

MMA	CLINCH and GRAPPLING CHART	OR	GROUND and POUND CHART								
1. Roll 2d6 to determine what occurs while the Fighters are Clinching or on the Mat * You will Roll EITHER on the Clinch and Grappling OR Ground and Pound Chart.											
2. Cross Check the Ratings of the Fighter applying the hold with the Defense of the Fighter that the hold is being applied.											
3. ReRoll the 2d6 again to determine the outcome and how many Points to give the Fighter in Control.											
<b>*Roll of:</b> <b>2 or 12 = Takedown Attempt 1</b> 3 = Fighters Separated 2 4 or 7 = Elbows x 5 or 9 = Grappling x		<b>*Roll of:</b> 6 or 8 = Knees x <b>10 = Control Guard ^</b> <b>11 = Reversal of Control #</b>									
<b>*Roll of:</b> <b>2 or 12 = Submission Attempt 3</b> 3 = Escape 4 4 or 9 = Punches x 5 or 7 = Elbows x		<b>*Roll of:</b> 6 or 8 = Knees x <b>10 = Control Guard ^</b> <b>11 = Reversal of Control #</b>									
x Use the Controlling Fighter's appropriate Clinch Rating (Grappling, Elbow, Knee) or Ground Rating (Punch, Elbow, Knee) to determine which column to Roll on											
CLINCH OFF RATING	GROUND OFF RATING	CLINCH GUARD DEF RATING				OR	GROUND CONTROL GUARD RATING				2d6
		10	9	8	7	6	5	4	3	2	1
10 ↓	↓	3-7 = 4 pts 8-12 = 5 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 7 pts 8-12 = 8 pts	3-7 = 7 pts 8-12 = 8 pts	3-7 = 8 pts 8-12 = 9 pts	3-7 = 8 pts 8-12 = 9 pts	3-7 = 9 pts 8-12 = 10 pts
9		3-7 = 4 pts 8-12 = 5 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 7 pts 8-12 = 8 pts	3-7 = 7 pts 8-12 = 8 pts	3-7 = 8 pts 8-12 = 9 pts	3-7 = 8 pts 8-12 = 9 pts
8		3-7 = 3 pts 8-12 = 4 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 7 pts 8-12 = 8 pts	3-7 = 7 pts 8-12 = 8 pts	3-7 = 8 pts 8-12 = 9 pts
7		3-7 = 3 pts 8-12 = 4 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 7 pts 8-12 = 8 pts	3-7 = 7 pts 8-12 = 8 pts
6		3-7 = 2 pts 8-12 = 3 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 7 pts 8-12 = 8 pts
5		3-7 = 2 pts 8-12 = 3 pts	3-7 = 2 pts 8-12 = 3 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 6 pts 8-12 = 7 pts	3-7 = 6 pts 8-12 = 7 pts
4		3-7 = 1 pt 8-12 = 2 pts	3-7 = 2 pts 8-12 = 3 pts	3-7 = 2 pts 8-12 = 3 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 6 pts 8-12 = 7 pts
3		3-7 = 1 pt 8-12 = 2 pts	3-7 = 1 pt 8-12 = 2 pts	3-7 = 2 pts 8-12 = 3 pts	3-7 = 2 pts 8-12 = 3 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 5 pt 8-12 = 6 pts	3-7 = 5 pt 8-12 = 6 pts
2		3-7 = 0 pts 8-12 = 1 pt	3-7 = 1 pt 8-12 = 2 pts	3-7 = 1 pt 8-12 = 2 pts	3-7 = 2 pts 8-12 = 3 pts	3-7 = 2 pts 8-12 = 3 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 5 pt 8-12 = 6 pts
1		3-7 = 0 pts 8-12 = 1 pt	3-7 = 0 pts 8-12 = 1 pt	3-7 = 1 pt 8-12 = 2 pts	3-7 = 1 pt 8-12 = 2 pts	3-7 = 2 pts 8-12 = 3 pts	3-7 = 2 pts 8-12 = 3 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 3 pts 8-12 = 4 pts	3-7 = 4 pts 8-12 = 5 pts	3-7 = 4 pts 8-12 = 5 pts
Regardless of the Fighter's Ratings, If a Roll of "2" occurs when checking for Points, ignore the Points and go to the Submission Chart with the Fighter NOT IN CONTROL getting a surprise SUBMISSION ATTEMPT! If the Fight continues, CONTROL switches to the Fighter that got the surprise Submission Attempt!											
1 Takedown Attempt - Find the Offensive Fighter's TD Rating & the Opponent's TD Def Ratings and crosscheck them on the TAKEDOWN Chart!											
2 Fighters Separated - OFF Phase Ends. Give Fighter in Control 2 Points											
3 Submission Attempt - Check Submission Chart											
4 Escape - Find Fighter NOT IN CONTROL'S ESCAPE Rating and go to the ESCAPE Chart!											
^ Control Guard - Fighter NOT IN CONTROL Deminishes Opponents Control No Points											
# Reversal - Find Fighter NOT IN CONTROL'S REVERSAL Rating and go to the REVERSAL Chart!											