

9th Annual

EASTRIDGE

**Holiday
Wrestling Tournament**

Thursday Dec. 23, 1971

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Holiday

Wrestling Tournament

Thursday, Dec. 13, 1973

TEAMS COMPETING IN THE 9TH ANNUAL HOLIDAY WRESTLING TOURNAMENT

Bishop Kearney
Eastridge
Churchville-Chili
Madison

Edison Tech.
McQuaid
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
Consolations	7:00 p.m.
Finals	8:00 p.m.

Tournament Scoring:

1st Place	10 points
2nd Place	7 points
3rd Place	4 points
4th Place	2 points
Fall	1 point
Default	1 point
Forfeit	1 point
Disqualification	1 point
Advancement	1 point
Decision	1/2 point
(By 10 or more points)	

TOURNAMENT OFFICIALS

Chairman Bill Lawlor

Referees Steve Habecker
Roscoe Hastings

Scorer Jack Romano

Clerk of Tournament. Bob Daugherty

Timer Paul Hasert

Announcer Tony Zappella

Physician Dr. Frank Langelotti

Presentation of Trophies B. W. Eckhardt

TEAM CHAMPIONS

1963 - Eastridge

1964 - Eastridge

1965 - Bishop Kearney

1966 - Bishop Kearney

1967 - Eastridge

1968 - Canandaigua

1969 Spencerport

1970 - Spencerport

1970 TEAM SCORING

Spencerport	91
Irondequoit.	72
Eastridge	69
Webster	40
Maryvale	37
McQuaid	36
Madison	23
Bishop Kearney	12

1970 INDIVIDUAL CHAMPIONS

100#	Steve Silver - Spencerport
107#	Dave Travis - Spencerport
114#	Jim Polsinelli - Eastridge
121#	Steve LeRoy - Maryvale
128#	Tony Guizziotte - Maryvale
134#	Vince Volpe - Eastridge
140#	Chris Ades - Spencerport
147#	Mark Giovati - Irondequoit
157#	Rory Whipple - Irondequoit
169#	Kurt Blank - Irondequoit
179#	Swight Wilcox - Madison
217#	Dave Baxter - Spencerport

RETURNING CHAMPIONS

Steve Silver - Spencerport (100)	114#
Dave Travis - Spencerport (107)	107#
Jim Polsinelli - Eastridge (114)	114#
Dave Baxter - Spencerport (217)	217#

() Denotes 1970 Weight

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 an 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:

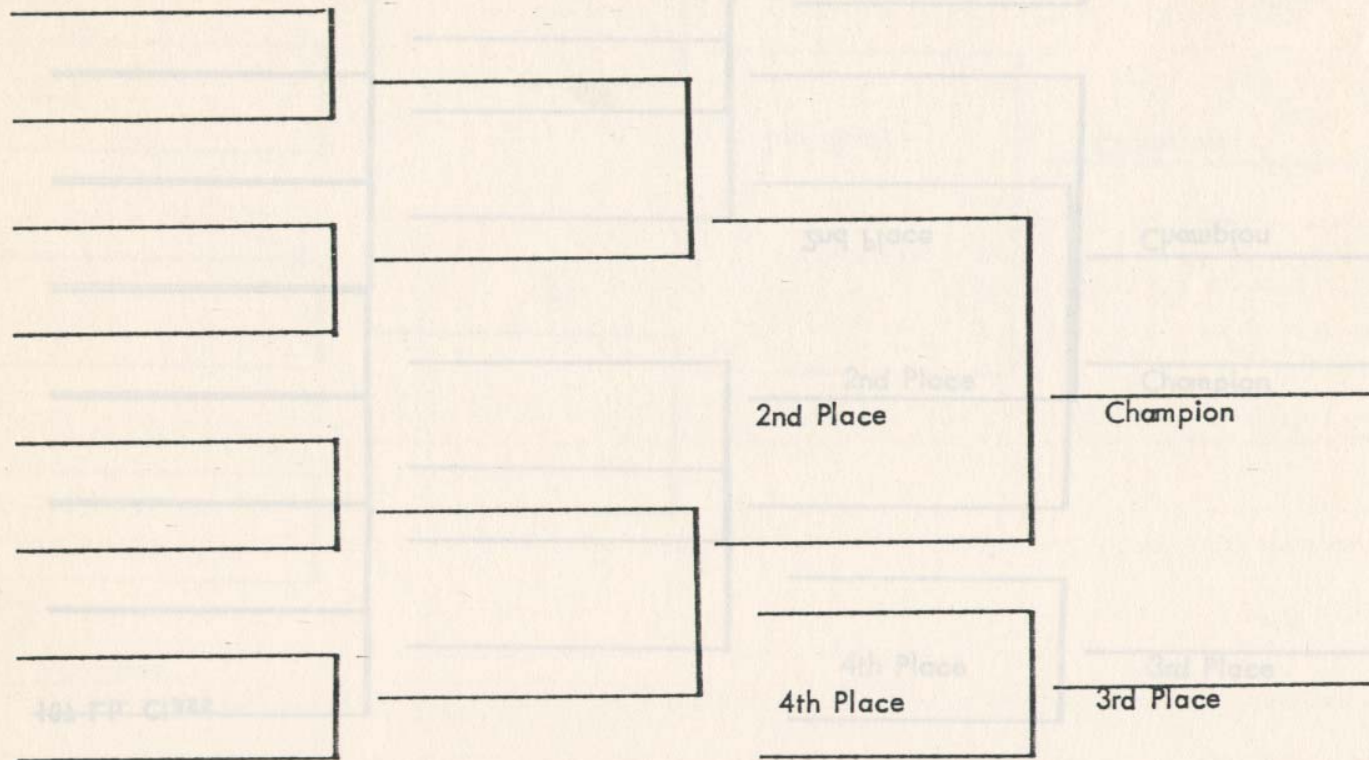
Pin falls only shall count. (Flying or rolling falls shall not be considered.) Any part of both shoulders held in contact with the mat for a Referee's silent count of two seconds constitutes a fall. A fall shall not be awarded when one or both shoulders of the defensive wrestler are off the mat.

TO WIN BY A DECISION:

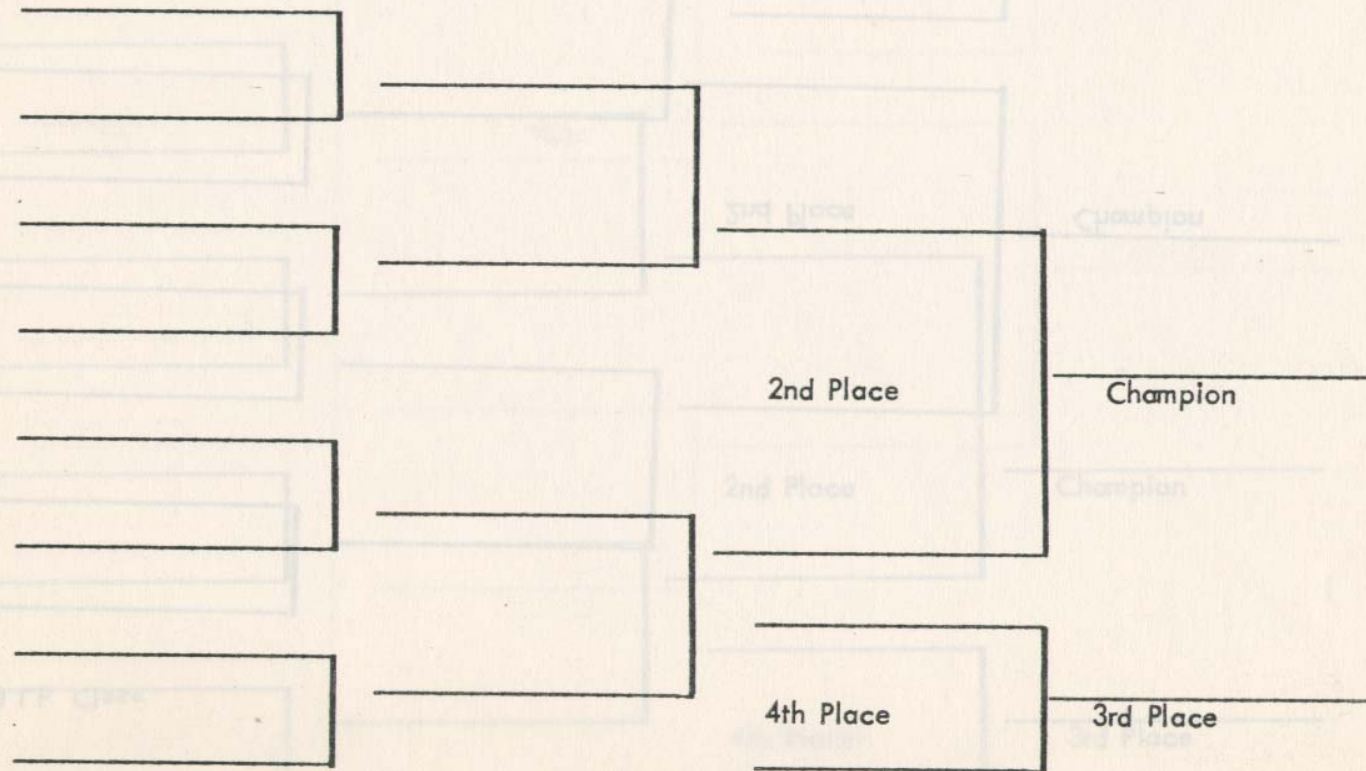
When no fall has been secured, the referee shall award the match to the contestant who scored the greater number of points, but if the points are equal in a tournament there shall be an overtime period, to decide the better wrestler. Points are scored as follows:

- 2 Points, Take down - 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.

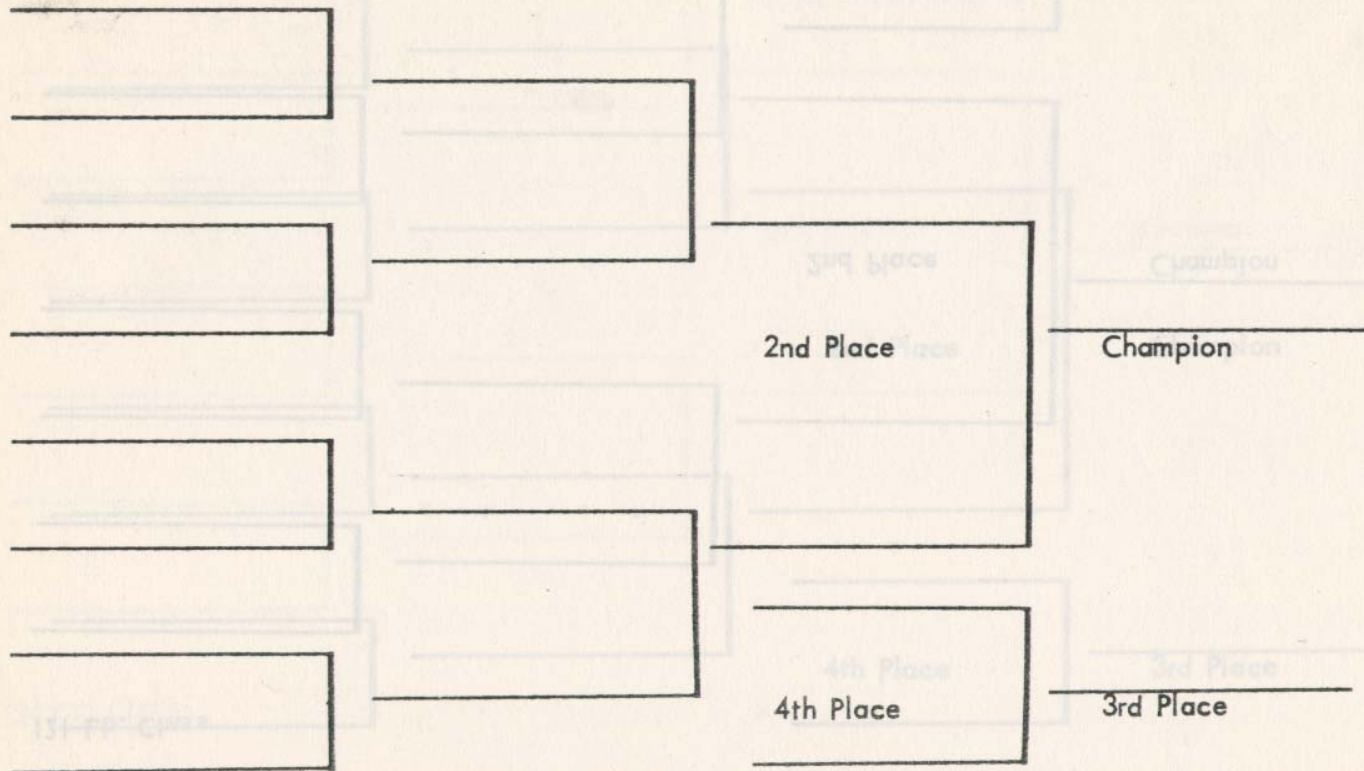
100 Lb. Class



107 Lb. Class

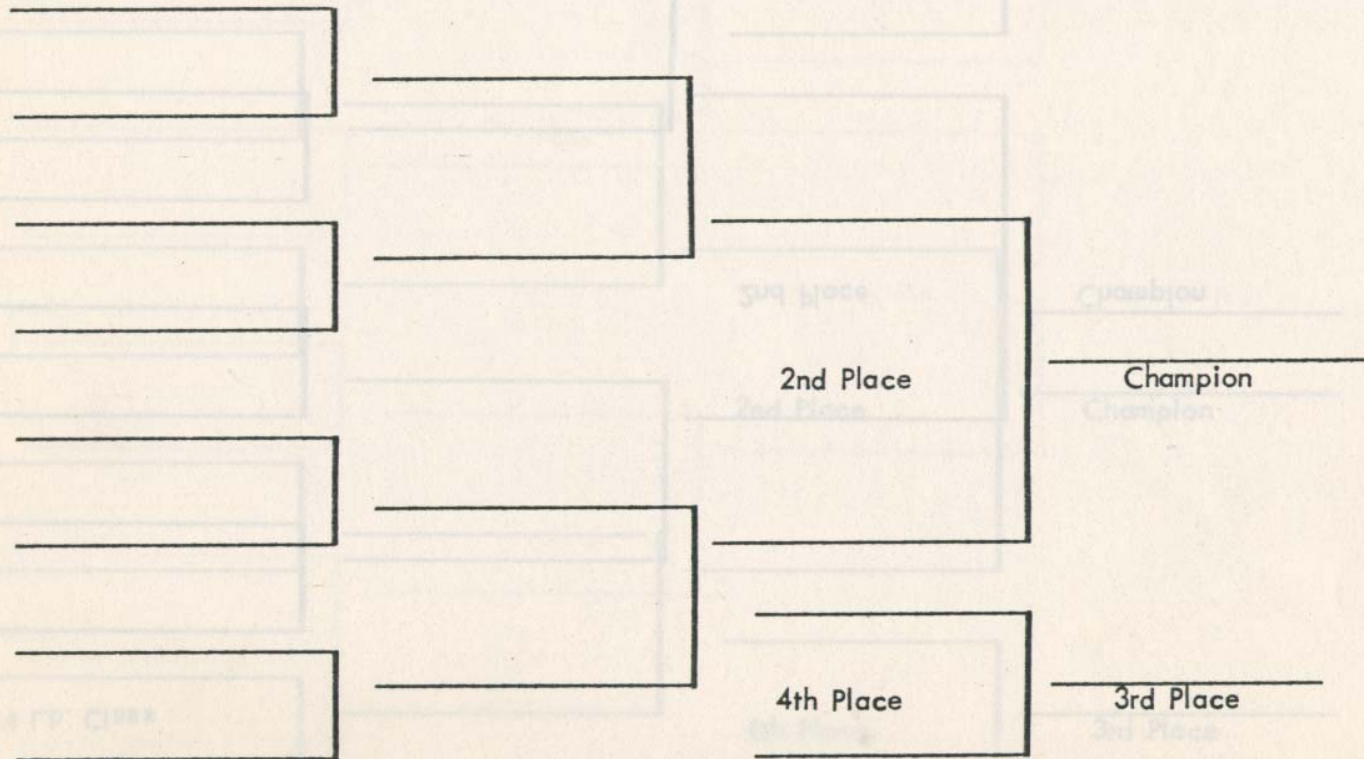


114 Lb. Class

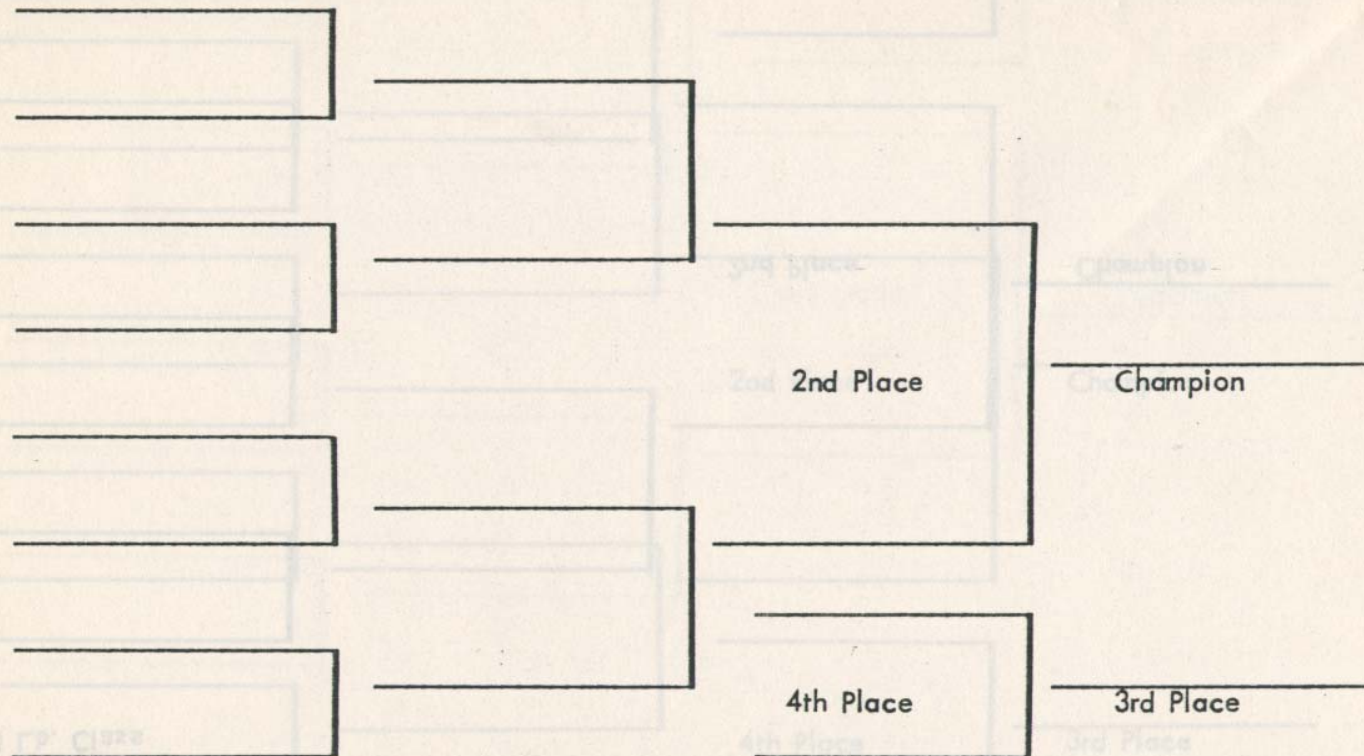


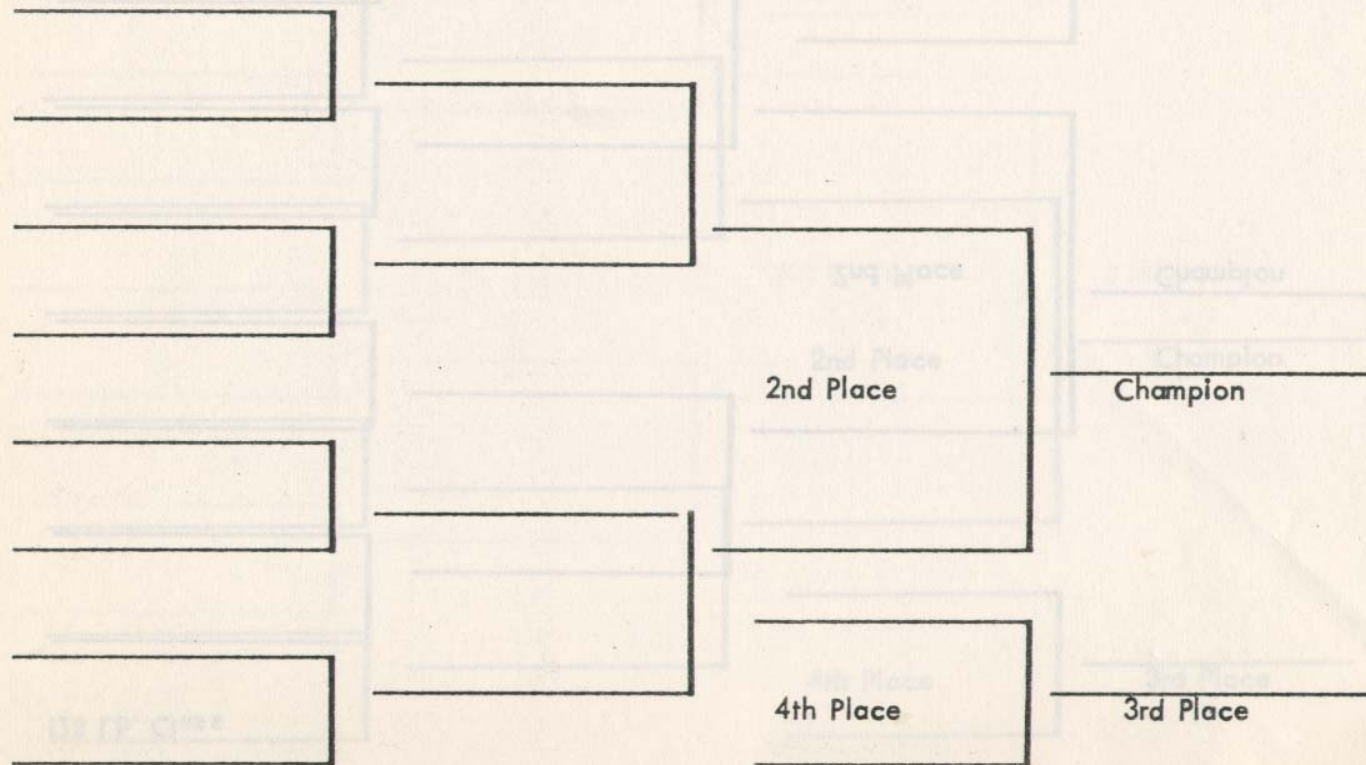
121 Lb. Class

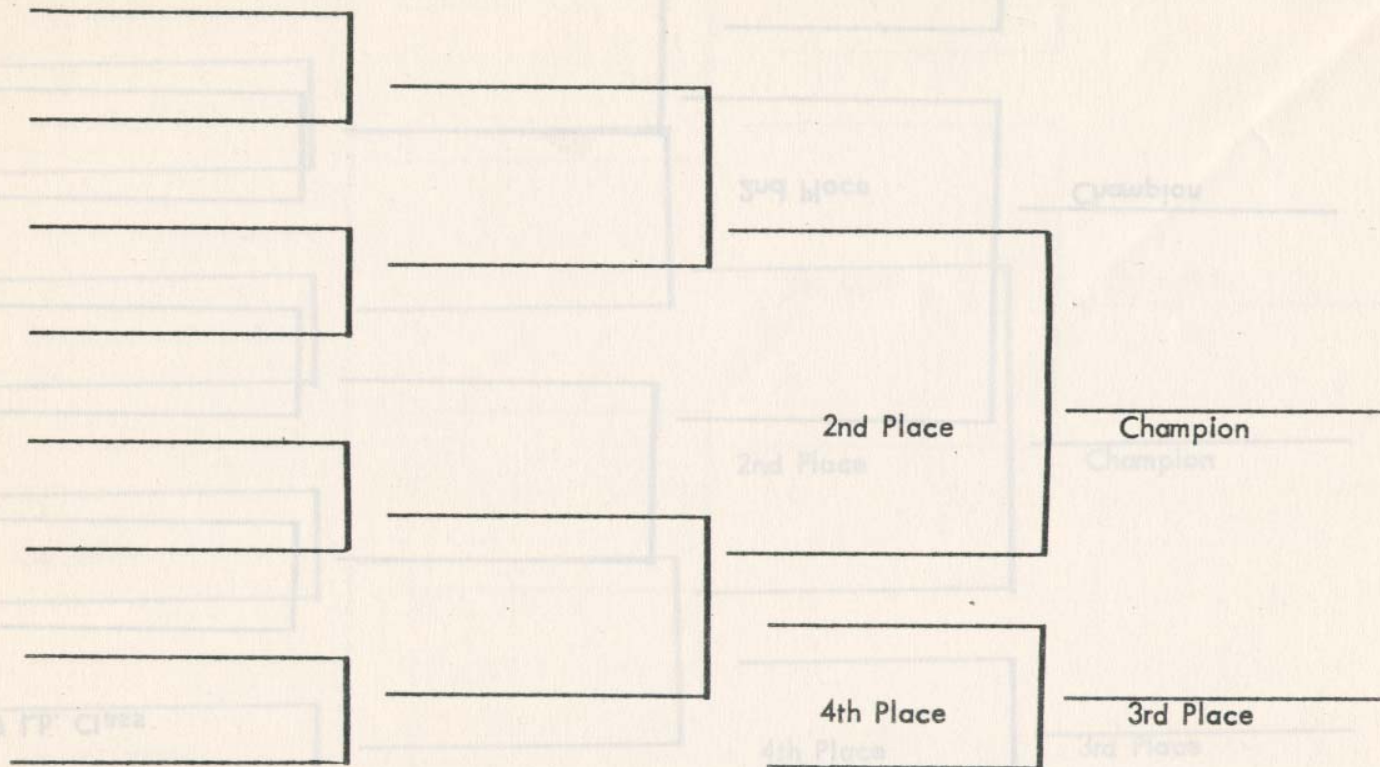
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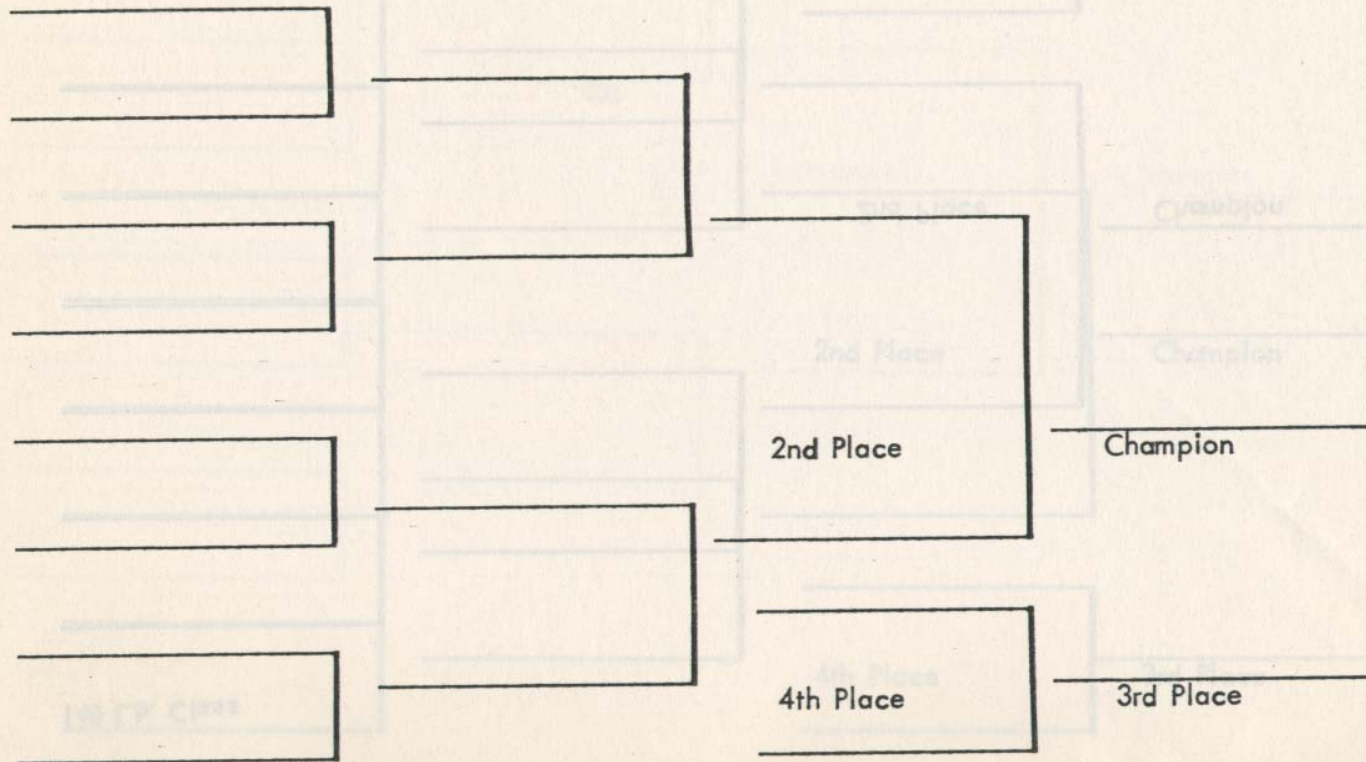
128 Lb. Class



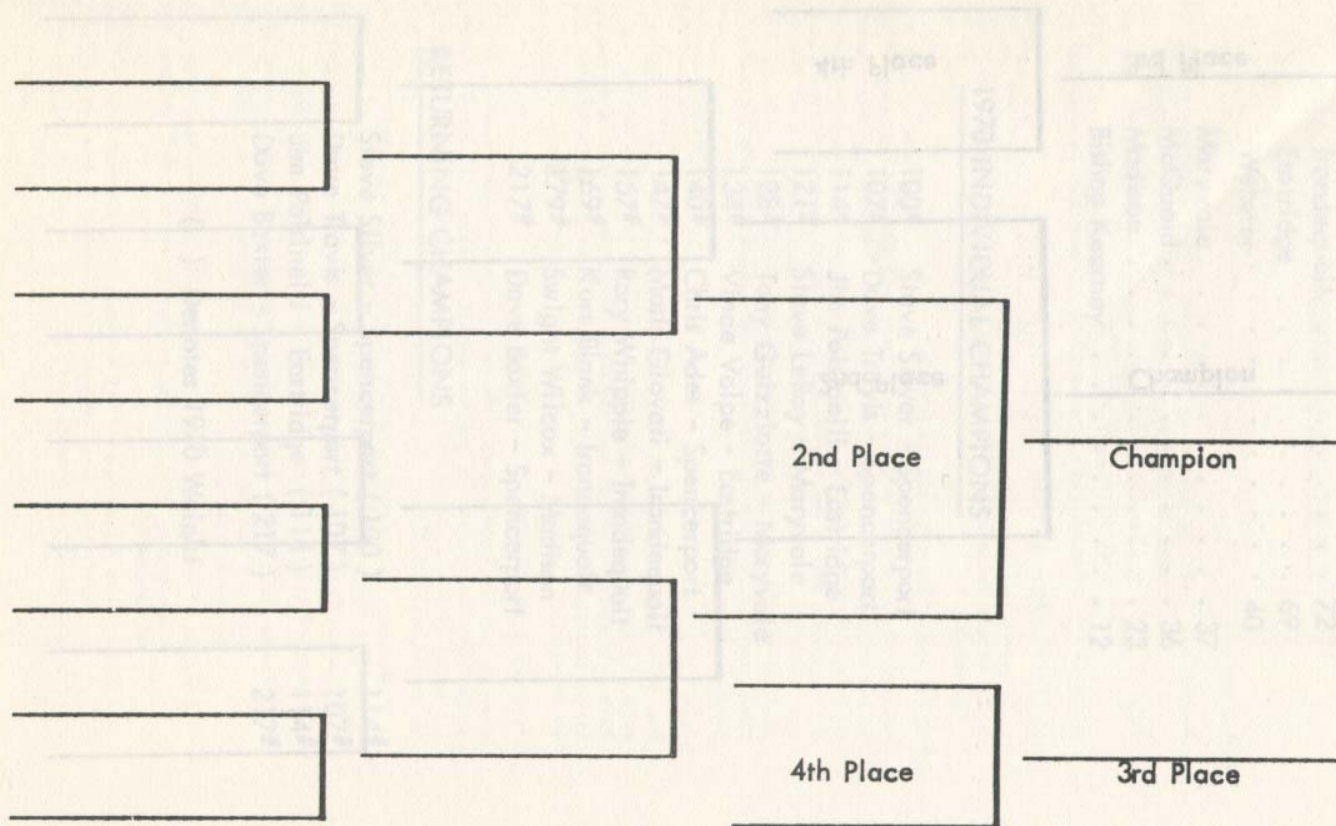




147 Lb. Class

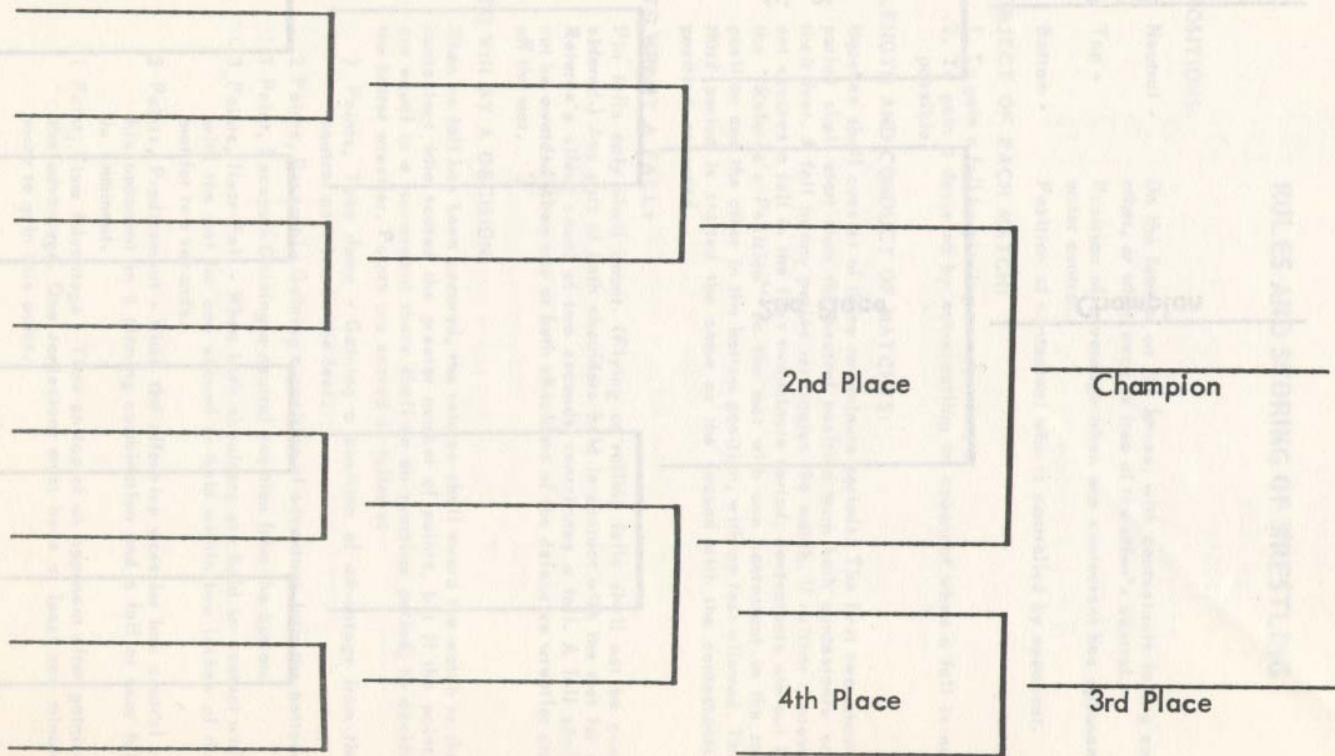


157 Lb. Class

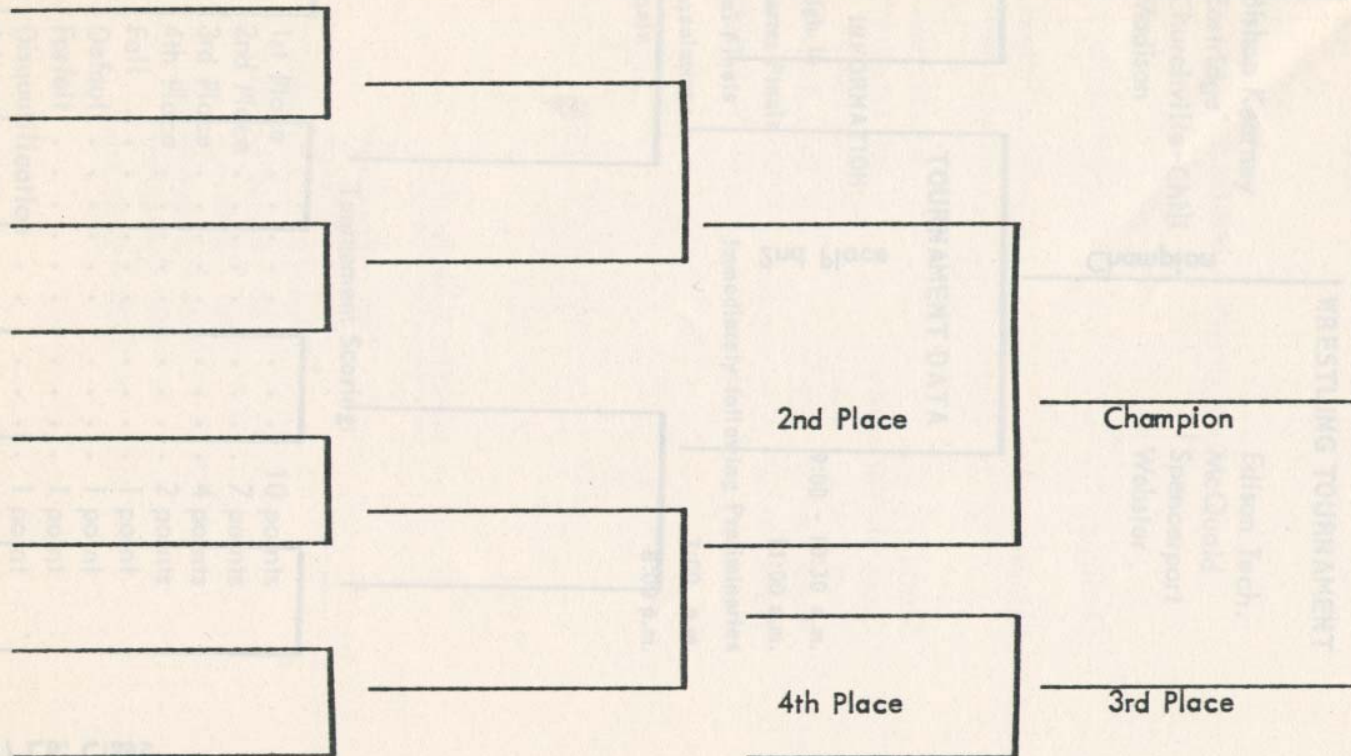


169 Lb. Class

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179 Lb. Class



217 Lb. Class

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