

Player	Points		Serve		Reception							Attack				Block				Defence			
	Pts	W-L	Tot	Err	Eff%	Ace	Tot	Err	Neg%	Pos%	Per%	Tot	Err	Bk	Pts	Eff%	Pts%	Err	Neg%	Pos%	Pts	Tot	Pos%
#1 Vasilchenko	10	7	4	.	25%	1	16	2	1	8	62%	50%	.	33%	66%	1	3	100%
#2 Baiduji	.	0
#7 Ushakov	.	0
#8 Shchipko	13	12	11	1	45%	2	11	.	27%	36%	0%	13	.	.	11	84%	84%	.	50%	50%	.	7	100%
#10 Klimov	7	7	10	.	10%	10	.	.	7	70%	70%	.	16%	83%	.	4	100%
#12 Volkov	.	0
#13 Trofimov	4	1	4	1	0%	.	9	.	33%	44%	22%	13	1	1	4	46%	30%	.	33%	66%	.	6	100%
#14 Ahmadullin	1	0	12	1	8%	1	.	.	1	100%	100%	3	100%
#15 Lyashenko	3	0	8	1	0%	5	.	1	2	40%	40%	1	50%	50%	1	.	.
#16 Pyanov	.	0
#17 Fedunov	.	0	9	.	44%	55%	33%	7	71%
#18 Ziva	.	0
#24 Scherbakov	.	0
Total	38	27	49	4	16%	3	29	.	34%	44%	17%	58	3	3	33	63%	56%	1	33%	66%	2	30	93%

Player #1

Vasilchenko

Dmitrii

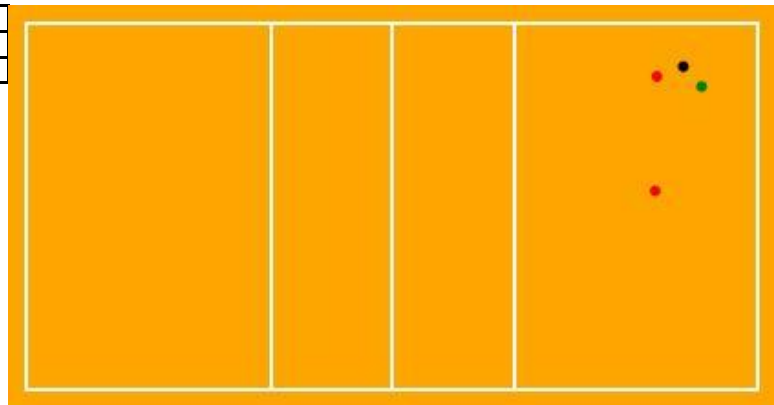
Serve

Player #1 Vasilchenko Dmitrii

Glider

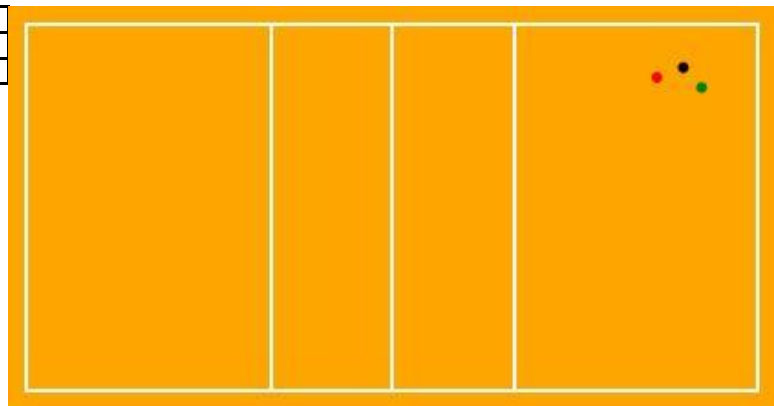
Total Glider

Total	#	+	!	/	-	=
	25%	0%	25%	0%	50%	0%
4	1	.	1	.	2	.



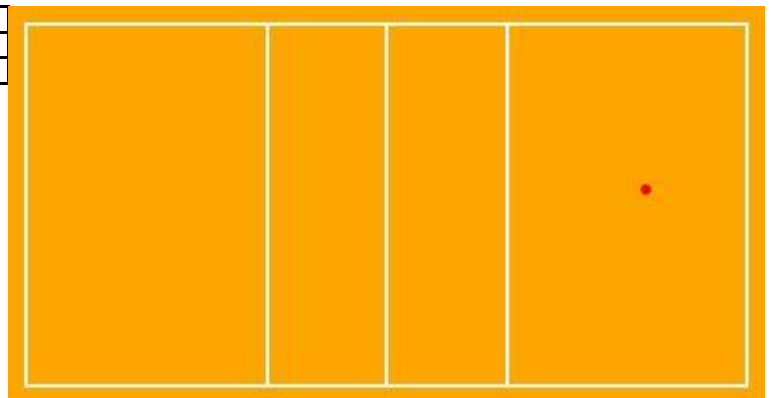
Glider Direction 1

Total	#	+	!	/	-	=
	33%	0%	33%	0%	33%	0%
3	1	.	1	.	1	.



Glider Direction 6

Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Attack

Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

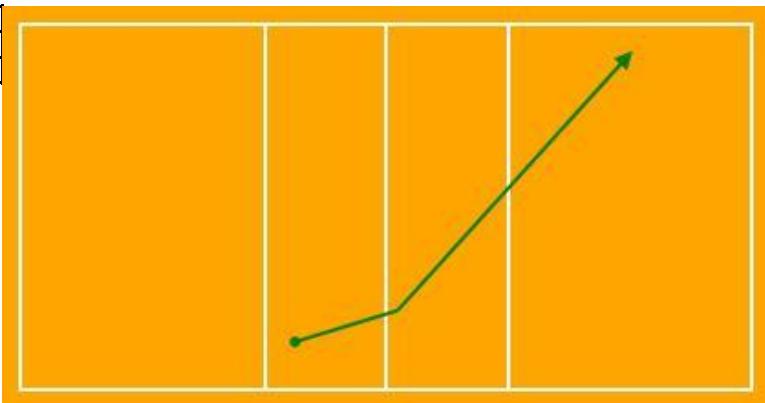
Total	#	+	!	/	-	=
	50%	25%	0%	25%	0%	0%
4	2	1	.	1	.	.



Zone #1 1 blockers

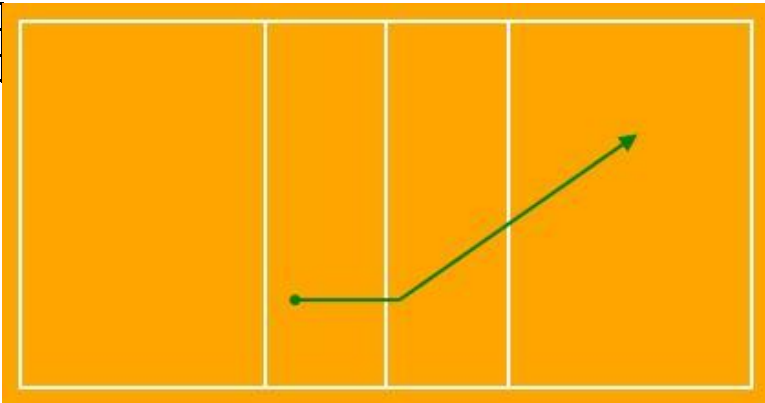
Set quality: /

Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



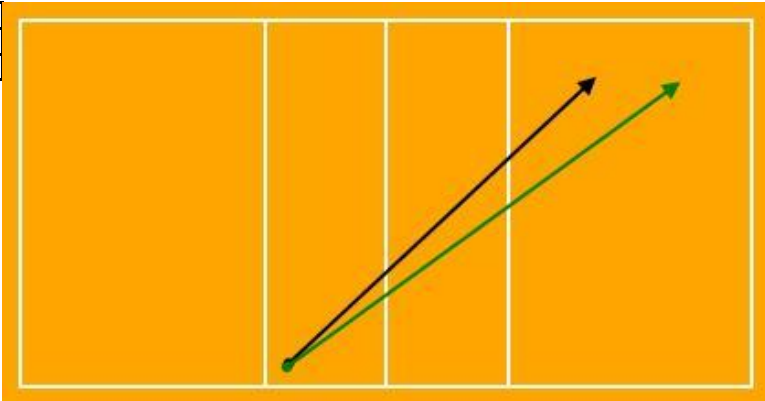
Set quality: !

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Set quality: #

Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Position 2

Total position 2

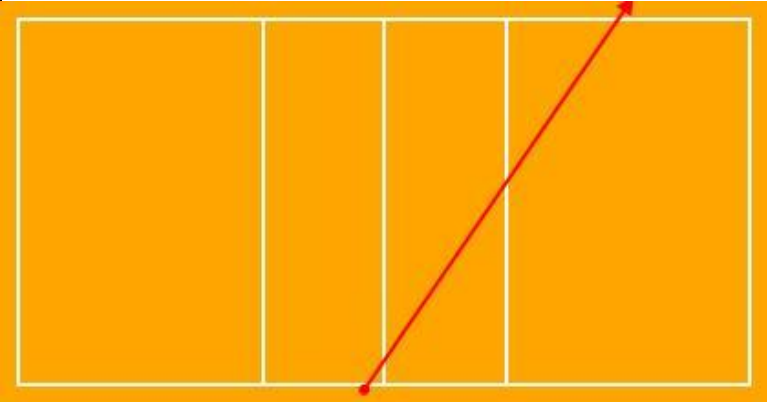
Total	#	+	!	/	-	=
	46%	7%	0%	30%	7%	7%
13	6	1	.	4	1	1



Zone #2 1 blockers

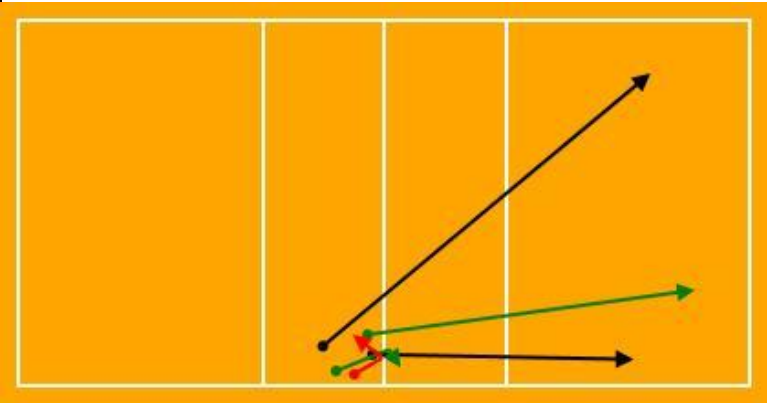
Set quality: /

Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



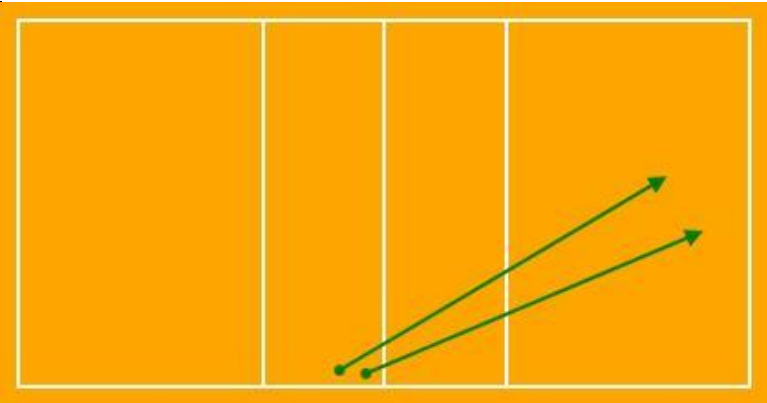
Set quality: !

Total	#	+	!	/	-	=
	40%	0%	0%	40%	20%	0%
5	2	.	.	2	1	.



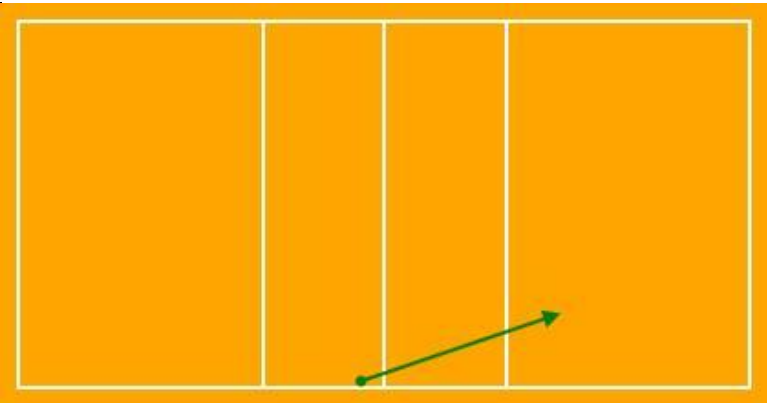
Set quality: +

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Set quality: #

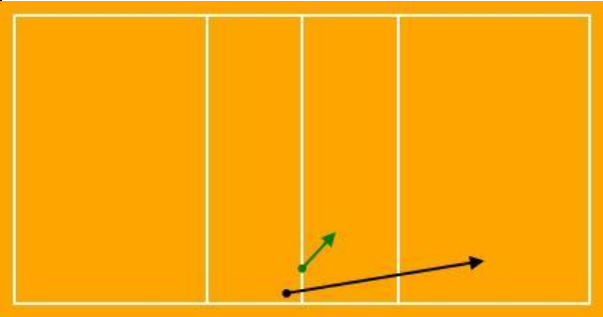
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1.5 blockers

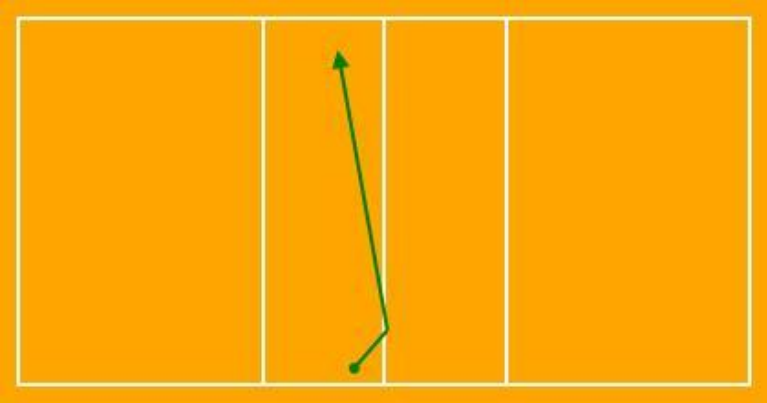
Set quality: /

Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Set quality: +

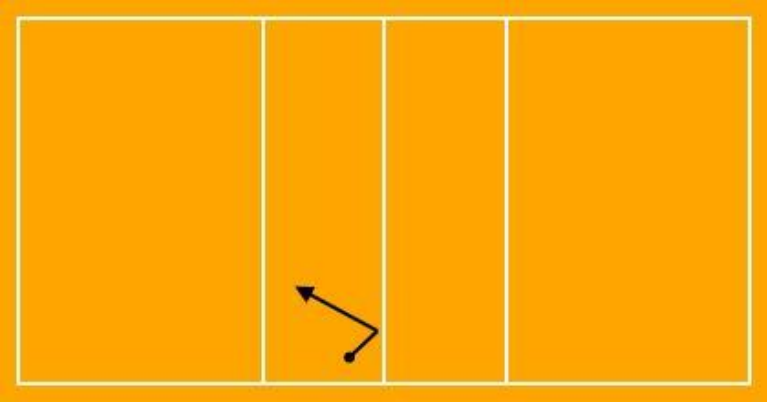
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #2 2 blockers

Set quality: /

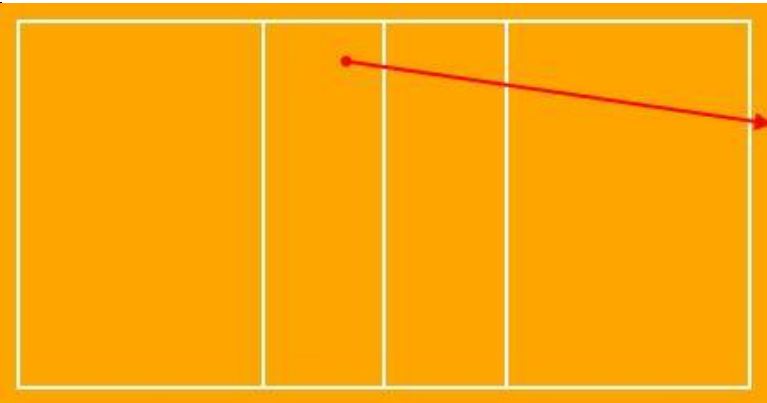
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

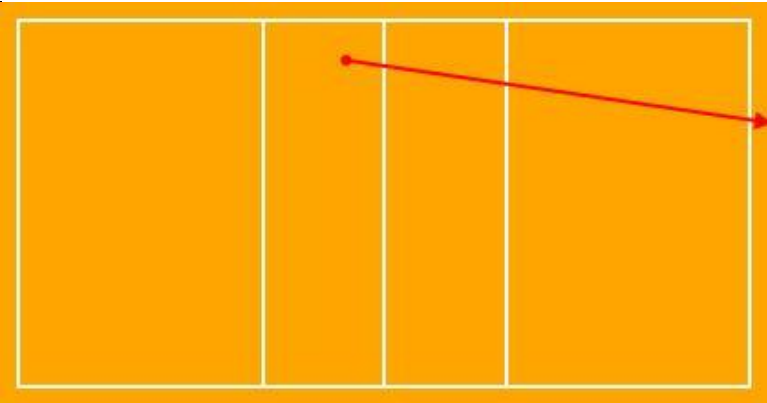
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 2 blockers

Set quality: /

Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Player #8

Shchipko Sergei

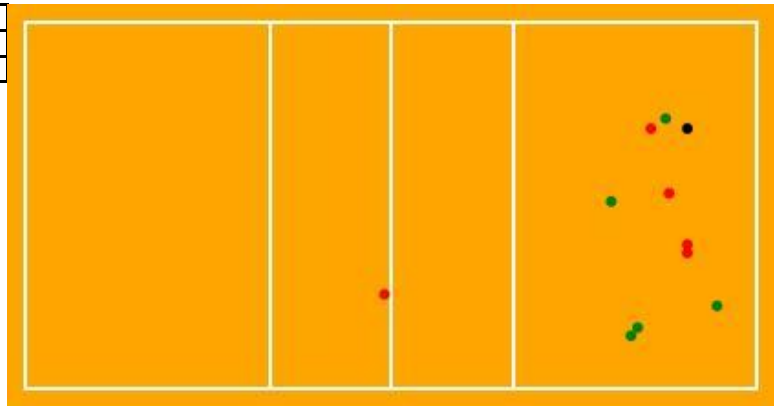
Serve

Player #8 Shchipko Sergei

Glider

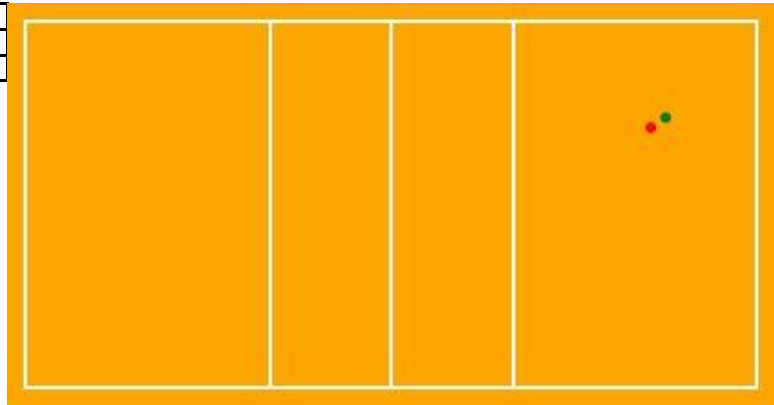
Total Glider

Total	#	+	!	/	-	=
	18%	27%	9%	0%	36%	9%
11	2	3	1	.	4	1



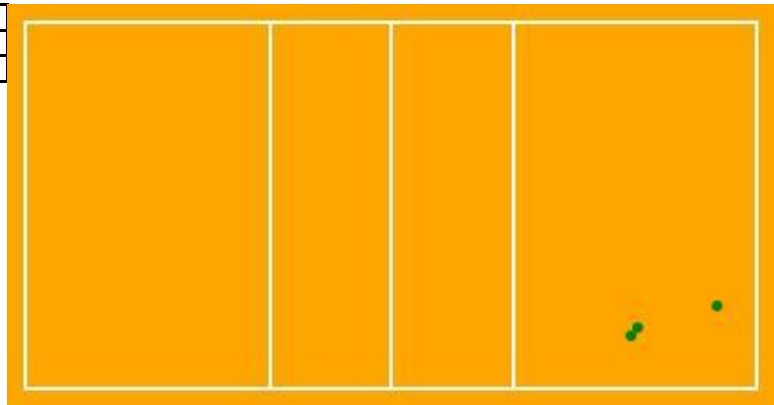
Glider Direction 1

Total	#	+	!	/	-	=
	0%	50%	0%	0%	50%	0%
2	.	1	.	.	1	.



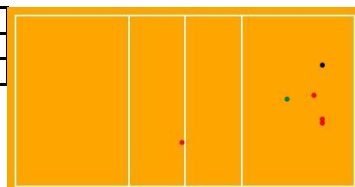
Glider Direction 5

Total	#	+	!	/	-	=
	66%	33%	0%	0%	0%	0%
3	2	1



Glider Direction 6

Total	#	+	!	/	-	=
	0%	16%	16%	0%	50%	16%
6	.	1	1	.	3	1



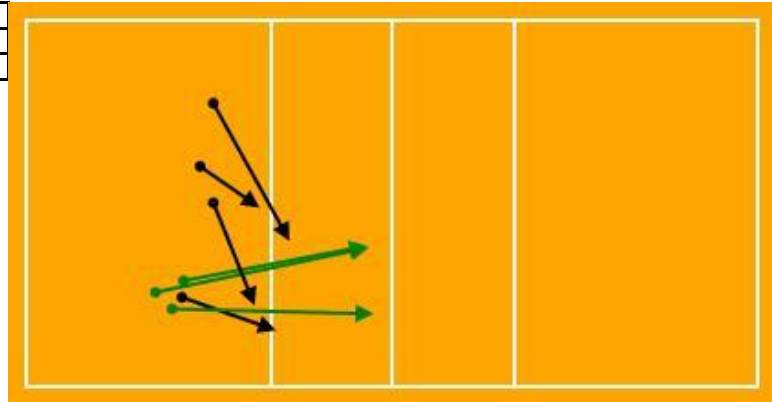
Reception

Player #8 Shchipko Sergei

Glider

Total Glider

Total	#	+	!	/	-	=
	0%	42%	42%	14%	0%	0%
7	.	3	3	1	.	.

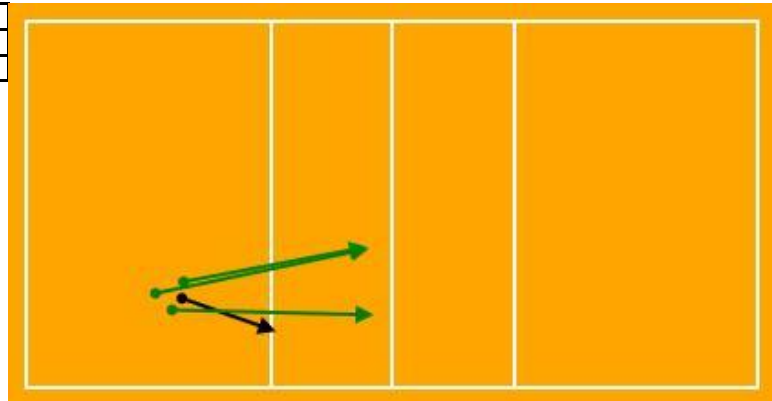


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(14%) #: 0%, #+: 0% !/-: 100%, =: 0%	2(28%) #: 0%, #+: 0% !/-: 100%, =: 0%	4(57%) #: 0%, #+: 75% !/-: 25%, =: 0%

Glider Zone #1

Upper

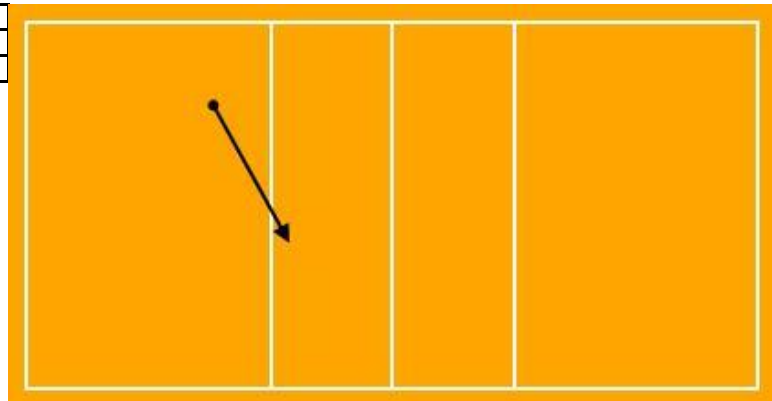
Total	#	+	!	/	-	=
	0%	75%	25%	0%	0%	0%
4	.	3	1	.	.	.



Glider Zone #5

Upper

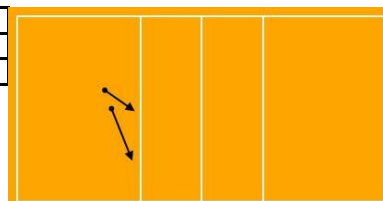
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #6

Upper

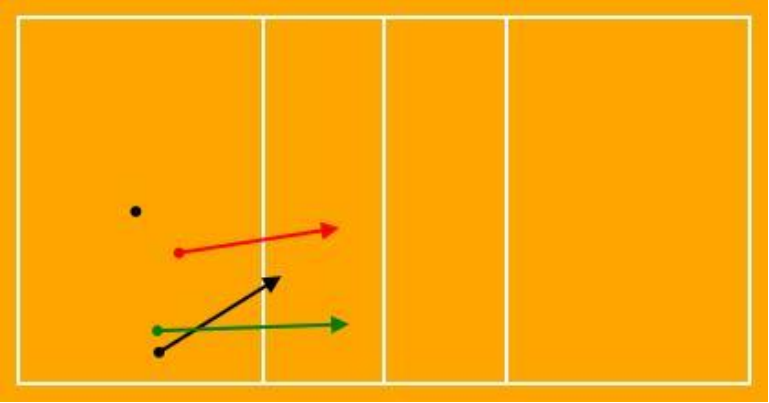
Total	#	+	!	/	-	=
	0%	0%	50%	50%	0%	0%
2	.	.	1	1	.	.



Jump

Total Jump

Total	#	+	!	/	-	=
	0%	25%	25%	25%	25%	0%
4	.	1	1	1	1	.

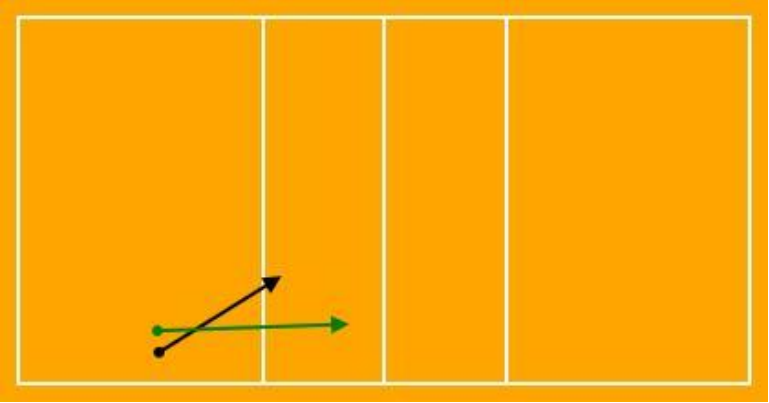


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	2(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	2(50%) #: 0%, #+: 50% !/-: 50%, =: 0%

Jump Zone #1

Lower

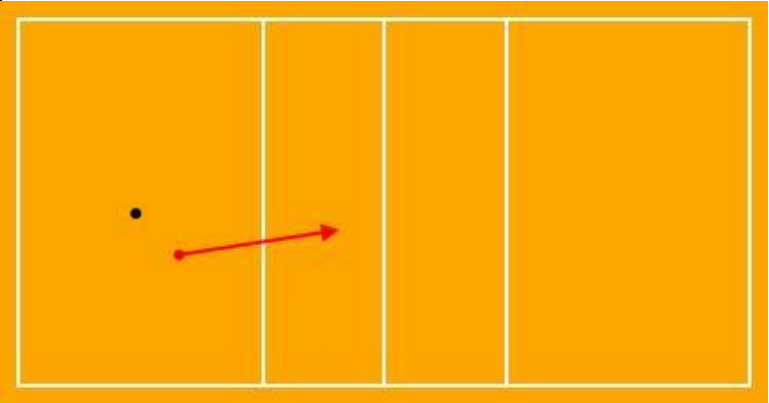
Total	#	+	!	/	-	=
	0%	50%	50%	0%	0%	0%
2	.	1	1	.	.	.



Jump Zone #6

Lower

Total	#	+	!	/	-	=
	0%	0%	0%	50%	50%	0%
2	.	.	.	1	1	.

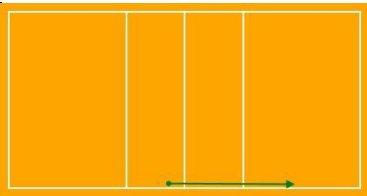


Attack Player #8 Shchipko Sergei

Position 2

Total position 2

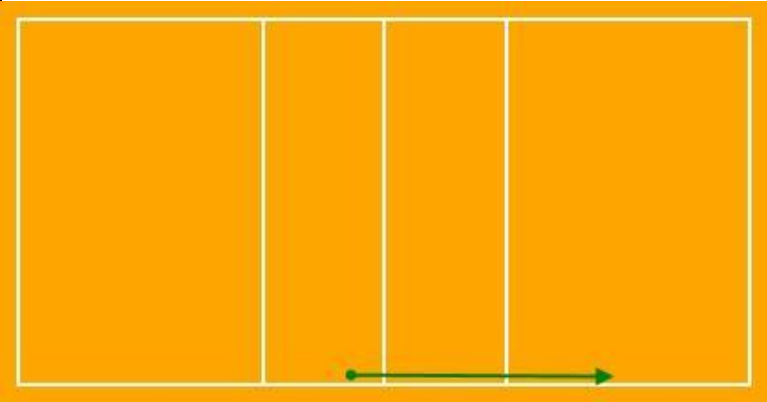
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

Set quality: +

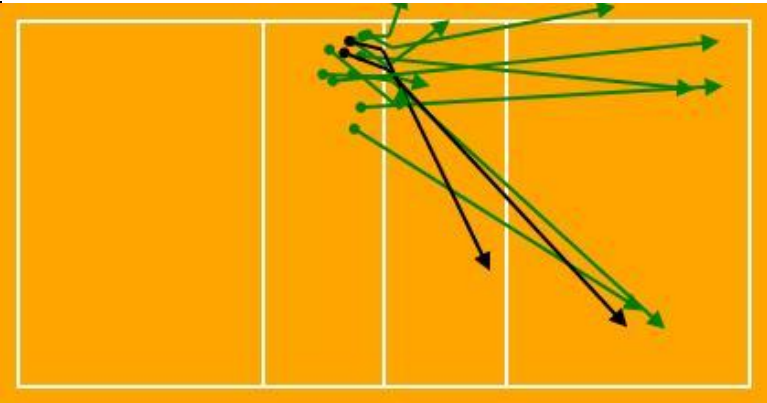
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

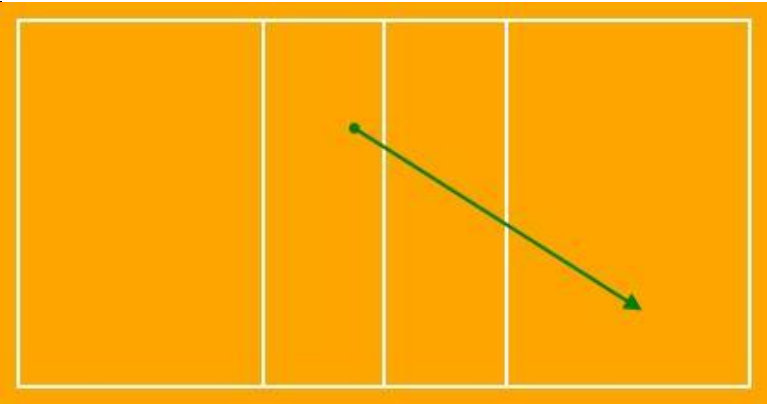
Total	#	+	!	/	-	=
	83%	0%	0%	16%	0%	0%
12	10	.	.	2	.	.



Zone #4 1 blockers

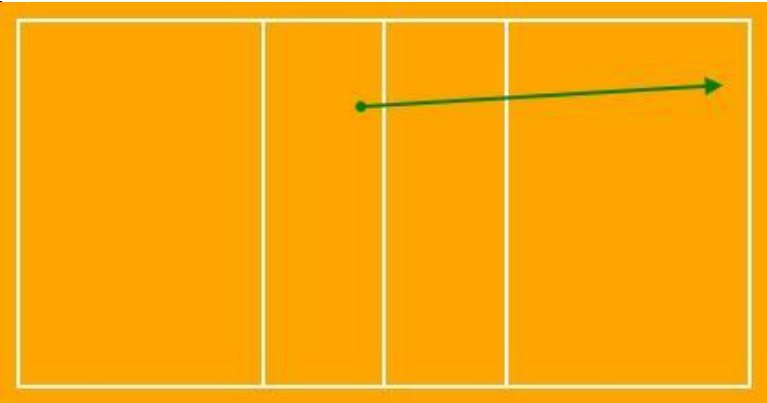
Set quality: /

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



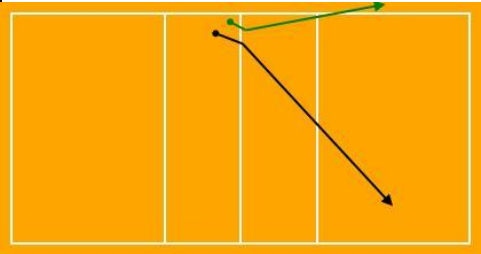
Set quality: !

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Set quality: +

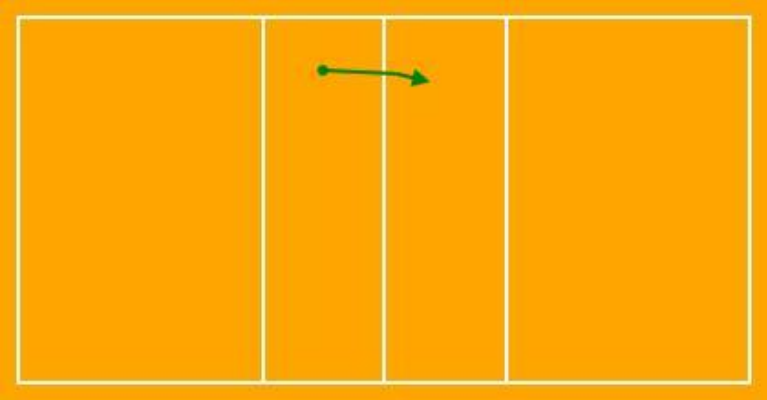
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #4 1.5 blockers

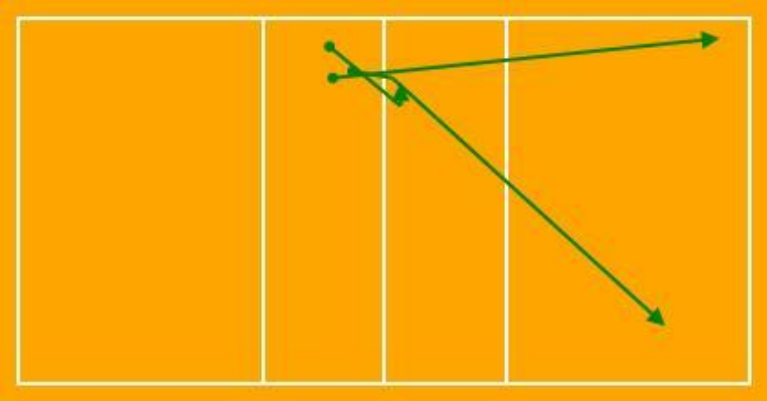
Set quality: /

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



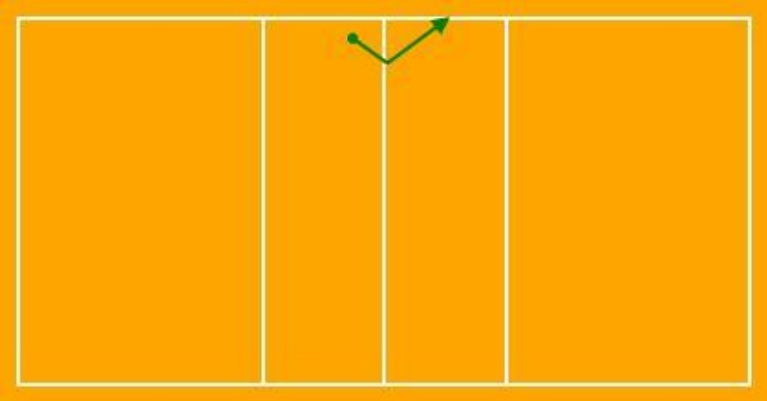
Set quality: !

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
3	3



Set quality: +

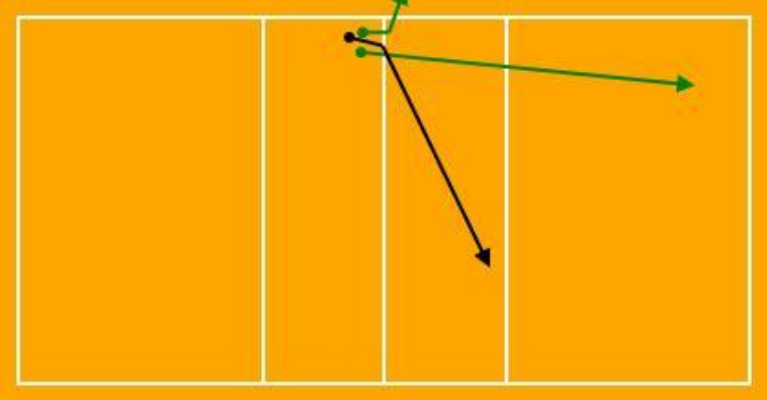
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

Set quality: +

Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Player #10 Klimov Alexey

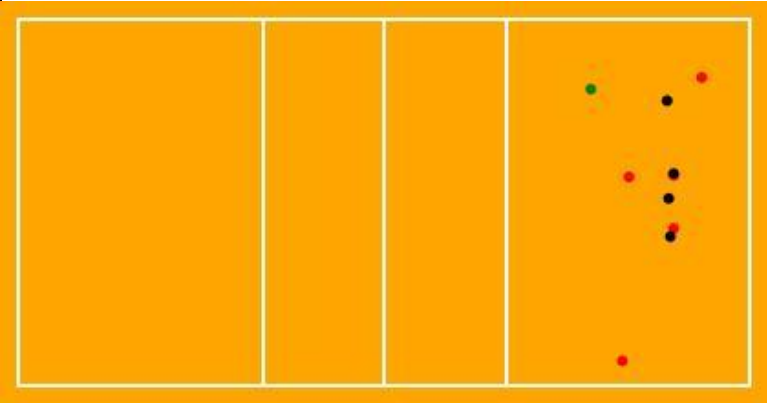
Serve

Player #10 Klimov Alexey

Glider

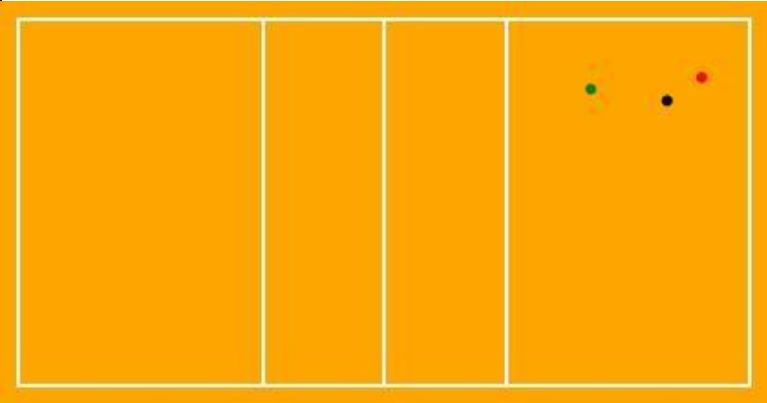
Total Glider

Total	#	+	!	/	-	=
	0%	10%	10%	30%	50%	0%
10	.	1	1	3	5	.



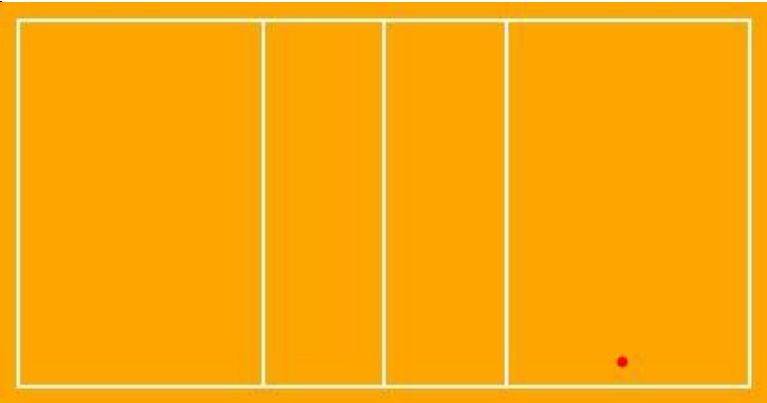
Glider Direction 1

Total	#	+	!	/	-	=
	0%	33%	33%	0%	33%	0%
3	.	1	1	.	1	.



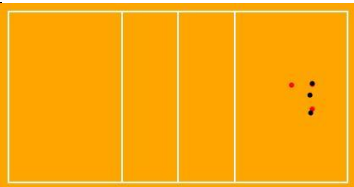
Glider Direction 5

Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Glider Direction 6

Total	#	+	!	/	-	=
	0%	0%	0%	50%	50%	0%
6	.	.	.	3	3	.



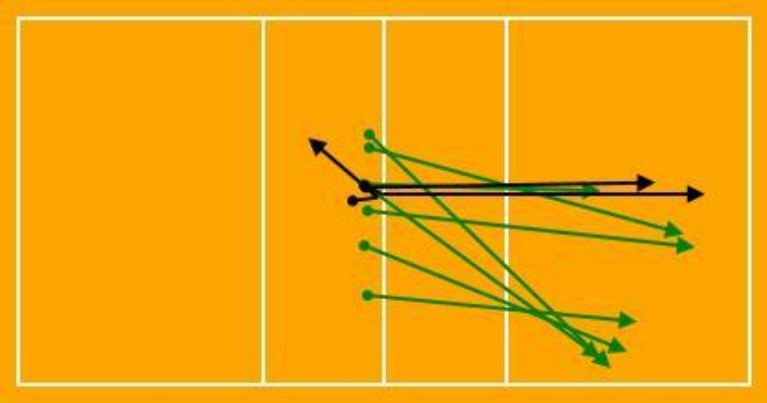
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

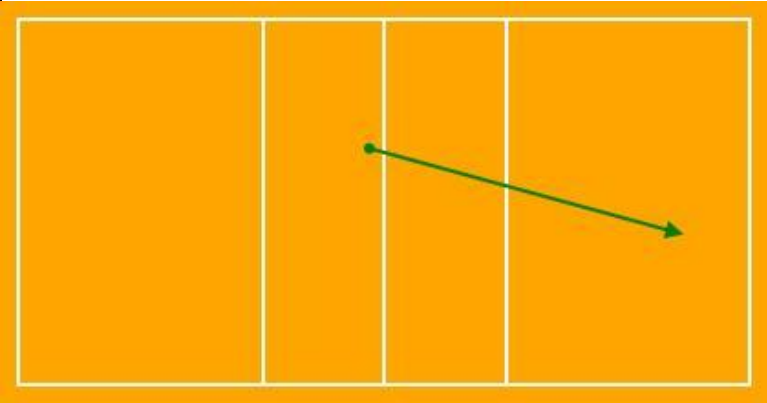
Total	#	+	!	/	-	=
	70%	0%	0%	30%	0%	0%
10	7	.	.	3	.	.



Zone #3 0.5 blockers

Set quality: +

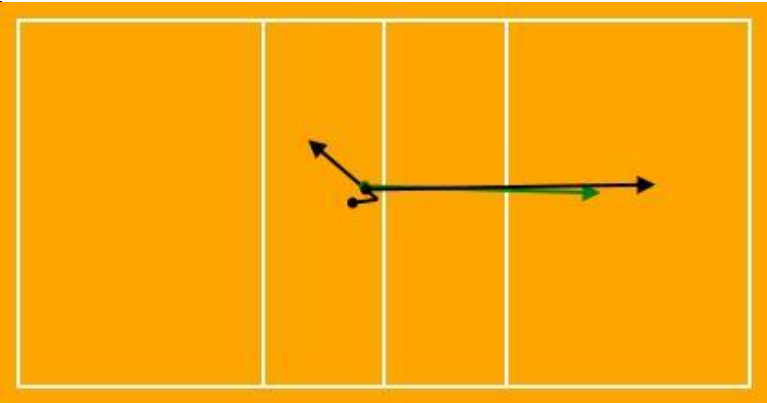
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

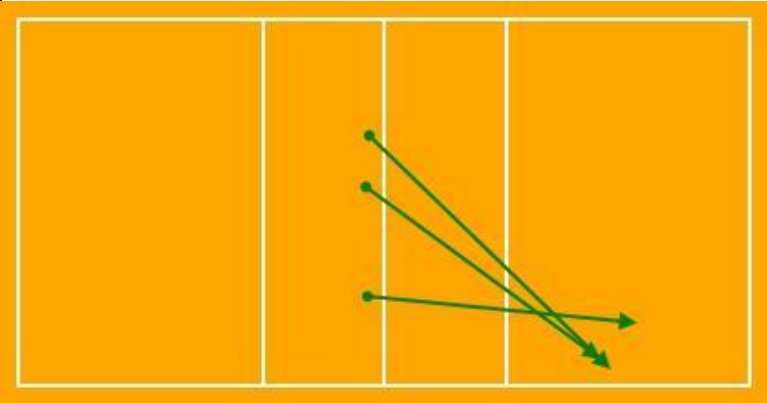
Set quality: !

Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1	.	.	2	.	.



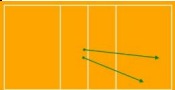
Set quality: +

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
3	3



Set quality: #

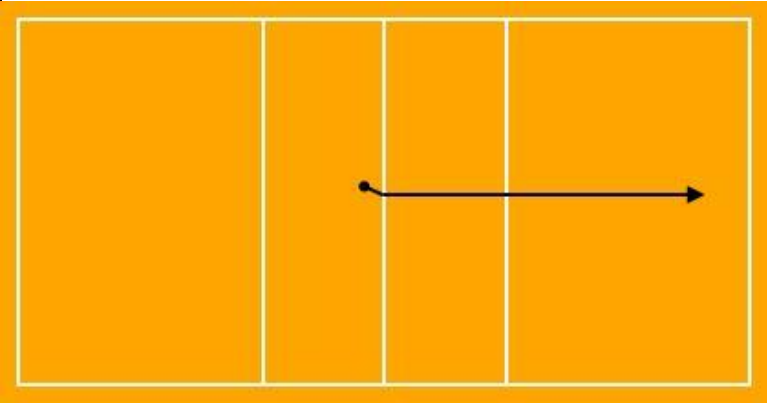
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #3 2 blockers

Set quality: !

Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Player #13

Trofimov Lev

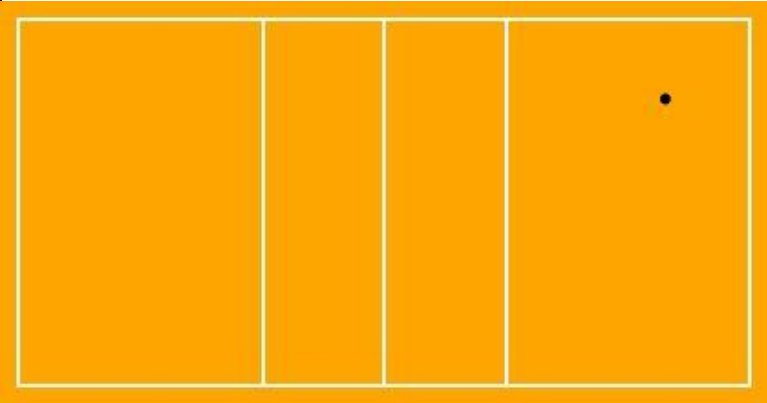
Serve

Player #13 Trofimov Lev

Glider

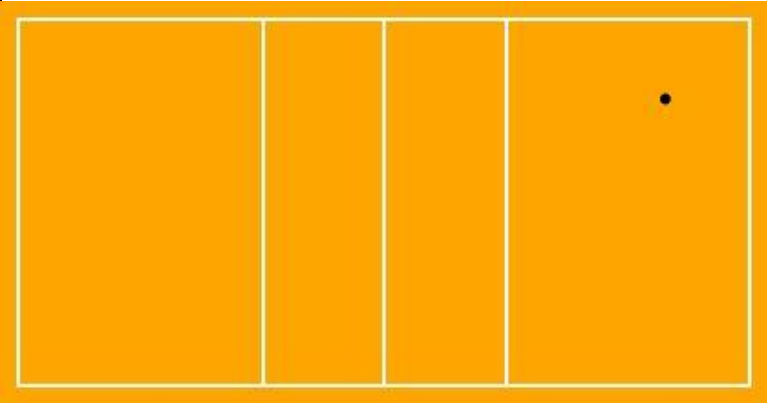
Total Glider

Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Glider Direction 1

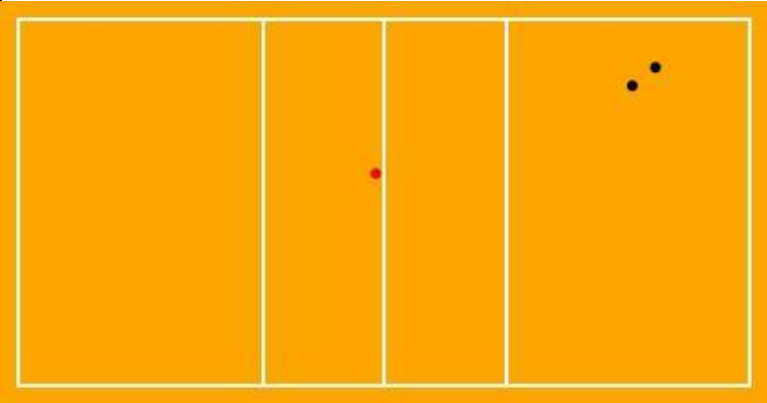
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump

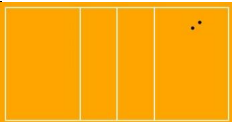
Total Jump

Total	#	+	!	/	-	=
	0%	0%	33%	33%	0%	33%
3	.	.	1	1	.	1



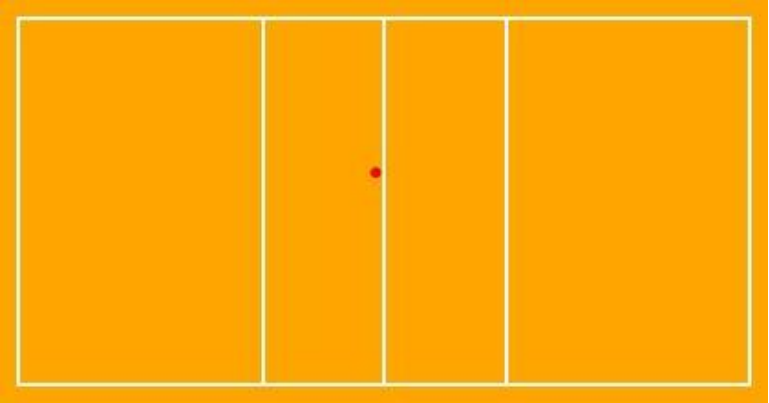
Jump Direction 1

Total	#	+	!	/	-	=
	0%	0%	50%	50%	0%	0%
2	.	.	1	1	.	.



Jump Direction 6

Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1

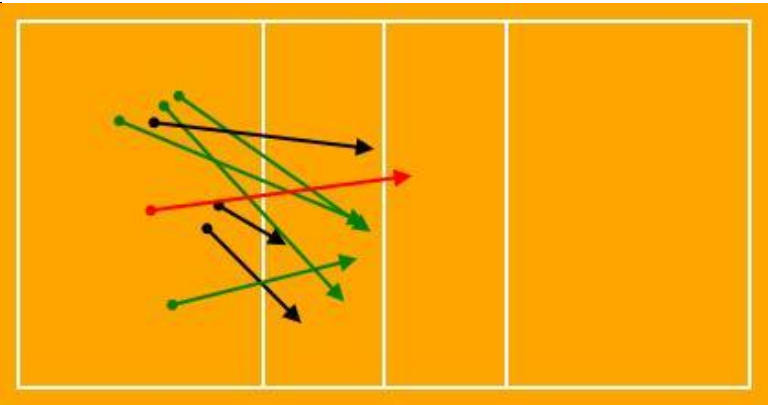


Reception
Player #13 Trofimov Lev

Glider

Total Glider

Total	#	+	!	/	-	=
	25%	25%	25%	12%	12%	0%
8	2	2	2	1	1	.

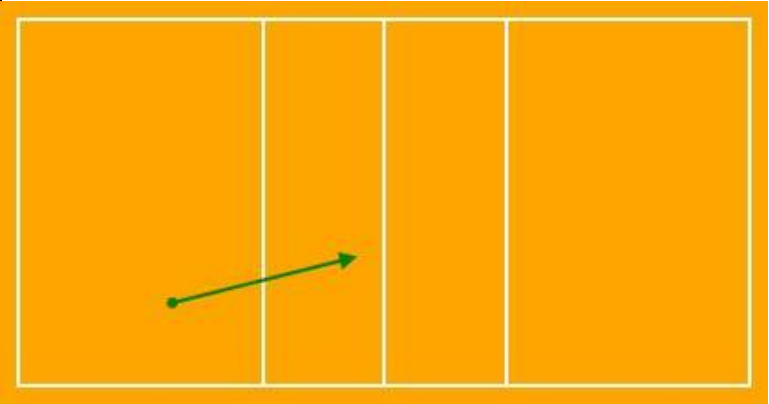


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
4(50%) #: 50%, #+: 75% !/-: 25%, =: 0%	3(37%) #: 0%, #+: 0% !/-: 100%, =: 0%	1(12%) #: 0%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

Upper

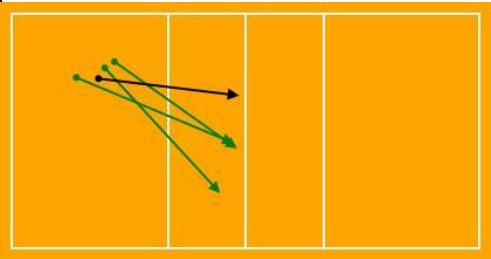
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Glider Zone #5

Upper

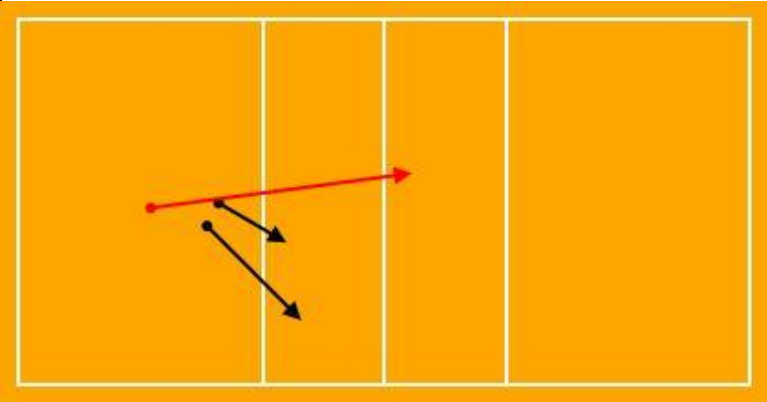
Total	#	+	!	/	-	=
	50%	25%	0%	25%	0%	0%
4	2	1	.	1	.	.



Glider Zone #6

Upper

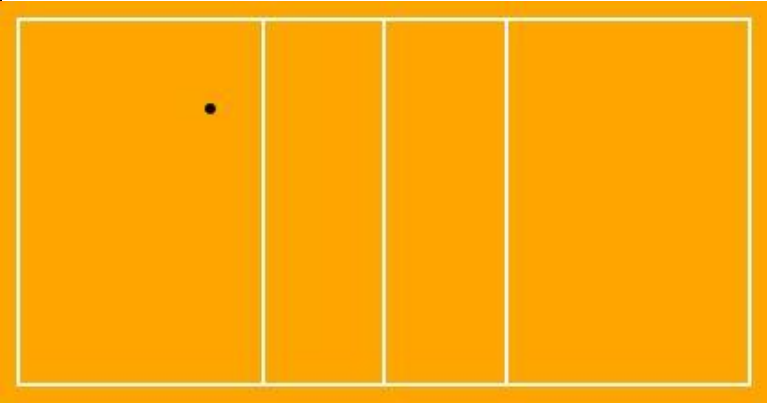
Total	#	+	!	/	-	=
	0%	0%	66%	0%	33%	0%
3	.	.	2	.	1	.



Jump

Total Jump

Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.

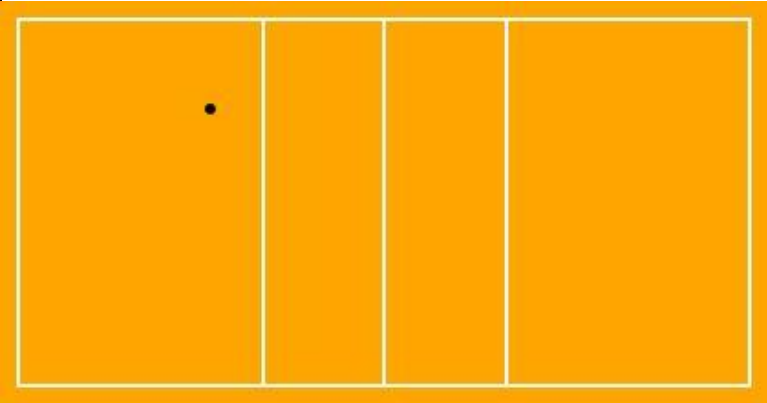


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.

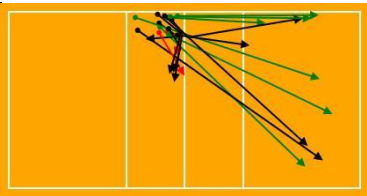


Attack
Player #13 Trofimov Lev

Position 4

Total position 4

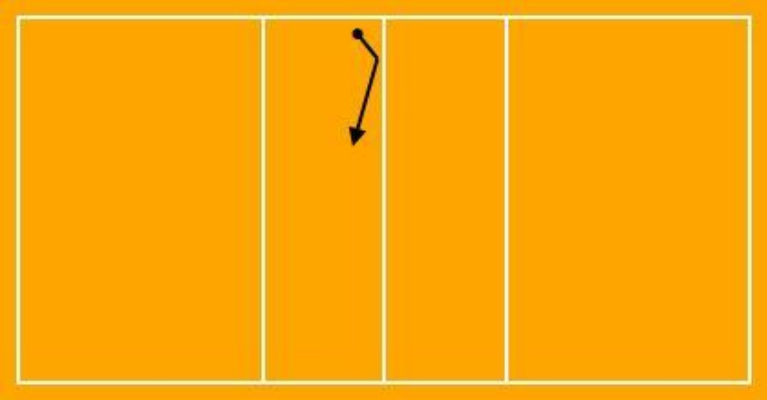
Total	#	+	!	/	-	=
	25%	12%	6%	43%	6%	6%
16	4	2	1	7	1	1



Zone #4 1 blockers

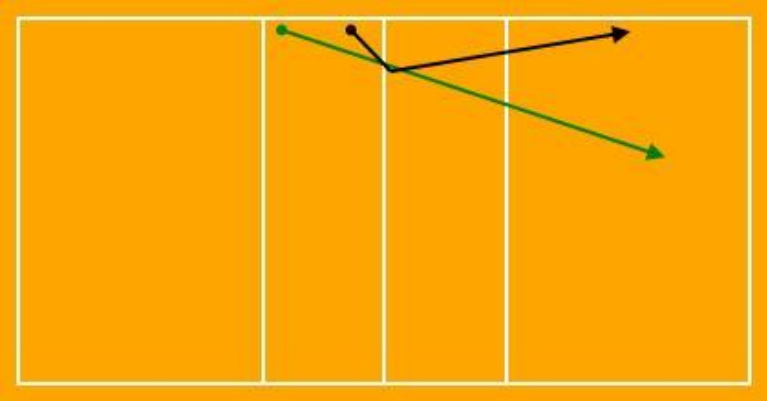
Set quality: /

Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



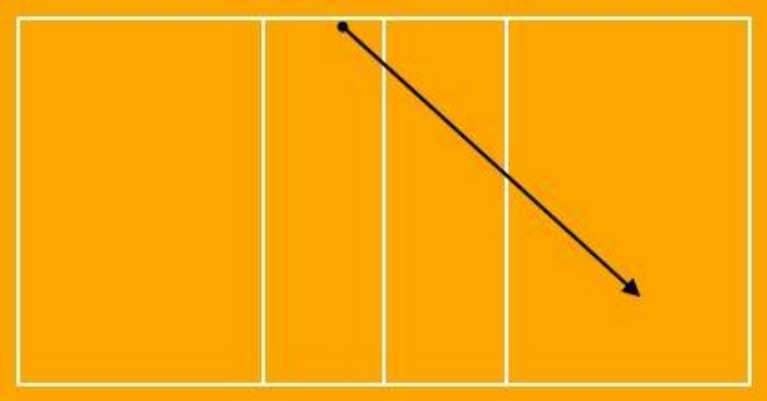
Set quality: !

Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



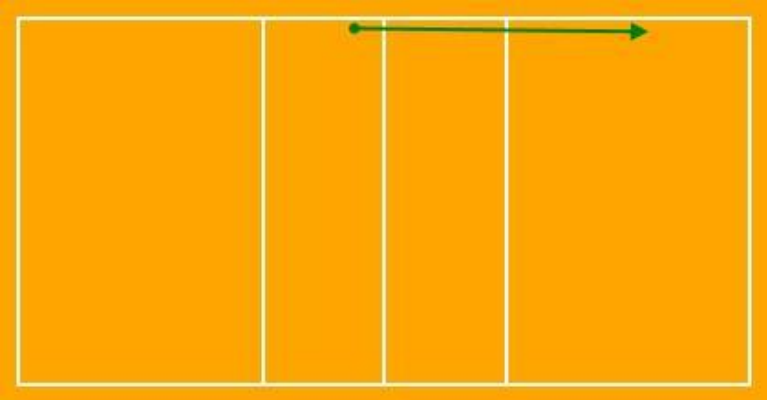
Set quality: +

Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Set quality: #

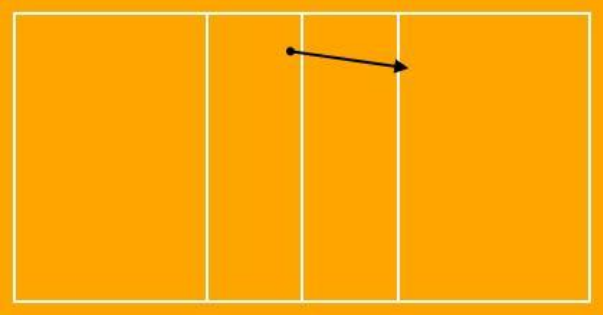
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

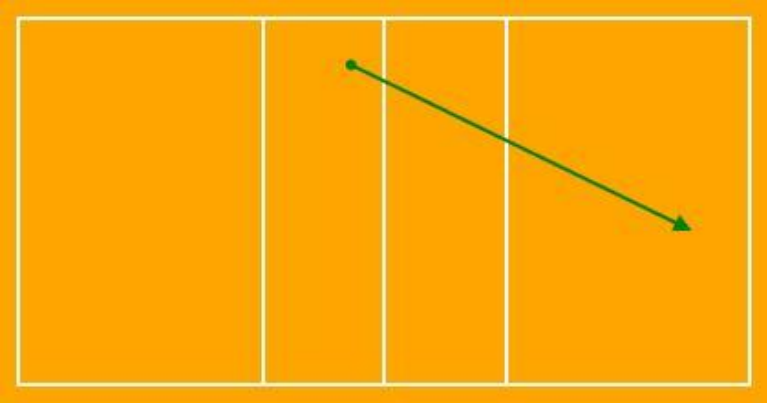
Set quality: /

Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Set quality: !

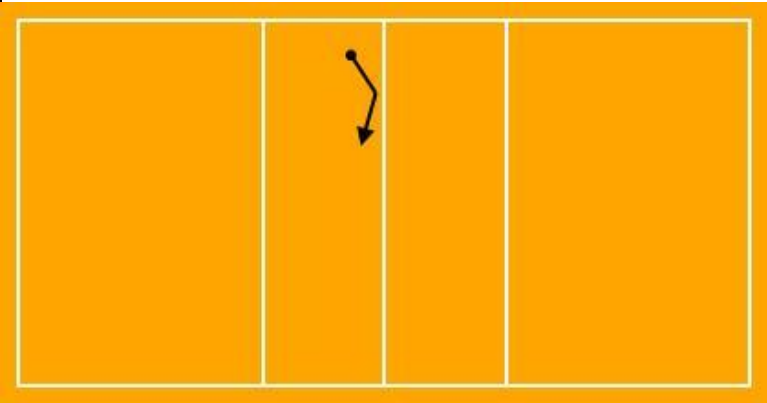
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

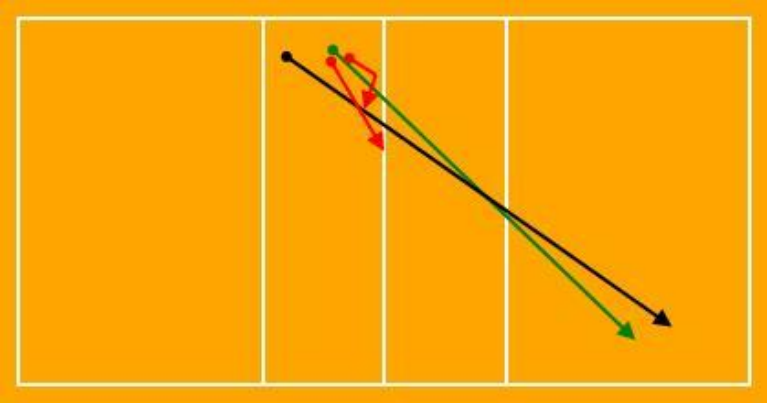
Set quality: /

Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



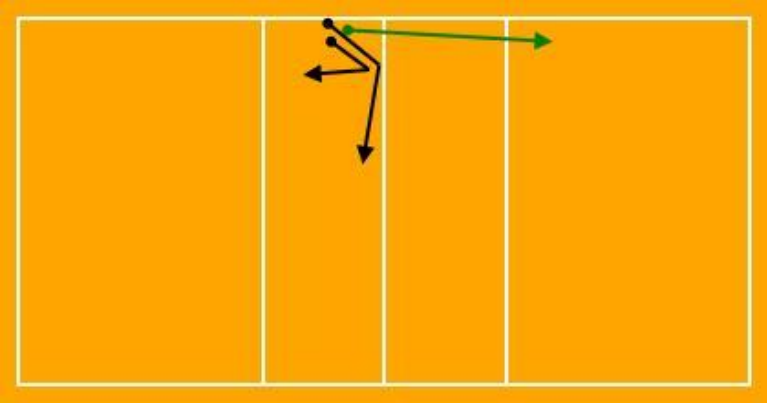
Set quality: !

Total	#	+	!	/	-	=
	0%	25%	0%	25%	25%	25%
4	.	1	.	1	1	1



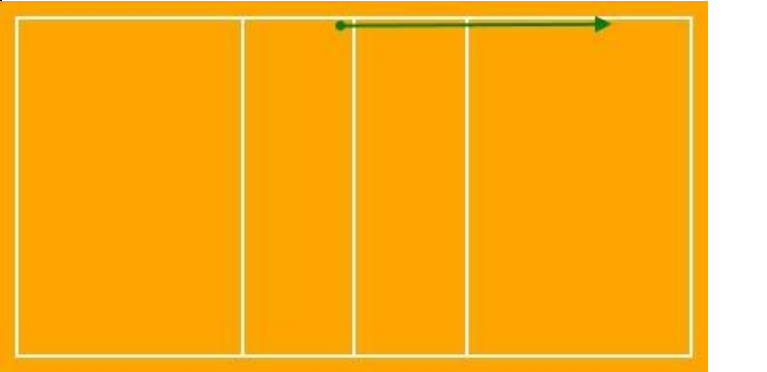
Set quality: +

Total	#	+	!	/	-	=
	0%	33%	0%	66%	0%	0%
3	.	1	.	2	.	.



Set quality: #

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Player #14

Ahmadullin Timur

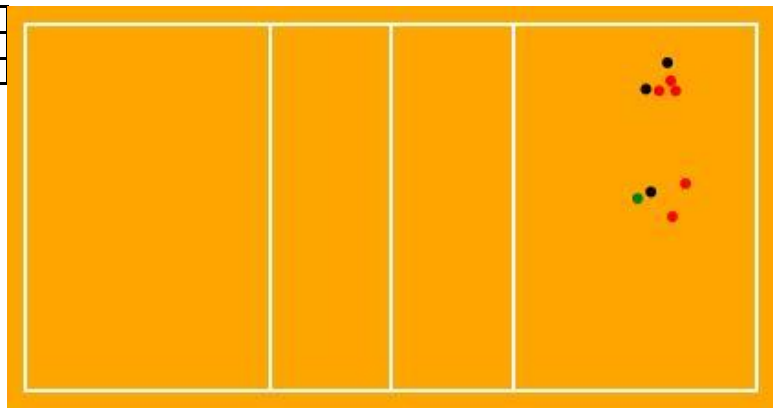
Serve

Player #14 Ahmadullin Timur

Glider

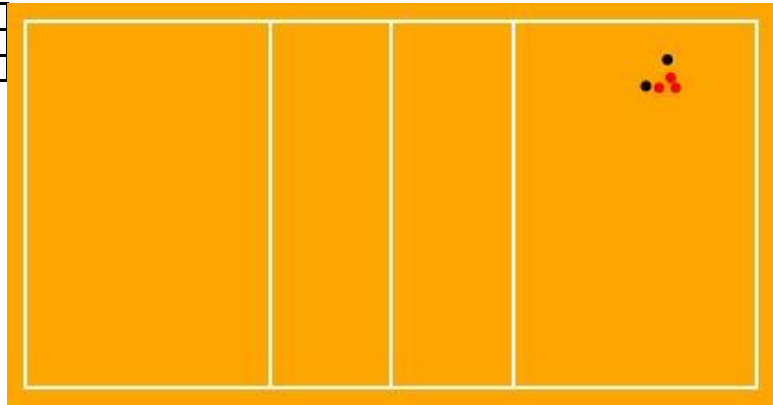
Total Glider

Total	#	+	!	/	-	=
	0%	11%	0%	33%	55%	0%
9	.	1	.	3	5	.



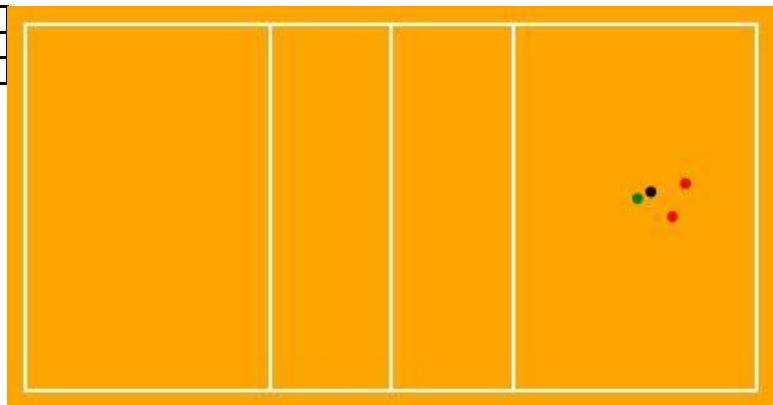
Glider Direction 1

Total	#	+	!	/	-	=
	0%	0%	0%	40%	60%	0%
5	.	.	.	2	3	.



Glider Direction 6

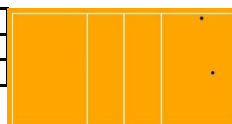
Total	#	+	!	/	-	=
	0%	25%	0%	25%	50%	0%
4	.	1	.	1	2	.



Jump

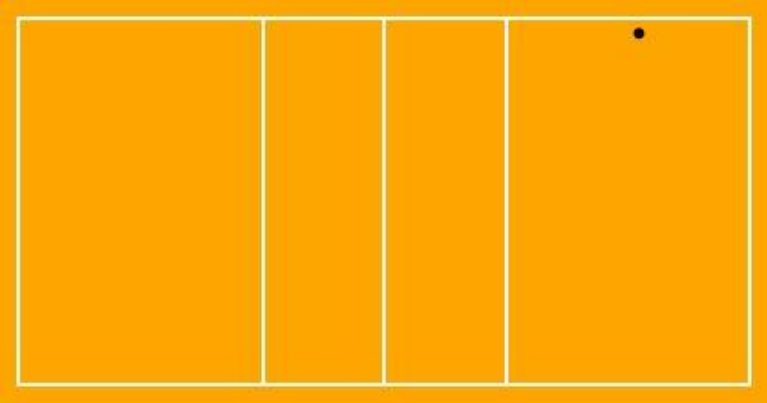
Total Jump

Total	#	+	!	/	-	=
	0%	0%	0%	66%	0%	33%
3	.	.	.	2	.	1



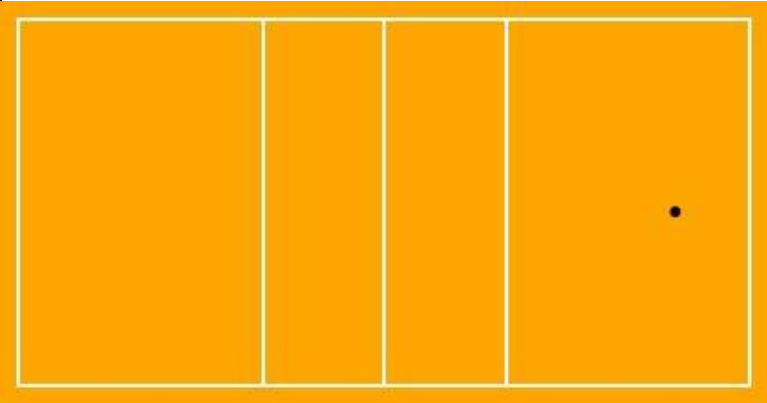
Jump Direction 1

Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



Jump Direction 6

Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.

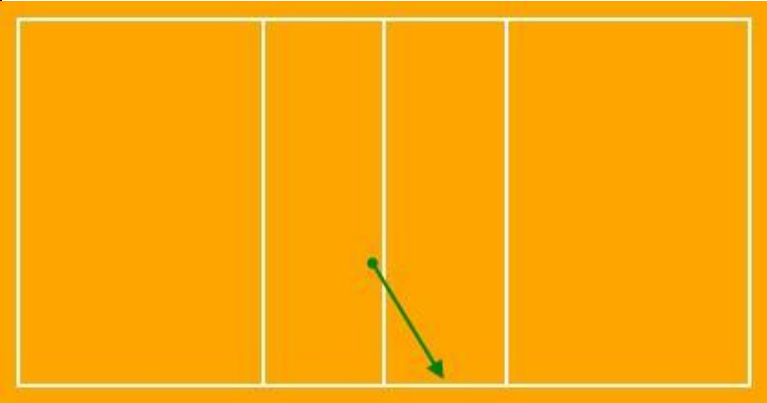


Attack
Player #14 Ahmadullin Timur

Position 2

Total position 2

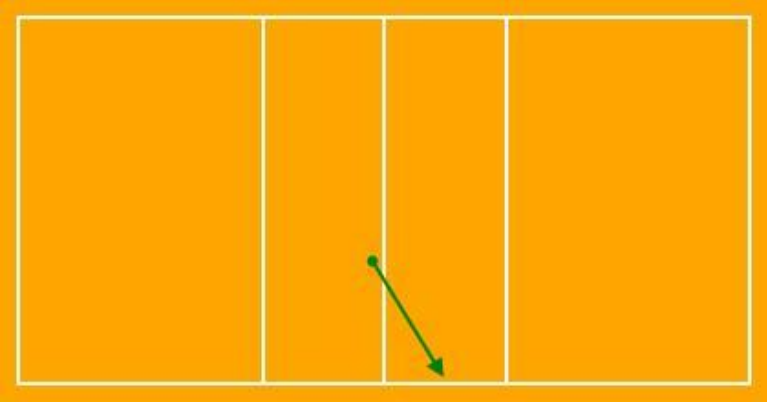
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

Set quality: #

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Player #15

Lyashenko Andron

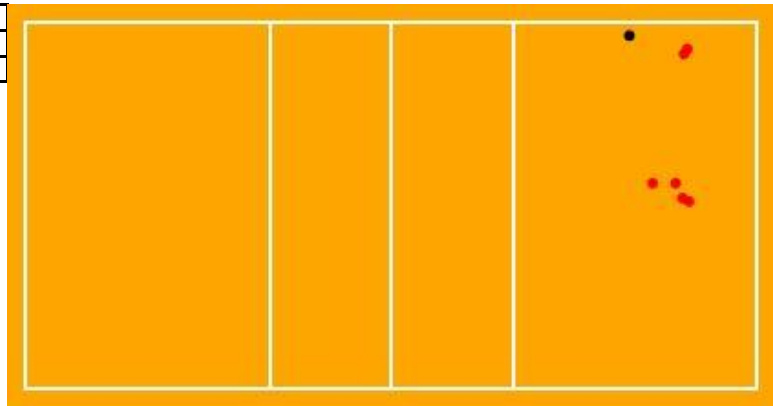
Serve

Player #15 Lyashenko Andron

Glider

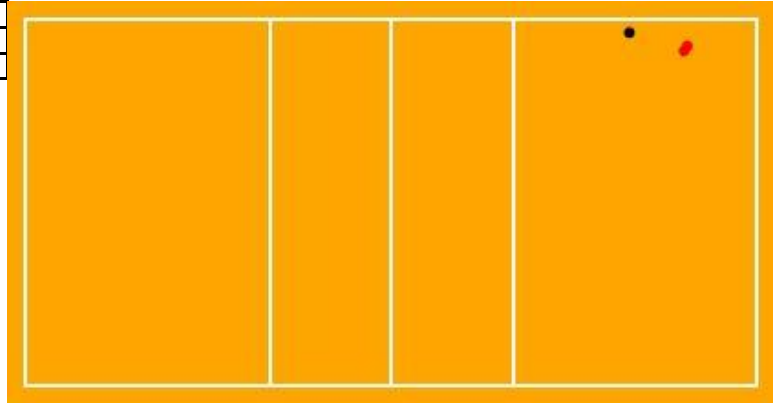
Total Glider

Total	#	+	!	/	-	=
	0%	0%	12%	0%	75%	12%
8	.	.	1	.	6	1



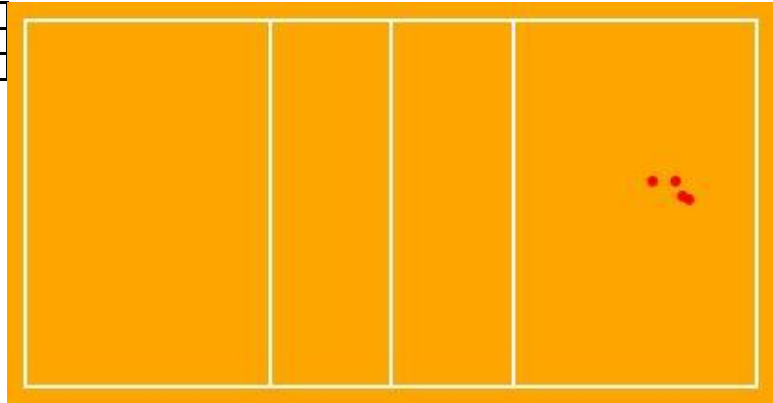
Glider Direction 1

Total	#	+	!	/	-	=
	0%	0%	33%	0%	66%	0%
3	.	.	1	.	2	.



Glider Direction 6

Total	#	+	!	/	-	=
	0%	0%	0%	0%	80%	20%
5	4	1



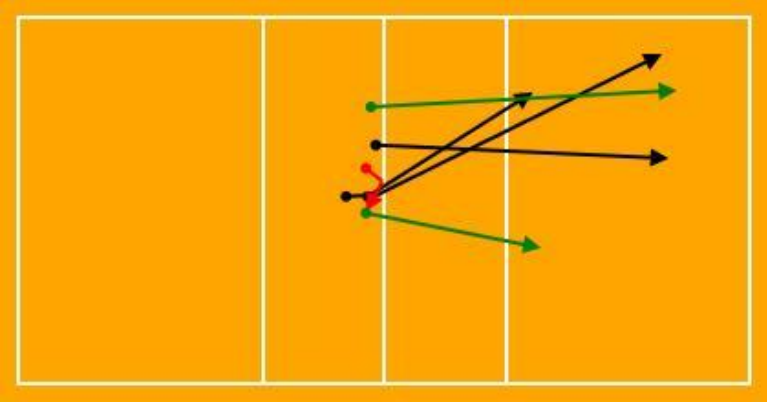
Attack

Player #15 Lyashenko Andron

Position 3

Total position 3

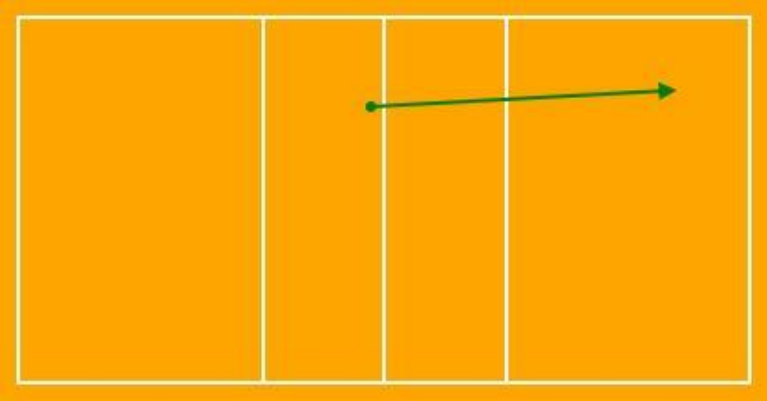
Total	#	+	!	/	-	=
	33%	0%	16%	33%	16%	0%
6	2	.	1	2	1	.



Zone #3 0 blockers

Set quality: +

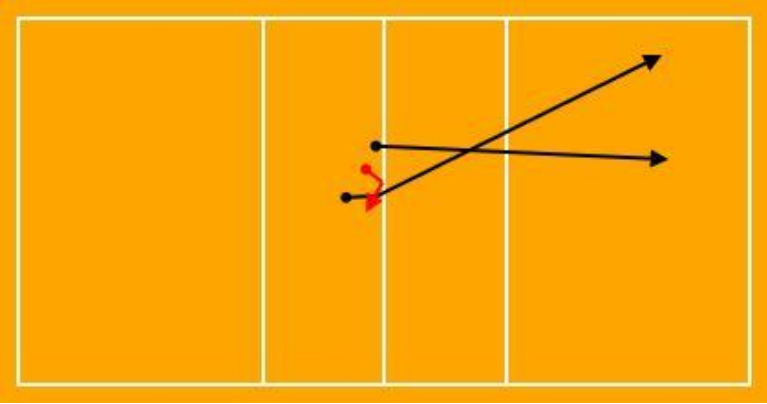
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

Set quality: +

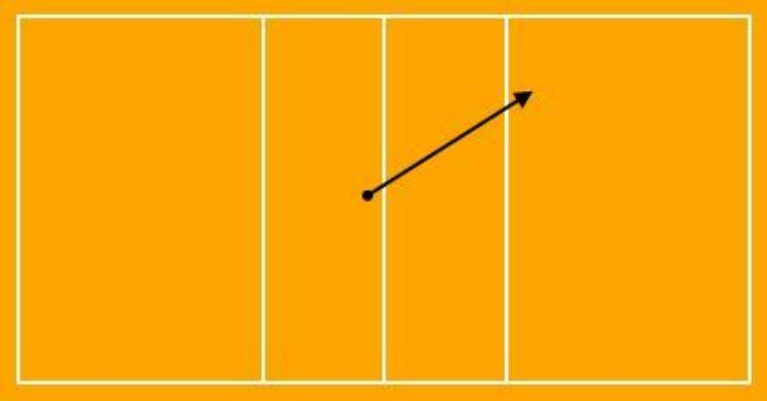
Total	#	+	!	/	-	=
	0%	0%	0%	66%	33%	0%
3	.	.	.	2	1	.



Zone #3 1.5 blockers

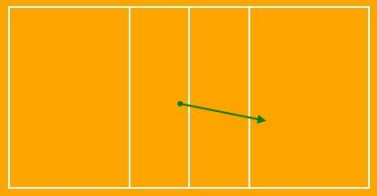
Set quality: -

Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Set quality: +

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Player #17

Fedunov Daniil

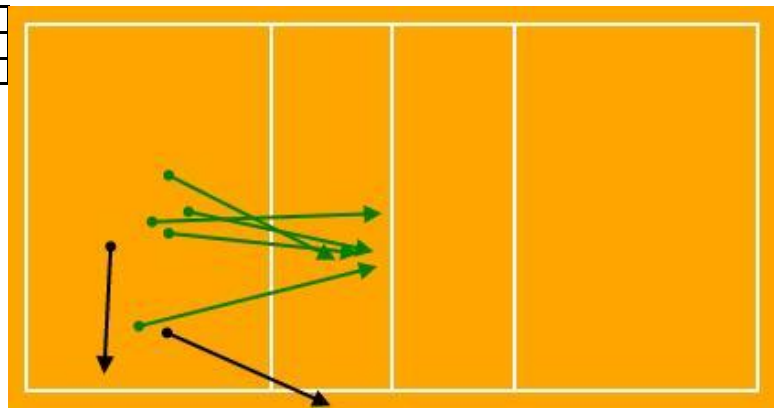
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	42%	28%	0%	28%	0%	0%
7	3	2	.	2	.	.

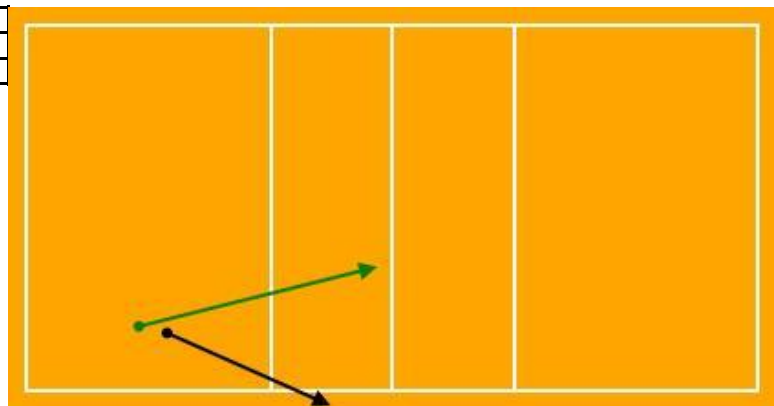


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	5(71%) #: 40%, #+: 80% !/-: 20%, =: 0%	2(28%) #: 50%, #+: 50% !/-: 50%, =: 0%

Glider Zone #1

Upper

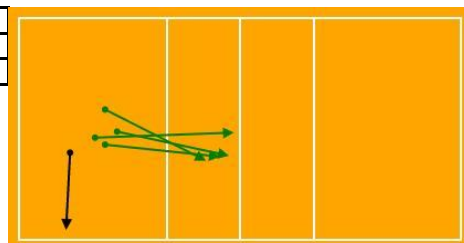
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Glider Zone #6

Upper

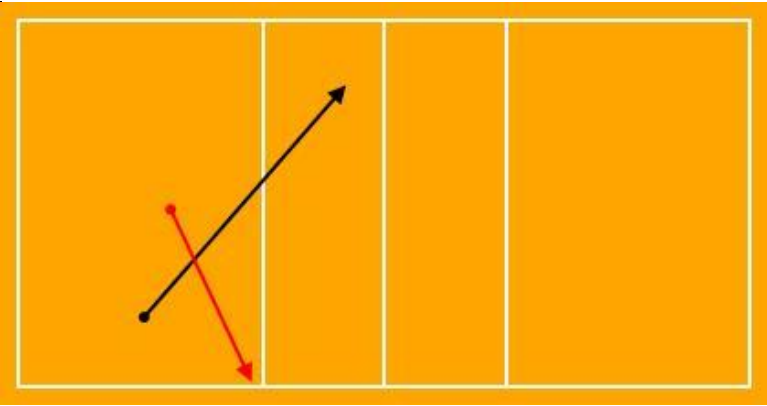
Total	#	+	!	/	-	=
	40%	40%	0%	20%	0%	0%
5	2	2	.	1	.	.



Jump

Total Jump

Total	#	+	!	/	-	=
	0%	0%	0%	50%	50%	0%
2	.	.	.	1	1	.

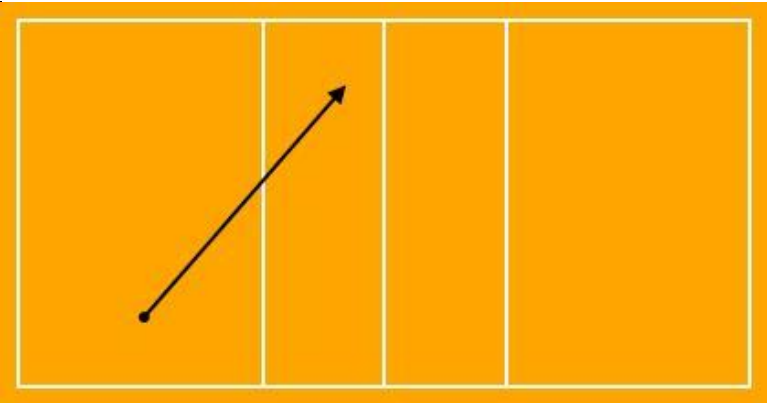


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%

Jump Zone #1

Lower

Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump Zone #6

Lower

Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.

