

Trine (6-4,0-0 MCVL) -vs- Hilbert (3-6,0-0 AMCC)
2/10/2024 at ()

Site: ()
Date: 2/10/2024 Attendance: 67 Time: 3:44 pm
Officials:

Set Scores	1	2	3
Trine (3)	25	25	25
Hilbert (0)	12	9	21

Trine (6-4,0-0 MCVL)

#	Player	SP	Attack				Set		Serve		Block			Defense		Rec	PTS
			K	E	TA	PCT	A	E	SA	SE	BS	BA	BE	DIG	BHE	RE	
2	Haas, Hunter	3	0	0	2	.000	3	0	0	0	0	0	0	10	0	0	0.0
10	Woolley, Nick	3	0	0	4	.000	24	0	2	2	1	1	0	6	0	0	3.5
20	Boncaro, Kevin	3	8	3	22	.227	0	0	1	2	0	0	0	3	0	0	9.0
5	Ho'okano-Peleikai, Johnson-Kuhao	3	7	1	13	.462	0	0	0	0	0	0	0	4	1	0	7.0
21	Both, Karl	3	3	0	5	.600	0	0	1	2	1	0	0	2	1	0	5.0
TM	TEAM	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0
14	Hofmesiter, Ted	2	5	0	10	.500	0	0	1	0	0	0	1	2	0	0	6.0
18	Stillman, Matt	2	3	1	5	.400	1	0	0	2	1	2	0	0	0	0	5.0
22	McLenon, Ethan	2	5	1	11	.364	0	0	1	2	0	2	0	1	0	0	7.0
25	Barrow, Landon	1	0	1	2	-.500	0	0	0	1	0	1	0	0	0	0	0.5
3	Petrock, Gage	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0
9	McDonald, Seth	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1.0
17	Seier, Jacob	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1.0
Totals		28	31	7	74	.324	28	0	8	11	3	6	1	28	2	0	45.0

Set	K	E	TA	%
1	9	2	19	0.368
2	13	1	20	0.6
3	9	4	35	0.143
	31	7	74	.324

Hilbert (3-6,0-0 AMCC)

#	Player	SP	Attack				Set		Serve		Block			Defense		Rec	PTS
			K	E	TA	PCT	A	E	SA	SE	BS	BA	BE	DIG	BHE	RE	
13	Hassell, Tyler	3	5	3	9	.222	1	0	0	2	1	1	0	1	0	0	6.5
1	Chandler, Austin	3	0	0	3	.000	19	1	0	0	0	0	0	6	0	0	0.0
3	Converse, Brad	3	8	6	22	.091	0	0	0	2	0	0	0	1	1	0	8.0
14	Francis, Mehkai	3	1	2	6	-.167	0	0	0	1	0	0	1	2	0	0	1.0
9	O'Neill, Drew	3	0	1	10	-.100	0	1	0	0	0	0	0	1	0	2	0.0
17	Pozzuto, Michael	3	0	1	4	-.250	0	1	0	0	0	0	0	11	0	1	0.0
TM	TEAM	3	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0.0
10	Higgins, Connor	2	1	2	6	-.167	0	0	0	2	0	0	0	2	0	3	1.0
12	D'Andrea, Nikolas	2	7	7	20	.000	1	0	0	1	1	1	0	2	1	0	8.5
11	Smith, Chris	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0.0
2	Hart, Noah	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0
Totals		27	22	22	80	.000	21	3	0	9	2	2	1	26	2	8	25.0

Set	K	E	TA	%		1	2	3	Total
1	7	10	26	-0.115	Tie scores	0	4	4	8
2	4	4	21	0.0	Lead changes	0	1	1	2
3	11	8	33	0.091					
	22	22	80	.000					