

TOURNAMENT: TFV #15 **DATE:** 5/02/26
DIVISION & POOL: OPEN DIVISION **TIME:** 8am
SITE LOCATION: McCormick Middle School **COURT:** G2C1

	TEAMS	WON	LOSS	+/- POINTS
1	Alamo 16 Gold 1-G16ALAMO4LS			
2	SA STARS 16-G16SASTA1LS			
3	ALAMO 16 GOLD 2-G16ALAMO5LS			
4	SA EMPIRE 16 ROYAL-G16SAEMP2LS			

POOL PLAY – TWO SETS TO 25 POINT SETS, NO CAP, RALLY SCORING. THIRD SET TO 15 IF NEEDED.

IF YOUR TEAM IS SCHEDULED TO PLAY AND IS NOT READY, THEN THE DEFAULT RULES IN USAV WILL APPLY. PENALTY IMPOSED ON TEAMS LATE FOR REFEREE ASSIGNMENTS.

MATCH TIME	OPPONENTS <i>Circle Match Winner</i>	REF	SET SCORES		
			#1	#2	#3
8am	1 VS 4	2			
	2 VS 3	4			
	1 VS 3	2			
	2 VS 4	3			
	1 VS 2	4			
	3 VS 4	1			

TOURNAMENT: TFV #15 **DATE:** 5/02/26
DIVISION & POOL: NATIONAL DIVISION **TIME:** 8am
SITE LOCATION: McCormick Middle School **COURT:** G1C2

	TEAMS	WON	LOSS	+/- POINTS
1	EMPOWER JRS-G16EMPJR1LS			
2	TXTFV 16 TopGun-G16TXTFV1LS			
3	Aus Velocity 16 Opal-G16AVVBC5LS			
4	ALAMO 15 PREMIER-G15ALAMO1LS			

POOL PLAY – TWOSSETS TO 25 POINT SETS, NO CAP, RALLY SCORING. THIRD SET TO 15 IF NEEDED.

IF YOUR TEAM IS SCHEDULED TO PLAY AND IS NOT READY, THEN THE DEFAULT RULES IN USAV WILL APPLY. PENALTY IMPOSED ON TEAMS LATE FOR REFEREE ASSIGNMENTS.

MATCH TIME	OPPONENTS <i>Circle Match Winner</i>	REF	SET SCORES		
			#1	#2	#3
8am	1 VS 4	2			
	2 VS 3	4			
	1 VS 3	2			
	2 VS 4	3			
	1 VS 2	4			
	3 VS 4	1			

TOURNAMENT: TFV #15 **DATE:** 5/02/26
DIVISION & POOL: AMERICAN DIVISION **TIME:** 8am
SITE LOCATION: McCormick Middle School **COURT:** G1C1

	TEAMS	WON	LOSS	+/- POINTS
1	SA STARS NAVY-G16SASTA2LS			
2	TXTFV TOMCAT-G15TTFV2LS			
3	TXTFV TOPGUN-G15TTFV1LS			
4	TXTFV WARHAWK-G15TTFV3LS			

POOL PLAY – TWOSSETS TO 25 POINT SETS, NO CAP, RALLY SCORING. THIRD SET TO 15 IF NEEDED.

IF YOUR TEAM IS SCHEDULED TO PLAY AND IS NOT READY, THEN THE DEFAULT RULES IN USAV WILL APPLY. PENALTY IMPOSED ON TEAMS LATE FOR REFEREE ASSIGNMENTS.

MATCH TIME	OPPONENTS <i>Circle Match Winner</i>	REF	SET SCORES		
			#1	#2	#3
8am	1 VS 4	2			
	2 VS 3	4			
	1 VS 3	2			
	2 VS 4	3			
	1 VS 2	4			
	3 VS 4	1			