

# Olympic Wrestling demo version

## Introduction

Following our tradition of Olympic statistical or semi-statistical games, here comes a game on Wrestling, both Greco Roman and Freestyle.

In three separate volumes, you will find rules and data for recreating each Olympic Wrestling Tournament from 1924 to 2012.

## Dice

This game uses only 6-sided dice.

## How to play

Each wrestler is rated for Quality and Winning Instinct. To resolve a match, roll 3 dice for each wrestler and add algebraically the result to his Quality value (that could be a negative number).

Compare the result of each wrestler to see who wins the match. If the result is the same, the match ends in a draw (if possible). If the tournament structure doesn't permit a draw result, roll a single die and add the Winner Instinct of the wrestler. The higher result wins (re-roll the die in case of another tie).

If the difference between the two results is from 1 to 5 points, in an elimination tournament, both winner and loser get negative points (see below); if the difference is between 6 and 10 points, both winner and loser get negative points (see below); if the difference is 11 or more, the loser loses by fall and only the loser gets negative points.

## Disqualification for passivity

It is possible that one or both wrestlers may be disqualified for passivity or for breaking the rules: such an event happens when you roll the same number in each of the 3 dice (1,1,1; 2,2,2 and so on) of a wrestler. If both wrestlers obtain this result, they are disqualified for passivity and get negative points. If only one wrestler gets this result, he loses the match for breaking the rules.

## Scoring and Tournament format

Historically each Olympic Tournament used a format that may differ from the previous or the following edition of the games (sometimes even in the same edition), in a marginal or more consistent way. We have simplified the various systems reducing them to three different ones: single elimination, double elimination and point elimination.

Before each Olympic Tournament we noted which system should be used to recreate the event. You are free to use the system that you prefer to recreate each event (I definitely prefer the point elimination system, that makes for more tense tournaments and a more funny recreation of the event).

In a single elimination system you use a drawsheet with the wrestlers competing and eliminating competitors round after round till the final match for the gold. In such a system, you only need to determine the winner of each round (point difference is not important).

In a double elimination system, all wrestlers competing in a weight class are put in one or two different groups. Wrestlers fight one against each other in a round robin, with elimination of a wrestler after he suffers two defeats. Proceed this way up to the final match for the gold (or group final and then gold final). In such a system, you only need to determine the winner of each match (point difference is not important).

In a point elimination system, wrestlers are eliminated by accumulation of 6 negative points, earned this way: win by fall or disqualification = 0 point; win by decision (6 to 10 points difference) = 0,5 point; win by decision (5 or less points difference): 1 point; loss by decision (5 points or less): 2 points; loss by decision (6 to 10 points difference) = 3 points; loss by fall or disqualification = 4 points; draw: 1,5 points. Proceed this way till 4 or less wrestlers remain. Then, you make a final round, with the scores from previous matches maintained if two or more wrestlers have already

fought against each other in a previous round. In a such a system, you determine the grade of victory (and the negative points earned) based on the difference between the results obtained by the two wrestlers.

### **Bye**

Using any format for the resolution of the tournament, it is probable that you have to use the “bye” formula, where a wrestler doesn't compete in a round. There is no problem in this.

### **Demo Tournaments**

For the demonstration of this game we have chosen one Greco Roman and one Freestyle event: the Heavyweight Greco Roman Tournament from Stockholm 1912 and the Heavyweight Freestyle Tournament from London 1908.

The first uses a double elimination system, the second a single elimination system.

### **Stockholm 1912 Heavyweight Greco Roman Tournament**

Wrestler Name	Nation	Quality	Winning Instinct
Yrjo Saarela	FIN	18	6
John Olin	FIN	9	4
Soren Jensen	DEN	7	4
Jakob Nesar	GER	8	4
Emil Backenius	FIN	3	1
Kalle Viljamaa	FIN	5	2
Adolf Lindfors	FIN	2	1
Uuno Pelander	FIN	4	2
Barend Bonneveld	NED	0	1
Gustaf Lindstrand	SWE	1	1
Ned Barrett	GBR	-1	0
Laurent Gertsmans	BEL	-2	0
Jean Hauptmans	GER	-1	0
Nikolajs Farnasts	RUS	0	0
David Karlsson	SWE	-1	0
Alrik Sandberg	SWE	-1	0
Raoul Paoli	FRA	-1	0

### **London 1908 Heavyweight Freestyle Tournament**

Wrestler Name	Nation	Quality	Winning Instinct
Con O'Kelly	GBR	8	4
Jacob Gundersen	NOR	7	3
Ned Barrett	GBR	5	2
Edward Nixon	GBR	1	1
Lawrence Bruce	GBR	2	1
Frederick Humphreys	GBR	0	0
Harold Foskett	GBR	-1	0
Charles Brown	GBR	-1	0
Lee Talbott	USA	-1	0
Arthur Banbrook	GBR	-1	0
William West	GBR	-1	0

### **Roberto Chiavini and TCS Games 2013**