

# Arena (Arena Code For PPV Previews)

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Competitors, Teams, Accompaniers

Match Type

Titles, Stipulations, Match Grade

Extended Comments

Match Time Rating Momentum Line

MatchEndingManeuver-Means; Short comment line.

Special Notations

Other notes/notable events

Face
Side Notes

Action

#### Match

Match on the card, followed by show designation.

Rw	Raw	Vn	Vengeance
Sd	SmackDown	Gb	Great Amer. Bash
V١	Velocity	Sm	Summerslam
Ht	Heat	Un	Unforgiven
Rr	Royal Rumble	Nm	No Mercy
Nw	No Way Out	Tt	Taboo Tuesday
Wm	Wrestlemania	Ss	Survivor Series
BI	Backlash	Ag	Armageddon
Jd	Judgment Day	Ny	New Yrs. Revol.

## 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.

D Disqualification

**DD** Double Disqualification

- \* Finishing move or means involves interfering party.
- ♦ Finishing move or means involves non-pinning or non-finishing but legal entrant.

# Match Ending Maneuver - Means

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, seconds, and hundreths of a second.

#### Match Type

Basic form of match; special naming of match.

#### Ratino

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. From this a raw rating is derived. A bias amount is then subtracted. Bias is based on considerations of type of match, frequency of competitors and other relevant factors. After subtraction, an official lines performance figure is derived.

#### **Special Notations**

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

## Side Notes/Other Notes

May be used to denote winning or losing streaks, special calculation considerations, performance consistencies, and other such relevant notions to each match.

# Title, Stipulation, Match Grade

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. All title matches are assigned Grade I. Grades II and III are discretionary and are match specific, although some matches like those to be number one contender are automatically Grade II, whereas matches that allow entry into a number 1 contenders match are Grade III.

## **Momentum Line**

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 Kev

- 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

Personal assessment of match elements, minute-by-minute.



\*Black may also denote a commercial break during the match.

Breakdowns Matches General

No Contests statistics Total Match Time about the Pct. of Show show.

Match Types Match types and quantities.

 $\begin{tabular}{ll} \textbf{Interference} & \underline{\textbf{Incidents}} & \textbf{of interference in order of occurence.} \\ \end{tabular}$ • Substantial interference.

Title Changes New Holder - Title

Character Notes Affiliation, disposition changes, etc.

**Notable Matches** 

**Notable Segments** 

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

Best of the Night Seg Score Short description.

**Show Scoring** Breakdown of what contributed most

Seg Score Short description. Worst of the Night

to the night's show.

**Assessment** Short comments on the show's overall performance.

Segment By Segment

• Non match segment (interview, backstage dialog, etc.). Border lines denote placement of matches during the show.

Comments

Score