1. Starting the Match
2. Stopping the Match
3. Time-Out
4. Start Injury Time
5. Start Blood Time Out
6. Start Recovery Time
7. Stop Blood/Injury/Recovery Time
8. Neutral Position
9. Indicates No Control
10. Out-of-Bounds
11. Indicates Wrestler in Control – Left/Right Hand
12. Defer Choice
13. Potentially Dangerous – Left/Right Hand
14. Stalemate
15. Caution – False Start or Incorrect Starting Procedure
16. Stalling – Left/Right Hand
17. Interlocking Hands or Grasping Clothing
18. Reversal
19. Technical Violation
20. Illegal Hold
21. Near-Fall
22. Awarding Points – Left/Right Hand
23. Unsportsmanlike Conduct – Left/Right Hand
24. Flagrant Misconduct – Left/Right Hand
25. Coach Misconduct – Left/Right Hand
26. Unnecessary Roughness – Left/Right Hand
27. Default Technical Fall Disqualification
28. Start Head, Neck, Cervical Injury Evaluation Time