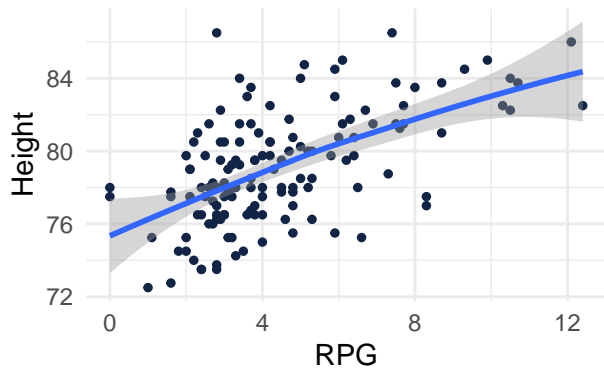
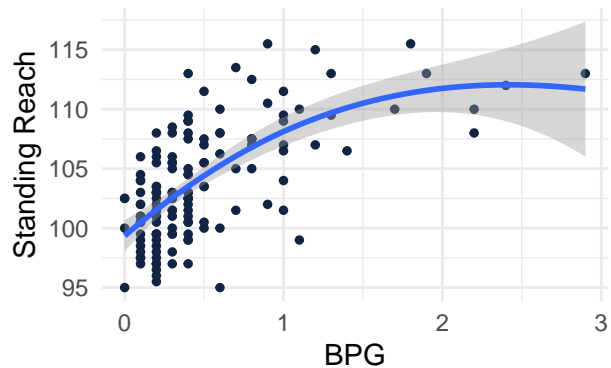


Rebounds per Game (RPG) and Height



Blocks per Game (BPG) and Standing Reach



Assists per Game (APG) and Wingspan

