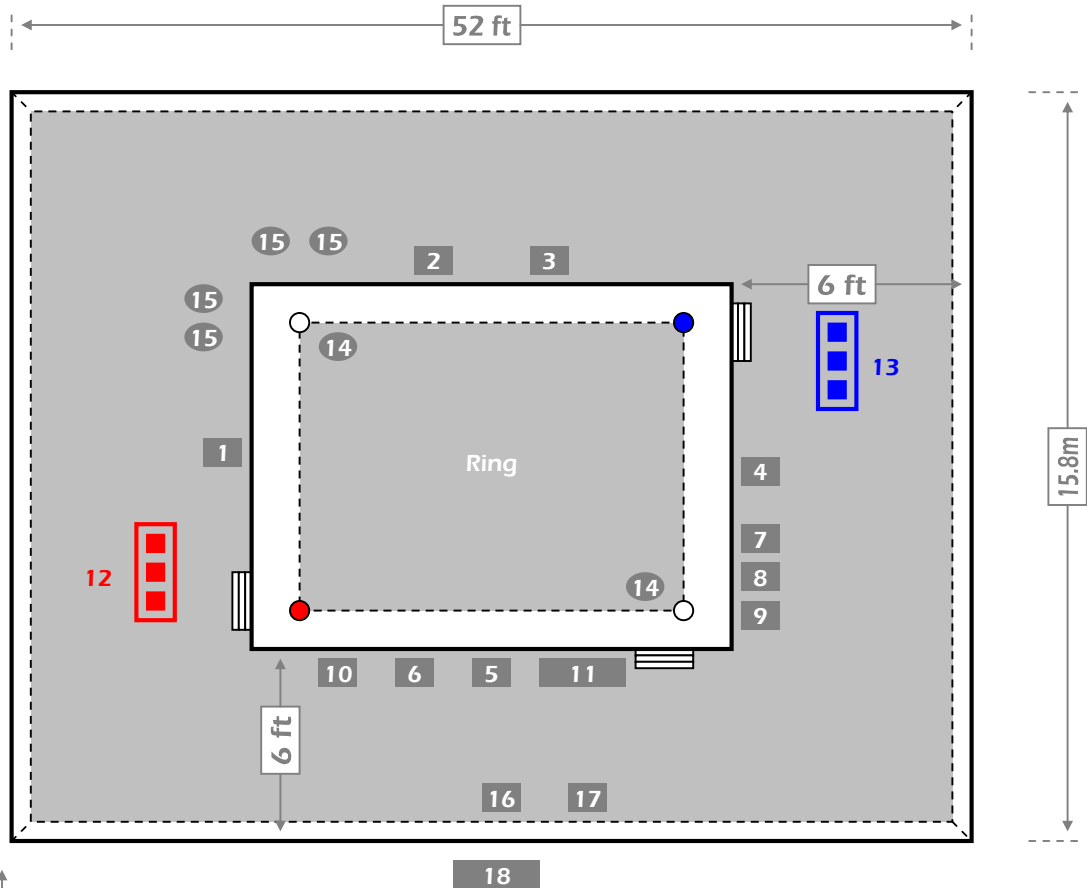


# APPENDIX L – FIELD OF PLAY RING SET-UP DIAGRAMS

## FOP Set-up For One Ring



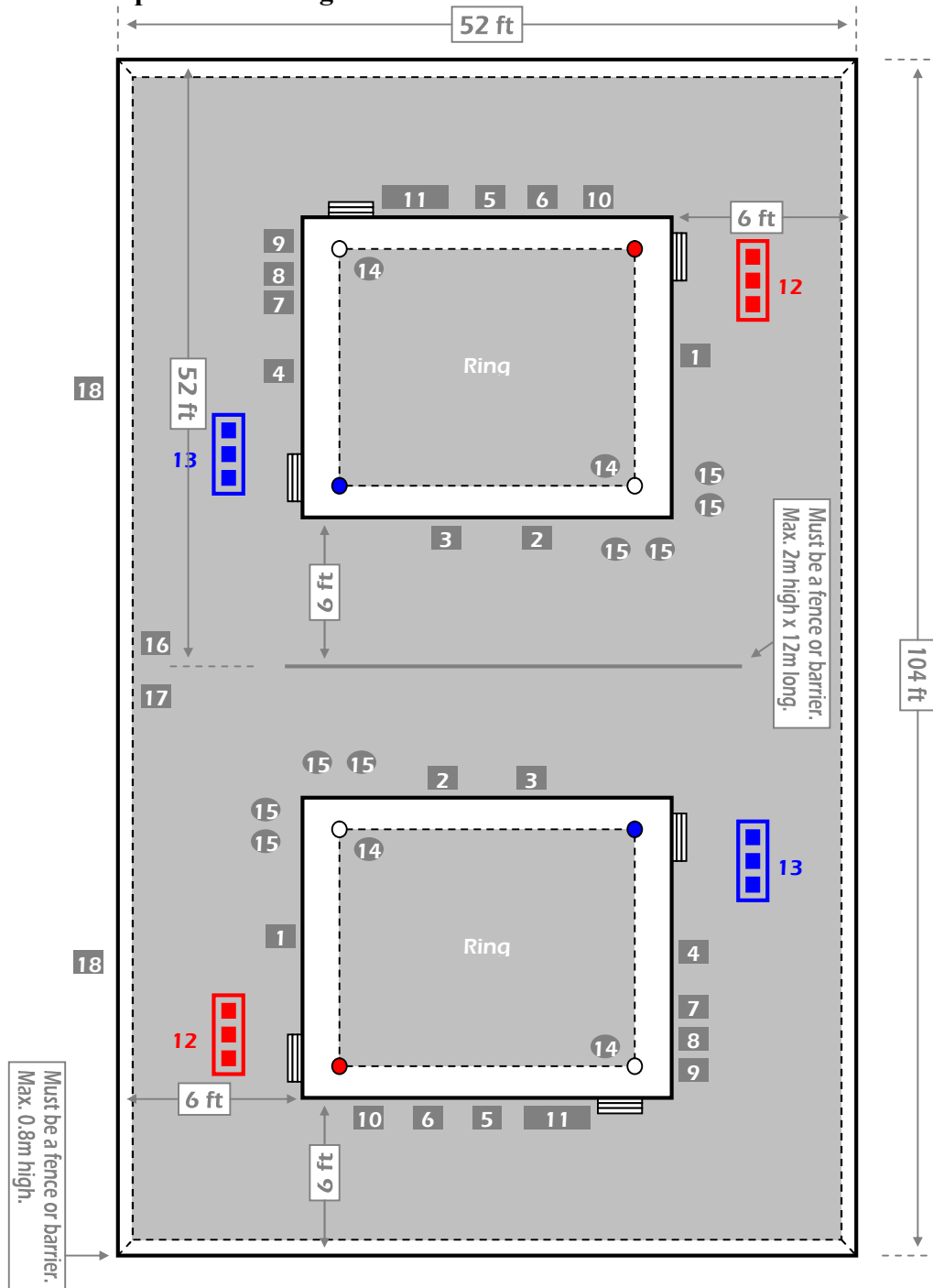
Must be a fence or barrier.  
Max. 0.8m high.

- |                      |                               |
|----------------------|-------------------------------|
| ① Judge 1            | ⑩ Scoring System Operator     |
| ② Judge 2            | ⑪ Ringside Physicians' Table  |
| ③ Judge 3            | ⑫ Red Corner Seating Area     |
| ④ Judge 4            | ⑬ Blue Corner Seating Area    |
| ⑤ Judge 5            | ⑭ Neutral Corners             |
| ⑥ Deputy Supervisor  | ⑮ Photographers               |
| ⑦ Official Announcer | ⑯ Supervisor                  |
| ⑧ Timekeeper         | ⑰ Draw Commission Chairperson |
| ⑨ Gong Operator      | ⑱ R&J Evaluators              |

R&J evaluators should sit just outside of the FOP advertisement barrier, facing the centre of the ring. Positions of R&J Coordinator and Standby R&Js will depend of the FOP. The Supervisor will define these positions upon FOP check.

The Graphics Operator must be placed outside the FOP.

# FOP Set-up For Two Rings



- 1 Judge 1
- 2 Judge 2
- 3 Judge 3
- 4 Judge 4
- 5 Judge 5
- 6 Deputy Supervisor
- 7 Official Announcer
- 8 Timekeeper
- 9 Gong Operator
- 10 Scoring System Operator
- 11 Ringside Physicians' Table
- 12 Red Corner Seating Area
- 13 Blue Corner Seating Area
- 14 Neutral Corners
- 15 Photographers
- 16 Supervisor
- 17 Draw Commission Chairperson
- 18 R&J Evaluators

R&J evaluators should sit just outside of the FOP advertisement barrier, facing the centre of the ring(s). Positions of R&J Coordinator and Standby R&Js will depend of the FOP. The Supervisor will define these positions upon FOP check.

The Graphics Operator must be placed outside the FOP.