

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	15	13	10	.	50%	3	19	1	1	12	78%	63%	.	0%	100%	.	10	50%
#2 Baiduji	.	0
#7 Ushakov	.	0
#8 Shchipko	.	0
#10 Klimov	6	4	10	1	0%	.	1	.	0%	0%	0%	7	.	1	5	71%	71%	.	62%	37%	1	2	100%
#12 Volkov	.	0
#13 Trofimov	10	4	5	2	40%	1	14	.	21%	57%	35%	16	4	.	9	68%	56%	3	100%
#14 Ahmadullin	1	-3	14	3	14%	1	2	.	.	.	50%	0%	.	100%	0%	.	9	66%
#15 Lyashenko	3	-1	7	1	14%	1	6	1	2	1	16%	16%	.	25%	75%	1	.	.
#16 Pyanov	.	0
#17 Fedunov	.	0	22	.	13%	54%	36%	5	60%
#18 Ziva	2	1	3	1	0%	.	2	.	50%	0%	0%	2	.	.	2	100%	100%	2	100%
#24 Scherbakov	7	2	8	.	0%	.	18	1	16%	55%	38%	16	2	1	7	43%	43%	1	100%	0%	.	1	100%
Total	44	20	57	8	17%	6	57	1	17%	52%	35%	68	8	5	36	61%	52%	1	58%	41%	2	32	68%

Player #1

Vasilchenko

Dmitrii

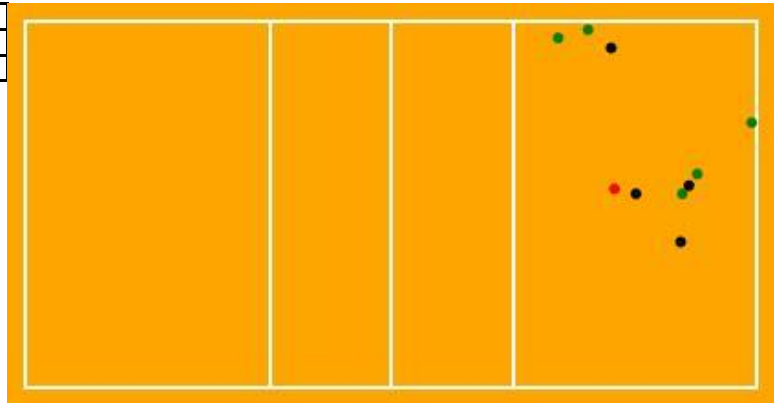
Serve

Player #1 Vasilchenko Dmitrii

Jump

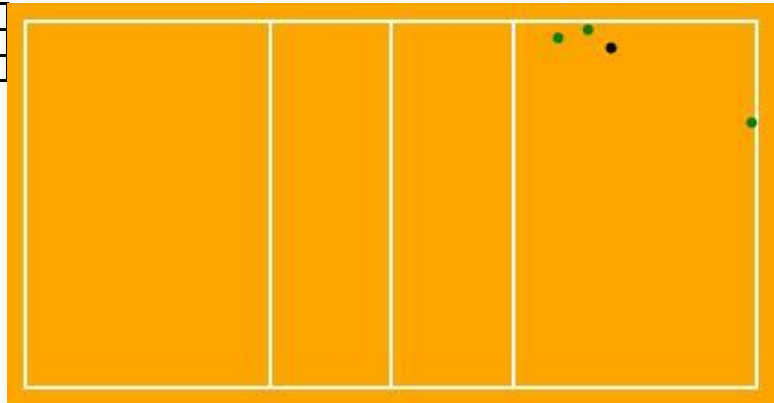
Total Jump

Total	#	+	!	/	-	=
	30%	20%	20%	20%	10%	0%
10	3	2	2	2	1	.



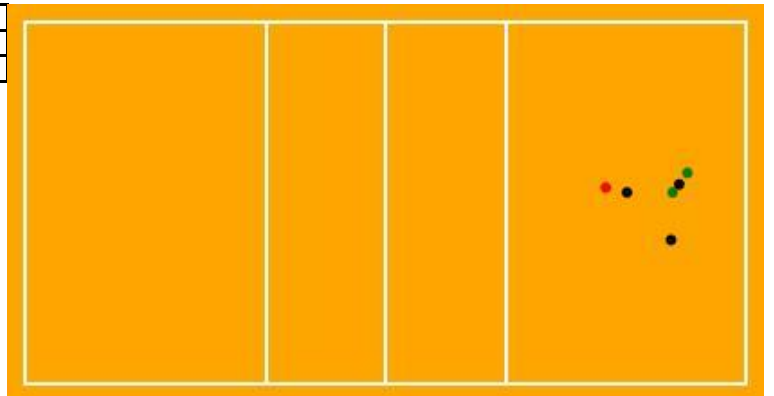
Jump Direction 1

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



Jump Direction 6

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



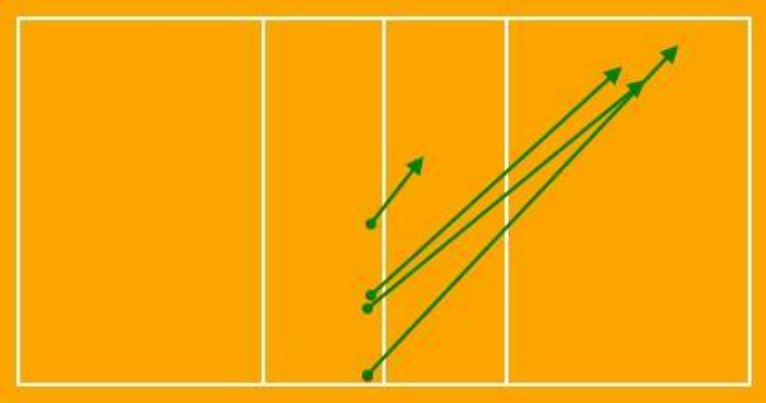
Attack

Player #1 Vasilchenko Dmitrii

Position 2

Total position 2

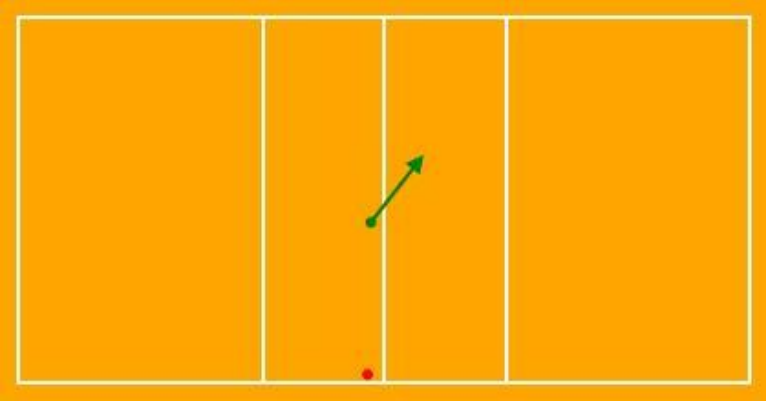
Total	#	+	!	/	-	=
	60%	20%	0%	0%	0%	20%
5	3	1	.	.	.	1



Zone #2 1 blockers

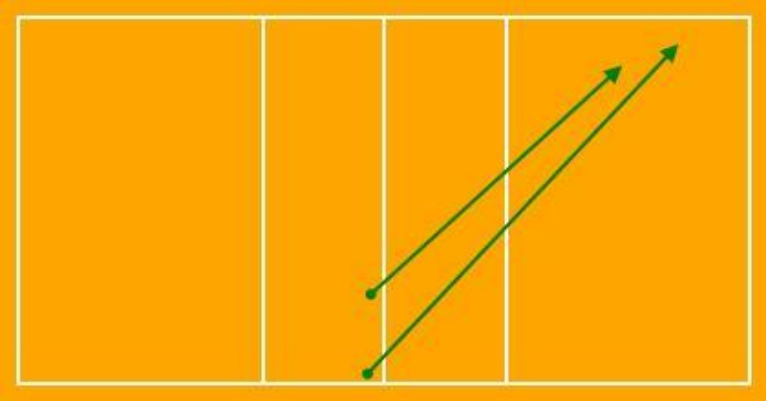
Set quality: /

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



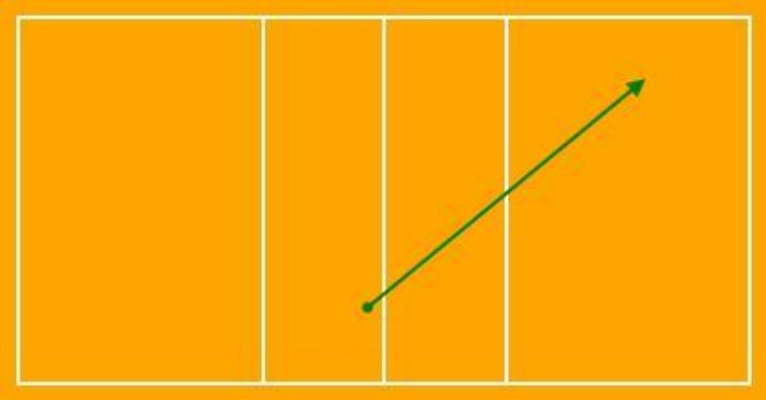
Set quality: !

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



Set quality: +

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



Position 3

Total position 3

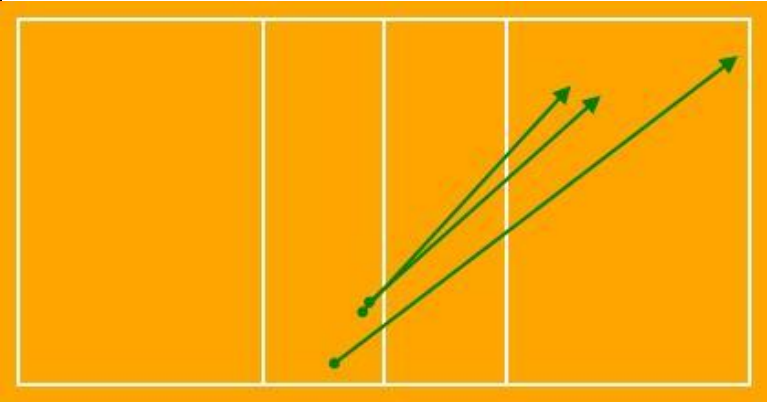
Total	#	+	!	/	-	=
	75%	0%	0%	25%	0%	0%
4	3	.	.	1	.	.



Zone #3 1 blockers

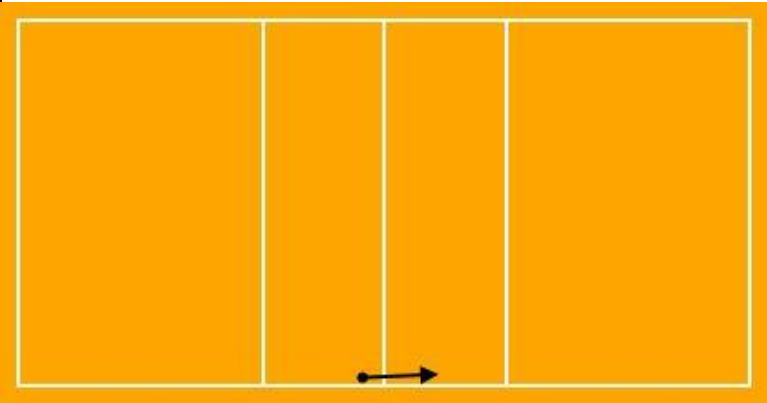
Set quality: !

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



Set quality: #

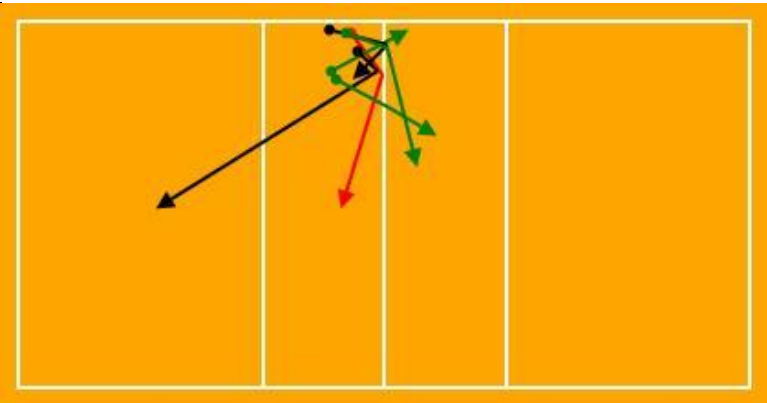
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

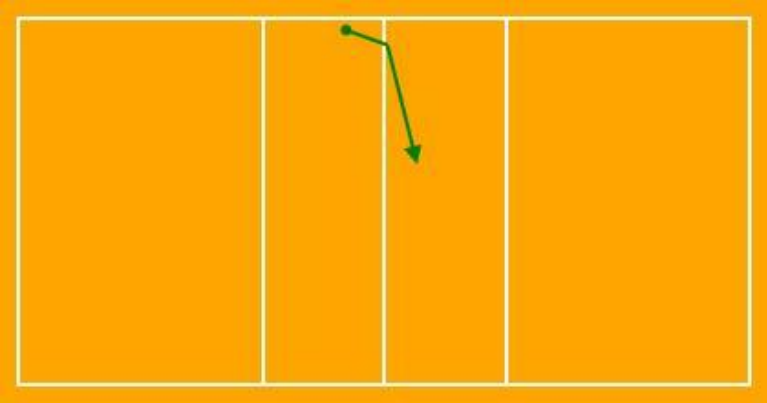
Total	#	+	!	/	-	=
	16%	33%	33%	0%	16%	0%
6	1	2	2	.	1	.



Zone #4 1 blockers

Set quality: /

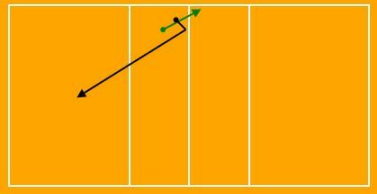
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #4 2 blockers

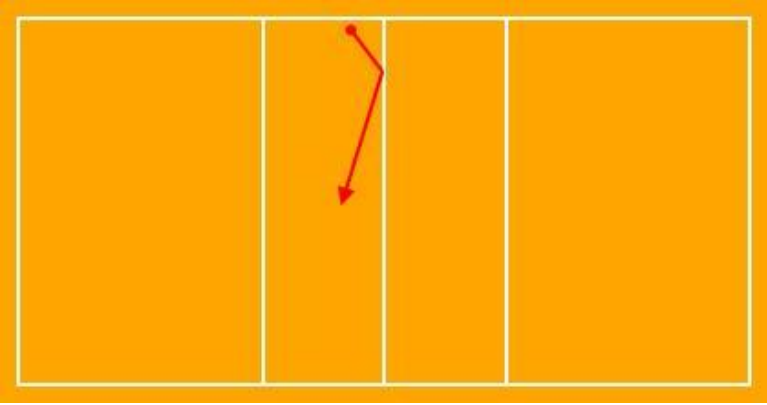
Set quality: /

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



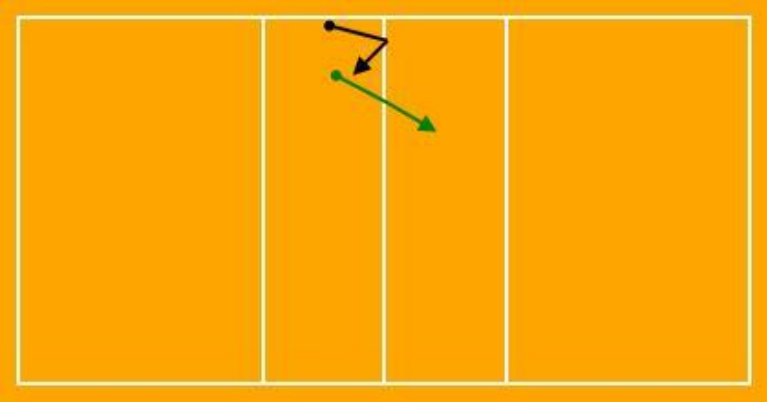
Set quality: !

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



Set quality: +

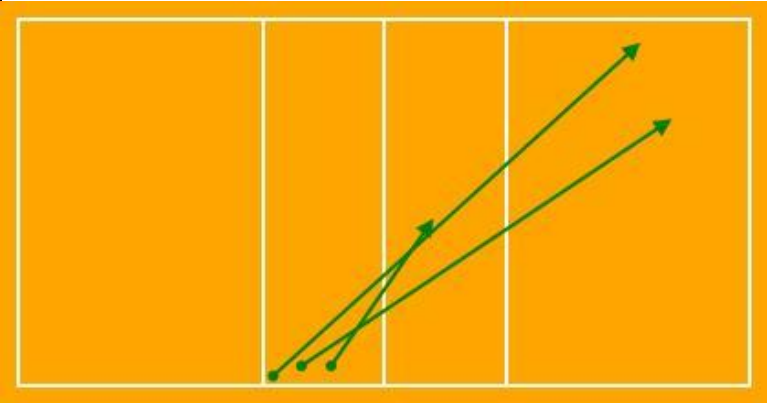
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



Position 5

Total position 5

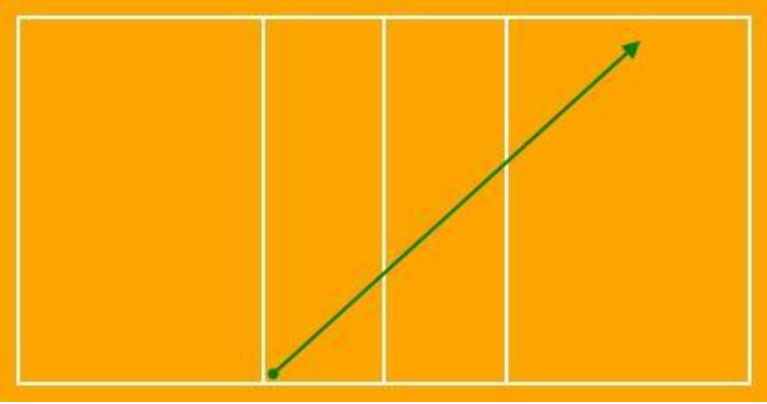
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
3	3



Zone #5 0 blockers

Set quality: +

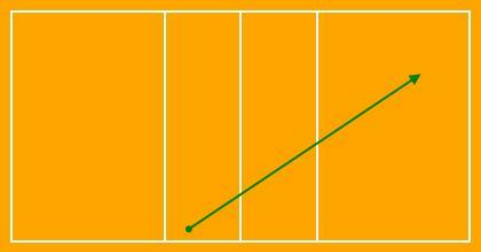
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 1 blockers

Set quality: #

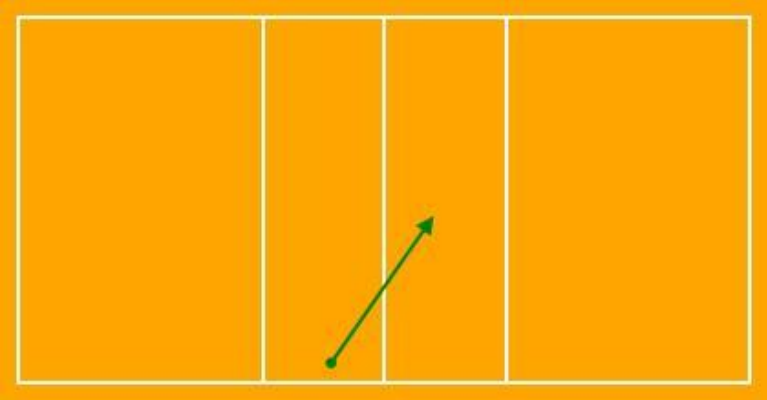
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 2 blockers

Set quality: /

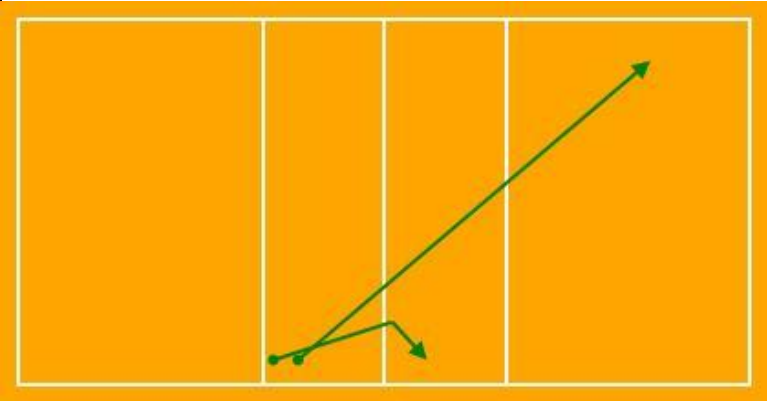
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

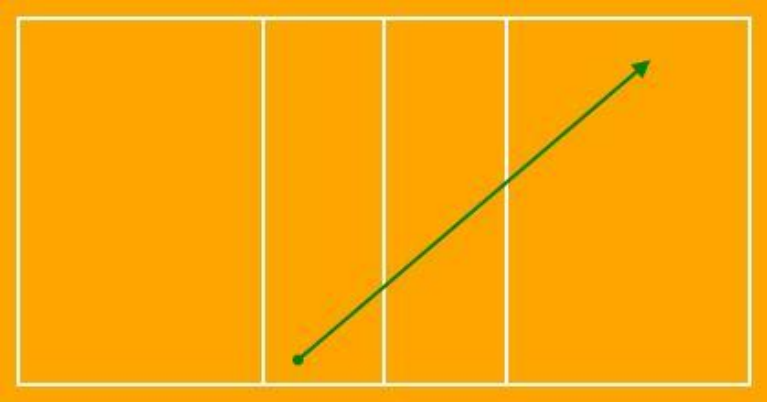
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #6 1 blockers

Set quality: #

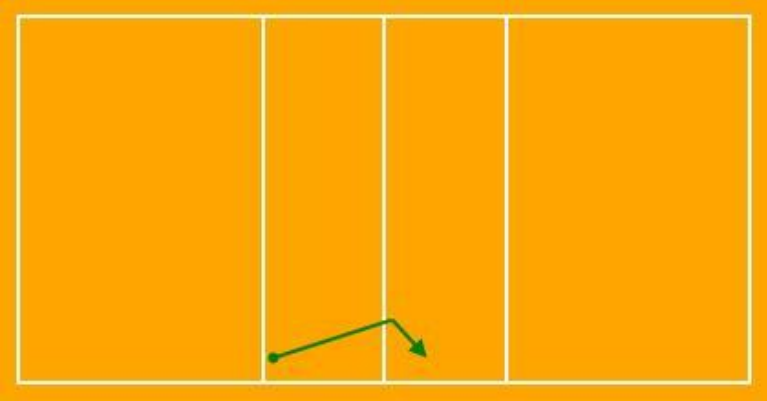
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #6 2 blockers

Set quality: !

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



Player #10 Klimov Alexey

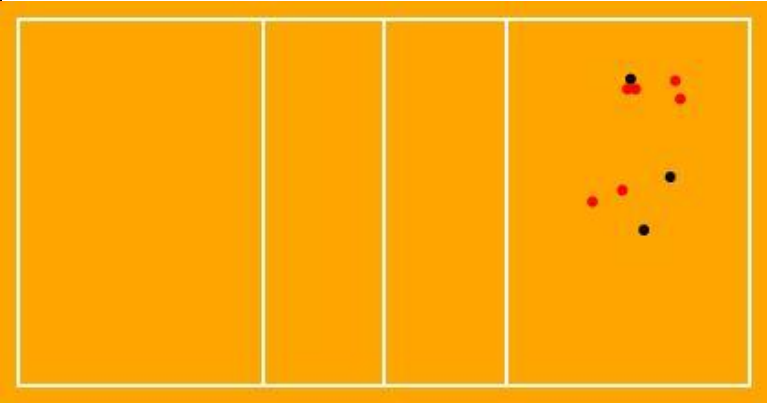
Serve

Player #10 Klimov Alexey

Glider

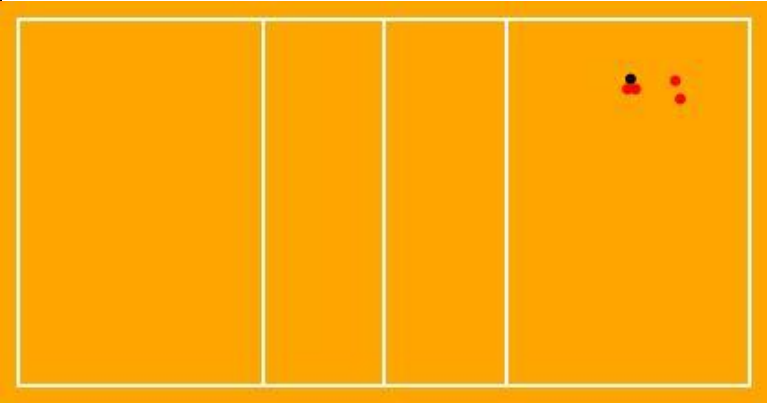
Total Glider

Total	#	+	!	/	-	=
	0%	0%	20%	10%	60%	10%
10	.	.	2	1	6	1



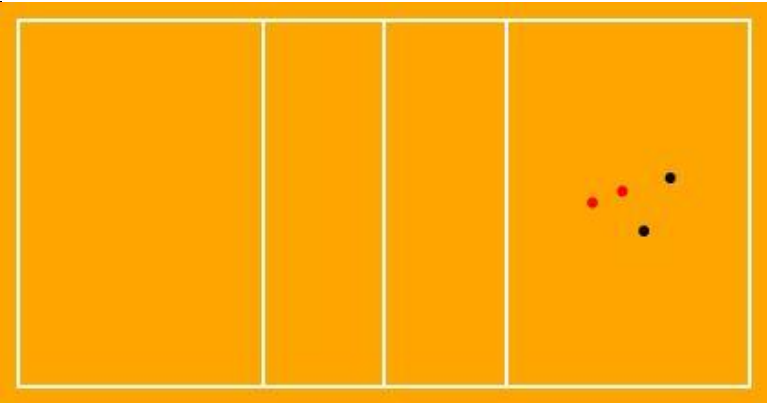
Glider Direction 1

Total	#	+	!	/	-	=
	0%	0%	16%	0%	66%	16%
6	.	.	1	.	4	1



Glider Direction 6

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



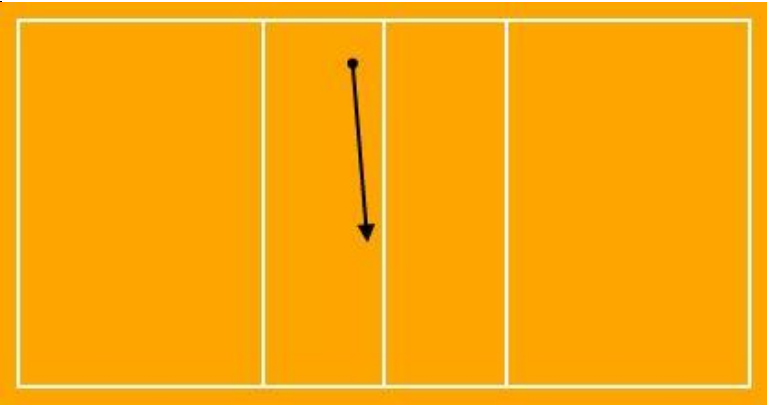
Reception

Player #10 Klimov Alexey

Glider

Total Glider

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

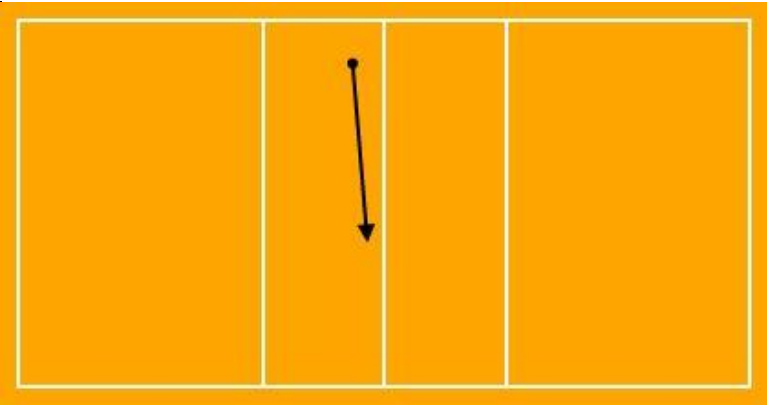


1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #4

Upper

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

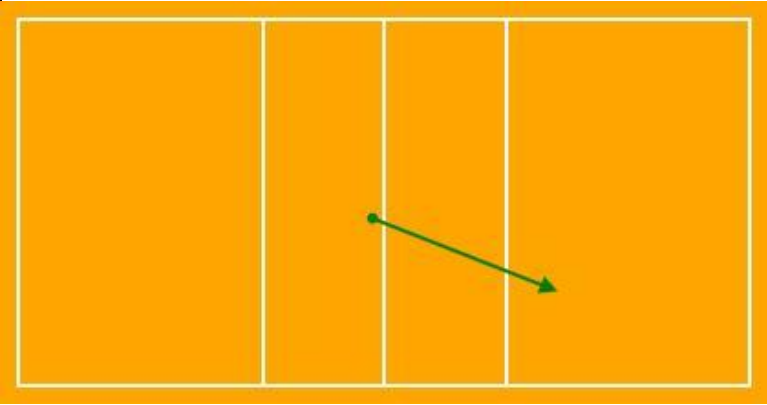


Attack Player #10 Klimov Alexey

Position 2

Total position 2

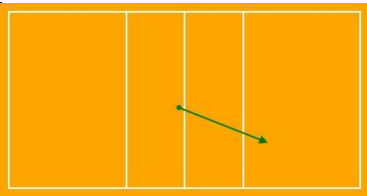
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

Set quality: #

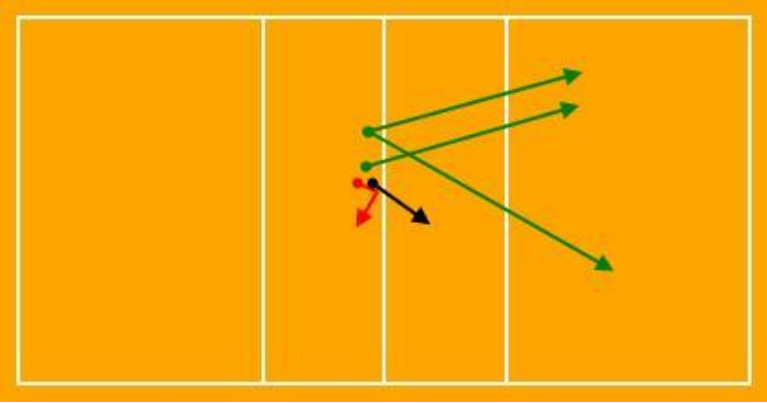
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 3

Total position 3

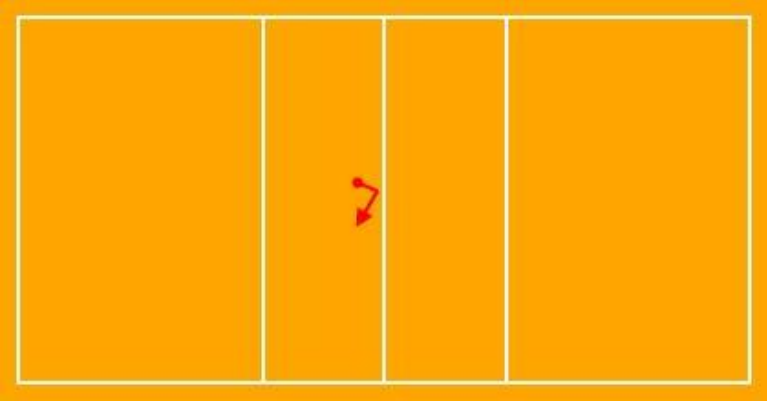
Total	#	+	!	/	-	=
	60%	0%	0%	20%	20%	0%
5	3	.	.	1	1	.



Zone #3 1 blockers

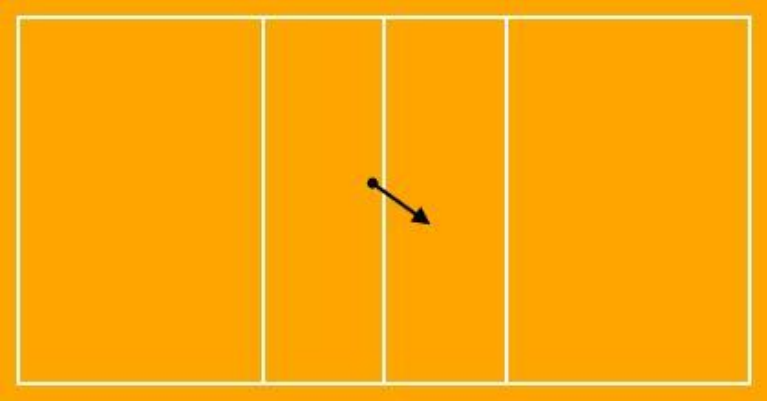
Set quality: -

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



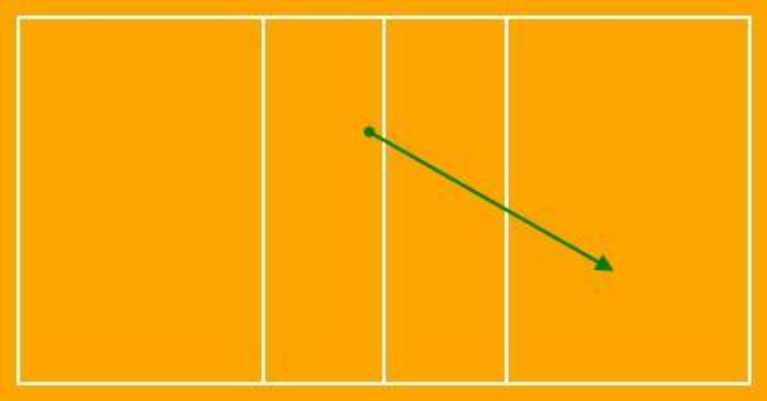
Set quality: /

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



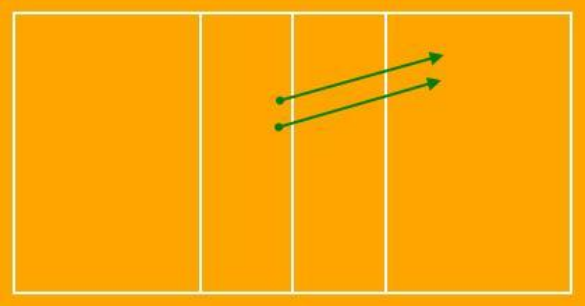
Set quality: !

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



Set quality: +

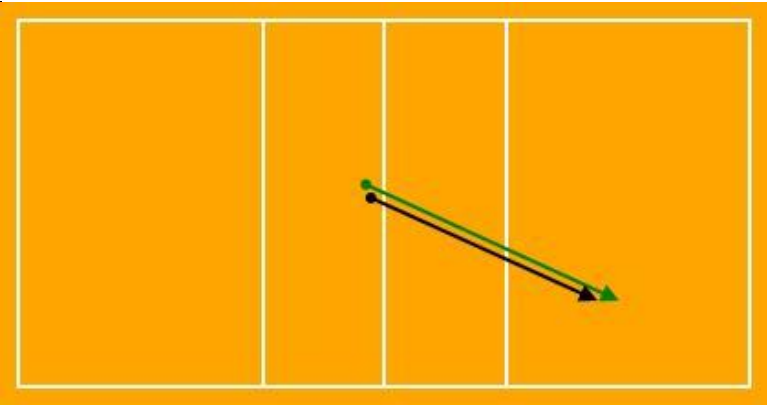
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Position 4

Total position 4

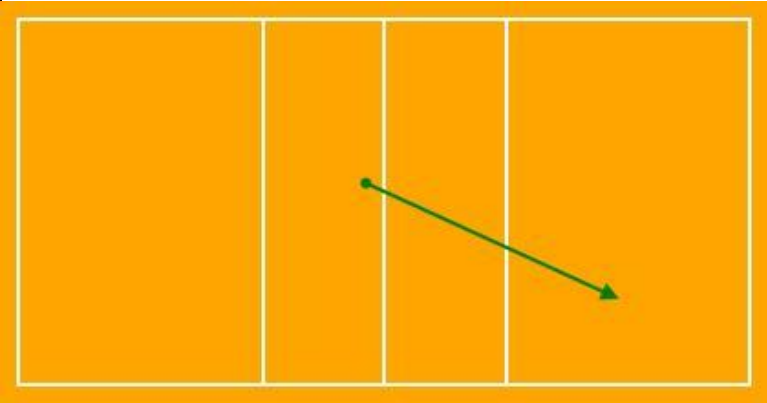
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #4 1 blockers

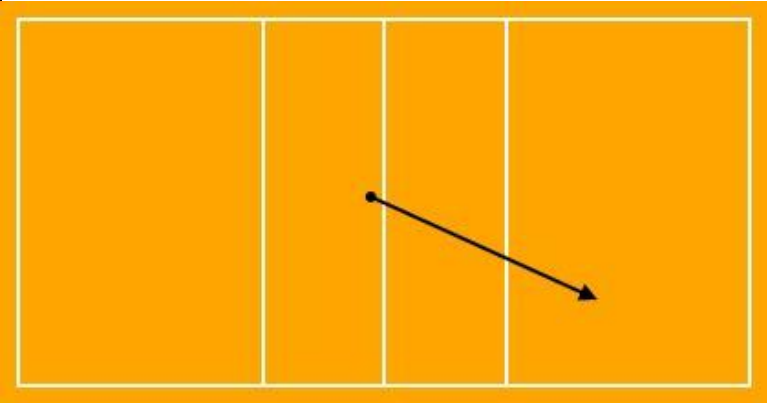
Set quality: +

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



Set quality: #

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



Player #13

Trofimov Lev

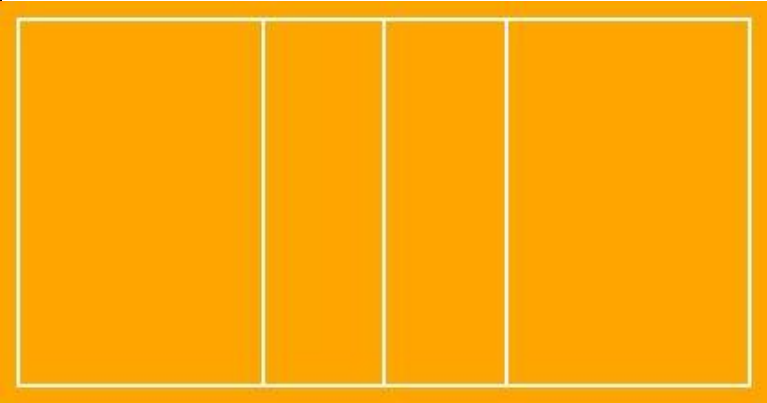
Serve

Player #13 Trofimov Lev

Glider

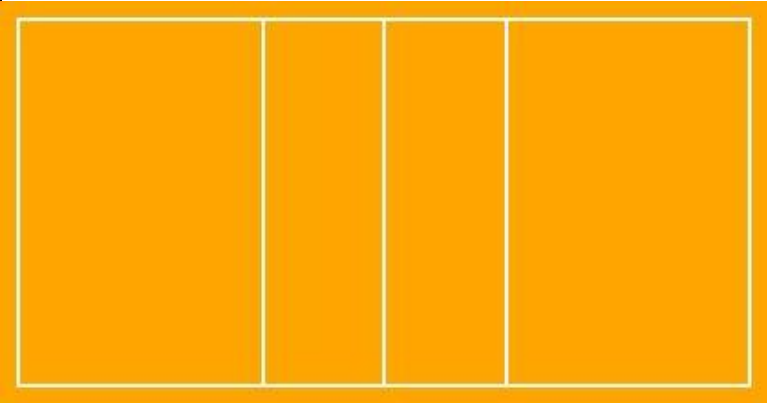
Total Glider

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



Glider Direction 1

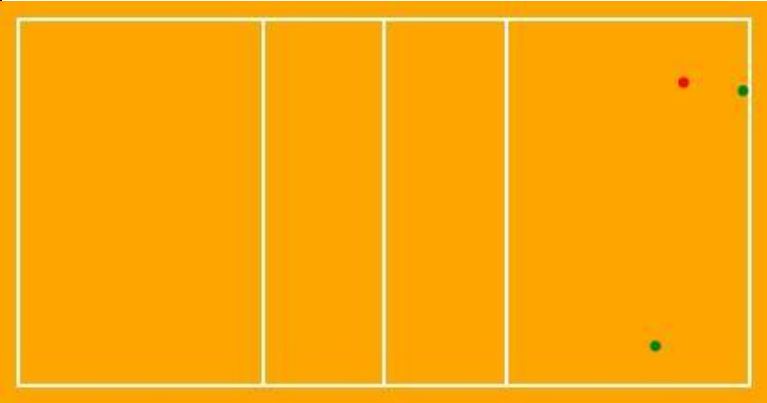
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Jump

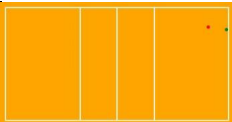
Total Jump

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



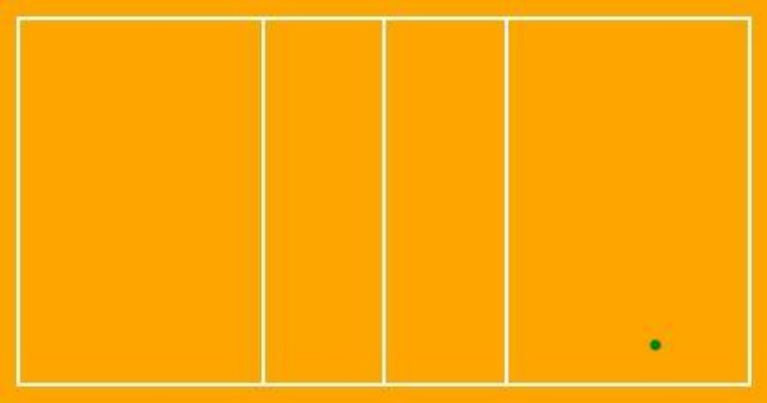
Jump Direction 1

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



Jump Direction 5

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

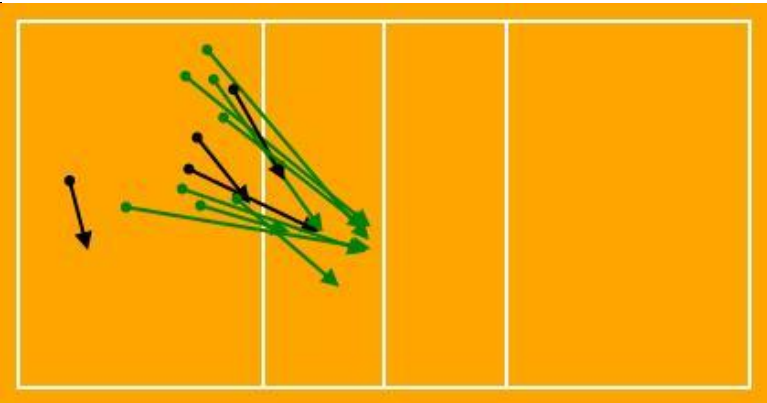


Reception
Player #13 Trofimov Lev

Glider

Total Glider

Total	#	+	!	/	-	=
	41%	25%	25%	8%	0%	0%
12	5	3	3	1	.	.

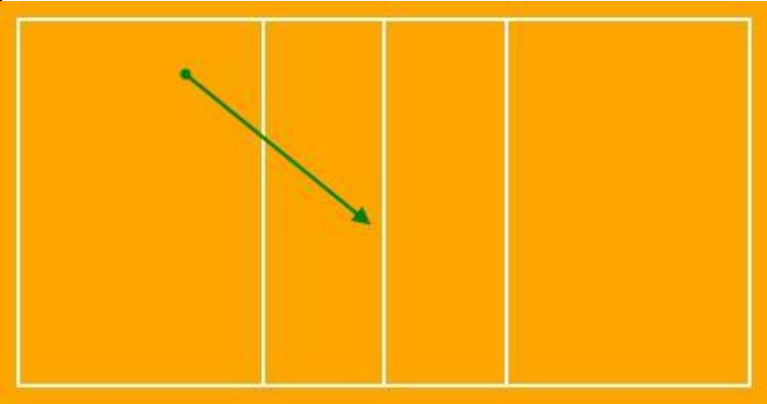


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
5(41%) #: 60%, #+: 80% !/-: 20%, =: 0%	7(58%) #: 28%, #+: 57% !/-: 42%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #5

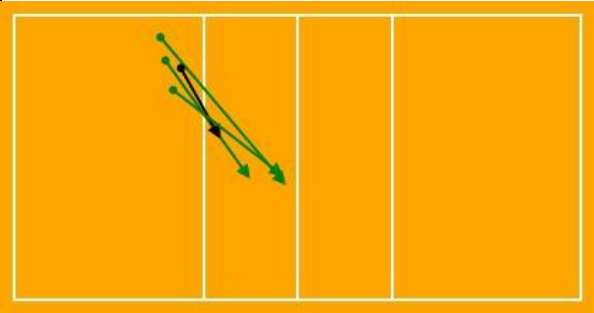
Lower

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



Upper

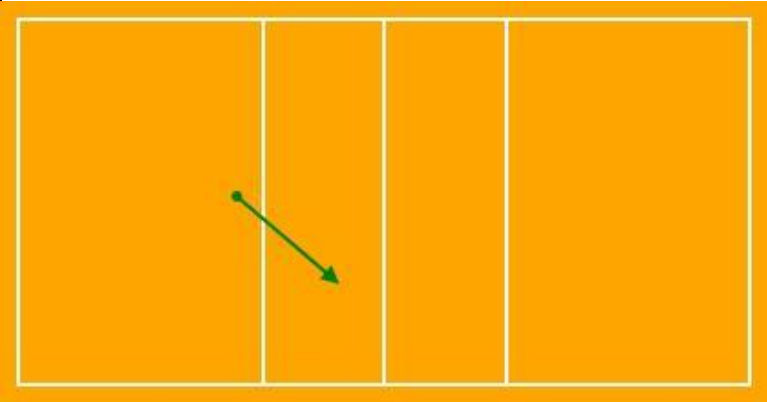
Total	#	+	!	/	-	=
	50%	25%	25%	0%	0%	0%
4	2	1	1	.	.	.



Glider Zone #6

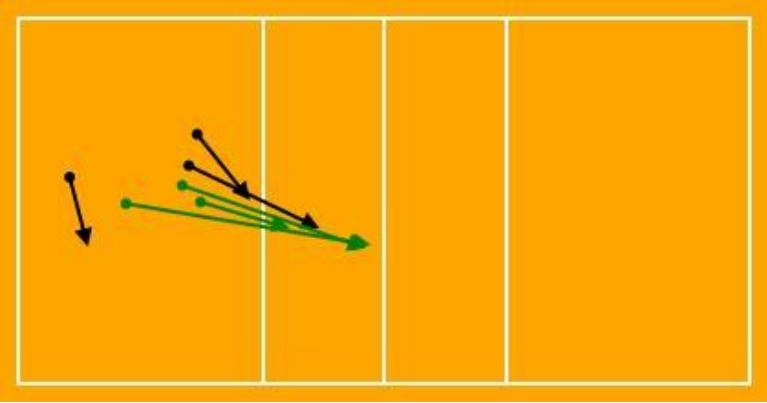
Lower

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



Upper

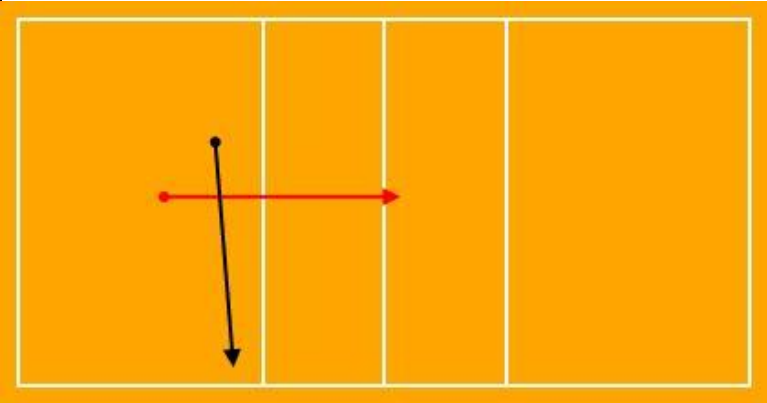
Total	#	+	!	/	-	=
	33%	16%	33%	16%	0%	0%
6	2	1	2	1	.	.



Jump

Total Jump

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

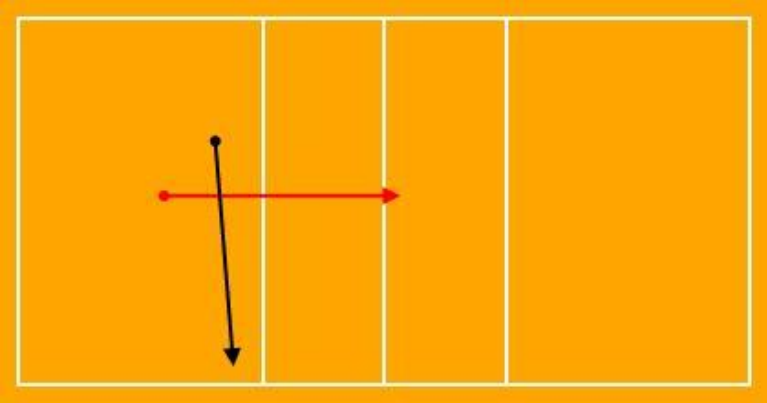


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
2(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

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



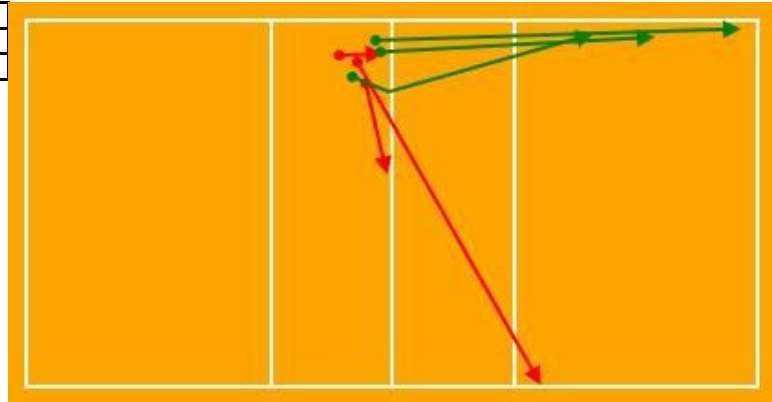
Attack

Player #13 Trofimov Lev

Position 4

Total position 4

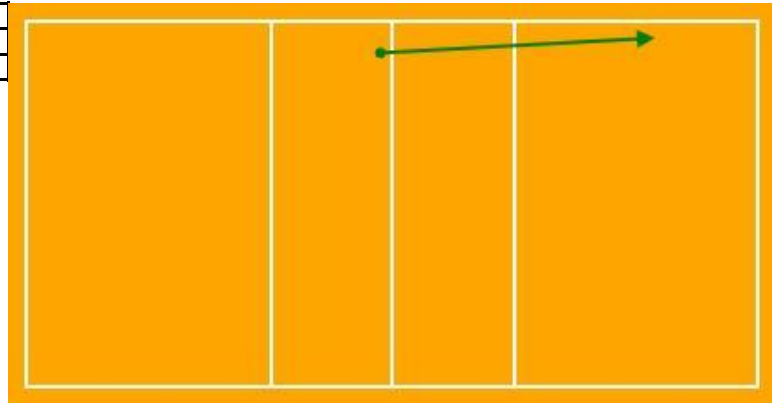
Total	#	+	!	/	-	=
	33%	16%	0%	0%	0%	50%
6	2	1	.	.	.	3



Zone #4 0 blockers

Set quality: #

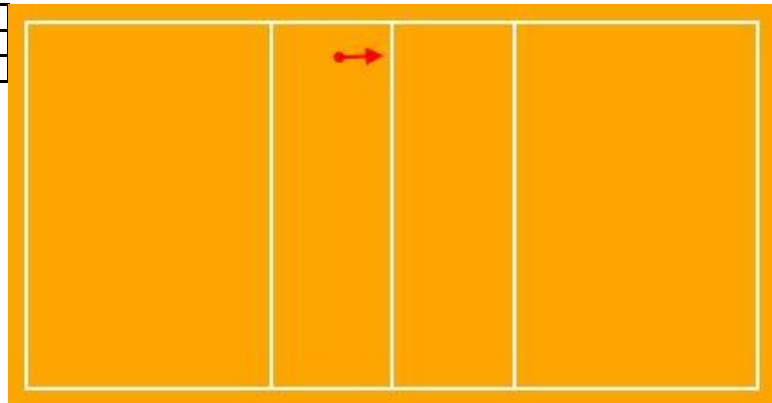
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1 blockers

Set quality: !

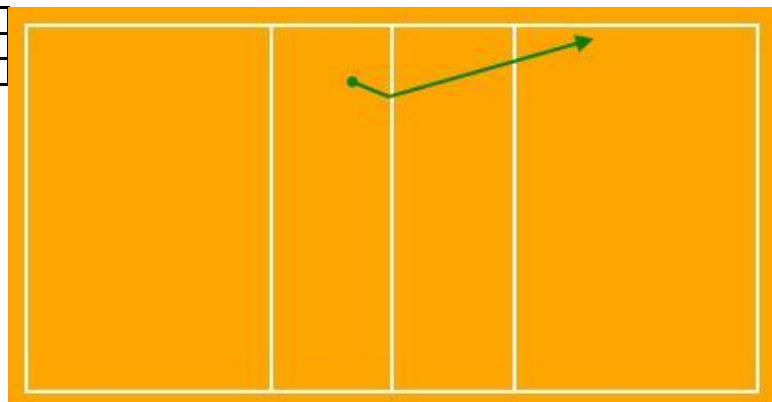
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 1.5 blockers

Set quality: +

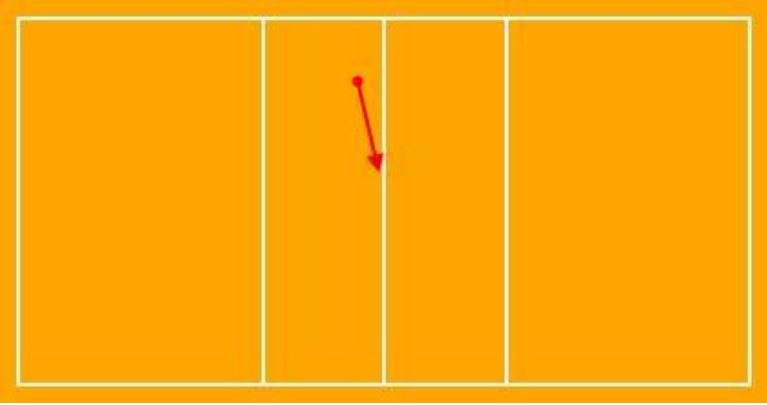
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #4 2 blockers

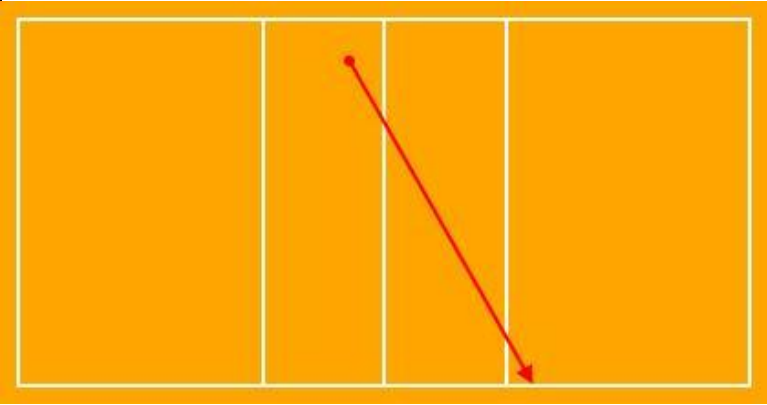
Set quality: /

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



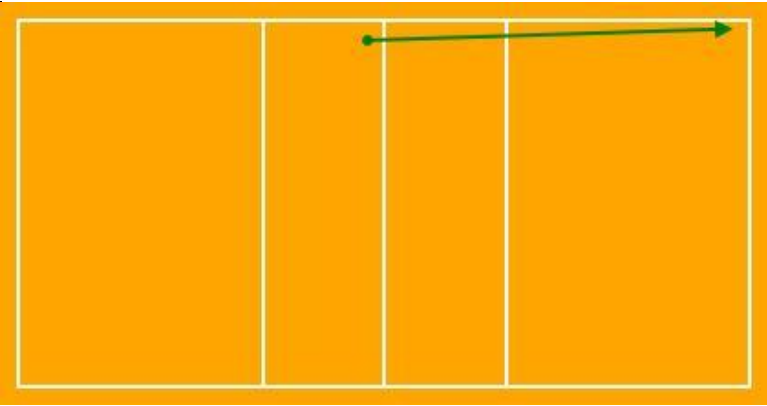
Set quality: !

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



Set quality: +

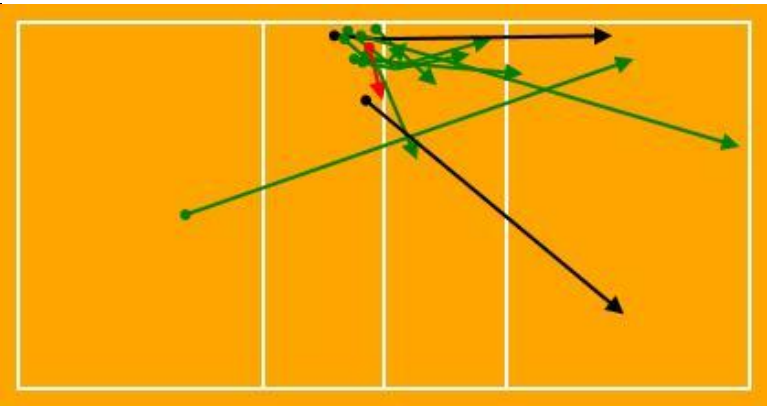
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 5

Total position 5

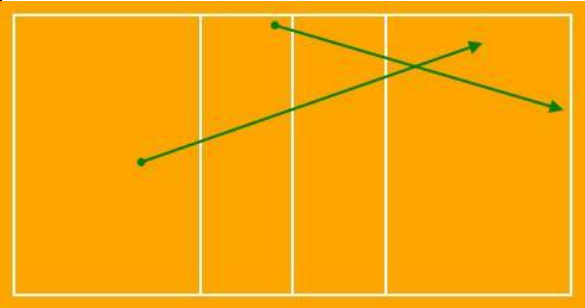
Total	#	+	!	/	-	=
	63%	9%	0%	18%	0%	9%
11	7	1	.	2	.	1



Zone #5 0 blockers

Set quality: +

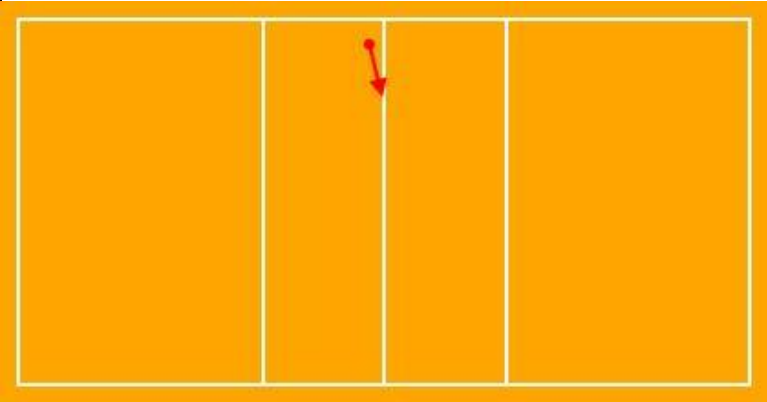
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #5 1 blockers

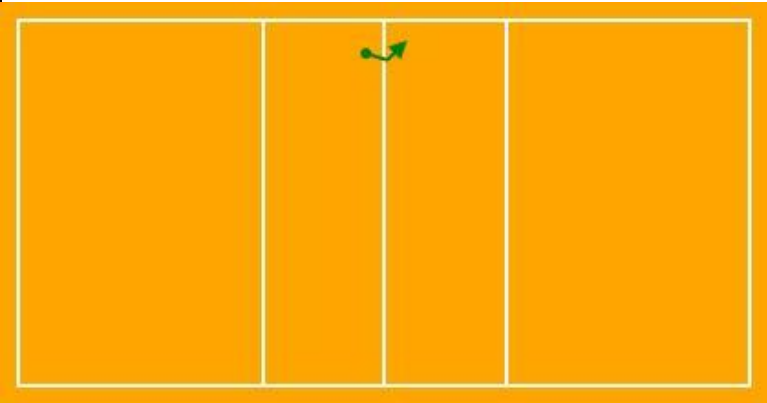
Set quality: !

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



Set quality: +

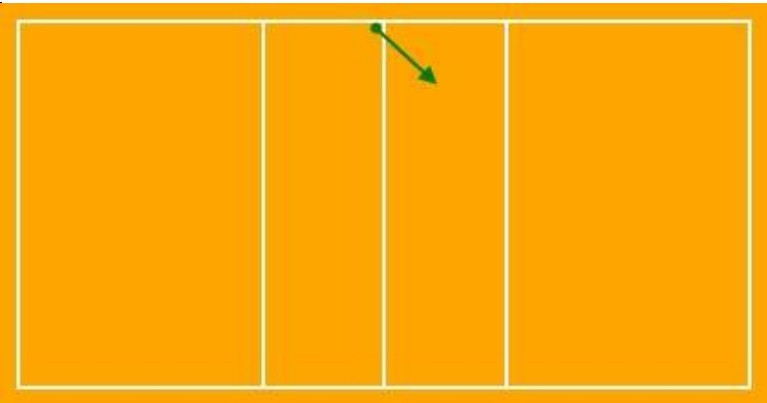
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 1.5 blockers

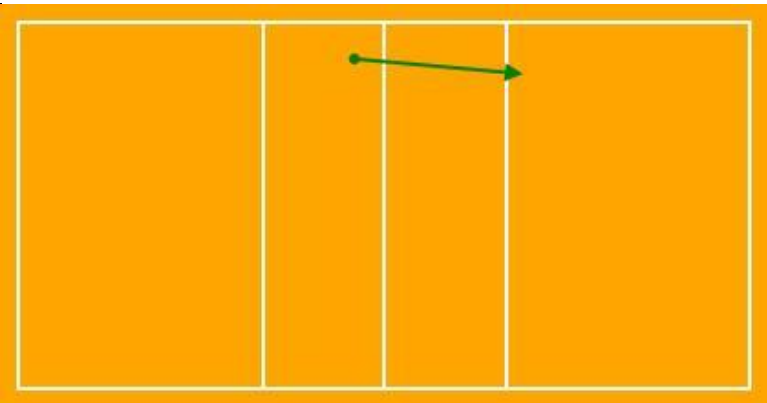
Set quality: /

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



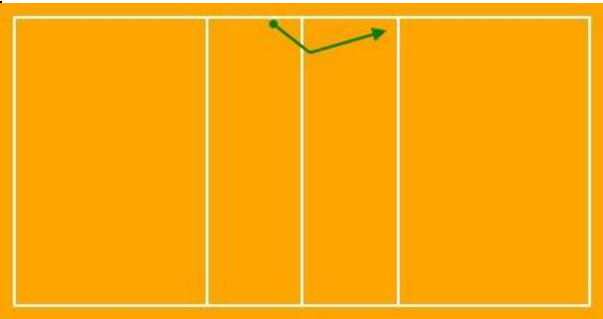
Set quality: !

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



Set quality: #

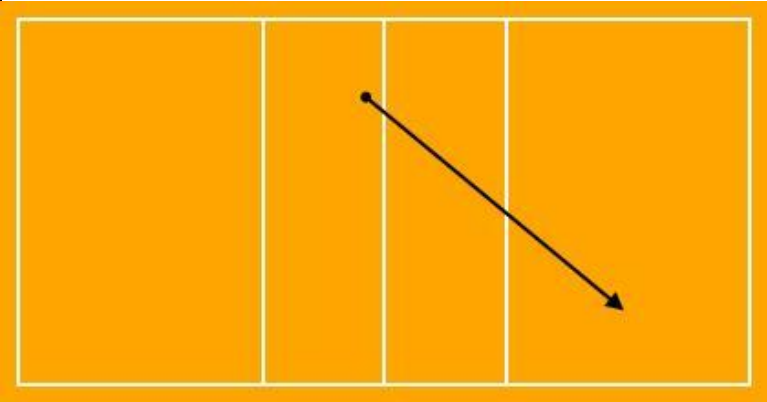
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 2 blockers

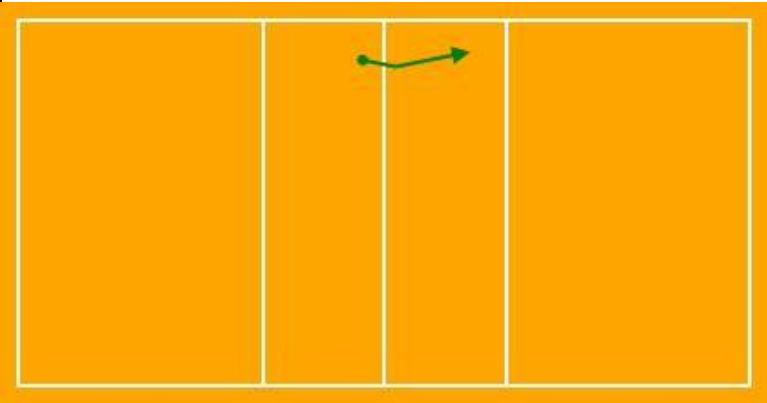
Set quality: /

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



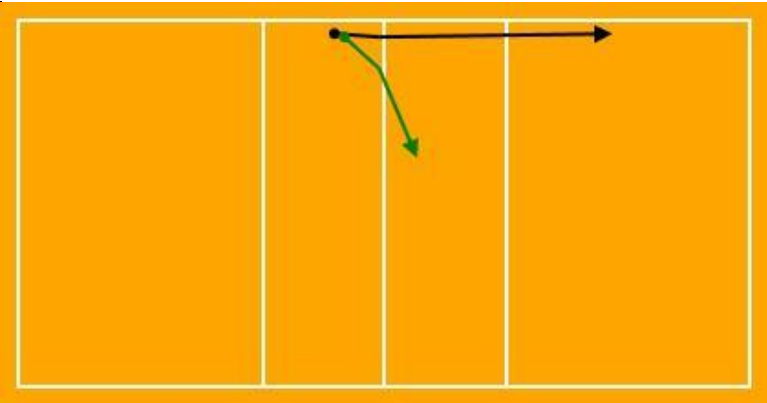
Set quality: !

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



Set quality: +

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



Player #14

Ahmadullin Timur

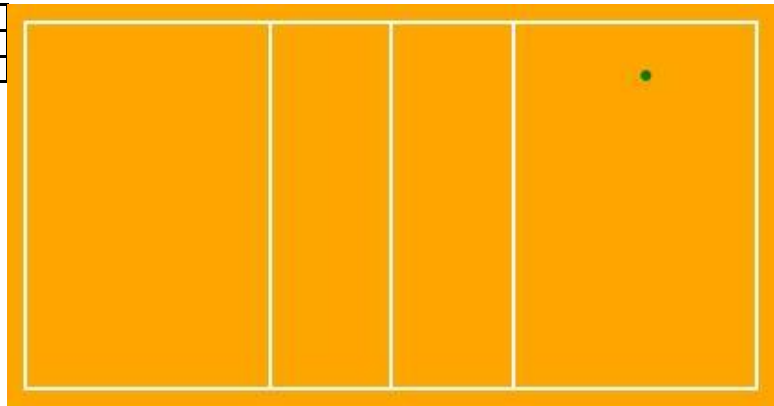
Serve

Player #14 Ahmadullin Timur

Glider

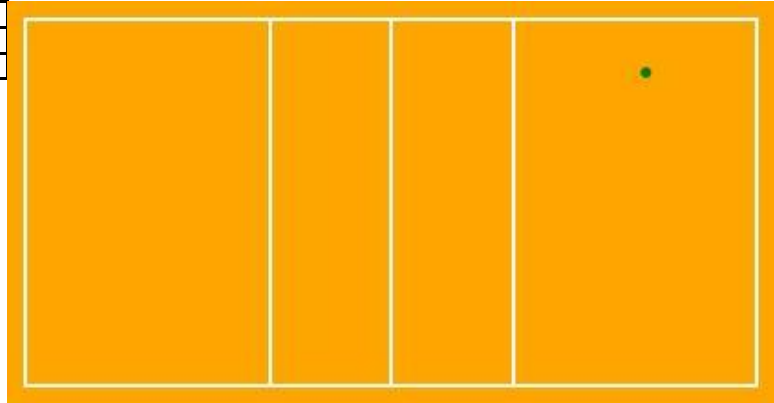
Total Glider

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



Glider Direction 1

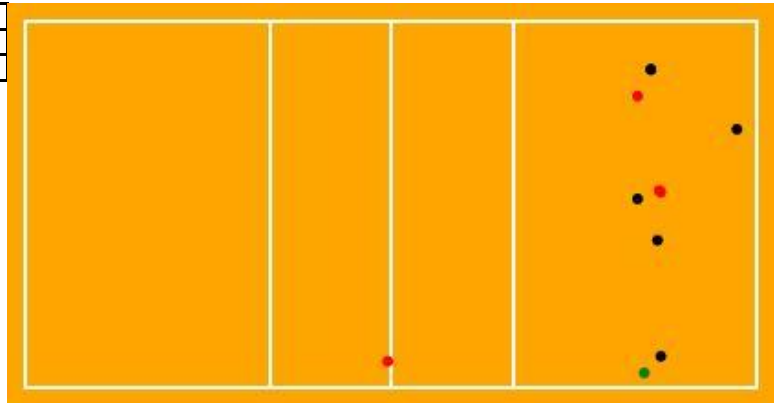
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Jump

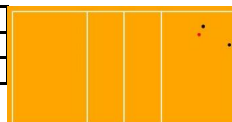
Total Jump

Total	#	+	!	/	-	=
	7%	0%	0%	46%	23%	23%
13	1	.	.	6	3	3



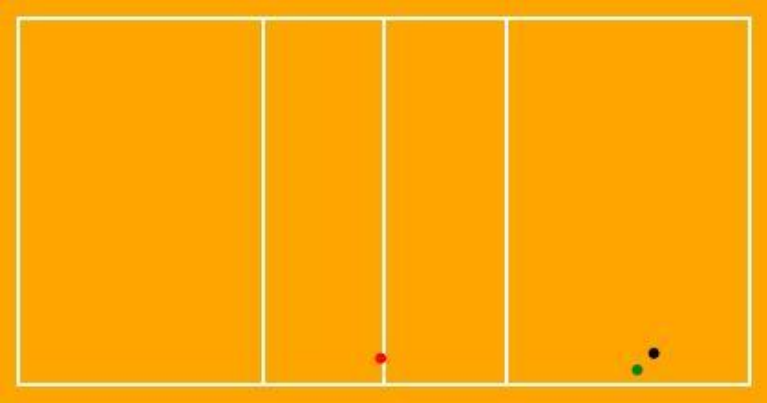
Jump Direction 1

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



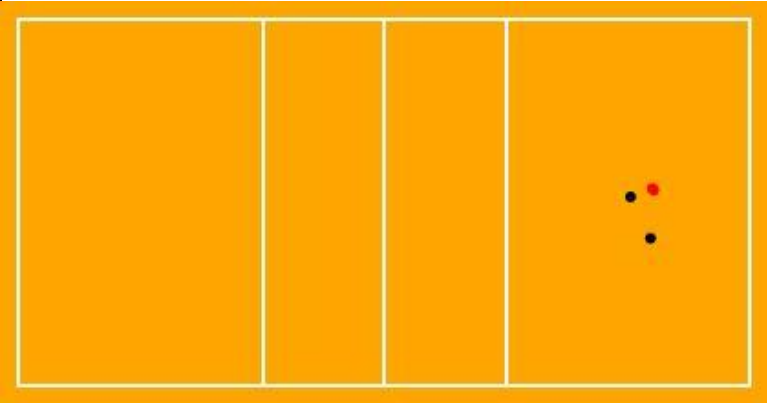
Jump Direction 5

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



Jump Direction 6

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

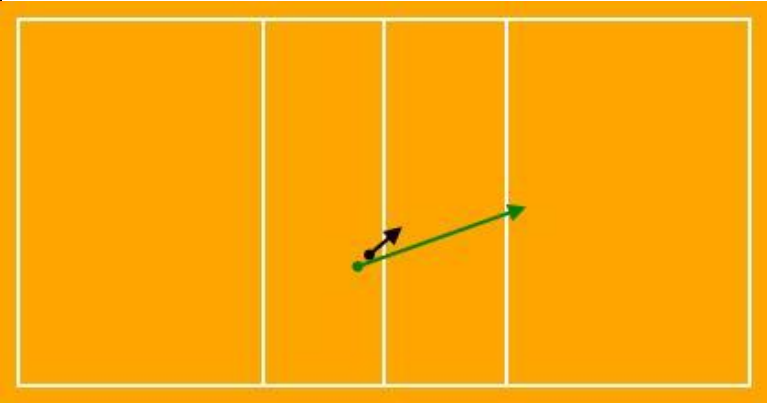


Attack
Player #14 Ahmadullin Timur

Position 2

Total position 2

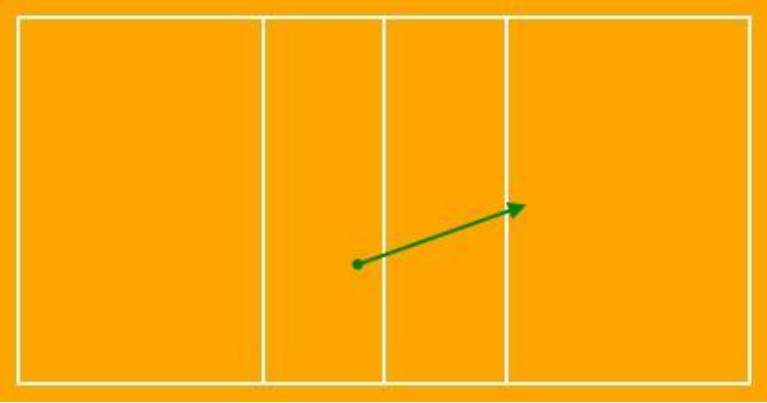
Total	#	+	!	/	-	=
	0%	50%	0%	50%	0%	0%
2	.	1	.	1	.	.



Zone #2 0.5 blockers

Set quality: #

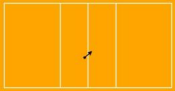
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #2 1 blockers

Set quality: #

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



Player #15

Lyashenko Andron

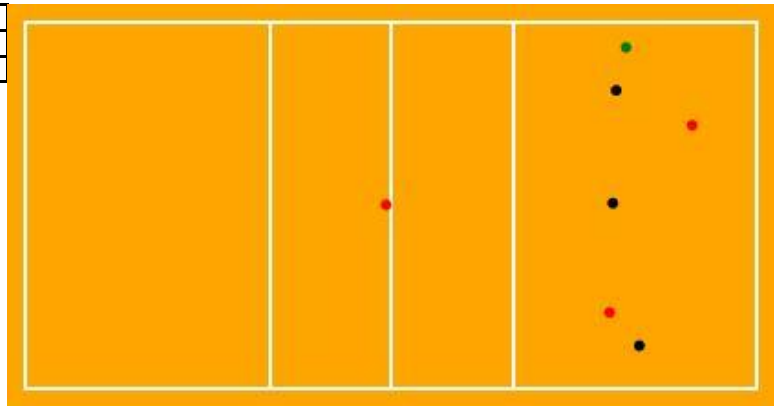
Serve

Player #15 Lyashenko Andron

Glider

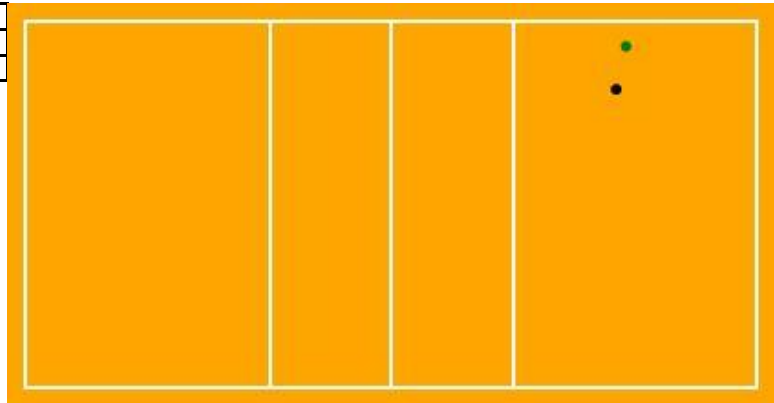
Total Glider

Total	#	+	!	/	-	=
	14%	0%	14%	28%	28%	14%
7	1	.	1	2	2	1



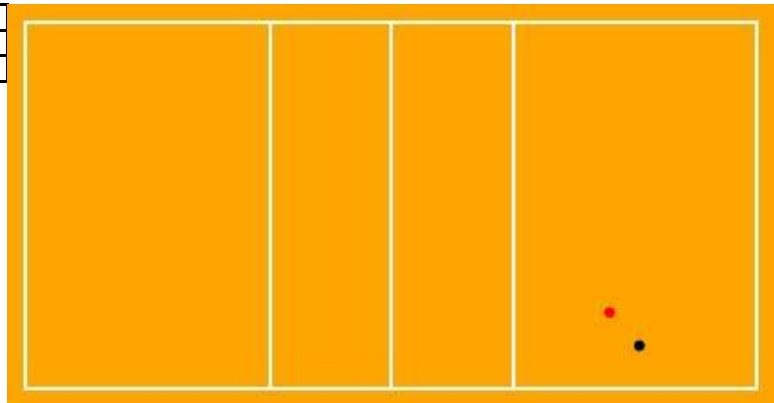
Glider Direction 1

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



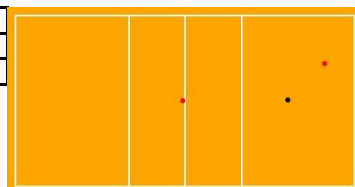
Glider Direction 5

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



Glider Direction 6

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



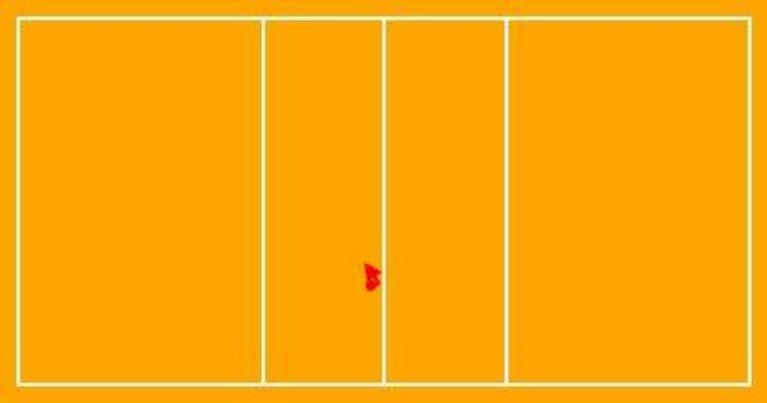
Attack

Player #15 Lyashenko Andron

Position 2

Total position 2

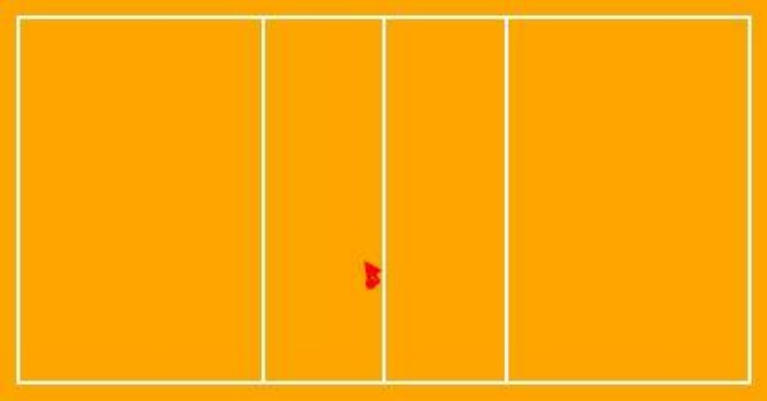
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Zone #2 1 blockers

Set quality: -

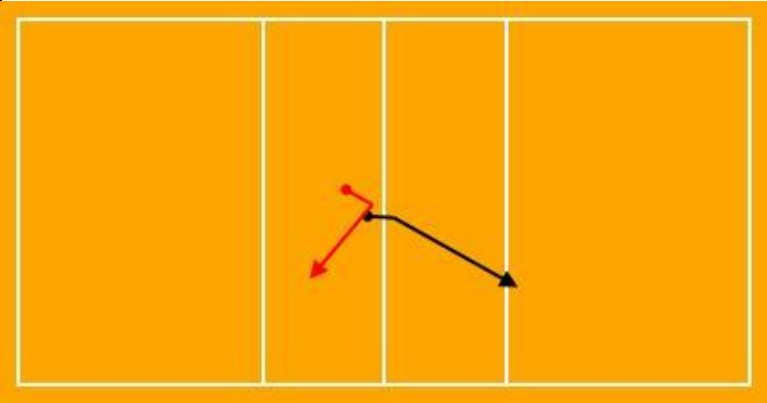
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Position 3

Total position 3

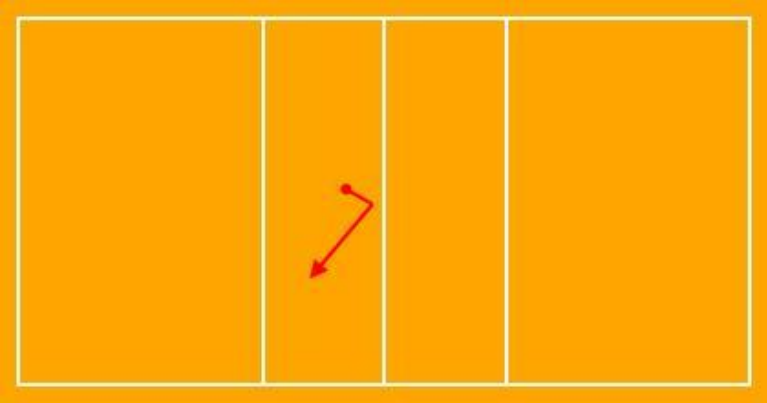
Total	#	+	!	/	-	=
	0%	0%	0%	50%	50%	0%
2	.	.	.	1	1	.



Zone #3 1 blockers

Set quality: +

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



Set quality: #

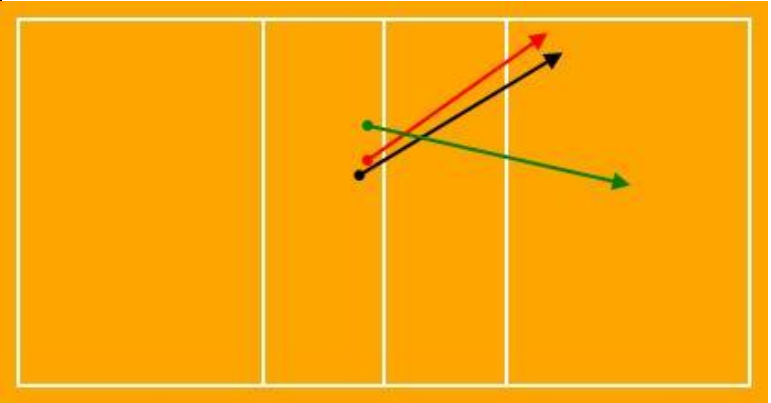
Total	#	+	!	/	-	=

	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.

Position 4

Total position 4

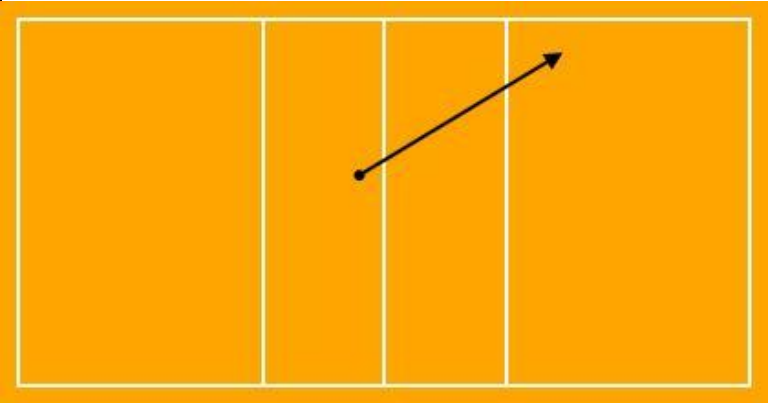
Total	#	+	!	/	-	=
	33%	0%	0%	33%	0%	33%
3	1	.	.	1	.	1



Zone #4 1 blockers

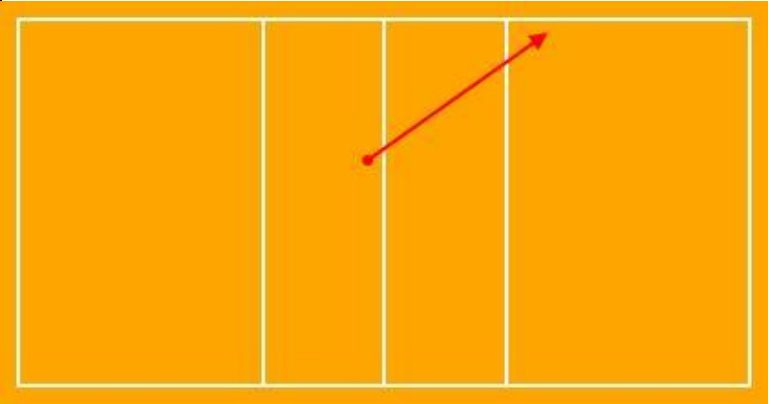
Set quality: !

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



Set quality: +

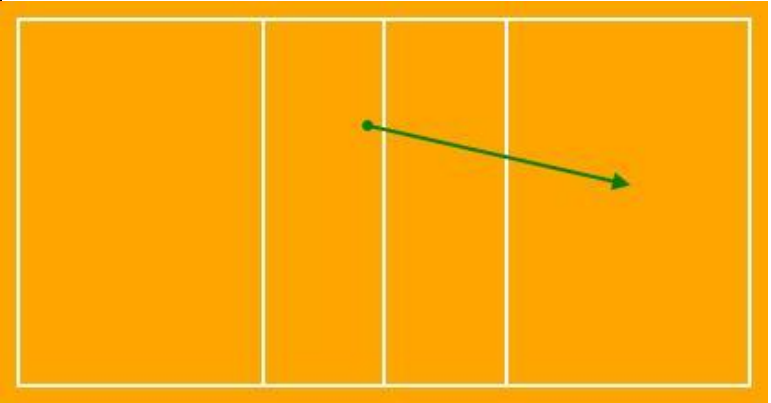
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 2 blockers

Set quality: +

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



Player #17

Fedunov Daniil

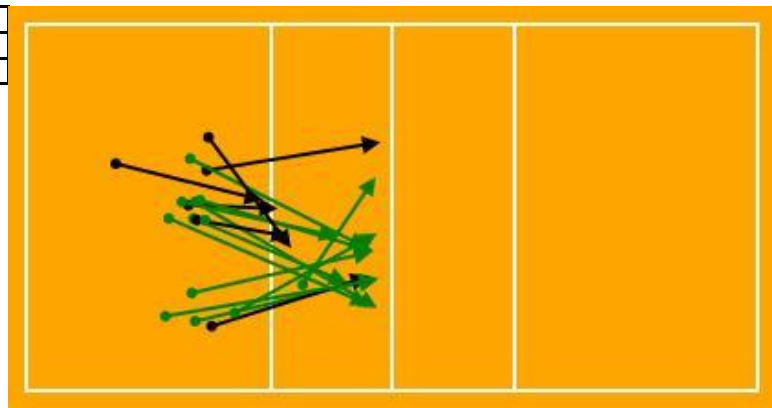
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	44%	22%	33%	0%	0%	0%
18	8	4	6	.	.	.

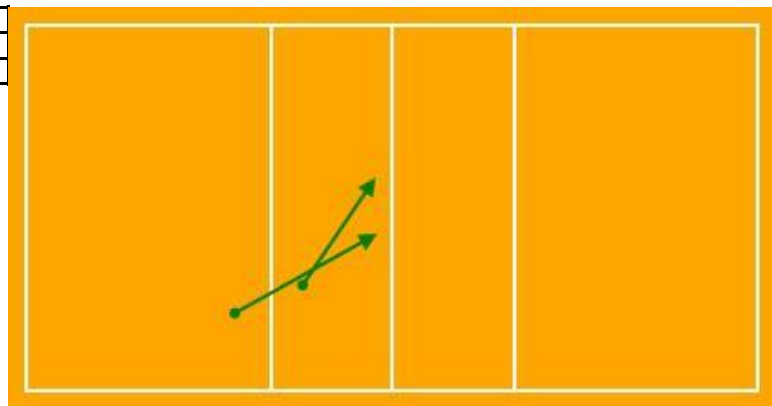


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	12(66%) #: 33%, #+: 58% !/-: 41%, =: 0%	6(33%) #: 66%, #+: 83% !/-: 16%, =: 0%

Glider Zone #1

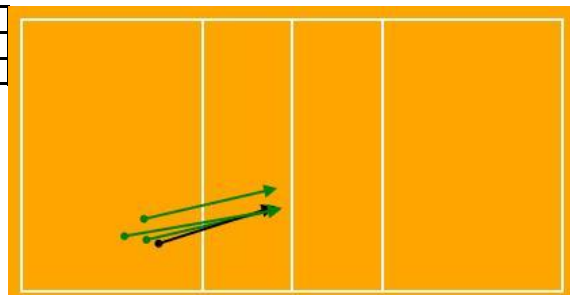
Lower

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



Upper

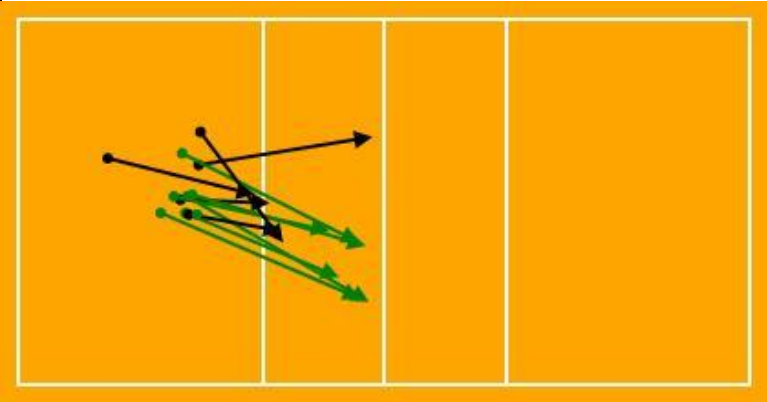
Total	#	+	!	/	-	=
	75%	0%	25%	0%	0%	0%
4	3	.	1	.	.	.



Glider Zone #6

Upper

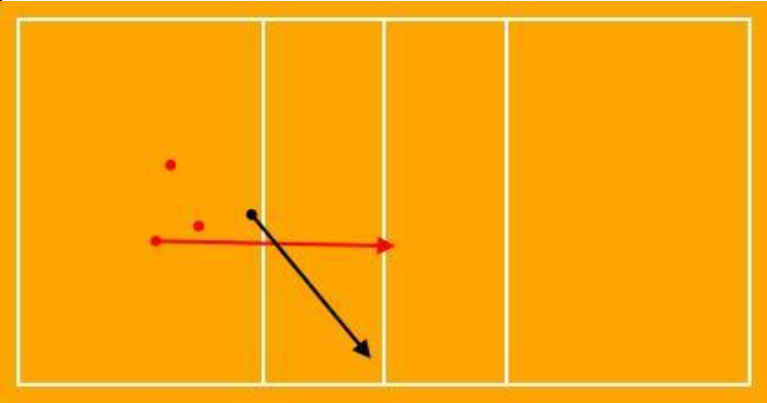
Total	#	+	!	/	-	=
	33%	25%	41%	0%	0%	0%
12	4	3	5	.	.	.



Jump

Total Jump

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

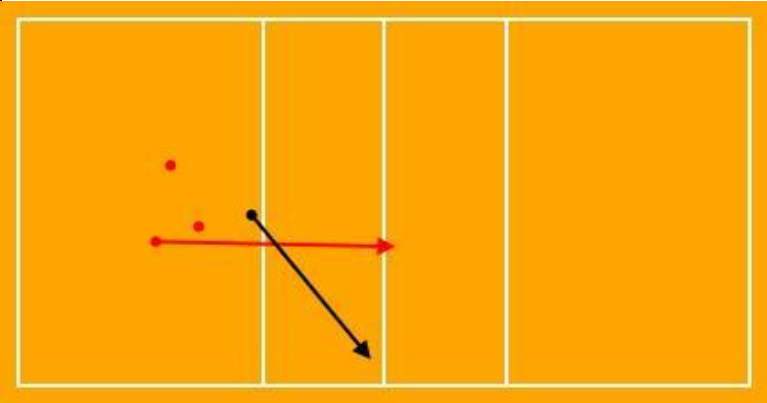


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	4(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #6

Lower

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



Player #18 Ziva Maxim

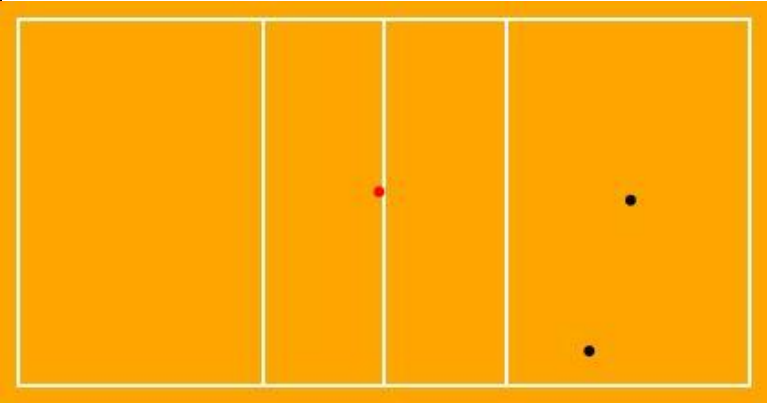
Serve

Player #18 Ziva Maxim

Jump

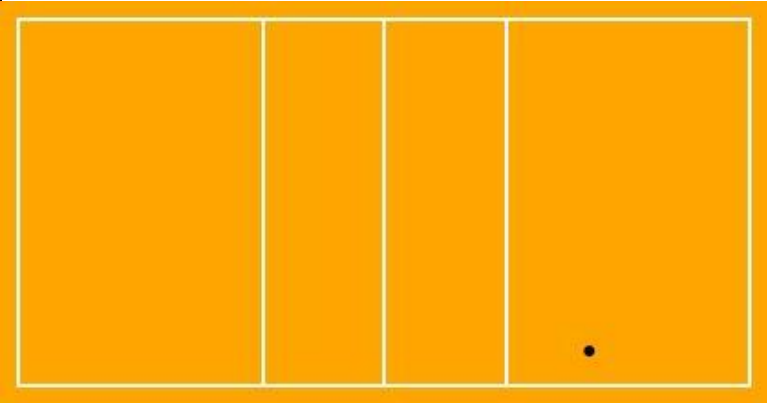
Total Jump

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



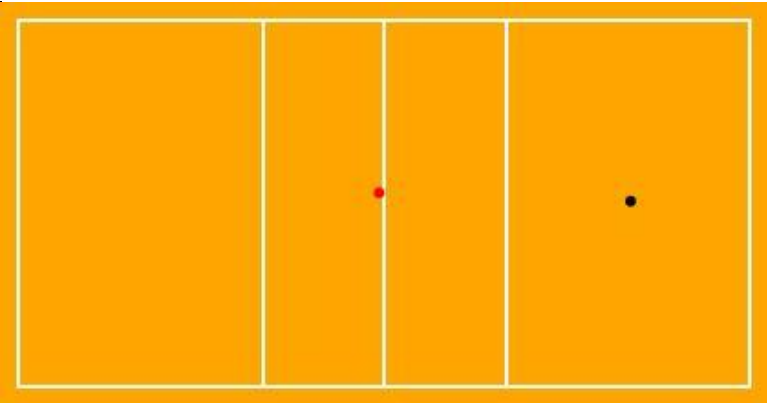
Jump Direction 5

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



Jump Direction 6

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



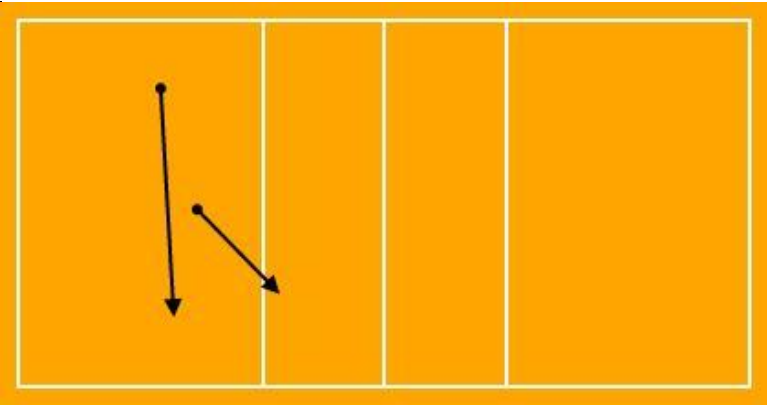
Reception

Player #18 Ziva Maxim

Glider

Total Glider

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

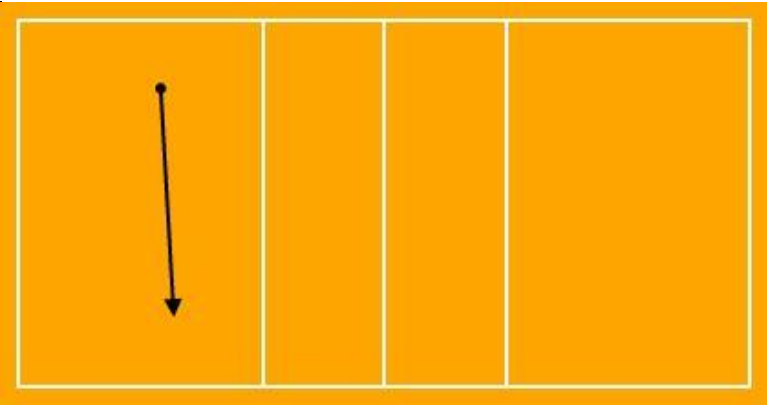


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #5

Lower

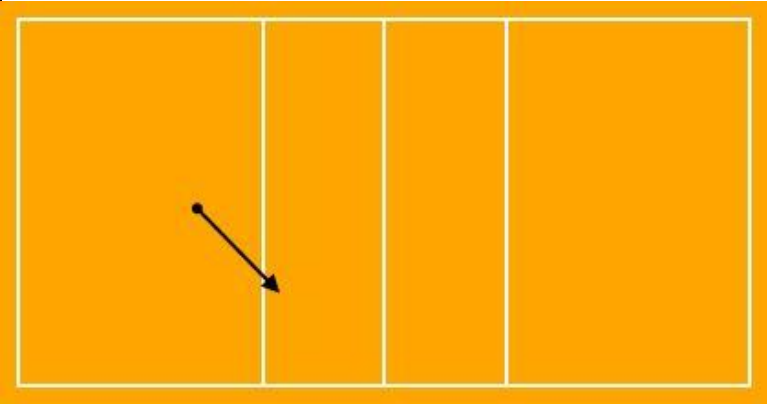
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Glider Zone #6

Upper

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

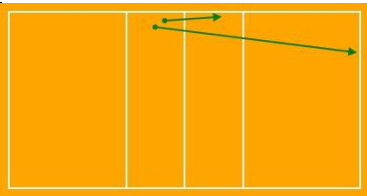


Attack Player #18 Ziva Maxim

Position 5

Total position 5

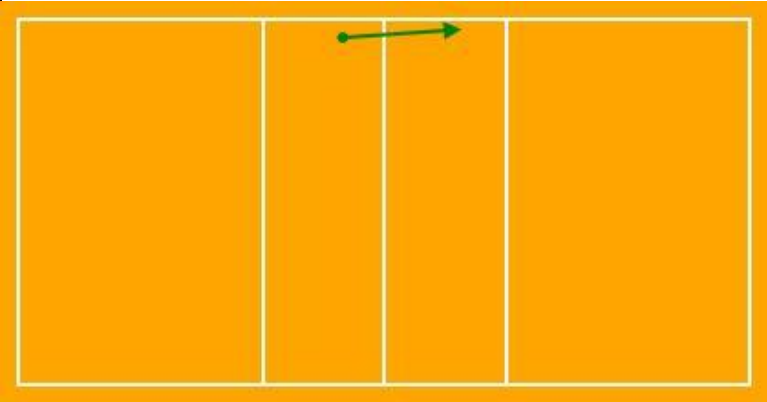
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #5 2 blockers

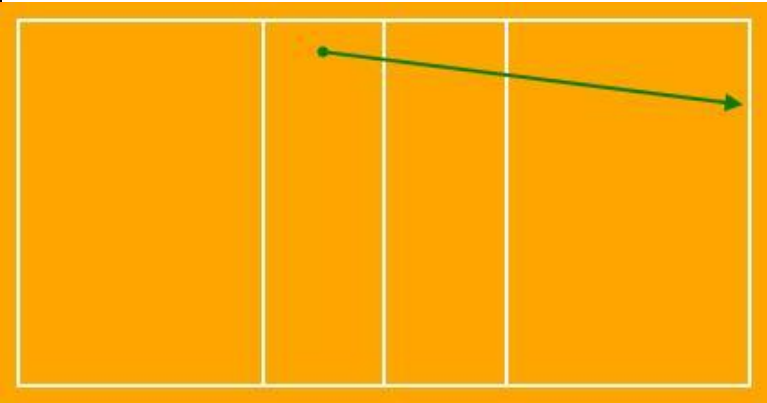
Set quality: /

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



Set quality: +

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



Player #24

Scherbakov

Maxim

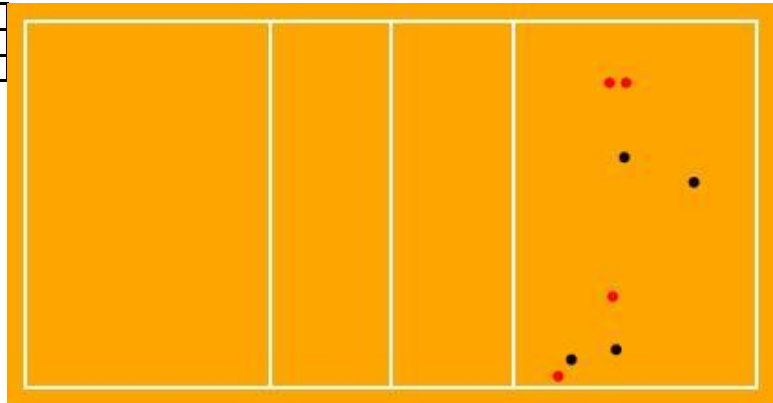
Serve

Player #24 Scherbakov Maxim

Glider

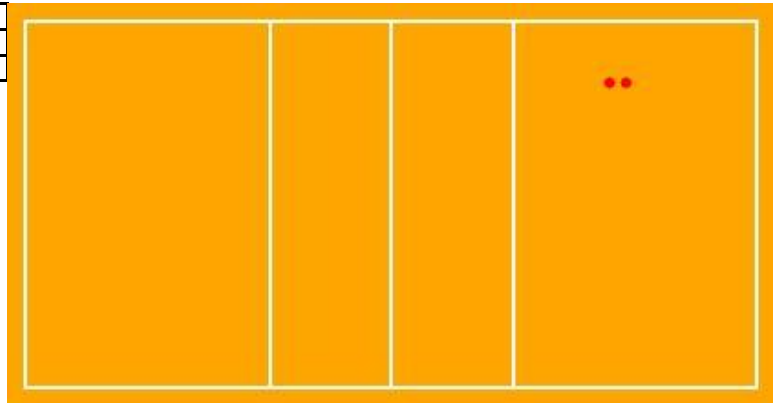
Total Glider

Total	#	+	!	/	-	=
	0%	0%	12%	37%	50%	0%
8	.	.	1	3	4	.



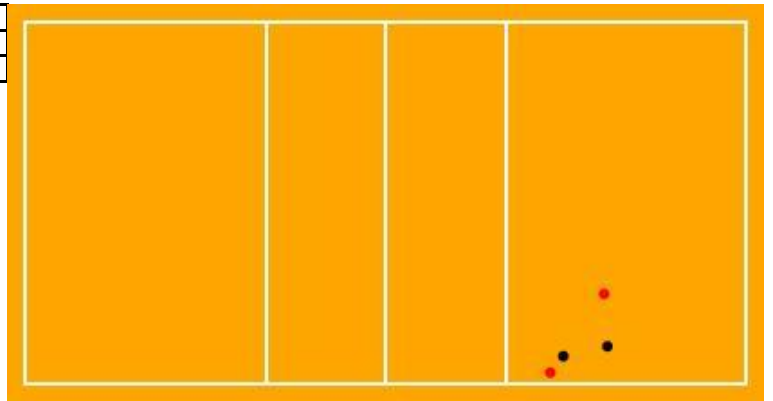
Glider Direction 1

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



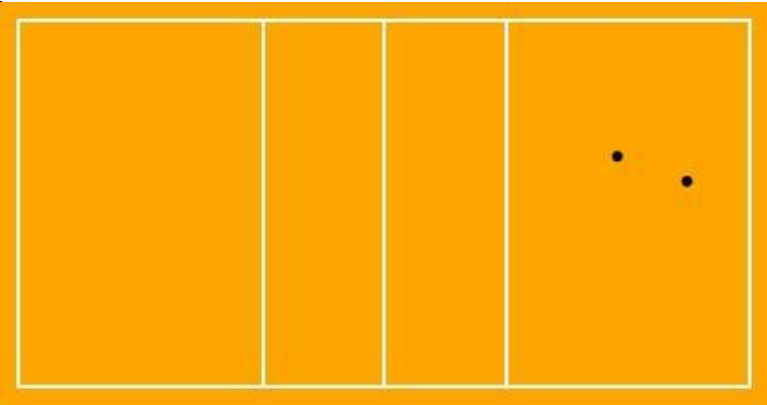
Glider Direction 5

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



Glider Direction 6

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

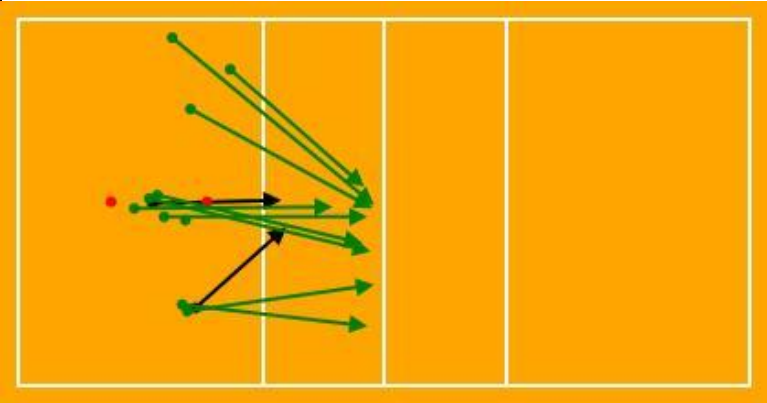


Reception
Player #24 Scherbakov Maxim

Glider

Total Glider

Total	#	+	!	/	-	=
	50%	21%	14%	0%	7%	7%
14	7	3	2	.	1	1

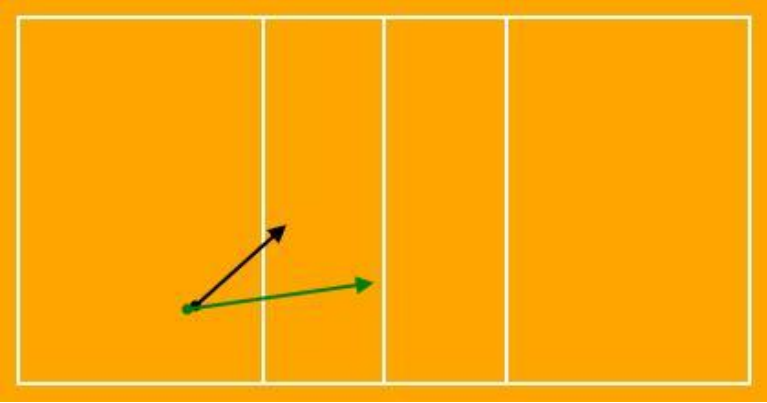


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(21%) #: 100%, #+: 100% !/-: 0%, =: 0%	8(57%) #: 37%, #+: 62% !/-: 25%, =: 12%	3(21%) #: 33%, #+: 66% !/-: 33%, =: 0%

Glider Zone #1

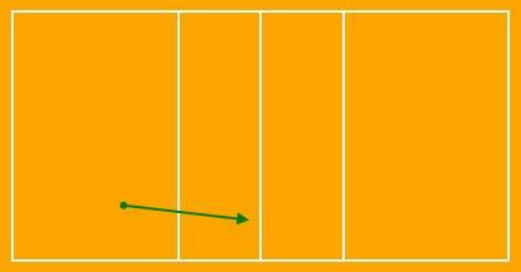
Lower

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



Upper

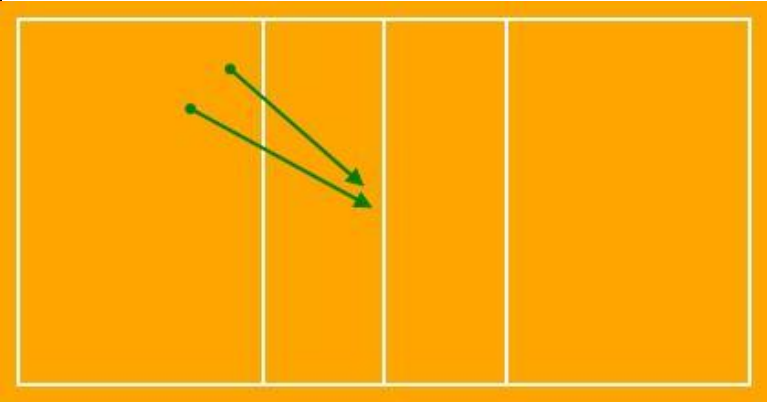
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Glider Zone #5

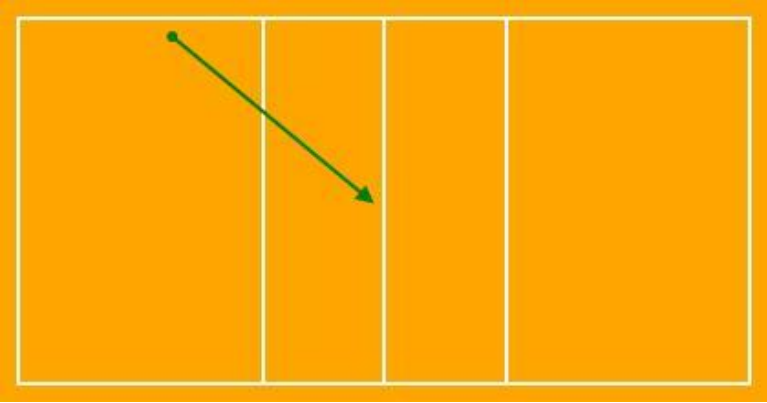
Lower

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



Upper

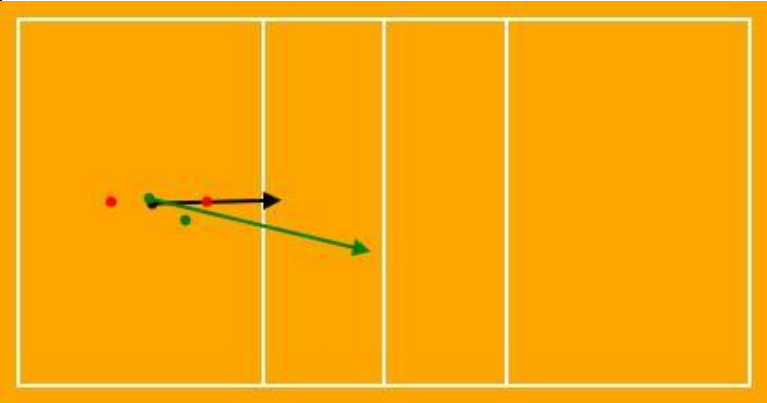
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #6

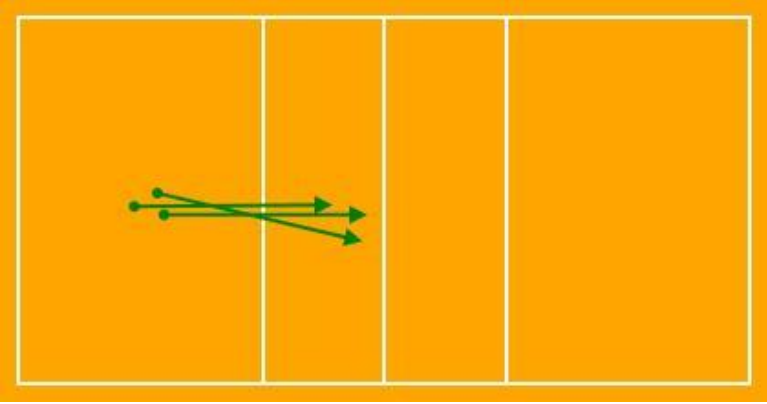
Lower

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



Upper

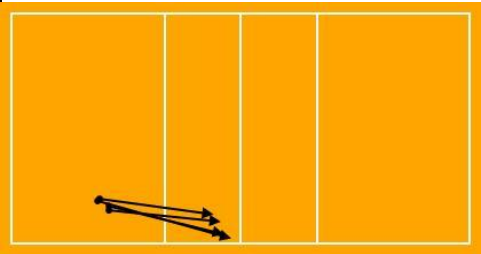
Total	#	+	!	/	-	=
	66%	33%	0%	0%	0%	0%
3	2	1



Jump

Total Jump

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

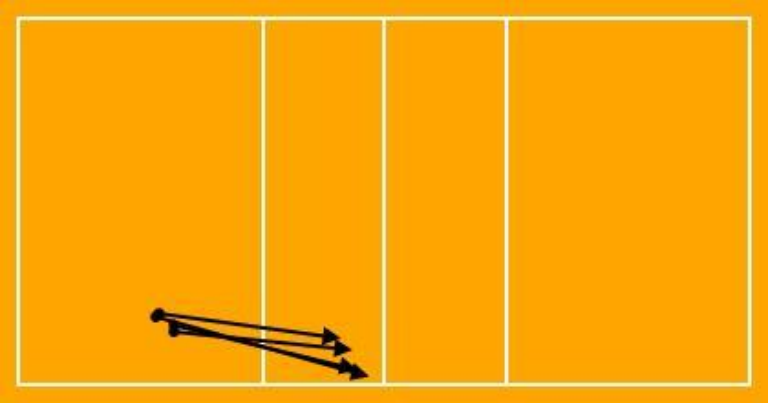


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	.(0%)	4(100%)
#: ., #+: .	#: ., #+: .	#: 0%, #+: 0%
!/-: ., =: .	!/-: ., =: .	!/-: 100%, =: 0%

Jump Zone #1

Lower

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



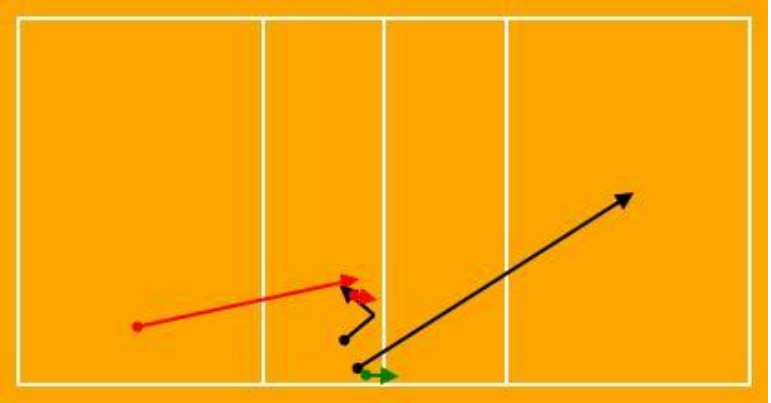
Attack

Player #24 Scherbakov Maxim

Position 1

Total position 1

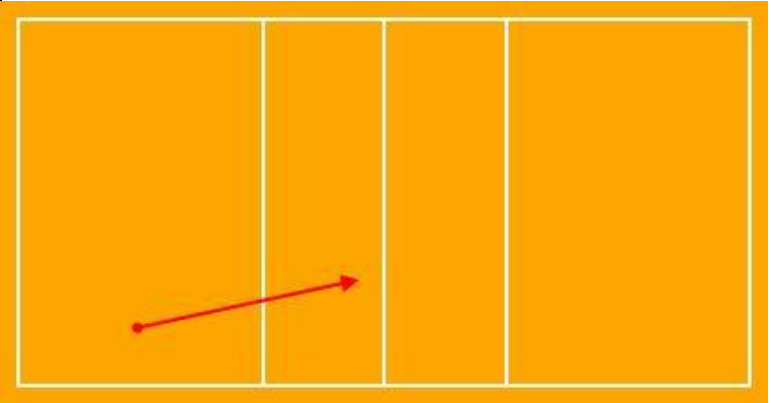
Total	#	+	!	/	-	=
	20%	0%	20%	20%	20%	20%
5	1	.	1	1	1	1



Zone #1 0 blockers

Set quality: -

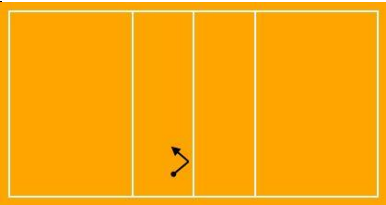
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #1 1 blockers

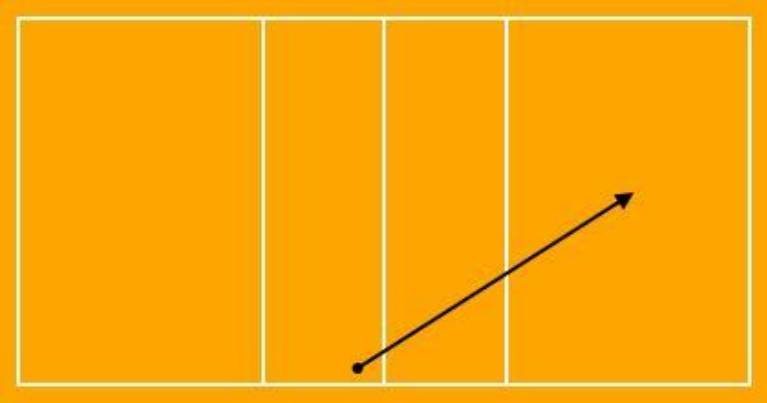
Set quality: !

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



Set quality: #

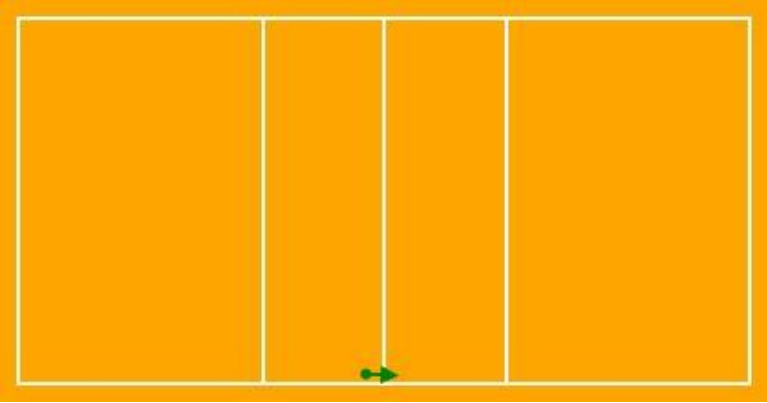
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #1 1.5 blockers

Set quality: +

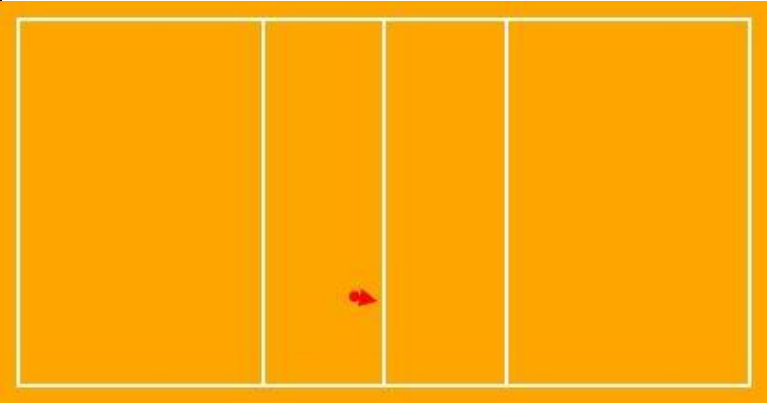
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #1 2 blockers

Set quality: !

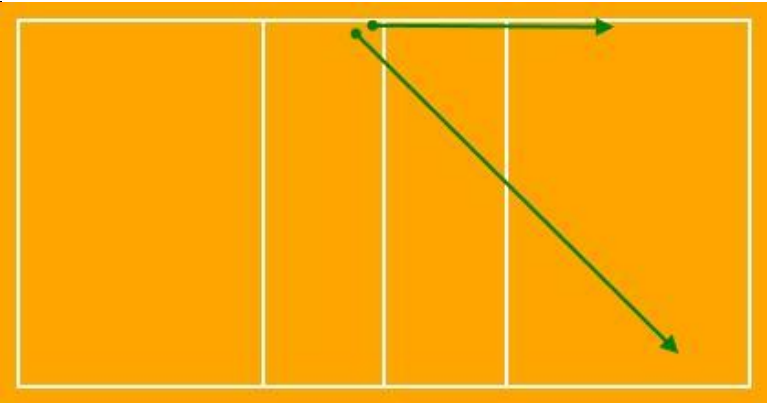
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Position 4

Total position 4

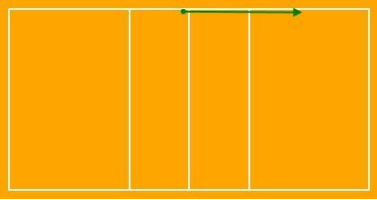
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #4 1 blockers

Set quality: #

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



Zone #4 2 blockers

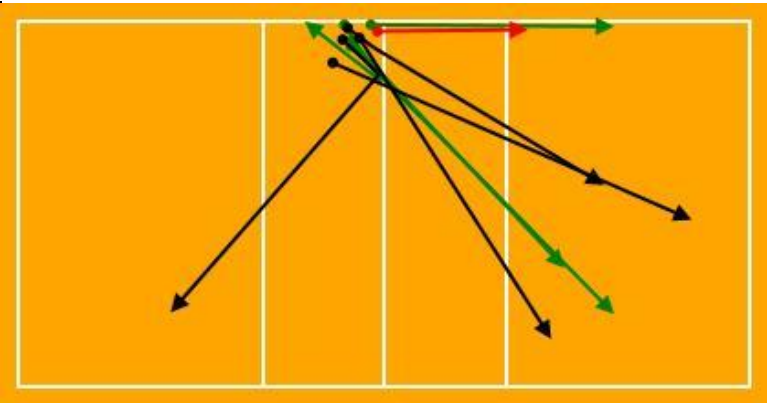
Set quality: +

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

Position 5

Total position 5

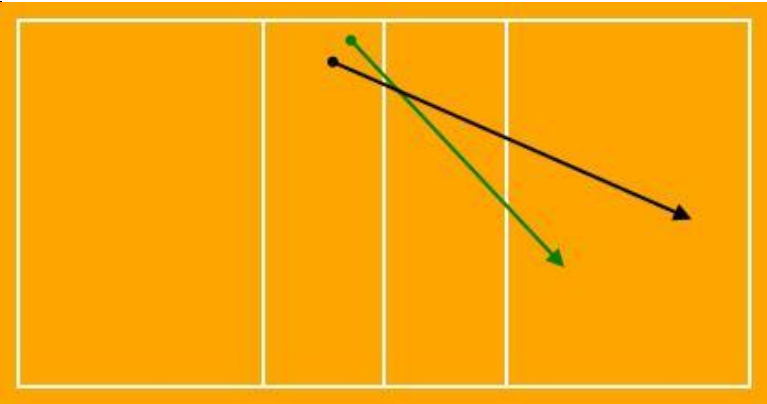
Total	#	+	!	/	-	=
	44%	0%	11%	33%	0%	11%
9	4	.	1	3	.	1



Zone #5 1 blockers

Set quality: +

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



Set quality: #

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

Zone #5 1.5 blockers

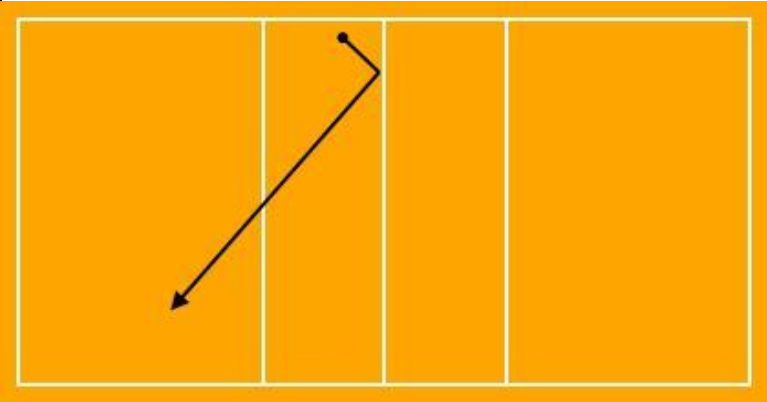
Set quality: +

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

Zone #5 2 blockers

Set quality: !

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



Set quality: +

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

