





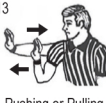
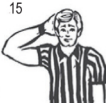



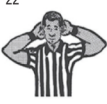
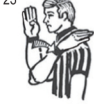


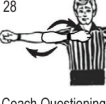

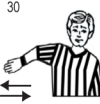


Appendix B

Referee Signals

1  Starting the Match	2  Stopping the Match	3  Time Out	4  Start Injury Clock	5  Indicate Blood Timeout
6  Start Recovery Clock	7  Stop Injury/ Recovery Clock	8  Neutral Position	9  Indicates No Control	10  Indicates Wrestler in Control Left/Right Hand
11  Out-of-Bounds	12  Neutral Position Wrestlers Engaged in Action	13  Pushing or Pulling the Opponent Out of Bounds Left/Right Hand	14  Defer Choice	15  Potentially Dangerous Left/ Right Hand
16  Stalemate	17  Caution-False Start or Incorrect Starting Procedure Left/Right Hand	18  Stalling Left/Right Hand	19  Interlocking Hands or Grasping Clothing	20  Reversal
21  Technical Violation	22  Illegal Hold	23  Near-Fall Left/Right Hand	24  Awarding Points Left/Right Hand	25  Unsportsmanlike Conduct Left/Right Hand
26  Flagrant Misconduct Left/Right Hand	27  Control of Mat Area/ Badgering Left/Right Hand	28  Coach Questioning a Rules Application Left/Right Hand	29  Unnecessary Roughness Left/Right Hand	30  Neutral Stalling Back Out
31  Holding a Stall				