

STRATEGY USE CHART: (Put total of each strategy available to fighter in parentheses)

FIGHTER	FI ( )	FO ( )	CU ( )	KO ( )



FIGHTER	END	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

DATE: \_\_\_\_\_  
PLACE: \_\_\_\_\_

BOXER A

NAME:	Fouls/Cuts	CF	HP	PL	AGG	PM	TP +	J1	J2	R	KDR1
Conditions							OPM				
Rd 1											
Rd 2											
Rd 3											
Rd 4											
Rd 5											
Rd 6											
Rd 7											
Rd 8											
Rd 9											
Rd 10											
Rd 11											
Rd 12											
Rd 13											
Rd 14											
Rd 15											
Totals											

BOXER B

NAME:	Fouls/Cuts	CF	HP	PL	AGG	PM	TP +	J1	J2	R	KDR1
Conditions							OPM				
Rd 1											
Rd 2											
Rd 3											
Rd 4											
Rd 5											
Rd 6											
Rd 7											
Rd 8											
Rd 9											
Rd 10											
Rd 11											
Rd 12											
Rd 13											
Rd 14											
Rd 15											
Totals											

FIGHTING INSIDE EFFECT  
CHART: Use this whenever a fighter has won a round using inside strategy

Wins round 5-4, 10-9, 1-0

1-24 No effect

25-32 Reduce AGG by 3

(Opponent's)

33-40 Increase opponent's defense by 2

41-56 Reduce opponent's END by 5

57-72 Reduce opponent's punches landed by 3

73-80 Increase opponent's KDR 1 by 1

Wins round 5-3, 10-8, 2-0

1-16 No effect

17-24 Reduce AGG by 3

(Opponent's)

25-32 Increase opponent's defense by 3

33-48 Reduce opponent's END by 10

49-64 Reduce opponent's punches landed by 4

65-80 Increase opponent's KDR 1 by 1

Wins round 5-2, 10-7, 3-0

1-8 No effect

9-16 Reduce AGG by 3

(Opponent's)

17-32 Increase opponent's defense by 3

33-48 Reduce opponent's END by 15

49-64 Reduce opponent's punches landed by 5

65-80 Increase opponent's KDR 1 by 1

Comments: \_\_\_\_\_

Fighter's Record: \_\_\_\_\_

Comments: \_\_\_\_\_

Fighter's Record: \_\_\_\_\_

ABBREVIATIONS FOUND ON THIS SCORESHEET:

END: Initial endurance. Reduce each round by adding total points scored by opponent to punches missed.  
CF: Control Factor. Indicates whether fighter or opponent is in control.  
HP: Hitting Power. Used to determine chance of Knockdown.

PL: Punches Landed. Adjusted by opponent's DEF, strategy cards, and loss of endurance.  
AGG: Aggressiveness. Indicates which fighter is in control at beginning of each round.  
KDR1: Knockdown rating. Used in determining chance of knockdown.

PM: Punches Missed. Affects endurance but not scoring.  
TP + OPM: Total Points plus Opponent's Punches Missed. Reduce opponent's endurance by this total.  
J1, J2, R: Judges and Referee. Write how each one scored the round in this space.