

## MVKWA Pairing Guidelines

Pairing should occur within these guidelines:

40% 1. Weight: (WITH SHOES & SINGLET ON; see charts below)

- try to have all wrestlers within 6%
- never go above 6% to use the win-loss records
- all wrestlers MUST be within 6%, except heavyweights
- heavyweights should be within limits for their age (see chart below)

40% 2. Age: - try to pair all wrestlers of the same age together  
 - all wrestlers should be within one year

> examples: 5&6, 6&7, 7&8, 8&9, 9&10, 10&11, 11&12, 12&13

- in rare cases, the maximum age difference can be 2 years

> examples: 5-7, 6-8, 7-9, 8-10, 9-11, 10-12, 11-13

20% 3. Win-Loss Records:

- are total wins and losses for this season.
- only use after age and weight if can stay within 6% weight range
- KEY ITEM: try to pair all those with many more losses than wins together
- try to pair all those who have about the same number of wins and losses together
- try to pair all those who have many more wins than losses together
- NOTE: The MOST important pairing criteria are weight ( $\leq 6\%$ ) and age (1-2 yrs). The win-loss record should be used during pairings, but only if these the weight and age criteria are met.

Weight Difference Chart

Lowest Weight Wrestler	Suggested Weight Difference
40	2.4
50	3.0
60	3.6
70	4.2
80	4.8
90	5.4
100	6.0
110	6.6
120	7.2
130	7.8
140	8.4
150	9.0

Heavyweight Chart

MVKWA Heavyweight Chart (New, 2013)			
Ages	Lightest HWT Range	Middle HWT Range	Heaviest HWT Range
5-6	60-80	81-129	130-175
7-8	70-110	111-141	142-190
9-10	none	110-155	155-210
11-12	none	140-170	170-225
13	none	none	205-245

\*\*\*\* It is OK to have 2-3 man groups in Mini-Tournaments or 5-7man groups in Regional Tournaments to stay within the above weight and age guidelines.

WE NEED TO PAIR AS FAIRLY AS POSSIBLE TO GIVE EVERY ONE A CHANCE TO WIN MATCHES, AND TO CHALLENGE THE BETTER WRESTLERS WITH SOME LOSSES.

#### Pairing Flow:

0. Before arriving at pairings, each team has these items written IN PENCIL in the upper right hand corner of each wrestler's weigh-in card:
  - wrestler's current weight
  - wrestler's current wins and losses (total of all wins and losses from ALL meets this season)
1. Each team lays out their MVKWA Weigh-In cards by age (color). Within each color, all cards are arranged in weight order, lowest at the top. The cards are to be laid out so that all of each card can be seen.
2. One pairer per team at a time, except for "pairer overlap". A team is permitted 2 pairers for a brief time in this case. ["Pairer overlap" is where a large team may have 2-4 pairers (each for 3-4 ages). In this case as one pairer is coming near the end their ages (eg: 5-8) while the next pairer is starting into their ages (eg: 9-13).]
3. All pairers must start with the youngest & lightest wrestlers first.
4. All pairers must stay together as they move towards the oldest & heaviest wrestlers.
5. An attempt is made to put wrestlers in groups of 4. However, groups of 2 and 3 are acceptable to keep within the above guidelines. (NEVER GROUPS OF 5 or 6 or MORE for Mini-Tournaments. Put in groups of 8 for Regionals/End Tournament.)
6. Once all pairers agree that a group is final, once pairer writes the group number on the weigh-in cards. And, that group can not be changed.

#### Pairing Notes:

- \* Groups of 4 are nice because they give each wrestler 3 matches. HOWEVER, it is better to give a newer wrestler two fair matches (2 matches occur in ALL group of 2 or 3), than to get 3 matches and get blown out 1 or 2 times.

- \* We all know wrestling is a hard sport. But, we don't need to make it any harder than we have to. Our primary goal is still instruction. Competition is a necessary part of that instruction. But our goal is to keep as many wrestlers interested in wrestling through their senior year in High School and College as possible. We don't want to discourage any wrestlers in their early stages of development.
- \* The intent of these guidelines is to keep the pairings as OBJECTIVE as possible. We must be careful when asking or stating how good or bad a wrestler is. This can cause problems. The root of the problem is that each pairer's idea of a "good wrestler" or "bad wrestler" can be VERY different. Thus, bad will is created because one or the other of the pairers can feel "lied to" or "cheated". THERE MUST BE A VERY HIGH LEVEL OF INTEGRITY AND HONESTY AMONG THE PAIRERS. So, to be as objective and fair as possible to the wrestlers, BE VERY CAREFUL in asking or stating how "bad" or "good" a wrestler is.
- \* It is recommended that a team have one pairer for each 20 wrestlers on the team. It is hard for any one person to know all wrestlers on a larger team. For instance, if a team has 40 wrestlers, one pairer could handle ages 5-8 and another pairer could do ages 9-13.
- \* No one can change the grouping of wrestlers once the number is put on their cards, except by the mutual agreement of all teams in the tournament. This should be rare occurrence. And, if a change is needed, the pairer of each team must agree to it, otherwise it can not be made.
- \* In line with keeping the pairings objective, each team must use a certified scale for weigh-ins. This is the same scale used by Junior High or High School teams. This is the fairest way to ensure all the weights on the cards mean the same thing. Even 1 pound difference for a 40 pound wrestler can make a big difference. Weigh-ins are WITH SHOES AND SINGLET (OR SHOES, SHORTS AND T-SHIRT) ON. Each wrestler's weight will be checked at the meet site for the first meet they are in and at Regionals. Also, another coach, parent or wrestler can challenge any wrestlers weight before or after any match. That wrestler is then weighed and his weight MUST BE CLOSE to what is listed on his/her weigh-in card.
- \* For exceptions to the "MVKWA Pairing Guidelines", a parent/legal guardian of the overmatched wrestler should give approval for the pairing. It is suggested to get written approval for their son/daughter to wrestle in that group. Wording can be similar to: "I give my permission to let (wrestler's name) wrestle against wrestlers of ages and weights of: (list age/wt. of wrestler #1, age/wt. wrestler #2, age/wt. wrestler #3)." The text can be written by the pairer. The parent should sign and date the paper. The paper should be kept in that team's files.