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1. Hardy Boyz with Lita v 2. Billy Gunn and Chuck Palumbo

2v2Tag

WWF Tag Team Championship-G1

1RAW 3:38.15 63 Mx-1x-1m-2c-E-1j-Mx\*1x-2b

◆JungleKick-Pin; Some good efforts and solid action here, although finish somewhat anticlimactic; good overall.

Pretty good opener here with some back and forth and some individual control. Main detractor is Lita's formulaic interference. Good execution by all four with particular notice to a few spots like Matt's tornado DDT. Finisher by non-legal man which prompts does weaken this some. Match starts a good match tab for the champs en route to WM.

1. Rob Van Dam v 2. Lance Storm v 3. Big Show

TripleThreat

#1ContenderICChampionshipWrestlemaniaX8

2RAW 2:23.91 33 (02:54) Mx-3-3-3-1

FiveStarFrogSplash-Pin; Control of the match considerably polarized; finishing sequence enjoyable; more possible.

Liked some of the Big Show's spots like the fist through the chair and the double suplex. Still, match proves very limited considering that the other two had no offense aside from a futile double teaming of Show and RVD's finishing series. More offensive balance desired. Better without Show or perhaps as a fatal-four-way. Lacking.

1. Rikishi v 2. Booker T

Singles

3RAW 2:37.37 38 (02:22) 2-1-2-1-Mx-2

HarlemSidekick-Pin; Lack of sound purpose handicaps match; some respectable action but paced slowed at times.

Not sure if that "Japanese" series by Booker T was funny or annoying. Some good short offensives by both competitors. There were some small noticeable gaps between momentum trades which drew away some. Not a lot of time given but fair marks seemingly deserved here, which is good given odd purpose for Booker T in the match.

1. Jazz v 2. Mighty Molly

Singles

WWF Women's Championship-G1

4RAW 3:43.73 30 1-1-1-2-1

FishermanBuster-Pin; Impressive yet one sided offense from Jazz; lack of balance is very damaging here.

Generally one-sided action similar to their 3Jan02 match. Main difference from that match was that the offense was more sound. Exception here was the big splash from Jazz which was technically weak given previous splashes. Offense from Molly, though short, was good while it lasted. Up from the last (score of 10), but much more needed.

1. Kurt Angle v 2. Chris Jericho w Stephanie McMahon

Singles

WWF Undisputed Championship-G1

5RAW 9:06.64 91 (01:75) 1-1-2-2-2-1-E-1-1-2-1-E\*2

Breakdown-Pin; Pace above standard throughout; efforts and action strong throughout; interference well placed.

Except for the customary even point mid-match, the pace was very good and the offensives complimented in kind. Efforts were high from both. Kane's interference was well executed for continuity from SD! A little more time for the match under similar conditions, and this hits triple digits. Finish was a little low grade. Still, best of the night.

1. Stone Cold Steve Austin v 2. Mr. Perfect

Singles

6RAW 4:56.37 72 Mx-Mx-Mx-1-2-1-1

StoneColdStunner-Pin; Opened well and had some drive late; good exchanges for time; finish somewhat abrupt.

Given Perfect's recent outings, he really needed something complete and sound. He got this here. Liked the two minute stalemate exchange early on. Both maintained their share of control in good form. Counter Stunner as a finish not a bad sequence, but came somewhat abruptly as I expected more time for this match. Quite good.

<b>BREAKDOWNS:</b>	Time: 6 Matches with 0 No contests (26:26.17) about 20.33 % of show time.	Average Match Rating (6 Matches) <b>54.50</b>	BestOfTheNight: 5RAW KurtAngle v ChrisJericho <b>91</b>
	Types: 4 Singles (2 Title Matches); 1 Tag (1 Title Match); 1 Triple Threat (0 Title Matches)	Extraneous Segment Aggregate <b>4.00</b>	WorstOfTheNight: 4RAW Jazz v MightyMolly <b>25</b>
	2 instances of interference (1 meaningful); <input type="checkbox"/> Meaningful interference	Overall Show Score <b>58.50</b>	
	1RAW *Lita	Title Changes: None	Turns: None
	5RAW *Kane <input type="checkbox"/>		

Show assessment: Matches a mixed bag as well as the backstage segments. nWo needs something more to prove its worth. Mostly average show.

**RATINGS:** I still continue with the system of using pre-match action and post-match to value a contest while giving the primary emphasis to the match itself which includes basic ring psychology, pace, mechanics and execution of move sets and high spots, the finish and its enjoy-ability, and how much the match advances a story line, if there is one to advance. But another element that I must convey is that I let the opening match or two set a baseline and then perform some degree of comparison of later contests to the baseline.

<b>NON-MATCH SEGMENTS AND SCORES</b>	<ul style="list-style-type: none"> <li>●nWo speaks (+1) Prospect of the match is intriguing.</li> <li>●Hal/SCSA at WM Enough with the BlackWhite entrance.</li> <li>●Y2J/Steph Arrive (+0.5) This alliance is unholy.</li> <li>●Cole/DebraOnSCSA (+0.5) Debra hit it, ask him yourself.</li> <li>●Am/Christian/DDP (+1) That's some nice smiling Arn.</li> <li>●Cole/SCSA OnHall (+1) The what brand, as advertised.</li> <li>●BookerT/Test (-1) Ah-so blah blah.</li> <li>On Japanese</li> </ul>	<ul style="list-style-type: none"> <li>●APAToFriendlyTap (+1) Practice beers? Huh?</li> <li>●Henry is Strongest (+0.5) Interesting. He is coming back.</li> <li>●Champ, Game, (+2) Jericho and Helmsley star in the TheDivide, Angle 2002 version of Trading Places.</li> <li>●Coach/Perfect INT (-1) That wasn't so perfect.</li> <li>●Post4RAWJazz (0) Sets up later segment. A rivalry in order? Doubtful</li> <li>●UT assaults Arn (+1) The next best thing, attack the friend.</li> </ul>	<ul style="list-style-type: none"> <li>●Post5RAWKane (+0.5) Like Angle's reaction here.</li> <li>chases Angle Run boy run.</li> <li>●FlairComesAndGoes (0) Like a true friend.</li> <li>●HoganAndCardboard (-3) Caustically annoying.</li> <li>●F.Tap Setup (-1) Something amiss here.</li> <li>●nWo and Perfect (0) I didn't think they'd wish SCSA luck.</li> <li>●Post6RAW nWo (+1) WWF brand breaking blocks, for that instant revenge need.</li> <li>assaults SCSA</li> </ul>
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**CLOSING NOTES:**

1. Jazz has enough power to annihilate opponents left and right and yet is defeated by a cape. A superhero cape to be sure, but a cape no less.
2. I am surprised Jericho did burst out laughing when Triple H was hitting Stephanie with remarks reminiscent of old Jericho.
3. Good to see Arn grin like DDP early on, because he was not going to be doing anything near that by the end of the show.
4. Has the WWF redefined the meaning of perfect; if you saw Hennig's interview, you would think so.
5. Cement blocks, the ultimate enemy destroyer. Much better than a shot to the head. Actually it might be when you consider knocked out without feeling versus knee damage and awake to sense the pain.