

MAT #: 3

WEIGHT: 52

AGE: 99-00

Wrestler	Wrestlers' Name / Club Name	KEY			PLACE
		BOUT #	Opp. Pos. Points	Time or Score	
A	Hallett, Bobby CLARKSTON WRESTLING CLUB	5	B 128	6	1
		15	C 20	4	
B	Hallett, Justin CLARKSTON WRESTLING CLUB	5	A 0	0	2
		16	D 4:23	6	
C	Herd, Colin MOTOR CITY WRESTLING CLUB	6	D 13.7	3	3
		15	A 1	0	
D	Kozloff, Nick BRANDON BANDITS	6	C 7.13	1	4
		16	B 1	0	

Placement will be determined by the most victories in the Round Robin.  
 In the event of a tie, First use (Pos)ition points, if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
INJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

CRITERIA LIST	
Most Victories	
Most Victories by Fall	
Most Victories by Technical Fall	
Most Victories by Major Decision	
Most Victories by Decision	
Most Number of activity points	
Fastest Fall Time	
Coin Flip	



MAT #: 3

WEIGHT: 55  
AGE: 99-00

Wrestler	Wrestlers' Name / Club Name	KEY			ROUND 1	ROUND 2	ROUND 3	PLACE
		BOUT #	Opp. Pos. Points	Time or Score				
A	Galat, Luke ✓ IMLAY CITY	BOUT #	7		7	17	27	1
		Opp. Pos. Points	B	4	C	3	D	
B	Palaczyk, Eric ✓ IMLAY CITY	BOUT #	7		7	18	28	3
		Opp. Pos. Points	A	1	D	4	C	
C	Stepanian, David ✓ MOTOR CITY WRESTLING CLUB	BOUT #	8		8	17	28	2
		Opp. Pos. Points	D	6	A	1	B	
D	Stout, Daniel MOTOR CITY WRESTLING CLUB	BOUT #	8		18	27		4
		Opp. Pos. Points	C	0	B	1	A	

Placement will be determined by the most victories in the Round Robin.  
In the event of a tie, First use (Pos)ition points, if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
I NJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

CRITERIA LIST	
Most Victories	
Most Victories by Fall	
Most Victories by Technical Fall	
Most Victories by Major Decision	
Most Victories by Decision	
Most Number of activity points	
Fastest Fall Time	
Coin Flip	



MAT #: 3

WEIGHT: 57  
AGE: 99-00

Wrestler	Wrestlers' Name / Club Name	KEY			ROUND 1	ROUND 2	ROUND 3	PLACE
		BOUT #	Opp. Pos. Points	Time or Score				
A	Finney, Alex ✓	BOUT #	9	9	10-7	19	29	2
		Opp. Pos. Points	B 10	4	C 10	6	D 11	
B	Hertel, Jordan	BOUT #	9	1	9-10	20	30	3
		Opp. Pos. Points	A 11	1	D 11	0	C 30	
C	Perales, Isaiah ✓	BOUT #	10	0	10-0	19	30	4
		Opp. Pos. Points	D 11	0	A 11	0	B 30	
D	Todayo, Dominic ✓	BOUT #	10	6	10-12	20	29	1
		Opp. Pos. Points	C 11	6	B 11	6	A 11	

Placement will be determined by the most victories in the Round Robin. In the event of a tie, First use (Pos)ition points, if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
INJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

CRITERIA LIST

- Most Victories
- Most Victories by Fall
- Most Victories by Technical Fall
- Most Victories by Major Decision
- Most Victories by Decision
- Most Number of activity points
- Fastest Fall Time
- Coin Flip



MAT #: 4

WEIGHT: 63  
AGE: 99-00

Wrestler	Wrestlers' Name / Club Name	KEY			ROUND 1	ROUND 2	ROUND 3	PLACE
		BOUT #	Opp. Pos.	Time or Score				
A	Curtis, Matthew ✓	OXFORD	1	B W	6	13	25	3
B	Loudon, Bradley	FRANKENMOUTH YOUTH WRESTLING	1	A L	0	14	26	4
C	Sellors, Andrew	LCN WRESTLING CLUB	2	D V	0	13	26	2
D	Wills, Tanner	LAPEER	2	C W	6	14	25	1

Placement will be determined by the most victories in the Round Robin.  
In the event of a tie, First use (Pos)ition points, if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
INJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

CRITERIA LIST
Most Victories
Most Victories by Fall
Most Victories by Technical Fall
Most Victories by Major Decision
Most Number of activity points
Fastest Fall Time
Coin Flip



MAT #: 4

WEIGHT: 67  
AGE: 99-00

Wrestler	Wrestlers' Name / Club Name	KEY			ROUND 1	ROUND 2	ROUND 3	PLACE
		BOUT #	Opp. Pos. Points	Time or Score				
A	Bruno, Hunter ✓ MOTOR CITY WRESTLING CLUB	B	3	0	15	27	4	
		C	0	0	0	0	0	
B	French, Mitchel ROMEO	A	3	6	16	28	3	
		D	0	0	0	0	0	
C	Kwiatkowski, BRANDON SLICK KIDS	D	4	5	15	28	1	
		A	0	0	0	0	0	
D	Wall, Ian CLARKSTON WRESTLING CLUB	C	4	1	16	27	2	
		D	0	0	0	0	0	

Placement will be determined by the most victories in the Round Robin. In the event of a tie, First use (Pos)ition points, if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
INJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

CRITERIA LIST
Most Victories
Most Victories by Fall
Most Victories by Technical Fall
Most Victories by Major Decision
Most Victories by Decision
Most Number of activity points
Fastest Fall Time
Coin Flip



MAT #: 4

WEIGHT: 70

AGE: 99-00

Wrestler	Wrestlers' Name / Club Name	KEY		ROUND 1	ROUND 2	ROUND 3	PLACE
		BOUT #	Pos				
A	Bryant, Corbin MOTOR CITY WRESTLING CLUB	BOUT #	5	BW 5	17	29	2
		Opp. Time or Score	4	CL 1	1	DW 6	
B	Peas, Christophes SLICK KIDS	BOUT #	5	AW 1	18	30	3
		Opp. Time or Score	1	DW 6	6	CL 1	
C	Tomalak, Caleb CLARKSTON WRESTLING CLUB	BOUT #	6	DW 6	17	30	1
		Opp. Time or Score	6	AW 4	4	BW 4	
D	Westover, Jordan CLARKSTON WRESTLING CLUB	BOUT #	6	CL 0	18	29	4
		Opp. Time or Score	0	BW 0	0	AW 6	

Placement will be determined by the most victories in the Round Robin.  
 In the event of a tie, First use (Pos)ition points, if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
INJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

**CRITERIA LIST**

- Most Victories
- Most Victories by Fall
- Most Victories by Technical Fall
- Most Victories by Major Decision
- Most Victories by Decision
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- Coin Flip



MAT #: 4

WEIGHT: 77  
AGE: 99-00

Wrestler	Wrestlers' Name / Club Name	KEY			ROUND 1	ROUND 2	ROUND 3	PLACE
		BOUT #	Opp. Pos. Points	Time or Score				
A	Ciaramitaro, Nick MOTOR CITY WRESTLING CLUB	BOUT #	B 7		C 19	D 31		
		Opp. Pos. Points	2	0	1:28	0	1:50	1
B	Galbraith, Noah IMLAY CITY	BOUT #	A 7		D 30	C 32		
		Opp. Pos. Points	0	0	0	0	0	4
C	Major, Patrick BWWC	BOUT #	D 8		A 19	B 32		
		Opp. Pos. Points	0	0	0	1:13	0	3
D	Wall, Gannon CLARKSTON WRESTLING CLUB	BOUT #	C 8		B 30	A 31		
		Opp. Pos. Points	1:00	0	0:27	0	0	2

Placement will be determined by the most victories in the Round Robin. In the event of a tie, First use (Pos)ition points, if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
INJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

CRITERIA LIST
Most Victories
Most Victories by Fall
Most Victories by Technical Fall
Most Victories by Major Decision
Most Victories by Decision
Most Number of activity points
Fastest Fall Time
Coin Flip



MAT #: 4

WEIGHT: 80

AGE: 99-00

Wrestler	Wrestlers' Name / Club Name	KEY			PLACE	
		BOUT #	ROUND 1	ROUND 2		ROUND 3
A	Estell, Donovan MOTOR CITY WRESTLING CLUB	Opp. Time or Score	B	C	BYE	3
		Pos. Points	9	21	0	
B	O'Neil, Dakota ROMEO	Opp. Time or Score	A	BYE	C	1
		Pos. Points	6	X	104	
C	Stone, Nick BWWC	Opp. Time or Score	BYE	A	B	2
		Pos. Points	X	6	33	

Placement will be determined by the most victories in the Round Robin. In the event of a tie, First use (Position points, if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
INJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

CRITERIA LIST
Most Victories
Most Victories by Fall
Most Victories by Technical Fall
Most Victories by Major Decision
Most Victories by Decision
Most Number of activity points
Fastest Fall Time
Coin Flip





MAT #: 4

WEIGHT: 90

AGE: 99-00

Wrestler	Wrestlers' Name / Club Name	KEY			ROUND 1	ROUND 2	ROUND 3	PLACE
		BOUT #	Opp. Pos. Points	Time or Score				
A	Babcock, Hunter ✓	BOUT #	10		10	22	BYE	1
		Opp. Pos. Points	B 6	2:14				
B	Kumar, Hitesh ✓	BOUT #	10		BYE	34	BYE	2
		Opp. Pos. Points	A 0	2:04				
C	Paulson, Justin ✓	BOUT #	BYE		34	BYE	BYE	3
		Opp. Pos. Points	A 0	2:00				

Placement will be determined by the most victories in the Round Robin. In the event of a tie, First use (Position) points, if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
INJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

CRITERIA LIST
Most Victories
Most Victories by Fall
Most Victories by Technical Fall
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Most Victories by Decision
Most Number of activity points
Fastest Fall Time
Coin Flip



MAT #: 7

WEIGHT: 130

AGE: 99-00

Wrestler	Wrestlers' Name / Club Name	KEY		ROUND 1		ROUND 2		ROUND 3		PLACE
A	Nations, Max	BOUT #	Pos.	B	1A	B	9A	B	20A	1st
B	Hersha, William	Opp. Term or Score	Pos. Points	A	5	A	5	A	5	2nd
		BOUT #	Pos. Points	A	1A	A	9A	A	20A	
		Opp. Term or Score	Pos. Points	A	0	A	0	A		

Placement will be determined by the most victories in the Round Robin. In the event of a tie, First use (Position points), if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
INJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

CRITERIA LIST
Most Victories
Most Victories by Fall
Most Victories by Technical Fall
Most Victories by Major Decision
Most Victories by Decision
Most Number of activity points
Fastest Fall Time
Coin Flip



MAT #: 4

AGE: 99-00

WEIGHT: HWT

Wrestler	Wrestlers' Name / Club Name	KEY			PLACE	
		BOUT #	ROUND 1	ROUND 2		ROUND 3
A	Glatz, Johnathan METRO DETROIT UNAFFILIATED	Opp. Pos. Time or Score	B	0	35	3
		Pos. Points	0	0	0	
B	Orlowski, Jarred TITANS	Opp. Pos. Time or Score	A	0	36	2
		Pos. Points	0	0	0	
C	Vandecar, Nathan OXFORD	Opp. Pos. Time or Score	D	0	36	1
		Pos. Points	0	0	0	
D	Vanlith, Justin IMLAY CITY	Opp. Pos. Time or Score	C	0	35	4
		Pos. Points	0	0	0	

Placement will be determined by the most victories in the Round Robin. In the event of a tie, First use (Pos)ition points, if there is still a tie then use the "Criteria List".

POSITION POINT CHART	Winner	Loser
WF - Win by Fall (Pin)	6	0
INJ / FOR / DQ - Injury / Forfeit / Disqualification	6	0
TF - Technical Fall 15 pt difference (Loser Scores)	5	1
TF - Technical Fall 15 pt difference (Loser doesn't Score)	5	0
MD - Major Decision 8-14 pt difference (Loser Scores)	4	1
MD - Major Decision 8-14 pt difference (Loser doesn't Score)	4	0
DEC - Decision 1-7 pt difference (Loser Scores)	3	1
DEC - Decision 1-7 pt difference (Loser doesn't Score)	3	0
BYE	0	0

CRITERIA LIST
Most Victories
Most Victories by Fall
Most Victories by Technical Fall
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