

ERA IV, ERA V

THERE IS NO 10 POINT SCORING SYSTEM

The scoring of the fight is done by three Judges. You are one of the Judges! Use the JUDGES Chart to determine the others. The score is based on effective punches landed. Subtract the lowest Fighter's total from the Fighter with the highest number. That difference is used to determine the score of the Round.

Scoring

0 - 1 Punches Landed Difference =	Tie Round Regardless of Judge's Bias
2 - 3. Punches Landed Difference =	You score Round a DRAW, but Judges Gives The Round To their Bias Favorite
4 - 9. Punches Landed Difference =	Fighter With Most Punches Wins Round *
10 - 12. Punches Landed Difference =	Fighter With Most Punches Wins Round **
13 - 14. Punches Landed Difference =	Fighter With Most Punches Staggers Opponent. Check For Knock Out ***
15+ Punches Landed Difference =	KO Bout is over! Fighter With Most Punches Wins!

* If Fighter has won 4 consecutive Rounds on the Scorecard, check KD / KO Chart

** Go to KD / KO CHART

*** Go Straight To Killer Instinct Chart (If KO does not occur, do not Penalize Fighter. A Knock Down occurs. Check RECOVERY)

Once a Fighter passes their STAMINA Round, lower their CHIN Rating to "7"

Once a Fighter reaches a "0" TR due to their Stamina running out, start using "0" as their COVER UP (CU) Rating

END OF THE BOUT DECISION: Fighter with Most Rounds Won, wins the Bout!

If a Fighter has been Knocked Down atleast 4 times or has lost 6 Consecutive Rounds. Roll 2d6. A Roll of "2" = That Fighter's Corner Throws In The Towel. Fight Over! Any other Roll means the fight continues.