above the waist."	
51-60	56-57	51-52	46-47	41-42	. . . scolds the fighters, "No hitting behind the head!"	
61-62	58	53	48	43	. . . taps his elbow and tells the fighters, "Stop using your elbows!"	
63	59-63	54-58	49-53	44-48	. . . admonishes both fighters "C'mon! Keep it clean, guys."	
64-66	64-65	59-62	54-57	49-52	. . . gestures to his forehead, "Don't lead with your head!"	

Fighter's Foul Rating					Warns the Boxer	
A	B	C	D	E	The Referee stops the action and issues a stern warning . . .	
67	66	63-64	58-61	53-58	. . . for hitting below the belt (low blow)	
68	67	65	62-63	59-61	. . . for leading with the head (head butt)	
69	68	66	64-65	62-63	. . . for hitting behind the head (rabbit punching)	
70	69	67-68	66-67	64-66	. . . for using an arm to push his opponent's head down	
71	70	69	68	67	. . . for following up a punch with an elbow	
72	71	70	69	68	. . . for working his opponent's eyes with glove laces (or tape)	
73	72	71	70	69	. . . for hitting on the break	

Fighter's Foul Rating					Takes a Point from the Boxer	
A	B	C	D	E	The Referee stops the action and indicates to the judges that. . .	
74	73	72	71	70	. . . he's taking a point away for an obvious low blow	
75	74	73	72	71	. . . he's taking a point away for a blatant head butt	
76	75	74	73	72	. . . he's taking away a point for hitting behind the head	
77	76	75	74	73	. . . he's taking a point away for continued holding and hitting	
78	77	76	75	74	. . . he's taking a point away for using the elbows to do damage	
79	78	77	76	75	. . . he's taking a point away for hitting on the break	
80	79-80	78-80	77-80	76-80	. . . he's taking a point away for eye gouging (before 1970)	
80	79-80	78-80	77-80	76-80	. . . he's taking a point away for using shoulders (1970 to Current)	

Fighter's Reaction to Losing a Point (Optional)

The first point	1-79	The fighter reaches out his glove toward his opponent, acknowledging the foul
	80	The fighter shakes his head "no" in the direction of the referee
The second point	1-78	The fighter again reaches out his glove toward his opponent, acknowledging the foul
	79-80	The fighter yells something at the referee who looks less than pleased with the complaint
The third point	1-77	The fighter walks away in disgust until the referee signals to start fighting
	78-80	The fighter and his corner are screaming at the referee who Deducts Another Point!
The fourth point	1-76	The fighter continues to blast the referee who threatens to deduct another point.
	77-80	The fighter runs at the referee but is restrained by his corner. He's been DISQUALIFIED!

If the Fighter who **COMMITTS** the foul has the **ANGER** trait, add 10 to the RN used.

If the fight takes place prior to 1945, subtract 10 from the RN used; if it takes place between 1946 and 1958, subtract 5

