

Height: 6' 3"  
Weight: 260 lbs.  
Topeka, KS

Height: 6' 2"  
Weight: 265 lbs.  
Muscle Beach, CA

## DUSTIN DeWIND

## FLEXICON

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. snap mare - 1 2. side headlock - 1 3. hip toss - 2 4. snap suplex - 2 5. scoop slam - 2 6. Fireman Carry On Wayward Son - 3 (pw)	1. dazed - 1 2. DUSTIN DeWIND - 1 3. dazed - 1 4. DUSTIN DeWIND - 2 5. dazed - 1 6. DUSTIN DeWIND - 2	1. snap mare - 1 2. arm drag - 1 3. arm bar - 2 4. into the turnbuckle 5. running clothesline - 2 (ag) 6. Gamma Crusher - 3	1. FLEXICON - 1 2. FLEXICON - 2 3. dazed - 1 4. FLEXICON - 2 5. FLEXICON - 2 6. dazed - 1
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. clothesline - 2 2. elbow drop - 2 (ch A) 3. into the turnbuckle (c) 4. rear-naked choke - 3 5. vertical suplex - 3 6. ddt - 3	1. hurt - 2 2. hurt - 2 3. DUSTIN DeWIND - 1 4. dazed - 1 5. hurt - 2 6. dazed - 1	1. reverse chinlock - 2 2. clothesline - 2 3. neck snap - 2 4. clubbing forearm - 2 (ch A) 5. power slam - 3 6. piledriver - 3	1. dazed - 1 2. hurt - 2 3. dazed - 1 4. FLEXICON - 1 5. FLEXICON - 2 6. dazed - 1
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. spear tackle - 2 2. out of the ring (c) 3. out of the ring 4. power bomb - 3 (ch G) 5. piledriver - 3 6. POINT OF KNOW RETURN (+4)	1. hurt - 2 2. down - 3 (lv) 3. hurt - 2 4. PIN 6(3) 5. hurt - 2 6. down - 3	1. muscle buster - 3 (ch H) 2. out of the ring (c) 3. out of the ring (c) 4. MR. USA (+1) 5. MR. OLYMPIA (+3) 6. MR. UNIVERSE (+4)	1. hurt - 2 2. hurt - 2 3. PIN 4(1) 4. down - 3 (lv) 5. hurt - 2 6. hurt - 2
Ropes - B Turnbuckle - A Ring - A Deathjump - C Disqualification - 6	Agility +2 Power -3 Cage 3	Ropes - A Turnbuckle - A Ring - A Deathjump - B Disqualification - 5	Agility +2 Power -4 Cage 2
(c), Filsinger Games		(c), Filsinger Games	

Height: 6'6"  
Weight: 265 lbs.  
Andromedan Outback

Height: 6' 0"  
Weight: 236 lbs.  
Parts Unknown

## GANGURRU

## HERMAN GLOPP

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. neck snap - 1 2. snap mare - 1 3. arm drag - 2 (ag) 4. arm bar - 2 (pw) 5. spinning wristlock - 2 6. flying dropkick - 3 (ag)	1. dazed - 1 (tag) 2. GANGURRU - 1 3. dazed - 1 4. dazed - 1 (tag) 5. GANGURRU - 2 6. GANGURRU - 2	1. arm drag - 1 2. arm bar - 1 3. arm wringer - 2 4. reverse knife edge - 2 (ch C) 5. dropkick - 2 6. cobra clutch slam - 3 (pw)	1. dazed - 1 2. HERMAN GLOPP - 1 3. dazed - 1 (tag) 4. dazed - 1 (tag) 5. HERMAN GLOPP - 2 6. HERMAN GLOPP - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. side headlock - 2 2. hammerlock - 2 3. into the ropes (c) 4. key lock - 2 (ch B) 5. scoop slam - 3 6. backbreaker - 3	1. GANGURRU - 1 2. hurt - 2 (tag) 3. dazed - 1 4. hurt - 2 5. GANGURRU - 1 6. hurt - 2 (tag)	1. Japanese arm drag - 2 2. into the ropes (c) 3. into the turnbuckle (c) 4. scoop slam - 2 5. German suplex - 3 6. shoulder breaker - 3	1. HERMAN GLOPP - 1 2. hurt - 2 (tag) 3. HERMAN GLOPP - 2 4. HERMAN GLOPP - 1 5. dazed - 1 6. hurt - 2 (tag)
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. vertical suplex - 3 (ch F) 2. deathjump (c) 3. out of the ring 4. Andromeda Drop 5. power slam - 3 6. WALKABOUT (+3)	1. PIN 5(2) 2. hurt - 2 3. down - 3 (tag)(lv) 4. down - 3 5. hurt - 2 6. hurt - 2	1. layout hip toss - 2 2. Russian leg sweep - 3 (ch H) 3. out of the ring 4. Pearl Harbor Bomb - 3 5. Samoan Drop - 3 6. GLOPP DROP (+3)	1. down - 3 (tag) 2. hurt - 2 3. down - 3 (lv) 4. hurt - 2 5. PIN 5(2) 6. down - 3
Ropes - B Turnbuckle - B Ring - A Deathjump - A Disqualification - 5	Agility -4 Power -3 Cage 2	Ropes - B Turnbuckle - A Ring - B Deathjump - B Disqualification - 6	Agility -2 Power -2 Cage 4
(c), Filsinger Games		(c), Filsinger Games	

Zelda Glopp Distractor Rating--6