

2017 KC Martin Luther King Day Tournament Pool/Bracket Results

[Home](#) [Files](#) [Clubs](#) [Teams](#) [Court Sched](#) [Player/Staff](#) [Pool/Bracket](#) [Standings/Record](#)

Filter

Division:
 Pool/Bracket:

[Previous](#)

18 American - R1P6

[Next](#)

Record/Stats

Team	Matches		Sets		Match %	Set %	Point Ratio	Final
	Won	Lost	Won	Lost				
[+] Fight Club VB 18 Blue (HA) (6)	0	0	0	0				
[+] Iowa Rockets 18-1 (IA) (15)	0	0	0	0				
[+] Club North 18-1 (HA) (26)	0	0	0	0				
[+] Summit VBC 18-2 (HA) (35)	0	0	0	0				

Matches - 2 of 3 to 25(15)

1st Team	2nd Team	Schedule	Score	Work Team
Fight Club VB 18 Blue (HA) (6) ‡	Club North 18-1 (HA) (26)	Court 6 at 1/14 2:30 PM		Iowa Rockets 18-1 (IA) (15)
Iowa Rockets 18-1 (IA) (15) †	Summit VBC 18-2 (HA) (35)	Court 6 at 1/14 3:30 PM		Fight Club VB 18 Blue (HA) (6)
Fight Club VB 18 Blue (HA) (6) † ‡	Summit VBC 18-2 (HA) (35)	Court 6 at 1/14 4:30 PM		Club North 18-1 (HA) (26)
Iowa Rockets 18-1 (IA) (15) ‡	Club North 18-1 (HA) (26) †	Court 6 at 1/14 5:30 PM		Fight Club VB 18 Blue (HA) (6)
Club North 18-1 (HA) (26)	Summit VBC 18-2 (HA) (35) ‡	Court 6 at 1/14 6:30 PM		Iowa Rockets 18-1 (IA) (15)
Fight Club VB 18 Blue (HA) (6)	Iowa Rockets 18-1 (IA) (15) †	Court 6 at 1/14 7:30 PM		Summit VBC 18-2 (HA) (35)

Future Round Matches

Rank	Next Match	Next Work Assignment
1 - 1st-R1P6	Court 17 at 1/15 3:30 PM (R2G1P5M2)	Court 17 at 1/15 2:30 PM
2 - 2nd-R1P6	Court 16 at 1/15 2:30 PM (R2G1P4M1)	Court 16 at 1/15 4:30 PM
3 - 3rd-R1P6	Court 22 at 1/15 3:30 PM (R2G2P10M2)	Court 22 at 1/15 2:30 PM
4 - 4th-R1P6	Court 21 at 1/15 2:30 PM (R2G2P9M1)	Court 21 at 1/15 4:30 PM

- † - 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).

