



Competitors, Teams, Accompaniers

Match Type

Titles, Stipulations, Match Grade

Extended Comments

Match Time Rating Momentum Line
MatchEndingManeuver-Means; Short comment line.
Special Notations
Side Notes

Other notes/notable events

Pace Action

1/4 1/2 3/4 Fin.

Match table with columns: Match, Time, Rating, Momentum Line. Rows include Raw, SmackDown, Velocity, Heat, Royal Rumble, No Way Out, Wrestlemania, Backlash, Judgment Day, Vengeance, Great Amer. Bash, Summerslam, Unforgiven, No Mercy, Taboo Tuesday, Survivor Series, Armageddon, New Yrs. Revol.

Match Ending Maneuver - Means
Key maneuver that leads into a specific means of finish be it pin, submission, or no contest.

- Disqualification
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 hundredths of a second.
Match Type
Basic form 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.

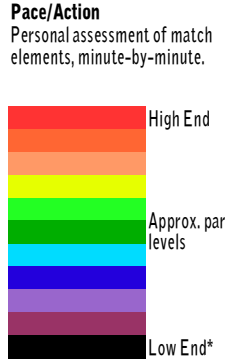
Special Notations
Used to clarify special symbols that denote oddities of a match (usually found in the momentum line).

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.

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.

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



*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.

Interference Incidents of interference in order of occurrence.
 Substantial interference.

Title Changes New Holder – Title

Match Types Match types and quantities.

Character Notes Affiliation, disposition changes, etc.

Notable Matches

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

Notable Segments

Best of the Night Seg **Score** Short description.
Worst of the Night Seg **Score** Short description.

Show Scoring Breakdown of what contributed most
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

Closing Notes

1 Five remarks about random things in the show.
2
3
4
5