



1. readInChar, readInString, writeString, writeInString
2. exists
3. instantiate
4. instantiate, start, join
5. announceNewGame, teams_ready
6. startTrial, wait_for_trial_conclusion, assertTrialDecision, declareGameWinner
7. callTrial, declareMatchWinner
8. informReferee
9. assemble_team, watch_trial
10. reviewNotes, wait_for_referee_command, callContestants
11. followCoachAdvice, stand_in_position, getReady, do_your_best
12. seat_at_the_bench, seatDown
13. setRefereeState, startGame
14. setRefereeState, setCoachState, setContestantState, addContestant, setRopePosition, startTrial, endGame, endMatch
15. setRefereeState, setCoachState, setContestantState, setContestantStrength, removeContestant, endMatch
16. instantiate, openForWriting, openForAppending, close, writeInString