Date: $\qquad$ Tournament: $\qquad$

Game: $\qquad$


| CAUSE OF POINT 1 | PLAYER \# | TIME OUTS: |
| :---: | :---: | :---: |
| 2 |  | 12 |
| 3 |  |  |
| 4 |  |  |
| 5 |  | SUBS: |
| 6 |  |  |
| 7 |  | 1) ___ for |
| 8 |  |  |
| 9 |  | 2) ___ for |
| 10 |  |  |
| 11 |  | 3) ___ for |
| 12 |  |  |
| 13 |  | 4) ___ for |
| 14 |  |  |
| 15 |  | 5) ___ for |
| 16 |  |  |
| 17 |  | 6) ___ for |
| 18 |  |  |
| 19 |  | 7) ___ for |
| 20 |  |  |
| 21 |  | 8) ___ for |
| 22 |  |  |
| 23 |  | 9) ___ for |
| 24 |  |  |
| 25 |  | 10)___ for |
| 26 |  |  |
| 27 |  | 11)___ for |
| 28 |  |  |
| 29 |  | 12)___ for |
| 30 |  |  |

K Kill.Overhead attack resutling in point (Hit, tip, dump).
KE Kill Error. Attack attempt resulting in pt for opponent.
KES Kill Error resulting from inaccurate set.
NVA Net Violatiion while attacking ball.
NVB Net Violation while attempting a block.
BK Block Kill. Block opponent cannot make a play off of.
BE Block Err. Block resulting in opponent point (out of bnds)
SA Service Ace
SE Service Error


OPPONENT:

| CAUSE OF POINT <br> 1 | PLAYER \# |
| :---: | :---: |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |
| 6 |  |
| 7 |  |
| 8 |  |
| 9 |  |
| 10 |  |
| 11 |  |
| 12 |  |
| 13 |  |
| 14 |  |
| 15 |  |
| 16 |  |
| 17 |  |
| 18 |  |
| 19 |  |
| 20 |  |
| 21 |  |
| 22 |  |
| 23 |  |
| 24 |  |
| 25 |  |
| 26 |  |
| 27 |  |
| 28 |  |
| 29 |  |
| 30 |  |

Passing Error (Srv Rec-R or Def-D) Ball Handling Error (Lift, Throw)
Overlapping. Lineup Error.
Delayed Attempt Error. Player had an out of body experience.

## Game Point Statistics Explanation

For every point there is a cause. This cause is recorded beside the number of point which was awarded. You may or may not want to record the opponent's player numbers. It is a very quick reference tool to look down the points and see who on your team is earning and who is causing team points.

For instance, as the game begins, if Player on the opponent's team serves the ball out, "SE" is placed beside 1 on TAV's side. Next Player \# 7 for TAV Aces 2 in a row "SA" and then TAV Player \#9 has a Kill Error "KE". The opponent has a Block Kill "BK" and then has a "DAE". As you can see the score is now TAV 4, Opponent 2. You can also see that \# 7 has earned the team 2 pts, players 9 \& 10 have given the opponents 1 pt. A note to the team could be that the Opponents have yet to earn any pts of their own.

## TAV



## Opponent



This form is also helpful to keep track of the score, subs, time outs, starting lineups and ending game scores that are needed to turn in. This has also been used to backup a coach's decision on playing time. It can be noted that a certain player causes more points than they earn etc...

