

BASHO FURY SUMO

GAME RULES

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INTRODUCTION

The sport of Sumo has long been a fascination of mine. I can't explain what draws me to the sport, but the intensity and ferocity of a Sumo match is unparalleled in any other sport. I was compelled to bring Sumo onto my tabletop in a game that plays as quickly as the actual matches and produces accurate results. The culmination of these efforts is the game you currently hold in your hands. Throughout the remainder of this instruction book, you will encounter several Sumo specific names and terms. Rather than provide a glossary of terms at the end, a "translation" will follow these words in (). A Sumo Primer is included. This serves as an introduction to this fascinating and lightning fast paced sport. If you are not familiar with the sport of Sumo, it may be beneficial to review the primer first and then have it handy as you read through the rules.

DICE

Basho Fury Sumo uses two standard six-sided dice. In most cases, the dice are rolled and read with the lower number first and the higher number second to obtain a result between 11 and 66. For example, if a 3 and a 1 are rolled, this would be read as 13. The only time the dice are not read this way is when the kimarite (winning technique) is determined. Then the dice are rolled and added together to obtain a number between 2 and 12.

GAMEPLAY

The following items are needed to resolve a sumo match in Basho Fury Sumo.

- Two sumotori (sumo wrestler) cards
- Game charts
- Two standard six-sided dice (2d6)

Each sumotori has a main Sumo rating located under their name in the middle of the card. Compare the main Sumo rating of each sumotori. The one with the higher rating is considered the Favorite and the other is the underdog. Next use the Favored Status chart to determine how much of a favorite they are. Alternatively, the Favored status may be determined by subtracting the lower main Sumo rating from the higher rating and checking the "Subtraction Method" chart. The status will be one of Even, Slight, Minor, Normal, Major, Huge or Improbable. The

"Subtraction Method" chart is found on page 2 of the Favored Status Chart.

Once the favorite and favored status have been determined, roll the dice and consult the Basho Fury Sumo Match Chart. The dice roll result will state which sumotori won the match or indicate you need to re-roll the dice and check either the Control or 66 Charts.

CONTROL

When the initial dice result falls under the Favorite or Underdog Control column, note which sumotori (wrestler) has control (favorite or underdog), re-roll the dice and go to the Control chart.

66 CHART

When a 66 is rolled to start the match, immediately go to the 66 Chart and re-roll the dice. Most of the results on the 66 Chart have a number range (for example 0 to 2). These numbers correspond to the Favored Status determined at the beginning of the match. 0 = Even, 1 = Slight, 2 = Minor, 3 = Normal, 4 = Major, 5 = Huge and 6 = Improbable. If the Favored status is within the range indicated, the Underdog has scored an upset victory. Follow any additional instructions found on the 66 Chart. If the Favored status is not within the range listed, the Favorite has won the match. The kimarite (winning technique) used by the winner is listed on the right side of the 66 Chart.

Another potential result from the 66 Chart is the matta result. This means one of the sumotori made a false start and the match needs to be restarted from the beginning.

Some results from the 66 Chart increase or decrease one or both sumotori's ratings. These changes only apply to the main Sumo rating. The secondary ratings (Pow, Bal, Tec) are never adjusted.

EDGE!

Some results from the Control and 66 charts redirect the action to the EDGE! Chart. This represents when the match moves to the edge of the dohyo (sumo ring). Re-roll the dice to find the result of the match. Each result also gives the kimarite (winning technique) used to win the match. Some results also have the Mono-ii result. This means the Shimpan (ringside judges) have called for a review to determine if the Gyoji's (in-ring judge) decision was correct or not. The Mono-ii chart is located on the same page as the Edge! Chart in the lower right corner. Re-roll the dice and check the chart to determine if the original decision is upheld, reversed or if it was too close to call and the match needs to be re-started from the beginning.

INJURY

Several results on the Control, 66 and Edge charts indicate to check one or both sumotori for injury. To do so, first roll the dice and check if the result is within the Inj range on the sumotori card. If the dice result is within the Inj range, the wrestler may be injured. Otherwise, he is not injured. Re-roll the dice and consult the Injury chart. Some cards will have a + after the injury range. This means the sumotori may miss an additional Basho (tournament) as noted on the Injury chart. An Inj range of 11* means the dice result must be 11 and then a second roll is made. If the dice result is doubles, the sumotori may be injured. If not doubles, no injury.

TIMING (optional)

To determine the time of the match, keep track of the number of dice rolls it takes to determine a winner. Roll the dice and look under the appropriate column on the Timing chart to determine the time of the match. Only dice rolls to determine the winner are counted. Subsequent rolls (for Kimarite, injury, mono-ii, etc...) are not counted.

FAVORITE / UNDERDOG

If the sumotori both have the same Sumo rating at the top of their card, then compare their rank to determine which is the Favorite and which is the Underdog. If they have the same rank, then compare the secondary ratings (Pow, Bal, Tec). The sumotori with the highest secondary rating is the Favorite. For example, if sumotori One has a high rating of 100 for Pow and sumotori Two has a high secondary rating of 102 for Bal, sumotori Two will be the favorite. If still tied, roll the dice for each and the highest roll is the Favorite. If tied, keep rolling until a Favorite is determined.

FAVORED STATUS

To use the Favored Status chart, find the higher rated sumotori's rating on the left side of the chart under the column heading "High Rating". Then locate the lower rated sumotori's rating within the ranges provided to the right of the High Rating. At the top of the page above each range is a column heading (Improbable, Huge, Major, Normal, Minor, Slight, Even) that indicates the favored status for this match.

PRINTING

The game materials are formatted to print on US Letter size paper (8.5" x 11"). The charts are intended to be printed back to back on four sheets of paper. You may have to set your PDF program to "fit to printable area" when printing the charts.

GAMEPLAY EXAMPLES

Sample sumotori (wrestler) cards

Aminishiki				Osunaarashi			
89				90			
2	uwatenage	Bal	93	2	uwatedashinage	Bal	100
3	sokubiotoshi	Pow	7	3	okuridashi	Pow	60
4	yorikiri	Tec	100	4	tsukidashi	Tec	44
5	tsukiotoshi			5	hatakikomi		
6	hatakikomi			6	yorikiri		
7	hatakikomi			7	yorikiri		
8	oshidashi			8	tsukiotoshi	M6	90
9	shitatenage			9	oshidashi	M16	83
10	uwatedashinage			10	uwatenage	J5	79
11	katasukashi	Inj	11-25 +	11	oshitaoshi	Inj	11-25
12	okuridashi		M1e	12	yoritaoshi		M1w
186 cm 152 kg 03.10.1978 ©Sideline Strategy Games BASHO FURY SUMO				189 cm 146 kg 10.02.1992 ©Sideline Strategy Games BASHO FURY SUMO			
6'1 335 lbs Isegahama #22 2015-2016				6'2 322 lbs Otake #23 2015-2016			

Osunaarashi's rating of 90 is greater than Aminishiki's rating of 89. Osunaarashi is the favorite for this match, but since the difference in ratings is only one ($90 - 89 = 1$), the favored status is Even.

Example 1

Rolling the dice, the result is 26. Checking the match chart, we see the underdog has gained control of the match.

Basho Fury Sumo Match Chart

Favored Status	Favorite Wins	Favorite Control	Underdog Control	Underdog Wins	66 chart
0 Even	11-23	24-25	26-33	34-56	66

We now roll on the Control chart. The dice result is 34.

34 The sumotori jockey for control in the center of the dohyo. The Controlling sumotori is finally able to put his opponent away and wins.

The Controlling sumotori (Aminishiki) wins the match. We roll the dice again to determine the Kimarite (winning technique). The dice total is 6 meaning Aminishiki wins by hatakikomi. It took two dice rolls to determine the winner (one roll on the Match chart, another on the Control chart). Another roll of the dice, 22, on the Timing chart indicates the match lasted 34 seconds.

Example 2

Using Osunaarashi and Aminishiki's cards again, this time the initial dice roll is 16 which falls within the 11-23 range under Favorite Wins. Osunaarashi wins the match. A total of 7 on the next dice roll indicates Osunaarashi used yorikiri to win the match. Since only one roll was needed to determine the winner, roll the dice and check under the 1 column on the Timing chart. The result is 12 showing Osunaarashi blasted Aminishiki out of the dohyo (ring) in just 6 seconds!

Example 3

This time the dice roll to start the match is 24. The result is Favorite Control. Osunaarashi takes control of the match and we roll on the Control Chart. A 22 is rolled.

22 BALANCE - compare each sumotori's Bal ratings, higher wins the match. If tied, Controlling sumotori wins the match.

This result says to compare each sumotori's Bal rating. Osunaarashi has a Bal rating of 100 while Aminishiki has a rating of 93 giving Osunaarashi the victory. A total of 6 on the Kimarite (winning technique) roll shows Osunaarashi again used the yorikiri technique to win the match. The match time was 19 seconds (a roll of 34 under column 2).

Example 4

Using the same cards above, the initial dice roll is a 66. Re-roll the dice and check the appropriately named 66 Chart. The next roll result is 34.

34 0 to 2 Underdog wins in MILD upset. 3 to 6 Favored sumotori wins. If Favored loses, check for injury. *Tsuridashi* 34

Since the favored status was Even, the corresponding number for Even is 0 which falls within the 0 to 2 range indicated. Aminishiki wins the match in a mild upset and receives a 5 point boost to his sumo rating of 89 making him a 94 for the remainder of the Basho. We also check Osunaarashi for injury as noted. An injury roll of 44 is higher than the Inj range of 11-25 on Osunaarashi's card so there is no injury. If the roll had been within the 11-25 range, we would have re-rolled and checked the injury chart to determine the severity of the injury and which body part was injured.

Sumotori card explained

Osunaarashi		←	Shikona (name)
85		←	Main Sumo rating
2 uwatedashinage	Bal	108	Secondary ratings Balance, Power, Technique
3 okuridashi	Pow	64	
4 tsukidashi	Tec	86	
5 hatakikomi	Kimarite (winning techniques)		
6 yorikiri			
7 yorikiri	M6	90	Alternate Sumo ratings based on rank. See below for additional explanation.
8 tsukiotoshi	M16	83	
9 oshidashi	J5	79	
10 uwatenage	Inj	11-25	← Injury rating
11 oshitaoshi	M1w	← Highest rank obtained during rating period.	
12 yoritaoshi			
189 cm 146 kg	6'2	322 lbs	← Metric height and weight is on the left, imperial height / weight is on the right.
10.02.1992	Otake	← Birthdate (month.day.year format) and Heya (stable)	
©Sideline Strategy Games	#23	← card number	
BASHO FURY SUMO	2015-2016		

Alternate Sumo ratings

Sumotori are given alternate Sumo ratings when they competed at several different ranks during the rating period. To increase accuracy, it is recommended to use the alternate Sumo rating in place of the main Sumo rating when the sumotori enters a Basho at one of the ranks listed in this section. The ranks in this section of the card are abbreviations and detailed below.

Y = Yokozuna (examples are Y1e, Y1w, Y2e, Y2w)

O = Ozeki (O1e, O1w, O2e, O2w)

SK = Sekiwake or Komusubi (S1e, S1w, K1e, K1w)

M6 = Maegashira ranks 1 through 6 (M1e, M1w, M2e, M2w... M6e, M6w)

M16 = Maegashira ranks 7 through 16 (M7e, M7w, M8e, M8w... M16e, M16w). Includes M17e and M17w when those rare ranks are used.

J5 = Juryo ranks 1 through 5 (J1e, J1w, J2e, J2w... J5e, J5w)

J14 = Juryo ranks 6 through 14 (J6e, J6w, J7e, J7w... J14e, J14w). Includes J15 and lower when those rare ranks are used.

Ms = Makushita, any rank (Ms1e, Ms1w, Ms2e, Ms2w... Ms60e, Ms60w)

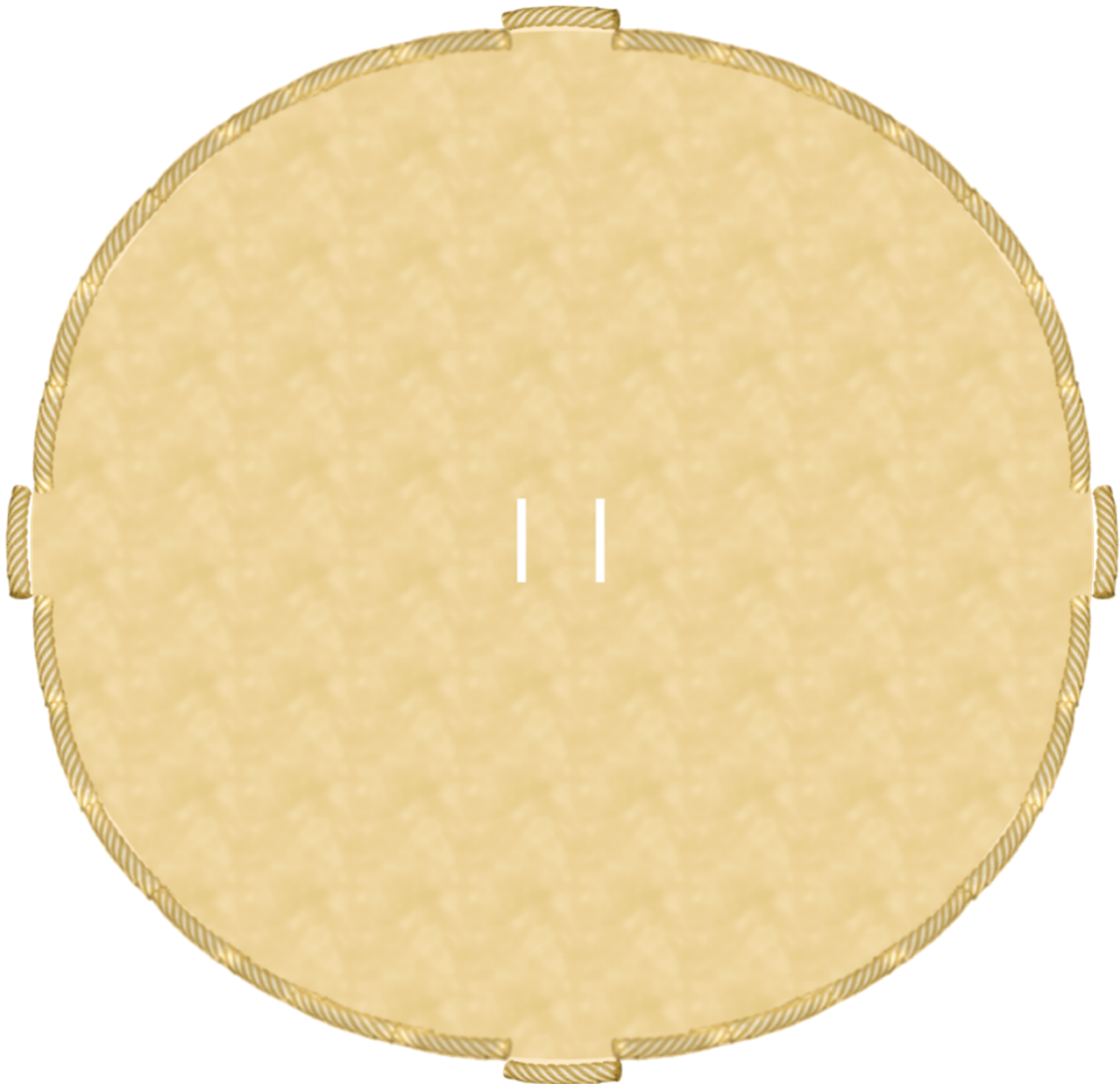
Basho Fury Sumo Match Chart

Favored Status	Favorite Wins	Favorite Control	Underdog Control	Underdog Wins	66 chart
0 Even	11-23	24-25	26-33	34-56	66
1 Slight	11-24	25-26	33-34	35-56	66
2 Minor	11-26	33-34	35	36-56	66
3 Normal	11-34	35	36	44-56	66
4 Major	11-35	36-44	45	46-56	66
5 Huge	11-45	46	55-56		66
6 Improbable	11-55	56			66

Wins: The Favorite/Underdog has won the match. If desired, re-roll the dice and refer to the winning sumotori's card to determine Kimarte (winning technique) and time of match.

Control: The Favorite/Underdog sumotori has gained control of the match. The in-control sumotori is now considered the Favorite. Re-roll the dice and refer to the Control chart.

66 chart: An upset or rare occurrence is possible. Note the numeric value of the Favorite Status, Re-roll the dice and refer to the 66 chart.



Timing Chart

Dice Roll	Number of dice rolls during match			
	1	2	3	4 or more
11	12s	16s	39s	2m 15s
12	6s	17s	58s	1m 5s
13	10s	29s	52s	1m 11s
14	12s	27s	51s	1m 13s
15	21s	38s	49s	1m 14s
16	22s	41s	53s	1m 32s
22	8s	34s	42s	2m 25s
23	6s	32s	48s	1m 50s
24	10s	26s	46s	1m 22s
25	15s	25s	43s	1m 18s
26	23s	32s	56s	1m 24s
33	14s	28s	44s	?10s
34	15s	19s	54s	1m 9s
35	9s	31s	40s	1m 6s
36	11s	25s	45s	1m 12s
44	20s	37s	36s	2m 40s
45	24s	30s	47s	1m 35s
46	13s	33s	57s	1m 7s
55	11s	36s	55s	?20s
56	9s	18s	50s	1m 45s
66	7s	35s	59s	?30s

m = minute(s), s = seconds

If the kimarite result is Hatakikomi or Hikiotoshi and only one dice roll was needed to determine the winner, the match time is 4 seconds. If more than one dice roll and/or different kimarite, use the timing chart above.

? = re-roll one die. If the result is 1, 2, or 3, count that as the number of minutes the match lasted. If the result is 4, 5 or 6, the match is 1 minute plus the seconds indicated.

66 chart

Dice re-roll the dice and find result on the table below.

Dice Roll	66 result	Kimarte	Dice Roll
11	EDGE! The match has moved to the edge of the dohyo. Please reference the EDGE! chart and re-roll the dice.		11
12	0 to 2 Underdog wins in MILD upset. 3 to 6 Favored sumotori wins. If Favored loses, check for injury.	<i>Sukuinage</i>	12
13	0 to 3 Underdog wins match. 4 to 6 Favored sumotori wins.	<i>Tsukidashi</i>	13
14	0 to 1 Underdog wins match. 2 to 6 Favored sumotori wins.	<i>Makiotoshi</i>	14
15	Matta (false start) called. Restart match from the beginning. Underdog did not touch both hands down.		15
16	Underdog wins in surprise upset. Reduce Favored rating by 20 and check Favored for injury.	<i>Yoriki</i>	16
22	Matta (false start) called. Restart match from the beginning. Underdog started early.		22
23	0 to 2 Underdog wins in MILD upset. 3 to 6 Favored sumotori wins. Check both sumotoris for injury.	<i>Hikkake</i>	23
24	0 to 3 Underdog with UPSET victory. 4 to 6 Favored sumotori wins.	<i>Uwatedashinage</i>	24
25	0 to 1 Underdog with UPSET victory. 2 to 6 Favored sumotori wins.	<i>Sotogake</i>	25
26	0 to 5 Underdog with UPSET victory. 6 Favored sumotori wins.	<i>Tsukiotoshi</i>	26
33	0 to 4 Underdog with UPSET victory. 5 to 6 Favored sumotori wins.	<i>Tsukitaoshi</i>	33
34	0 to 2 Underdog wins in MILD upset. 3 to 6 Favored sumotori wins. If Favored loses, check for injury.	<i>Tsuridashi</i>	34
35	0 to 3 Underdog wins match. 4 to 6 Favored sumotori wins.	<i>Tsukiotoshi</i>	35
36	Matta (false start) called. Restart match from the beginning. Favored did not touch both hands down.		36
44	0 to 4 Underdog wins in MAJOR upset. 5 to 6 Favored wins. Check both sumotoris for injury.	<i>Kirikaeshi</i>	44
45	0 to 2 Underdog wins in MILD upset. 3 to 6 Favored sumotori wins. If Underdog loses, check for injury.	<i>Kotenage</i>	45
46	0 to 1 Underdog wins match. 2 to 6 Favored sumotori wins.	<i>Katasukashi</i>	46
55	EDGE! The match has moved to the edge of the dohyo. Please reference the EDGE! chart and re-roll the dice.		55
56	0 to 5 Underdog wins in MAJOR upset. 6 Favored wins match.	<i>Okuritaoshi</i>	56
66	Both sumotori take nasty fall off the dohyo. Favored sumotori awarded the win. Check both sumotori for injury.	<i>Utchari</i>	66

The 0 to 5 number indicates the Favored status from the match chart (0 = Even, 1 = Slight, 2 = Minor, 3 = Normal, 4 = Major, 5 = Huge).

If the Favored status is within the range listed, the Underdog wins the match. Otherwise the Favored sumotori wins the match.

If the Underdog wins in an upset and the result includes a word in all capital letters, refer to additional consequences below.

MILD: Increase Underdog's rating by 5 for remainder of Basho. No change to Favored sumotori's rating.

UPSET: Increase Underdog's rating by 5. Re-roll the dice, if the result is doubles, reduce the Favored sumotori's rating by 5. If the result is not doubles, increase the Underdog's rating by an additional 2 points for a total increase of 7 points.

MAJOR: Immediately increase Underdog's rating by 5 and an additional 3 after each consecutive win. If/when Underdog loses a match, keep all additions, but do not increase the rating again during this Basho. The Favored sumotori's rating is reduced by 5 after the loss. If the Favored sumotori suffers a loss in next match, further reduce by 3 for a total reduction of 8. No other adjustments for additional wins or losses.

EDGE!

Dice re-roll the dice and find result on the table below.

Roll	EDGE! result	Won	Kimarte	Dice Roll
11	Favored sumotori pins underdog's arms against his body and forces him out.	F	<i>Kimedashi</i>	11
12	Favored sumotori grabs underdog's mawashi, lifts him to his toes and forces him out.	F	<i>Yorikiri</i>	12
13	Favored sumotori has mawashi grip but underdog turns and forces favorite out with both hands. <i>INJURY?</i>	U	<i>Oshidashi</i>	13
14	POWER - sumotori with higher Pow rating forces opponent out. If tied, Underdog is able to force Favored out.	U	<i>Yorikiri</i>	14
15	BALANCE - sumotori with higher Bal rating forces opponent out of the dohyo. If tied, Favored wins.	F	<i>Oshidashi</i>	15
16	Favorite has low grip on underdog who reaches over favorite's back to grasp mawashi and force him out.	U	<i>Harimanage</i>	16
22	Favored sumotori has underdog on edge of dohyo, but steps out first giving victory to underdog.	U	<i>Visamiashi</i>	22
23	Both sumotori have mawashi grips as they fall out of dohyo. Gyoji awards victory to favorite. MONO-II	F	<i>Yorikiri</i>	23
24	Underdog turns at the edge and forces favored sumotori out with body.	U	<i>Tsukidashi</i>	24
25	Underdog reaches over favored sumotori's back and pulls him to ground before stepping out himself.	U	<i>Harimanage</i>	25
26	Underdog wraps up favorite and twists his body, but falls underneath favorite on way to dohyo. <i>INJURY?</i>	F	<i>Utchari</i>	26
33	Favorite turns underdog around and pushes him out from behind.	F	<i>Okuritaoshi</i>	33
34	Favorite lifts underdog and throws him out, but is pulled with him. Gyoji awards win to favorite. MONO-II	F	<i>Okuritsuridashi</i>	34
35	Underdog wraps up favorite and twists him out. Gyoji rules that underdog stepped out first. MONO-II	F	<i>Utchari</i>	35
36	Favorite pushes underdog out for win.	F	<i>Tsuridashi</i>	36
44	Favorite backs underdog out for victory.	F	<i>Ushiromotare</i>	44
45	TECHNIQUE - sumotori with higher Tech rating forces opponent out with arm lock. If tied, Favored wins.	F	<i>Kotenage</i>	45
46	Favorite lifts underdog's leg and pushes him out.	F	<i>Watashikomi</i>	46
55	Favorite pushes underdog down and out of the dohyo.	F	<i>Okuritaoshi</i>	55
56	Underdog throws favorite, but both land together hard. Gyoji awards the match to Underdog. MONO-II	U	<i>Okuritsuridashi</i>	56
66	Controlling sumotori is given a favored status of 2. Re-roll the dice and refer to the 66 Chart.			66

The Favored sumotori is either the favorite from the beginning of the match or the sumotori that was in control from the Control chart.

MONO-II: Shimpan (ringside judges) question Gyoji's decision and meet in dohyo to discuss. Re-roll dice and check MONO-II chart to the right.

INJURY?: Check both sumotori for injury.

Won: A quick reference showing the winner of the match. F = Favorite, U = Underdog. May be changed by MONO-II result.

MONO-II	
Dice Roll	Result
11 - 26	Gyoji decision upheld, no change to winner.
33 - 45	Gyoji decision reversed, change winner (same Kimarte).
46 - 66	Shimpan unable to come to conclusive decision. Start the match from the beginning again.

CONTROL

Dice re-roll the dice and find result on the table below.

Dice Roll	Control Result	Dice Roll
11	POWER - compare each sumotori's Pow ratings, higher wins the match. If tied, Controlling sumotori wins the match.	11
12	Non-Yokozuna vs Yokozuna, the Yokozuna wins the match. Otherwise, Controlling sumotori quickly gains the advantage and wins.	12
13	After a long struggle, the Controlling sumotori is unable to maintain an advantage and loses the match. Check loser for injury.	13
14	The sumotori jockey for control in the center of the dohyo. The Controlling sumotori is finally able to put his opponent away and wins.	14
15	The sumotori jockey for control in the center of the dohyo. The Controlling sumotori is too aggressive and loses by hikiotoshi.	15
16	The Controlling sumotori loses focus and the match.	16
22	BALANCE - compare each sumotori's Bal ratings, higher wins the match. If tied, Controlling sumotori wins the match.	22
23	TECHNIQUE - compare each sumotori's Tech ratings, higher wins the match. If tied, Controlling sumotori wins the match.	23
24	The Controlling sumotori is firmly in control of the match, but slips and falls losing by hikiotoshi.	24
25	The sumotori jockey for control in the center of the dohyo. The Controlling sumotori is finally able to put his opponent away and wins.	25
26	Controlling sumotori quickly gains the advantage and wins the match.	26
33	TECHNIQUE† - compare each sumotori's Tech ratings, higher wins the match. If tied, Controlling sumotori wins the match.	33
34	The sumotori jockey for control in the center of the dohyo. The Controlling sumotori is finally able to put his opponent away and wins.	34
35	The sumotori jockey for control in the center of the dohyo. The Controlling sumotori is too aggressive and loses by hikiotoshi.	35
36	POWER† - compare each sumotori's Pow ratings, higher wins the match. If tied, Controlling sumotori wins the match.	36
44	HIGH - for each sumotori find the highest of their Pow, Bal and Tech ratings. Compare the ratings, highest wins. If tied, re-roll the dice.	44
45	The sumotori are locked in a stalemate in the center of the ring. Re-roll the dice and use this chart again.	45
46	EDGE! The match has moved to the edge of the dohyo. Please reference the EDGE! chart and re-roll the dice.	46
55	LOW† - for each sumotori find the lowest of their Pow, Bal and Tech ratings. Compare the ratings, highest wins. If tied, re-roll the dice.	55
56	EDGE! The match has moved to the edge of the dohyo. Please reference the EDGE! chart and re-roll the dice.	56
66	Controlling sumotori is given a favored status of 2. Re-roll the dice and refer to the 66 Chart.	66

If the result says to re-roll the dice, it means to re-roll and check the CONTROL chart again.

Unless otherwise noted above, re-roll the dice and check the winner's card for the Kimarte (winning technique).

When the result is POWER, BALANCE or TECHNIQUE, check each sumotori's card and compare their Pow, Bal, or Tec ratings to determine the winner. Whichever sumotori has the higher rating wins the match. † = add 10 to the Controlling sumotori's rating before comparing.

INJURY

Dice re-roll the dice and find result on the table below.

Roll	Injury Result	Body Part injured
11	Misses remainder of Basho. Reduce rating by 10 at start of next Basho.	<i>Knee</i>
12	Re-roll one die. Sumotori misses that many matches due to illness. Reduce rating by 5 for remainder of Basho.	<i>Illness</i>
13	Suffers very minor injury. Does not miss any matches, no ratings change.	<i>Leg</i>
14	Suffers very minor injury. Does not miss any matches, no ratings change.	<i>Arm</i>
15	Suffers minor injury. Re-roll one die and reduce rating by die result.	<i>Foot</i>
16	Suffers major injury. Re-roll both dice and reduce rating by total of dice.	<i>Leg</i>
22	Misses remainder of Basho. Reduce rating by 7 at start of next Basho.	<i>Elbow</i>
23	Reduce rating by 3 for remainder of Basho.	<i>Ankle</i>
24	Reduce rating by 4 for remainder of Basho.	<i>Ankle</i>
25	Reduce rating by 5 for remainder of Basho. Sumotori with + withdraws and misses rest of Basho.	<i>Wrist</i>
26	Reduce rating by 5 for remainder of Basho. Sumotori with + withdraws if he loses next two matches.	<i>Foot</i>
33	Misses remainder of Basho. Reduce rating by 5 at start of next Basho.	<i>Knee</i>
34	Reduce rating by 6 for remainder of Basho.	<i>Shoulder</i>
35	Reduce rating by 7 for remainder of Basho. Sumotori with + withdraws if he loses next match.	<i>Shoulder</i>
36	Reduce rating by 10 for remainder of Basho. Withdraws if he loses three consecutive matches.	<i>Shoulder</i>
44	Misses remainder of Basho. Reduce rating by 10 at start of next Basho.	<i>Ankle</i>
45	Reduce rating by 8 for remainder of Basho. Withdraws if he loses two consecutive matches.	<i>Elbow</i>
46	Reduce rating by 9 for remainder of Basho. Withdraws if he loses three consecutive matches.	<i>Elbow</i>
55	Misses remainder of Basho. Reduce rating by 10 at start of next Basho.	<i>Back</i>
56	Misses next match. Give win to scheduled opponent. Reduce rating by 7 for remainder of Basho.	<i>Back</i>
66	Misses remainder of Basho and next Basho. Reduce rating by 10 in first Basho back from injury.	<i>Back</i>

All ratings adjustments remain in effect for the duration of the Basho. The ratings may be modified by additional injury or events from other charts.

When a sumotori is injured and misses their next match, give the scheduled opponent a victory and the injured sumotori a loss. Any additional days/matches missed, mark as an absent for the injured sumotori. If there are additional matches already scheduled, a replacement opponent should be used. This may mean moving up lower ranked sumotori and/or using a Makushita opponent.

Some sumotori have a + in their injury rating. When these sumotori are injured for the remainder of the Basho, they may miss the next Basho. If the injury result says to miss the remainder of the Basho and next Basho, these sumotori may miss the next two Basho. Roll the dice before the Basho. If the dice result is within the Inj rating, the sumotori misses the Basho. Otherwise he is okay to compete.

An injury rating of 11* means the first roll must be 11 and a second roll is made and must be doubles (11, 22, 33, 44, 55 or 66) for an injury to occur.

FAVORED STATUS CHART

High Rating	Improbable	Huge	Major	Normal	Minor	Slight	Even
120	0 - 95	96 - 105	106 - 110	111 - 113	114 - 116	117 - 118	119 - 120
119	0 - 94	95 - 104	105 - 109	110 - 112	113 - 115	116 - 117	118 - 119
118	0 - 93	94 - 103	104 - 108	109 - 111	112 - 114	115 - 116	117 - 118
117	0 - 92	93 - 102	103 - 107	108 - 110	111 - 113	114 - 115	116 - 117
116	0 - 91	92 - 101	102 - 106	107 - 109	110 - 112	113 - 114	115 - 116
115	0 - 90	91 - 100	101 - 105	106 - 108	109 - 111	112 - 113	114 - 115
114	0 - 89	90 - 99	100 - 104	105 - 107	108 - 110	111 - 112	113 - 114
113	0 - 88	89 - 98	99 - 103	104 - 106	107 - 109	110 - 111	112 - 113
112	0 - 87	88 - 97	98 - 102	103 - 105	106 - 108	109 - 110	111 - 112
111	0 - 86	87 - 96	97 - 101	102 - 104	105 - 107	108 - 109	110 - 111
110	0 - 85	86 - 95	96 - 100	101 - 103	104 - 106	107 - 108	109 - 110
109	0 - 84	85 - 94	95 - 99	100 - 102	103 - 105	106 - 107	108 - 109
108	0 - 83	84 - 93	94 - 98	99 - 101	102 - 104	105 - 106	107 - 108
107	0 - 82	83 - 92	93 - 97	98 - 100	101 - 103	104 - 105	106 - 107
106	0 - 81	82 - 91	92 - 96	97 - 99	100 - 102	103 - 104	105 - 106
105	0 - 80	81 - 90	91 - 95	96 - 98	99 - 101	102 - 103	104 - 105
104	0 - 79	80 - 89	90 - 94	95 - 97	98 - 100	101 - 102	103 - 104
103	0 - 78	79 - 88	89 - 93	94 - 96	97 - 99	100 - 101	102 - 103
102	0 - 77	78 - 87	88 - 92	93 - 95	96 - 98	99 - 100	101 - 102
101	0 - 76	77 - 86	87 - 91	92 - 94	95 - 97	98 - 99	100 - 101
100	0 - 75	76 - 85	86 - 90	91 - 93	94 - 96	97 - 98	99 - 100
99	0 - 74	75 - 84	85 - 89	90 - 92	93 - 95	96 - 97	98 - 99
98	0 - 73	74 - 83	84 - 88	89 - 91	92 - 94	95 - 96	97 - 98
97	0 - 72	73 - 82	83 - 87	88 - 90	91 - 93	94 - 95	96 - 97
96	0 - 71	72 - 81	82 - 86	87 - 89	90 - 92	93 - 94	95 - 96
95	0 - 70	71 - 80	81 - 85	86 - 88	89 - 91	92 - 93	94 - 95
94	0 - 69	70 - 79	80 - 84	85 - 87	88 - 90	91 - 92	93 - 94
93	0 - 68	69 - 78	79 - 83	84 - 86	87 - 89	90 - 91	92 - 93
92	0 - 67	68 - 77	78 - 82	83 - 85	86 - 88	89 - 90	91 - 92
91	0 - 66	67 - 76	77 - 81	82 - 84	85 - 87	88 - 89	90 - 91
90	0 - 65	66 - 75	76 - 80	81 - 83	84 - 86	87 - 88	89 - 90
89	0 - 64	65 - 74	75 - 79	80 - 82	83 - 85	86 - 87	88 - 89
88	0 - 63	64 - 73	74 - 78	79 - 81	82 - 84	85 - 86	87 - 88
87	0 - 62	63 - 72	73 - 77	78 - 80	81 - 83	84 - 85	86 - 87
86	0 - 61	62 - 71	72 - 76	77 - 79	80 - 82	83 - 84	85 - 86

High Rating	Improbable	Huge	Major	Normal	Minor	Slight	Even
85	0 - 60	61 - 70	71 - 75	76 - 78	79 - 81	82 - 83	84 - 85
84	0 - 59	60 - 69	70 - 74	75 - 77	78 - 80	81 - 82	83 - 84
83	0 - 58	59 - 68	69 - 73	74 - 76	77 - 79	80 - 81	82 - 83
82	0 - 57	58 - 67	68 - 72	73 - 75	76 - 78	79 - 80	81 - 82
81	0 - 56	57 - 66	67 - 71	72 - 74	75 - 77	78 - 79	80 - 81
80	0 - 55	56 - 65	66 - 70	71 - 73	74 - 76	77 - 78	79 - 80
79	0 - 54	55 - 64	65 - 69	70 - 72	73 - 75	76 - 77	78 - 79
78	0 - 53	54 - 63	64 - 68	69 - 71	72 - 74	75 - 76	77 - 78
77	0 - 52	53 - 62	63 - 67	68 - 70	71 - 73	74 - 75	76 - 77
76	0 - 51	52 - 61	62 - 66	67 - 69	70 - 72	73 - 74	75 - 76
75	0 - 50	51 - 60	61 - 65	66 - 68	69 - 71	72 - 73	74 - 75
74	0 - 49	50 - 59	60 - 64	65 - 67	68 - 70	71 - 72	73 - 74
73	0 - 48	49 - 58	59 - 63	64 - 66	67 - 69	70 - 71	72 - 73
72	0 - 47	48 - 57	58 - 62	63 - 65	66 - 68	69 - 70	71 - 72
71	0 - 46	47 - 56	57 - 61	62 - 64	65 - 67	68 - 69	70 - 71
70	0 - 45	46 - 55	56 - 60	61 - 63	64 - 66	67 - 68	69 - 70
69	0 - 44	45 - 54	55 - 59	60 - 62	63 - 65	66 - 67	68 - 69
68	0 - 43	44 - 53	54 - 58	59 - 61	62 - 64	65 - 66	67 - 68
67	0 - 42	43 - 52	53 - 57	58 - 60	61 - 63	64 - 65	66 - 67
66	0 - 41	42 - 51	52 - 56	57 - 59	60 - 62	63 - 64	65 - 66
65	0 - 40	41 - 50	51 - 55	56 - 58	59 - 61	62 - 63	64 - 65
64	0 - 39	40 - 49	50 - 54	55 - 57	58 - 60	61 - 62	63 - 64
63	0 - 38	39 - 48	49 - 53	54 - 56	57 - 59	60 - 61	62 - 63
62	0 - 37	38 - 47	48 - 52	53 - 55	56 - 58	59 - 60	61 - 62
61	0 - 36	37 - 46	47 - 51	52 - 54	55 - 57	58 - 59	60 - 61
60	0 - 35	36 - 45	46 - 50	51 - 53	54 - 56	57 - 58	59 - 60
59	0 - 34	35 - 44	45 - 49	50 - 52	53 - 55	56 - 57	58 - 59
58	0 - 33	34 - 43	44 - 48	49 - 51	52 - 54	55 - 56	57 - 58
57	0 - 32	33 - 42	43 - 47	48 - 50	51 - 53	54 - 55	56 - 57
56	0 - 31	32 - 41	42 - 46	47 - 49	50 - 52	53 - 54	55 - 56
55	0 - 30	31 - 40	41 - 45	46 - 48	49 - 51	52 - 53	54 - 55
54	0 - 29	30 - 39	40 - 44	45 - 47	48 - 50	51 - 52	53 - 54
53	0 - 28	29 - 38	39 - 43	44 - 46	47 - 49	50 - 51	52 - 53
52	0 - 27	28 - 37	38 - 42	43 - 45	46 - 48	49 - 50	51 - 52
51	0 - 26	27 - 36	37 - 41	42 - 44	45 - 47	48 - 49	50 - 51

FAVORED STATUS CHART

High Rating	Improbable	Huge	Major	Normal	Minor	Slight	Even	High Rating	Huge	Major	Normal	Minor	Slight	Even
50	0 - 25	26 - 35	36 - 40	41 - 43	44 - 46	47 - 48	49 - 50	15	0	1 - 5	6 - 8	9 - 11	12 - 13	14 - 15
49	0 - 24	25 - 34	35 - 39	40 - 42	43 - 45	46 - 47	48 - 49	14		0 - 4	5 - 7	8 - 10	11 - 12	13 - 14
48	0 - 23	24 - 33	34 - 38	39 - 41	42 - 44	45 - 46	47 - 48	13		0 - 3	4 - 6	7 - 9	10 - 11	12 - 13
47	0 - 22	23 - 32	33 - 37	38 - 40	41 - 43	44 - 45	46 - 47	12		0 - 2	3 - 5	6 - 8	9 - 10	11 - 12
46	0 - 21	22 - 31	32 - 36	37 - 39	40 - 42	43 - 44	45 - 46	11		0 - 1	2 - 4	5 - 7	8 - 9	10 - 11
45	0 - 20	21 - 30	31 - 35	36 - 38	39 - 41	42 - 43	44 - 45	10		0	1 - 3	4 - 6	7 - 8	9 - 10
44	0 - 19	20 - 29	30 - 34	35 - 37	38 - 40	41 - 42	43 - 44	9			0 - 2	3 - 5	6 - 7	8 - 9
43	0 - 18	19 - 28	29 - 33	34 - 36	37 - 39	40 - 41	42 - 43	8			0 - 1	2 - 4	5 - 6	7 - 8
42	0 - 17	18 - 27	28 - 32	33 - 35	36 - 38	39 - 40	41 - 42	7			0	1 - 3	4 - 5	6 - 7
41	0 - 16	17 - 26	27 - 31	32 - 34	35 - 37	38 - 39	40 - 41	6				0 - 2	3 - 4	5 - 6
40	0 - 15	16 - 25	26 - 30	31 - 33	34 - 36	37 - 38	39 - 40	5				0 - 1	2 - 3	4 - 5
39	0 - 14	15 - 24	25 - 29	30 - 32	33 - 35	36 - 37	38 - 39	4				0	1 - 2	3 - 4
38	0 - 13	14 - 23	24 - 28	29 - 31	32 - 34	35 - 36	37 - 38	3					0 - 1	2 - 3
37	0 - 12	13 - 22	23 - 27	28 - 30	31 - 33	34 - 35	36 - 37	2					0	1 - 2
36	0 - 11	12 - 21	22 - 26	27 - 29	30 - 32	33 - 34	35 - 36	1						0 - 1
35	0 - 10	11 - 20	21 - 25	26 - 28	29 - 31	32 - 33	34 - 35	0						0
34	0 - 9	10 - 19	20 - 24	25 - 27	28 - 30	31 - 32	33 - 34							
33	0 - 8	9 - 18	19 - 23	24 - 26	27 - 29	30 - 31	32 - 33							
32	0 - 7	8 - 17	18 - 22	23 - 25	26 - 28	29 - 30	31 - 32							
31	0 - 6	7 - 16	17 - 21	22 - 24	25 - 27	28 - 29	30 - 31							
30	0 - 5	6 - 15	16 - 20	21 - 23	24 - 26	27 - 28	29 - 30							
29	0 - 4	5 - 14	15 - 19	20 - 22	23 - 25	26 - 27	28 - 29							
28	0 - 3	4 - 13	14 - 18	19 - 21	22 - 24	25 - 26	27 - 28							
27	0 - 2	3 - 12	13 - 17	18 - 20	21 - 23	24 - 25	26 - 27							
26	0 - 1	2 - 11	12 - 16	17 - 19	20 - 22	23 - 24	25 - 26							
25	0	1 - 10	11 - 15	16 - 18	19 - 21	22 - 23	24 - 25							
24		0 - 9	10 - 14	15 - 17	18 - 20	21 - 22	23 - 24							
23		0 - 8	9 - 13	14 - 16	17 - 19	20 - 21	22 - 23							
22		0 - 7	8 - 12	13 - 15	16 - 18	19 - 20	21 - 22							
21		0 - 6	7 - 11	12 - 14	15 - 17	18 - 19	20 - 21							
20		0 - 5	6 - 10	11 - 13	14 - 16	17 - 18	19 - 20							
19		0 - 4	5 - 9	10 - 12	13 - 15	16 - 17	18 - 19							
18		0 - 3	4 - 8	9 - 11	12 - 14	15 - 16	17 - 18							
17		0 - 2	3 - 7	8 - 10	11 - 13	14 - 15	16 - 17							
16		0 - 1	2 - 6	7 - 9	10 - 12	13 - 14	15 - 16							

"Subtraction Method"

Subtract the lower rating from the higher rating and reference the chart below.

Favored Status	Difference between ratings
Even	0 to 1
Slight	2 to 3
Minor	4 to 6
Normal	7 to 9
Major	10 to 14
Huge	15 to 24
Improbable	25 or more

Hakuho 104

2 okuridashi	Bal	108
3 hikiotoshi	Pow	106
4 yorikiri	Tec	108
5 uwatenage		
6 yorikiri		
7 yorikiri		
8 uwatenage		
9 oshidashi		
10 tsukiotoshi		
11 hatakikomi	Inj 11-22	
12 sukuinage	Y1e	

193 cm 150 kg	6'4 332 lbs
11.03.1985	Miyagino
©Sideline Strategy Games	#1
BASHO FURY SUMO	2015-2016

Harumafuji 101

2 hatakikomi	Bal	63
3 uwatenage	Pow	105
4 oshidashi	Tec	107
5 uwatenage		
6 yorikiri		
7 yorikiri		
8 shitatenage		
9 uwatedashinage		
10 oshidashi		
11 yoritaoshi	Inj 11-24 +	
12 oshitaoshi	Y1e	

185 cm 135 kg	6'1 298 lbs
14.04.1984	Isegahama
©Sideline Strategy Games	#2
BASHO FURY SUMO	2015-2016

Kakuryu 100

2 yoritaoshi	Bal	100
3 uwatenage	Pow	92
4 yorikiri	Tec	107
5 oshidashi		
6 yorikiri		
7 yorikiri		
8 oshidashi		
9 hatakikomi		
10 hatakikomi		
11 shitatenage	Inj 11-26 +	
12 tsukiotoshi	Y1e	

186 cm 150 kg	6'1 331 lbs
10.08.1985	Izutsu
©Sideline Strategy Games	#3
BASHO FURY SUMO	2015-2016

Kisenosato 99

2 kotenage	Bal	93
3 okuridashi	Pow	106
4 yorikiri	Tec	71
5 oshidashi		
6 yorikiri		
7 yorikiri		
8 yorikiri		
9 tsukiotoshi		
10 oshidashi		
11 yoritaoshi	Inj 11*	
12 uwatenage	O1e	

188 cm 177 kg	6'2 390 lbs
03.07.1986	Tagonoura
©Sideline Strategy Games	#4
BASHO FURY SUMO	2015-2016

Kotoshogiku 96

2 sukuinage	Bal	0
3 watashikomi	Pow	102
4 tsukiotoshi	Tec	36
5 yorikiri		
6 yorikiri		
7 yorikiri		
8 yorikiri		
9 yorikiri		
10 oshidashi		
11 oshidashi	Inj 11-22	
12 oshidashi	O1e	

180 cm 177 kg	5'11 390 lbs
30.01.1984	Sadogatake
©Sideline Strategy Games	#5
BASHO FURY SUMO	2015-2016

Terunofuji 94

2 yoritaoshi	Bal	106
3 kimedashi	Pow	63
4 yorikiri	Tec	97
5 uwatenage		
6 yorikiri		
7 yorikiri		
8 yorikiri	O 94	
9 oshidashi	SK 98	
10 kotenage	M6 91	
11 sukuinage	Inj 11-22	
12 hatakikomi	O1e	

192 cm 158 kg	6'4 349 lbs
29.11.1991	Isegahama
©Sideline Strategy Games	#6
BASHO FURY SUMO	2015-2016

Goeido 93

2 sukuinage	Bal	39
3 hatakikomi	Pow	50
4 tsukiotoshi	Tec	89
5 kubinage		
6 kubinage		
7 oshidashi		
8 yorikiri		
9 yorikiri		
10 kubinage		
11 yorikiri	Inj 11-13	
12 kubinage	O1w	

183 cm 158 kg	6'0 349 lbs
06.04.1986	Sakaigawa
©Sideline Strategy Games	#7
BASHO FURY SUMO	2015-2016

Tochiozan 92

2 okuritaoshi	Bal	37
3 tsukiotoshi	Pow	67
4 sukuinage	Tec	48
5 yorikiri		
6 oshidashi		
7 oshidashi		
8 oshidashi		
9 yorikiri	SK 92	
10 hatakikomi	M6 91	
11 oshitaoshi	Inj 11*	
12 oshidashi	S1e	

189 cm 154 kg	6'2 340 lbs
09.03.1987	Kasugano
©Sideline Strategy Games	#8
BASHO FURY SUMO	2015-2016

Tochinoshin

89

2	hikiotoshi	Bal	102
3	tsuridashi	Pow	49
4	yorikiri	Tec	37
5	tsukiotoshi		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	uwatenage	SK	90
10	hatakikomi	M6	88
11	shitatenage	Inj	11*
12	okuridashi		S1w

192 cm 162 kg 6'4 357 lbs
13.10.1987 Kasugano

©Sideline Strategy Games #9
BASHO FURY SUMO 2015-2016

Okinoumi

88

2	yoritaoshi	Bal	71
3	katasukashi	Pow	49
4	uwatenage	Tec	68
5	tsukiotoshi		
6	yorikiri		
7	yorikiri		
8	yorikiri	SK	89
9	tsukiotoshi	M6	88
10	oshidashi	M16	83
11	oshidashi	Inj	11-22
12	oshidashi		S1w

190 cm 154 kg 6'3 340 lbs
29.07.1985 Hakkaku

©Sideline Strategy Games #10
BASHO FURY SUMO 2015-2016

Ichinojo

88

2	katasukashi	Bal	79
3	hikiotoshi	Pow	48
4	hatakikomi	Tec	8
5	yorikiri		
6	yorikiri		
7	yorikiri		
8	yorikiri	SK	89
9	oshidashi	M6	88
10	yoritaoshi	M16	86
11	tsukiotoshi	Inj	11*
12	oshidashi		S1w

190 cm 183 kg 6'3 403 lbs
07.04.1993 Minato

©Sideline Strategy Games #11
BASHO FURY SUMO 2015-2016

Yoshikaze

87

2	yoritaoshi	Bal	52
3	katasukashi	Pow	68
4	hatakikomi	Tec	79
5	oshidashi		
6	yorikiri		
7	oshidashi		
8	yorikiri	SK	92
9	hikiotoshi	M6	91
10	oshitaoshi	M16	81
11	okuridashi	Inj	11*
12	sukuinage		S1e

175 cm 140 kg 5'9 309 lbs
19.03.1982 Oguruma

©Sideline Strategy Games #12
BASHO FURY SUMO 2015-2016

Myogiryu

87

2	yoritaoshi	Bal	35
3	tsukiotoshi	Pow	65
4	oshitaoshi	Tec	7
5	hatakikomi		
6	oshidashi		
7	oshidashi		
8	yorikiri	SK	90
9	yorikiri	M6	86
10	yorikiri	M16	82
11	oshidashi	Inj	11*
12	yorikiri		S1w

187 cm 148 kg 6'2 326 lbs
22.10.1986 Sakaigawa

©Sideline Strategy Games #13
BASHO FURY SUMO 2015-2016

Kaisei

86

2	oshitaoshi	Bal	0
3	yoritaoshi	Pow	83
4	yorikiri	Tec	1
5	oshidashi		
6	yorikiri		
7	yorikiri		
8	yorikiri	SK	92
9	oshidashi	M6	84
10	oshidashi	M16	85
11	oshidashi	Inj	11*
12	sukuinage		S1e

195 cm 187 kg 6'5 414 lbs
18.12.1986 Tomozuna

©Sideline Strategy Games #14
BASHO FURY SUMO 2015-2016

Aoiyama

86

2	sukuinage	Bal	93
3	tsukiotoshi	Pow	47
4	hikiotoshi	Tec	5
5	tsukidashi		
6	oshidashi		
7	tsukidashi		
8	oshidashi		
9	hatakikomi	SK	88
10	hatakikomi	M6	86
11	yorikiri	Inj	11*
12	tsukitaoshi		S1e

192 cm 192 kg 6'4 425 lbs
19.06.1986 Kasugano

©Sideline Strategy Games #15
BASHO FURY SUMO 2015-2016

Toyonoshima

85

2	okuridashi	Bal	13
3	katasukashi	Pow	50
4	yorikiri	Tec	41
5	oshidashi		
6	yorikiri		
7	yorikiri		
8	oshidashi	SK	86
9	tsukiotoshi	M6	87
10	hatakikomi	M16	82
11	oshitaoshi	Inj	11-23
12	shitatedashinage		S1w

169 cm 149 kg 5'7 329 lbs
29.06.1983 Tokitsukaze

©Sideline Strategy Games #16
BASHO FURY SUMO 2015-2016

Ikioi 85

2	tsukiotoshi	Bal	45
3	hatakikomi	Pow	30
4	yorikiri	Tec	58
5	kotenage		
6	oshidashi		
7	oshidashi		
8	oshidashi	SK	87
9	kotenage	M6	85
10	yorikiri	M16	82
11	yorikiri	Inj	11*
12	sukuinage		S1w

194 cm 157 kg 6'4 346 lbs
11.10.1986 Isenoumi
©Sideline Strategy Games #17
BASHO FURY SUMO 2015-2016

Kotoyuki 82

2	hatakikomi	Bal	3
3	oshitaoshi	Pow	84
4	tsukidashi	Tec	8
5	oshidashi		
6	oshidashi		
7	oshidashi		
8	tsukidashi	SK	86
9	tsukidashi	M6	89
10	tsukiotoshi	M16	76
11	tsukitaoshi	Inj	11*
12	sukuinage		S1e

176 cm 162 kg 5'9 358 lbs
02.04.1991 Sadogatake
©Sideline Strategy Games #18
BASHO FURY SUMO 2015-2016

Takarafuji 88

2	uwatenage	Bal	96
3	sukuinage	Pow	30
4	hatakikomi	Tec	76
5	tsukiotoshi		
6	yorikiri		
7	yorikiri		
8	yorikiri	SK	85
9	oshidashi	M6	89
10	okuridashi	M16	86
11	kotenage	Inj	11*
12	yorikiri		K1e

186 cm 161 kg 6'1 355 lbs
18.02.1987 Isegahama
©Sideline Strategy Games #19
BASHO FURY SUMO 2015-2016

Takayasu 87

2	oshitaoshi	Bal	88
3	okuridashi	Pow	26
4	oshidashi	Tec	85
5	yorikiri		
6	yorikiri		
7	hatakikomi		
8	uwatenage	SK	93
9	tsukiotoshi	M6	84
10	hikiotoshi	M16	86
11	yoritaoshi	Inj	11-22
12	shitatedashinage		K1e

187 cm 163 kg 6'2 359 lbs
28.02.1990 Tagonoura
©Sideline Strategy Games #20
BASHO FURY SUMO 2015-2016

Tamawashi 80

2	kotenage	Bal	19
3	tsukiotoshi	Pow	51
4	oshidashi	Tec	24
5	oshitaoshi		
6	oshidashi		
7	oshidashi		
8	hatakikomi	SK	87
9	tsukidashi	M6	78
10	yorikiri	M16	79
11	sukuinage	Inj	11*
12	tsukidashi		K1e

190 cm 161 kg 6'3 355 lbs
16.11.1984 Kataonami
©Sideline Strategy Games #21
BASHO FURY SUMO 2015-2016

Aminishiki 86

2	uwatenage	Bal	97
3	sokubiotoshi	Pow	7
4	yorikiri	Tec	95
5	tsukiotoshi		
6	hatakikomi		
7	hatakikomi		
8	oshidashi		
9	shitatenage		
10	uwatedashinage		
11	katasukashi	Inj	11-25 +
12	okuridashi		M1e

186 cm 152 kg 6'1 335 lbs
03.10.1978 Isegahama
©Sideline Strategy Games #22
BASHO FURY SUMO 2015-2016

Osunaarashi 85

2	uwatedashinage	Bal	108
3	okuridashi	Pow	64
4	tsukidashi	Tec	86
5	hatakikomi		
6	yorikiri		
7	yorikiri		
8	tsukiotoshi	M6	90
9	oshidashi	M16	83
10	uwatenage	J5	79
11	oshitaoshi	Inj	11-25
12	yoritaoshi		M1w

189 cm 146 kg 6'2 322 lbs
10.02.1992 Otake
©Sideline Strategy Games #23
BASHO FURY SUMO 2015-2016

Sadanoumi 81

2	hikkake	Bal	2
3	uwatedashinage	Pow	43
4	uwatenage	Tec	73
5	yorikiri		
6	yorikiri		
7	yorikiri		
8	oshidashi		
9	tsukiotoshi	M6	85
10	yoritaoshi	M16	78
11	katasukashi	Inj	11*
12	tottari		M1w

184 cm 131 kg 6'0 289 lbs
11.05.1987 Sakaigawa
©Sideline Strategy Games #24
BASHO FURY SUMO 2015-2016

Shohozan

77

2	tsukidashi	Bal	2
3	sukuinage	Pow	83
4	uwatenage	Tec	38
5	yorikiri		
6	oshidashi		
7	oshidashi	M6	81
8	oshidashi	M16	79
9	yorikiri	J5	64
10	uwatenage	J14	77
11	yoritaoshi	Inj	11*
12	okuridashi		M1w

177 cm 134 kg 5'10 297 lbs
09.02.1984 Nishonoseki

©Sideline Strategy Games #25
BASHO FURY SUMO 2015-2016

Mitakeumi

75

2	oshitaoshi	Bal	71
3	tsukiotoshi	Pow	93
4	hatakikomi	Tec	59
5	tsukidashi		
6	oshidashi	M6	84
7	oshidashi	M16	80
8	oshidashi	J5	73
9	yorikiri	J14	71
10	yorikiri	Ms	52
11	yorikiri	Inj	11-14
12	yorikiri		M1e

179 cm 149 kg 5'10 328 lbs
25.12.1992 Dewanoumi

©Sideline Strategy Games #26
BASHO FURY SUMO 2015-2016

Shodai

74

2	hatakikomi	Bal	82
3	shitatenage	Pow	75
4	sukuinage	Tec	104
5	tsukiotoshi		
6	yorikiri	M6	88
7	yorikiri	M16	80
8	yorikiri	J5	74
9	oshidashi	J14	69
10	yoritaoshi	Ms	50
11	okuridashi	Inj	11-12
12	uwatenage		M2e

182 cm 150 kg 6'0 331 lbs
05.11.1991 Tokitsukaze

©Sideline Strategy Games #27
BASHO FURY SUMO 2015-2016

Sadanofuji

71

2	tsukidashi	Bal	40
3	hatakikomi	Pow	38
4	hatakikomi	Tec	18
5	hatakikomi		
6	oshidashi		
7	oshidashi		
8	oshitaoshi	M6	77
9	yorikiri	M16	74
10	yorikiri	J5	63
11	oshidashi	Inj	11*
12	hatakikomi		M2w

189 cm 200 kg 6'2 442 lbs
25.12.1984 Sakaigawa

©Sideline Strategy Games #28
BASHO FURY SUMO 2015-2016

Endo

78

2	hatakikomi	Bal	5
3	sukuinage	Pow	64
4	oshidashi	Tec	33
5	oshidashi		
6	yorikiri		
7	yorikiri		
8	yorikiri	M6	79
9	oshidashi	M16	78
10	shitatenage	J14	71
11	tsukidashi	Inj	11-23
12	tsukiotoshi		M3e

183 cm 145 kg 6'0 321 lbs
19.10.1990 Oitekaze

©Sideline Strategy Games #29
BASHO FURY SUMO 2015-2016

Kyokushuho

79

2	uwatenage	Bal	108
3	tsukiotoshi	Pow	31
4	yorikiri	Tec	52
5	sukuinage		
6	yorikiri		
7	yorikiri		
8	hatakikomi	M6	81
9	hatakikomi	M16	80
10	oshidashi	J14	66
11	kotenage	Inj	11-22
12	okuridashi		M4e

191 cm 149 kg 6'3 330 lbs
09.08.1988 Tomozuna

©Sideline Strategy Games #30
BASHO FURY SUMO 2015-2016

Tokushoryu

79

2	uwatenage	Bal	52
3	okuridashi	Pow	35
4	tsukiotoshi	Tec	75
5	oshidashi		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	oshidashi	M6	81
10	hatakikomi	M16	78
11	hikiotoshi	Inj	11*
12	kotenage		M4w

182 cm 170 kg 6'0 376 lbs
22.08.1986 Kise

©Sideline Strategy Games #31
BASHO FURY SUMO 2015-2016

Takekaze

78

2	hikkake	Bal	92
3	okuridashi	Pow	11
4	tsukiotoshi	Tec	27
5	hikiotoshi		
6	oshidashi		
7	oshidashi		
8	hikiotoshi		
9	hatakikomi	M6	80
10	hatakikomi	M16	77
11	hatakikomi	Inj	11*
12	hatakikomi		M4e

170 cm 144 kg 5'7 317 lbs
21.06.1979 Oguruma

©Sideline Strategy Games #32
BASHO FURY SUMO 2015-2016

Chiyootori

78

2	yoritaoshi	Bal	29
3	okuridashi	Pow	72
4	hatakikomi	Tec	59
5	shitatenage		
6	yorikiri		
7	yorikiri		
8	oshidashi	M6	82
9	oshidashi	M16	79
10	tsukiotoshi	J5	72
11	oshidashi	Inj	11-23
12	tsukidashi		M4e

179 cm 178 kg 11.10.1992	5'10 394 lbs Kokonoe
©Sideline Strategy Games BASHO FURY SUMO	#33 2015-2016

Sokokurai

77

2	tsuridashi	Bal	38
3	uwatenage	Pow	31
4	yorikiri	Tec	105
5	oshidashi		
6	yorikiri		
7	yorikiri		
8	yorikiri	M6	83
9	sukuinage	M16	77
10	tsukiotoshi	J5	71
11	kotenage	Inj	11-22
12	hikiotoshi		M4w

185 cm 131 kg 09.01.1984	6'1 290 lbs Arashio
©Sideline Strategy Games BASHO FURY SUMO	#34 2015-2016

Jokoryu

69

2	tsukiotoshi	Bal	64
3	shitatenage	Pow	15
4	hatakikomi	Tec	44
5	hatakikomi		
6	oshidashi		
7	yorikiri	M6	86
8	yorikiri	M16	72
9	yorikiri	J5	69
10	hikiotoshi	J14	59
11	oshidashi	Inj	11-24
12	uwatenage		M4w

187 cm 162 kg 07.08.1988	6'2 358 lbs Kise
©Sideline Strategy Games BASHO FURY SUMO	#35 2015-2016

Amuru

75

2	yoritaoshi	Bal	71
3	shitatenage	Pow	28
4	okuridashi	Tec	84
5	tsukiotoshi		
6	yorikiri		
7	yorikiri		
8	oshidashi	M6	76
9	hatakikomi	M16	77
10	hatakikomi	J5	69
11	hatakikomi	Inj	11-15
12	oshidashi		M5e

192 cm 126 kg 25.08.1983	6'4 278 lbs Onomatsu
©Sideline Strategy Games BASHO FURY SUMO	#36 2015-2016

Chiyotairyu

72

2	katasukashi	Bal	93
3	hikiotoshi	Pow	31
4	oshidashi	Tec	11
5	tsukidashi		
6	oshidashi		
7	hatakikomi		
8	hatakikomi	M6	78
9	tsukidashi	M16	74
10	yorikiri	J5	67
11	yorikiri	Inj	11-22
12	uwatenage		M5w

182 cm 166 kg 14.11.1988	6'0 368 lbs Kokonoe
©Sideline Strategy Games BASHO FURY SUMO	#37 2015-2016

Kitataiki

71

2	okuridashi	Bal	52
3	hatakikomi	Pow	49
4	yoritaoshi	Tec	4
5	yorikiri		
6	yorikiri		
7	yorikiri	M6	77
8	kimedashi	M16	72
9	oshidashi	J5	77
10	oshidashi	J14	59
11	uwatenage	Inj	11*
12	oshidashi		M5e

185 cm 149 kg 05.10.1982	6'1 328 lbs Yamahibiki
©Sideline Strategy Games BASHO FURY SUMO	#38 2015-2016

Gagamaru

77

2	yoritaoshi	Bal	52
3	tsukidashi	Pow	84
4	yorikiri	Tec	3
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	oshidashi	M6	80
9	yorikiri	M16	78
10	kotenage	J5	72
11	kimedashi	Inj	11*
12	kimetaoshi		M6e

185 cm 202 kg 23.02.1987	6'1 447 lbs Kise
©Sideline Strategy Games BASHO FURY SUMO	#39 2015-2016

Toyohibiki

74

2	yoritaoshi	Bal	2
3	oshitaoshi	Pow	98
4	yorikiri	Tec	2
5	oshidashi		
6	oshidashi		
7	oshidashi		
8	yorikiri	M6	74
9	tsukidashi	M16	74
10	tsukiotoshi	J5	73
11	okuridashi	Inj	11*
12	hatakikomi		M6w

185 cm 185 kg 16.11.1984	6'1 408 lbs Sakaigawa
©Sideline Strategy Games BASHO FURY SUMO	#40 2015-2016

Homarefuji

74

2	oshitaoshi	Bal	17
3	hikiotoshi	Pow	45
4	hatakikomi	Tec	40
5	tsukiotoshi		
6	oshidashi		
7	oshidashi		
8	oshidashi	M6	72
9	yorikiri	M16	76
10	tsukidashi	J5	69
11	oshidashi	Inj	11*
12	uwatedashinage	M6w	

180 cm 163 kg	5'11	361 lbs
06.05.1985		Isegahama
©Sideline Strategy Games		#41
BASHO FURY SUMO		2015-2016

Takanoiwa

73

2	tsukidashi	Bal	22
3	okuridashi	Pow	87
4	uwatenage	Tec	34
5	yorikiri		
6	yorikiri		
7	yorikiri	M6	79
8	oshidashi	M16	77
9	oshidashi	J5	66
10	uwatedashinage	J14	72
11	hatakikomi	Inj	11*
12	shitatenage	M6e	

181 cm 145 kg	5'11	321 lbs
26.02.1990		Takanohana
©Sideline Strategy Games		#42
BASHO FURY SUMO		2015-2016

Kyokutenho

74

2	kotenage	Bal	0
3	uwatenage	Pow	8
4	katasukashi	Tec	97
5	sukuinage		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	sukuinage		
10	katasukashi		
11	yorikiri	Inj	11-13
12	kotehineri	M7e	

191 cm 156 kg	6'3	344 lbs
13.09.1974		Tomozuna
©Sideline Strategy Games		#43
BASHO FURY SUMO		2015-2016

Kawabata

68

2	hikiotoshi	Bal	68
3	yorikiri	Pow	87
4	oshidashi	Tec	67
5	hatakikomi		
6	oshidashi		
7	oshidashi	M16	78
8	oshidashi	J5	71
9	tsukiotoshi	J14	65
10	oshitaoshi	Ms	53
11	tsukiotoshi	Inj	11-12
12	okuridashi	M7w	

175 cm 153 kg	5'9	337 lbs
10.07.1991		Oitekaze
©Sideline Strategy Games		#44
BASHO FURY SUMO		2015-2016

Tokitenku

75

2	kakenage	Bal	15
3	hatakikomi	Pow	12
4	susoharai	Tec	108
5	susoharai		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	uwatenage	M16	76
10	uchigake	J5	71
11	ketaguri	Inj	11-13
12	uwatedashinage	M8w	

186 cm 143 kg	6'1	315 lbs
10.09.1979		Tokitsukaze
©Sideline Strategy Games		#45
BASHO FURY SUMO		2015-2016

Daieisho

71

2	okuridashi	Bal	44
3	hikiotoshi	Pow	67
4	oshidashi	Tec	32
5	tsukidashi		
6	oshidashi		
7	oshidashi		
8	oshidashi	M16	75
9	yorikiri	J5	69
10	tsukiotoshi	J14	67
11	hatakikomi	Inj	11*
12	utchari	M9w	

179 cm 135 kg	5'10	299 lbs
10.11.1993		Oitekaze
©Sideline Strategy Games		#46
BASHO FURY SUMO		2015-2016

Kagamio

67

2	shitatenage	Bal	45
3	hatakikomi	Pow	14
4	yorikiri	Tec	72
5	uwatenage		
6	yorikiri		
7	yorikiri	M16	74
8	uwatenage	J5	63
9	uwatedashinage	J14	66
10	uwatedashinage	Ms	47
11	okuridashi	Inj	11-13
12	hikiotoshi	M9w	

182 cm 136 kg	6'0	300 lbs
09.02.1988		Kagamiyama
©Sideline Strategy Games		#47
BASHO FURY SUMO		2015-2016

Chiyonokuni

64

2	uwatenage	Bal	89
3	hikiotoshi	Pow	103
4	hatakikomi	Tec	52
5	oshidashi		
6	oshidashi		
7	hatakikomi	M16	83
8	hatakikomi	J5	76
9	hatakikomi	J14	66
10	tsukidashi	Ms	47
11	yorikiri	Inj	11-15
12	yoritaoshi	M9e	

184 cm 143 kg	6'0	317 lbs
10.07.1990		Kokonoe
©Sideline Strategy Games		#48
BASHO FURY SUMO		2015-2016

Arawashi

69

2	hikiotoshi	Bal	39
3	tottari	Pow	22
4	yoritaoshi	Tec	102
5	uwatenage		
6	yorikiri		
7	yorikiri		
8	shitatenage	M16	73
9	hatakikomi	J5	66
10	tsukiotoshi	J14	67
11	oshidashi	Inj	11*
12	uwatedashinage		M12e

184 cm 122 kg 6'0 269 lbs
21.08.1986 Minezaki

©Sideline Strategy Games #49
BASHO FURY SUMO 2015-2016

Hidenoumi

69

2	okuridashi	Bal	59
3	hikiotoshi	Pow	64
4	tsukiotoshi	Tec	36
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	oshidashi	M16	71
9	yorikiri	J5	69
10	yorikiri	J14	66
11	yorikiri	Inj	11*
12	yorikiri		M12w

184 cm 156 kg 6'0 344 lbs
11.06.1989 Kise

©Sideline Strategy Games #50
BASHO FURY SUMO 2015-2016

Fujiazuma

66

2	hatakikomi	Bal	9
3	oshitaoshi	Pow	71
4	yorikiri	Tec	7
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	tsukidashi	M16	67
9	tsukiotoshi	J5	67
10	yoritaoshi	J14	63
11	tsukitaoshi	Inj	11*
12	okuridashi		M13e

182 cm 183 kg 6'0 405 lbs
19.04.1987 Tamanoi

©Sideline Strategy Games #51
BASHO FURY SUMO 2015-2016

Chiyomaru

66

2	uwatenage	Bal	98
3	yorikiri	Pow	17
4	tsukiotoshi	Tec	67
5	hatakikomi		
6	hikiotoshi		
7	hikiotoshi		
8	oshidashi	M16	70
9	hatakikomi	J5	65
10	tsukidashi	J14	64
11	oshidashi	Inj	11-22
12	oshitaoshi		M13w

178 cm 176 kg 5'10 389 lbs
17.04.1991 Kokonoe

©Sideline Strategy Games #52
BASHO FURY SUMO 2015-2016

Seiro

68

2	yoritaoshi	Bal	101
3	tsukiotoshi	Pow	27
4	oshidashi	Tec	93
5	hatakikomi		
6	yorikiri		
7	yorikiri		
8	yorikiri	M16	71
9	uwatenage	J5	68
10	okuridashi	J14	64
11	hikiotoshi	Inj	11*
12	oshitaoshi		M14w

185 cm 131 kg 6'1 289 lbs
18.08.1988 Shikoroyama

©Sideline Strategy Games #53
BASHO FURY SUMO 2015-2016

Kagayaki

68

2	oshidashi	Bal	3
3	yoritaoshi	Pow	75
4	oshidashi	Tec	38
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	yorikiri	M16	69
9	tsukiotoshi	J5	67
10	tsukidashi	J14	72
11	okuridashi	Inj	11*
12	oshitaoshi		M14e

193 cm 144 kg 6'4 318 lbs
01.06.1994 Takadagawa

©Sideline Strategy Games #54
BASHO FURY SUMO 2015-2016

Nishikigi

66

2	yoritaoshi	Bal	8
3	kotenage	Pow	98
4	oshidashi	Tec	52
5	oshidashi		
6	yorikiri		
7	yorikiri	M16	75
8	yorikiri	J5	73
9	oshidashi	J14	63
10	tsukiotoshi	Ms	53
11	uwatenage	Inj	11-12
12	hatakikomi		M14e

184 cm 149 kg 6'2 330 lbs
25.08.1990 Isenoumi

©Sideline Strategy Games #55
BASHO FURY SUMO 2015-2016

Kitaharima

66

2	sukuinage	Bal	7
3	okuridashi	Pow	84
4	tsukiotoshi	Tec	52
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	oshidashi	M16	71
9	yorikiri	J5	64
10	oshitaoshi	J14	66
11	yoritaoshi	Inj	11*
12	tsukidashi		M15e

182 cm 121 kg 6'0 267 lbs
28.07.1986 Yamahibiki

©Sideline Strategy Games #56
BASHO FURY SUMO 2015-2016

Satoyama

66

2	tsukiotoshi	Bal	81
3	hikiotoshi	Pow	3
4	shitatenage	Tec	103
5	shitatenage		
6	okuridashi		
7	oshidashi		
8	yorikiri	M16	70
9	shitatenage	J5	64
10	katasukashi	J14	65
11	shitatenage	Inj	11*
12	tottari	M15e	

177 cm 121 kg 5'10 267 lbs
31.05.1981 Onoe

©Sideline Strategy Games #57
BASHO FURY SUMO 2015-2016

Asasekiryu

65

2	shitatenage	Bal	77
3	uwatenage	Pow	24
4	yorikiri	Tec	52
5	uwatedashinage		
6	yorikiri		
7	yorikiri		
8	hatakikomi	M16	69
9	yoritaoshi	J5	65
10	hatakikomi	J14	64
11	okuridashi	Inj	11*
12	tsukiotoshi	M15e	

184 cm 145 kg 6'0 320 lbs
07.08.1981 Takasago

©Sideline Strategy Games #58
BASHO FURY SUMO 2015-2016

Akiseyama

62

2	kotenage	Bal	87
3	tsukidashi	Pow	27
4	yorikiri	Tec	40
5	tsukiotoshi		
6	yorikiri		
7	yorikiri	M16	68
8	yorikiri	J5	59
9	oshidashi	J14	63
10	uwatenage	Ms	53
11	hatakikomi	Inj	11-12
12	shitatedashinage	M16e	

183 cm 172 kg 6'0 381 lbs
18.07.1985 Kise

©Sideline Strategy Games #59
BASHO FURY SUMO 2015-2016

Tosayutaka

59

2	hikiotoshi	Bal	79
3	uwatedashinage	Pow	15
4	hatakikomi	Tec	9
5	yorikiri		
6	yorikiri		
7	yorikiri		
8	yoritaoshi	M16	67
9	hatakikomi	J14	60
10	abisetaoshi	Ms	53
11	shitatenage	Inj	11-26
12	hikiotoshi	M16w	

178 cm 140 kg 5'10 310 lbs
10.03.1985 Tokitsukaze

©Sideline Strategy Games #60
BASHO FURY SUMO 2015-2016

Azumaryu

62

2	hikiotoshi	Bal	105
3	yoritaoshi	Pow	25
4	yoritaoshi	Tec	96
5	yoritaoshi		
6	yorikiri		
7	yorikiri		
8	uwatenage	J5	68
9	hatakikomi	J14	65
10	hatakikomi	Ms	52
11	uwatedashinage	Inj	11-12
12	uwatedashinage	J1w	

192 cm 147 kg 6'4 325 lbs
12.05.1987 Tamanoi

©Sideline Strategy Games #61
BASHO FURY SUMO 2015-2016

Wakanosato

61

2	yoritaoshi	Bal	108
3	oshidashi	Pow	3
4	uwatedashinage	Tec	27
5	yorikiri		
6	yorikiri		
7	hatakikomi		
8	yorikiri		
9	hatakikomi	J5	64
10	uwatenage	J14	58
11	hikiotoshi	Inj	11-13
12	oshitaoshi	J1w	

184 cm 161 kg 6'0 355 lbs
10.07.1976 Tagonoura

©Sideline Strategy Games #62
BASHO FURY SUMO 2015-2016

Asahisho

64

2	katasukashi	Bal	60
3	tsukidashi	Pow	29
4	hikiotoshi	Tec	47
5	tsukiotoshi		
6	oshidashi		
7	oshidashi		
8	hikiotoshi		
9	hatakikomi	J5	65
10	yorikiri	J14	64
11	hatakikomi	Inj	11*
12	oshitaoshi	J2w	

174 cm 144 kg 5'9 319 lbs
21.07.1989 Tomozuna

©Sideline Strategy Games #63
BASHO FURY SUMO 2015-2016

Tenkaiho

61

2	oshidashi	Bal	2
3	shitatenage	Pow	52
4	yoritaoshi	Tec	25
5	yorikiri		
6	yorikiri		
7	yorikiri		
8	yorikiri	J5	59
9	uwatenage	J14	62
10	sukuinage	Ms	50
11	oshidashi	Inj	11-12
12	shitatenage	J2e	

184 cm 189 kg 6'0 417 lbs
14.10.1984 Onoe

©Sideline Strategy Games #64
BASHO FURY SUMO 2015-2016

Daido 60

2 okuridashi	Bal	58
3 hikiotoshi	Pow	3
4 oshidashi	Tec	76
5 oshidashi		
6 hatakikomi		
7 uwatenage		
8 hatakikomi	J5	64
9 kotenage	J14	58
10 tsukiotoshi	Ms	54
11 yoritaoshi	Inj	11-13
12 uwatedashinage	J3w	

187 cm 167 kg	6'2 369 lbs
21.08.1982	Onomatsu
©Sideline Strategy Games	#65
BASHO FURY SUMO	2015-2016

Tamaasuka 59

2 uwatenage	Bal	7
3 yoritaoshi	Pow	52
4 oshidashi	Tec	7
5 yorikiri		
6 oshidashi		
7 oshidashi		
8 yorikiri	J5	65
9 uwatedashinage	J14	59
10 yorikiri	Ms	54
11 okuridashi	Inj	11-12
12 hikiotoshi	J3w	

185 cm 158 kg	6'1 349 lbs
26.01.1983	Kataonami
©Sideline Strategy Games	#66
BASHO FURY SUMO	2015-2016

Chiyooshoma 57

2 shitatenage	Bal	93
3 tottari	Pow	17
4 uwatenage	Tec	108
5 sukuinage		
6 uwatenage		
7 hatakikomi		
8 yorikiri	J5	66
9 uwatedashinage	J14	65
10 okuridashi	Ms	44
11 hikiotoshi	Inj	11-12
12 shitatedashinage	J2w	

183 cm 118 kg	6'0 261 lbs
20.07.1991	Kokonoe
©Sideline Strategy Games	#67
BASHO FURY SUMO	2015-2016

Kawanari 63

2 oshitaoshi	Bal	58
3 hatakikomi	Pow	94
4 yorikiri	Tec	1
5 oshidashi		
6 yorikiri		
7 yorikiri		
8 oshidashi	J5	62
9 oshidashi	J14	64
10 hikiotoshi	Ms	55
11 yoritaoshi	Inj	11-12
12 sukuinage	J5w	

184 cm 200 kg	6'0 442 lbs
07.07.1991	Oguruma
©Sideline Strategy Games	#68
BASHO FURY SUMO	2015-2016

Ishiura 63

2 tsukiotoshi	Bal	42
3 okuridashi	Pow	48
4 oshidashi	Tec	88
5 yorikiri		
6 yorikiri		
7 oshidashi		
8 oshidashi	J5	66
9 shitatenage	J14	63
10 shitatenage	Ms	52
11 hikiotoshi	Inj	11-12
12 komatasukui	J5e	

173 cm 103 kg	5'8 228 lbs
10.01.1990	Miyagino
©Sideline Strategy Games	#69
BASHO FURY SUMO	2015-2016

Shotenro 56

2 kimedashi	Bal	30
3 yorikiri	Pow	41
4 hatakikomi	Tec	7
5 oshidashi		
6 oshidashi		
7 oshidashi		
8 hatakikomi	J5	61
9 hikiotoshi	J14	58
10 uwatedashinage	Ms	49
11 oshitaoshi	Inj	11-15
12 tsukidashi	J5e	

189 cm 157 kg	6'2 347 lbs
31.01.1982	Fujishima
©Sideline Strategy Games	#70
BASHO FURY SUMO	2015-2016

Chiyoos 63

2 uwatenage	Bal	76
3 hikiotoshi	Pow	26
4 oshidashi	Tec	103
5 hikiotoshi		
6 yorikiri		
7 yorikiri		
8 yorikiri		
9 tsukiotoshi		
10 oshidashi		
11 tsukiotoshi	Inj	11*
12 oshitaoshi	J7e	

178 cm 149 kg	5'10 330 lbs
29.05.1991	Kokonoe
©Sideline Strategy Games	#71
BASHO FURY SUMO	2015-2016

Onosho 62

2 hikiotoshi	Bal	3
3 oshitaoshi	Pow	104
4 yorikiri	Tec	1
5 oshidashi		
6 oshidashi		
7 oshidashi		
8 oshidashi		
9 oshidashi	J14	63
10 tsukidashi	Ms	54
11 hatakikomi	Inj	11-14
12 uwatenage	J6w	

176 cm 148 kg	5'9 327 lbs
04.07.1996	Onomatsu
©Sideline Strategy Games	#72
BASHO FURY SUMO	2015-2016

Wakanoshima

58

2	oshitaoshi	Bal	34
3	uwatenage	Pow	71
4	yorikiri	Tec	25
5	yoritaoshi		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	yoritaoshi	J14	62
10	oshidashi	Ms	51
11	okuridashi	Inj	11-12
12	tsukiotoshi	J7w	

181 cm 140 kg	5'11	309 lbs
28.09.1984	Shibatayama	
©Sideline Strategy Games	#73	
BASHO FURY SUMO	2015-2016	

Asabenkei

58

2	kotenage	Bal	67
3	uwatenage	Pow	87
4	oshidashi	Tec	15
5	yoritaoshi		
6	oshidashi		
7	yorikiri		
8	yoritaoshi		
9	yoritaoshi	J14	63
10	hatakikomi	Ms	47
11	yorikiri	Inj	11-12
12	hikiotoshi	J7w	

190 cm 174 kg	6'3	385 lbs
12.02.1989	Takasago	
©Sideline Strategy Games	#74	
BASHO FURY SUMO	2015-2016	

Kyokutaisei

58

2	hikiotoshi	Bal	102
3	okuridashi	Pow	20
4	oshidashi	Tec	107
5	yorikiri		
6	oshidashi		
7	yorikiri		
8	yorikiri		
9	tsukiotoshi	J14	61
10	okuridashi	Ms	52
11	tsukiotoshi	Inj	11-12
12	uwatedashinage	J7w	

184 cm 128 kg	6'0	283 lbs
18.10.1989	Tomozuna	
©Sideline Strategy Games	#75	
BASHO FURY SUMO	2015-2016	

Sato

52

2	sokubiotoshi	Bal	106
3	okuridashi	Pow	88
4	hikiotoshi	Tec	52
5	hatakikomi		
6	oshidashi		
7	oshidashi		
8	hatakikomi		
9	tsukiotoshi	J14	67
10	tsukidashi	Ms	43
11	oshitaoshi	Inj	11-13
12	yorikiri	J6w	

173 cm 149 kg	5'8	328 lbs
05.08.1996	Takanohana	
©Sideline Strategy Games	#76	
BASHO FURY SUMO	2015-2016	

Abiko

59

2	sotogake	Bal	93
3	yoritaoshi	Pow	58
4	tsukiotoshi	Tec	70
5	yorikiri		
6	yorikiri		
7	yorikiri		
8	uwatenage		
9	sukuinage	J14	63
10	hikiotoshi	Ms	53
11	kotenage	Inj	11-12
12	hatakikomi	J9w	

184 cm 154 kg	6'0	340 lbs
27.07.1991	Oitekaze	
©Sideline Strategy Games	#77	
BASHO FURY SUMO	2015-2016	

Ura

58

2	shitatenage	Bal	108
3	ashitori	Pow	85
4	yorikiri	Tec	108
5	tsukiotoshi		
6	yorikiri		
7	oshidashi		
8	hikiotoshi		
9	yorikiri	J14	68
10	yorikiri	Ms	46
11	katasukashi	Inj	11-15
12	hikkake	J8w	

172 cm 113 kg	5'8	249 lbs
22.06.1992	Kise	
©Sideline Strategy Games	#78	
BASHO FURY SUMO	2015-2016	

Dewahayate

57

2	tsukidashi	Bal	1
3	sukuinage	Pow	70
4	yoritaoshi	Tec	33
5	oshidashi		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	oshidashi	J14	60
10	tsukiotoshi	Ms	52
11	uwatenage	Inj	11-12
12	shitatenage	J9e	

177 cm 122 kg	5'10	270 lbs
31.01.1989	Dewanoumi	
©Sideline Strategy Games	#79	
BASHO FURY SUMO	2015-2016	

Tokushinho

55

2	oshitaoshi	Bal	60
3	tsukidashi	Pow	54
4	okuridashi	Tec	0
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	yorikiri		
9	yorikiri	J14	60
10	hatakikomi	Ms	48
11	oshidashi	Inj	11-12
12	kimetaoshi	J9w	

194 cm 214 kg	6'4	472 lbs
13.05.1984	Kise	
©Sideline Strategy Games	#80	
BASHO FURY SUMO	2015-2016	

Sotairyu 45

2	ashitori	Bal	52
3	uwatedashinage	Pow	14
4	oshidashi	Tec	99
5	hatakikomi		
6	oshidashi		
7	yorikiri		
8	yorikiri		
9	tsukiotoshi	J14	60
10	uwatenage	Ms	39
11	hikiotoshi	Inj	11-22
12	tsukiotoshi	J9w	

179 cm 120 kg	5'10	265 lbs
26.07.1982		Tokitsukaze
©Sideline Strategy Games		#81
BASHO FURY SUMO		2015-2016

Masunoyama 60

2	tsukiotoshi	Bal	3
3	okuritaoshi	Pow	96
4	yorikiri	Tec	0
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	oshidashi	J14	61
10	oshidashi	Ms	54
11	oshidashi	Inj	11-22
12	tsukidashi	J10e	

180 cm 174 kg	5'11	384 lbs
01.11.1990		Chiganoura
©Sideline Strategy Games		#82
BASHO FURY SUMO		2015-2016

Horikiri 57

2	okuridashi	Bal	93
3	tsukidashi	Pow	13
4	hikiotoshi	Tec	93
5	oshidashi		
6	oshidashi		
7	hikiotoshi		
8	hikiotoshi		
9	hatakikomi	J14	60
10	hatakikomi	Ms	52
11	uwatenage	Inj	11-12
12	okuridashi	J10w	

185 cm 121 kg	6'1	267 lbs
04.05.1994		Shikoroyama
©Sideline Strategy Games		#83
BASHO FURY SUMO		2015-2016

Daiki 54

2	tottari	Bal	15
3	tsukidashi	Pow	107
4	oshidashi	Tec	52
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	yorikiri	J14	66
10	oshitaoshi	Ms	47
11	tsukiotoshi	Inj	11-14
12	hikiotoshi	J13w	

182 cm 158 kg	6'0	348 lbs
15.07.1992		Hakkaku
©Sideline Strategy Games		#84
BASHO FURY SUMO		2015-2016

Kotoeko 53

2	kakenage	Bal	27
3	hatakikomi	Pow	75
4	tsukiotoshi	Tec	58
5	oshidashi		
6	yorikiri		
7	yorikiri		
8	oshidashi		
9	oshidashi	J14	58
10	sukuinage	Ms	51
11	yorikiri	Inj	11-13
12	uchimuso	J13e	

175 cm 111 kg	5'11	246 lbs
20.11.1991		Sadogatake
©Sideline Strategy Games		#85
BASHO FURY SUMO		2015-2016

Tochihiryu 47

2	hatakikomi	Bal	6
3	okuridashi	Pow	71
4	oshidashi	Tec	93
5	tsukiotoshi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	tsukiotoshi	J14	55
10	tsukidashi	Ms	46
11	tsukidashi	Inj	11-13
12	oshitaoshi	J13w	

178 cm 153 kg	5'10	338 lbs
23.04.1987		Kasugano
©Sideline Strategy Games		#86
BASHO FURY SUMO		2015-2016

Takagi 47

2	kimetaoshi	Bal	34
3	kimedashi	Pow	100
4	okuridashi	Tec	0
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	yorikiri	J14	58
10	hatakikomi	Ms	44
11	hatakikomi	Inj	11-13
12	okuridashi	J13w	

180 cm 202 kg	5'11	445 lbs
18.03.1992		Kise
©Sideline Strategy Games		#87
BASHO FURY SUMO		2015-2016

Kizenryu 54

2	kekaeshi	Bal	108
3	yorikiri	Pow	2
4	kotenage	Tec	106
5	kotenage		
6	uwatenage		
7	uwatenage		
8	kotenage		
9	hatakikomi	J14	58
10	hatakikomi	Ms	52
11	katasukashi	Inj	11-13
12	uwatehineri	J14w	

194 cm 149 kg	6'4	329 lbs
30.04.1985		Kise
©Sideline Strategy Games		#88
BASHO FURY SUMO		2015-2016

Sakigake

51

2	uwatenage	Bal	79
3	hatakikomi	Pow	47
4	tsukiotoshi	Tec	22
5	yorikiri		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	okuridashi	J14	55
10	shitatenage	Ms	50
11	yoritaoshi	Inj	11-13
12	hikiotoshi	J14e	

180 cm 155 kg	5'11 342 lbs
05.04.1986	Shibatayama
©Sideline Strategy Games	#89
BASHO FURY SUMO	2015-2016

Hamaguchi

47

2	tsukiotoshi	Bal	27
3	okuridashi	Pow	85
4	uwatenage	Tec	36
5	oshidashi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	yorikiri	J14	56
10	oshitaoshi	Ms	45
11	yorikiri	Inj	11-13
12	hikiotoshi	J14w	

178 cm 160 kg	5'10 355 lbs
11.07.1989	Kise
©Sideline Strategy Games	#90
BASHO FURY SUMO	2015-2016

Hakuyozan

48

2	sukuinage	Bal	3
3	yorikiri	Pow	67
4	oshitaoshi	Tec	40
5	tsukidashi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	tsukiotoshi		
10	yoritaoshi		
11	oshidashi	Inj	11-13
12	okuridashi	Ms1e	

185 cm 145 kg	6'1 321 lbs
13.04.1995	Takadagawa
©Sideline Strategy Games	#91
BASHO FURY SUMO	2015-2016

Daishoho

49

2	katasukashi	Bal	100
3	oshidashi	Pow	14
4	uwatenage	Tec	82
5	hatakikomi		
6	hatakikomi		
7	hatakikomi		
8	yorikiri		
9	uwatenage		
10	katasukashi		
11	tsukidashi	Inj	11-13
12	uwatenage	Ms2w	

182 cm 140 kg	6'0 309 lbs
28.08.1994	Oitekaze
©Sideline Strategy Games	#92
BASHO FURY SUMO	2015-2016

Akua

48

2	kakenage	Bal	93
3	oshidashi	Pow	52
4	oshidashi	Tec	32
5	oshidashi		
6	hatakikomi		
7	hatakikomi		
8	yorikiri		
9	oshidashi		
10	oshidashi		
11	hatakikomi	Inj	11-13
12	kotenage	Ms2e	

181 cm 162 kg	5'11 358 lbs
06.11.1990	Tatsunami
©Sideline Strategy Games	#93
BASHO FURY SUMO	2015-2016

Chiyoarashi

47

2	oshidashi	Bal	52
3	oshitaoshi	Pow	79
4	oshidashi	Tec	0
5	oshidashi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	oshidashi		
10	hatakikomi		
11	tsukidashi	Inj	11-26
12	hatakikomi	Ms2e	

171 cm 145 kg	5'7 320 lbs
12.07.1991	Kokonoe
©Sideline Strategy Games	#94
BASHO FURY SUMO	2015-2016

Kairyu

45

2	yorikiri	Bal	46
3	tsukidashi	Pow	59
4	tsukidashi	Tec	108
5	tsukidashi		
6	oshidashi		
7	oshidashi		
8	hikiotoshi		
9	hatakikomi		
10	tsukidashi		
11	oshidashi	Inj	11-13
12	hatakikomi	Ms2e	

178 cm 133 kg	5'10 294 lbs
01.03.1990	Dewanoumi
©Sideline Strategy Games	#95
BASHO FURY SUMO	2015-2016

Keitenkai

42

2	hatakikomi	Bal	64
3	hikiotoshi	Pow	17
4	uwatenage	Tec	93
5	kirikaeshi		
6	kirikaeshi		
7	shitatenage		
8	yorikiri		
9	yorikiri		
10	oshidashi		
11	oshidashi	Inj	11-13
12	kirikaeshi	Ms2e	

175 cm 116 kg	5'9 256 lbs
10.03.1990	Onomatsu
©Sideline Strategy Games	#96
BASHO FURY SUMO	2015-2016

Kisenoyama

41

2	uwatehineri	Bal	15
3	okuridashi	Pow	77
4	tsukidashi	Tec	38
5	hatakikomi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	yorikiri		
10	tsukiotoshi		
11	kubinage	Inj	11-13
12	yorikiri	Ms2w	

170 cm 168 kg	5'8 372 lbs
25.09.1985	Kise
©Sideline Strategy Games	#97
BASHO FURY SUMO	2015-2016

Ryuden

46

2	shitatenage	Bal	0
3	tsukiotoshi	Pow	79
4	yorikiri	Tec	79
5	yoritaoshi		
6	yorikiri		
7	yorikiri		
8	yoritaoshi		
9	uwatenage		
10	kotenage		
11	oshidashi	Inj	11-13
12	yorikiri	Ms3e	

192 cm 145 kg	6'4 320 lbs
10.11.1990	Takadagawa
©Sideline Strategy Games	#98
BASHO FURY SUMO	2015-2016

Terutsuyoshi

45

2	tottari	Bal	31
3	hikiotoshi	Pow	67
4	yoritaoshi	Tec	75
5	shitatenage		
6	oshidashi		
7	yorikiri		
8	oshidashi		
9	shitatenage		
10	katasukashi		
11	uwatedashinage	Inj	11-13
12	okuritaoshi	Ms3w	

169 cm 112 kg	5'7 247 lbs
17.01.1995	Isegahama
©Sideline Strategy Games	#99
BASHO FURY SUMO	2015-2016

Sasanoyama

41

2	uwatedashinage	Bal	31
3	hatakikomi	Pow	93
4	hikiotoshi	Tec	9
5	tsukiotoshi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	yorikiri		
10	okuridashi		
11	yoritaoshi	Inj	11-13
12	uwatenage	Ms3e	

179 cm 150 kg	6'0 331 lbs
30.12.1992	Kise
©Sideline Strategy Games	#100
BASHO FURY SUMO	2015-2016

Shiba

40

2	hatakikomi	Bal	15
3	uwatenage	Pow	93
4	oshidashi	Tec	22
5	yoritaoshi		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	yorikiri		
10	yoritaoshi		
11	yorikiri	Inj	11-15
12	yoritaoshi	Ms3e	

176 cm 159 kg	5'9 351 lbs
24.12.1991	Kise
©Sideline Strategy Games	#101
BASHO FURY SUMO	2015-2016

Shosei

42

2	shitatehineri	Bal	1
3	zubuneri	Pow	75
4	yoritaoshi	Tec	107
5	oshidashi		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	oshidashi		
10	tsukiotoshi		
11	shitatenage	Inj	11-13
12	hikiotoshi	Ms4e	

167 cm 130 kg	5'6 287 lbs
27.05.1986	Sakaigawa
©Sideline Strategy Games	#102
BASHO FURY SUMO	2015-2016

Yoshiazuma

37

2	oshitaoshi	Bal	88
3	tsukidashi	Pow	5
4	okuridashi	Tec	9
5	yorikiri		
6	hatakikomi		
7	hatakikomi		
8	yorikiri		
9	tsukiotoshi		
10	oshidashi		
11	koshikudake	Inj	11-13
12	hatakikomi	Ms4w	

198 cm 169 kg	6'6 373 lbs
26.05.1977	Tamanoi
©Sideline Strategy Games	#103
BASHO FURY SUMO	2015-2016

Sakamoto

48

2	shitatenage	Bal	0
3	yoritaoshi	Pow	103
4	oshidashi	Tec	6
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	yorikiri		
9	yorikiri		
10	yoritaoshi		
11	uwatenage	Inj	11-14
12	oshidashi	Ms6e	

185 cm 167 kg	6'1 368 lbs
15.12.1992	Oitekaze
©Sideline Strategy Games	#104
BASHO FURY SUMO	2015-2016

Meisei 45

2	tsukiotoshi	Bal	67
3	shitatenage	Pow	69
4	yorikiri	Tec	76
5	tsukiotoshi		
6	yorikiri		
7	oshidashi		
8	oshitaoshi		
9	shitatenage		
10	shitatenage		
11	oshidashi	Inj 11-13	
12	shitatenage	Ms5e	

180 cm 120 kg	5'11 265 lbs
24.07.1995	Tatsunami
©Sideline Strategy Games	#105
BASHO FURY SUMO	2015-2016

Tochimaruru 44

2	tsukiotoshi	Bal	76
3	okuridashi	Pow	85
4	tsukidashi	Tec	9
5	tsukitaoshi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	hatakikomi		
10	hatakikomi		
11	tsukidashi	Inj 11-13	
12	hikiotoshi	Ms5w	

170 cm 155 kg	5'7 342 lbs
26.08.1992	Kasugano
©Sideline Strategy Games	#106
BASHO FURY SUMO	2015-2016

Irie 43

2	tsukiotoshi	Bal	3
3	uwatedashinage	Pow	91
4	kotenage	Tec	67
5	yorikiri		
6	yorikiri		
7	oshidashi		
8	oshidashi		
9	oshidashi		
10	yoritaoshi		
11	yoritaoshi	Inj 11-22	
12	yoritaoshi	Ms5w	

179 cm 181 kg	5'10 399 lbs
15.07.1988	Tamanoi
©Sideline Strategy Games	#107
BASHO FURY SUMO	2015-2016

Akinokawa 42

2	oshitaoshi	Bal	63
3	yorikiri	Pow	11
4	kotenage	Tec	104
5	tsukiotoshi		
6	hatakikomi		
7	uwatenage		
8	hatakikomi		
9	tsukiotoshi		
10	kotenage		
11	hikiotoshi	Inj 11-13	
12	oshidashi	Ms6e	

180 cm 141 kg	5'11 312 lbs
30.11.1992	Takadagawa
©Sideline Strategy Games	#108
BASHO FURY SUMO	2015-2016

Oiwato 41

2	yoritaoshi	Bal	52
3	oshitaoshi	Pow	55
4	hikiotoshi	Tec	20
5	tsukiotoshi		
6	yorikiri		
7	oshidashi		
8	yorikiri		
9	hatakikomi		
10	okuridashi		
11	oshidashi	Inj 11-13	
12	tsukidashi	Ms5w	

179 cm 143 kg	5'10 317 lbs
18.05.1981	Hakkaku
©Sideline Strategy Games	#109
BASHO FURY SUMO	2015-2016

Higoarashi 41

2	yoritaoshi	Bal	85
3	tsukiotoshi	Pow	22
4	shitatenage	Tec	19
5	oshidashi		
6	oshidashi		
7	hatakikomi		
8	yorikiri		
9	kimedashi		
10	hikiotoshi		
11	kotenage	Inj 11-13	
12	ushiromotare	Ms6e	

182 cm 168 kg	6'0 371 lbs
20.08.1989	Kise
©Sideline Strategy Games	#110
BASHO FURY SUMO	2015-2016

Aozora 40

2	oshitaoshi	Bal	52
3	tsukiotoshi	Pow	63
4	oshidashi	Tec	75
5	yorikiri		
6	yorikiri		
7	oshidashi		
8	oshidashi		
9	oshidashi		
10	yoritaoshi		
11	okuridashi	Inj 11-13	
12	uwatedashinage	Ms6e	

180 cm 127 kg	6'1 281 lbs
26.08.1983	Kasugano
©Sideline Strategy Games	#111
BASHO FURY SUMO	2015-2016

Kansei 40

2	okuridashi	Bal	2
3	kotenage	Pow	88
4	yoritaoshi	Tec	79
5	oshidashi		
6	oshidashi		
7	tsukiotoshi		
8	yorikiri		
9	yorikiri		
10	yoritaoshi		
11	uwatenage	Inj 11-14	
12	tsukidashi	Ms5w	

183 cm 173 kg	6'0 383 lbs
25.08.1989	Sakaigawa
©Sideline Strategy Games	#112
BASHO FURY SUMO	2015-2016

Higonojo

39

2	tsukiotoshi	Bal	38
3	hatakikomi	Pow	95
4	yorikiri	Tec	4
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	yorikiri		
10	yorikiri		
11	hikiotoshi	Inj	11-13
12	yoritaoshi	Ms6e	

180 cm 135 kg	5'11	298 lbs
05.11.1984		Kise
©Sideline Strategy Games	#113	
BASHO FURY SUMO	2015-2016	

Yamatofuji

42

2	tsukidashi	Bal	108
3	oshitaoshi	Pow	2
4	tsukiotoshi	Tec	27
5	hatakikomi		
6	hatakikomi		
7	hatakikomi		
8	hatakikomi		
9	hatakikomi		
10	oshidashi		
11	hikiotoshi	Inj	11-13
12	okuridashi	Ms8w	

188 cm 146 kg	6'2	322 lbs
19.12.1984		Onomatsu
©Sideline Strategy Games	#114	
BASHO FURY SUMO	2015-2016	

Gochozan

42

2	shitatenage	Bal	15
3	oshitaoshi	Pow	61
4	oshidashi	Tec	52
5	uwatenage		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	yoritaoshi		
10	oshidashi		
11	okuridashi	Inj	11-13
12	watashikomi	Ms7e	

175 cm 112 kg	5'9	247 lbs
26.08.1987		Minezaki
©Sideline Strategy Games	#115	
BASHO FURY SUMO	2015-2016	

Oyanagi

42

2	oshitaoshi	Bal	0
3	uwatenage	Pow	106
4	tsukidashi	Tec	100
5	oshidashi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	yorikiri		
10	yorikiri		
11	yorikiri	Inj	11-14
12	yorikiri	Ms7w	

185 cm 171 kg	6'1	377 lbs
22.09.1993		Tokitsukaze
©Sideline Strategy Games	#116	
BASHO FURY SUMO	2015-2016	

Hokaho

41

2	yoritaoshi	Bal	107
3	sukuinage	Pow	63
4	yorikiri	Tec	20
5	hatakikomi		
6	yorikiri		
7	yorikiri		
8	oshidashi		
9	hatakikomi		
10	uwatenage		
11	kotenage	Inj	11-13
12	hatakikomi	Ms7w	

185 cm 137 kg	6'1	303 lbs
21.06.1989		Miyagino
©Sideline Strategy Games	#117	
BASHO FURY SUMO	2015-2016	

Kotomisen

40

2	tsukidashi	Bal	63
3	yoritaoshi	Pow	60
4	oshidashi	Tec	6
5	hikiotoshi		
6	oshidashi		
7	oshidashi		
8	yorikiri		
9	oshitaoshi		
10	hatakikomi		
11	okuridashi	Inj	11-13
12	oshitaoshi	Ms8e	

182 cm 150 kg	6'0	331 lbs
14.07.1983		Sadogatake
©Sideline Strategy Games	#118	
BASHO FURY SUMO	2015-2016	

Daikiho

40

2	uwatenage	Bal	108
3	oshidashi	Pow	86
4	hatakikomi	Tec	100
5	uwatedashinage		
6	hatakikomi		
7	yorikiri		
8	oshidashi		
9	yorikiri		
10	yorikiri		
11	yorikiri	Inj	11-14
12	okuridashi	Ms8w	

183 cm 155 kg	6'0	343 lbs
13.05.1989		Miyagino
©Sideline Strategy Games	#119	
BASHO FURY SUMO	2015-2016	

Aokishin

39

2	shitatedashinage	Bal	52
3	hikiotoshi	Pow	81
4	yorikiri	Tec	30
5	oshidashi		
6	yorikiri		
7	yorikiri		
8	oshidashi		
9	yoritaoshi		
10	yoritaoshi		
11	hatakikomi	Inj	11-13
12	uwatenage	Ms8e	

174 cm 118 kg	5'9	262 lbs
10.06.1989		Kasugano
©Sideline Strategy Games	#120	
BASHO FURY SUMO	2015-2016	

Rikishin

39

2	hikiotoshi	Bal	24
3	hatakikomi	Pow	91
4	yorikiri	Tec	6
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	yorikiri		
10	tsukidashi		
11	yoritaoshi	Inj	11-13
12	oshitaoshi	Ms8e	

188 cm 132 kg	6'2 291 lbs
07.10.1995	Tatsunami
©Sideline Strategy Games	#121
BASHO FURY SUMO	2015-2016

Mugendai

39

2	hikkake	Bal	105
3	okuridashi	Pow	52
4	uwatenage	Tec	97
5	yorikiri		
6	yorikiri		
7	hatakikomi		
8	oshidashi		
9	tsukiotoshi		
10	yoritaoshi		
11	shitatenage	Inj	11-13
12	sukuinage	Ms9w	

178 cm 114 kg	5'10 253 lbs
21.01.1989	Fujishima
©Sideline Strategy Games	#122
BASHO FURY SUMO	2015-2016

Sagatsukasa

38

2	hikkake	Bal	69
3	sukuinage	Pow	42
4	hatakikomi	Tec	82
5	hikiotoshi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	tsukiotoshi		
10	tsukidashi		
11	tottari	Inj	11-13
12	kakenage	Ms9e	

166 cm 134 kg	5'5 296 lbs
21.12.1981	Irumagawa
©Sideline Strategy Games	#123
BASHO FURY SUMO	2015-2016

Hishofuji

44

2	hatakikomi	Bal	109
3	kimedashi	Pow	57
4	yorikiri	Tec	1
5	okuridashi		
6	yorikiri		
7	yorikiri		
8	yorikiri		
9	oshidashi		
10	oshidashi		
11	uwatedashinage	Inj	11-14
12	yorikiri	Ms11e	

193 cm 201 kg	6'4 443 lbs
14.07.1989	Azumazeki
©Sideline Strategy Games	#124
BASHO FURY SUMO	2015-2016

Iwasaki

41

2	tsukitaoshi	Bal	93
3	tsukiotoshi	Pow	73
4	okuridashi	Tec	52
5	hatakikomi		
6	hatakikomi		
7	yorikiri		
8	yorikiri		
9	oshidashi		
10	oshidashi		
11	okuritaoshi	Inj	11-14
12	kakenage	Ms10w	

174 cm 110 kg	5'9 243 lbs
24.04.1992	Oitekaze
©Sideline Strategy Games	#125
BASHO FURY SUMO	2015-2016

Ryuonami

40

2	yoritaoshi	Bal	106
3	shitatenage	Pow	4
4	uwatenage	Tec	108
5	hatakikomi		
6	hatakikomi		
7	yorikiri		
8	uwatenage		
9	tsukiotoshi		
10	uwatedashinage		
11	hikiotoshi	Inj	11-13
12	oshidashi	Ms11w	

187 cm 128 kg	6'2 283 lbs
12.09.1987	Tatsunami
©Sideline Strategy Games	#126
BASHO FURY SUMO	2015-2016

Masunosho

40

2	hikiotoshi	Bal	82
3	tsukiotoshi	Pow	87
4	yorikiri	Tec	22
5	yorikiri		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	hatakikomi		
10	hatakikomi		
11	oshitaoshi	Inj	11-13
12	shitatenage	Ms11e	

181 cm 128 kg	6'1 283 lbs
14.11.1994	Chiganoura
©Sideline Strategy Games	#127
BASHO FURY SUMO	2015-2016

Matsumoto

39

2	tsukidashi	Bal	79
3	hatakikomi	Pow	71
4	tsukitaoshi	Tec	27
5	tsukidashi		
6	tsukidashi		
7	tsukidashi		
8	tsukidashi		
9	tsukidashi		
10	tsukidashi		
11	tsukidashi	Inj	11-13
12	tsukidashi	Ms10w	

179 cm 131 kg	5'10 289 lbs
10.03.1992	Shikoroyama
©Sideline Strategy Games	#128
BASHO FURY SUMO	2015-2016

Suzaku 37

2	sukuinage	Bal	93
3	uwatenage	Pow	27
4	oshidashi	Tec	93
5	yorikiri		
6	okuridashi		
7	yorikiri		
8	okuridashi		
9	oshidashi		
10	shitatenage		
11	yoritaoshi	Inj	11-13
12	abisetaoshi	Ms12e	

182 cm 104 kg	6'0 229 lbs
16.06.1982	Hakkaku
©Sideline Strategy Games	#129
BASHO FURY SUMO	2015-2016

Onami 37

2	katasukashi	Bal	82
3	okuridashi	Pow	36
4	oshidashi	Tec	88
5	okuridashi		
6	yorikiri		
7	uwatedashinage		
8	uwatenage		
9	hatakikomi		
10	oshidashi		
11	okuridashi	Inj	11-13
12	hatakikomi	Ms14w	

182 cm 101 kg	6'0 223 lbs
29.12.1991	Arashio
©Sideline Strategy Games	#130
BASHO FURY SUMO	2015-2016

Masutoo 37

2	yoritaoshi	Bal	64
3	uwatenage	Pow	46
4	yorikiri	Tec	40
5	sukuinage		
6	yorikiri		
7	oshidashi		
8	oshidashi		
9	okuridashi		
10	hikiotoshi		
11	tsukiotoshi	Inj	11-23
12	okuridashi	Ms16w	

187 cm 168 kg	6'2 371 lbs
23.01.1986	Chiganoura
©Sideline Strategy Games	#131
BASHO FURY SUMO	2015-2016

Daishoryu 37

2	shitatenage	Bal	3
3	tsukiotoshi	Pow	71
4	yorikiri	Tec	38
5	yoritaoshi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	yorikiri		
10	yorikiri		
11	utchari	Inj	11-13
12	watashikomi	Ms16e	

172 cm 143 kg	5'8 316 lbs
29.12.1989	Oitekaze
©Sideline Strategy Games	#132
BASHO FURY SUMO	2015-2016

Masunoumi 37

2	hikiotoshi	Bal	0
3	yoritaoshi	Pow	82
4	yorikiri	Tec	3
5	oshidashi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	yorikiri		
10	yorikiri		
11	tsukiotoshi	Inj	11-14
12	tsukidashi	Ms16w	

180 cm 145 kg	5'11 321 lbs
12.11.1991	Chiganoura
©Sideline Strategy Games	#133
BASHO FURY SUMO	2015-2016

Kotodaigo 37

2	oshidashi	Bal	105
3	hatakikomi	Pow	76
4	yoritaoshi	Tec	27
5	yorikiri		
6	yorikiri		
7	yorikiri		
8	tsukiotoshi		
9	okuritaoshi		
10	sukuinage		
11	harimanage	Inj	11-23
12	oshitaoshi	Ms17w	

189 cm 117 kg	6'2 258 lbs
14.01.1993	Sadogatake
©Sideline Strategy Games	#134
BASHO FURY SUMO	2015-2016

Dairaido 37

2	okuridashi	Bal	34
3	oshitaoshi	Pow	85
4	hikiotoshi	Tec	1
5	oshidashi		
6	oshidashi		
7	oshidashi		
8	oshidashi		
9	oshidashi		
10	oshidashi		
11	hatakikomi	Inj	11-13
12	yoritaoshi	Ms20e	

176 cm 153 kg	5'11 338 lbs
17.04.1980	Takadagawa
©Sideline Strategy Games	#135
BASHO FURY SUMO	2015-2016

Sensho 37

2	shitatenage	Bal	0
3	yoritaoshi	Pow	0
4	tsukidashi	Tec	100
5	uwatenage		
6	hatakikomi		
7	yorikiri		
8	oshidashi		
9	tsukiotoshi		
10	hikiotoshi		
11	okuridashi	Inj	11-14
12	oshitaoshi	Ms20w	

181 cm 135 kg	5'11 298 lbs
14.10.1983	Shikihide
©Sideline Strategy Games	#136
BASHO FURY SUMO	2015-2016

Basho:

Makuuchi Banzuke

Result	East	Rank	West	Result
		Y		
		Y		
		O		
		O		
		S		
		K		
		M1		
		M2		
		M3		
		M4		
		M5		
		M6		
		M7		
		M8		
		M9		
		M10		
		M11		
		M12		
		M13		
		M14		
		M15		
		M16		

Juryo Banzuke

Result	East	Rank	West	Result
		J1		
		J2		
		J3		
		J4		
		J5		
		J6		
		J7		
		J8		
		J9		
		J10		
		J11		
		J12		
		J13		
		J14		

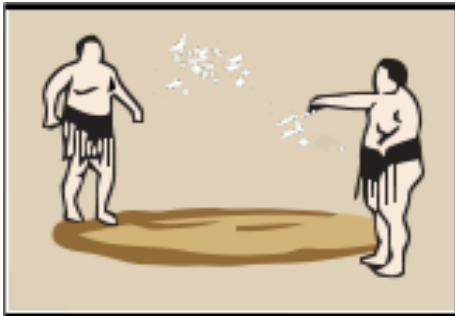
BASHO:

Day: _____

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The Basics, from start to end, of a sumo match



Each sumotori (wrestler) sprinkles salt over the dohyo (fighting area) before entering. They then began the pre-match rituals by stamping their feet on the ground (to drive away evil spirits).



The wrestlers match their opponent's movements as they continue the pre-match rituals.



The wrestlers take their mark and face each other in a posture that will allow them to move forward and start the match at any moment.



As soon as both wrestlers place their fists on the ground, the match begins.



The beginning of the match is called the tachiai which translates to initial charge and is where most matches are often won or lost.



The match ends when one wrestler touches the ground with any part of his body other than the soles of his feet or touches any area outside of the dohyo ring. A wrestler may not punch, choke, kick, gouge eyes, or pull hair in his efforts to force his opponent down to the ground or out of the dohyo.

There are now more than 80 different kimarite (winning techniques) a wrestler can use to win a match. The kimarite describes the types of pulling, pushing, throwing, tripping, and flipping moves a wrestler uses to send his opponent out of the dohyo ring or causes his opponent to touch the ground with any part of his body other than the soles of his feet.

Kimarte	Translation	Description
Abisetaoshi	Backward Force Down	The attacker forces his opponent over backward from a grappling position
Amiuchi	Fisherman's Throw	The attacker pulls the opponent's arm with both hands in a backward twisting throw. It resembles the traditional way of casting a Japanese fishing net.
Ashitori	Leg Pick	The attacker grabs and lifts the opponent's leg with both hands
Chongake	Pulling Heel Hook	The attacker hooks his heel behind the defender's heel from the inside left foot to left foot, or right to right and pulls that leg toward him, grabs the defender's arm on the same side and twists him sideways or backwards into the clay
Fumidashi	Rear Step Out	Fumidashi is recorded outside sumo's official listing of winning techniques. A rikishi accidentally steps back over the edge without his opponent initiating any kind of technique
Gasshohineri	Clasped Hand Twist Down	Most effective with a double inside grappling grip, the attacker clasps his hands behind the defender's back and twists him down and over
Harimanage	Backward Belt Throw	The attacker reaches over the opponent's shoulder to grab the mawashi from behind and then pulls him past his own body while twisting into him, usually as a last-ditch throw at the edge
Hatakikomi	Slap Down	Often seen at the tachiai, the attacker shifts away from opponent's charges and slaps the opponent's shoulder, back or arm with one or both hands, forcing him to touch the ground with one or both hands
Hikiotoshi	Hand Pull Down	Similar to hatakikomi, the attacker pulls the opponent down while backing away by pulling on the arm, shoulder or front of the opponent's mawashi
Hikkake	Arm Grabbing Force Out	The attacker slings his opponent out of the ring by grabbing his arm with both hands -often in response to a pushing-thrusting attack -and pulling him while moving backwards and to the side
Ipponzeoi	One Armed Shoulder Throw	Similar to the judo technique of the same name, the attacker heaves his opponent over his shoulder or hip.
Izori	Backwards Body Drop	The attacker dives under his opponent's charge and grabs behind one or both knees, or the front of the defender's mawashi, and uses his lower body or back to lift the opponent up and over backward
Kainahineri	Two-Handed Arm Twist Down	The attacker locks up one of the defender's arms with both arms and, turning into his opponent, twists him over and into the clay.
Kakenage	Hooking Inner Thigh Throw	The attacker hooks one leg inside the defender's legs and turns away in order to raise the hooked leg up and back to force the defender up and over into the clay.
Kakezori	Hooking Backwards Body Drop	With his head under one of the defender's arms and an inside grip of his opponent's mawashi on the opposite side, the attacker attempts to twist the defender over or hook the defender's closest leg, driving his head into the defender's side to force him over backward.
Katasukashi	Under-Shoulder Swing Down	The attacker forces his opponent down by placing one hand on the opponent's shoulder blade from the inside and one from the outside, pulling him down and forward.
Kawazugake	Hooking Backward Counter Throw	The attacker hooks his opponent's closest leg from the inside and takes him over backward by pulling the hooked leg forward and across his own body.
Kekaeshi	Minor Inner Footsweep	The attacker sweeps his opponent's leg out from under him by kicking the defender's leg from the inside, often accompanied by a well-timed slap on the defender's back.
Ketaguri	Pulling Inside Ankle Sweep	Usually seen at the tachiai (initial charge), the attacker leaps to the side and kicks or sweeps his opponent's lead leg from the inside while slapping the shoulder or pulling the arm closest to him.
Kimedashi	Arm Barring Force Out	The attacker locks up the defender's elbows by wrapping his own arms around them from the outside, pulling up and in to march or swing the opponent backward and out of the ring.

Kimarte	Translation	Description
Kimetaoshi	Arm Barring Force Down	The attacker locks up one or both of the opponent's elbows with an outside grip, then throwing his weight into and on top of the opponent.
Kirikaeshi	Twisting Backward Knee Trip	The attacker takes a deep step forward, placing his knee behind his opponent's lead leg, then twists his opponent backward and over that knee.
Komatasukui	Over Thigh Scooping Body Drop	Best used in combination with an over-arm or under-arm throw. As the opponent takes a deep step forward to defend against the throw, the attacker grabs the opponent's leg and pulls up to drive the opponent over backward.
Koshikudake	Inadvertent Collapse	Koshikudake is recorded outside sumo's official list of winning techniques. A rikishi falls over backward without his opponent attempting any technique, often the result of a rikishi overcommitting to an attack.
Koshinage	Hip Throw	The attacker turns into his opponent while pulling him onto his hips, straightening his knees, throwing the defender over and onto his back.
Kotehineri	Armlocking Twist Down	The attacker wraps his arm around the defender's inside gripping arm to lock up the defender's biceps or elbow and twists him around and down in the direction of that inside arm.
Kotenage	Armlock Throw	The attacker wraps his arm around the opponent's inside gripping arm, locking it up on or near the elbow and turning away from him, usually at the edge of the ring.
Kozumatori	Ankle Pick	The attacker leans into his opponent and grabs the opponent's ankle or base of the calf, then pulls that ankle up and toward him while driving into his foe, forcing him over onto his back. Another variation has the attacker pulling on the same ankle or calf from behind.
Kubihineri	Head Twisting Throw	The attacker wraps one hand around his opponent's neck and the other hand around the opponent's inside gripping arm, then pulling the hand on the opponent's neck and twisting the opponent onto the clay.
Kubinage	Headlock Throw	The attacker turns into his opponent and throws him by wrapping one arm around his neck as he makes that turn. The other hand is usually gripping the opponent's arm furthest from him from the outside.
Makiotoshi	Twist Down	The attacker throws his opponent by twisting him toward his own, inside hand, but not gripping the mawashi.
Mitokorozeme	Triple Attack Force Out	Executing three techniques almost simultaneously, the attacker attempts an inside leg trip with one leg, grabs the defender's other leg behind the thigh and tries to pull that leg out from under him and drives his head into his opponent's stomach or chest to force him backwards.
Nichonage	Body Drop Throw	The attacker places one leg in front of the defender's leg, usually at the knee, then sweeps back with his leg as he pulls forward, throwing the defender over that extended leg.
Okurigake	Rear Leg Trip	From behind the defender, the attacker hooks one of his legs around one of the defender's legs, then pulls that hooked leg towards him, dropping his opponent forward and down.
Okurihikiotoshi	Rear Pull Down	After circling behind the defender, and from any of several gripping positions, the attacker backpedals away, dropping the defender back and down.
Okurinage	Rear Throw Down	After circling behind the defender, the attacker throws the defender forward and down, or to the side and down. To record this technique, the attacker must be standing behind the defender at the time of the throw.
Okuritaoshi	Rear Push Down	Similar to okuridashi, the attacker forces his opponent down from behind to end the match before the opponent is forced over the edge.
Okuritsuridashi	Rear Lift Out	After circling around the defender, the attacker drops his hips, lifts the defender up and carries him over the edge of the ring. * Because both of the defender's feet are in the air, the attacker can touch outside the ring with one foot before the defender's feet cross over without losing the match.
Okuritsuriotoshi	Rear Lifting Body Slam	After circling around behind the defender, the attacker lifts his opponent using any one of several possible grips and then slams him down.
Omata	Thigh Scooping Body Drop	When the defender attempts to block an overarm or underarm throw by taking a deep step forward, the attacker grabs that leg from the inside with his free hand and lifts it up and backwards, driving his body into the defender and forcing him over onto his back.

Kimarte	Translation	Description
Osakate	Backward Twisting Overarm Throw	From a deep, standard outside grip, usually at the edge of the ring, the attacker bends backwards and swings his opponent around and out in the direction of that outside gripping hand.
Oshidashi	Frontal Push Out	The attacker pushes his opponent out of the ring without gripping the mawashi. Unlike a frontal thrust out tsukidashi, the attacker must maintain hand contact at all times.
Oshitaoshi	Frontal Push Down	Similar to tsukitaoshi frontal thrust down, the attacker pushes his opponent backwards and then over.
Sabaori	Forward Force Down	With both hands on his opponent's mawashi, the attacker pulls the defender in, throwing his weight high into and on top of the defender, causing the defender's knees to buckle.
Sakatottari	Arm Bar Throw Counter	A counter move to the tottari arm bar throw, the wrestler attempting the technique frees the arm being barred, then turns the hip closest to his opponent inward, forcing the opponent to fall forward.
Shitatedashinage	Pulling Underarm Throw	From an inside grip on the mawashi, the attacker turns away from his opponent, pulling him forward and down into the clay with that inside hand.
Shitatehineri	Twisting Underarm Throw	From an inside grip, the attacker twists his opponent down into the clay, pulling him in the direction of the inside hand.
Shitatenage	Underarm Throw	One of the most common throwing techniques, the attacker pulls straight down with his inside gripping hand as he turns away from his opponent.
Shumokuzori	Bell Hammer Backwards Body Drop	The attacker ducks under the defender's lead arm and the defender will find himself draped over the attacker's body in a fireman's carry position. The attacker then lifts the defender, taking him over backward. The attacker will land on his back an instant after the defender is thrown over onto his.
Sokubiotoshi	Head Chop Down	The attacker finds the defender leaning too far forward, then chops down with his wrist or forearm at the defender's neck or the back of his head, forcing him to touch the ground with one or two hands.
Sotogake	Outside Leg Trip	The attacker pulls his opponent into him and hook the opponent's lead leg from the outside, driving him over backward.
Sotokomata	Over Thigh Scooping Body Drop	As the defender steps forward, the attacker grabs the lead leg from the outside, then lifts the leg, driving his opponent over backward.
Sotomuso	Outer Thigh Propping Twist Down	The attacker releases his inside gripping hand and reaches across the front of the defender's body to block, or prop, the defender's far leg. At the same time, he locks up the defender's inside-gripping arm while twisting his body into his opponent. With the defender's far leg blocked from stepping forward, this forces him to fall over onto his back.
Sototasukizori	Outer Reverse Backwards Body Drop	While the defender has an inside grip, the attacker bars that gripping arm across his own body, then reaches over that barred arm with his free hand palm up, grabbing the defender's closest leg from the inside at the thigh. Pulling the leg up and over forces the defender to touch the ground with his free hand.
Sukuinage	Beltless Arm Throw	From an inside gripping position, the attacker releases the gripping hand and extends that inside arm across his opponent's back as he turns away and pulls the opponent forward and down.
Susoharai	Rear Footsweep	The attacker uses a pulling arm throw or arm-grabbing force-out attempt to work the defender into a perpendicular position. The attacker then sweeps behind the defender's forward foot from the rear and pulls the defender backward, throwing him onto his side or back.
Susotori	Ankle Pick	As the defender attempts a throw, the attacker reaches down and grabs the ankle of his opponent's leg furthest from the defender's throwing arm. He then pulls that leg up and behind him while driving the defender over onto his back.
Tasukizori	Reverse Backwards Body Drop	During a heated slapping exchange, the attacker ducks under the defender's lead arm with his back turned to the defender's side. Getting a hold on the defender's lead arm and his back leg at the thigh from the inside, the attacker then leans backward, driving the defender over onto his side or back.
Tokkurinage	Two-Handed Head Twistdown	The attacker takes advantage of the defender leaning forward, grabbing the opponent's head or neck with both hands to twist the defender down and over onto his back. *This technique was also called gasshohineri but that name is now used to describe a variation of tokkurinage.
Tottari	Arm Bar Throw	The attacker grabs one of his opponent's arms as he turns parallel to him. After wrapping his free arm around that arm from below, the attacker then bars it across his stomach or chest, forcing the opponent forward and down.

Kimarte	Translation	Description
Tsukaminage	Lifting Throw	From an outside grip, the attacker pulls his opponent past him. As he completes the pull, he will heave the defender into the air and then drive him into the clay. The motion of this technique is always right to right, or left to left.
Tsukidashi	Frontal Thrust Out	The attacker drives his opponent backward and over the edge with a rhythmical thrusting motion. Unlike oshidashi frontal push out, the attacker does not have to maintain hand contact at all times.
Tsukihiza	Knee Touch Down	Tsukihiza is recorded outside sumo's official listing of winning techniques. A rikishi stumbles without any real contact with his opponent and loses by touching down with one or both knees.
Tsukiotoshi	Thrust Down	The attacker drives his opponent down into the clay with a thrusting motion after placing his open hand on the opponent's upper rib cage, or at the shoulder level. This is often used as a last ditch effort at the edge.
Tsukitaoshi	Frontal Thrust Down	After the attacker has won a heated slapping exchange, the opponent's hips are usually too far forward, and the attacker is able to thrust him over onto his back or side.
Tsukite	Hand Touch Down	Tsukite is recorded outside sumo's official listing of winning techniques. A rikishi stumbles without any real contact with his opponent and loses by touching down with one or both hands.
Tsumatori	Rear Toe Pick	The attacker must work his way to the side of his forward-moving opponent. As the defender lifts the foot closest to the attacker, the attacker reaches down, grabs that foot at the toes and pulls it back and up to force his opponent to fall forward.
Tsuridashi	Lift Out	This power technique can be executed from either a single or double inside grip, or even a double outside grip. The attacker takes hold of the opponent's mawashi, drops his hips and heaves his opponent into the air, lifting him over and out of the ring.
Tsuriotoshi	Lifting Body Slam	In this power technique, the attacker drops his hips while pulling the defender in, then lifts him into the air. But rather than deposit his opponent outside the ring, the attacker swings his opponent sideways and drives him into the clay.
Tsutaetori	Underarm Forward Body Drop	The attacker dives under one of the defender's arms while maintaining a grip on that arm. Leaning back and into the defender, he forces him to fall forward and touch down with his free hand.
Uchigake	Inside Leg Trip	As the attacker pulls his opponent forward, he hooks the opponent's lead leg from the inside; hooking right leg to left leg, or left to right. He then pulls the opponent's leg out from under him, pulling with a circular motion, as he drives him over onto his back.
Uchimuso	Inner Thigh Propping Twist Down	From either an inside or outside grip, the attacker sweeps his opponent's leg up by hitting the inner thigh with the back of his free hand. As that hand makes contact with the opponent's thigh, the attacker pulls with his other hand in the same direction as the sweeping hand.
Ushiromotare	Backward Lean Out	When the defender has circled behind the attacker, usually at the edge of the ring, the attacker leans back into his opponent, forcing him back and over the edge, or back and down.
Utchari	Backward Pivot Throw	In this last-ditch effort to win after being driven to the edge, the attacker drops his hips while pulling his opponent up and past him. The attacker is quite often forced over onto his back, but the twisting motion of his hips forces his opponent to touch down a fraction of a second before he does.
Uwatedashinage	Pulling Overarm Throw	From an outside grip, the attacker pulls his opponent forward and down as he turns away. The major difference between this technique and uwatenaige overarm throw is the forward pull.
Uwatehineri	Twisting Overarm Throw	From an outside grip, the attacker twists his opponent in the direction of the outside hand. This is usually seen when the opponent is defending against an overarm throw.
Uwatenage	Overarm Throw	This is one of the most common throwing techniques. After establishing an outside grip, the attacker throws his opponent by heaving him down at a sharp angle as he turns away.
visamiashi	Forward Step Out	visamiashi is recorded outside sumo's official listing of winning techniques. An attacking rikishi accidentally steps too far forward and out of the ring before winning the match, giving the victory to his opponent.
Waridashi	Upper-Arm Force Out	From either an inside or outside grip, the attacker grabs the defender's arm at the biceps and while pushing on that arm, drives the defender back and out. The attacker needs significantly more strength than his opponent to execute this technique.
Watashikomi	Thigh Grabbing Push Down	As the attacker drives his opponent to the edge, he grabs the defender's leg at the hamstring or behind the knee. Still driving forward, the attacker pulls that leg towards him, forcing the defender either over the edge or onto his back.

Kimarte	Translation	Description
Yaguranage	Inner Thigh Throw	From either an inside or outside grip, the attacker pulls his opponent into him, drops his hips and places the outside of his knee against the defender's inner thigh. From here, he starts the throwing motion, driving that leg up, forcing the defender over onto his side.
Yobimodoshi	Pulling Body Slam	This power technique is only seen when there is a wide gap in strength between the two opponents. The attacker pulls the defender in the direction of the attacker's inside grip. Then, using the defender's reaction against that pull, he releases his inside grip, turn his palm down and takes the defender in the other direction, heaving him off his feet.
Yorikiri	Frontal Force Out	The attacker drives his opponent backwards and out of the ring, maintaining a grip on that opponent's mawashi at all times
Yoritaoshi	Frontal Crush Out	The opponent is driven backwards and collapses under the force of the attack. The attacker must maintain some grip on his opponent's mawashi.
Zubuneri	Head Plot Throw	The attacker buries his head in the defender's chest and then locks up the defender's inside arm by wrapping his own arm around it. He then twists that inside arm across his own body and uses his head as a fulcrum to spin the defender to spin around and over onto his back.