

MMA**SCORING SYSTEM FOR THE ROUNDS (10 Point System and Round by Round)**

The scoring of the Fight is done by three Judges. You are one of the Judges! Your scoring goes as follows:

The score is based on the Experience, Significant Strikes Landed and Offense of each Fighter for the Round. Subtract the Lowest

Fighter's total from the Fighter with the Highest total. That difference is used to determine the score that you put for the round:

Depending on the year of the Fight, the Round will either be Scored on the 10 Point System or Just by giving the Winner of the Round the Round.

Scoring**10 Point (OR If Scoring is done by just awarding the winning Fighter the Round)**

| | | | |
|---------|---------------------------|---------|---|
| 0 - 5 | Total Points Difference = | 10 - 10 | (Tie Round) On YOUR Scorecard |
| | | 10 - 9 | For Other Judges, Who Give Round To Their Bias (Their Bias Wins the Round) |
| 6 - 10 | Total Points Difference = | 10 - 10 | (Tie Round) On All Judges Cards Regardless Of Bias |
| 11 - 15 | Total Points Difference = | 10 - 9 | Fighter With Most Points Wins Round * |
| 16 - 20 | Total Points Difference = | 10 - 9 | Fighter With Most Points Wins Round. ** |
| 21 - 25 | Total Points Difference = | 10 - 8 | Fighter With Most Points Staggers Opponent. Check Staggered Fighter's Recovery on the RECOVERY Chart! |
| 26 - 29 | Total Points Difference = | 10 - 8 | Fighter With Most Points Staggers Opponent. Check For Knock Out *** |
| 30+ | Total Points Difference = | KO | Bout is over! |

* If Fighter has LOST 3 consecutive Rounds on the Scorecard, DROP the Fighter's CONTROL Rating by "3" for the rest of the Fight

** Deduct 4 SSL for the next Round from the Fighter that lost the Round!

*** Go Straight to Killer Instinct Chart.

If a Fighter has his/her CHIN checked for a KILLER INSTINCT Roll for 3 Consecutive Rounds. Roll 2d6. A Roll of "2 or 12" = That Fighter's Corner Throws In The Towel. Fight Over! Any other Roll means the Fight continues.

END OF THE BOUT DECISIONS

END OF THE BOUT DECISION: Fighter with either most Points (10 Point Sytem) or Most Rounds Won, wins the Bout!

Below are the possible outcomes of the Fight:

UD: Unanimous decision: All three Judges have the same Fighter ahead on their Scorecards.

SD: Split decision: Two Judges have Fighter A ahead, while one Judge has Fighter B ahead. That means Fighter A wins, two Scorecards to one.

MD: Majority decision: Two Judges have one Fighter ahead, while the third Judge scored it as a draw.

Draw: If one Judge has Fighter A ahead, one Judge has Fighter B ahead and the third has scored it as a Draw OR if all three Judges score the Fight as "tied", the Fight is Scored a Draw.

Majority draw: Two of the three Judges have a Fight even but the third Judge has First A ahead. This is not enough for a Win for Fighter A.