



- 1 - instantiate, lookup
- 2 - instantiate
- 3 - instantiate, start, join
- 4 - reviewNotes, callContestants, waitForCallTrial, waitForAssertTrialDecision, waitForFollowCoachAdvice, followCoachAdvice, seatDown, waitForCallContestants, callTrial, assertTrialDecision, wakeUp
- 5 - initContestant, setContestantLastTrial, removePosition, setPosition, setContestantState, initCoachState, refreshStrengths, setCoachState, updateRope, initRefereeState, newGame, newTrial, assertTrialDecision, getNumberOfGames, getTotalNumberOfGames, printGameWinner, setRefereeState, declareMatchWinner
- 6 - pullTheRope, waitForStartTrial, waitForAssertTrialDecision, startTrial, assertTrialDecision
- 7 - informReferee, endOfMatch, announceNewGame, declareGameWinner, declareMatchWinner, waitForInformReferee, waitForAmDone, waitAllPositioned