

ERA IV - ERA VIII Choosing The Judges For The Fight

YOU are Judge 1. You will Judge the fight according to what the "Scoring Chart" suggests. To choose the other two Judges, Roll 3d6 for each Judge seperately. Add the 3d6 together (IE: Looking at the Judges Chart, Judge 2 Rolls 1-3-6 = 10 So, Judge 2 is Judge "H". Judge 3 Rolls 2-6-5 = 13 So, Judge 3 is Judge "K")

Decide which Fighter each Judge would choose if the Round was close by deciding the Bias the Judge will use for this fight. Each Judge's bias is Ranked 1-5.

You will notice that not every Bias is available for every fight. (IE: If a Judge's No. 1 Bias leans toward a "Champion" but there is no Champion in the fight, you will then check to see if the Judge's second Bias is available. If it is, that will be the Judge's bias, Keep checking the Judge's Bias until one can be used.)

Once you know who the other two Judges are, write them in the appropriate space on the Scorecard along with the Fighter's initials they lean to (IE: Let's use this example below. Judge "H" Bias is Popularity so, he is Bias toward Hilliard. Judge "K" Bias is toward "Slugger" so, he is Bias toward Reed)

FIGHT SCORE CARD																DATE:		LOCATION:	
	NAME				SIZE	TR	LS	CON	GR	Sta.	PP	Chin	KI	CU	Rec.	Cuts	Fouls	Pop	WINNER:
RED	Andrew Hilliard				HW	7	2	10	1	10	2	5	2	1	2	1	2	5	Andrew Hi Split Decis
BLUE	Bill Reed				HW	5	2	11	2	9	3	8	2	3	2	2	2	4	
Round	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				
TR																			
RED	23	21	24	22	23	22	22	16	25	22	25	24	23	21	25				
BLUE	20	21	19	20	19	17	18	25	23	24	26	21	19	24	20				
TR																			
SCORING																			
Judge	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	FINAL SCORE			
Judge 1	10	10	10	10	10	10	10	8	10	10	10	10	10	10	10	148			
is You	10	10	9	10	9	9	9	10	10	10	10	10	9	10	9	144			
Judge 2	10	10	10	10	10	10	10	8	10	10	10	10	10	10	10	148			
"H" / AH	9	10	9	9	9	9	9	10	9	9	10	9	9	9	9	138			
Judge 3	9	10	10	9	10	10	10	8	9	9	10	9	10	9	10	142			
"K" / BR	10	10	9	10	9	9	9	10	10	10	10	10	9	10	9	144			

If you are fighting a bout before the 10 Point Scoring System started, instead of writing "10" for the winner of the Round. Just give the winner of the Round "1" Point and the loser of the Round "0". If the Round is a DRAW, just give both fighters "0" Points for that Round.

ERA IV - ERA VIII Choosing The Referee For The Fight (This is an Optional Rule)

In ERA's I - III, YOU are the Referee and there is no adjustments needed. However, if you want to add some excitement to the game, you can choose a Referee from the Chart. That is totally up to you. In ERA's IV - VIII, you can choose a Referee from the Chart, which will directly effect the Bout.

Just like the Judges, the Referees have cetain Bias that can effect the way they handle the Fighters. The Referees are rated in three different areas: STOPPAGES (How quickly they stop the Bout if a Fighter is in trouble), FOULS (How much the Referee will allow the Fighter to get away with in the fight), and LET FIGHT INSIDE (Will the Referee keep the Fighters apart during the fight or will he let them battle up close, which will effect their Power Punching)

Once you Roll to determine your Referee, make the adjustments that you need to make to the Fighter's Ratings or make a note on the Scorecard if Rolls for FOULS or STOPPAGES need to be adjusted during the fight.

THESE ARE THE JUDGES and REFEREE RATINGS. Roll for your Judges and Referees BEFORE you start the fight

JUDGES

Roll 3d6 and Total		Bias 1	Bias 2	Bias 3	Bias 4	Bias 5
3	Judge A	Hometown	Champion	Popularity	Boxer	No Bias
4	Judge B	Popularity	Hometown	Champion	Slugger	No Bias
5	Judge C			NO BIAS		
6	Judge D	Boxer	Hometown	Popularity	Champion	No Bias
7	Judge E	Slugger	Champion	Hometown	Popularity	No Bias
8	Judge F			NO BIAS		
9	Judge G	Champion	Hometown	Popularity	Boxer	No Bias
10	Judge H	Popularity	Champion	Slugger	Hometown	No Bias
11	Judge I			NO BIAS		
12	Judge J	Champion	Hometown	Slugger	Popularity	No Bias
13	Judge K	Slugger	Champion	Popularity	Hometown	No Bias
14	Judge L			NO BIAS		
15	Judge M	Popularity	Boxer	Hometown	Champion	No Bias
16	Judge N	Boxer	Popularity	Champion	Hometown	No Bias
17	Judge O			NO BIAS		
18	Judge P	Popularity	Champion	Hometown	Slugger	No Bias

A "Boxer" is a Fighter who has a Power Punching Rating of 4 or Less. If both do, the Judge will lean toward the Fighter with the lowest Power Punching Rating. If neither are 4 or less or Fighters have the same PP Rating, go to the next bias.

A "Slugger" is a Fighter who has a Power Punching Rating of 5 or Higher. If both Fighters do, the Judge leans toward the Fighter with the highest Power Punching Rating. If neither do, go to the next bias.

A "Hometown" Fighter is a Fighter that is from the Country that the fight is fought in. If both or neither are, go to the next bias.

A "Popularity" favorite Fighter is the Fighter in the bout with the Highest Popularity Rating. If they are equal, go to the next bias.

A "Champion" is the Fighter that holds at least one of the various Boxing Titles. If both or neither do, go to the next bias.

"NO BIAS" means that the Judge will score the fight exactly as the Round Scoring Chart suggests. This is the same way that you, as Judge 1, will score the Round.

REFEREES

Roll 3d6 and Total		STOPPAGES	FOULS	LET FIGHT INSIDE
3	Referee A	Fast	Liberal	No
4	Referee B	Normal	Normal	Yes
5	Referee C	Slow	Conseervative	No
6	Referee D	Normal	Normal	No
7	Referee E	Slow	Conseervative	Yes
8	Referee F	Normal	Normal	No
9	Referee G	Normal	Normal	No
10	Referee H	Normal	Normal	Yes
11	Referee I	Normal	Normal	No
12	Referee J	Normal	Normal	No
13	Referee K	Normal	Normal	Yes
14	Referee L	Fast	Liberal	No
15	Referee M	Normal	Normal	No
16	Referee N	Slow	Conseervative	Yes
17	Referee O	Normal	Normal	No
18	Referee P	Fast	Liberal	Yes

STOPPAGES

SLOW: Allows fight to go a little further than they probably should
Reduce Knock Down/Knock Out or Killer Instinct Roll by 2.

NORMAL: Stops fight when suggested by Chart. Read Roll as normal.

FAST: Stops fight faster than normal. Add 2 to the Knock Down/Knock Out or Killer Instinct Roll. If the extra 2 causes KO record as TKO.

FOULS

CONSERVATIVE: Lets Fighters fight, Lenient on Fouls. Reduce FOULS Roll by 2

NORMAL: Calls Fouls when seen. Read Roll as normal.

LIBERAL: Calls Fouls even when they may be Accidental. Add 2 to FOUL Roll.

LETS FIGHT INSIDE

YES: Allows Fighters to battle inside. Doesn't break them up every time they clinch and slug it out. This does lower the PP Rating for each Fighter by 1.

NO: Keeps Fighters apart. Do not adjust Fighter's PP Rating.