

UNDERSTANDING THE CONCEPT OF

PRIORITIZED CRITERIA

AS IT APPLIES TO CORRECTLY SCORING AN MMA BOUT

We accept that MMA Bouts shall be scored based on a comparative evaluation of each fighters:

- **EFFECTIVE STRIKING/GRAPPLING**
- **EFFECTIVE AGGRESSIVENESS**
- **CAGE/RING CONTROL**

But NEVER as a RANDOM or SUBJECTIVE BLEND of These Evaluative Categories

When one fighter demonstrates even a Slight Advantage in **EFFECTIVE STRIKING/GRAPPLING**, that fighter shall win that round **without any regard** for either fighter's Aggressiveness or Cage/Ring Control

ONE FIGHTER DEMONSTRATES AN ADVANTAGE IN EFFECTIVE STRIKING/GRAPPLING

SHALL NOT BE CONSIDERED

~~EFFECTIVE AGGRESSIVENESS
CAGE RING CONTROL~~

SHALL NOT BE CONSIDERED

ONLY when neither fighter demonstrates even a Slight Advantage in **EFFECTIVE STRIKING/ GRAPPLING** should the judge consider an advantage in **EFFECTIVE AGGRESSIVENESS** to determine the winner of that round.

NO ADVANTAGE IN EFFECTIVE STRIKING/GRAPPLING

EFFECTIVE AGGRESSIVENESS

SHALL NOT BE CONSIDERED

~~CAGE RING CONTROL~~

SHALL NOT BE CONSIDERED

Only when neither fighter demonstrates even a Slight Advantage in **EFFECTIVE STRIKING/ GRAPPLING** or **EFFECTIVE AGGRESSIVENESS** should the judge consider an advantage in **CAGE/RING CONTROL** to determine the winner of that round.

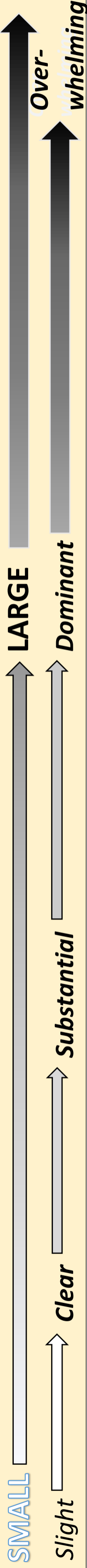
NO ADVANTAGE IN EFFECTIVE STRIKING/GRAPPLING

NO ADVANTAGE IN EFFECTIVE AGGRESSIVENESS

CAGE RING CONTROL

In each round, **Effective Striking/Grapppling** shall be considered the **first priority** in assessing the relative merits of each fighter performance. **Effective Aggressiveness** is a **'Plan B'** and should not be considered unless the judge has determined that there was no advantage in Effective Striking/Grapppling. **Cage/Ring Control ('Plan C')** should only be applicable when a judge determines that both fighters have failed to establish an advantage in either Effective Striking/Grapppling **OR** Cage/Ring Control. This will be an extremely rare occurrence.

MMA SCORING MARGIN OF ADVANTAGE CONTINUUM



NO DISCERNABLE ADVANTAGE
10-10

The option to score a round 10 – 10 is a necessity for judge’s mainly due to the occasional requirement to **score incomplete rounds** where the action or time elapsed in the incomplete round should not impact the overall scoring of the bout.

SLIGHT ADVANTAGE by Fighting Area Control
10-9

FIGHTING AREA CONTROL is not even considered unless both combatants fail to establish even a slight advantage in Effective Aggressiveness, Effective Grappling or Effective Striking. Winning a round based solely on Cage Control shall earn a score of 10-9

SLIGHT ADVANTAGE by Effective Aggressiveness
10-9

EFFECTIVE AGGRESSIVENESS is not even considered UNLESS both combatants fail to establish even a slight advantage in Effective Grappling or Effective Striking. Winning a round based solely on Effective Aggressiveness shall earn a score of 10-9

SLIGHT ADVANTAGE In Effective Grappling and/or Effective Striking
10-9

Winning a round by a SLIGHT advantage in Effective Grappling and/or Effective Striking shall earn a score of 10-9 and render any comparison of Aggressiveness and/or Cage/Ring control as *irrelevant*.

CLEAR ADVANTAGE In Effective Striking and/or Effective Grappling
10-9

Winning a round by a CLEAR advantage in Effective Grappling and/or Effective Striking shall earn a score of 10-9 and render any comparison of Aggressiveness and/or Cage/Ring control as *irrelevant*.

SUBSTANTIAL ADVANTAGE In Effective Grappling and/or Effective Striking
10-9

Winning a round by a SUBSTANTIAL advantage in Effective Grappling and/or Effective Striking shall earn a score of 10-9 and render any comparison of Aggressiveness and/or Cage/Ring Control as irrelevant

DOMINATING ADVANTAGE In Effective Grappling and/or Effective Striking
10-8

Winning a round by a DOMINATING ADVANTAGE reflected by a significant duration of domination combined with damage that significantly diminishes the opponent’s ability to compete shall earn a score of 10-8

OVERWHELMING ADVANTAGE In Effective Grappling and/or Effective Striking
10-7

Winning a round by an OVERWHELMING ADVANTAGE reflected by near or complete dominance combined with multiple damaging or near-debilitating strikes landed shall earn a score of 10-7. **The use of this score is EXTRAORDINARILY RARE.**

MMA SCORING LADDER

MMA PRIORITIZED SCORING CRITERIA

Effective Striking is defined as, “Legal blows that have immediate or cumulative damage with the potential to contribute towards the end of the match”. Effective Grappling is defined as, “Successful execution of takedowns, submission attempts, reversals and the achievement of advantageous positions that produce immediate or cumulative damage with the potential to contribute to the end of the match.”

In both Effective Striking and Effective Grappling, IMMEDIATE damage shall weigh more heavily than the cumulative damage.”

Note that in Effective Grappling, a successful takedown is not merely a changing of position, but the establishment of an attack from the use of the takedown. The effectiveness of top and bottom position fighters is evaluated more on the damaging results of their actions rather than by their relative positions.

Effective Striking/Grappling is the top criteria by which judges will evaluate each round and will be the deciding factor in a high majority of rounds scored.

Nearly 95% Of All Rounds Will Be Scored 10-9

DAMAGE

Note that the word “damage” as used in the scoring criteria should be viewed as “a result of legal actions that diminish the opponent’s ability or will to continue the contest”. Damage includes visible evidence such as swelling, bruising and lacerations. Damage shall also be assessed when a fighter’s actions, using striking and/or grappling, lead to a diminishing of their opponents’ energy, confidence, ability, and/or spirit.

Less than 5% Of All Rounds Will Be Scored 10-8