



Competition Sheet

Qualification Pools

Group A

Rank	#	Name	NOC Code	Round 1			Round 2			Round 3			Total	
				Opp. #	C. Pts	VP	Opp. #	C. Pts	VP	Opp. #	C. Pts	VP	C. Pts	VP
				Match #	T. Pts		Match #	T. Pts		Match #	T. Pts		T. Pts	
1	2A	DEHBOZORGI Amirreza Mohammadreza	IRI	1A	3	1				3A	4	1	7	2
				1	3					11	10		13	
2	1A	NAZARYAN Edmond Armen	BUL	2A	1	0	3A	4	1				5	1
				1	1		6	14					15	
3	3A	SHAABAN Abdalla Mohamed Shaaban	EGY				1A	1	0	2A	0	0	1	0
							6	5		11	0		5	

Group B

Rank	#	Name	NOC Code	Round 1			Round 2			Round 3			Total	
				Opp. #	C. Pts	VP	Opp. #	C. Pts	VP	Opp. #	C. Pts	VP	C. Pts	VP
				Match #	T. Pts		Match #	T. Pts		Match #	T. Pts		T. Pts	
1	3B	PERALTA GONZALEZ Jeremy Renzo	ECU				1B	5	1	2B	3	1	8	2
							21	7		26	7		14	
2	2B	ZAKIRBAYEV Arslanbek	TKM	1B	4	1				3B	1	0	5	1
				16	9					26	4		13	
3	1B	de JESUS VALERIO Densel Jaffet	HON	2B	0	0	3B	0	0				0	0
				16	0		21	0					0	

Finals

	#	Name	NOC Code	Opp. #	C. Pts
				Match #	T. Pts
Gold Medal Match	2A	DEHBOZORGI Amirreza	IRI	3B	4
				33	8
	3B	PERALTA GONZALEZ Jeremy Renzo	ECU	2A	0
				33	0
Bronze Medal Match	1A	NAZARYAN Edmond Armen	BUL	2B	4
				32	8
	2B	ZAKIRBAYEV Arslanbek	TKM	1A	0
				32	0
Final 5-6	3A	SHAABAN Abdalla Mohamed	EGY	1B	5
				31	12
	1B	de JESUS VALERIO Densel Jaffet	HON	3A	0
				31	1

CLASSIFICATION		
1	DEHBOZORGI Amirreza Mohammadreza	IRI
2	PERALTA GONZALEZ Jeremy Renzo	ECU
3	NAZARYAN Edmond Armen	BUL
4	ZAKIRBAYEV Arslanbek	TKM
5	SHAABAN Abdalla Mohamed Shaaban	EGY
6	de JESUS VALERIO Densel Jaffet	HON

Note:

The number of victories (VP) determine the rank of the wrestlers in each group.
 If two tied: Their direct fight will determine the winner.
 If more than two tied: 1. The most classification points. 2. The most victories by "Fall" 3. The most match victories by superiority. 4. The most technical points scored in the whole competition. 5. The fewest technical points given in the whole competition. 6. The lowest draw number.

Legend:

Number
 T. Pts Technical Points
 C. Pts Classification Points
 VP Victory Points
 Opp. Opponent