

Pepperdine (4-3,1-1 MPSF) -vs- BYU (12-0,2-0 MPSF)
2/8/2020 at Provo, Utah (Smith Fieldhouse)

Site: Provo, Utah (Smith Fieldhouse)
Date: 2/8/2020 **Attendance:** 3775 **Time:** 5:05pm
Officials:

Set Scores	1	2	3	4
Pepperdine (1)	18	22	25	20
BYU (3)	25	25	22	25

Pepperdine (4-3,1-1 MPSF)

#	Player	SP	Attack				Set		Serve		Block			Defense		Rec	PTS
			K	E	TA	PCT	A	E	SA	SE	BS	BA	BE	DIG	BHE	RE	
3	Joe Karlous	4	2	0	3	.667	43	0	0	2	0	1	0	5	0	0	2.5
5	Noah Dyer	4	12	6	33	.182	2	0	1	3	0	1	0	2	0	2	13.5
12	Jacob Steele	4	11	8	27	.111	0	0	0	4	0	3	0	4	0	0	12.5
20	Austin Wilmot	4	8	0	11	.727	0	0	0	1	0	4	0	0	0	0	10.0
7	Spencer Wickens	4	0	0	0	.000	0	0	0	1	0	0	0	0	0	0	0.0
9	Diego Perez	4	1	0	1	1.000	4	0	0	0	0	0	0	8	0	3	1.0
24	JT Ardell	4	5	2	8	.375	0	0	1	5	0	2	0	1	0	0	7.0
4	Ben Weinberg	3	1	4	7	-.429	0	0	0	0	0	0	0	4	0	0	1.0
14	Alex Gettinger	3	11	1	14	.714	2	0	1	4	0	1	0	3	0	0	12.5
11	JT Martin	2	2	2	4	.000	0	0	0	0	0	0	0	0	0	0	2.0
18	Rob Mullahey	2	0	0	0	.000	0	0	0	0	0	0	0	1	0	0	0.0
Totals		38	53	23	108	.278	51	0	3	20	0	12	0	28	0	5	62.0

Set	K	E	TA	%
1	11	9	30	.067
2	15	5	23	.435
3	13	4	24	.375
4	14	5	31	.290
53	23	108	.278	

BYU (12-0,2-0 MPSF)

#	Player	SP	Attack				Set		Serve		Block			Defense		Rec	PTS
			K	E	TA	PCT	A	E	SA	SE	BS	BA	BE	DIG	BHE	RE	
1	Gardini, Davide	4	12	5	29	.241	2	0	2	4	0	2	1	4	0	3	15.0
3	Stanley, Wil	4	1	0	2	.500	36	0	0	0	0	4	0	6	0	0	3.0
5	Garcia Fernandez, Ga	4	14	7	30	.233	0	0	1	4	0	5	1	4	0	0	17.5
11	Eschenberg, Zach	4	10	2	20	.400	0	0	1	3	0	3	0	5	0	0	12.5
16	de Brito Ferreira, F	4	5	1	8	.500	0	0	0	1	0	7	0	0	0	0	8.5
18	Jauhiainen, Miki	4	7	1	12	.500	2	0	1	1	0	4	0	1	0	0	10.0
4	Stanley, Jon	4	0	0	0	.000	0	0	0	0	0	0	0	1	0	0	0.0
12	Worthington, Mitchel	4	0	0	0	.000	4	0	0	0	0	0	0	4	0	0	0.0
6	Hendrickson, Zach	3	0	0	0	.000	0	0	0	0	0	0	0	3	0	0	0.0
13	Akana, Kana'i	1	0	0	0	.000	0	0	0	0	0	0	0	0	0	0	0.0
Totals		36	49	16	101	.327	44	0	5	13	0	25	2	28	0	3	66.5

Set	K	E	TA	%
1	15	4	28	.393
2	9	3	20	.300
3	13	6	30	.233
4	12	3	23	.391
49	16	101	.327	

	1	2	3	4	Total
Tie scores	1	6	16	8	31
Lead changes	0	2	10	2	14