## Game of the Rope - Description of the internal state

```
Ref Coa 1 Cont 1 Cont 2 Cont 3 Cont 4 Cont 5 Coa 2 Cont 1 Cont 2 Cont 3 Cont 4 Cont 5
                                                                       Trial
Sta Stat Sta SG Sta SG Sta SG Sta SG Sta SG Stat Sta SG Sta SG Sta SG Sta SG Sta SG Sta SG 3 2 1 . 1 2 3 NB PS 0 1 2 3 4 5 6 7 8 9 10 11 12
Ref Coa 1 Cont 1 Cont 2 Cont 3 Cont 4 Cont 5 Coa 2 Cont 1 Cont 2 Cont 3 Cont 4 Cont 5
Sta Stat Sta SG Sta SG Sta SG Sta SG Sta SG Stat Sta SG Sta SG Sta SG Sta SG Sta SG 3 2 1 . 1 2 3 NB PS 0 1 2 3 4 5 6 7 8 9 10 11 12
Game # was won by team # by knock out in # trials. / by points. / was a draw.
Match was won by team \# (\#-\#). / was a draw.
Legend:
Ref Sta
        - state of the referee
Coa \# Stat - state of the coach of team \# (\# - 1 .. 2)
Cont \# Sta - state of the contestant \# (\# - 1 .. 5) of team whose coach was listed to the immediate left
Cont \# SG - strength of the contestant \# (\# - 1 .. 5) of team whose coach was listed to the immediate left
TRIAL - ? - contestant identification at the position ? at the end of the rope for present trial (? - 1 .. 3)
TRIAL - NB - trial number
```

TRIAL - PS - position of the centre of the rope at the beginning of the trial

- local clock of the referee

- local clock of the coach of team 1

- local clock of the coach of team 2

- local clock of the contestant 1 of team 1

- local clock of the contestant 2 of team 1

- local clock of the contestant 3 of team 1
- local clock of the contestant 4 of team 1

- local clock of the contestant 5 of team 1

- local clock of the contestant 1 of team 2

- local clock of the contestant 2 of team 2

- local clock of the contestant 3 of team 2

- local clock of the contestant 4 of team 2

- local clock of the contestant 5 of team 2

VCk 0

VCk 1

VCk 2

VCk 3

VCk 4

VCk 5

VCk 6 VCk 7

VCk 8

VCk 9

VCk 10

VCk 11

VCk 12