The Code — once done, the scoresheet can be "read" to recreate the game.

- Always record everything in the position of the *current server* (even if the receiving team takes a timeout or subs).
- As soon as the ball is served (not before, not after the rally) draw the appropriate shape
 (for a regular player, for a libero). If the libero serves, put another triangle around the service order number she serves in.
 - Fill in the result of the rally in the empty shape once the play is over
 - A number if the point was won by the serving team
 - An R if the receiving team wins the rally (a "side out")
 - A P if a replay is issued
- Write a P when a re-serve is granted when the server tosses the ball and lets it drop/catches it.
- When the receiving team wins the point put the point they received from the side out in a .
- Always mark the running total column in the middle of the sheet with the same shape the point is in from the in-line portion of the scoresheet.
- If a team takes a time out, write a T. If the receiving team takes a time-out (which it usually is) write Tx (x means the other team). Then, at the middle and bottom of the scoresheet, on the side of the team that took the timeout, write their score first-other team's score second.
- If a team subs, write S (or Sx) followed by a fraction of ^{*player # in*}/_{*player # out*} then cross out the player and write the new player in the service order and mark off a sub for the appropriate team.
- Switch colors after going through all 6 service orders for each team.

ACTIVITIES AD	Site:	Bright Future	Court #	Mair	ו	Match #	Date: S	ep 17. 202x
		<u> </u>				RE SHEET		- , -
Serving Order	PLAYERS NUMBERS	Twilight Stars		First Serv	e Servin	g PLAYERS	Bright F	Future
1	2	1 (23 (2) (5)		2 27 2 3 28 3	27 28 1	1	(1/2)R 18 (19	() () () T [R]
2	4	[2](3)(4)(R)		5 30 5 6 31 6	30 31 2	3	345PTx	Sx 14/8®
3	6c	5 6 P(7)®		7 32 7 8 33 8 9 34 9	33 34 3	5c	6 R	
4	8 1/4 8	8 (9) (0 (1) (2 (3(R)		10 35 10 11 36 11 12 37 12 13 38 13	35 36 37 4	7	7& & A	AR
5	10	14 (5) (6) (7) Tx R		13) 38 13 14] 39 (14) 15) 40 (15) 16) 41 (16)	39 40 5	£ 13	12 S 13/9 Sx 8	8/14 R
6	12	18 (9 ¢) ¢) ¢2 23 M R		10 41 10 17 42 17 18 43 18 19 44	42 43 6	11	13 (4) (5) (6)	17 R
SUBSTI	TUTIONS: 3 4 5 6	7 8 9 10 11 12 13 14 15 16		19 44 20 45 21 46	45 SUBST 46 2 2	TTUTIONS: 3 4 5 6	7 8 9 10 11 1	12 13 14 15 16
Commen	YUD		(22 47 22 23 48 23 24 49 24 25 50 25 Time Ou	49 50	ents: Y	'C Head Coach –	USP – 12-18
Print Names and R2 and Scorer Sign					re SET	# 1 2	3 4 5	FINAL S
R1 Romin Referree R2 Sunny Day <i>Junny Day</i> Scorer Your Name <i>Your Name</i>					17 22 Winnin		vilight Stars	2

ACTIVITIES AS	Site:	Bright Future com	t# Ma	ain		Match # J	V Date: Sep 1	7, 202x
		WIAA VOLI	LEYBA	ALL :	SCOR	E SHEET	,	
Serving Order	PLAYERS NUMBERS	Twilight Stars		Serve	Serving Order	PLAYERS NUMBERS	Bright Fut	
1	2	1 1 1 1 1 23 24 25	2 27 3 28 4 29	1 26 2 27 3 28 4 29	1	1	(1/2)R 18 19 69 63	HE T R
2	4	[2](3)(4)(R)	5 30 6 31	5 30 6 31 7 32	2	3	3(4)(5)(P)Tx Sx 1	4/8®
3	6c	[5] (6) P(7) ®	8 33 9 34	8 33 9 34 10 35		5c	IGIR /	
4	8148	8 9 6 6 6 6 6 8 6 8 6 8 6 8 6 8 6 8 6 8	(11) 36 (12) 37	11 36 12 37 13 38	4	7		<u>R</u>)
5	10	14 (5 (6 (7) Tx R	14 39 15 40	14 39 15 40 16 41	5	X 13	12 S 13/9 Sx 8/14 (R
6	12	18 (9 29 27 22 23 M R	(17) 42	17 42		11/	13 (4) (5 (6 (7) R	
	TUTIONS: 3 4 5 6	7 8 9 10 11 12 13 14 15 10 17 18	18 +3 19 44 20 45 21 46 22 47 23 26 48 24 49	× 45		TUTIONS: 3 4 5 6	7 8 9 10 11 12 13	14 15 16 1
Commen	YUD		23/50	23 48 24 49 25 50 Outs	Commen	ts: Y	C Head Coach – USP -	- 12-18
	Pr	int Names and R2 and Scorer Sign	score	score	SET #	1 (2)	3 4 5	FINAL SC
R1 Romin Referree R2 Sunny Day <i>Sunny Day</i> Scorer Your Name <i>Your Name</i>				12-17		Team: Tw	ilight Stars right Future	25



