



ANALYSIS OF MAJOR COMPETITIONS 2020-2024.

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INTRODUCTION

The created internet platform - **PDA (Performance Data Analysis)** provides great opportunities to use all important data about wrestling matches and wrestlers in three Olympic styles (GR-FS-WW). A total of 30 analyzes have been made so far from 2020 to 2024 (2020-7; 2021-8; 2022-5; 2023-6 and 2024-4).

For this presented analysis, an analysis was made of 16 major senior competitions in the last 5 years (2020-2024), namely:

- 1. Olympic Games 2021. (JPN - Tokyo) - GR-FS-WW**
- 2. Olympic Games 2024. (FRA – Paris) - GR-FS-WW**
- 3. Individual World Cup 2020 (SRB – Belgrade) - GR-FS-WW**
- 4. World Championship 2021 (NOR - Oslo) - GR-FS-WW**
- 5. World Championship 2022 (SRB – Belgrade) - GR-FS-WW**
- 6. World Championship 2023 (SRB – Belgrade) - GR-FS-WW**
- 7. European Championship 2020 (ITA - Rome) - GR-FS-WW**
- 8. European Championship 2021 (POL – Warsaw) - GR-FS-WW**
- 9. European Championship 2022 (HUN – Budapest) - GR-FS-WW**
- 10. European Championship 2023 (CRO – Zagreb) - GR-FS-WW**
- 11. European Championship 2024 (ROU – Bucharest) - GR-FS-WW**
- 12. Asian Championship 2020 (IND – New Delhi) - GR-FS-WW**
- 13. Asian Champion 2021 (KAZ – Almaty) - GR-FS-WW**
- 14th Asian Championship 2022 (MGL – Ulaanbaatar) - GR-FS-WW**
- 15. Asian Championship 2023 (KAZ - Astana) - GR-FS-WW**
- 16. Asian Championship 2024 (KGZ – Bishkek) - GR-FS-WW**

In total, 16 major competitions were analyzed in all three wrestling styles (GR-FS-WW), which means 48 special competitions, if all three Olympic styles are considered separately.

The continental championships of Pan America, Africa and Oceania were not analyzed. These championships must be analyzed separately, each continent needs to be analyzed only for that continent, because the obtained data on the performed wrestling techniques deviate significantly from the average of these analyzed major competitions, and especially the number of points won per minute of fight (WQ/min). These data from those competitions, as well as data from all the competitions analyzed here, are also available on the PDA platform, which is publicly available and located at the following Internet address: <http://uww.io/wpar>

Why it is important to make such analyses!?

The first and basic reason is to get exact indicators about wrestling matches in various segments. It is of great importance to the UWW Technical Commission, as well as to all members of the UWW Bureau who make the final

decision on changes to the wrestling rules. Perhaps this analysis is the most important for all coaches who analyze wrestling competitions. In this way, coaches can see and evaluate the direction in which world wrestling is going. A time period of 5 years is quite a long enough period to be able to draw adequate conclusions, and based on the data presented, trainers should modify and change their work programs in the following period.

This analysis is made of 7 parts:

- 1. Scored points: Technical points - Other points**
- 2. Number of points per minute of match: – WQ/min**
- 3. Analysis of points - by all wrestling techniques**
- 4. Point analysis – the first three most successful techniques**
- 5. Scored points: Standing position - Parterre position**
- 6. Analysis of points obtained for Passivity (GR) - Activity time (FS-WW)**
- 7. Analysis of all matches based on wins by fall**

All analyzes are presented through tables or graphs to facilitate visual monitoring and drawing conclusions for all 7 analyzed segments.

The great importance of this analysis lies in the fact that from this analysis it is possible to get an answer to the question of how wrestlers from Asia (GR, FS, WW) managed to win such a large number of medals at the last Olympic Games in 2024 in Paris.

Namely, wrestlers from Asia achieved an unprecedented result. Out of a total of 72 medals awarded at the OG, Asia received 36 medals or 50.00%, Europe 20 medals or 27.78% and America 16 medals or 22.22%

OVERVIEW OF THE MEDALS AT THE OG - PARIS 2024.

Sn	CONTINENT	Num. med.	%
1.	1. ASIA	13	54%
2.	2. EUROPE	7	29%
3.	3. AMERICA	4	17%
Total =		24	100%

Sn	CONTINENT	Num. med.	%
1.	1. ASIA	11	46%
2.	2. EUROPE	9	37%
3.	3. AMERICA	4	17%
Total =		24	100%

Sn	CONTINENT	Num. med.	%
1.	1. ASIA	12	50%
2.	2. EUROPE	4	17%
3.	3. AMERICA	8	33%
Total =		24	100%

GR	FS	WW
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When a detailed analysis of the results at senior major competitions in the last 5 years is made, it is clear how much progress all Asian wrestlers have made at the world level. Especially when you look at the results made by Asian wrestlers in terms of the number of technical points and the average number of points per one minute of the fight.

Based on the results obtained in this analysis, it is completely clear that the success of Asian wrestlers is not accidental and did not come in a short period of time, but is a real system of work that has now given great and significant results at the world level.

This analysis should be the first step in making many other quality analyses, based on the available data, all of which are available on the PDA (Performance Data Analysis) platform.

1. Scored points: Technical points- Other points

It is of great importance when talking about changing the wrestling rules, how the points were won. For the stated reason, the points won by the wrestlers with their actions (all wrestling techniques in a standing and parterre position) are clearly separated from the points awarded mostly by the referees, due to passive or inactive wrestling or are some types of penalty (warnings, challenge, step out...).

GR STYLE

If you look at the analysis of these parameters of wrestling matches, it is clear that the big problem is in the GR style. On average, in the GR style, in the 16 analyzed championship, we have 30.31% of points that the wrestlers did not win with wrestling techniques. The highest percentage of those points, 16.95%, are the points that were directly awarded to the wrestlers by the referees, just because of the assessment of which wrestler is passive. In the two Olympic Games held during this period, this percentage of points for passivity is even higher and it amounts to 20.65% of all points, which is 1/5 of all points in the Olympic Games.

FREE STYLE

In freestyle, the situation is somewhat better than in GR style, but even here the percentage of points that are not wrestling techniques is quite high and amounts to an average of 19.06% of all points, in the analyzed 16 competitions. Compared to the GR style, where 20.65% of points were awarded for passivity at OI, in FS the referees awarded 6.30% of points for activity time, which is three times less. This also means that FS is a much more dynamic and high-quality fight than in GR style.

WOMEN WRESTLING

Regarding this issue of negative wrestling, the best situation is in women's wrestling, where the percentage of other points is only 13.67%. For activity time, the judges awarded only 5.60% of all points in the 16 analyzed competitions.

Based on these analyzed data, it can be concluded that women's wrestling is the most attractive Olympic wrestling discipline with the least amount of wrestling destruction in a match.ž

Therefore, the main and basic problem is in the GR style. Specific suggestions are given at the end of the analysis in the conclusion of this analysis.

2. Number of points per minute of match: – WQ/min

One of the best indicators of the direction in which wrestling is going in the world is precisely the data on how many points were "made" per minute in all analyzed matches, at the 16 most important championships in the last 5 years (WQ/min.).

GR STYLE (GR)

As with the first parameter analyzed, here too the GR style is in a very unfavorable position. 1.67 points are "made" per minute. This common average is for all analyzed competitions: (Olympic Games - OG, World Championships - WCH, European Championships - ECH and Asian Championships - ACH), that overall average can be said to be satisfactory for the GR style. However, if these data are analyze, then it can be seen that at Olympics Games the number of points per minute (WQ/min.) is only 1.39, at World Championships 1.54, at European Championships 1.55. A higher average was

obtained only thanks to good results at the Asian Championships, where WQ/min exceeds 2 points per minute and is 2.01 points per minute in GR style.

FREESTYLE (FS)

In FS, the amount of points per minute of the match is significantly higher compared to the GR style and amounts to an average of 1.92 points per minute of the match. Here, too, the average is significantly raised by the results from the Asian Championship (5 championships) , where WQ/min is 2.07 points per minute. The best result was recorded in 2022 when WQ/min was 2.31 points per minute of combat. In the 5 analyzed Asian championships, in 3 the WQ/min was higher than 2.0 points per minute. At the 2023 World Championship, he had an excellent average of 2.05 points per minute of matches.

WOMEN WRESTLING (WW)

WW has the best indicators for this parameter of the number of points per minute of the fight when compared to the other two styles (GR and FS). WQ/min averages 1.97 points per minute of fight and is the best result in all three Olympic styles. The results at the Asian Championships from 2020.-2024. are especially good, when in all 5 championships WQ/min, averaged 2.20 points 2 points : 2020.-2.14; 2021.-2.16; 2022.-2.28; 2023. -2.14; 2024 -2.29 points per minute. In a total of 6 out of 16 analyzed competitions, the average was more than 2.0 points per minute.

These GR-style data clearly indicate that something urgently needs to be changed in the rules of wrestling. Wrestling rules must ensure that wrestlers who have an attacking approach to a wrestling match and who perform wrestling techniques are encouraged. At the same time, it is necessary for the referees to strictly penalize passive wrestlers and those who constantly destroy the wrestling match and who achieve victory without scoring a single technical point. Today's wrestling rules are the main reason for the lag in the quality of GR style wrestling matches.

It is a big problem that in GR style wrestling matches, the fight does not last 360 seconds (6 minutes). In 80% of cases, in the first 80 seconds (1 min and 20 sec), not a single wrestler goes to make points, but it is calculated until the first passivity and the first point awarded by the judges to one wrestler. It's the same as if a corner and a scored goal had the same value in football. Very few points are scored in the first minute in GR style matches. All wrestlers await the judge's assessment - to award 1 point for passive wrestling

One of the main reasons that in 80% of GR style wrestling matches, the fight does not last 360 seconds (6 minutes) but mostly 260 seconds (4 minutes and 20 seconds). There are rare matches when technical points are scored in this first period of the match. All wrestlers await the judge's evaluation to award 1 point for passive wrestling.

Often wrestlers who defend well in the parterre position, the wrestlers do not even want to fight in the first 1.20 minutes of the fight and wait for the referee to send them to the parterre position. After that, from the start of the second round, they just push the opponent and simulate the activity, and in that way they get one point and in the end, when the match ends 1-1, they win.

Based on the fact that the active time for GR matches is 28% shorter than FS matches, it is normal to make less points than in FS style. This gap in the number of points in GR style compared to FS amounts to about 18%.

One of the main problems with the GR style lies in the fact that the referees do not sufficiently apply the wrestling rules. It's better to say that they don't even apply them. If we know the data, which will be presented later in this analysis, that the judges in the 16 analyzed competitions in GR style, gave only 0.23% of all points for NEGATIVE WRESTLING,

then that sufficient indication that the referees do not want to protect the wrestling match in the least. It is allowed to constantly hold the opponent's fingers, and it is normal if the opponent's fingers are constantly held that it is negative wrestling, which is punishable under the International Rules of Wrestling. Article 47, among other things, decisively states the following:

Article 47 – General Prohibitions

Wrestlers are forbidden to:

- Grasping or interlocking fingers to block the opponent and prevent Active Wrestling.

These general prohibitions are sanctioned based on the severity of the foul (disqualification, caution-1(2) point or verbal warning). Disciplinary sanctions might also be applied after the competition against the athlete at fault.

This means that the referee is obliged to stop the match in the first case and warn the wrestler, who commits a violation, and to warn him internally. In a repeated case, the referee is obliged to stop the fight, give a caution and penalty the wrestler who commits a violation with 2 points. Referees sometimes warn the wrestlers once during the match, but until the end of the match they no longer apply the wrestling rules and almost as a rule do not penalty the wrestlers for this negative wrestling.

If it were strictly forbidden to grab the fingers and block the opponent with the head, the fight in the GR style, but also in the other two Olympic styles, would develop completely differently and there would be many more technical points.

In the conclusion, it will be stated how to solve these problems that we have in the GR style, but there is more and more finger-holding in FS and WW as well.

3. Analysis of points- by all wrestling techniques

In the GR style analysis, there are 16 elements of analysis for all wrestling techniques, but also for other parameters that make up a wrestling match (warnings, challenges, points for negative wrestling, step out...). A total of 18 parameters were analyzed in FS and WW, because in GR there is no technique: leg attack, activity time and ankle lace), and in FS and WW there are no points for passivity.

GR STYLE

In this introductory part, only the three techniques that were performed the most at these 16 competitions will be shown, and a detailed analysis of all techniques is presented in the appendix of this analysis.

The most dominant technique in the GR style is the gut wrench, which was awarded a total of 22.74% of points. This is understandable, because unlike FS and WW, in GR style very often a mandatory parterre fight is ordered 2 or 3 times during one match. Since it is the least risky technique, it is the one that is performed the most.

There is an extremely high percentage of points for passivity (16.95%), because these are points that are directly decided by the judges. Very often in fights that end in 1-1, the referees directly decide the winner of the match, not the wrestlers. It can be seen that wrestling techniques on the parterre are mostly performed in the GR style (gut wrench and lifts).

Sn	Tehnique/other	Mark	OG - GR	WCH - GR	CONT. CH - GR	AVERAGE
1	GUT WRENCH	GW	22.44	20.90	23.55	22.74%
2	PASSIVITY	PA	20.65	18.36	15.65	16.95%
3	LIFTS	LI	9.42	15.83	12.48	12.94%

FREESTYLE

Unlike the GR style, in the FS the first two techniques from a standing position. In third place is the gut wrench, but compared to the GR style, this technique is performed much less. Almost 1/3 of all points wrestlers in FS win with leg attacks (27,66%).

Sn	Tehnique/other	Mark	OG - GR	WCH - GR	CONT. CH - GR	AVERAGE
1	LEG ATTACKS	LA	31.86	28.14	26.64	27.66%
2	TAKE DOWN	TD	13.02	11.43	13.09	12.66%
3	GUT WRENCH	GW	9.62	12.13	11.28	11.28%

WOMEN WRESTLING

As with FS and WW, the leg attack is the technique with which the most points are won. Unlike the FS gut wrench, it is not in the 3 most commonly performed techniques, which is understandable because women have much less absolute strength and therefore perform more turn over techniques, which require much less strength.

Sn	Tehnique/other	Mark	OG - GR	WCH - GR	CONT. CH - GR	AVERAGE
1	LEG ATTACKS	LA	29.30	25.26	20.87	23.02
2	TAKE DOWN	TD	12.27	14.01	14.45	14.07
3	TURN OVER	TO	10.06	9.12	13.02	11.67

A complete analysis of all techniques is shown in the tables and graphs attached to this analysis. Coaches especially benefit from these analyses. They can draw many conclusions from these analyzes and based on this, adjust the training process in the future, by correcting plans based on exact data on the performance of wrestling techniques at the world's largest competitions.

4. Point analysis – the first three most successful techniques

This part of the analysis shows the analysis by OG, WCH, European Championships and Asian Championships, with the three most performed techniques in these competitions, separately for each of the 3 Olympic styles: GR, FS, WW.

The tables show which three techniques are performed the most for each championship separately. A special analysis was made for the techniques in the standing position, and especially for the techniques in the parterre position for the three techniques that have the most points.

OG			
OG / FS / ST	ST - 1	ST - 2	ST - 3
2021	38.2	11.66	11.19
	LA	TD	SO
2024	24.51	14.37	8.71
	LA	TD	SO
OG / GR / ST	ST - 1	ST - 2	ST - 3

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OG / ST	I	Nbr.	II	Nbr.	III	Nbr.
2020/24	LA	4	TD	4	SO	3
	SO	1	FT	1	HT	1
	TD	1	HT	1	FT	2
Total =		6		6		6

OG / FS / PA	PA-1	PA-2	PA-3
2021	8.41	6.12	2.68
	GW	TO	AL
2024	10.82	10.82	5.92
	GW	TO	AL
OG / GR / PA	PA-1	PA-2	PA-3

2021	8.4	7.77	4.51
	SO	FT	HT
2024	10.32	6.71	6.35
	TD	HT	SO
OG / WW / ST	ST - 1	ST - 2	ST-3
2021	31.72	8.89	6.46
	LA	TD	FT
2024	26.88	15.65	7.42
	LA	TD	FT

OG / PA	I	Nbr.	II	Nbr.	III	Nbr.
2020/24	GW	4	TO	3	GW	2
	AL	1	LI	2	AL	2
	TO	1	TO	1	PC	1
					TO	1
Total =		6		6		6

2021	23.06	8.4	3.51
	GW	LI	PC
2024	21.82	10.43	4.08
	GW	LI	TO
OG / WW / PA	PA-1	PA-2	PA-3
2021	9.9	8.28	7.07
	AL	TO	GW
2024	11.84	7.02	6.02
	TO	AL	GW

Abbreviations:

Sn	Tecniqne	mark	STA/PAR
1	LEG ATTACKS	LA	STA
2	TAKE DOWN	TD	STA
3	TURN OVER	TO	PAR
4	GUT WRENCH	GW	PAR
5	FORWARD BEDING THROV	FT	STE
6	HIP TURNING THROV	HT	STE
7	PASIVITY	PA	STA
8	ACIVITY TIME	AT	STA
9	STEP OUT	SO	STA

10	ANCLE LACE	AL	PAR
11	PARTERRE COUNTER	PC	PAR
12	STANDING COUNTER	SC	STA
13	SUPLEX THROW	ST	STA
14	STANDING CAUTION	SCA	STA
15	STANDING CHALLENGE	SCH	STA
16	PARTERRE CHALLENGE	PCH	PAR
17	PARTERRE CAUTION	PCA	PAR
18	NEGATIVE WRSTLING	NW	STA
19	LIFTS	LI	PAR

Attached to this analysis are tables for all 16 analyzed competitions with complete data on the three most performed wrestling techniques.

5. Scored points: Standing position- Parterre position

It is very important to analyze how many points were won in the standing position or parterre position. These data differ significantly in the three Olympic styles: GR, FS, WW.

The table below shows data for all competitions by wrestling style:

Average style	Standing	Parterre
AVERAGE-GR	55.46	44.54
AVERAGE-FS	71.49	28.51
AVERAGE-WW	69.60	30.40

Based on these data, it is clear that in FS and WW about 70% of points are won by wrestling techniques from a standing position. In the GR style, a significant number of points are made in the parterre position (about 45%). This is due to the fact that the GR style is often assigned a position on the parterre. In some weight categories, it happens that the number of points in the parterre position is higher than in the standing position.

For coaches, this information is very important, whether they training wrestlers in GR style or in FS-WW. It is necessary to adapt the training system to these data and pay more attention to working in the parterre position when talking about the GR style of wrestling.

6. Analysis of points obtained for Passivity (GR)- Activity time (FS-WW)

One of the important parameters that speak about the quality of wrestling matches is the number of points awarded by the judges for Passivity in GR style and for Activity time in FS and WW. The fewer these points, the better the quality of the wrestling matches. Based on the analysis of 16 competitions, it is clear that there is a big problem in the GR style. This especially applies to the Olympic Games and World Championships, where the quality of the wrestlers is high and in these fights, the points awarded for passivity often decide the winner.

The average by styles of passivity and activity time can be seen in the following table:

AVERAGE-GR / PASIVITY	16.95	AVERAGE-FS ACTIVITY TIME	6.31	AVERAGE-WW ACTIVITY TIME	5.79
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Full details on the points for Passivity and Activity can be seen in the separate graphs attached to this analysis, where the data for each of the 16 analyzed competitions can be seen in an overview.

7. Analysis of all matches based on wins by fall

In today's system of competition and direct elimination, winning by fall does not mean as much as it did before the introduction of the direct elimination system.

As the importance of the competition is greater, the average number of victories by fall is also lower. The number of fall is the lowest at the Olympic Games, and the highest at the Asian Championships, especially in women's wrestling. In all women's wrestling competitions, there are quite a lot of victories by fall.

In the Asian Women's Wrestling Championships, the number of victories by fall in the last 5 championships ranged from 21.00% to 37.5% of the victories by fall of all matches held. These data will be presented in the attachment of this analysis in a separate graph.

CONCLUSION

Based on the data presented on the previous pages, concrete conclusions can be drawn, namely:

1. It is necessary to make significant changes in the wrestling rules in the GR style. There are two proposals for that, one easier to implement and the other a little more complex but certainly better for the future of wrestling in the long term

I PROPOSAL - In case the result at the end of the match is tied: 1-1, the wrestler who won the first point in the match wins. In this way, you won't have to wait 1.20 minutes for someone to get a point, but the wrestlers will start attacking from the first second. Unfortunately, it will still be just pushing the opponent without performing specific wrestling techniques.

Proposal II - A much better proposal is to not give points for GR-style passives at all, and leave the ability to choose a position after the passive is awarded. If the score is 0-0 even after 6 minutes, overtime is introduced until the first point is won, i.e. up to a maximum of 3 minutes of overtime. If even then there are no points, the referee jury at the end of the match decides which wrestler was more active and the winner is determined by the referee jury's decision. There won't be many of these matches. Due to so few matches, we should not be afraid to introduce changes in the rules. At the Olympic Games in Paris, there were a total of 115 matches in GR style. Only 7 matches or 6% ended with a score of 1-1, out of that number even 4 matches were in 130 kg. In the 3 categories, not a single match ended 1-1, but in all matches there were more than 2 points. Therefore, we are afraid to introduce a new rule, not to give a point for passivity, just because of these 6% matches. Let this small number of matches be decided in extra time. However, the philosophy of wrestling will change completely. The wrestlers and their coaches will change immediately, because they will be aware that there is no victory if a technical point is not made, because the judges will not make the decision about the winner, only the wrestlers. For the above reasons, this second proposal has much more weight than the first.

2. Another concrete proposal that emerges from this analysis is to prevent destruction in wrestling matches. It is necessary to strictly apply wrestling rules, especially Article 49, which states that holding fingers is negative wrestling. An internal warning must be given to one or both wrestlers on the first contact, and wrestling rules must be applied to the second finger grab and a warning and 2 points awarded. In this way, a large space for performing wrestling techniques will be opened and destructive wrestling that has not been penalty until now will be prevented. From all the analyzed matches in the analyzed 16 competitions, the following number of points in percentages were awarded for this foul: GR - 0.22%, U FS - 0.52% and WW - 0.06%. This data clearly shows that negative wrestling was not penalty, as it should have been, because the referees did not apply the rules of wrestling.

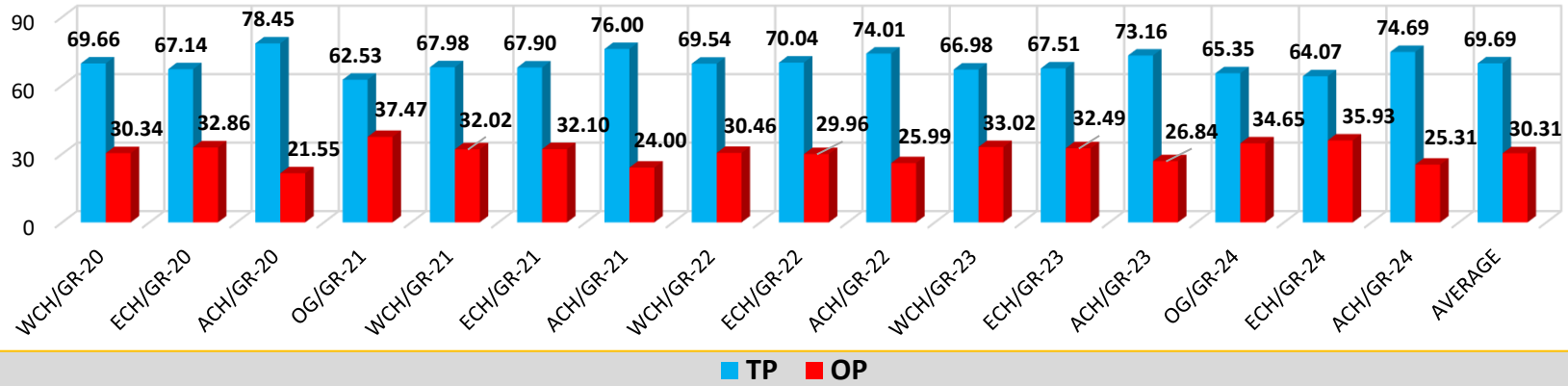
For anyone who wants to do a more detailed analysis of all these competitions, attached are tables and graphs that detail everything written on the previous pages.

APPENDICES (TABLES AND GRAPHICS)

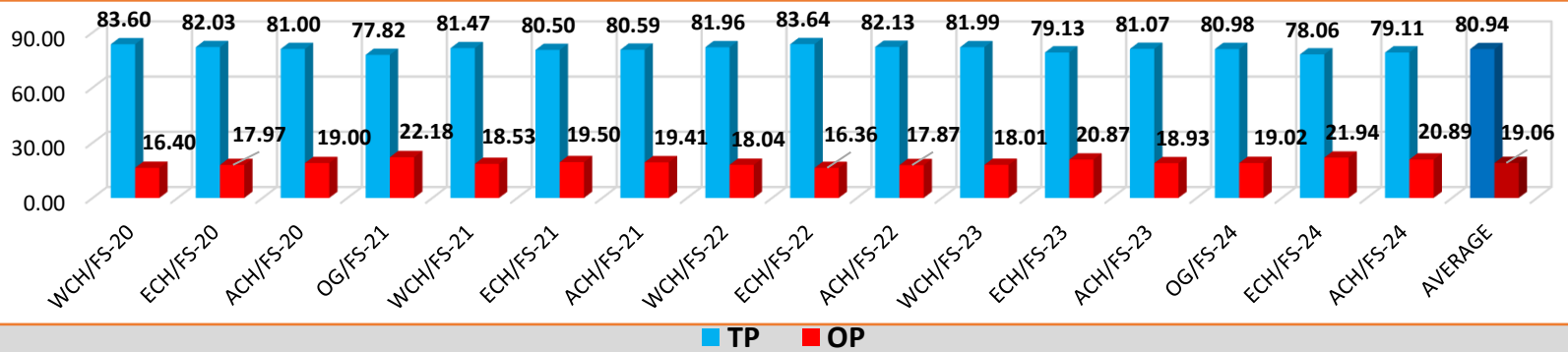


1. GRAPHICS / SCORED POINTS: TECHNICAL POINTS- OTHER POINTS

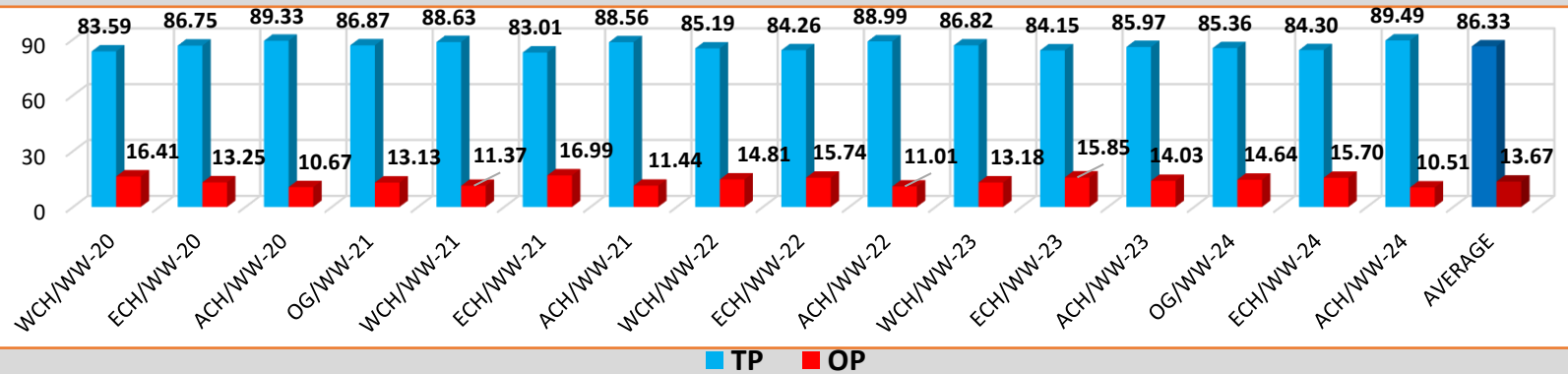
GR / TECHNICAL POINTS & OTHER POINTS / 20-24



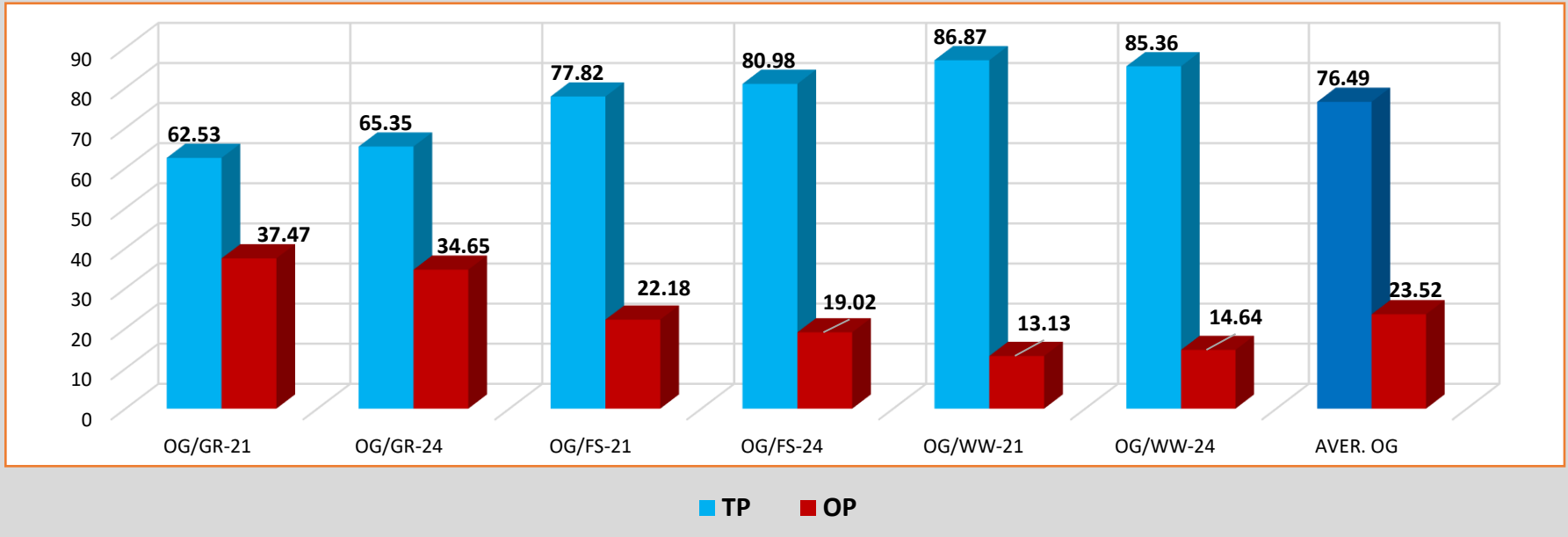
FS / TECHNICAL POINTS & OTHER POINTS / 20-24



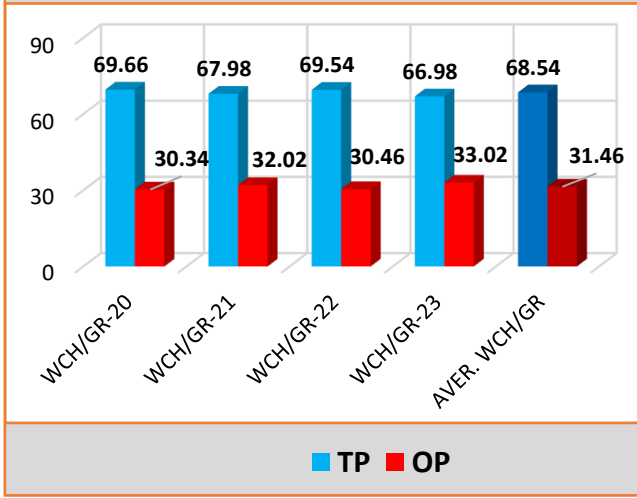
WW / TECHNICAL POINTS / OTHER POINTS / 20-24



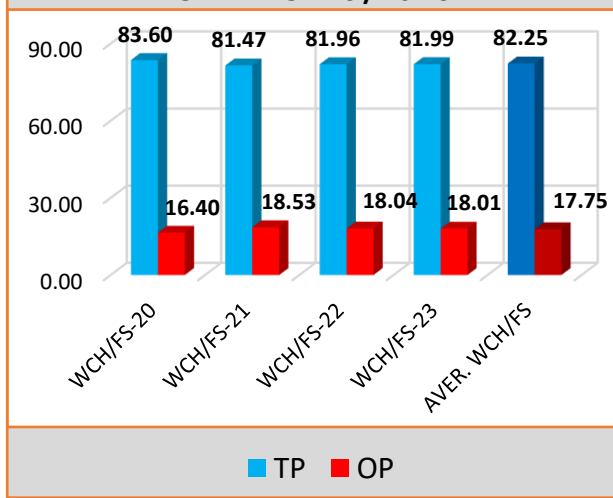
OG / TECHNICAL POINTS & OTHER POINTS / 21&24



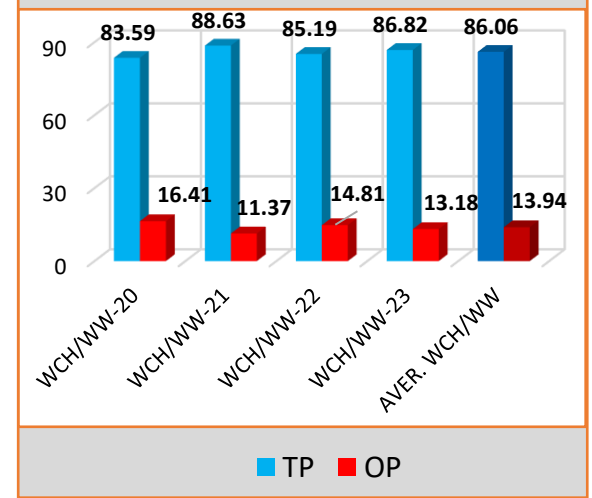
WCH / GR / TECHNICAL POINTS & OTHER POINTS / 20-23



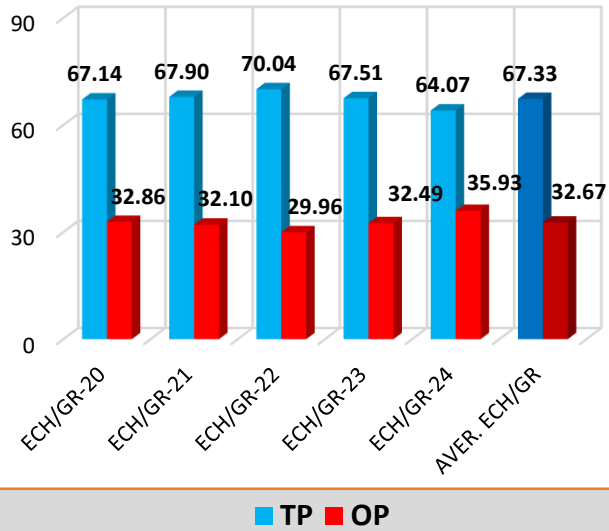
WCH / FS / TECHNICAL POINTS & OTHER POINTS / 20-23



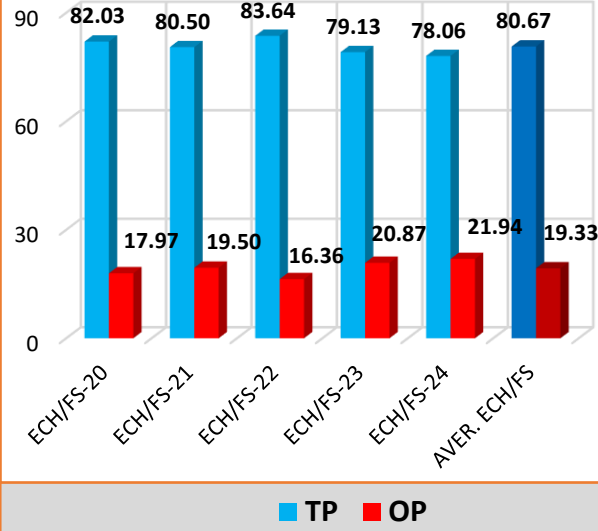
WCH / WW / TECHNICAL POINTS & OTHER POINTS / 20-23



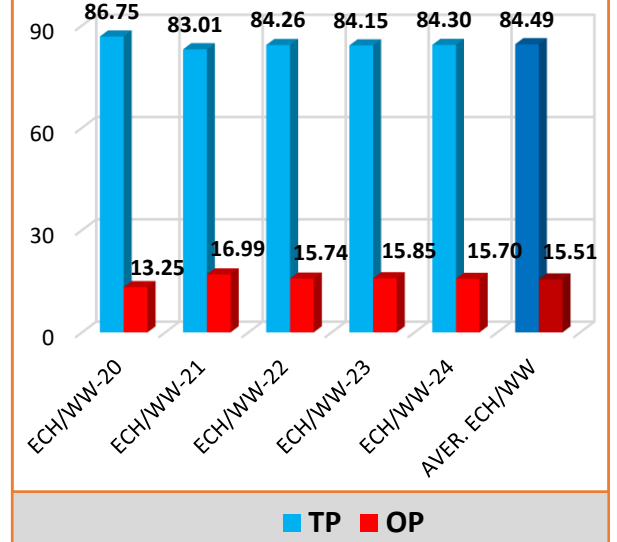
ECH / GR / TECHNICAL POINTS & OTHER POINTS / 20-24



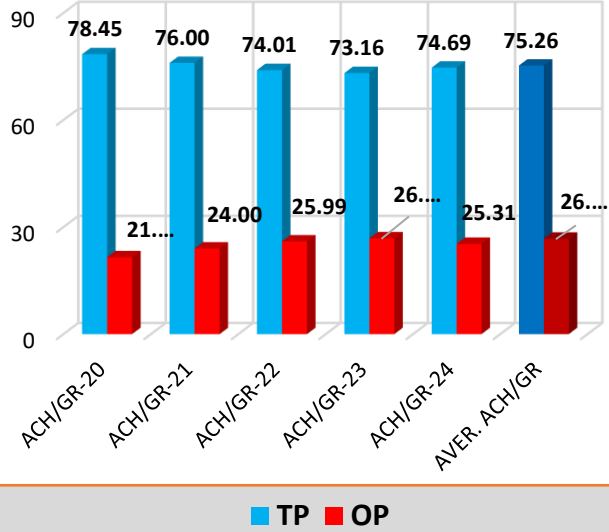
ECH / FS / TECHNICAL POINTS & OTHER POINTS / 20-24



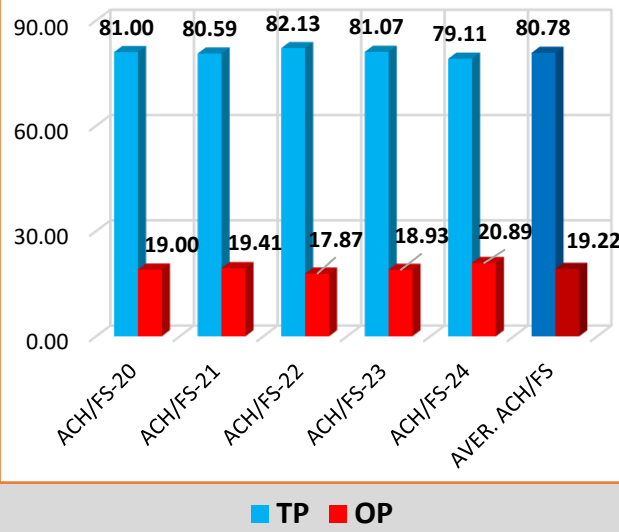
ECH / WW / TECHNICAL POINTS & OTHER POINTS / 20-24



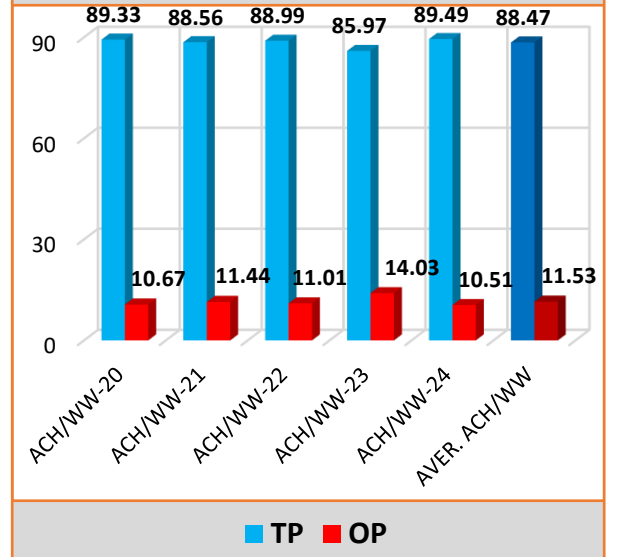
ACH / GR / TECHNICAL POINTS & OTHER POINTS / 20-24



ACH / FS / TECHNICAL POINTS & OTHER POINTS / 20-24



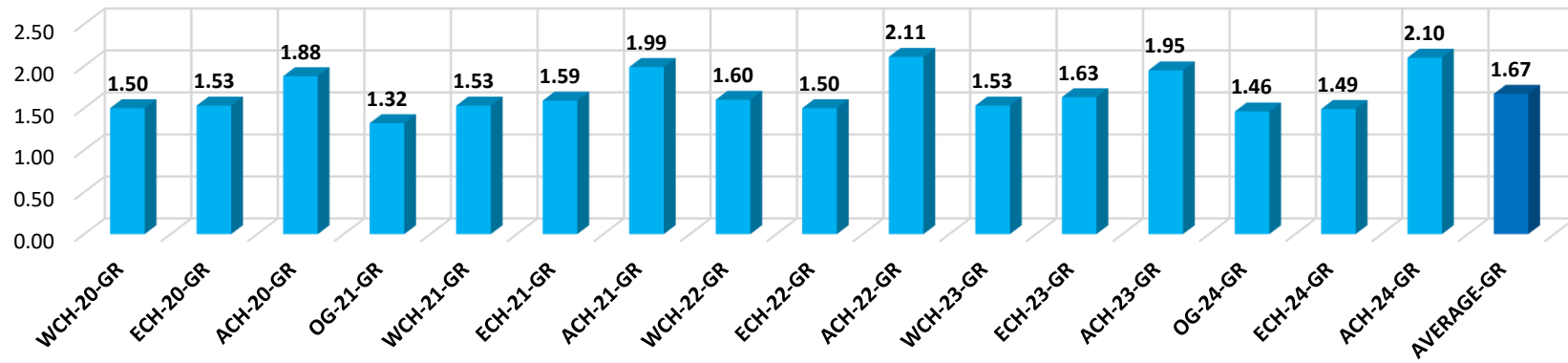
ACH / WW / TECHNICAL POINTS & OTHER POINTS / 20-24



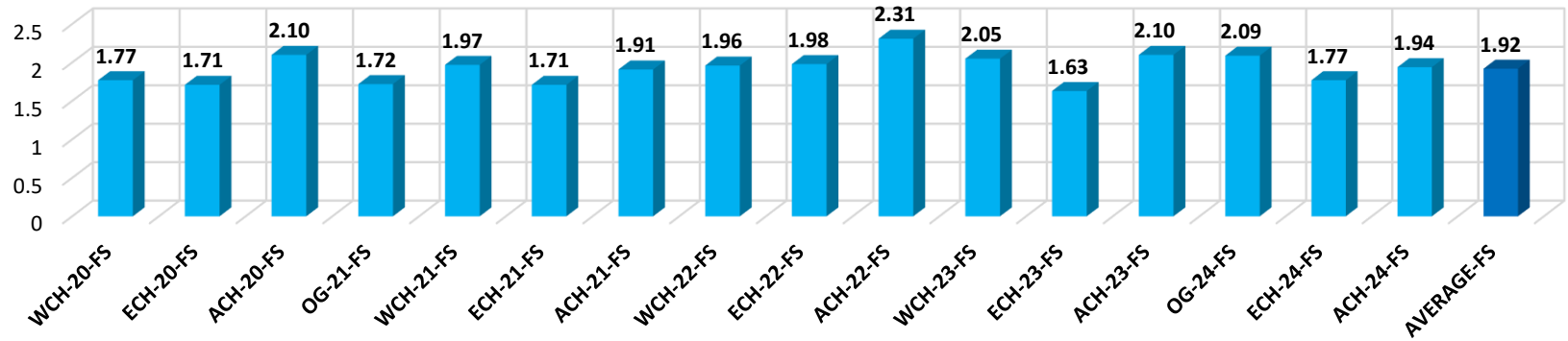


2. GRAPHICS / NUMBER OF POINTS PER MINUTE OF MATCH: – WQ/MIN

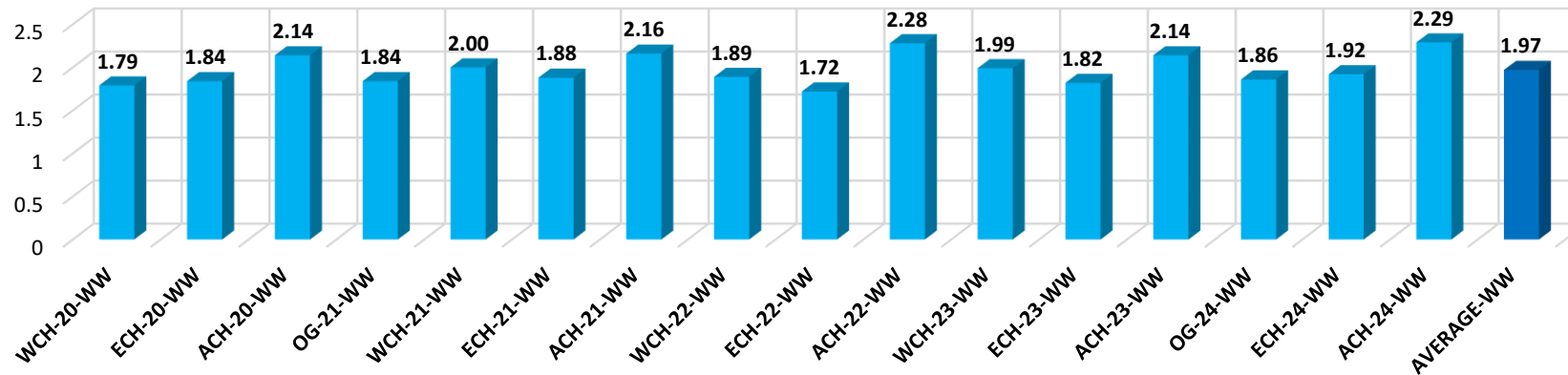
GR / WQ/min / 20-24



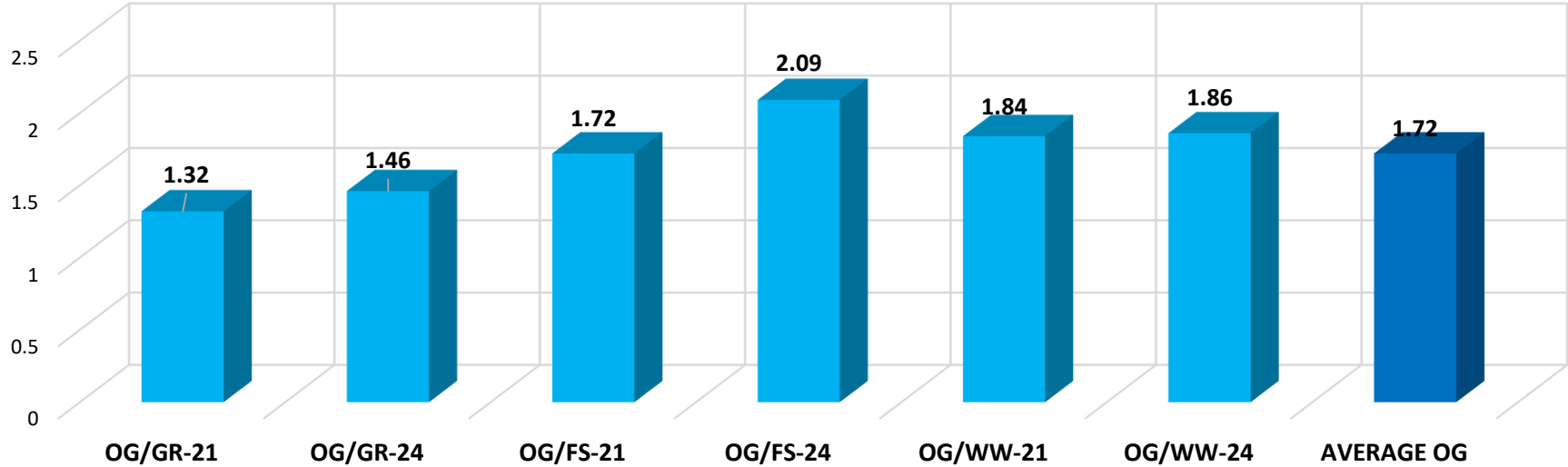
FS / WQ/min / 20-24



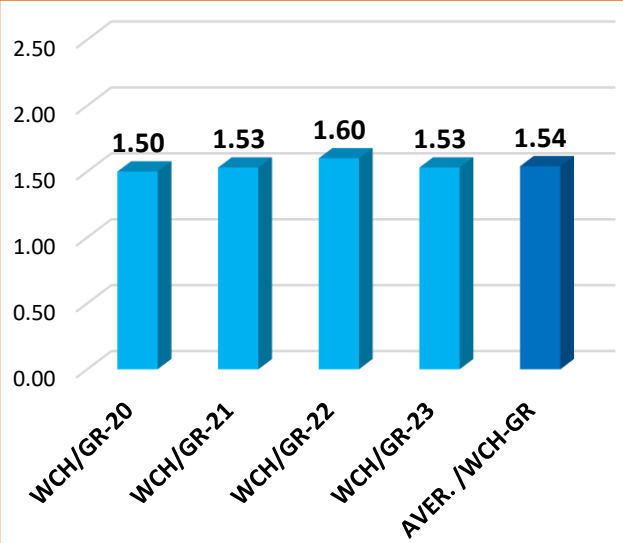
WW / WQ/min / 20-24



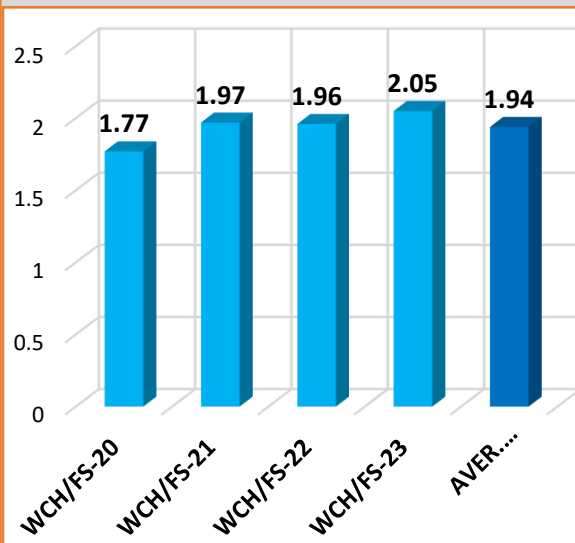
OG 21-24. / WQ/min (GR-FS-WW) / 21&24



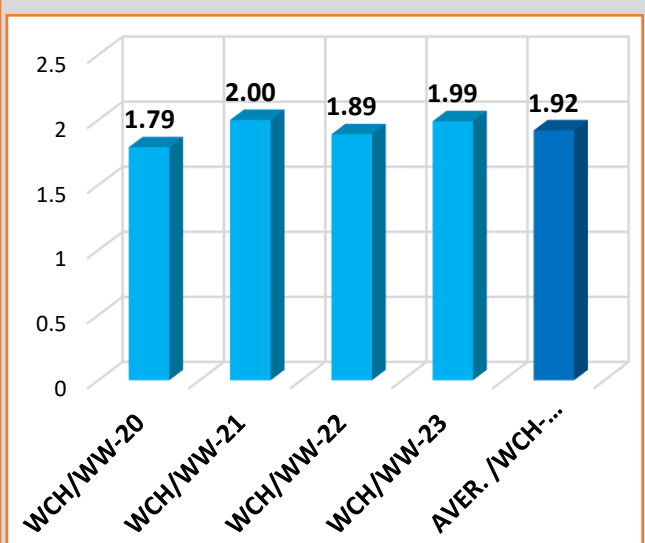
WCH-GR / WQ/min / 20-23



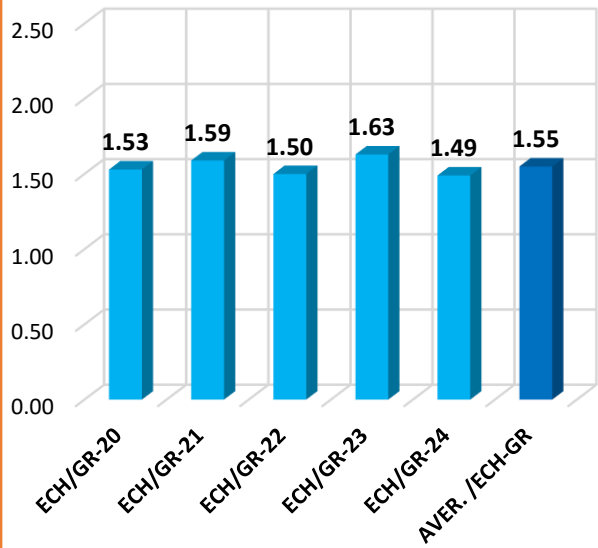
WCH-FS / WQ/min / 20-23



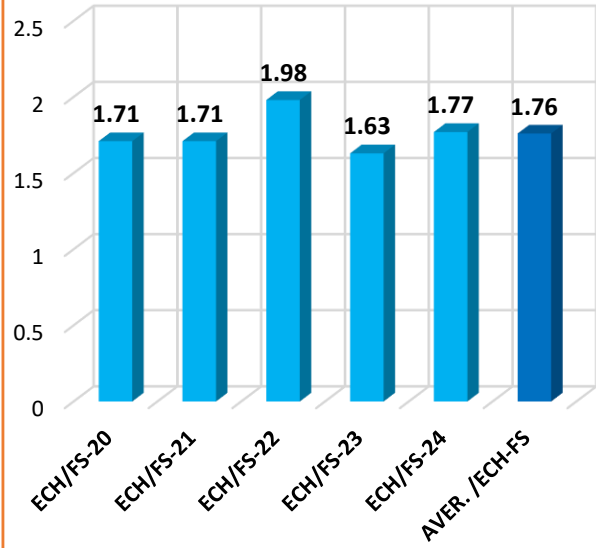
WCH-WW / WQ/min / 20-23



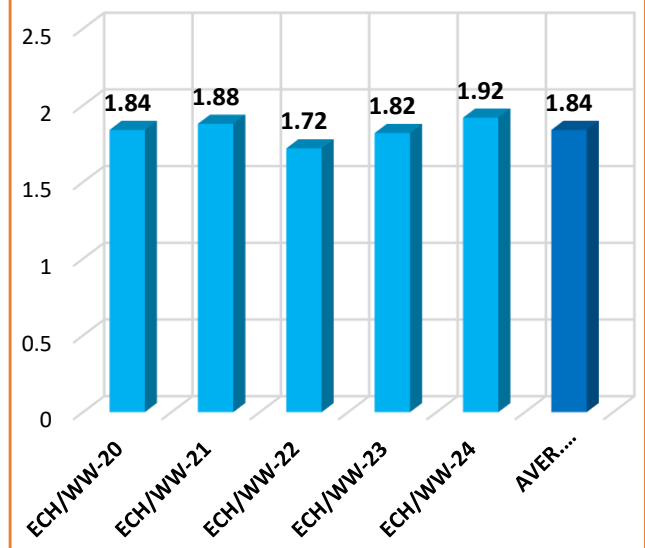
ECH-GR / WQ/min / 20-24



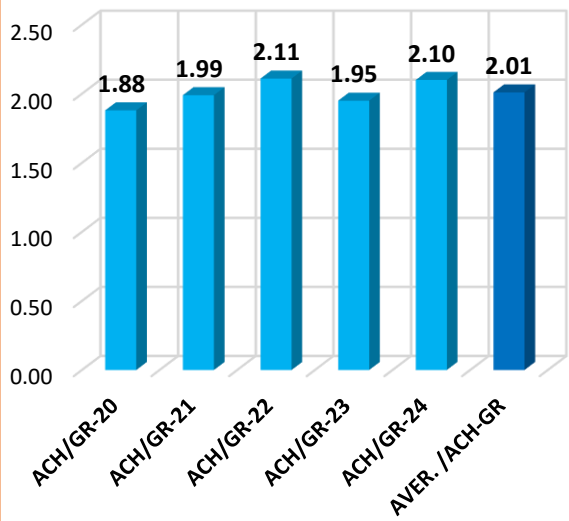
ECH-FS / WQ/min / 20-24



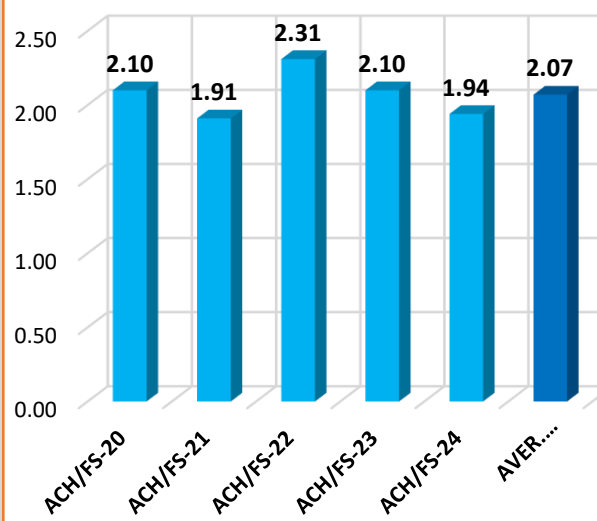
ECH-WW / WQ/min / 20-24



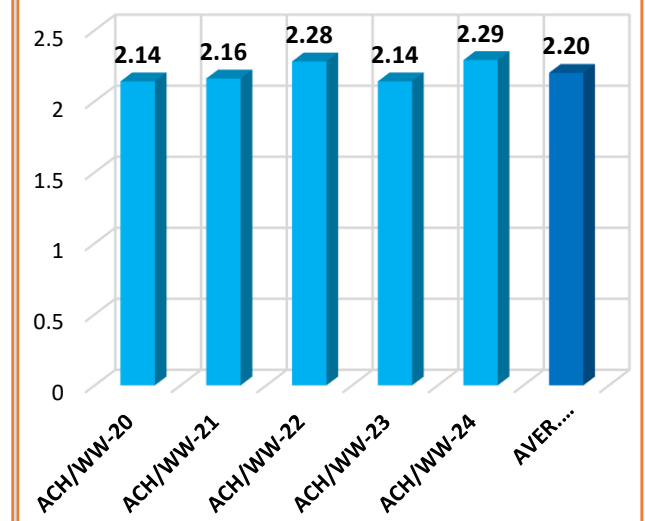
ACH-GR 21/24. - WQ/MIN



ACH-FS 21/24. - WQ/MIN



ACH-WW 21/24. - WQ/MIN





3. TABLE / ANALYSIS OF POINTS- BY ALL WRESTLING TECHNIQUES

GRECO ROMAN STYLE

Sn	Technics	Mark	OG / GR		WORLD CH. / GR			
			OG-2021-GR	OG-2024-GR	WCH-20-GR	WCH-21-GR	WCH-22-GR	WCH-23-GR
1	GUT WRENCH	GW	23.06	21.81	21.93	17.44	20.53	23.69
2	PASSIVITY	PA	20.68	20.62	19.15	18.06	17.50	18.73
3	LIFTS	LI	8.40	10.43	15.79	17.68	16.70	13.14
4	TAKE DOWN	TD	7.77	10.31	9.06	10.48	9.00	9.65
5	HIP TURNING THROV	HT	4.51	6.71	6.29	6.24	5.64	5.69
6	STEP OUT	SO	8.40	6.35	5.48	6.53	6.39	8.03
7	SUPLEX THROW	ST	4.26	3.12	5.48	4.10	4.42	3.10
8	FORWARD BEDING THROV	FT	7.77	3.84	3.51	2.10	3.87	3.17
9	TURN OVER	TO	2.26	4.08	1.90	3.91	3.20	3.46
10	PARTERRE COUNTER	PC	2.01	2.88	2.49	3.00	3.16	2.34
11	STANDING COUNTER	SC	2.51	2.16	3.22	3.05	3.03	2.74
12	STANDING CAUTION	SCA	1.50	1.80	1.61	1.91	2.15	1.66
13	PARTERRE CAUTION	PCA	3.51	1.80	1.61	2.53	1.51	2.27
14	STANDING CHALLENGE	SCH	1.25	2.28	1.39	1.52	1.39	1.30
15	PARTERRE CHALLENGE	PCH	1.63	1.56	0.51	1.38	1.51	0.97
16	NEGATIVE WRSTLING	NW	0.50	0.24	0.58	0.10	0.00	0.07

Sn	Technics	Mark	EUROPEAN CHAMPIONSHIP / GR					ASIAN CHAMPIONSHIP / GR					AVERAGE
			ECH-20-GR	ECH-21-GR	ECH-22-GR	ECH-23-GR	ECH-24-GR	ACH-20-GR	ACH-21-GR	ACH-22-GR	ACH-23-GR	ACH-24-GR	
1	GUT WRENCH	GW	21.83	27.11	20.88	20.38	21.45	26.99	21.47	26.48	24.45	24.41	22.74
2	PASSIVITY	PA	18.08	18.27	18.90	18.59	20.35	10.99	12.63	12.56	14.14	11.96	16.95
3	LIFTS	LI	13.03	10.45	14.65	15.13	12.79	6.96	12.42	12.07	14.14	13.19	12.94
4	TAKE DOWN	TD	11.56	8.90	10.04	8.65	11.63	15.23	9.89	10.71	10.51	12.12	10.34
5	HIP TURNING THROV	HT	7.16	8.09	6.08	5.81	4.19	7.62	13.37	4.43	8.50	9.34	6.85
6	STEP OUT	SO	6.92	6.61	5.05	7.29	7.38	6.96	5.47	6.90	6.97	6.88	6.73
7	SUPLEX THROW	ST	3.29	4.59	5.64	4.69	3.55	8.05	4.53	8.13	3.44	4.26	4.67
8	FORWARD BEDING THROV	FT	3.93	2.43	3.52	2.35	3.14	6.96	3.37	4.68	3.06	3.28	3.81
9	TURN OVER	TO	2.82	1.75	4.03	3.83	3.60	2.83	2.95	4.43	3.44	3.28	3.24
10	PARTERRE COUNTER	PC	2.70	1.62	2.42	3.95	2.44	2.94	4.21	1.35	2.58	2.05	2.63
11	STANDING COUNTER	SC	0.82	2.97	2.78	2.72	1.28	0.87	3.79	1.72	3.06	2.78	2.47
12	STANDING CAUTION	SCA	3.23	3.71	0.95	1.98	2.73	0.87	1.47	2.46	2.29	2.21	2.03
13	PARTERRE CAUTION	PCA	2.11	1.42	2.20	2.29	1.92	0.65	1.26	1.48	0.67	2.13	1.84
14	STANDING CHALLENGE	SCH	1.53	1.28	0.59	0.62	1.74	1.20	1.47	1.60	1.62	1.47	1.39
15	PARTERRE CHALLENGE	PCH	0.65	0.67	1.83	1.61	1.63	0.87	1.26	0.99	0.76	0.66	1.16
16	NEGATIVE WRSTLING	NW	0.35	0.13	0.44	0.12	0.17	0.00	0.42	0.00	0.38	0.00	0.22

FREE STYLE

Sn	Technics	Mark	OG / FS		WORLD CH. / FS			
			OG-2021-FS	OG-2024-FS	WCH-20-FS	WCH-21-FS	WCH-22-FS	WCH-23-FS
1	LEG ATTACKS	LA	39.20	24.51	26.41	27.69	29.63	28.82
2	TAKE DOWN	TD	11.66	14.37	13.64	11.12	9.85	11.10
3	GUT WRENCH	GW	8.41	10.82	13.42	13.20	10.39	11.49
4	STEP OUT	SO	11.19	8.71	7.14	10.24	8.72	9.65
5	TURN OVER	TO	6.12	10.82	8.33	7.36	7.39	8.98
6	ACIVITY TIME	AT	6.50	6.26	6.01	5.60	6.29	5.43
7	FORWARD BEDING THROV	FT	2.68	3.72	4.11	5.18	6.92	5.74
8	ANCL LACE	AL	2.68	5.92	4.65	5.37	6.92	5.82
9	HIP TURNING THROV	HT	1.34	4.56	2.27	3.26	3.26	2.38
10	PARTERRE COUNTER	PC	2.68	3.13	2.71	3.76	3.00	3.21
11	SUPLEX THROW	ST	1.53	2.11	4.82	2.69	2.33	2.59
12	STANDING COUNTER	SC	1.15	1.01	3.25	1.76	2.13	1.81
13	STANDING CAUTION	SCA	1.82	1.27	1.57	0.96	1.03	0.96
14	STANDING CHALLENGE	SCH	0.76	1.27	0.92	0.96	0.77	1.01
15	PARTERRE CHALLENGE	PCH	0.96	0.85	0.32	0.46	0.93	0.54
16	PARTERRE CAUTION	PCA	0.38	0.59	0.27	0.23	0.30	0.41
17	NEGATIVE WRSTLING	NW	0.57	0.08	0.16	0.08	0.00	0.00
18	LIFTS	LI	0.38	0.00	0.00	0.08	0.13	0.05

Sn	Technics	Mark	EUROPEAN CHAMPIONSHIP - FS					ASIAN CHAMPIONSHIP - FS					AVERAGE
			ECH-20-FS	ECH-21-FS	ECH-22-FS	ECH-23-FS	ECH-24-FS	ACH-20-FS	ACH-21-FS	ACH-22-FS	ACH-23-FS	ACH-24-FS	
1	LEG ATTACKS	LA	28.99	28.59	27.60	27.96	23.75	28.28	26.69	23.88	25.00	25.61	27.66
2	TAKE DOWN	TD	13.19	12.16	12.61	11.76	15.78	13.72	14.04	12.98	11.71	12.94	12.66
3	GUT WRENCH	GW	9.66	7.40	10.51	9.87	8.62	13.89	13.34	14.74	11.99	12.80	11.28
4	STEP OUT	SO	7.12	8.28	7.82	10.31	9.93	9.21	9.53	8.65	9.61	12.06	9.26
5	TURN OVER	TO	5.92	11.41	8.41	8.22	9.98	7.20	9.71	9.13	7.66	9.70	8.52
6	ACIVITY TIME	AT	7.79	7.65	5.58	7.40	8.22	4.77	5.98	5.61	6.43	5.39	6.31
7	FORWARD BEDING THROV	FT	5.82	5.02	6.90	5.57	5.35	3.68	5.29	6.49	5.64	4.31	5.15
8	ANCL LACE	AL	5.30	5.27	5.52	4.68	4.79	3.01	2.43	3.21	4.62	4.58	4.67
9	HIP TURNING THROV	HT	4.88	3.26	3.42	3.54	3.38	2.01	3.64	3.69	7.08	3.77	3.48
10	PARTERRE COUNTER	PC	3.12	4.64	3.22	3.10	3.83	2.43	2.34	2.08	2.10	2.70	3.00
11	SUPLEX THROW	ST	2.23	1.25	3.75	2.15	1.61	3.77	1.73	3.21	2.82	1.62	2.51
12	STANDING COUNTER	SC	2.91	1.25	1.45	2.15	0.96	3.01	1.21	2.72	2.46	1.08	1.89
13	STANDING CAUTION	SCA	1.04	1.69	1.05	1.33	1.46	1.67	1.82	1.60	1.37	1.75	1.40
14	STANDING CHALLENGE	SCH	1.40	0.69	0.53	1.08	0.96	0.75	0.87	1.12	0.79	0.88	0.92
15	PARTERRE CHALLENGE	PCH	0.42	0.75	0.99	0.51	0.81	0.59	0.52	0.56	0.51	0.27	0.62
16	PARTERRE CAUTION	PCA	0.21	0.31	0.26	0.13	0.45	0.42	0.17	0.24	0.14	0.54	0.32
17	NEGATIVE WRSTLING	NW	0.00	0.13	0.13	0.13	0.10	1.59	0.52	0.08	0.07	0.00	0.23
18	LIFTS	LI	0.00	0.25	0.26	0.13	0.00	0.00	0.17	0.00	0.00	0.00	0.09

WOMEN WRESTLING

Sn	Technics	Sn	OG / WW		WORLD CH. / WW			
			OG-2021-WW	OG-2024-WW	WCH-20-WW	WCH-21-WW	WCH-22-WW	WCH-23-WW
1	LEG ATTACKS	LA	31.72	26.88	19.51	27.00	29.63	24.88
2	TAKE DOWN	TD	8.89	15.65	18.60	14.23	9.85	13.36
3	TURN OVER	TO	8.28	11.84	9.12	9.52	7.39	10.45
4	GUT WRENCH	GW	7.07	6.02	8.39	8.18	10.39	6.98
5	FORWARD BEDING THROV	FT	6.46	7.42	7.93	6.16	6.92	7.49
6	HIP TURNING THROV	HT	5.66	4.01	6.38	7.96	3.26	5.91
7	ANCLE LACE	AL	9.90	7.02	1.82	7.06	6.92	9.19
8	ACIVITY TIME	AT	5.15	5.22	6.38	4.09	6.29	5.91
9	STEP OUT	SO	6.36	6.82	6.84	5.88	8.72	5.35
10	PARTERRE COUNTER	PC	4.24	1.40	5.83	3.70	3.00	3.54
11	STANDING COUNTER	SC	0.81	3.01	3.10	3.03	2.13	3.17
12	SUPLEX THROW	ST	3.84	2.11	2.92	1.68	2.33	1.85
13	STANDING CAUTION	SCA	0.71	0.60	1.64	0.39	1.03	0.44
14	STANDING CHALLENGE	SCH	0.20	0.90	1.09	0.34	0.77	0.33
15	PARTERRE CHALLENGE	PCH	0.51	0.60	0.18	0.45	0.93	0.70
16	PARTERRE CAUTION	PCA	0.20	0.40	0.18	0.17	0.30	0.30
17	NEGATIVE WRSTLING	NW	0.00	0.10	0.09	0.06	0.00	0.15
18	LIFTS	LI	0.00	0.00	0.00	0.11	0.13	0.00

Sn	Technics	Sn	EUROPEAN CHAMPIONSHIP / WW					ASIAN CHAMPIONSHIP / WW					AVERAGE
			ECH-20- WW	ECH-21- WW	ECH-22- WW	ECH-23- WW	ECH-24- WW	ACH-20- WW	ACH-21- WW	ACH-22- WW	ACH-23- WW	ACH-24- WW	
1	LEG ATTACKS	LA	18.37	17.09	21.86	19.20	20.10	27.64	20.98	21.41	21.04	21.01	23.02
2	TAKE DOWN	TD	16.27	19.03	16.28	16.12	14.56	8.76	12.81	15.05	12.22	13.37	14.07
3	TURN OVER	TO	14.08	11.84	16.61	11.23	17.26	11.24	10.90	11.11	10.82	15.09	11.67
4	GUT WRENCH	GW	7.68	6.80	4.59	8.51	8.31	8.76	13.08	11.01	10.62	11.08	8.59
5	FORWARD BEDING THROV	FT	5.27	8.54	6.99	7.97	6.11	8.31	11.85	7.58	6.41	8.79	7.51
6	HIP TURNING THROV	HT	9.86	9.22	7.10	8.33	6.68	7.87	9.54	2.83	7.41	8.21	6.89
7	ANCLE LACE	AL	4.52	3.30	2.84	6.88	2.98	6.29	2.45	11.52	7.41	4.39	5.91
8	ACIVITY TIME	AT	5.72	8.06	8.96	7.88	6.32	3.93	3.27	4.85	6.61	3.92	5.79
9	STEP OUT	SO	5.05	6.31	4.04	5.71	6.39	4.94	5.99	4.34	5.01	4.58	5.77
10	PARTERRE COUNTER	PC	4.22	2.33	3.06	3.71	4.47	3.03	1.77	2.63	3.01	3.72	3.35
11	STANDING COUNTER	SC	2.86	2.33	3.17	0.91	2.13	4.27	3.81	3.03	2.20	2.48	2.65
12	SUPLEX THROW	ST	3.16	2.52	1.75	1.27	1.70	3.15	1.09	2.83	4.41	1.34	2.37
13	STANDING CAUTION	SCA	1.13	0.58	0.98	0.54	0.43	0.67	1.23	1.11	0.50	0.57	0.78
14	STANDING CHALLENGE	SCH	0.68	0.68	0.98	0.54	0.36	0.56	0.54	0.40	0.40	0.29	0.57
15	PARTERRE CHALLENGE	PCH	0.30	0.68	0.66	0.91	0.78	0.00	0.27	0.10	0.70	0.76	0.53
16	PARTERRE CAUTION	PCA	0.45	0.19	0.11	0.18	0.99	0.34	0.00	0.20	0.20	0.29	0.28
17	NEGATIVE WRSTLING	NW	0.38	0.49	0.00	0.09	0.43	0.22	0.14	0.00	0.60	0.10	0.18
18	LIFTS	LI	0.00	0.00	0.00	0.00	0.00	0.00	0.27	0.00	0.40	0.00	0.06



4. TABLE / POINT ANALYSIS – THE FIRST THREE MOST SUCCESSFUL TECHNIQUES

OLYMPICS GAMES / 2021&2024

FS / ST	ST - 1	ST - 2	ST-3
2021	38.2	11.66	11.19
	LA	TD	SO
2024	24.51	14.37	8.71
	LA	TD	SO
GR / ST	ST - 1	ST - 2	ST-3
2021	8.4	7.77	4.51
	SO	FT	HT
2024	10.32	6.71	6.35
	TD	HT	SO
WW / ST	ST - 1	ST - 2	ST-3
2021	31.72	8.89	6.46
	LA	TD	FT
2024	26.88	15.65	7.42
	LA	TD	FT

OG / ST	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	LA	4	TD	4	SO	3
	SO	1	FT	1	HT	1
	TD	1	HT	1	FT	2
Total =		6		6		6

OG / PA	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	GW	4	TO	3	GW	2
	AL	1	LI	2	AL	2
	TO	1	TO	1	PC	1
					TO	1
Total =		6		6		6

FS / PA	PA-1	PA-2	PA-3
2021	8.41	6.12	2.68
	GW	TO	AL
2024	10.82	10.82	5.92
	GW	TO	AL
GR / PA	PA-1	PA-2	PA-3
2021	23.06	8.4	3.51
	GW	LI	PC
2024	21.82	10.43	4.08
	GW	LI	TO
WW / PA	PA-1	PA-2	PA-3
2021	9.9	8.28	7.07
	AL	TO	GW
2024	11.84	7.02	6.02
	TO	AL	GW

FS - WORLD CHAMPIONSHIP / 2020.-2023.

FS / ST	ST - 1	ST - 2	ST-3
WCH-FS/ST/20	26.41	13.64	7.14
	LA	TD	SO
WCH-FS/ST/21	27.69	11.12	10.24
	LA	TD	SO
WCH-FS/ST/22	29.63	9.85	8.72
	LA	TD	SO
WCH-FS/ST/23	28.82	11.1	9.65
	LA	TD	SO

WCH-FS/ST	I	Nbr.	II	Nbr.	III	Nbr.
2020-2023.	LA	4	TD	4	SO	4
Total =		4		4		4

WCH-FS/PA	I	Nbr.	II	Nbr.	III	Nbr.
2020-2023.	GW	4	TO	4	AL	4
Total =		4		4		4

FS / PA	PA-1	PA-2	PA-3
WCH-FS/PA/20	13.42	8.33	4.65
	GW	TO	AL
WCH-FS/PA/21	13.12	7.36	5.37
	GW	TO	AL
WCH-FS/PA/22	10.39	7.39	6.92
	GW	TO	AL
WCH-FS/PA/23	11.49	8..98	5.82
	GW	TO	AL

GR - WORLD CHAMPIONSHIP / 2020.-2023.

GR / ST	ST - 1	ST - 2	ST-3
WCH-GR/ST/20	9.06	6.29	5.48
	TD	HT	SO
WCH-GR/ST/21	10.48	6.53	6.24
	TD	SO	HT
WCH-GR/ST/22	9	6.39	5.64
	TD	SO	HT
WCH-GR/ST/23	9.65	8.03	5.69
	TD	SO	HT

WCH-GR/ ST	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	TD	4	SO	3	HT	3
			HT	1	SO	1
Total =		4		4		4

WCH-GR/ PA	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	GW	3	LI	3	TO	3
	LI	1	GW	1	PC	1
	Total =		4		4	

GR / PA	PA-1	PA-2	PA-3
WCH-GR/PA/20	21.93	15.79	2.49
	GW	LI	PC
WCH-GR/PA/21	17.68	17.44	3.91
	LI	GW	TO
WCH-GR/PA/22	20.53	16.7	3.2
	GW	LI	TO
WCH-GR/PA/23	23.69	13.14	3.46
	GW	LI	TO

WW - WORLD CHAMPIONSHIP / 2020.-2023.

WW / ST	ST - 1	ST - 2	ST-3
WCH-WW/ST/20	19.51	18.6	7.93
	LA	TD	FT
WCH-WW/ST/21	27	14.23	7.96
	LA	TD	HT
WCH-WW/ST/22	24.79	11.63	9.26
	LA	TD	FT

WCH-WW/ ST	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	LA	4	TD	4	FT	3
					HT	1
Total =		4		4		4

WCH-WW/ PA	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	TO	3	GW	3	AL	2

WW / PA	PA-1	PA-2	PA-3
WCH-WW/PA/20	9.12	8.39	5.83
	TO	GW	PC
WCH-WW/PA/21	9.52	8.18	7.06
	TO	GW	AL
WCH-WW/PA/22	11.32	6.28	6.17
	TO	GW	AL

WCH-WW/ST/23	24.88	13.36	7.49
	LA	TD	FT

	AL	1	TO	1	GW	1
					PC	1
Total =		4		4		4

WCH-WW/PA/23	9.19	10.45	6.98
	AL	TO	GW

FS – EUROPEAN CHAMPIONSHIP / 2000-2024.

FS / ST	ST - 1	ST - 2	ST-3
ECH-FS/ST/20	28.99	13.19	7.12
	LA	TD	SO
ECH-FS/ST/21	28.59	12.16	8.28
	LA	TD	SO
ECH-FS/ST/22	27.6	12.61	7.82
	LA	TD	SO
ECH-FS/ST/23	27.96	11.76	10.31
	LA	TD	SO
ECH-FS/ST/24	23.75	15.78	9.93
	LA	TD	SO

ECH-FS/ST	I	Nbr.	II	Nbr.	III	Nbr.
2020-2024.	LA	5	TD	5	SO	5
Total =		5		5		5

ECH-FS/ PA	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	GW	3	TO	3	AL	5
	TO	2	GW	2		
Total =		5		5		5

FS / PA	PA-1	PA-2	PA-3
ECH-FS/PA/20	9.66	5.92	5.3
	GW	TO	AL
ECH-FS/PA/21	11.41	7.4	5.27
	TO	GW	AL
ECH-FS/PA/22	10.51	8.41	5.52
	GW	TO	AL
ECH-FS/PA/23	9.87	8.22	4.68
	GW	TO	AL
ECH-FS/PA/24	9.88	8.62	4.79
	TO	GW	AL

GR – EUROPEAN CHAMPIONSHIP / 2000-2024.

GR / ST	ST - 1	ST - 2	ST-3
ECH-GR/ST/20	11.56	7.16	6.92
	TD	HT	SO
ECH-GR/ST/21	8.9	8.09	6.61
	TD	HT	SO
ECH-GR/ST/22	10.04	6.08	5.05
	TD	HT	SO
ECH-GR/ST/23	8.65	7.29	5.81
	TD	SO	HT
ECH-GR/ST/24	11.63	7.38	4.19
	TD	SO	HT

ECH-GR/ ST	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	TD	5	HT	3	SO	3
			SO	2	HT	2
Total =		5		5		5

ECH-GR/ PA	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	GW	5	LI	5	TO	3
					PC	2
Total =		5		5		5

GR / PA	PA-1	PA-2	PA-3
ECH-GR/PA/20	21.83	13.03	2.7
	GW	LI	PC
ECH-GR/PA/21	27.11	10.45	1.75
	GW	LI	TO
ECH-GR/PA/22	20.88	14.65	4.03
	GW	LI	TO
ECH-GR/PA/23	20.38	15.13	3.95
	GW	LI	PC
ECH-GR/PA/24	21.45	12.79	3.6
	GW	LI	TO

WW – EUROPEAN CHAMPIONSHIP / 2000-2024.

WW / ST	ST - 1	ST - 2	ST-3
ECH-WW/ST/20	16.27	9.86	5.72
	TD	FT	HT
ECH-WW/ST/21	19.03	17.09	9.22
	TD	LA	HT
ECH-WW/ST/22	21.86	16.28	7.1
	LA	TD	HT
ECH-WW/ST/23	19.2	16.2	8.33
	LA	TD	HT
ECH-WW/ST/24	20.1	14.56	6.68
	LA	TD	HT

ECH-WW/ ST	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	LA	3	TD	3	HT	5
	TD	2	LA	1		
Total =		5		5		5

ECH-WW/ PA	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	TO	5	GW	5	AL	3
					PC	2
Total =		5		5		5

WW / PA	PA-1	PA-2	PA-3
ECH-WW/PA/20	14.08	7.68	4.52
	TO	GW	AL
ECH-WW/PA/21	11.84	6.8	3.3
	TO	GW	AL
ECH-WW/PA/22	16.61	4.59	3.06
	TO	GW	PC
ECH-WW/PA/23	11.23	8.51	6.88
	TO	GW	AL
ECH-WW/PA/24	17.26	8.31	4.47
	TO	GW	PC

FS – ASIAN CHAMPIONSHIP / 2000-2024.

FS / ST	ST - 1	ST - 2	ST-3
ACH-FS/ST/20	28.28	13.72	9.21
	LA	TD	SO
ACH-FS/ST/21	26.69	14.04	9.53
	LA	TD	SO

ACH-FS/ ST	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	LA	5	TD	5	SO	5
Total =		5		5		5

FS / PA	PA-1	PA-2	PA-3
ACH-FS/PA/20	13.89	7.2	3.01
	GW	TO	AL
ACH-FS/PA/21	13.34	9.71	2.43
	GW	TO	AL

ACH-FS/ST/22	23.88	12.98	8.65
	LA	TD	SO
ACH-FS/ST/23	25.00	11.71	9.61
	LA	TD	SO
ACH-FS/ST/24	25.61	12.94	12.06
	LA	TD	SO

ACH-FS/ PA	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	GW	5	TO	5	AL	5
Total =		5		5		5

ACH-FS/PA/22	14.74	6.13	3.21
	GW	TO	AL
ACH-FS/PA/23	11.99	7.66	4.62
	GW	TO	AL
ACH-FS/PA/24	12.8	9.7	4.58
	GW	TO	AL

GR – ASIAN CHAMPIONSHIP / 2000-2024.

GR / ST	ST - 1	ST - 2	ST-3
ACH-GR/ST/20	15.23	8.05	7.62
	TD	TS	HT
ACH-GR/ST/21	13.37	9.89	5.47
	HT	TD	SO
ACH-GR/ST/22	10.71	6.9	4.68
	TD	SO	FT
ACH-GR/ST/23	10.51	8.5	6.97
	TD	HT	SO
ACH-GR/ST/24	12.12	9.34	6.88
	TD	HT	SO

ACH-GR/ ST	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	TD	4	HT	2	SO	3
	HT	1	TS	1	HT	1
			TD	1	FT	1
Total =		5		5		5

ACH-GR/ PA	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	GW	5	LI	5	TO	3
					PC	2
	Total =		5		5	

GR / PA	PA-1	PA-2	PA-3
ACH-GR/PA/20	26.99	6.95	2.94
	GW	LI	PC
ACH-GR/PA/21	21.47	12.42	4.21
	GW	LI	PC
ACH-GR/PA/22	26.48	12.07	4.43
	GW	LI	TO
ACH-GR/PA/23	24.45	14.14	3.44
	GW	LI	TO
ACH-GR/PA/24	24.41	13.19	3.28
	GW	LI	TO

WW – ASIAN CHAMPIONSHIP / 2000-2024.

WW / ST	ST - 1	ST - 2	ST-3
ACH-WW/ST/20	27.64	8.76	8.31
	LA	TD	FT
ACH-WW/ST/21	20.98	12.81	11.85
	LA	TD	FT
ACH-WW/ST/22	21.41	15.05	7.58
	LA	TD	FT
ACH-WW/ST/23	21.04	12.22	7.41
	LA	TD	HT
ACH-WW/ST/24	21.01	13.37	8.79
	LA	TD	FT

ECH-WW/ ST	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	LA	5	TD	5	FT	4
					HT	1
	Total =		5		5	

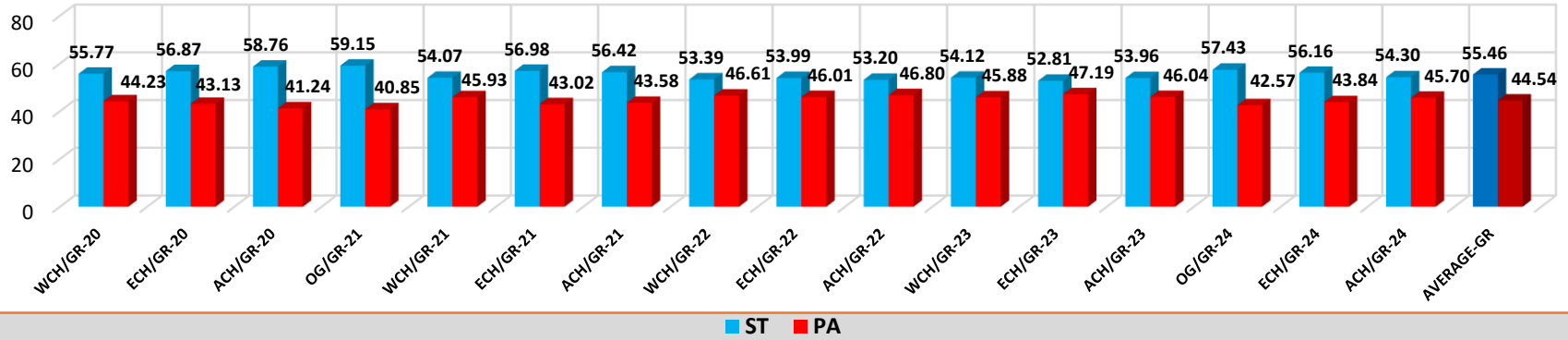
ECH-WW/ PA	I	Nbr.	II	Nbr.	III	Nbr.
2020/2024	TO	3	GW	3	AL	4
	GW	1	TO	2	GW	1
	Total =		5		5	

WW / PA	PA-1	PA-2	PA-3
ACH-WW/PA/20	11.24	8.76	6.29
	TO	GW	AL
ACH-WW/PA/21	13.08	10.9	2.45
	GW	TO	AL
ACH-WW/PA/22	11.52	11.11	11
	AL	TO	GW
ACH-WW/PA/23	10.82	10.62	7.41
	TO	GW	AL
ACH-WW/PA/24	15.09	11.08	4.39
	TO	GW	AL

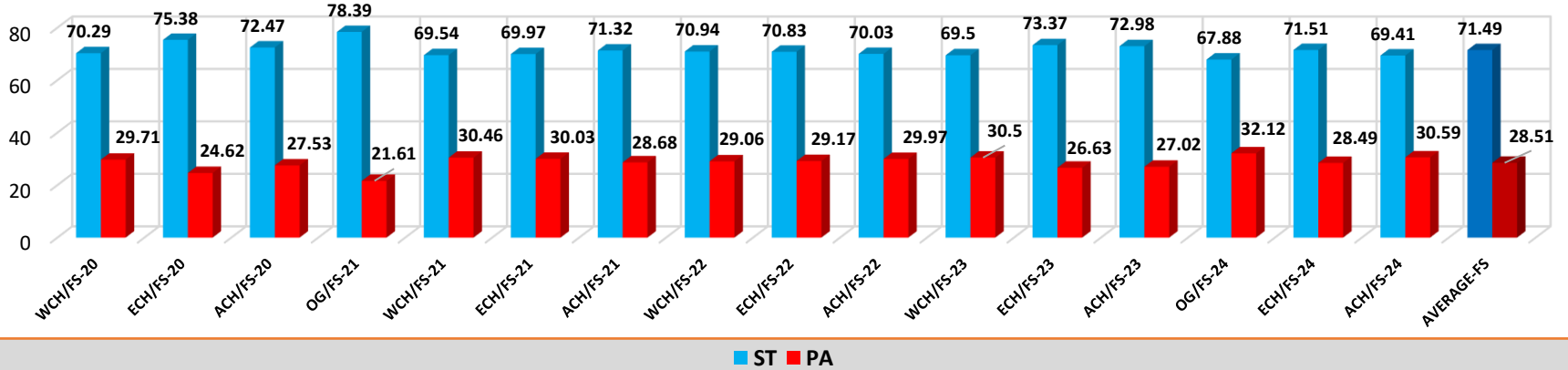


5. GRAPHICS /- SCORED POINTS: STANDING POSITION- PARTERRE POSITION

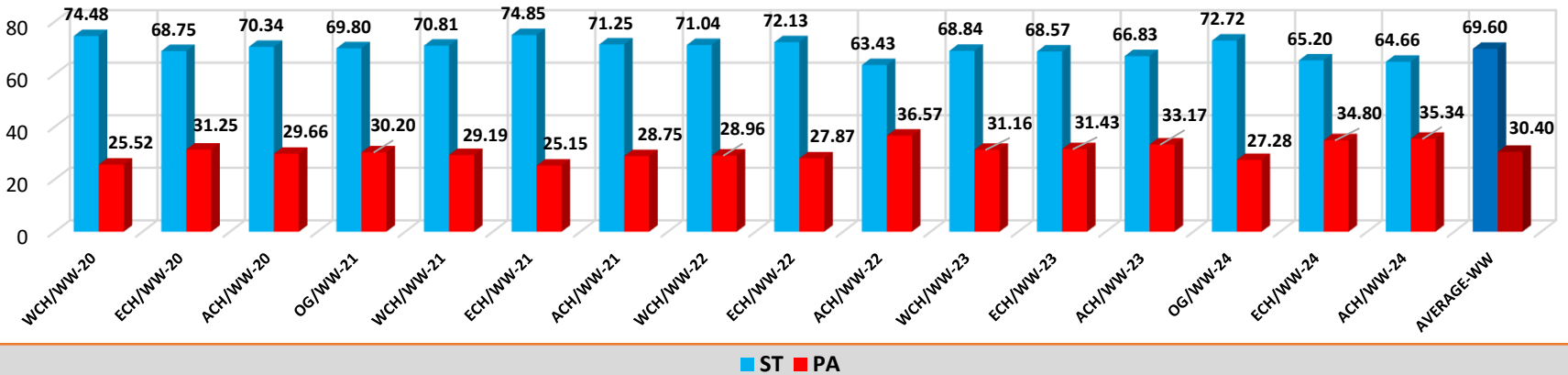
GR / STANDING & PARTERRE / 20-24



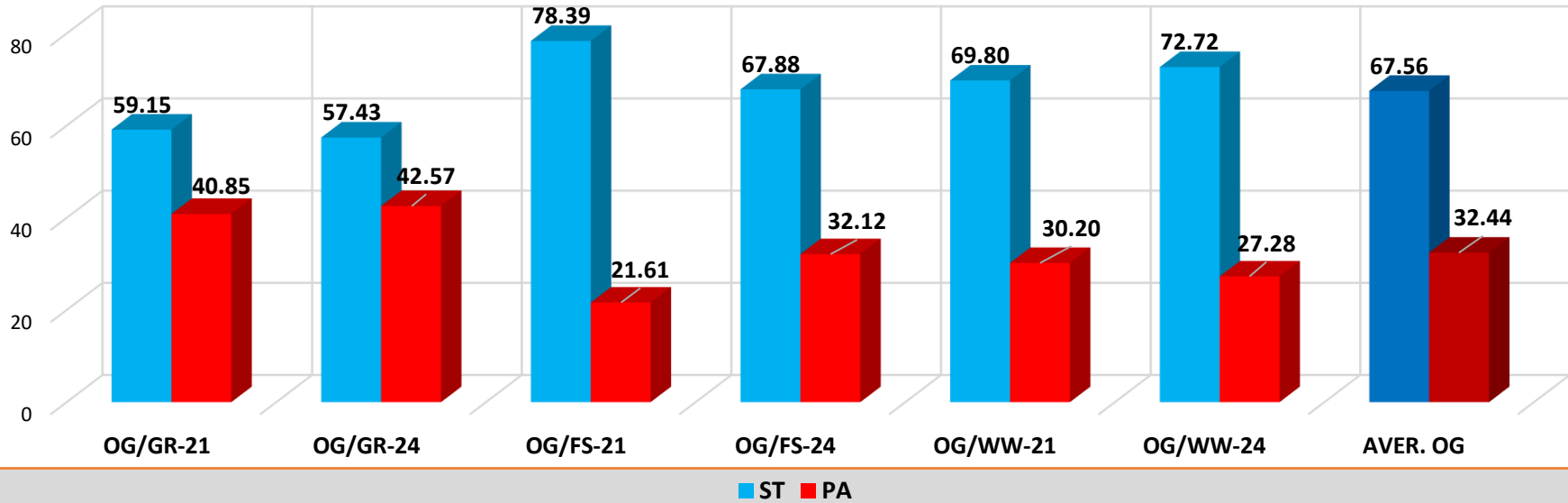
FS / STANDING & PARTERRE / 20-24



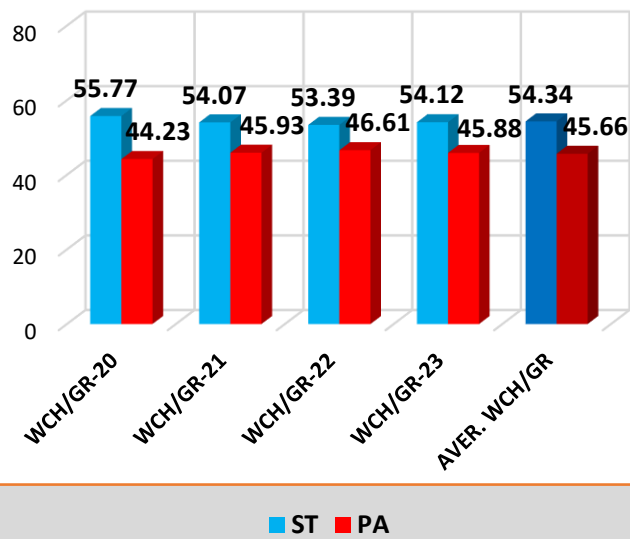
WW / STANDING & PARTERRE / 20-24



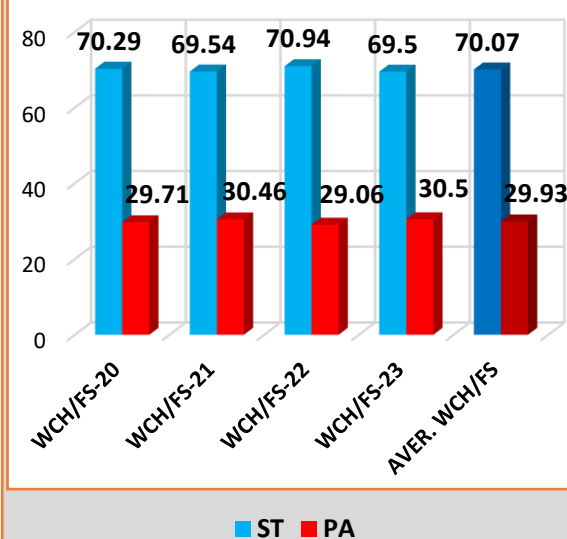
OG / STANDING & PARTERRE / 21&24



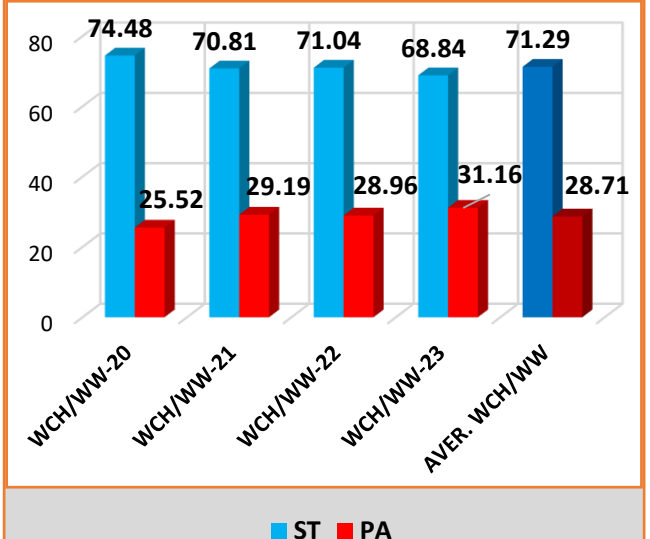
WCH - GR / STANDING & PARTERRE / 20-23

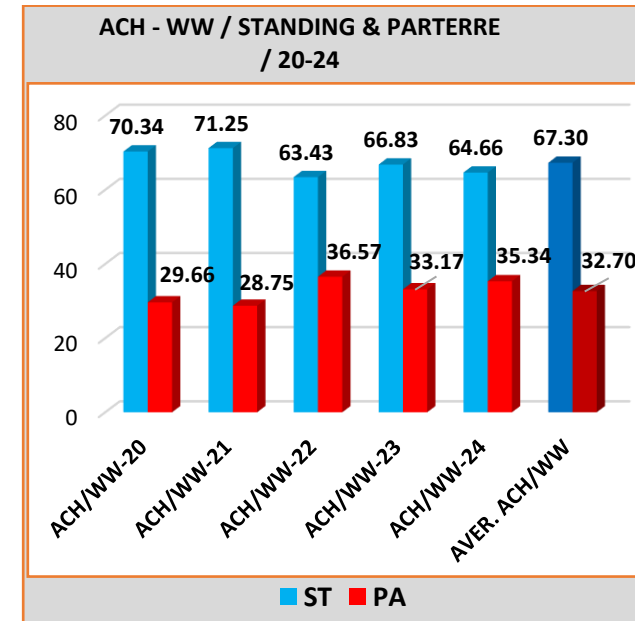
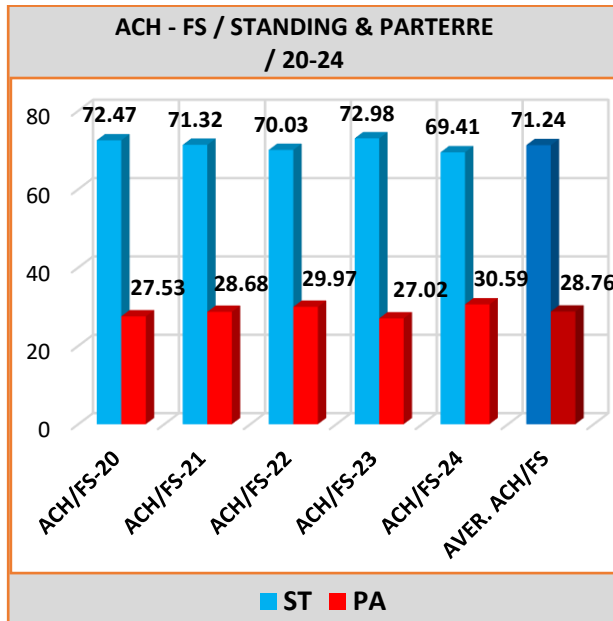
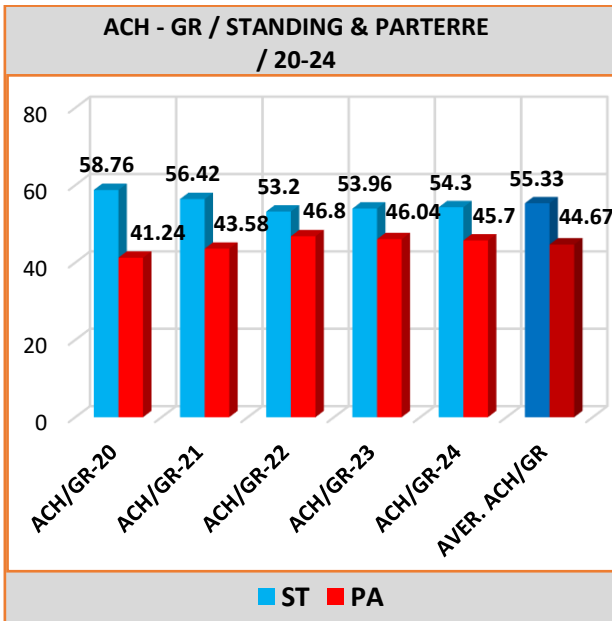
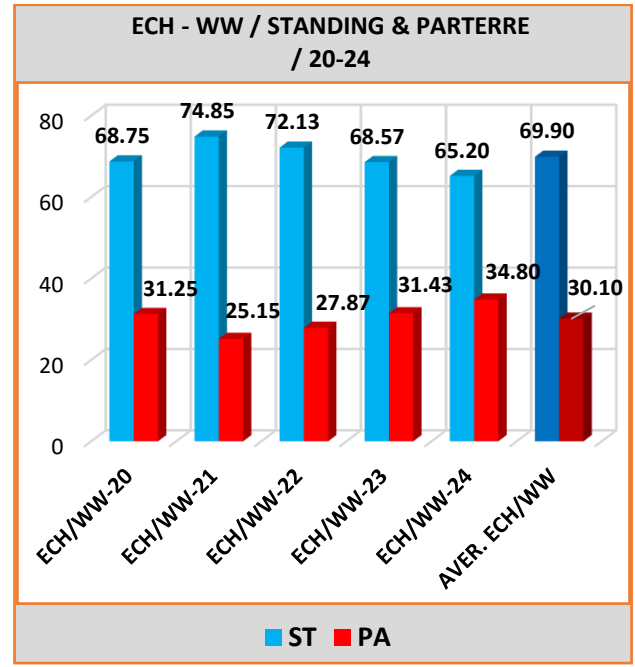
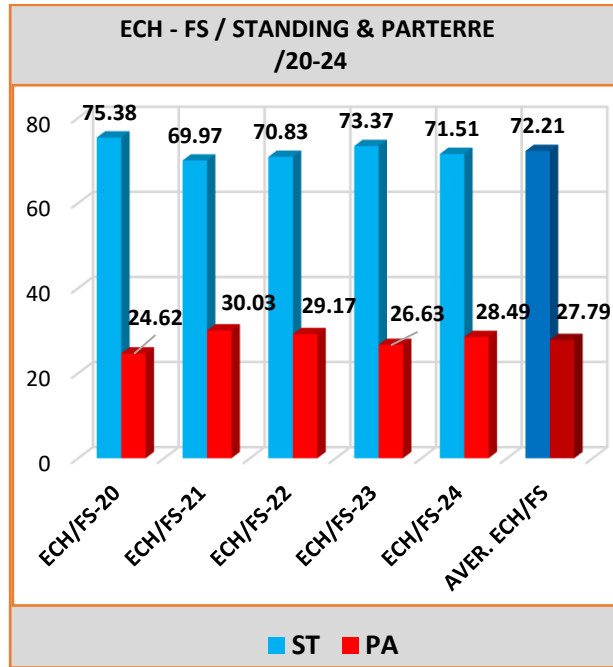
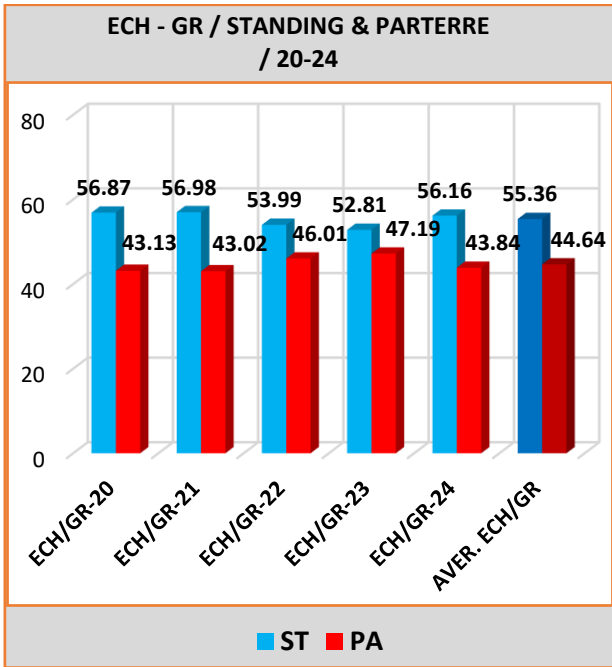


WCH - FS / STANDING & PARTERRE / 20-23



WCH - WW / STANDING & PARTERRE 20-23

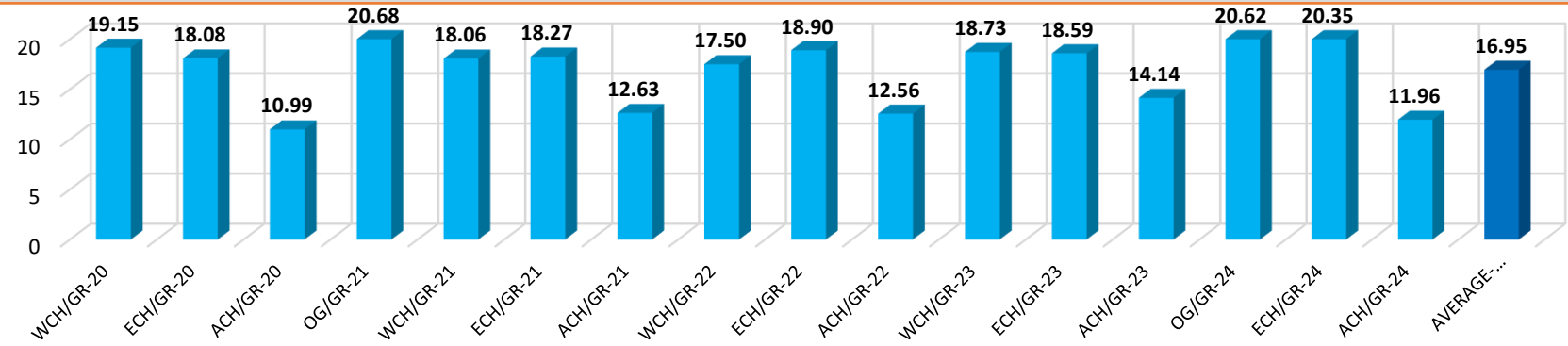




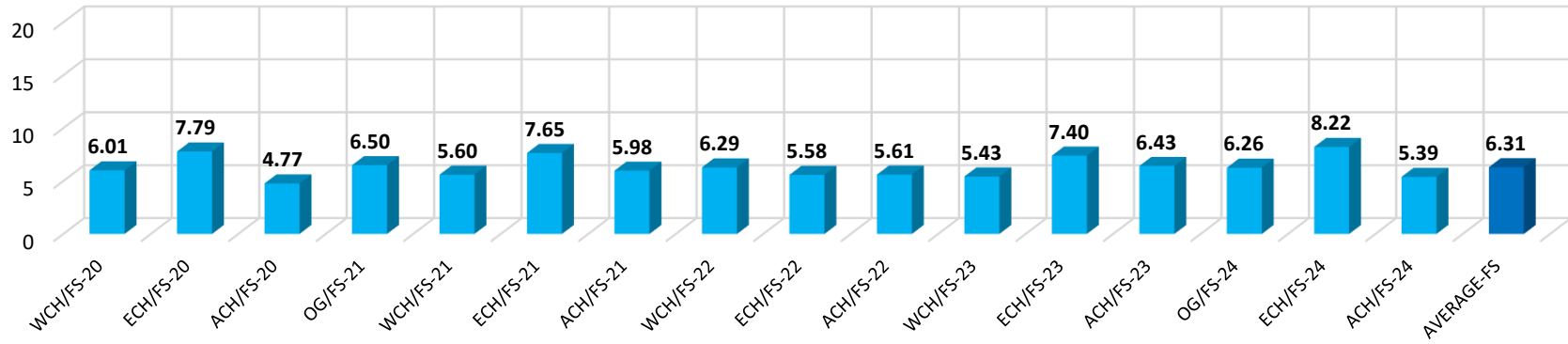


6. GRAPHICS- ANALYSIS OF POINTS OBTAINED FOR PASSIVITY (GR)- ACTIVITY TIME (FS-WW)

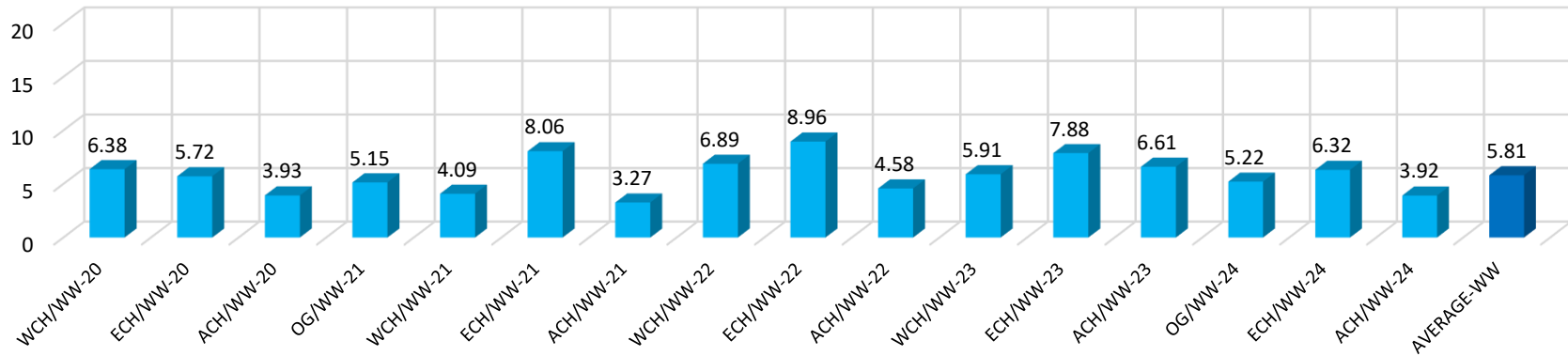
GR / PASSIVITY / 20-24



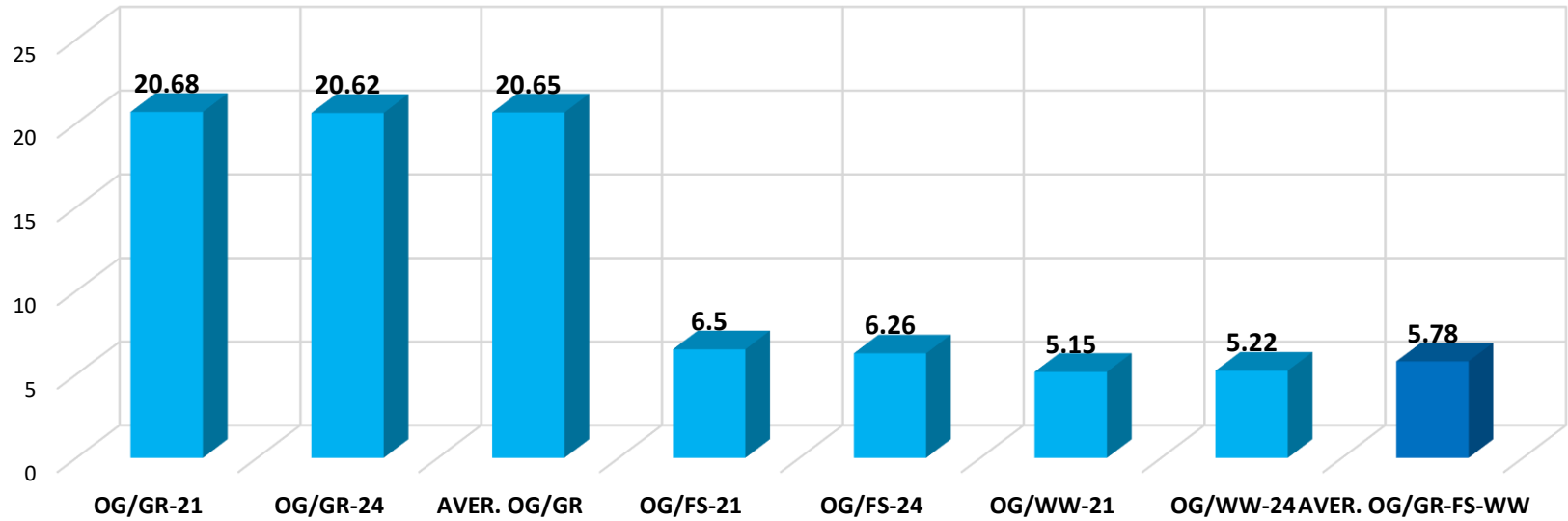
FS / ACTIVITY TIME / 20-24



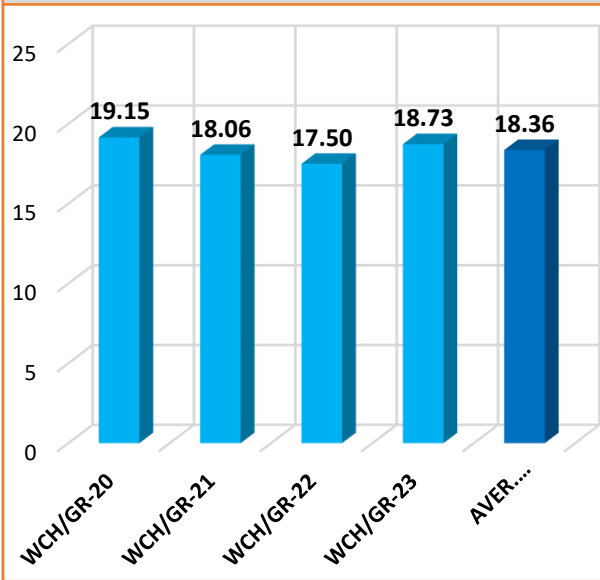
WW / ACTIVITY TIME / 20-24



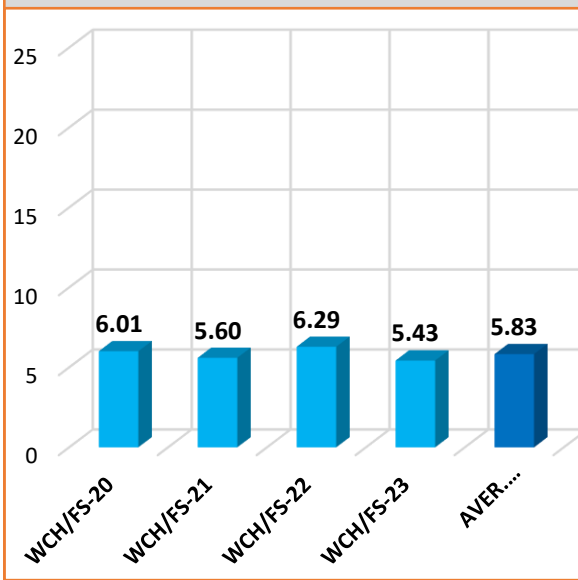
OG - PASSIVITY-GR // ACTIVITY TIME /FS-WW / 21&24



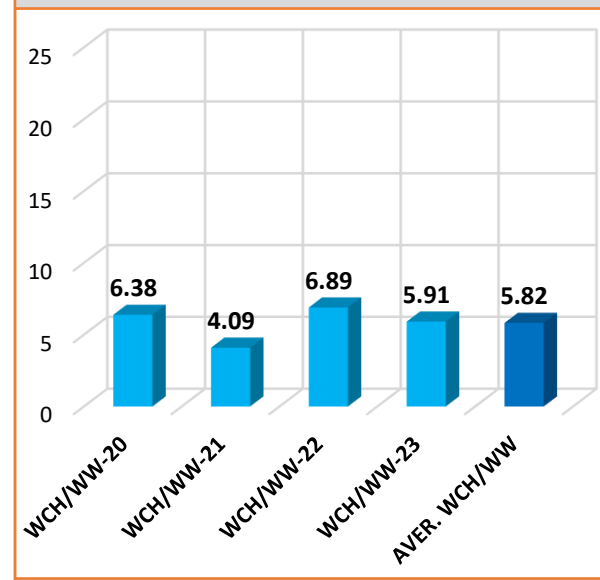
WCH - GR / PASSIVITY / 20-23



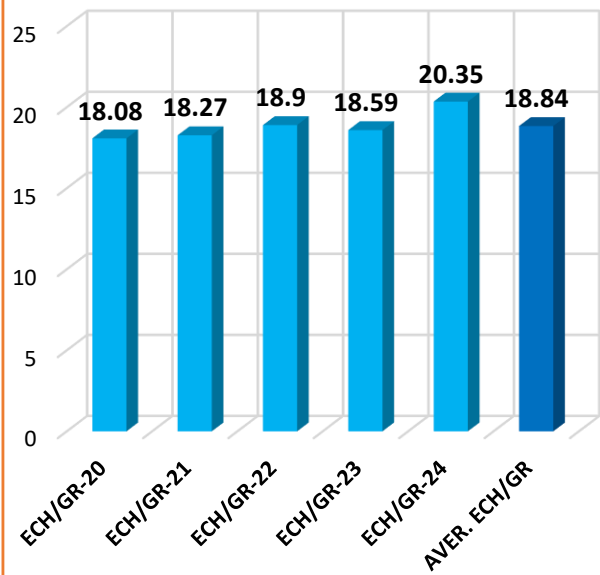
WCH - FS / ACTIVITY TIME / 20-23



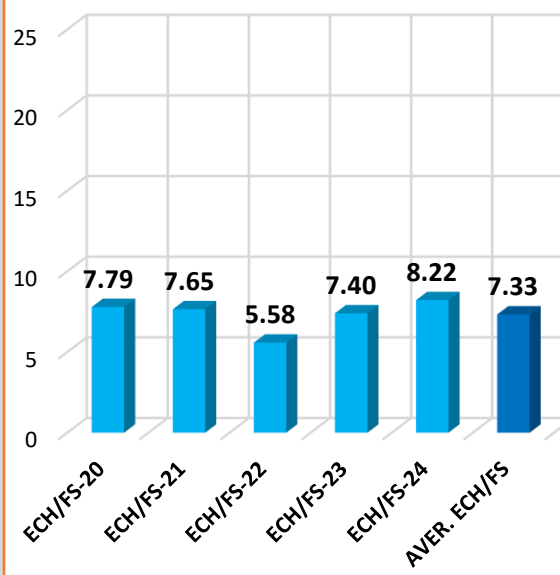
WCH - WW / ACTIVITY TIME / 20-23



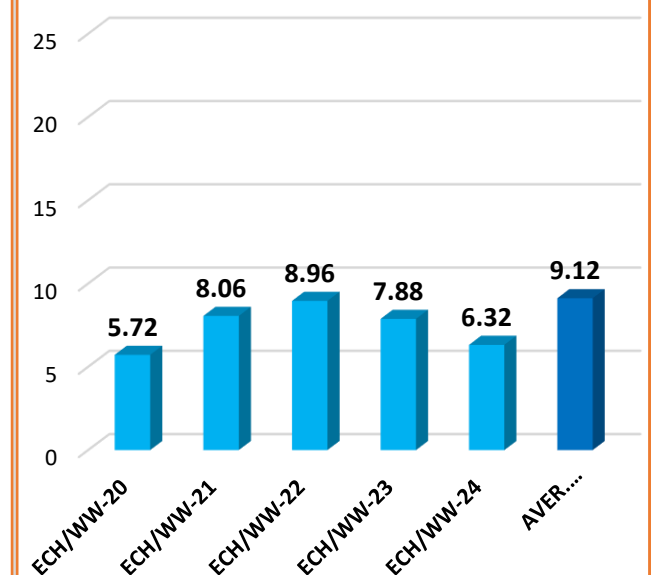
ECH - GR / PASSIVITY / 20-24



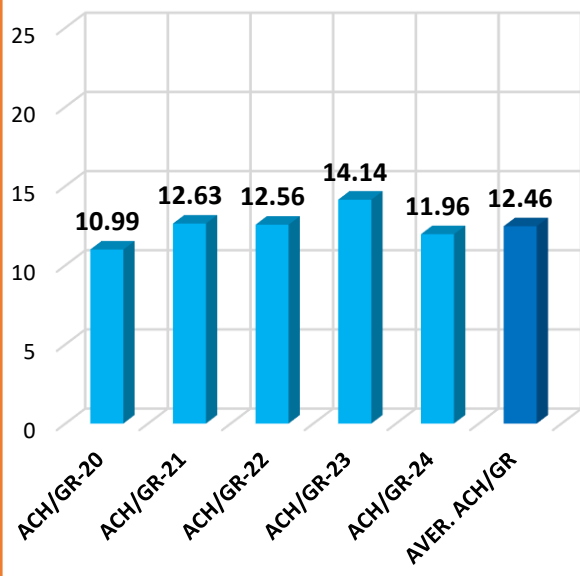
ECH - FS / ACTIVITY TIME / 20-24



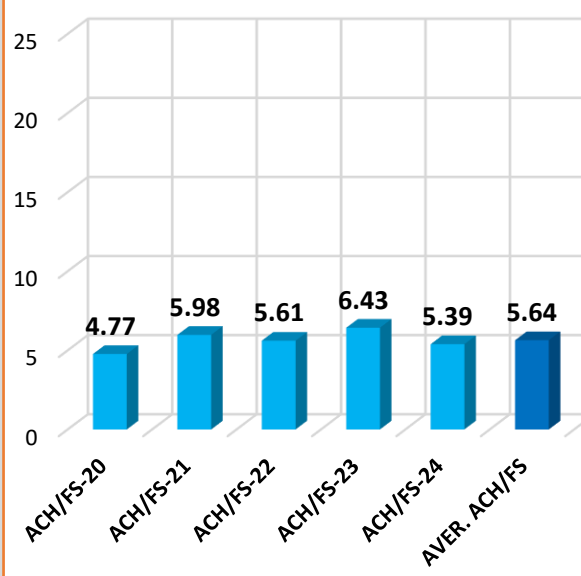
ECH - WW / ACTIVITY TIME / 20-24



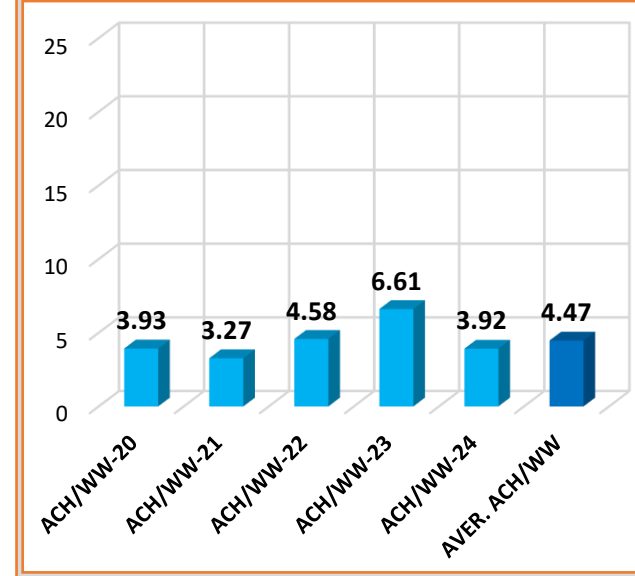
ACH - GR / PASSIVITY / 20-24



ACH - FS / ACTIVITY TIME / 20-24



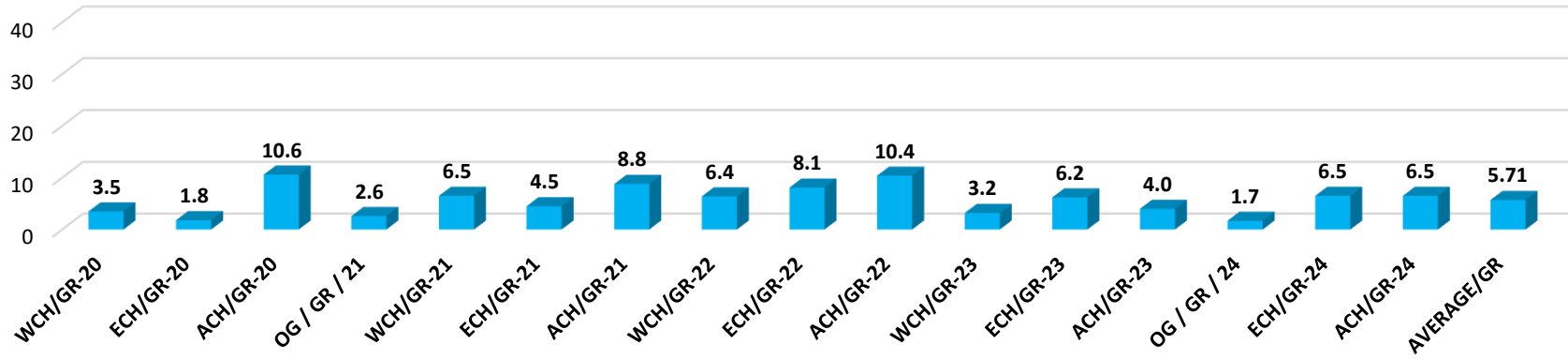
ACH - WW / ACTIVITY TIME / 20-24



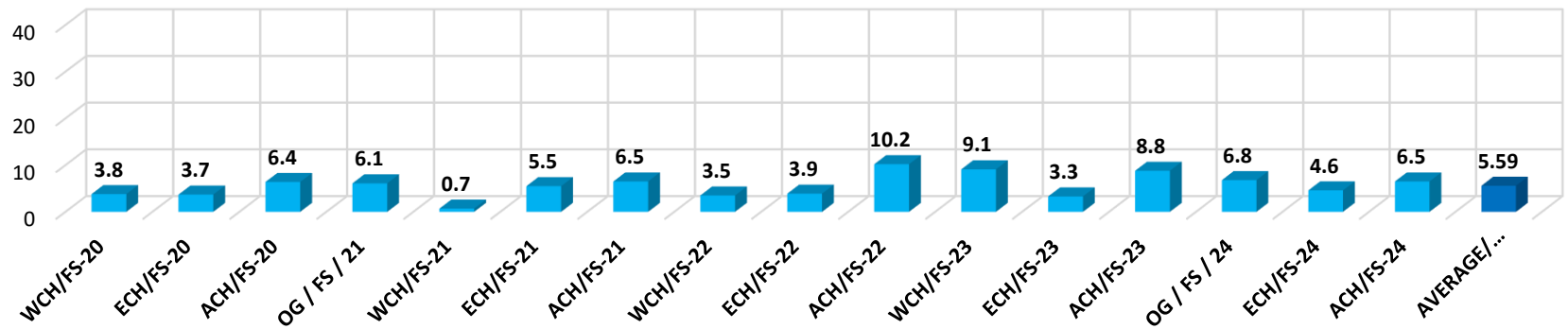


7. GRAPHICS- ANALYSIS OF ALL MATCHES BASED ON WINS BY FALL

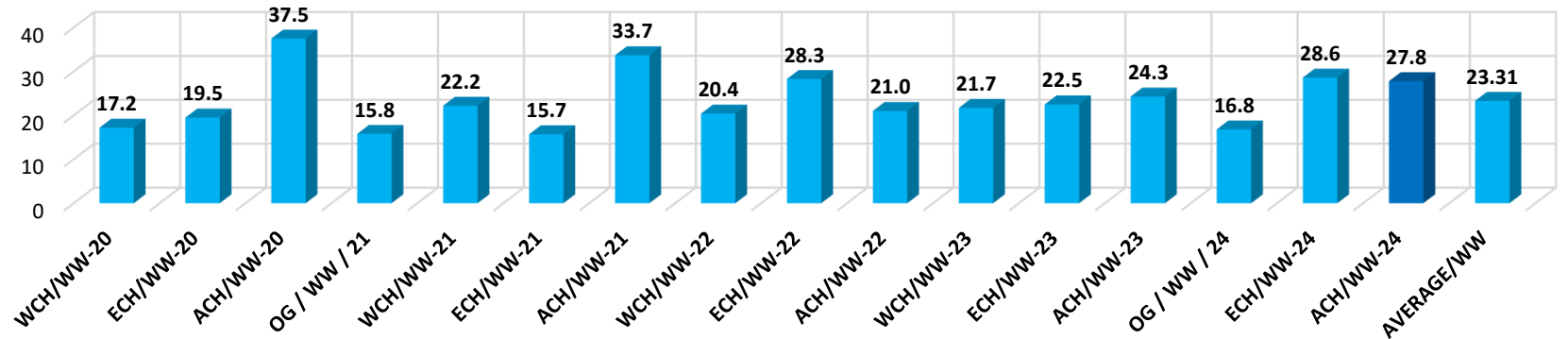
GR / FALL / 20-24



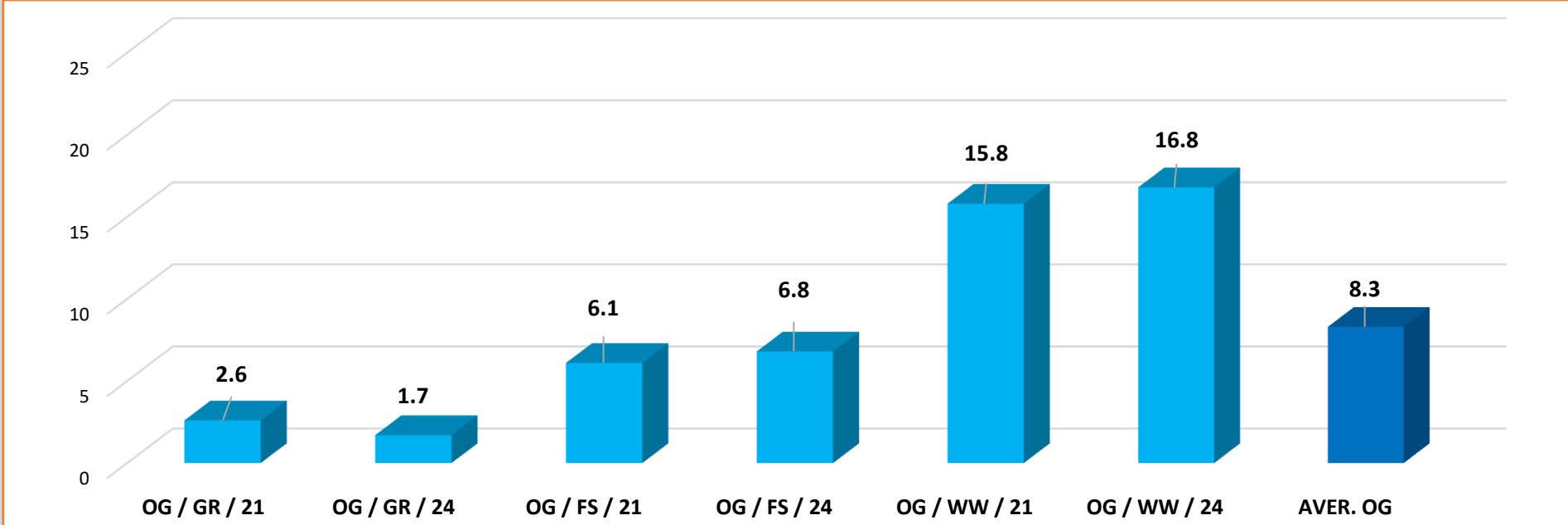
FS / FALL / 20-24



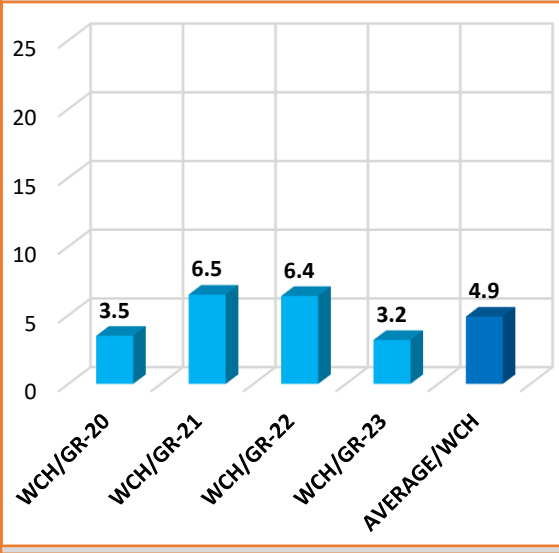
WW / FALL / 20-24



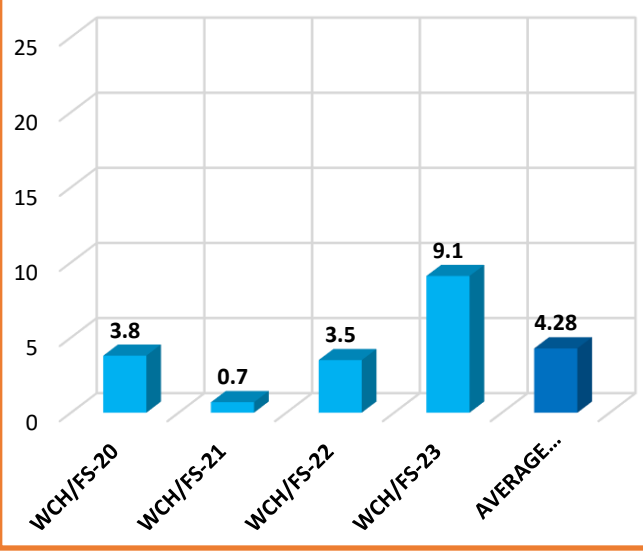
OG / FALL / 21-24



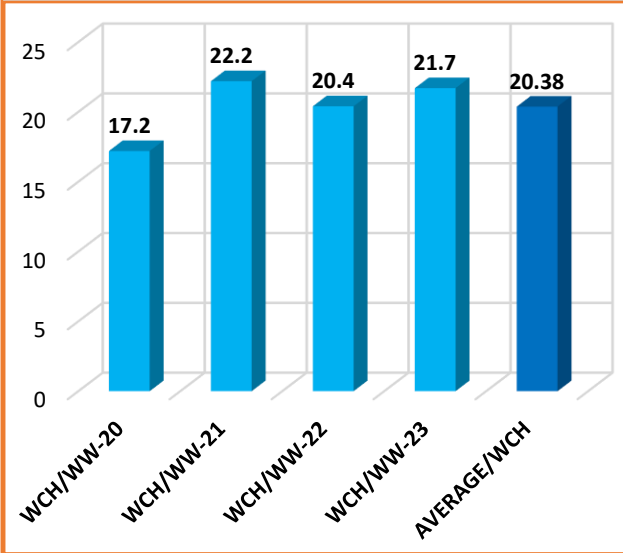
WCH-GR / FALL / 21-24



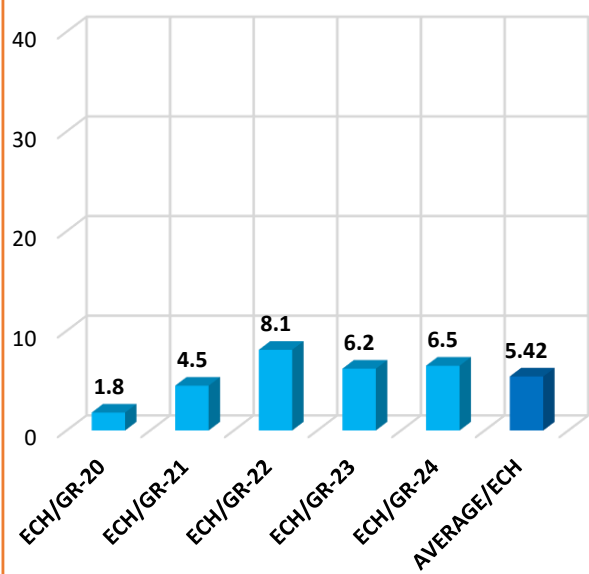
WCH-FS / FALL / 21-24



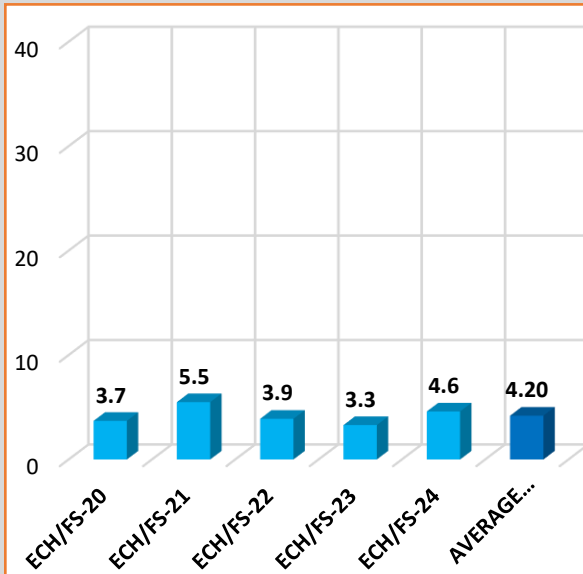
WCH-WW / FALL 7 21-24



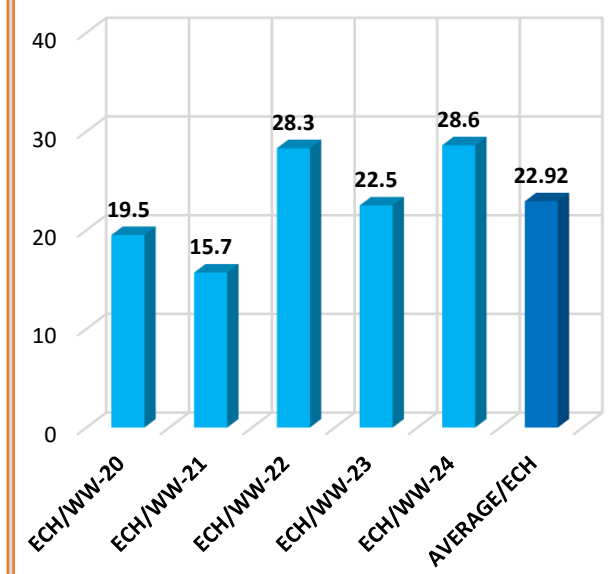
ECH-GR / FALL / 20-24



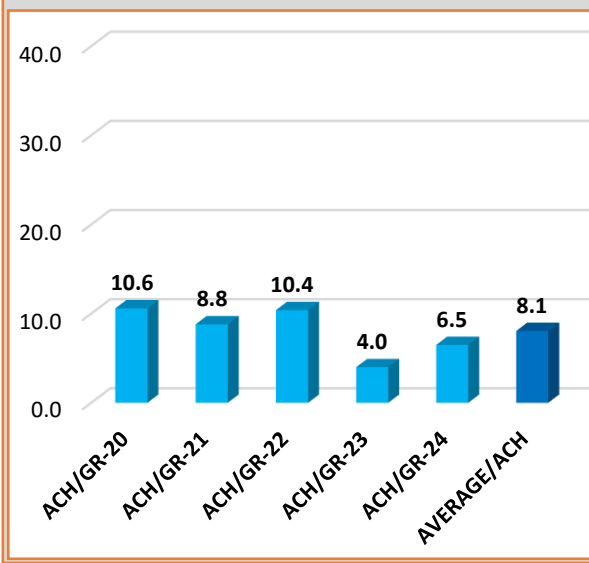
ECH-FS / FALL / 20-24



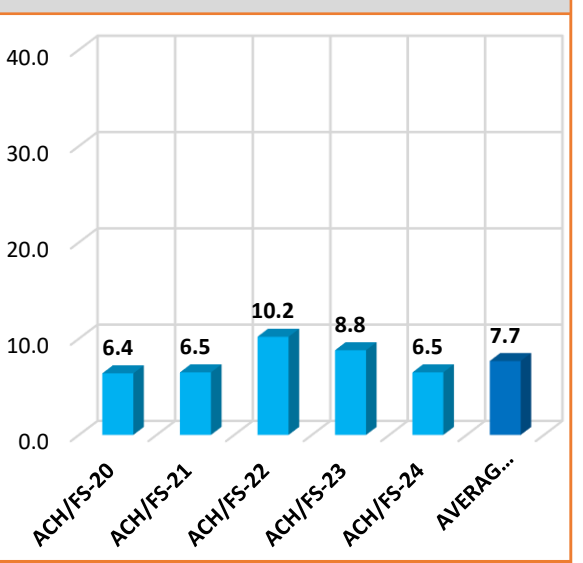
ECH-WW / FALL / 20-24



ACH-GR / FALL / 20-24



ACH-FS / FALL / 20-24



ACH-WW / FALL / 20-24

