

Height: 5'8"
 Weight: 206 lbs.
 Parts Unknown

Height: 5' 11"
 Weight: 235 lbs.
 The Trailer Park

RED-HEADED STEPCHYLDE

REDNECK RENEGADE

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. noogie - 1 2. nipple twister - 1 3. neck twist - 2 4. into the ropes 5. Indian Burn - 2 (pw) 6. punch - 2 (ag)	1. dazed - 1 (tag) 2. dazed - 1 (tag) 3. RED-HEADED STEPCHYLDE - 1 4. RED-HEADED STEPCHYLDE - 2 5. hurt - 2 6. dazed - 1 (tag)	1. snap mare - 1 2. side headlock - 1 3. neck snap - 2 (ch C) 4. clothesline - 2 (pw) 5. back elbow smash - 2 6. swinging neckbraker - 3 (ag)	1. REDNECK RENEGADE - 1 2. dazed - 1 (tag) 3. REDNECK RENEGADE - 2 4. dazed - 1 (tag) 5. dazed - 1 (tag) 6. REDNECK RENEGADE - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. wedgie - 1 2. into the turnbuckle (c) 3. suplex - 2 4. throat strike - 2 5. rope rake - 2 6. Boston Crab - 3 (ch D)	1. hurt - 2 (tag) 2. down - 3 3. RED-HEADED STEPCHYLDE - 1 4. hurt - 2 (tag) 5. down - 3 6. hurt - 2	1. crevatte - 2 2. head scissors - 2 3. into the ropes (c) 4. into the turnbuckle (c) 5. swinging ddt - 3 6. double arm ddt - 3	1. hurt - 2 (tag) 2. REDNECK RENEGADE - 2 3. REDNECK RENEGADE - 2 4. hurt - 2 (tag) 5. hurt - 2 6. dazed - 1
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. stomp to gut - 2 2. palm thrust - 3 (ch G) 3. out of the ring (c) 4. face-first pumphandle slam - 3 5. reverse full nelson slam - 3 6. Beating - 3 DQ/inj. *	1. down - 3 2. hurt - 2 3. down - 3 (tag) 4. PIN 9(6) 5. down - 3 (lv) 6. down - 3	1. backbreaker - 2 2. bulldog - 3 (ch G) 3. out of the ring 4. cradle neckbreaker - 3 5. piledriver - 3 6. TRAILER PARK THRASH (+4)	1. down - 3 2. PIN 7(4) 3. hurt - 2 4. hurt - 2 5. down - 3 (tag) 6. down - 3 (lv)
Ropes - C Turnbuckle - C Ring - B Deathjump - C Disqualification - 8	Agility 0 Power +3 Cage 8	Ropes - B Turnbuckle - A Ring - B Deathjump - B Disqualification - 5	Agility 0 Power -3 Cage 3

* If Red-Headed Stepchylde is disqualified because of Beating, assume that he continues to whip the opponent with the belt after the match, despite the referee's warning. The opponent is injured for 1 card.

(c), Filsinger Games

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LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE

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