

McMaster Marauders (7-0) -vs- Windsor Lancers (2-4)
11/24/2012 at St. Denis Centre ()

Site: St. Denis Centre ()
Date: 11/24/2012 **Attendance:** 250 **Time:** 2:00pm
Officials:

Set Scores	1	2	3	4
McMaster Marauders (3)	19	25	25	25
Windsor Lancers (1)	25	9	20	21

McMaster Marauders (7-0)

#	Player	SP	Attack				Set		Serve		Block			Defense		Rec	PTS
			K	E	TA	PCT	A	E	SA	SE	BS	BA	BE	DIG	BHE	RE	
5	Elliot, Alexander	4	6	2	10	.400	1	0	1	1	0	2	0	3	0	0	8.0
8	Campion-Smith, A	4	1	0	1	1.000	44	0	0	0	0	0	0	8	0	0	1.0
9	Demyanenko Jimenez	4	6	3	12	.250	0	0	1	2	4	0	0	0	0	0	11.0
10	Stevens, Kevin	4	11	4	24	.292	1	0	0	2	1	0	0	3	0	1	12.0
18	McCarthy, Jayson	4	10	3	22	.318	0	0	0	3	2	2	0	12	0	0	13.0
2	Groenvled, Daniel	4	0	0	0	.000	0	0	0	0	0	0	0	6	0	1	0.0
3	Maar, Stephen	4	15	4	25	.440	2	0	2	2	2	0	0	9	0	0	19.0
TM	TEAM	4	0	0	0	.000	0	0	0	0	0	0	0	0	0	5	0.0
4	Cooper, Ian	2	0	0	0	.000	0	0	0	0	0	0	0	0	0	0	0.0
17	Herbert, Shayne	2	0	0	0	.000	0	0	0	0	0	0	0	0	0	0	0.0
13	Mantha, Jori	1	0	1	6	-.167	0	0	0	0	0	0	0	2	0	0	0.0
Totals		37	49	17	100	.320	48	0	4	10	9	4	0	43	0	7	64.0

Set	K	E	TA	%
1	9	6	24	.125
2	10	2	20	.400
3	11	9	26	.077
4	19	0	30	.633
49	17	100	.320	

Windsor Lancers (2-4)

#	Player	SP	Attack				Set		Serve		Block			Defense		Rec	PTS
			K	E	TA	PCT	A	E	SA	SE	BS	BA	BE	DIG	BHE	RE	
5	Williamson, Kyle	4	12	5	39	.179	0	0	1	4	2	0	0	5	0	0	15.0
6	Thompson, Adam	4	9	3	21	.286	0	0	1	1	2	0	0	2	0	0	12.0
99	Snippe, Nathan	4	9	6	22	.136	1	0	0	3	0	0	0	5	0	0	9.0
10	Hickman, Scott	4	2	4	12	-.167	0	0	3	1	4	1	0	1	0	0	9.5
11	Chelladurai, Andrew	4	0	1	1	-1.000	36	0	1	2	0	1	0	1	0	0	1.5
13	Simone, Greg	4	8	6	21	.095	0	0	1	3	2	0	0	5	0	1	11.0
1	Wasser, Blase	4	0	0	0	.000	1	0	0	0	0	0	0	10	0	2	0.0
TM	TEAM	4	0	0	0	.000	0	0	0	0	0	0	0	0	0	1	0.0
4	Reaume, Shawn	3	0	0	1	.000	0	0	0	0	0	0	0	0	0	0	0.0
12	McKeen, Brandon	1	0	0	0	.000	0	0	0	0	0	0	0	0	0	0	0.0
Totals		36	40	25	117	.128	38	0	7	14	10	2	0	29	0	4	58.0

Set	K	E	TA	%
1	12	5	29	.241
2	6	9	29	-.103
3	6	6	24	.000
4	16	5	35	.314
40	25	117	.128	

	1	2	3	4	Total
Tie scores	3	1	7	6	17
Lead changes	2	1	0	5	8