



GENERAL LINES KEY

Arena
City, State

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Competitors, Teams, Accompaniers

Match Type

Titles, Special Stipulations, etc.

Match Time **Rating** Momentum Lines

Extended comments.

Finishing Maneuver - Means; Short comments, usually on match elements.

Clarification Line

Match Number of match on the card followed by event code.

Raw- Raw	KoR- King of the Ring	JKD- Jakked**
SD- SmackDown	Ven- Vengeance	HT- Heat*
RR- Royal Rumble	SmS- SummerSlam	Vel- Velocity*
NWO- No Way Out	Unf- Unforgiven	
WM- WrestleMania	NM- No Mercy	*Only used on past performance records
BL- Backlash	SvS- Survivor Series	** Discontinued show
JD- Judgment Day	Arm- Armageddon	

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

Match Type Basic form of match, special names used as needed.

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.

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.

Finishing 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 final point in the momentum line.

Clarification Line Used to clarify special symbols that denote oddities of a match. These commonly include the following:

- Time is estimated due to special reasons listed.
- Commercial break in the match.
- Elimination of competitor in elimination matches.

Others used include © and ® and are explained as the need arises.

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
●12: 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
●0: 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

- ◆ Finishing move performed by someone other than person who pinned or caused finish.
- Disqualification
- Double disqualification, equates with a no contest.

Titles, Stipulations Denotes stipulations of a match like a #1 contenders spot being on the line. Also denotes titles on the line and their assigned grade or relative worth. Additionally, non title matches that are unusual like a Hell in the Cell match might also be graded.
Current status of Titles:
WWE Championship/ Wld. Heavyweight, Tag, Women's: Grade I
Cruiserweight, Intercontinental: Grade II
Hardcore (formerly used): Grade III
These are currently effective but will soon be reassessed.

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

BREAKDOWNS: Time: 0 Matches with 0 No contests (00:00.00) about 00.00 % of show time.
 General numerical information on the show.
 Types: 0 Singles (0 Title Matches) 0 Tag (0 Title Matches)
 Quick rundown of match types on the card.
 0 instances of interference (0 meaningful); Meaningful interference
 0Raw *??????
 These can be referenced in the momentum line; meaning is credited when interference has a bearing on the finish and/or result of a match.

Average Match Rating (0 Matches) 00.00
 Extraneous Segment Aggregate 0.00
 Overall Show Score 00.00
 Overall score is the aggregate of the match average and non-match segment scores
 Title Changes: Noted here with each occurrence

BestOfTheNight: -0
 WorstOfTheNight: -0
 Best and worst are directly assigned based on match performance figures of the night.
 Turns: Denoted when a person turns on another in some fashion. Heel/face status usually implied with these.

SPECIAL NOTES: Used as necessary to declare other oddities such as multiple hardcore title changes.

SHOW ASSESSMENT: General findings about the show as a whole.

NON-MATCH SEGMENTS AND SCORES ●Each bullet corresponds to a non-match portion of the show; usually a very short description of the events that transpired (0) Scores are assigned based on worth of segment, be it story wise, or humor. Usually contains general thoughts on said segments.

CLOSING NOTES: Five remarks about various show items that stand out most, and some that do not.

REMARKS ABOUT THE KEY AND LINES:

If you have ever read a publication for horse racing called the Daily Racing Form, then this should look very similar in appearance, especially if you have ever seen a PPV Pre-Line. This is where I get the idea for grading titles and matches as well as the idea for assembling past performance records. I think by putting this information as it is, one can get a quick idea about the generalities of a match, especially where it might be needed such as if a rematch between two people or special type of match is coming. That's the general premise of the inspiring Dialy Racing Form but if you have ever seen it, then you know they do it in a much more complicated manner than I do with the Lines. Anyhow, my thanks to everyone who reads these, and of course to CRZ for allowing me to bring these Lines to you.