

hurt business wwe

hurt business wwe has become a significant topic among wrestling fans and analysts alike, particularly due to its impact on WWE's narrative arcs and character developments. The Hurt Business, originally formed in 2020, showcased a faction that emphasized unity, strength, and success in the wrestling world. This article delves into the history, key members, storyline significance, and eventual dissolution of The Hurt Business in WWE. Alongside this, we will explore the broader implications of their presence in the wrestling landscape, including how they influenced fan engagement and the overall business of WWE.

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History of The Hurt Business

The Hurt Business made its debut on WWE programming in 2020, quickly establishing itself as a dominant faction within the company. The group was formed amidst the COVID-19 pandemic when WWE was adapting its storytelling methods, leading to a more character-driven focus. The initial formation was spearheaded by MVP, who returned to WWE with a vision to create a group that embodied resilience and ambition.

Initially, the faction included Bobby Lashley, Shelton Benjamin, and Cedric Alexander. This combination represented a blend of experience, athleticism, and charisma, allowing The Hurt Business to stand out in the crowded roster of WWE. Their united front was not only about in-ring prowess but also about the business acumen that MVP brought, which resonated well with audiences looking for a fresh take on professional wrestling factions.

Key Members of The Hurt Business

The Hurt Business consisted of several pivotal members, each contributing to the faction's success and popularity. Understanding these key figures is essential to grasp the overall impact of The Hurt Business within WWE.

MVP (Montel Vontavious Porter)

MVP, the mastermind behind the formation of The Hurt Business, played a crucial role in its narrative direction. His experience in wrestling and charisma made him an effective leader. He not only managed the group but also engaged in feuds that elevated the faction's status. MVP's promos were instrumental in defining the group's identity and mission.

Bobby Lashley

Bobby Lashley, a former MMA fighter and WWE Champion, brought a level of credibility and physical dominance to The Hurt Business. His stature and wrestling ability made him a formidable champion, and his association with MVP helped to elevate his character beyond the traditional face or heel roles. Lashley's run as a champion under the banner of The Hurt Business showcased his versatility and appeal to both casual and hardcore fans.

Shelton Benjamin

Shelton Benjamin, a seasoned veteran in the ring, added depth and experience to the faction. His technical skills and agility complemented Lashley's brute strength, creating a formidable tag team and a strong presence in the faction. Benjamin's inclusion was a nod to his legacy in WWE, bringing a sense of nostalgia for long-time viewers.

Cedric Alexander

Cedric Alexander represented the younger generation of wrestlers in The Hurt Business. His high-flying style and athleticism provided an exciting dynamic to the faction. Alexander's growth as a performer was highlighted during his time with The Hurt Business, showcasing his ability to shine alongside established stars.

Significance in Storylines

The Hurt Business was integral to several key storylines in WWE, particularly during 2020 and 2021. Their presence added a layer of complexity to rivalries and title pursuits, which kept audiences engaged.

One notable storyline involved their rivalry with the likes of Retribution, a faction that embodied chaos and disruption. This feud not only highlighted the contrast between the disciplined and unified approach of The Hurt Business and the anarchic nature of Retribution but also provided a platform for character development for all involved. The matches between these factions were often high-stakes and well-received, contributing to the ongoing narratives within WWE.

Additionally, The Hurt Business played a significant role in the championship scene, particularly with Bobby Lashley capturing the WWE Championship. Their support during this title reign emphasized the importance of camaraderie and strategic alliances in professional wrestling, resonating with the audience's appreciation for storytelling.

Impact on WWE Business

The presence of The Hurt Business in WWE had notable implications for the business side of the organization. From merchandise sales to audience engagement, their influence was palpable.

- **Merchandise Sales:** The faction's popularity led to increased merchandise sales, including T-shirts, action figures, and other memorabilia. Fans were eager to support their favorite wrestlers, showcasing their loyalty through purchases.
- **Audience Engagement:** The compelling storylines and character dynamics generated significant social media buzz, with fans discussing and analyzing their matches and promos. This engagement helped maintain WWE's relevance during challenging times.
- **PPV Sales:** The Hurt Business's involvement in major pay-per-view events contributed to their success. Their matches often drew attention, increasing viewer numbers and generating additional revenue for WWE.

Dissolution and Aftermath

In early 2021, The Hurt Business faced an unexpected dissolution, which left fans shocked and disappointed. The decision to disband the faction was met with mixed reactions, as many believed they still had untapped potential. The storyline reasoning behind the breakup was tied to the evolving narratives within WWE, focusing on individual character arcs rather than factions.

Post-dissolution, members of The Hurt Business pursued their paths, with Bobby Lashley continuing to dominate in the championship scene, while Cedric Alexander and Shelton Benjamin found themselves in different storylines. The impact of The Hurt Business lingered, as their influence on the roster and storytelling elements remained evident for months to come.

Conclusion

The Hurt Business in WWE represented a significant chapter in professional wrestling, highlighting themes of unity, ambition, and rivalry. The faction's formation, key members, and compelling storylines contributed to their success and popularity among fans. Despite their eventual dissolution, The Hurt Business left an indelible mark on WWE, influencing future storylines and character developments. Their legacy continues to resonate with audiences, showcasing the enduring appeal of well-crafted wrestling narratives.

Q: What was the primary goal of The Hurt Business in WWE?

A: The primary goal of The Hurt Business was to dominate the wrestling scene through unity, strength, and business acumen, showcasing a faction that

represented success and ambition in WWE.

Q: Who were the original members of The Hurt Business?

A: The original members of The Hurt Business included MVP, Bobby Lashley, Shelton Benjamin, and Cedric Alexander, each bringing unique strengths to the faction.

Q: How did The Hurt Business influence WWE storylines?

A: The Hurt Business influenced WWE storylines by engaging in high-profile feuds, elevating championship pursuits, and providing compelling narratives that captivated audiences, particularly through their rivalry with Retribution.

Q: What led to the dissolution of The Hurt Business?

A: The dissolution of The Hurt Business was primarily a narrative decision made by WWE management, focusing on evolving character arcs and shifting storylines away from faction dynamics.

Q: Did The Hurt Business have any impact on WWE's merchandise sales?

A: Yes, The Hurt Business significantly impacted WWE's merchandise sales, as their popularity led to increased purchases of related items, reflecting fan loyalty and engagement.

Q: What legacy did The Hurt Business leave in WWE?

A: The legacy of The Hurt Business in WWE includes their role in revitalizing faction storytelling, enhancing character development, and influencing future wrestling narratives and alliances.

Q: How did fans react to the breakup of The Hurt Business?

A: Fans reacted with disappointment and surprise to the breakup of The Hurt Business, as many believed the faction still had significant potential and compelling stories yet to be told.

Q: What was MVP's role in The Hurt Business?

A: MVP's role in The Hurt Business was that of a leader and strategist, guiding the group while also engaging in storylines and rivalries that

elevated the faction's status in WWE.

Q: What were some key matches involving The Hurt Business?

A: Key matches involving The Hurt Business included their bouts against Retribution, championship matches featuring Bobby Lashley, and tag team contests showcasing Shelton Benjamin and Cedric Alexander.

Q: How did The Hurt Business affect the perception of factions in wrestling?

A: The Hurt Business affected the perception of factions in wrestling by demonstrating the effectiveness of well-defined characters working together towards a common goal, revitalizing interest in faction-based storytelling.

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hurt business wwe: Jim Londos Steven Johnson, 2024-12-18 The most famous active athlete in the world during the Great Depression was not Babe Ruth, Sonja Henie or Babe Didrikson. It was a determined Greek immigrant who sailed across the Atlantic Ocean as a 15-year-old to escape a demanding father and start a life abroad. Jim Londos slept in railcars and firehouses to make ends

meet and quickly found refuge on the mat. Combining an Old World work ethic with a flair for the dramatic, Londos overcame skeptics and antagonists to become pro wrestling's greatest star, an international celebrity who walked with presidents, prime ministers and the common man. He was responsible for keeping wrestling alive during the Depression and representing achievement to ethnic minorities, underdogs and women, all of whom he attracted in record numbers. This complete biography of Jim Londos tells the story of the first great immigrant athlete, a man who rescued the soiled sport of wrestling when it was down for the count, and brought hope and inspiration to his countrymen and millions worldwide.

hurt business wwe: Gender and Genre in Sports Documentaries Zachary Ingle, David M. Sutera, 2013 Nonfiction films about sports have been around for decades, but the previously neglected subgenre of the documentary has become increasingly popular in the last several years. Despite such recent successes as *Senna*, *Undeclared*, and ESPN's 30 for 30 series, however, few scholarly articles have been published on these works. In *Gender and Genre in Sports Documentaries*, editors Zachary Ingle and David M. Sutera have assembled essays that examine the various aspects of this art form. Some address questions of gender and sexuality, specifically how masculinity and homosexuality are represented in sports documentaries. Others focus on the characteristics of these films, exploring aspects of aesthetics and narrative. In addition to chapters on basketball, football, baseball, boxing, tennis, and auto racing, this collection features marginalized sports like quad rugby, pro wrestling, live action role playing (LARPing), and bodybuilding. Some of the films described will be familiar to readers, such as *Murderball* and *Bigger Stronger Faster*; others are less well-known yet important works worthy of scrutiny. Questions about gender, sexuality, and masculinity remain hot topics in sports discourse and this collection tackles those subjects, making *Gender and Genre in Sports Documentaries* an intriguing read for scholars, students, and the general public alike.

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hurt business wwe: The Rise & Fall of ECW Thom Loverro, 2007-05-22 Independent wrestling promotions were once the norm all across the country. However, with the rise of World Wrestling Entertainment and the creation of World Championship Wrestling -- out of three Southern promotions -- the possibility of an independent succeeding grew fainter and fainter. As the nineties began, independents were looking for creative ways to survive. In the East, several banded together to share cost and talent; they were known as Eastern Championship Wrestling. Based out of a

warehouse in Philadelphia that stored parade floats and hosted bingo, this promotion seemed doomed to be just one more ninety-day wonder. When they hired a brash New Yorker, Paul Heyman, he warned Eastern Championship Wrestling that the job was just temporary. He would come in, shake up a lot of the wrestlers, and then leave. But what Heyman did redefined professional wrestling in the nineties. What he created was a company that dared to push the boundaries of sports entertainment. What he created became Extreme Championship Wrestling. As the person responsible for booking -- who was going to wrestle and who was going to win -- Heyman dared to break with tradition. Rather than relying on local talent and down-and-out veterans to draw in crowds, he created new characters and story lines that would appeal to the core wrestling fans: eighteen- to twenty-four- year-old men. Paul also realized that to persuade them to come, you had to get their interest and keep it. You had to offer the fans more than just the match. ECW became known for the interview, the shoot. Heyman got to know each wrestler's style, and in their interviews he would encourage them to speak from their hearts. When it came to the matches, ECW broke even farther from the mainstream. Tables, ladders, chairs, barbed wire, and even frying pans were used with abandon. Wrestlers not wanting to be topped put their bodies on the line, taking ever greater risks, daring to jump, leap, and fall from places never tried before. ECW matches became the stuff of legend. Word spread as savvy wrestling fans began talking about the promotion and exchanging tapes. To keep the buzz building, wrestlers used the age-old trick of taunting the fans, and ECW fans responded in kind. By including the fans in the shows, ECW attracted a rabid, cult-like following that is still going strong today. For nearly a decade, ECW redefined professional wrestling with a reckless, brutal, death-defying, and often bloody style that became synonymous with hardcore. Through extensive interviews with former ECW talent and management -- Paul Heyman, Mick Foley, Tazz, Tommy Dreamer, Rob Van Dam, and many more -- *The Rise & Fall of ECW* reveals what made this upstart company from Philadelphia great -- and what ultimately led to its demise.

hurt business wwe: *The Story of the Development of NWATNA* Jerry W. Jarrett, 2004 When the WWE bought WCW from Turner/Time Warner, they were basically the only professional wrestling company in the US. Jerry and Jeff Jarrett knew the needed capitol to begin a traditional wrestling company was beyond their resources. the father and son team realized that a new concept would be necessary to accomplish the task of starting a national wrestling company. Against great odds, the largest time allotment contract with the pay-per-view providers, InDemand and Direct TV was negotiated. With the seed money (1,000,000.00.) and a boat load of optimism, the Jarrett's set out to form a start up International wrestling company. After bankers promised loans and then withdrew at the last minute, Health South came in as the financing partner in the venture. Health South was forced to pull out without notice because of international problems and with a window of only 30 days, a replacement for Health South was found when Panda Energy bought into the project. The road was never an easy one. From discovering that a key man who handled the PPV end of the business was on the payroll of the company that handles WWE PPV's at the same time, to receiving forged documents form InDemand, to wrestlers that had verbally committed to NWATNA suddenly getting attractive contracts with WWE, the venture has survived. Today, two years after the launch, this company that insiders gave no chance of survival, has produced 90 weeks of pay-per-view programs, and is seen around the world on international television. NWATNA has secured a deal with a major television network.

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Rock's rise from his debut at Survivor Series 1996 to his impact on Hollywood. Discover how this wrestling legend amassed a staggering net worth of \$440 million and how his charisma and drive have made him a global phenomenon. This book is a must-read for fans of wrestling, cinema, and anyone who dreams of making it big against the odds.

hurt business wwe: Business Week , 2004

hurt business wwe: *Power Played* Derek Silva, Liam Kennedy, 2022-10-01 This innovative collection convincingly argues that modern sport can be characterized by unequal and problematic power relations that are inextricably linked to issues of violence, harm, deviance, and punishment. On the one hand, sport is a mainstay of community building, an expression of solidarity, and a means to mental and social health. On the other, there is the star player who commits sexual violence, the trans athlete whose achievements are dismissed as fraudulent, or the racist and abusive nationalism of the impassioned sports fan. From drawing connections between head trauma and athletic violence to exploring the social meanings of sport in prison, contributors to this volume reimagine sport as an important unit of analysis for critical criminologists. Messages about crime, violence, and punishment in sport mirror broader relations of power that exist off the field. Situated at the intersections of sport, sporting culture, and crime, *Power Played* blows the whistle on the harm, violence, and exploitation embedded within.

hurt business wwe: *Memoirs from a Virus* Life Gon, 2022-07-26 In late 2019, a mysterious illness began to creep through the city of Wuhan, China. Symptomatically similar to other coronaviruses, COVID-19 proved to be far more transmissible, contagious, and pervasive than any virus seen before. As the global economy and cities around the world shut down in an attempt to control the viral spread, one nation in particular faced chaotic upheaval. False news, conspiracy theories, and a general distrust of science soon led to an insurgence of epidemic proportions. This is the story of the first year of the COVID-19 pandemic in the United States of America. How is it that we, the novel coronavirus, could bring such a global superpower to its knees? Find out in *Memoirs from a Virus*.

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enhance their comprehension of the sport. This authoritative work on the history and culture of professional wrestling features the biggest names in the wrestling world since the sport emerged on the American sporting landscape. It comprises short biographies of all of the key players in the sport's evolution and rise to popularity—from old-timers to barrier breakers to household names such as Hulk Hogan, The Rock, Andre the Giant, and more—and includes not only men but also many women who have made a name in the sport. Surveying professional wrestling from its roots, dating centuries, to the modern era, pre-20th century and into the 21st century, the work tells the transformational stories of prominent wrestlers and the sport as a whole, in many cases bringing out the humor and outrageousness in the nature of an activity that has always straddled the line between show business and sport.

hurt business wwe: The Pro Wrestling Hall of Fame: Heroes and Icons Steven Johnson, Greg Oliver, Mike Mooneyham, 2013-01-11 The legendary good guys worthy of a spot in the pro wrestling hall of fame. At its core, professional wrestling has always been about the forces of evil trying to undermine everything good - and a red hot heel needs a valiant hero to battle against, someone fans can root for, identify with, and look up to. Wrestling heroes like Hulk Hogan, Dusty Rhodes, The Rock, and Andre the Giant are celebrated worldwide. In Heroes & Icons, Oliver and Johnson include more than just the household names, digging deeper to also tell the story of forgotten heroes and regional stars, like Tiger Jeet Singh, who has an elementary school named after him, and Whitey Caldwell, whose gravesite still sees flowers from fans 40 years after his passing. Covering the 1930s through to the present day, the latest installment in the acclaimed Pro Wrestling Hall of Fame series examines what makes a great hero.

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