16 Club

Round 1 Pool G

Team Name	Team Code	Matches		Sets		M%	S%	Pt. %	Rank
		Won	Lost	Won	Lost				
⌄ Pool ViewRecPlex 27									
› **Crossfire 16-2 (NO)**	g16crsfr2no	0	0	0	0				
› **DBQ Insanity 161 National (IA)**	g16nsnty1ia	0	0	0	0				
› **Iowa Rockets 16-1 (IA)**	g16iarck2ia	0	0	0	0				
› **Balance 16 White (GL)**	g16balnc1gl	0	0	0	0				

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

1st Team	2nd Team	Schedule	Score	Work Team
Crossfire 16-2 (NO) ‡	Iowa Rockets 16-1 (IA)	5/4 8:00 AM RecPlex 27		DBQ Insanity 161 National (IA)
DBQ Insanity 161 National (IA) †	Balance 16 White (GL)	5/4 9:00 AM RecPlex 27		Crossfire 16-2 (NO)
Crossfire 16-2 (NO) †‡	Balance 16 White (GL)	5/4 10:00 AM RecPlex 27		Iowa Rockets 16-1 (IA)
DBQ Insanity 161 National (IA) ‡	Iowa Rockets 16-1 (IA) †	5/4 11:00 AM RecPlex 27		Crossfire 16-2 (NO)
Iowa Rockets 16-1 (IA)	Balance 16 White (GL) ‡	5/4 12:00 PM RecPlex 27		DBQ Insanity 161 National (IA)
Crossfire 16-2 (NO)	DBQ Insanity 161 National (IA) †	5/4 1:00 PM RecPlex 27		Balance 16 White (GL)

Future Matches

Based on how you finish your current schedule

Rank	Next Match		Next Work Assignment
1 - 1st-R1G	5/5 8:00 am RecPlex 24	R2Gold	5/5 9:00 am RecPlex 24 ◊
2 - 2nd-R1G	5/5 8:00 am RecPlex 21	R2Gold	5/5 9:00 am RecPlex 21 ◊
3 - 3rd-R1G	5/5 12:00 pm RecPlex 38	R2SilvB	5/5 1:00 pm RecPlex 38 ◊
4 - 4th-R1G	5/5 12:00 pm RecPlex 25	R2BronzB	5/5 1:00 pm RecPlex 25 ◊

† - 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).