



Professional wrestling has a long and arduous history dating back well over a century. It began as a carnival event and grew from there into a multi-million dollar business. What has enthralled me into the world of wrestling is something I'm still not sure of today. I became a fan of wrestling around 2002 but became rabid for it in 2004 following WrestleMania XX; but I prefer wrestling from 1980's, when the Minnesota based American Wrestling Association was around, WWE was known as World Wrestling Federation, and World Championship Wrestling was Jim Crockett Promotions under the National Wrestling Alliance umbrella. My favorite wrestler of all time is of course "Mr. Perfect" Curt Hennig, Robbinsdale, Minnesota's own native son. Some famous actors today were wrestlers, examples include Dave Batista, Jesse Ventura (who also became the governor of Minnesota), Roddy Piper, Andre The Giant, and of course Dwayne "The Rock" Johnson.

Perhaps one of the more confusing things about wrestling is the terminology used within the business itself. For many outsiders, it may seem like a foreign language. Fear not, though! today, I will be giving a short guide of *some* of the terminology used. I present this in conjunction with a new review series I will be creating, looking back at the beginnings of one of the biggest times in wrestling history: The Attitude Era.

Wrestling Terminology for Dummies:

Kayfabe - A term used to refer to the in-wrestling universe, and not real life. Kayfabe is also referred to as the suspension of disbelief for what is on screen. It is meant to mean that wrestling, as far as it is concerned in-universe, is real and unscripted.

Work - Usually referred to anything planned to happen, or something that is used to deceive the audience without it being real. It can also mean to attack one part of the body as a strategy, I.E. "working the leg".

Angle - A storyline or segment.

Abort/Abortion - To cut off a storyline or end it prematurely without pay-off or with rushed pay-off. Examples include Vince McMahon's "apparent murder" in 2007 being aborted a week later after [Chris Benoit killed his family and himself](#).

Blow Off - The ending to a storyline.

Babyface / Face - Someone who is presented as a "good guy" to the crowd.

Heel - Someone who is presented as a "bad guy" to the crowd.

Tweener - Someone who is presented as neither a "good guy" or "bad guy" to the crowd. Examples include Stone Cold Steve Austin and Bret Hart in 1997.

Turn - To switch from face to heel or from heel to face.

Jobber / Jabroni - Wrestlers whose job it is to lose and make others look good. The term Jabroni was popularized by both The Iron Sheik and Dwayne "The Rock" Johnson.

Beat-down - an attack on someone by one or more people.

Selling - The act of reacting to moves and injuries as if they were real.

No-Selling - To stop selling entirely against someone's offense, or to not react at all.

Over-Selling - To react to someone's moves in an obviously exaggerated fashion.

Blading / Gigging / Juicing / Getting color - the act of a wrestler intentionally cutting themselves to induce blood flow (usually via hidden blade), and in order to sell the opponent's attacks and create more tension in a storyline. Famous examples include

Steve Austin vs. Bret Hart at WrestleMania 13, or Jim Cornette being attacked by The Original Midnight Express in 1989.

Blind Tag - A tag made in a tag-team match where a wrestler tags their partner without their knowledge or consent. It can also mean a tag in which the opponent is unaware it happened, which usually is followed by a blindside attack.

Hot Tag - A tag to a fresh partner after a wrestler has endured a beat down by opponents for several minutes.

Blown Spot / Missed Spot - A mistimed or entirely missed move.

Botch - To mess up something, whether it be a move, promo, or etc.

Blow Up / Gassed - To become exhausted.

Book - The act of scripting out events for a show. The person who determines and schedules show scripts is called a **Booker**. It is the equivalent of a screenwriter or showrunner.

Bump - To fall to the mat or ground. When someone takes a bump, they are taking the brunt of a move and hitting the ground.

Burial - To cause a wrestler to lose popularity and credibility through several means, usually losing in humiliating fashion.

Call / Call It In The Ring - To instruct what will happen next. If a match is Called in the Ring, it is done entirely without pre-scripting save for who wins.

Card - The lineup of matches for a show.

Champion's Advantage - A champion cannot lose the title via count-out or disqualification.

Pop / Heat - A reaction from the crowd. A pop is usually positive, while heat is usually negative. Faces attempt to garner a pop, while heels try to garner heat. Heat can also mean real-life animosity backstage between two performers.

Finish / False-Finish - The ending of a match. A false-finish is usually a pinfall or submission that could finish the match, but doesn't.

Gimmick - A character as portrayed by the wrestler.

Go Home Show - The final show before a Pay-Per-View or other big event.

Manager / Valet - A person who accompanies a wrestler to the ring. Famous examples include Bobby Heenan, Jim Cornette and Sunny.

Interference - A wrestler who is not involved in the match attacking a wrestler. It can also mean a manager or valet interjecting themselves into a match in order to help their client win.

Legit / Legitimate - Real; refers to real-life.

Promo - An interview or monologue.

Protected - To keep a wrestler looking as strong and credible as possible. It usually involves the wrestler not losing matches. It can also mean a move that is rarely kicked out of.

Receipt - A legitimate punch in response to a wrestler's opponent working either too stiff against him or hurting him without reason.

Schmoz - An ending of a match that usually involves chaos and lots of wrestlers.

Screwjob - To intentionally force a wrestler to lose without his knowledge. Famous examples include The Montreal Screwjob.

Swerve - To make a sudden change in direction or plot-points of a storyline. Usually involves a wrestler's ally suddenly turning against them in favor of the enemy. It can also mean misleading the fans into believing something will happen but making something else happen.

With all of these terms, I hope one can finally understand at least a little about the usage of these, so that they don't seem like foreign languages when I inevitably use them in my retro review series, coming soon! Of course, you can use them in your everyday life too. I use jabroni, swerve, bury, and botch near daily; or at least often enough.