Science Untangled

Match result	
SVG Lüneburg	2
VfB Friedrichshafen	3

Date: 2026-10-18
Time: 14:06
Season: 2026/2027
League: Liga Cup

Referees:
City:
Arena:
Scout: VBL_Francisco

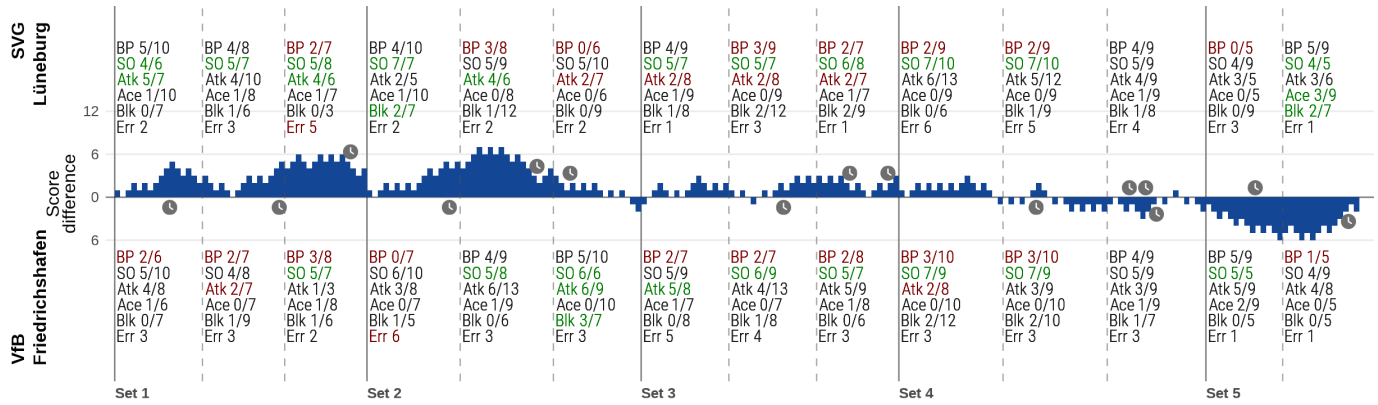
Set 1	2	3	4	5
25-21	24-26	25-22	27-29	13-15
33	33	34	38	19 mins

SVG Lüneburg

		Set					Points		Serve			Reception				Attack						Blk
		(1)	2	(3)	4	(5)	Won	Tot	Err	Ace	Eff%	Tot	Err	Pos%	Eff%	Tot	Err	Blk	Pts	K%	Eff%	Pts
1	Shane Holdaway	3	4	3	4	3	12	18	4	1	-17%	1		100%	100%	11	1		6	55%	45%	5
6	Lovis Homberger	4	5	4	5	4	16	23	2	2	17%	4		0%	-25%	28	3	2	14	50%	32%	
10	Joris Backhaus	L	L	L	L	L						23	3	39%	17%							
12	Santeri Välimaa	6	6																			
13	Cory Edward Schoenherr	6	1	6	1	6	8	16	2	2	-12%	5		40%	0%	6	1		2	33%	17%	4
17	Axel Valentin Enlund	19	19				1									3		1	1	33%	0%	
19	Anselm Rein	1	2	1	2	1	2	16	3		-19%					4		1	2	50%	25%	
22	Sebastiano Sani	5	6	5	6	5	17	17	4	3	-24%	28	4	29%	11%	26	1	4	11	42%	23%	3
73	Reeve Easton Arpad Gingera	2	3	2	3	2	15	25	8	2	-52%	21	1	33%	10%	31	2	4	12	39%	19%	1

Staff	
Coach	HÜBNER Stefan
Assistant	KNOSPE C. KOSLOWSKY T. SCHLESINGER B.

Set	Points					Serve				Reception						Attack						Blk
	Won	Srv	Atk	Blk	Op.Err	Tot	Err	Ace	Eff%	BP%	Tot	Err	Pos%	Eff%	modSO%	SO%	Tot	Err	Blk	Pts	K%	Eff%	Pts
Set 1	17	3	13	1	8	25	8	3	-36%	44%	16	2	38%	19%	56%	67%	23	1	2	13	57%	43%	1
Set 2	12	1	8	3	12	24	3	1	-21%	29%	17	1	35%	6%	47%	65%	18		4	8	44%	22%	3
Set 3	13	2	6	5	12	25	3	2	-24%	36%	13	2	38%	8%	54%	73%	23	1	1	6	26%	17%	5
Set 4	18	1	15	2	9	27	7	1	0%	30%	23	1	35%	26%	57%	66%	34	5	5	15	44%	15%	2
Set 5	11	3	6	2	2	14	2	3	-7%	36%	13	2	15%	-15%	54%	57%	11	1		6	55%	45%	2
Total	**71**	**10**	**48**	**13**	**43**	**115**	**23**	**10**	**-18%**	**35%**	**82**	**8**	**33%**	**11%**	**54%**	**66%**	**109**	**8**	**12**	**48**	**44%**	**26%**	**13**



VfB Friedrichshafen

		Set					Points		Serve			Reception				Attack						Blk
		1	(2)	3	(4)	5	Won	Tot	Err	Ace	Eff%	Tot	Err	Pos%	Eff%	Tot	Err	Blk	Pts	K%	Eff%	Pts
1	Ruben Lorente Camacho			(2)	1	1	1	13	2		-23%											1
3	Joris Berkhout	1	1		24			11	2		-18%					2				0%	0%	
5	Sam Flowerday	15	14	5	4	4	13	15	5	2	7%	2		0%	0%	23	2	4	9	39%	13%	2
10	Lucas Huckle	L	L	L	L	L						29		52%	48%							
14	Parker Van Buren	4	4	1		1	11	4	4		-100%	2		0%	-100%	18	1	2	11	61%	44%	
15	Oskar Mikkelsen	3	3	4	3	3	7	15	3		-13%	2	1	0%	-50%	2			1	50%	50%	6
16	Simon Kohn	2	2	3	2	2	16	21	6	3	-24%	25	2	40%	32%	32	1	3	13	41%	28%	
24	Jonas Van Huizen	5	5	6	5	5	14	13	3	1	-46%	28	5	29%	7%	33	4	3	13	39%	18%	
25	Stefan Kokeza	6	6	1	6	6	11	20	5	2	5%	4	2	25%	-25%	11	1	1	6	55%	36%	3

Set	Points					Serve					Reception						Attack						Blk
	Won	Srv	Atk	Blk	Op.Err	Tot	Err	Ace	Eff%	BP%	Tot	Err	Pos%	Eff%	modSO%	SO%	Tot	Err	Blk	Pts	K%	Eff%	Pts
Set 1	11	2	7	2	10	21	5	2	-29%	33%	17	3	47%	24%	35%	56%	18	2	1	7	39%	22%	2
Set 2	20	1	15	4	6	26	9	1	-31%	35%	21	1	38%	29%	67%	71%	30	2	3	15	50%	33%	4
Set 3	17	2	14	1	5	22	9	2	-32%	27%	22	2	50%	36%	59%	64%	30	1	5	14	47%	27%	1
Set 4	14	1	8	5	15	29	6	1	-21%	34%	20	1	10%	0%	60%	70%	26	3	2	8	31%	12%	5
Set 5	11	2	9		4	14	1	2	50%	43%	12	3	42%	17%	58%	64%	17	1	2	9	53%	35%	
Total	**73**	**8**	**53**	**12**	**40**	**112**	**30**	**8**	**-18%**	**34%**	**92**	**10**	**37%**	**22%**	**57%**	**65%**	**121**	**9**	**13**	**53**	**44%**	**26%**	**12**

SVG Lüneburg

	P1	P6	P5	P4	P3	P2
Pts diff	-5	3	1	3	-1	0
N srv	16	28	20	23	14	14
BP%	6%	43%	30%	48%	36%	36%
srv Eff%	-19%	-50%	-20%	17%	-21%	-7%
N rec	17	19	8	12	12	14
modSO%	59%	58%	50%	50%	50%	50%
rec Eff%	35%	-5%	0%	0%	-17%	43%

1st attack after pos. reception (R+#)							
Err	Blk	K%	Tot	Tot	K%	Blk	Err
1	1	54%	26	33	55%	5	2

1st attack after neg. reception (R-!)							
Err	Blk	K%	Tot	Tot	K%	Blk	Err
4	6	50%	36	42	36%	3	6

Attack in transition							
Err	Blk	K%	Tot	Tot	K%	Blk	Err
3	5	34%	47	46	43%	5	1

VfB Friedrichshafen

	P1	P6	P5	P4	P3	P2
Pts diff	5	-1	-5	-5	0	5
N srv	20	22	18	16	16	20
BP%	35%	36%	22%	25%	31%	50%
srv Eff%	-35%	-18%	-6%	-25%	-31%	5%
N rec	15	15	18	16	13	15
modSO%	73%	40%	56%	50%	62%	60%
rec Eff%	40%	33%	22%	0%	23%	13%

BP	Breakpoint
Err	Errors
Pos%	Positive +#
K%	Attack kill%
Blk	Block/blocked
Srv eff%	Serve efficiency (Ace + Pos - Err - Poor) / N
Rec eff%	Reception efficiency (Perf + Pos - Err - Overpasses) / N
Px	Setter in *x*
modSO%	SO% on non-error serves
n	Starting position
(n)	Starting setter
n→p	Substituted for player p
	Timeout