

16 Premier





Round 1 Pool 2









Previous | Next






★ Team Name	Team Code	Matches		Sets		M%	S%	Pt. %	Rank
		Won	Lost	Won	Lost				
Pool View America Ctr 50C  America Ctr 49C 									
> ★ MKE Sting 16 Black (BG) (2)	g16mlwst2bg	0	0	0	0				
> ★ BSVBC 16 Black (GW) (21)	g16blst1gw	0	0	0	0				
> ★ Iowa Rockets 16-1 (IA) (24)	g16iarck2ia	0	0	0	0				
> ★ Mem Metro 16 Elite Red (DE) (43)	g16mmjvb2de	0	0	0	0				

Matches in Pool - 2 of 3 to 25(15)

1st Team	2nd Team	Schedule	Score	Work Team
MKE Sting 16 Black (BG) (2)	Iowa Rockets 16-1 (IA) (24)	2/13 5:15 PM America Ctr 49C 	No Work Team	
BSVBC 16 Black (GW) (21)	Mem Metro 16 Elite Red (DE) (43)	2/13 5:15 PM America Ctr 50C 	No Work Team	
MKE Sting 16 Black (BG) (2)	Mem Metro 16 Elite Red (DE) (43)	2/13 6:15 PM America Ctr 49C 	No Work Team	
BSVBC 16 Black (GW) (21)	Iowa Rockets 16-1 (IA) (24)	2/13 6:15 PM America Ctr 50C 	No Work Team	
MKE Sting 16 Black (BG) (2)	BSVBC 16 Black (GW) (21)	2/13 8:00 PM America Ctr 49C 	No Work Team	
Iowa Rockets 16-1 (IA) (24)	Mem Metro 16 Elite Red (DE) (43)	2/13 8:00 PM America Ctr 50C 	No Work Team	

Future Matches

*Based on how you finish your current schedule

Rank	Next Match	Next Work Assignment
1 - 1st-P2	2/14 12:30 pm America Ctr 33B  R2G1P2	Pending Reseed
2 - 2nd-P2	2/14 12:30 pm America Ctr 38B  R2G1P4	Pending Reseed
3 - 3rd-P2	Pending Reseed	Pending Reseed
4 - 4th-P2	2/14 5:15 pm America Ctr 66C  R2G2P2	Pending Reseed

† - Indicates the team is the work team for the previous match on the same court

‡ - Indicates the team is the work team for the following match on the same court

λ - Indicates the team is the work team for the following match on the same court if they win this match

φ - Indicates the team is the work team for the following match on the same court if they lose this match

◇ - Indicates that the work team assignment is not definite (depends on win/loss of previous match).