

3 October 2002
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1. Rikishi and Mark Henry v 2. Eddie Guerrero and Chavo Guerrero

2v2Tag

WWE Tag Team Championship Tournament Match 1

 1SD 5:15.03 **50** (03.10) 1x-2e-Mx-2c-2e-2c-2e-2e

Deathlock-Submission; Good break, some good action within, one-sided nature works well here, closed suitably

Normally do not condone a sizeable lack of active balance in matches, but that's usually when a team or competitor pulls out one momentum point, maybe two, and gets the definitive win. Here, the Guerreros were very strategic in keeping the match under their mostly sole control. Good mechanics from the Guerreros carried this to standard.

1. Undertaker v 2. Matt Hardy

SinglesFallsCountAnywhere

 2SD 4:44.99 **03** 1-1-1*1*2

♦F5-Pin; Foreseeable finish, action not much more than an overdrawn lead in, lacking as standalone match.

Basically the same thing as last week. Sure, a different result and more drawn out, but could have achieved the same end result with less time. Why not get quicker to it? In this case, every minute tacked on after one, perhaps one and a half, is worthless for all rights and purposes. Never thought longer would equate with worse, but here we are.

1. Jamie Noble w Nidia v 2. Crash

Singles

WWE Cruiserweight Championship- G2

 3SD 3:35.03 **25** Mx*1-1-2-2-1

CounterRollUp-Pin; Some good speed early after an average start, action fair, steadied, no late drive.

Have to note that Noble did not quite seem up to form today. He did not turn in a bad performance, but something seemed off. Perhaps the level of competition was the key factor. Anyhow, average elements mostly, aside from some good early speed, but match did not drive much, if at all. Will consider this as an anomaly for now.

1. Kurt Angle v 2. Edge

Singles

 4SD 2:27.01 **111** Mx-Mx-2-2-2-2-E-1-1-1-1-E-2-E-2-1-Mx-1\$@1-E-E-2-E-1-1-E*2

 Spear-Pin; Good early speed, fine starting series, moved well, mixed on restart, strong action, superb overall
 § commercial break; @ Original decision Superplex-Pin 15:33.78 vacated, simultaneous pin; T combined time.

As alluded to, a little mixed on the restart angle to this match. That said, hard pressed to find any other problem with this match. Did not have as many key spots to bind this one, but the constantly strong action compensated. Better, without mid-match oddity. Ends up the equal of last week's stellar match and that's spectacular, at least.

1. Billy Gunn and Chuck Palumbo v 2. D-Von and Faarooq

2v2Tag

WWE Tag Team Championship Tournament Match 2

 5SD 4:07.15 **30** (02.30) 2f-Mx-2f-2d-E-1b-Mx-2d

♦Spinebuster-Pin; Opened good, exchanges ranged from fair to good, needed more balance, out fairly.

Lack of balance did not work here as it did in the first. There, the Guerrero's controlled throughout. Here, Gunn and Palumbo shifted the momentum mid-match. When it comes to that, its quite helpful if not necessary that the team that makes a late effort to win have something else to base that on. Lightly fair overall. Hoping for more next time.

1. Rey Mysterio v 2. Chris Benoit

Singles

 6SD 10:50.68 **100** 2-2-1-1-2-2-2-2-2-E-1-1-2-*1

Frankensteiner-Pin; Good start, active throughout, executed well, into stride, steadily increased quality into finish.

A good measure of added effect here. Well placed interference by Angle here and some incredible counters. As for the elements, good pacing, and nice efforts by both competitors here. Match steadily built interest leading up to the finish. Match moved nicely and cannot deny this one triple digits, if just barely. Fine quality. Second best.

BREAKDOWNS: Time: 6 Matches with 0 No contest (49:59.89) about 4167 % of show time.

 Types: 4 Singles (1 Title Match, 1 FallsCountAnywhere),
 2 Tag (0 Title Matches)

 5 instance of interference (3 meaningful); Meaningful interference

 2SD *BrockLesnar (2, 2nd)

3SD *Nidia

 4SD *ChrisBenoit

 6SD *KurtAngle

 Average Match Rating (6 Matches) **53.17**

 Extraneous Segment Aggregate **6.00**

 Overall Show Score **59.17**

Title Changes: None

BestOfTheNight: 4SD KurtAngle v Edge

WorstOfTheNight: 2SD Undertaker v MattHardy

Turns: None.

111
03
SHOW ASSESSMENT: Not a whole lot from the non-match pieces, but some, and one had to be pleased with the in-ring product tonight. Two triple digits again! Have to respect those efforts. Quality, once again.

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.

NON-MATCH SEGMENTS AND SCORES

●Steph sets show, 4SD, (+1) 00000...shiny new belts. Good move.
 2SD, tag tournament to conclude at No Mercy
 ●Torrie and father arrive, (0) Ummm... yeah
 Billy/Chuck on tournament, Dawn Marie, good luck to Torrie
 ●Brock/Heyman review (0) Can you say setup?
 beatdown of UT, Brock has to give rematch to UT, stipulation ?????
 Matt on match with UT

●Post2SD Brock crushes hand of UT
 ●Lloyd INT trainer on UT
 ●Lloyd INT Angle on last wks. match, claims perfection, Edge refutes, Kurt with a sucker punch
 ●Mid4SD refs argue, match restarted
 ●Angle/Benoit collide
 Steph teams them in tournament, suspension if they fight, sucker punch

(+1) Because it wasn't popcom like with the F5.
 (0) We figured.
 (+2) Wait, it gets better. At least it should...
 (0) Insert comic book bubble with question marks within here.
 (+1) Getting fond of that maneuver, aren't you Angle?

●Matt wants title shot Brock/Heyman laugh
 ●Mr. Wilson gets preview of Dawn Marie's bikini
 ●Bikini contest:
 Torrie v Dawn Marie
 Torrie wins, Dawn slaps
 ●Steph announces UT's hand is broken and stip. is Hell in a Cell
 ●Post6SD Angle/Benoit collide once again

(0) Except that Brock would not help you. Missing that little bit of info are you?
 (0) That's one vote at least.
 (0) Another week, another challenger, same result.
 (+1) The cell again, that soon? Not complaining, but that just seems odd.
 (0) How, oh how, will they ever survive as a team next week?

CLOSING NOTES:

- Wow, I have never heard Undertaker utter a syllable of that frequency before. That's incredible.
- Jeopardy: Wrestling oddities for a thousand. Answer: Crash's ring entry tonight. Buzz! "What the hell was that...thing?" Correct. Go again.
- If Angle is going to bust out with every effort on Earth, and lose, the least they could do is give him his pyro. Is that too much to ask for?
- Presentation points for displaying the wrong graphic (simultaneously) when Faarooq came out instead of Batista. Makes the surprise more realistic. Ah, the little things...
- SmackDown: life is good.