



P-2 VOLLEYBALL • Match result



World League 2005
Pool A-Intercontinental Round

Match: 10 **Date:** 29.05.2005 **Spectators:** 515
City: Guimaraes
Hall: Multiusos de Guimaraes
Match duration: **Start:** 16:07 **End:** 17:57 **Total:** 1:50

Teams	Sets	1	2	3	4	5	Total
POR	3	22	25	25	25		97
JPN	1	25	19	21	20		85
Set duration		0:24	0:25	0:25	0:27		1:41

Referees: G. Bradbury (CAN) & P. Porcari (ITA)

POR • Portugal		1	2	3	4	5	Pts
1	Costa Antonio Miguel					□	
2	L Teixeira Carlos	L	L	L	L		
3	Pinheiro Nuno	■	■	■	■		4
4	Malveiro Joao	■	■	■	■		10
7	Castro Alexandre					□	
8	Gaspar Hugo	■	■	■	■		18
11	Sequeira Eden						
12	Jose Joao	■	■	■	■		13
13	Lopes Andre	■	■	■	■		10
14	Cruz Flavio	■	■	■	■		12
16	Sequeira Valdir						
18	Peixoto Eurico						

Coach: Orlando SAMUELS (CUB)
Assistant: Carlos MAIA (POR)

JPN • Japan		1	2	3	4	5	Pts
2	Sugiyama Marcos	■	■	■	■		14
4	Onoue Kenji	□	□	■	■		5
7	Yamamoto Taiji						
8	Ogino Masaji	■	■	■	■		11
9	Usami Daisuke	■	■	■	■		4
10	L Tanabe Osamu	L	L	L	L		
11	Imai Keisuke	□		□			
12	Yamamura Kota	■	■	■	■		15
13	Matsunaga Rio	■	■	■	□		9
15	Matsuta Yusuke	■	■				1
16	Kitajima Takeshi			□	■		6
17	Koshikawa Yu	□	□	□	□		2

Coach: Ueta Tatsuya (JPN)
Assistant: Izumikawa Masayuki (JPN)

TEAMS AND PLAYERS PERFORMANCES

Won Pts	Total Atts	No Name
48	98	Total Team
12	27	8 Gaspar Hugo
11	19	14 Cruz Flavio
9	17	13 Lopes Andre
14	76	Total Team
4	23	12 Jose Joao
4	9	8 Gaspar Hugo
3	9	3 Pinheiro Nuno
5	96	Total Team
2	16	12 Jose Joao
2	19	8 Gaspar Hugo
1	17	14 Cruz Flavio
30		Total Team
97	270	Total Team
18	55	8 Gaspar Hugo

Scoring Skills
Spike
Block
Serve
Opp. error
Total
Best Scorer

Won Pts	Total Atts	No Name
54	125	Total Team
13	25	2 Sugiyama Marcos
12	18	12 Yamamura Kota
9	23	13 Matsunaga Rio
6	48	Total Team
2	6	4 Onoue Kenji
2	13	12 Yamamura Kota
1	7	9 Usami Daisuke
7	86	Total Team
2	19	9 Usami Daisuke
2	14	8 Ogino Masaji
1	9	12 Yamamura Kota
18		Total Team
85	259	Total Team
15	40	12 Yamamura Kota

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

