



- 1 - instantiate
- 2 - instantiate, start, join
- 3 - seatDown, followCoachAdvice, waitForCallContestants
- 4 - waitForStartTrial, pullTheRope, waitForAssertTrialDecision
- 5 - amDone
- 6 - setPosition, removePosition, setContestantLastTrial, setContestantState
- 7 - informReferee
- 8 - waitForAssertTrialDecision, reviewNotes, waitForFollowCoachAdvice, callContestants
- 9 - refreshStrengths, setCoachState
- 10 - announceNewGame, waitForInformReferee, waitForAmDone, declareGameWinner, declareMatchWinner
- 11 - startTrial, assertTrialDecision
- 12 - callTrial, assertTrialDecision, wakeUp
- 13 - newGame, newTrial, assertTrialDecision, getNumberOfGames, getTotalNumberOfGames, printGameWinner, printMatchWinner, setRefereeState