

# from the Desk of ....

## JAMES E. BYRD

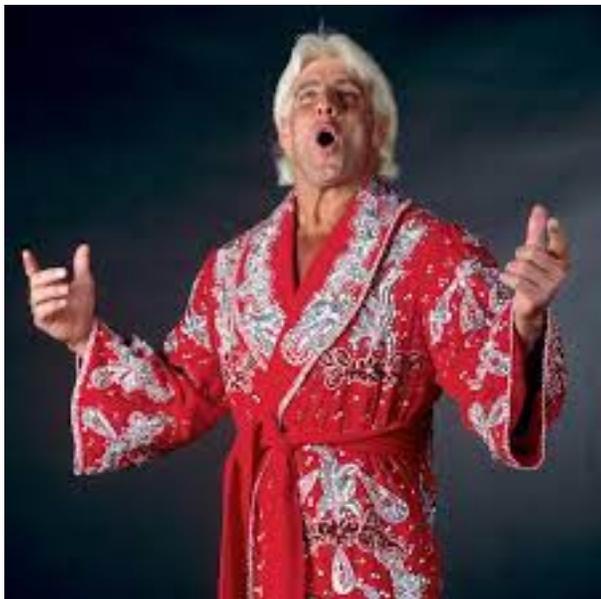
Please let me be the very first to welcome you to United Championship Wrestling! UCW is a league like no other. Some leagues might promise you some fun and excitement between the front and back pages of your bulletin, but UCW is a league truly unlike any other! UCW offers a perfect blend of history and revisionist history, giving you the opportunity to both re-live AND re-write the careers of some of your favorite wrestling superstars.

This league is young and requires a lot of work from all of us in order to build it into the juggernaut league that it was designed to be. The real key is to get involved, be active, write trash talk, work angles (whether related to a commissioner's title or not) and have fun along the way. The rewards will be self-evident as you progress. Also, I encourage you get to know the league, its characters, and its rules by using this welcome packet as your guide. The rules are rigid in some areas, but it is only done to make the league stay within the realm that it was designed for.

Thanks for coming to this promotion. And good luck.

*JAMES E. BYRD*

# WHAT IS UCW?



United Championship Wrestling (UCW) is a special niche league in the IWA's Jade Federation. The concept requires players to adopt a popular wrestling character that appeared regularly in WCW, WWE, or ECW between 1995-2009 and play the game within the scope of that character. The requirement is that while the player bases their UCW wrestler off of the real-life professional wrestler, they are required to change the wrestler's name for the purposes of UCW and the IWA. This makes the UCW wrestler an imitation of the professional wrestler, rather than a direct replica.

This niche is a carryover from the popular Mid-Atlantic Region League (MRL) that dominated the IWA from 2005-2014 and is an extension of the FSL, which is a thriving league in today's game. Each of these leagues, however, focuses on a different combination of era and promotion(s) of professional wrestling. One thing that unites, them, however, is that they are all united under the banner of Pro Wrestling Imitated (PWI) to offer continuity of this sub-universe of the IWA.

## LEAGUE GUIDELINES

- UCW wrestlers have gimmicks in tribute to WCW/WWE/ECW from 1995-2009.
- Wrestler names will not be identical to the professional wrestler they are copying.
- Player rosters are capped at 6 wrestlers.
- Only one version of the real professional wrestler may be in use at any given time throughout UCW and the FSL. Wrestlers that achieve certain milestones in the MRL may be given a 'legacy status', in which case the version of that wrestler may not be used again. Such status is limited.
- Transfers into the league are capped at 250 wins and may require a name change. An exception to this rule is that former MRL or FSL wrestlers are permitted to transfer to the league regardless of record size, provided that they meet the eligibility requirements for the era/promotion. Some other exceptions may apply, and all transfers are subject to Commissioner approval.
- The Commissioner may remove wrestlers that are inactive for 3+ cycles to make room for new managers wishing to join the league.