

# TEAMS COMPETING IN THE

# 6TH ANNUAL HOLIDAY

### WRESTLING TOURNAMENT

ARCADE

BISHOP KEARNEY

CANANDAIGUA

EASTRIDGE

IRONDEQUOIT

IROQUOIS

SPENCERPORT

WEBSTER

# TOURNAMENT DATA

#### Match Information:

Weigh in 9:00 - 10:30 a.m.
Quarter Finals 11:00 a.m.
Semi-Finals · Immediately following Preliminaries
Finals 7:45 p.m.
Bouts in 97 lb. class will be "A-1", etc.; 105 lb. class "B-1", etc.; through all weights. Contestants must be

### Tournament Scoring:

ready to wrestle when called.

1st Place	•	*			1				10 Points
2nd Place									7 Points
3rd Place									4 Points
4th Place									2 Points
Fall			•						1 Point
Default .									1 Point
Forfeit .									1 Point
Advanceme	nt								1 Point

## TOURNAMENT OFFICIALS

Chairman .					٠		٠		Bob Daugherty
Referees									Leo Bernabi John Spencer Frank Marotta
Scorer									Si Davis
Clerk of Tou	rna	me	nt						Bill Lawlor
Timer	0						•	2	Dave Ackroyd
Announcer									Tony Zappella
Physician									Dr. Duane Walker
Presentation	of	Tro	ph	ie	s				Dr. Harold Odell

### 1967 TEAM SCORING

Eastridge	82
Canandaigua	79
Iroquois	62
Irondequoit	52
Webster	35
Arcade	35
Madison	25
Bishop Kearney	19

### 1967 INDIVIDUAL CHAMPIONS

97# .	- Ron Pierce, Eastridge
105# -	- George Robinson, Webster
114# -	- John Olesink , Irondequoit
122# -	- Dan Langdon, Canandaigua
129# -	- Dick Hadsell, Canandaigua
135# -	- Pat Walsh, Bishop Kearney
140# -	- Gary St. James, Irondequoit
147# -	- Jim Nowak , Eastridge
	- Bob Bradshaw, Canandaigua

167# - Mike Abt, Iroquois 182# - Ken Hill, Iroquois Hvy. - Willie Johnson, Madison

### TEAM CHAMPIONS

1963 -	Eastridge
	Eastridge
	Bishop Ked

1965 – Bishop Kearney 1966 – Bishop Kearney

1967 - Eastridge

#### RULES AND SCORING OF WRESTLING

#### Positions:

Neutral - On the feet or on the knees, with contestants facing each other, or when each is free of the other's control.

Top - Position of advantage when one contestant has opponent under control.

Bottom - Position of contestant who is controlled by opponent.

# Object of Each Match:

1. To gain a fall by pinning on opponent, or

2. To gain a decision by out-wrestling an opponent when a fall is not possible.

### Length and Conduct of Matches:

Matches shall consist of three two-minute periods. The first two minute period shall start from the neutral position with both contestants on their feet. A fall in any period terminates the match. If neither contestant secures a fall in the first two-minute period, contestants are put in the "Referee's Position on the Mat" with one contestant in the top position and the other in the bottom position, with no rest allowed. The third period is started the same as the second with the contestants' position reversed.

# To Win By A Fall:

Pin falls only shall count. (Flying or rolling falls shall not be considered.) Any part of both shoulders held in contact with the mat for a Referee's silent count of two seconds constitutes a fall. A fall shall not be awarded when one or both shoulders of the defensive wrestler are off the mat.

# To Win By A Decision:

When no fall has been secured, the referee shall award the match to the contestant who scored the greater number of points, but if the points are equal in a tournament there shall be an overtime period, to decide the better wrestler. Points are scored as follows:

- 2 Points, Takedown Gaining a position of advantage from the neutral position on the feet.
- 2 Points, Reversal Gaining a position of advantage from the bottom.
- 1 Point, Escape Gaining a neutral position from the bottom
- 3 Points, Near Fall When both shoulders are held in contact with the mat for one second or held within two inches of the mat for two seconds.
- 2 Points, Predicament When the offensive wrestler has control of his opponent in a pinning combination and a fall or near fall is imminent.
- 1 Point, Time Advantage Time on top of an opponent after gaining the advantage. One contestant must have at least one minute more to gain this point.







