

Match	Time	Rating	Momentum	Line		1/4	1/2	3/4	Fin
Match ending maneuver—Means; Short Comments					Other notes.				
Special Notations						Pace			
Side Notes						Action			

Match

Match number on card, followed by show designation.
 Raw Raw JD Judgment Day
 SD SmackDown BB Bad Blood
 Vel Velocity Ven Vengeance
 Ht Heat SmS Summerslam
 RR Royal Rumble Unf Unforgiven
 NWO No Way Out NM No Mercy
 WM Wrestlemania SvS Survivor Series
 BL Backlash Arm Armageddon

Match Ending Maneuver—Means

Key maneuver that leads into a specific means of finish be it pin, submission, or no contest. Parentheses in the finishing move occasionally denote special means like brass knuckles. Parentheses in the means denote who the finish favored, usually used in disqualifications or count outs. Otherwise, victor can be assessed from the final point in the momentum line.

◆ Ending maneuver involves someone other than person who pinned or otherwise finished the match.

Ⓜ Disqualification

ⓂⓂ Double Disqualification.

Extended Commentary

Usually includes more in depth thoughts on why a match achieved a certain rating and might include references to previous matches and competitors' records.

Time

Time in minutes, second, and hundredths of a second.

Match Type

Basic structure of match; special naming of match.

Rating

A figure assigned to a match based on balancing a match's elements such as start/break, pace, progression, psychology, mechanics, execution of move sets, key spots, and finish against the amount of time it is given as an assessment of performance. Scale is adjusted to increase requisites for achieving higher ratings such as those in the 90s, 100s, and higher. Based on this, it is not surprising that some one minute matches cannot break 20, or that fifteen minute match sometimes cannot break past 85. While amount of time is considered, minutes with the most relative quality are given primary emphasis.

Special Notations

Used to clarify special symbols that denote oddities of a match (usually found in the momentum line).

Titles; Stipulations; Grade Level

Denotes stipulations of a match like a #1 contenders spot being on the line. Also denotes titles on the line. Grade levels are assigned by importance of match.

Momentum Lines

A line used to convey the general flow of the match while showing who was in control of the match. Initial momentum points are assigned when a competitor has assumed control for a short yet reasonable time. Consecutive points usually require control for an additional minute at a time and a sequence cap such as a big suplex or similar but such is not always the case. Example: 2-2-2 denotes that competitor 2 had control of the match for about 2 to 3 straight minutes where 2-2-2-2 would denote at least 3 straight minutes.

Momentum Key

- 1 or 2 etc.: Competitor one or two in control
- Initials in tag matches denote partner in control; x denotes double, triple team control
- 1,2: Usually used in battle royals, both one and two in control of match though they are competing against each other as well
- Mx: Mixed momentum, trading momentum; no clear control, usually when trading shots back and forth for a short time
- E: Even momentum, a reversion notation, usually used when both men are down after an exchange
- ⊗: Zero momentum, momentum lapse; generally used about every thirty seconds where no contact has been made, or not enough legal contact to declare a momentum point otherwise

Pace/Action by Quarter

Color coded bars denoting personal perception of these elements as the match progresses.



Breakdowns Matches General
No Contests statistics
Total Match Time regarding
Pct. Of Show the show.

Interference Interference incidences in order of occurrence.

Title Changes New Holder-Title

Match Types Types of matches that
occurred any quantity thereof.

Character Notes Affiliation changes, dispositions, etc.

Notable Matches

Best of the Night Match **Rating** Competitors
Worst of the Night Match **Rating** Competitors

Notable Segments

Best of the Night Segment **Score** Short description
Worst of the Night Segment **Score** Short description

Show Scoring Breakdown of what contributed most
to the night's show.

Assessment Short comments on the show's performance overall.

Segment by Segment

● Non match segment (interview, backstage dialog, etc.).

Comments

Score

Closing Notes

Five remarks about random things in the show.