

MMA DFS STRATEGY GUIDE

From your first contest to a sharper review.

A practical field manual for DraftKings MMA Classic. Learn what earns points, what a forecast means and what to check before you enter. Then build a repeatable way to learn from the result.

A guide you can use at three levels

New to DFS? Read pages 2-4, then use the checklist on page 9. Already building entries? Start with forecasts and ownership on pages 5-6. Managing several lineups? Work through the joint-outcome example and fee-weighted risk on pages 7-8. Everyone finishes with the worksheet.

Bring a question, leave with a decision

Each chapter pairs one idea with arithmetic, a comparison or a task. All numerical examples are fictional teaching examples, not fighter forecasts, historical results or ready-to-enter lineups. The exercises work without a paid contest.

LEARN THE FORMAT**02-04****READ THE FORECAST****05-06****MANAGE THE WHOLE ENTRY****07-10****10 PAGES / WORKED EXAMPLES / FILLABLE WORKSHEET**

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Know where the points come from.

A fight can generate fantasy points through activity and its result. Read both parts. A winning fighter can produce very different totals depending on the action and how the fight ends.

The Classic scoring reference [1]

Strikes: 0.2 each. Significant strikes: an additional 0.2 each. Control: 0.03 per second. Takedowns and reversals/sweeps: 5 each. Knockdowns: 10 each. Win bonuses by round: 90, 70, 45, 40, 40; a decision win earns 30. A first-round win in 60 seconds or less adds 25.

Follow one fictional decision win

The example has 80 total strikes, including 50 significant strikes; 600 seconds of control; three takedowns; one knockdown; no reversals; and a decision win. Count the 50 significant strikes in both strike categories, then add the other components. The total is 99 points.

Use the mechanism, not a label

A label such as 'grappler' does not tell you how many takedowns will be completed, how long control will last or whether the opponent will interrupt that plan. Ask what action produces the points and what could prevent it. More scheduled time creates room for activity, but does not ensure activity happens. An early finish raises the win bonus while shortening the time available to accumulate other points.

WORKED EXAMPLE / FICTIONAL INPUTS

Strikes		16
Significant		10
Control		18
Takedowns		15
Knockdown		10
Win bonus		30

$$16 + 10 + 18 + 15 + 10 + 30 = 99 \text{ points}$$

Try it: remove the knockdown from the example. The result becomes 89. Change one input at a time so you can see what drives the total.

[Build a score in the calculator >](#)

Think in complete outcomes.

You can add average scores to get an average total. You cannot generally add fighter percentiles and call the result a lineup percentile. How outcomes occur together matters.

The two-slot thought experiment

Imagine two fictional slots. Each scores 110 or 30 with equal probability, averaging 70. If their outcomes are independent, their combined score is 60, 140 or 220 with probabilities 25%, 50% and 25%. If both always rise and fall together, the total is 60 or 220, each with probability 50%. The average total stays 140; the distribution changes.

Apply the idea carefully to MMA

Fighters in the same bout share one outcome. In an ordinary decisive result, both cannot receive a win bonus. Activity can still accrue to both. This creates a different relationship from simply drawing two independent fighter scores. A useful simulation must represent the bout coherently before assembling roster totals. The artificial correlation example below is a mathematical illustration, not an estimate of a real matchup.

Price a restriction before accepting it

When an optimizer lets you add a rule, compare the resulting roster choices with the same inputs and no extra restriction. Record the change in projected score and in the complete outcome distribution, if available. A more complicated rule can reduce your options without improving your result. Complexity has to earn its place through evidence that was not used to invent the rule.

WORKED EXAMPLE / FICTIONAL INPUTS

Two-slot relationship	60 pts	140 pts	220 pts	Mean
Independent	25%	50%	25%	140
Always together	50%	0%	50%	140

Try it: ask what must happen together for a proposed roster to have a strong result. Separate a coherent scenario from a story chosen after the fights.

[Explore your own roster choices >](#)