

PROGRESS Chapter 15: Just Because You're Paranoid, Doesn't Mean They Aren't Out To Get You

PROGRESS Tag Team Titles Number One Contender Match

Team Screw Indy Wrestling (Mark Haskins & Sha Samuels) besiegten Doug Williams & Martin Kirby nach einem Roll Up von Haskins gegen Williams [12:44 min]

Natural Progression II Semi Final Match

Morgan Webster besiegte Pete Dunne mit dem 450 Splash [7:41 min]

Singles Match

William Eaver besiegte Stixx mit einem Crucifix Pin [10:47 min]

PROGRESS Title Number One Contender 3 Way Match

Rampage Brown besiegte Marty Scurll & Zack Sabre Jr. mit dem Piledriver gegen ZSJ [12:46 min]

Singles Match

Michael Gillbert besiegte RJ Sting (RJ Singh) mit einem Sharpshooter [2:26 min]

Singles Match

Michael Gillbert besiegte Singh Cara (RJ Singh) mit einem Arm Lever [2:04 min]

Singles Match

Michael Gillbert besiegte RJ Singh mit einem Choke Hold [2:51 min]

PROGRESS Title Number One Contender 3 Way Match

Dave Mastiff besiegte El Ligerio & Martin Stone nach dem Cannonball Senton gegen Stone [10:02 min]

Careers vs Titles 8 Man Tag Team Match

F.S.U (Eddie Dennis & Mark Andrews) (c), Noam Dar & Will Ospreay besiegten The Regression (James Davis, [Jimmy Havoc](#) (c), Paul Robinson & Rob Lynch) nach dem 630 Splash von Ospreay gegen Davis [22:26 min]

- Aufgrund der Stipulation müssen die London Riots (James Davis & Rob Lynch) PROGRESS verlassen

Regeln des Main Event Matches:

- If [Jimmy Havoc](#) is defeated, he loses the [PROGRESS Championship](#) to whoever defeats him
- If either of F.S.U. (Mark Andrews & Eddie Dennis) are defeated, they both lose the [PROGRESS Tag Team Championship](#) to whoever defeats them. (Anyone not part of a tag team may choose a partner to defend the championship with)
- If Will Ospreay is defeated, he will lose the Thunderbastard championship opportunity to whoever defeats him.
- If anyone involved in the match who does not hold a championship is defeated, their PROGRESS Wrestling career (as well as their tag partner, if applicable) is over.