

## Round 1 Pool 10

Team Name	Team Code	Matches		Sets		M%	S%	Pt. %	Rank
		Won	Lost	Won	Lost				
✓ Pool View	America Ctr 9								
> <b>Iowa Rockets 15-1 (IA) (10)</b>	g15iarck2ia	0	0	0	0				
> <b>Team Momentum 15Navy (GW) (15)</b>	g15tmmom1gw	0	0	0	0				
> <b>New WAVE 15 Hurricane (GL) (34)</b>	g15nwave2gl	0	0	0	0				
> <b>Adidas KIVA 15 Silver (PR) (39)</b>	g15akiva4pr	0	0	0	0				

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

1st Team	2nd Team	Schedule	Score	Work Team
Iowa Rockets 15-1 (IA) (10) ‡	New WAVE 15 Hurricane (GL) (34)	2/17 8:00 AM America Ctr 9		Team Momentum 15Navy (GW) (15)
Team Momentum 15Navy (GW) (15) †	Adidas KIVA 15 Silver (PR) (39)	2/17 9:00 AM America Ctr 9		Iowa Rockets 15-1 (IA) (10)
Iowa Rockets 15-1 (IA) (10) ††	Adidas KIVA 15 Silver (PR) (39)	2/17 10:00 AM America Ctr 9		New WAVE 15 Hurricane (GL) (34)
Team Momentum 15Navy (GW) (15) ‡	New WAVE 15 Hurricane (GL) (34) †	2/17 11:00 AM America Ctr 9		Iowa Rockets 15-1 (IA) (10)
New WAVE 15 Hurricane (GL) (34)	Adidas KIVA 15 Silver (PR) (39) ‡	2/17 12:00 PM America Ctr 9		Team Momentum 15Navy (GW) (15)
Iowa Rockets 15-1 (IA) (10)	Team Momentum 15Navy (GW) (15) †	2/17 1:00 PM America Ctr 9		Adidas KIVA 15 Silver (PR) (39)

## Future Matches

\*Based on how you finish your current schedule

Rank	Next Match	Next Work Assignment
1 - 1st-P10	2/18 9:00 am America Ctr 31 R2PPP3	2/18 1:00 pm America Ctr 31
2 - 2nd-P10	2/18 8:00 am America Ctr 28 R2pipP3	2/18 9:00 am America Ctr 28
3 - 3rd-P10	2/18 9:00 am America Ctr 27 R2pipP4	2/18 1:00 pm America Ctr 27
4 - 4th-P10	2/18 2:30 pm America Ctr 75 R2P3	2/18 3:30 pm America Ctr 75

† - 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).