



Albany Takedown Tournament

- Place; Albany High School: 700 Washington Ave, Albany New York 12203
- Date 2 October 2010
- Entry Fee; \$20.00 if received by 25 September 2010. \$25.00 for all late registrations and walk-ins. Make checks payable to Albany High School c/o Nick Lettieri : 700 Washington Ave, Albany New York 12203
- Weigh-ins; 8-9 am on tournament day.
- 4-6 man round robin weight classes.

GRADE: High School grades 9-12, and selectively classified 7-8 graders.

WEIGHT CLASSES: Madison weight classes.

Rules;

1-5 minute period, running time. Clock only stops for injury only.

Takedowns only, 2 points. Takedowns directly to near fall criteria for 2 or 3 points can be scored. The defensive wrestler must get out of criteria to end the situation and start neutral again. Pins will be called as usual. Tech falls will be awarded if any wrestler has a 15 point advantage. Overtime will be decided by a one-minute, sudden victory period, followed by modified 30 second periods.

*Overtime periods will continue until a winner is decided.

Questions; Nick Lettieri, Albany High School, (518)-253-8986,
nlettieri@albany.k12.ny.us

Sign, detach, and return with check payable to "Albany High School"

Wrestlers name _____

School/Club _____

Address _____ Phone _____

City _____ State _____ Zip _____

Record/Honors _____

I hereby declare that my child will participate in the Albany Takedown Tournament at their own risk, and that I will not in any way hold liable the sponsors, tournament directors, officials, referees, Albany City School District, for any injury that may be received directly or indirectly from training for, traveling to or from, or competing in said tournament.

Wrestler's Signature: _____ Date _____

Parent's Signature: _____ Date _____

Tie Breaking Criteria for Placements

1. Head to head victory
2. Most takedowns (total)
3. Most points scored (total)
4. Most first takedowns
5. Largest takedown differential (+/-)
6. Largest score differential (+/-)
7. Largest first takedown differential (+/-)
8. REMATCH