



P-2 VOLLEYBALL • Match result



World League 2010
Pool A-Intercontinental Round

Match: 72 **Date:** 03.07.2010 **Spectators:** 5'200
City: Gwangju
Hall: Yeomju Gymnasium
Match duration: **Start:** 14:11 **End:** 16:12 **Total:** 2:01

Teams	Sets	1	2	3	4	5	Total
KOR	1	25	21	25	13		84
BRA	3	27	25	22	25		99
Set duration		0:30	0:27	0:30	0:25		1:52

Referees: U. Sokullu (TUR) & S. Koshiba (JPN)

KOR • Korea		1	2	3	4	5	Pts
1	SHIN Young-Soo						1
2	HAN Sun-Soo						4
4	MOON Sung-Min						20
5	L YEO Oh-Hyun	L	L	L	L		
6	CHOI Tae-Woong						
8	KIM Hak-Min						3
9	KANG Dong-Jin						6
10	KO Hee-Jin						1
14	KIM Yo-Han						7
15	HA Hyun-Yong						7
18	SHIN Yung-Suk						6
19	LEE Kang-Joo						

Coach: SHIN, Chi-Yong
Assistant: SHIN, Young-Chul

BRA • Brazil		1	2	3	4	5	Pts
1	REZENDE Bruno Mossa						2
4	DE SOUZA Wallace						1
5	DOS SANTOS JR. Sidnei						
6	VISSOTTO NEVES Leandro						14
8	ENDRES Murilo						14
11	ALVES Thiago Soares						
12	TAVARES Joao Paulo						1
14	SANTANA Rodrigo						8
16	SAATKAMP Lucas						12
17	MURAGATI YARED Marlon						
18	AMARAL Dante Guimaraes						22
19	L DA SILVA PEDREIRA JUNIOR Mario	L	L	L	L		

Coach: REZENDE, Bernardo
Assistant: LEONALDO, Roberley

TEAMS AND PLAYERS PERFORMANCES

Won Pts	Total Atts	No Name	Scoring Skills	Won Pts	Total Atts	No Name
44	106	Total Team		55	101	Total Team
17	44	4 MOON Sung-Min	Spike	13	23	18 AMARAL Dante Guimaraes
7	17	14 KIM Yo-Han		12	22	6 VISSOTTO NEVES Leandro
6	8	18 SHIN Yung-Suk		11	22	8 ENDRES Murilo
4	38	Total Team	Block	10	62	Total Team
3	14	15 HA Hyun-Yong		4	7	18 AMARAL Dante Guimaraes
1	4	4 MOON Sung-Min		2	7	6 VISSOTTO NEVES Leandro
7	85	Total Team	Serve	9	98	Total Team
3	16	2 HAN Sun-Soo		5	16	18 AMARAL Dante Guimaraes
2	8	9 KANG Dong-Jin		2	17	8 ENDRES Murilo
2	14	4 MOON Sung-Min	1	20	1 REZENDE Bruno Mossa	
29		Total Team	Opp. error	25		Total Team
84	229	Total Team	Total	99	261	Total Team
20	62	4 MOON Sung-Min	Best Scorer	22	46	18 AMARAL Dante Guimaraes

■ Starting line-up Pts = Points scored [nn] = Captain
 □ Substitute Atts = Attempts L = Libero
 Opp = Opponent

