1 - instantiate

2 - instantiate, start, join

3 - seatDown, followCoachAdvice, waitForCallContestants

4 - waitForStartTrial, pullTheRope, waitForAssertTrialDecision

5 - amDone, endOfMatch, positioned

6 - setPosition, removePosition, setContestantLastTrial, setContestantState

7 - informReferee, endOfMatch

8 - waitForAssertTrialDecision, waitForCallTrial, reviewNotes, waitForFollowCoachAdvice, callContestants

9 - refreshStrengths, setCoachState

10 - annouceNewGame, waitForInformReferee, waitAllPositioned, waitForAmDone, declareGameWinner, declareMatchWinner

11 - startTrial, assertTrialDecision

12 - callTrial, assertTrialDecision, wakeUp

13 - newGame, newTrial, assertTrialDecision, getNumberOfGames, getTotalNumberOfGames, printGameWinner, printMatchWinner, setRefereeState, declareMatchWinner