

TRUM (6-7) -vs- MRU (12-3)
1/13/2023 at Calgary (Kenyon Court)

Site: Calgary (Kenyon Court)
Date: 1/13/2023 **Attendance:** 165 **Time:** 6:00 PM
Officials: 1st Referee: Everette Dionne, 2nd Referee: Jim
Merrick, Line Judge: Stephanie Maxwell, Line Judge: Jesse Leon

Set Scores	1	2	3
TRUM (0)	20	20	25
MRU (3)	25	25	27

TRUM (6-7)

#	Player	SP	Attack				Set		Serve		Block			Defense		Rec	PTS
			K	E	TA	PCT	A	E	SA	SE	BS	BA	BE	DIG	BHE	RE	
1	Rylan Ibbetson	3	12	1	20	.550	0	0	0	1	0	1	0	7	0	1	12.5
5	Sam Flowerday	3	9	7	22	.091	0	0	1	1	0	1	0	3	0	1	10.5
9	Sam Elgert	3	1	0	2	.500	26	2	0	3	0	1	0	3	0	0	1.5
11	Corbin Ockerman	3	4	2	9	.222	1	0	2	1	0	1	0	0	0	0	6.5
20	Archie Golding	3	2	4	9	-.222	0	0	1	0	1	0	0	3	0	0	4.0
3	Thundersky Walkingbe	3	3	1	5	.400	0	0	0	0	0	2	0	2	0	0	4.0
4	Dylan VanSpankeren	3	0	0	0	0	2	0	0	0	0	0	0	8	0	0	0.0
TM	TEAM	3	0	0	0	0	0	0	0	0	0	0	0	0	0	3	0.0
8	Michael Svab	2	1	1	2	.000	0	0	0	1	0	2	0	1	0	0	2.0
12	Mason Sodaro	2	0	0	1	.000	0	0	0	0	0	0	0	0	0	0	0.0
19	Riley Brinnen	2	0	0	0	0	0	0	0	0	0	2	0	0	0	0	1.0
7	Matthew Hamilton	1	1	2	3	-.333	2	0	0	0	0	0	0	0	0	0	1.0
Totals		31	33	18	73	.205	31	2	4	7	1	10	0	27	0	5	43.0

Set	K	E	TA	%
1	11	5	22	.273
2	10	10	27	.000
3	12	3	24	.375
	33	18	73	.205

MRU (12-3)

#	Player	SP	Attack				Set		Serve		Block			Defense		Rec	PTS
			K	E	TA	PCT	A	E	SA	SE	BS	BA	BE	DIG	BHE	RE	
3	Jacob Van Geel	3	10	2	19	.421	0	0	0	4	1	0	0	1	0	0	11.0
4	Chris Byam	3	12	6	27	.222	1	0	1	4	0	2	0	2	0	0	14.0
5	Luis Lange	3	9	1	14	.571	0	0	1	2	1	3	0	3	0	0	12.5
10	Jovan Stepanovic	3	8	1	17	.412	0	0	0	4	0	1	0	4	0	0	8.5
11	Jacob Breton	3	5	0	7	.714	0	0	2	2	0	0	0	0	0	1	7.0
12	Jonatan Da Silva	3	0	0	0	0	39	0	1	1	0	0	0	4	0	1	1.0
7	Cody Boulding	3	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0.0
16	Griffin Butler	3	0	0	0	0	1	0	0	0	0	0	0	2	0	2	0.0
1	Samson Olsen	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0.0
14	Paul Dionne	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0
Totals		26	44	10	84	.405	42	0	5	18	2	6	0	17	0	4	54.0

Set	K	E	TA	%
1	13	3	25	.400
2	11	2	23	.391
3	20	5	36	.417
	44	10	84	.405

	1	2	3	Total
Tie scores	0	9	11	20
Lead changes	0	5	3	8