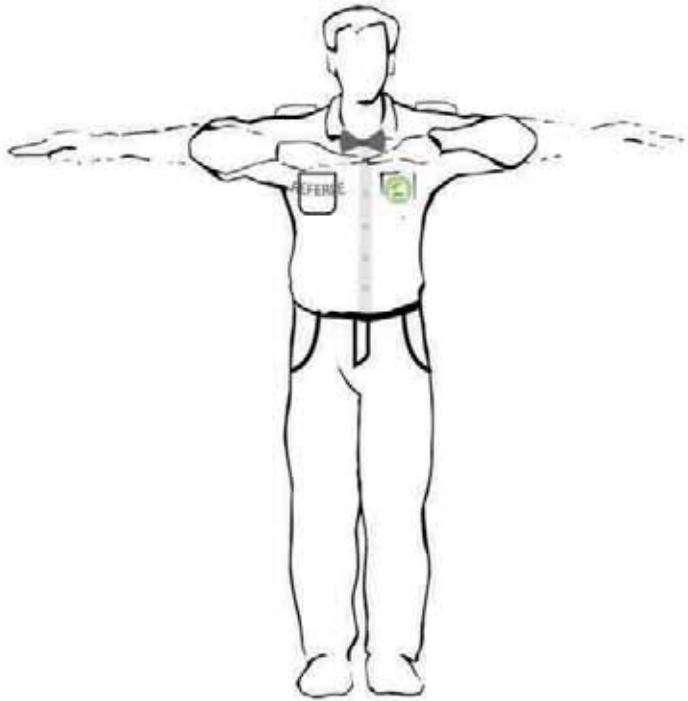




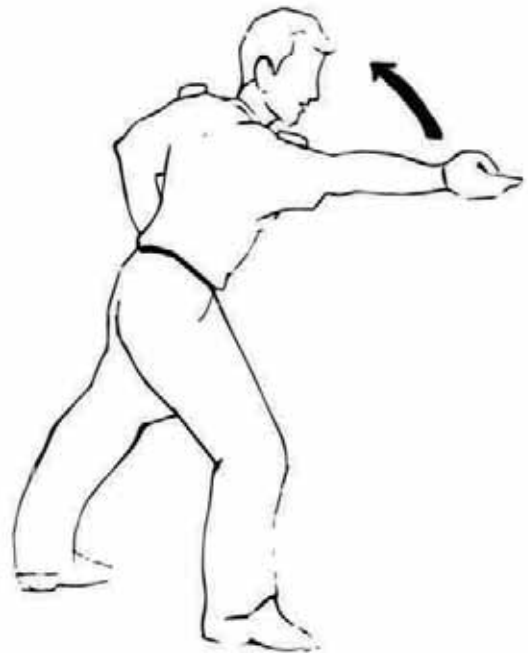
1: Saluto



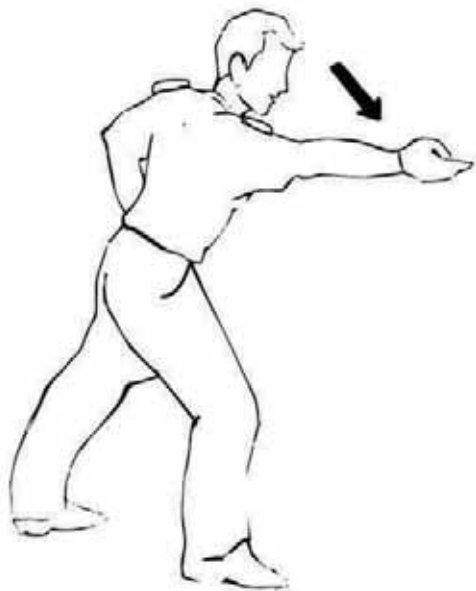
2: Ordinare agli atleti di distanziarsi



3: Ordinare agli atleti di mettersi in guardia



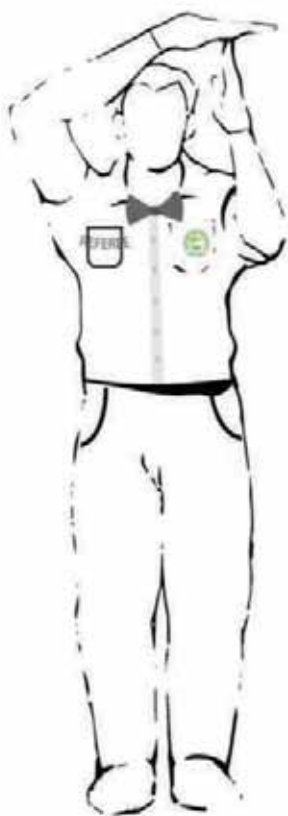
4: Comando "DAU" (Combattere)



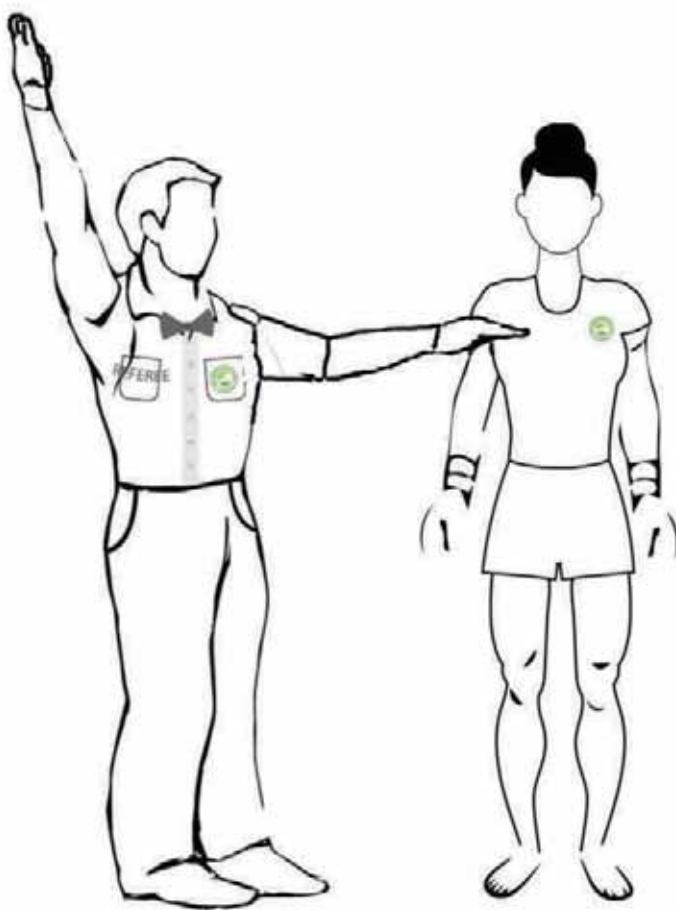
5: Comando "DUNG" (Stop)



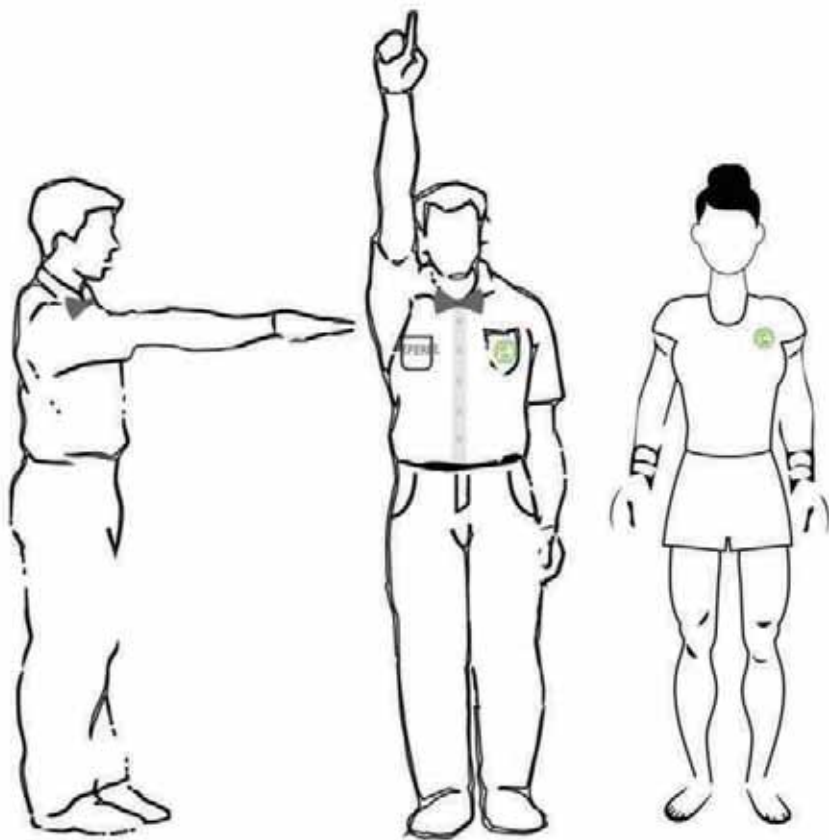
6: Comando "TACH" (Un passo indietro)



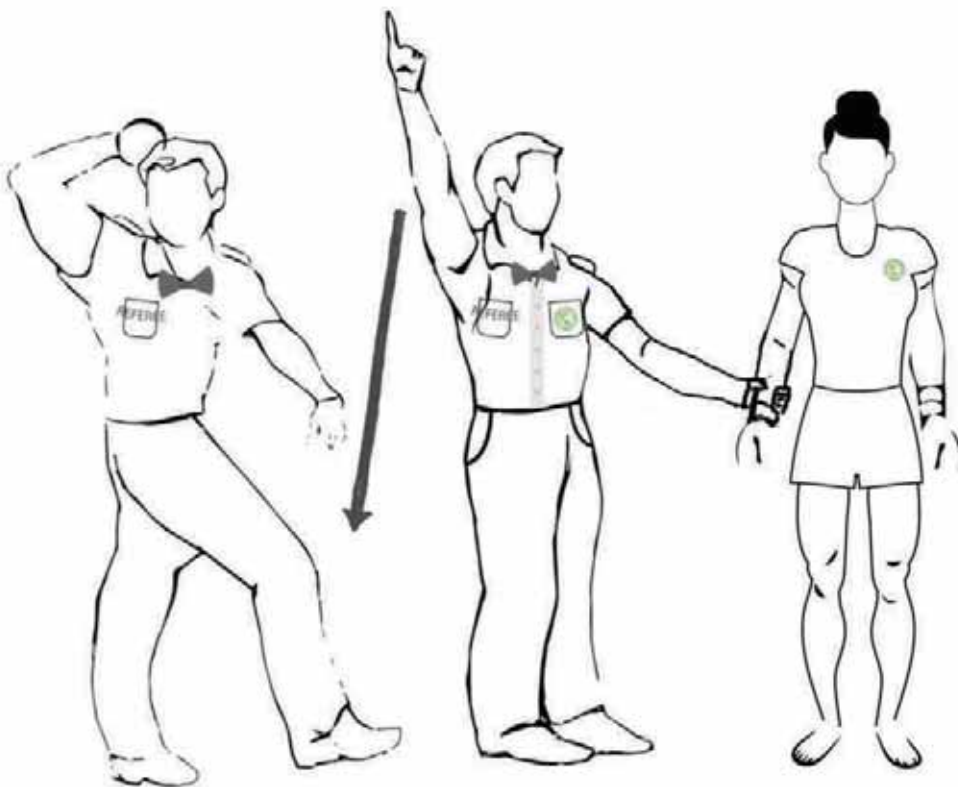
7: Fermare il Tempo



8: Richiamo

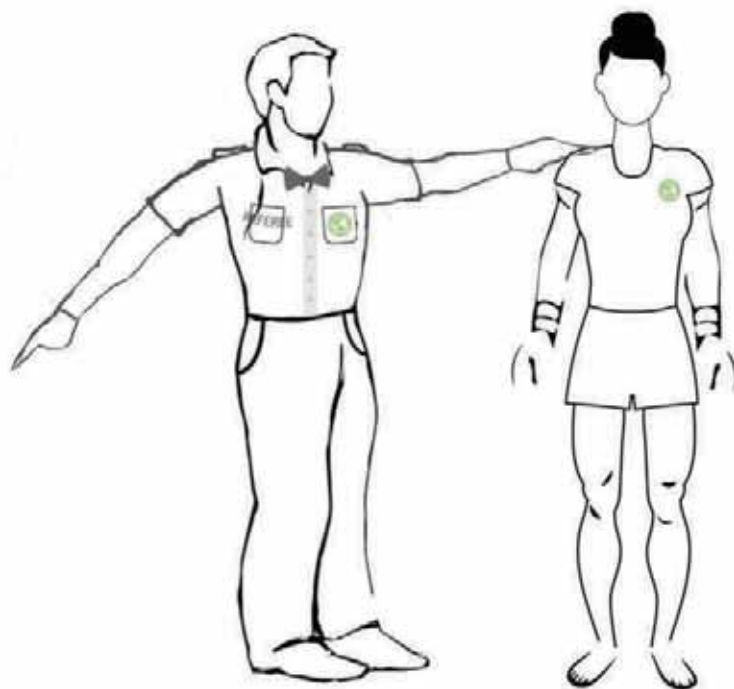


9: Ammonizione (Warning)

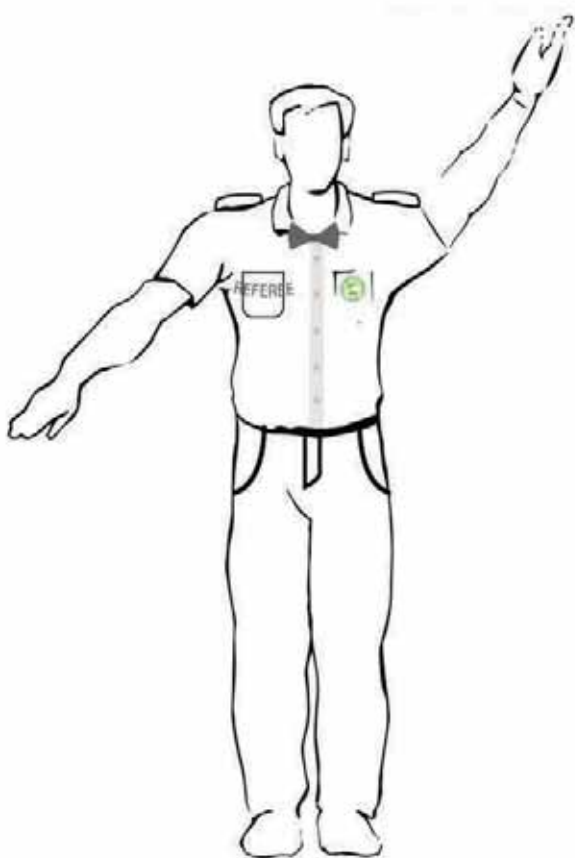


10: Mimare il fallo

11: Penalità (segnalare i punti negativi in alto e abbassare il braccio)



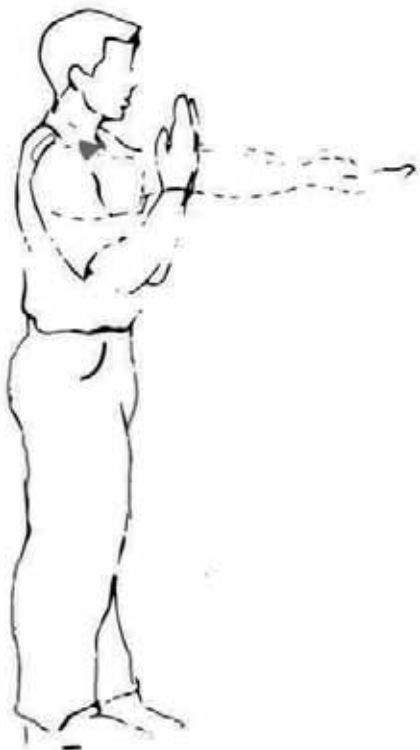
12: Segnalazione uscita dall'area di gara



**13: Atterramento o calcio al viso
valido (assegnazione di 3 punti)**



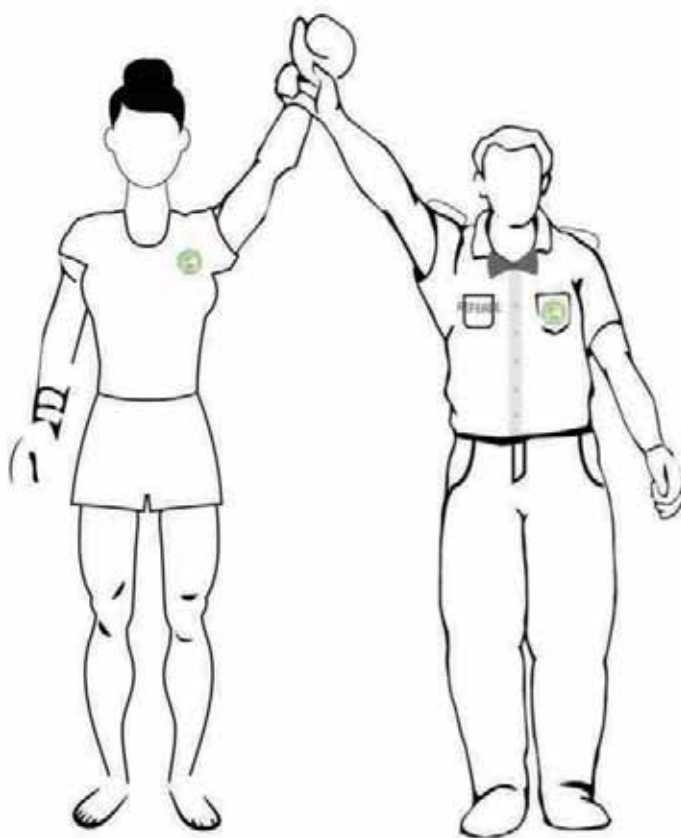
14: Atterramento non valido



15: Chiamare i giudici per consulto



16: Chiedere intervento medico



17: Dichiarare il vincitore