

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	17	10	13	2	15%	27	3	1	15	66%	55%	.	33%	66%	2	11	45%
#2 Baiduji	.	0
#7 Ushakov	4	1	7	2	14%	1	6	.	0%	50%	33%	6	1	.	3	50%	50%	1	100%
#8 Shchipko	18	14	22	2	18%	2	15	1	13%	40%	20%	26	.	1	16	69%	61%	6	100%
#10 Klimov	7	5	6	2	50%	1	6	.	.	5	100%	83%	.	75%	25%	1	.	.
#12 Volkov	2	-4	10	1	0%	.	1	1	100%	0%	0%	6	1	2	1	16%	16%	1	36%	63%	1	7	100%
#13 Trofimov	20	13	14	2	0%	.	27	1	40%	14%	3%	25	3	1	17	68%	68%	.	14%	85%	3	11	90%
#14 Ahmadullin	2	-4	17	2	0%	3	.	.	1	33%	33%	.	0%	100%	1	5	80%
#15 Lyashenko	.	0
#16 Pyanov	3	2	15	1	0%	.	1	.	0%	0%	0%	11	.	.	3	45%	27%	.	54%	45%	.	3	100%
#17 Fedunov	.	-4	38	3	28%	36%	26%	20	70%
#18 Ziva	2	1	1	.	0%	4	.	1	2	75%	50%
#24 Scherbakov	.	0
Total	75	34	105	14	9%	4	88	6	28%	30%	18%	114	8	6	63	63%	55%	1	38%	61%	8	64	78%

Player #1

Vasilchenko

Dmitrii

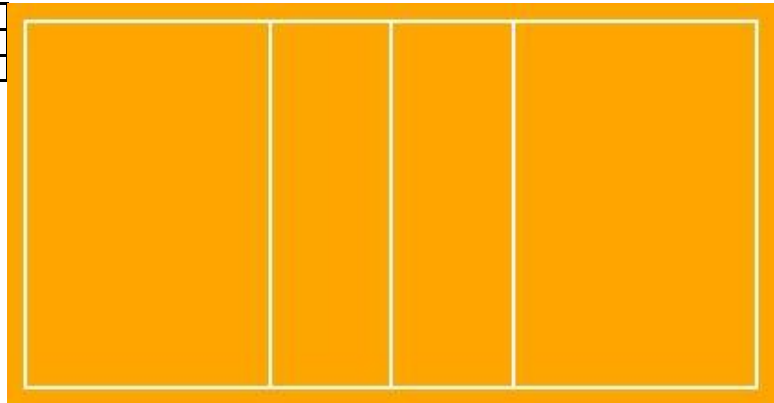
Serve

Player #1 Vasilchenko Dmitrii

Glider

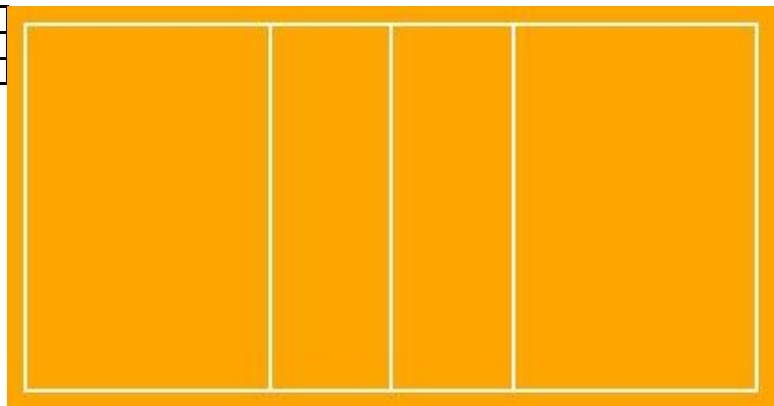
Total Glider

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



Glider Direction 6

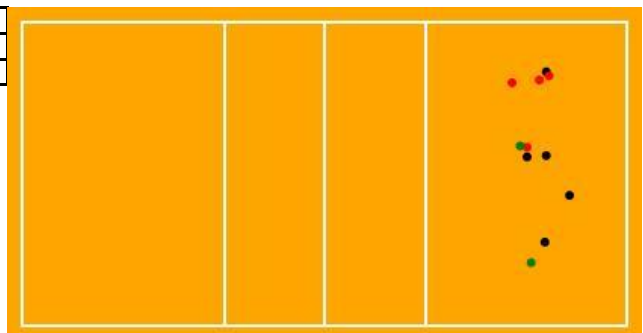
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Jump

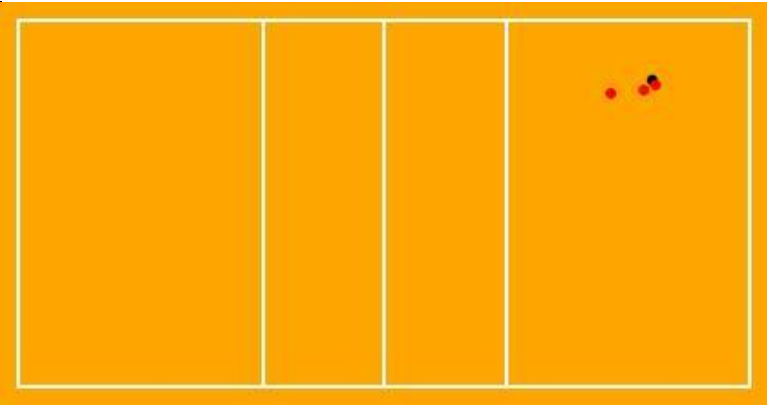
Total Jump

Total	#	+	!	/	-	=
	0%	16%	25%	16%	33%	8%
12	.	2	3	2	4	1



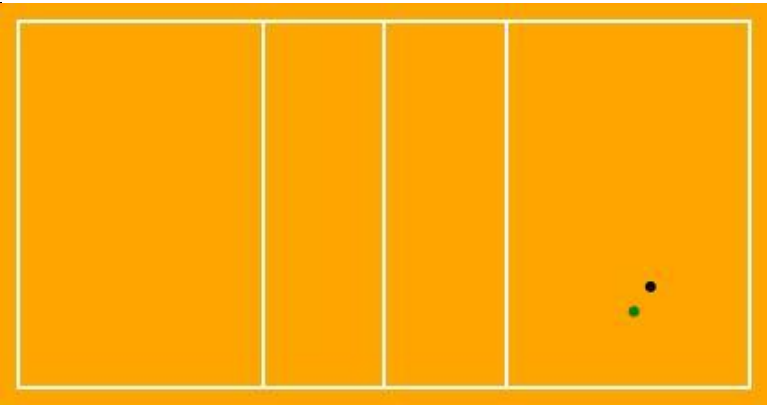
Jump Direction 1

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



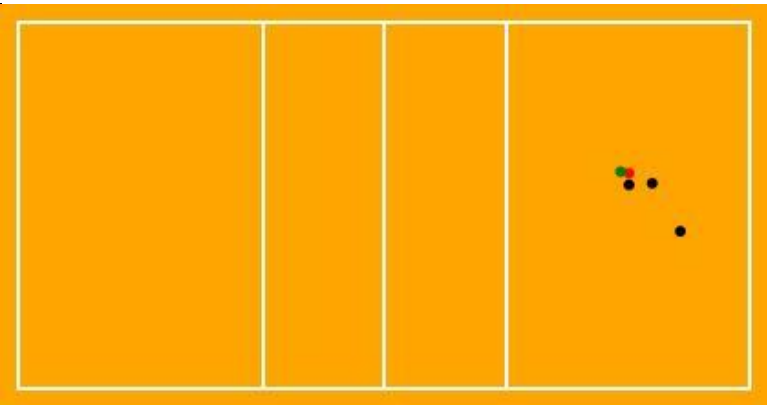
Jump Direction 5

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



Jump Direction 6

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

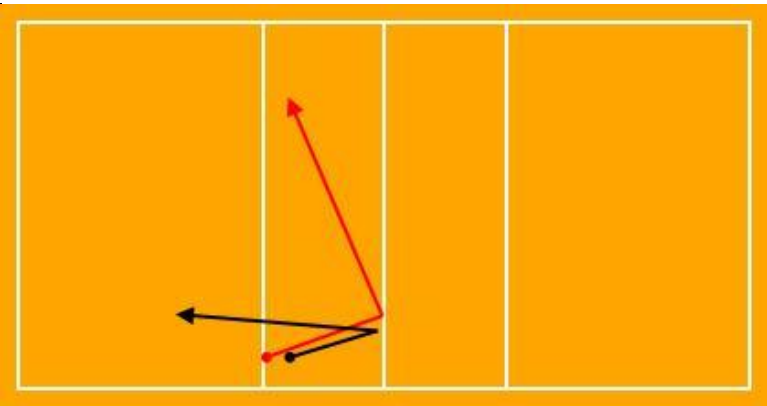


Attack
Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

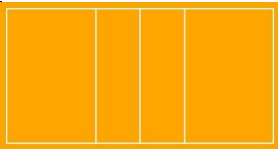
Total	#	+	!	/	-	=
	0%	0%	25%	0%	25%	50%
4	.	.	1	.	1	2



Zone #1 1 blockers

Set quality: +

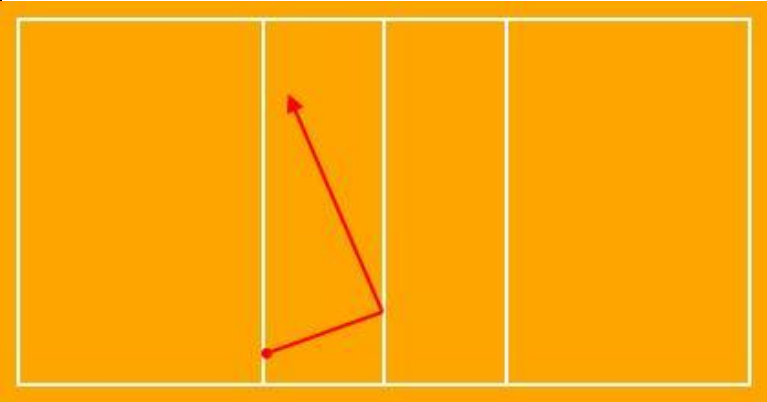
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #1 1.5 blockers

Set quality: !

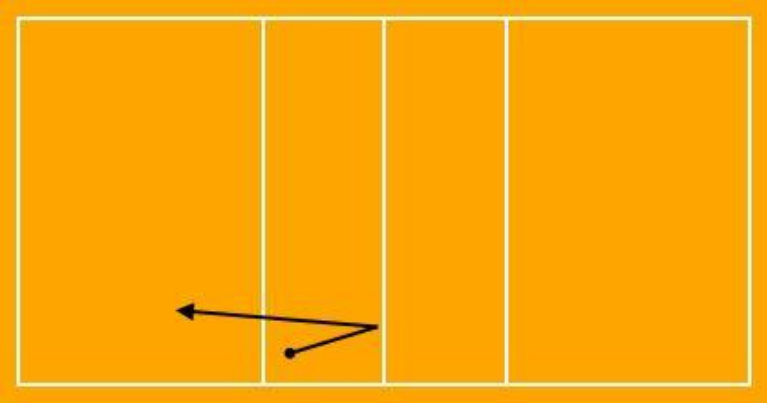
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Zone #1 2 blockers

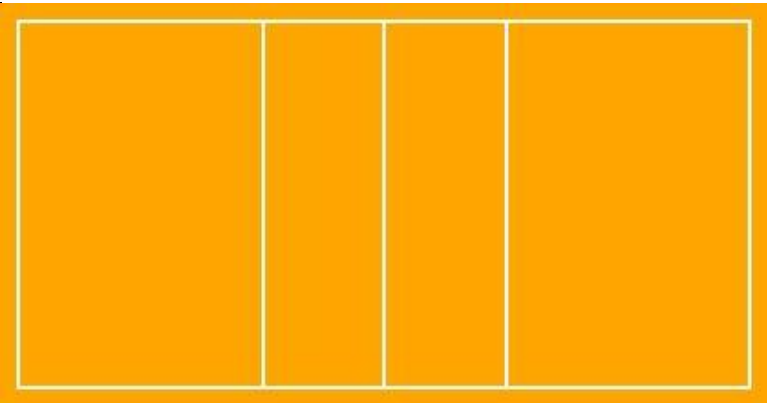
Set quality: !

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



Set quality: +

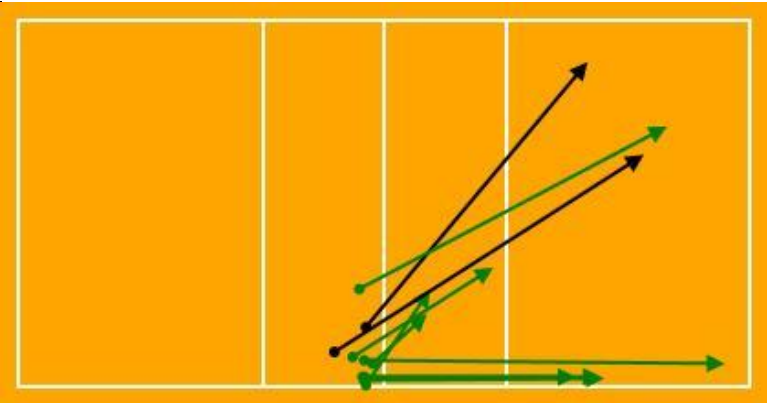
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Position 2

Total position 2

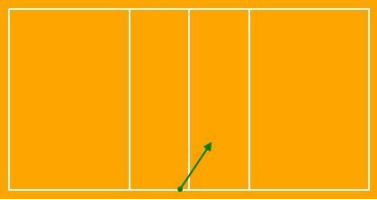
Total	#	+	!	/	-	=
	50%	14%	7%	28%	0%	0%
14	7	2	1	4	.	.



Zone #2 0 blockers

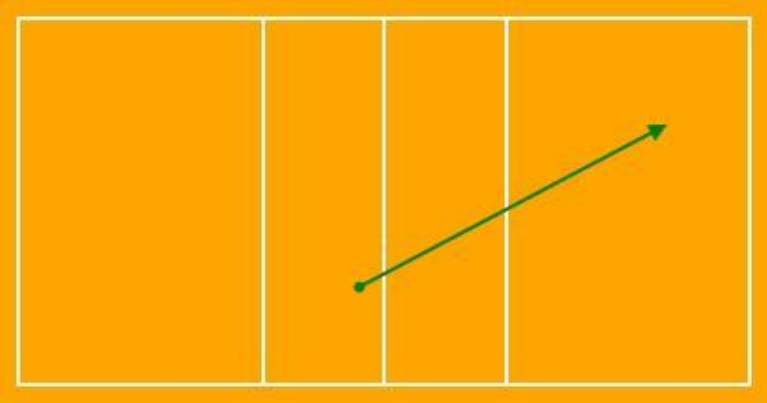
Set quality: /

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



Set quality: !

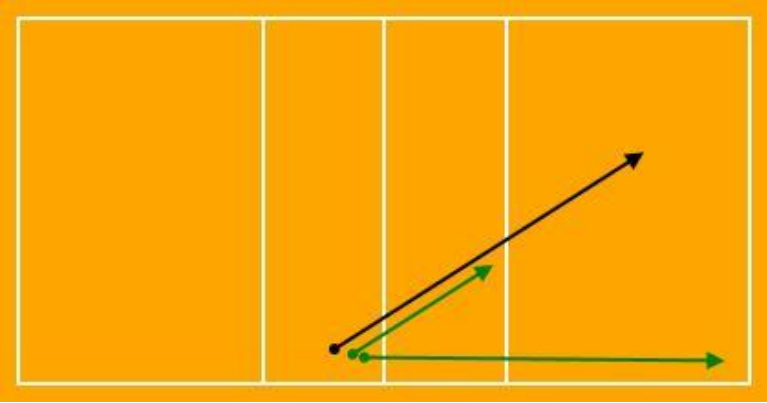
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #2 1 blockers

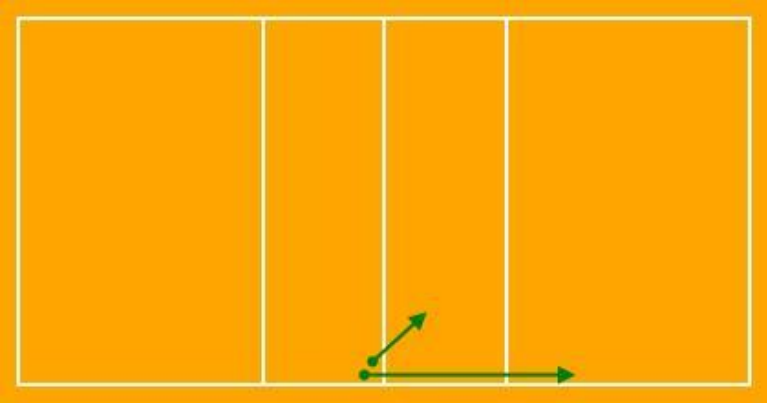
Set quality: !

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



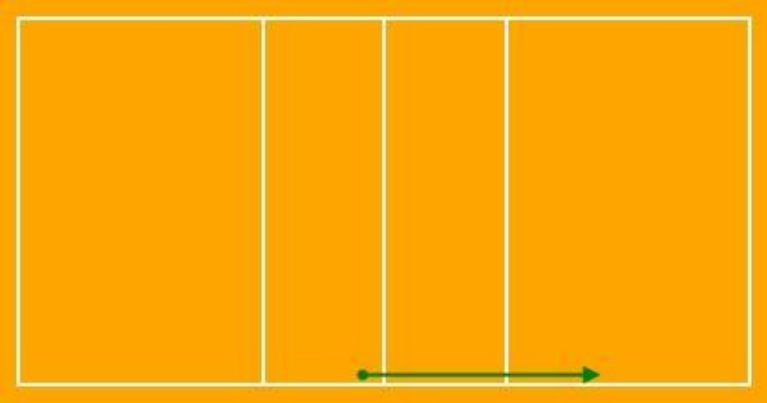
Set quality: +

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



Set quality: #

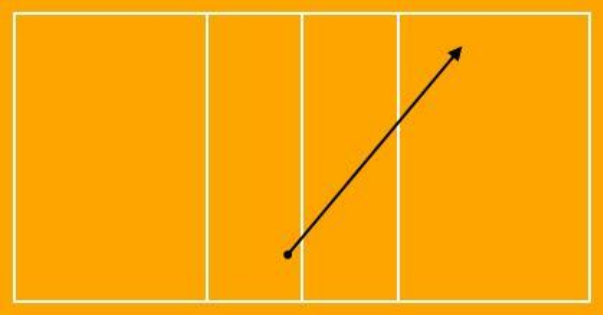
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
2	1	1



Zone #2 1.5 blockers

Set quality: /

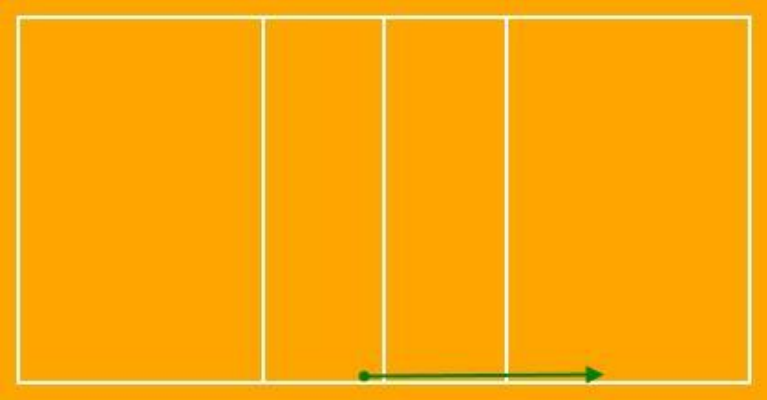
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #2 2 blockers

Set quality: +

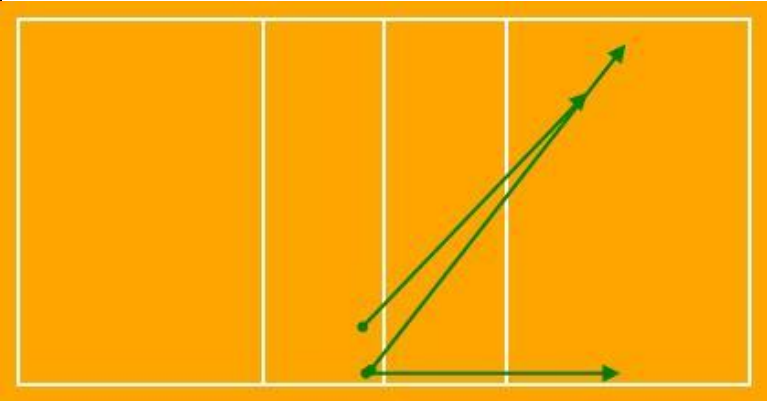
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 3

Total position 3

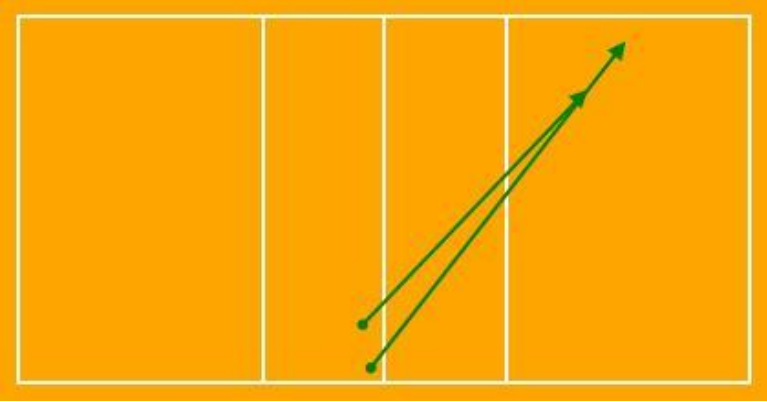
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
3	3



Zone #3 1 blockers

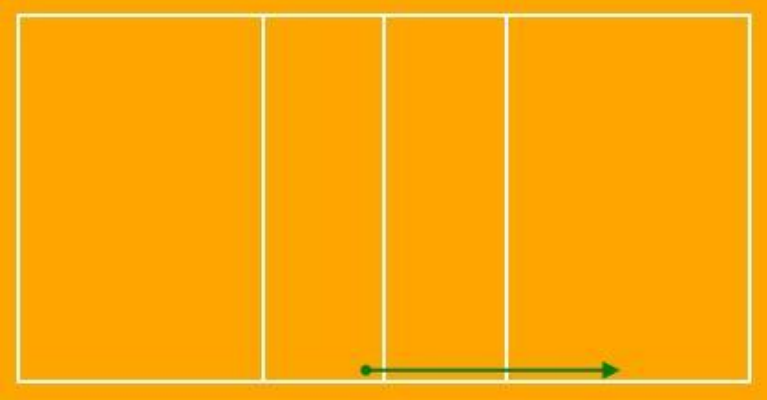
Set quality: !

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



Set quality: #

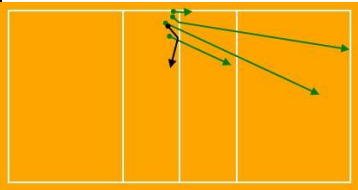
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

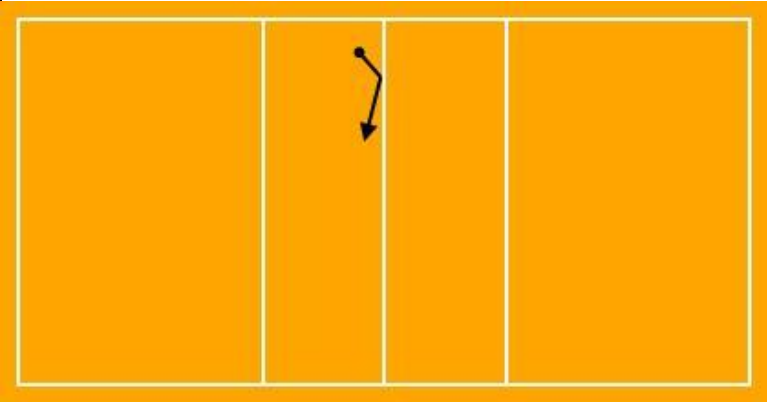
Total	#	+	!	/	-	=
	80%	0%	20%	0%	0%	0%
5	4	.	1	.	.	.



Zone #4 1 blockers

Set quality: /

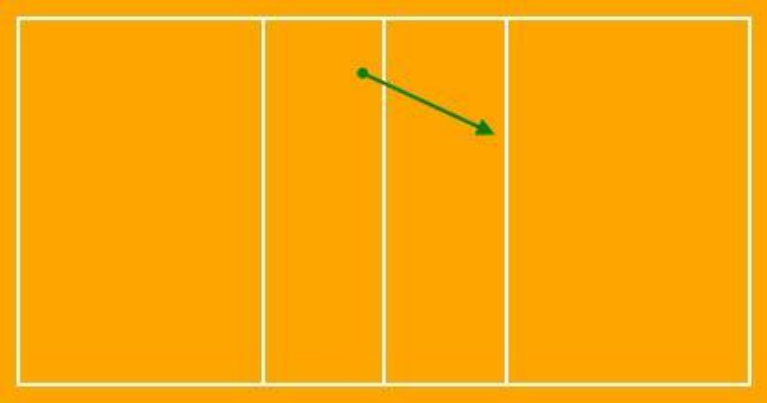
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Zone #4 1.5 blockers

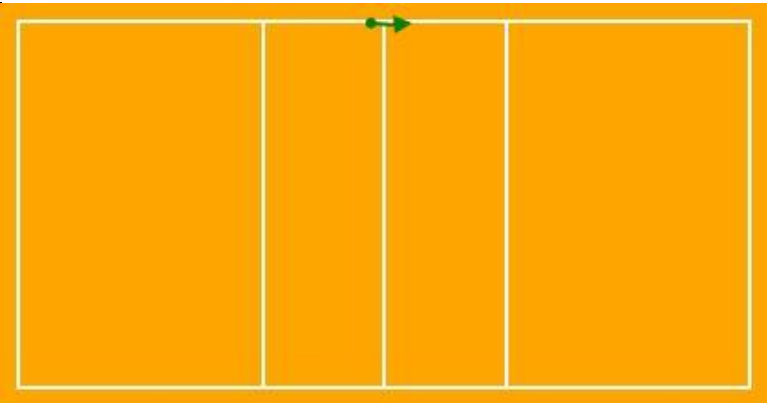
Set quality: /

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



Set quality: +

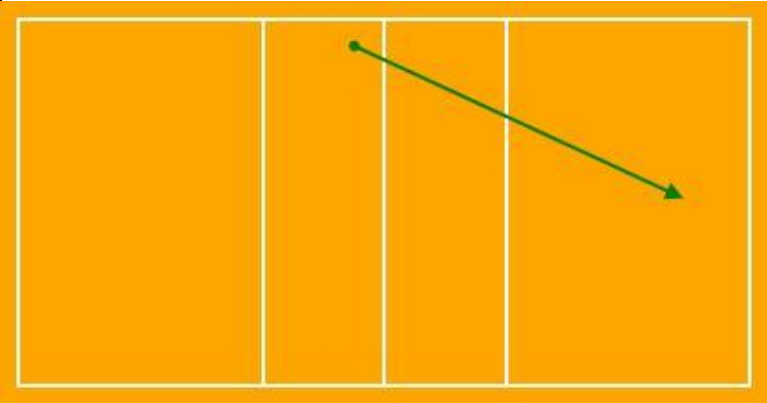
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

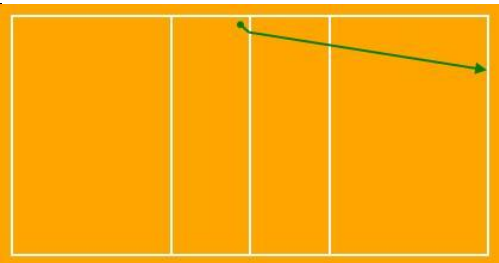
Set quality: +

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



Set quality: #

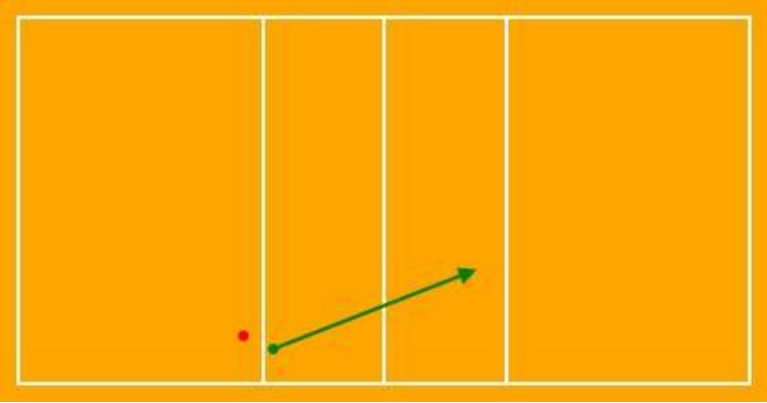
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 5

Total position 5

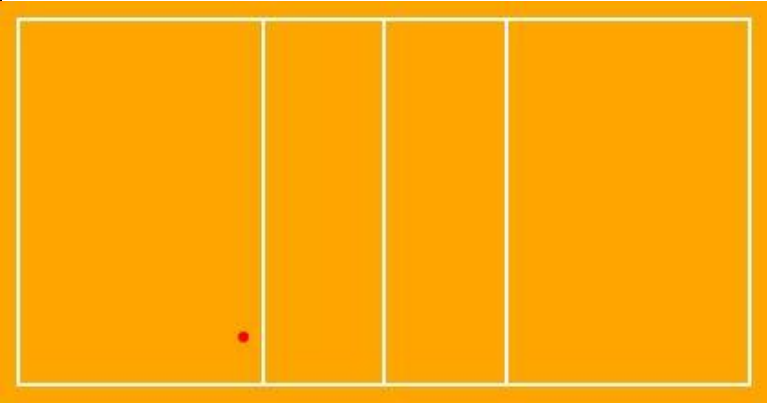
Total	#	+	!	/	-	=
	0%	50%	0%	0%	0%	50%
2	.	1	.	.	.	1



Zone #5 1 blockers

Set quality: !

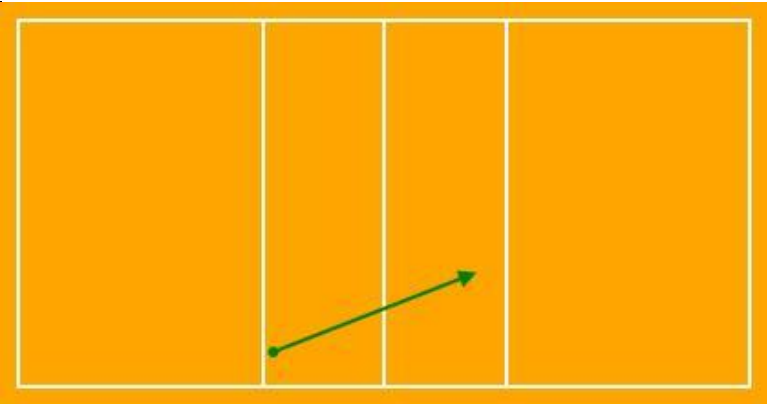
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #5 2 blockers

Set quality: !

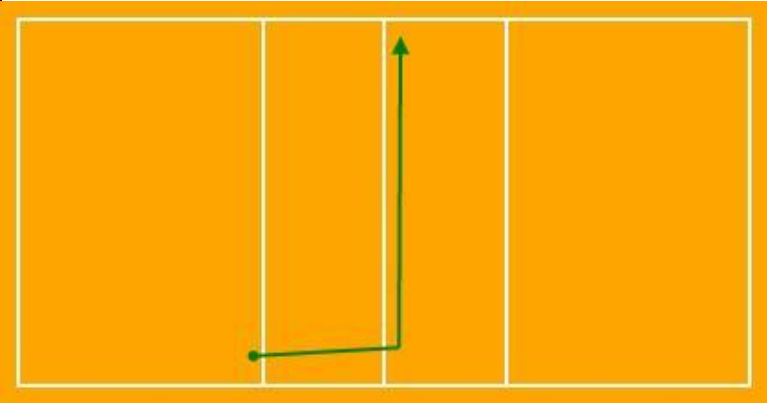
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Position 6

Total position 6

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 #7 Ushakov

Vladislav

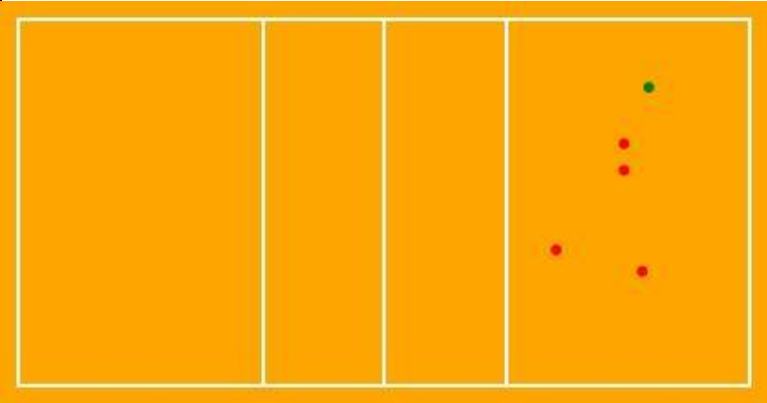
Serve

Player #7 Ushakov Vladislav

Glider

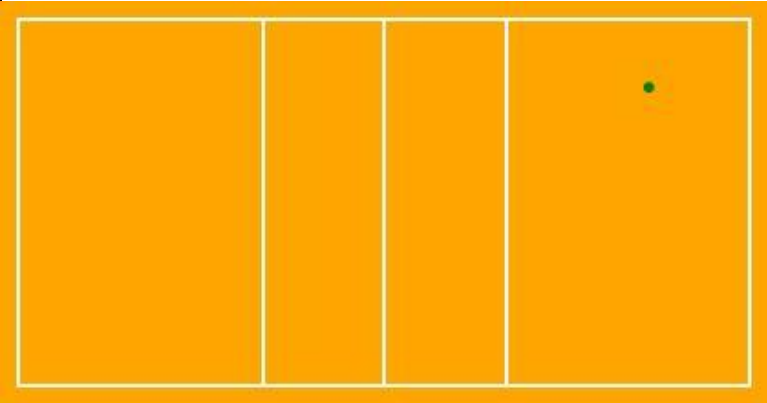
Total Glider

Total	#	+	!	/	-	=
	14%	0%	0%	0%	57%	28%
7	1	.	.	.	4	2



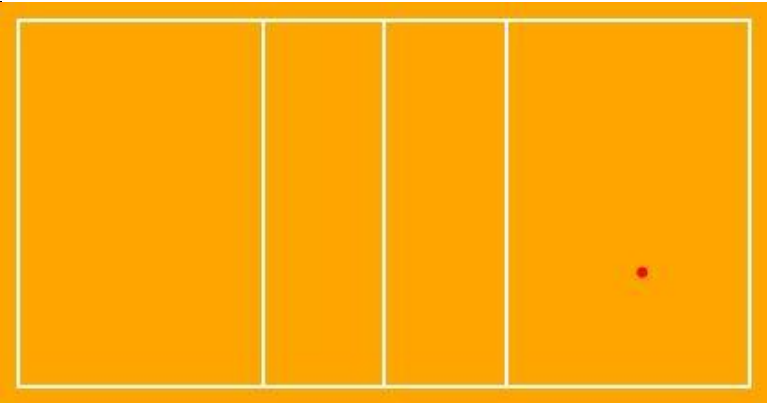
Glider Direction 1

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



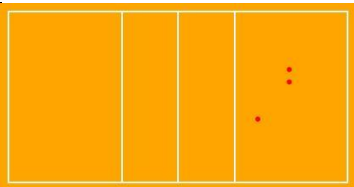
Glider Direction 5

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



Glider Direction 6

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



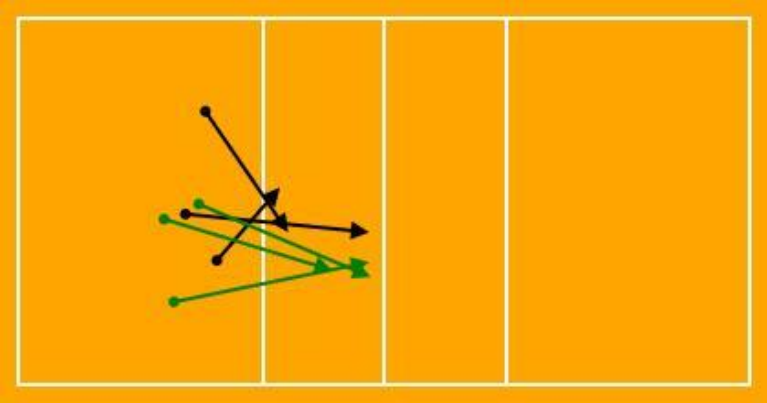
Reception

Player #7 Ushakov Vladislav

Glider

Total Glider

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

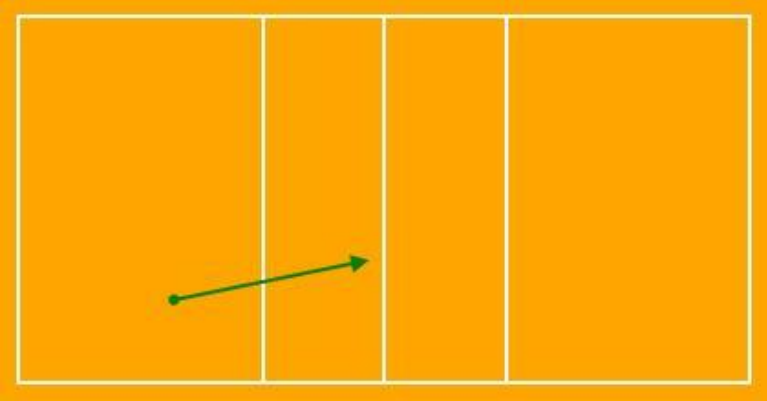


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(16%) #: 0%, #+: 0% !/-: 100%, =: 0%	4(66%) #: 25%, #+: 50% !/-: 50%, =: 0%	1(16%) #: 100%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

Lower

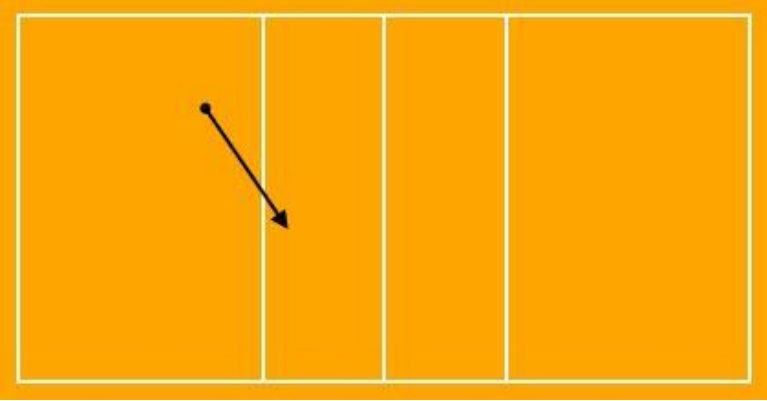
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #5

Upper

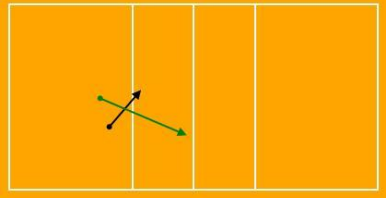
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #6

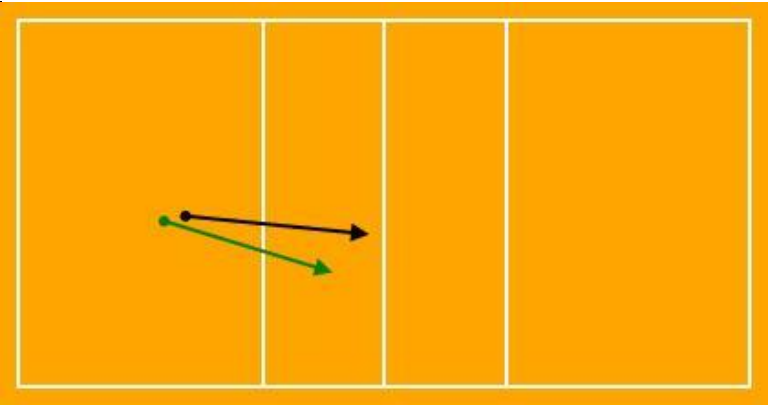
Lower

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



Upper

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

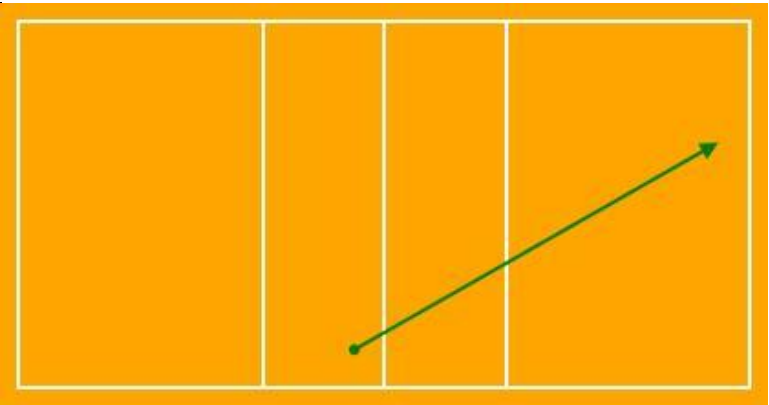


Attack
Player #7 Ushakov Vladislav

Position 1

Total position 1

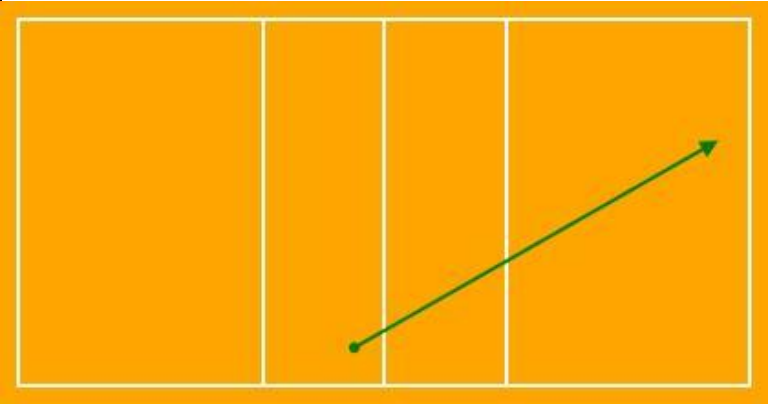
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #1 1 blockers

Set quality: +

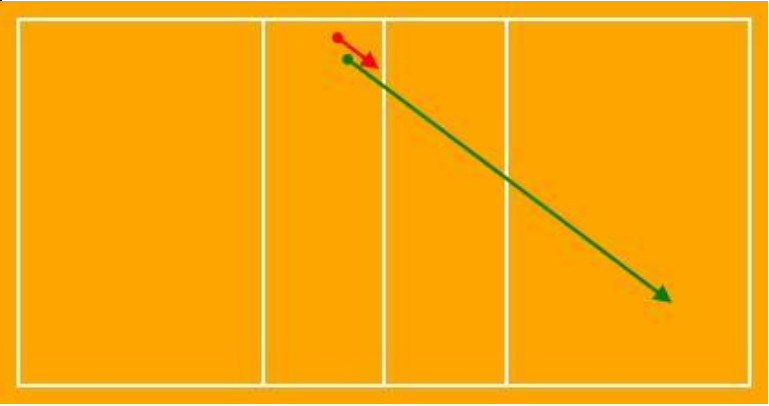
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

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



Zone #4 1.5 blockers

Set quality: +

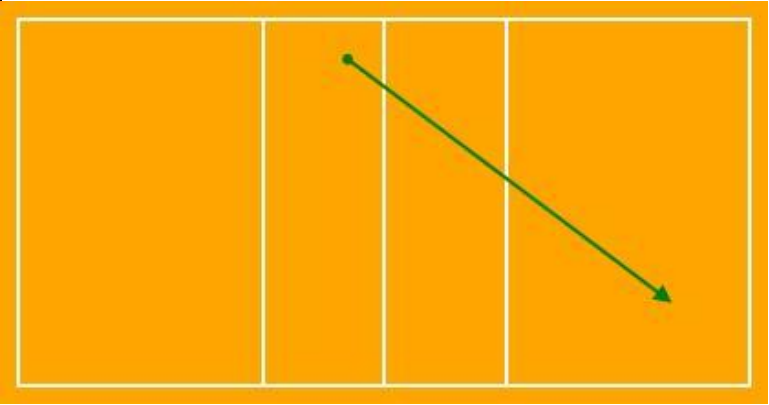
Total	#	+	!	/	-	=

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

Zone #4 2 blockers

Set quality: +

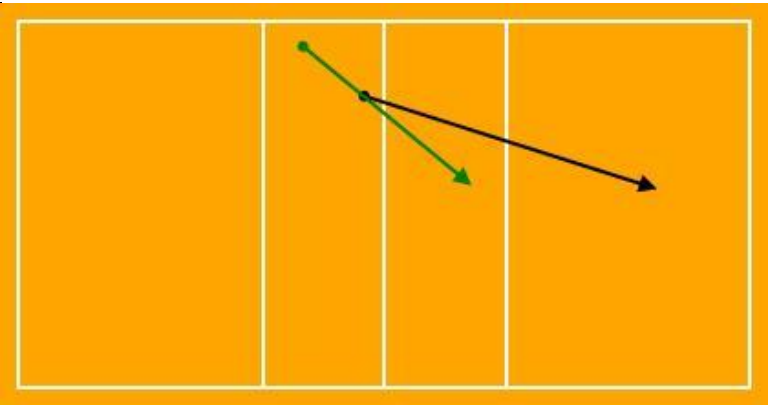
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 5

Total position 5

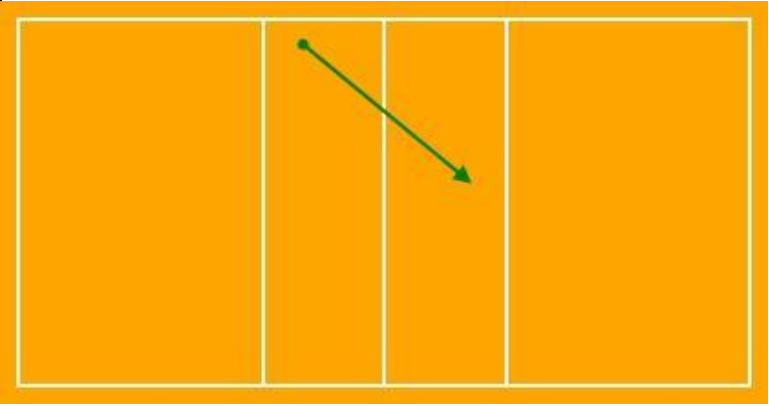
Total	#	+	!	/	-	=
	33%	0%	33%	33%	0%	0%
3	1	.	1	1	.	.



Zone #5 1 blockers

Set quality: /

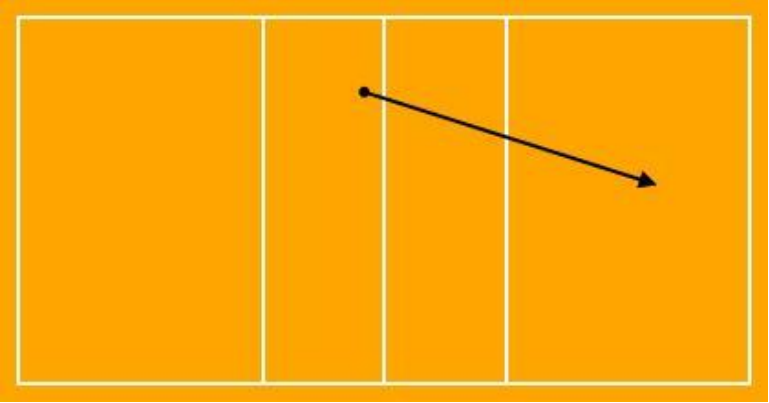
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 2 blockers

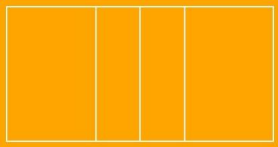
Set quality: !

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



Set quality: +

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



Player #8

Shchipko Sergei

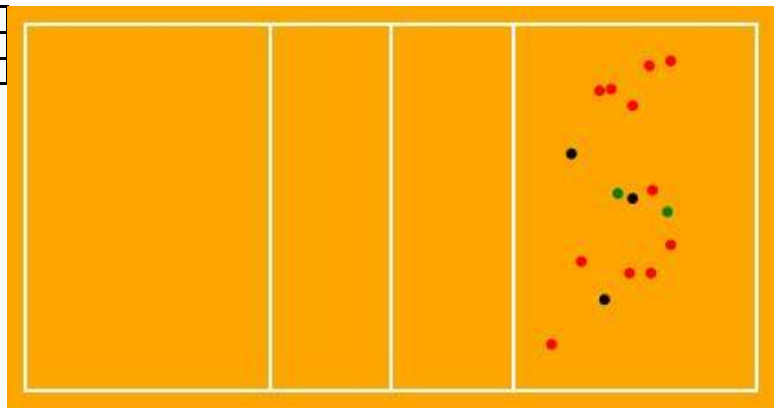
Serve

Player #8 Shchipko Sergei

Glider

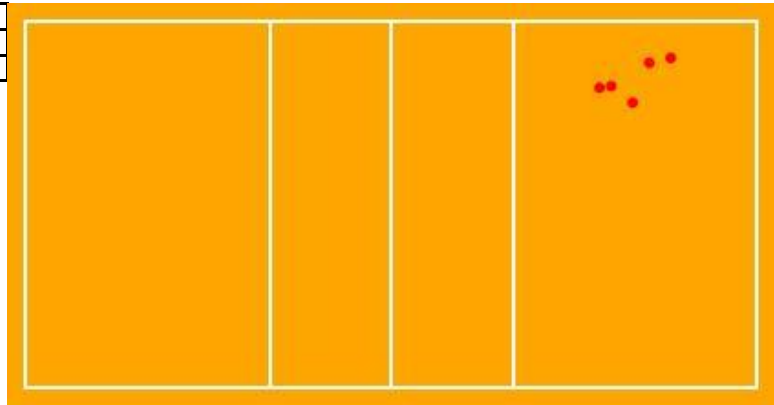
Total Glider

Total	#	+	!	/	-	=
	11%	5%	5%	11%	61%	5%
18	2	1	1	2	11	1



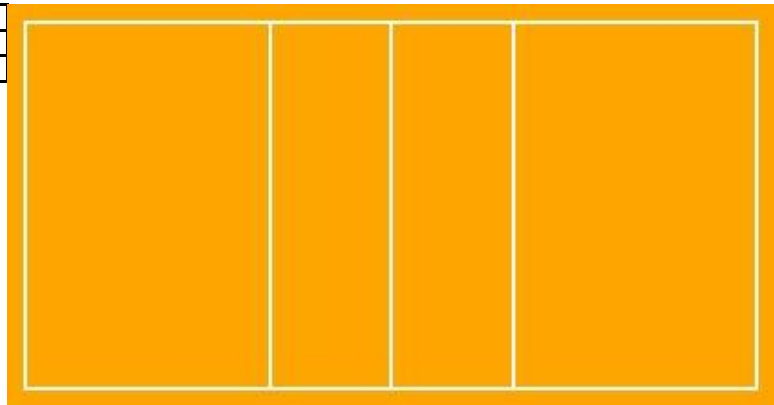
Glider Direction 1

Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
5	5	.



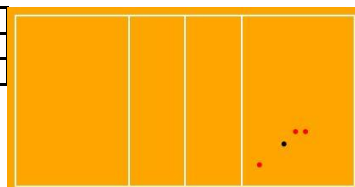
Glider Direction 3

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



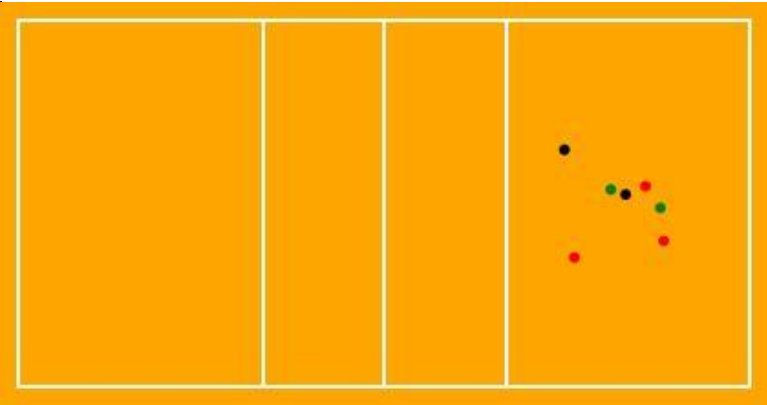
Glider Direction 5

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



Glider Direction 6

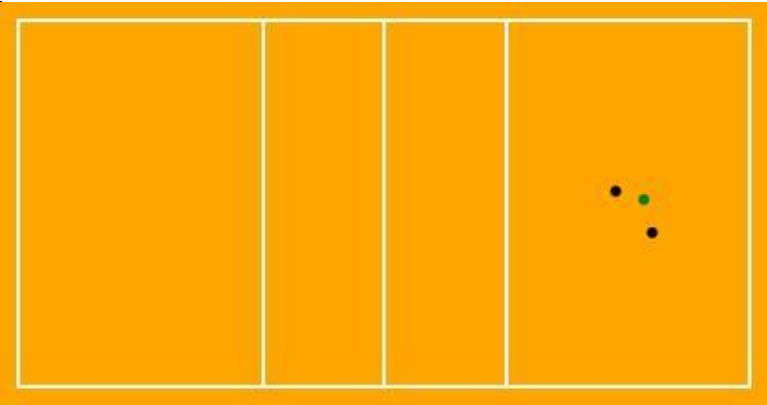
Total	#	+	!	/	-	=
	12%	12%	0%	25%	37%	12%
8	1	1	.	2	3	1



Jump

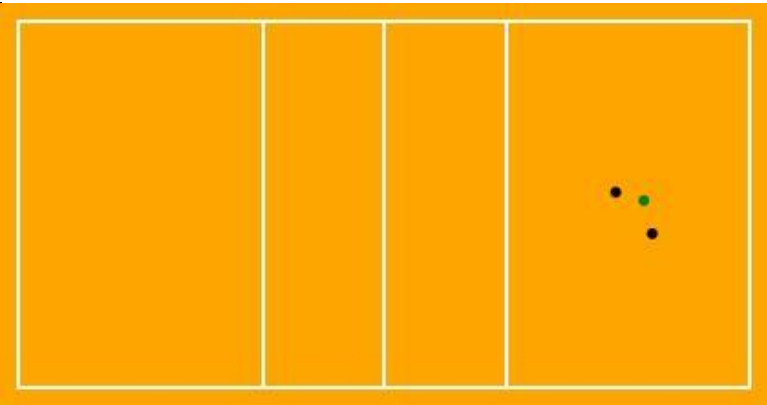
Total Jump

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



Jump Direction 6

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

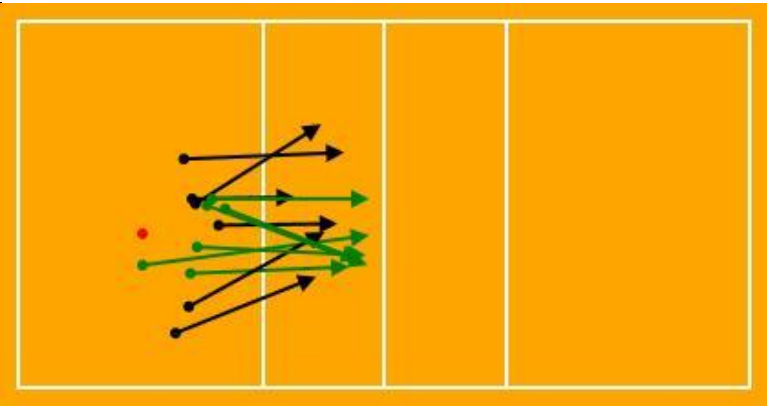


Reception
Player #8 Shchipko Sergei

Glider

Total Glider

Total	#	+	!	/	-	=
	23%	23%	38%	7%	0%	7%
13	3	3	5	1	.	1



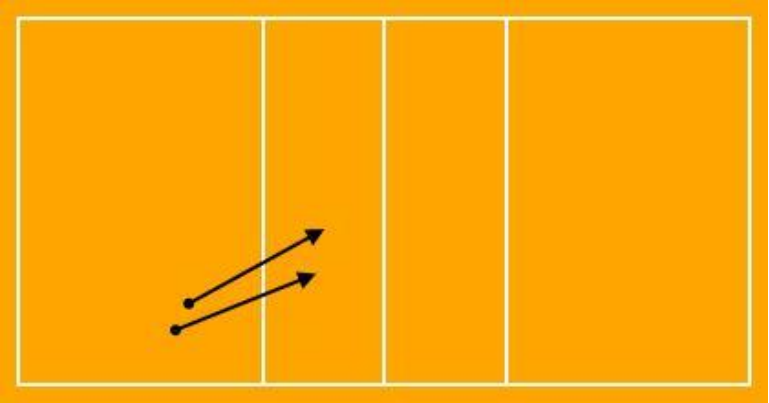
.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	11(84%)	2(15%)

#: ., #+: .	#: 27%, #+:	#: 0%, #+: 0%
!/-: ., =: .	54%	!/-: 100%, =:
	!/-: 36%, =: 9%	0%

Glider Zone #1

Upper

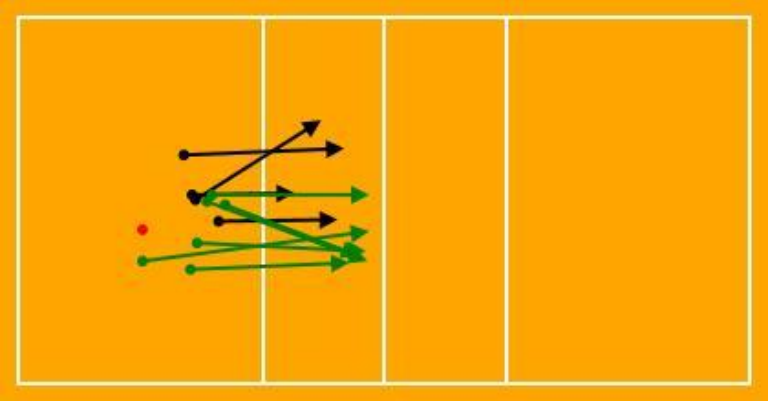
Total	#	+	!	/	-	=
	0%	0%	50%	50%	0%	0%
2	.	.	1	1	.	.



Glider Zone #6

Upper

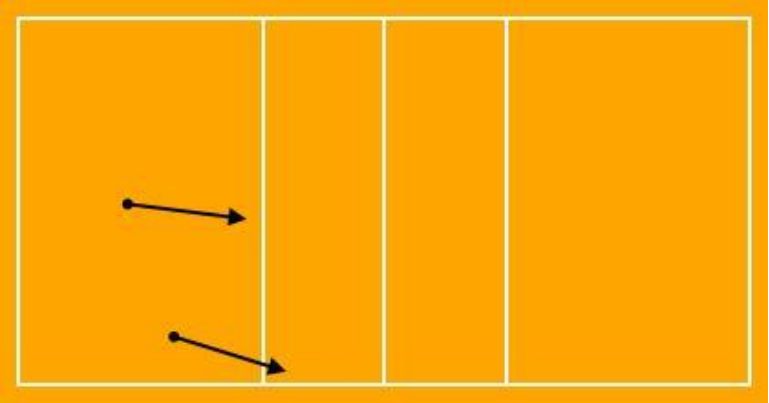
Total	#	+	!	/	-	=
	27%	27%	36%	0%	0%	9%
11	3	3	4	.	.	1



Jump

Total Jump

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

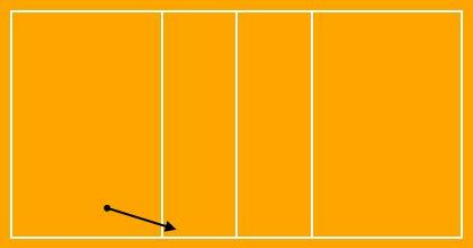


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	1(50%)	1(50%)
#: ., #+: .	#: 0%, #+: 0%	#: 0%, #+: 0%
!/-: ., =: .	!/-: 100%, =:	!/-: 100%, =:
	0%	0%

Jump Zone #1

Lower

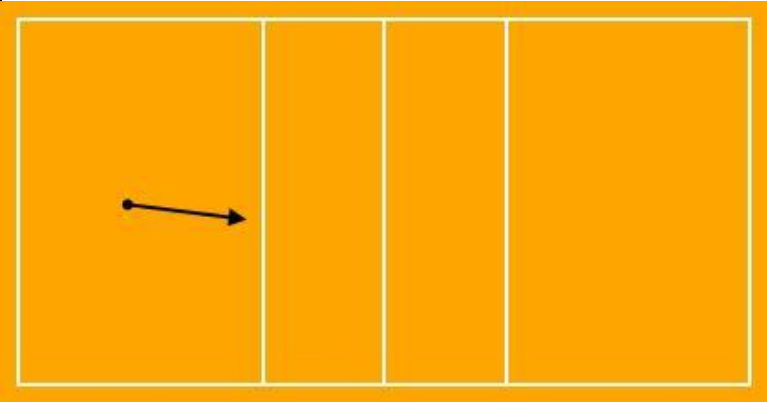
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Jump Zone #6

Lower

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

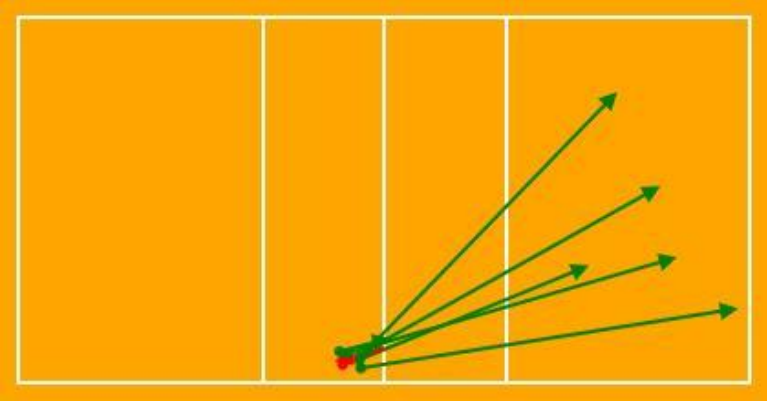


Attack
Player #8 Shchipko Sergei

Position 1

Total position 1

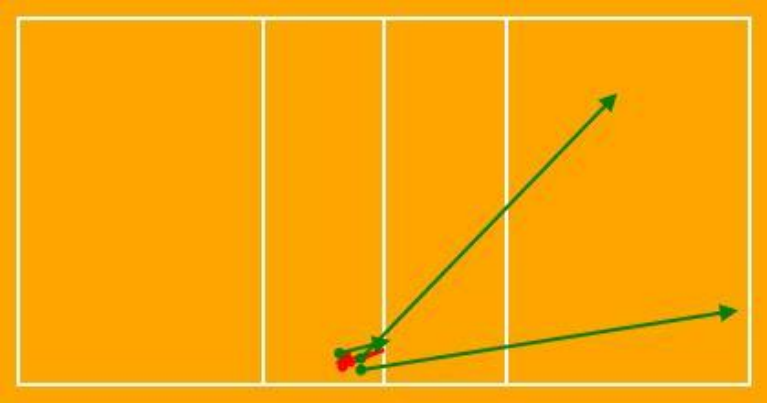
Total	#	+	!	/	-	=
	85%	0%	0%	0%	14%	0%
7	6	.	.	.	1	.



Zone #1 1 blockers

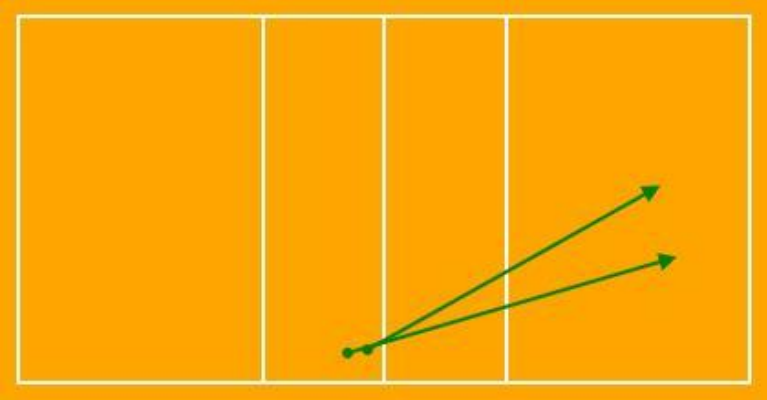
Set quality: !

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



Set quality: +

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



Set quality: #

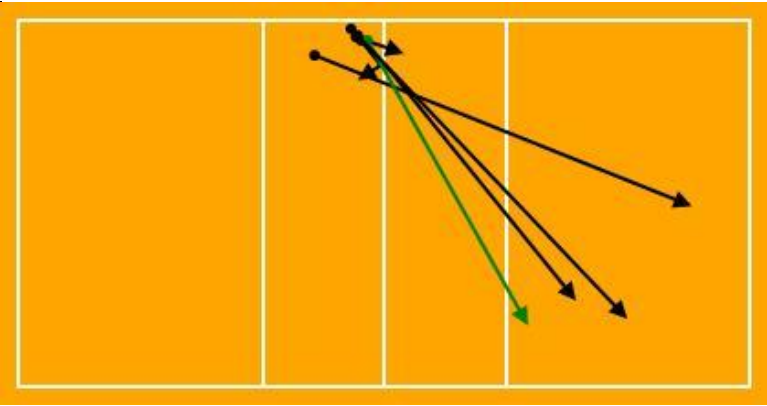
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

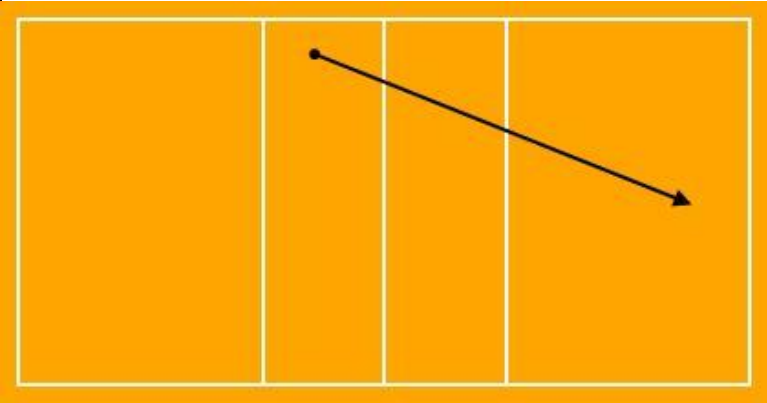
Total	#	+	!	/	-	=
	16%	0%	16%	66%	0%	0%
6	1	.	1	4	.	.



Zone #4 1 blockers

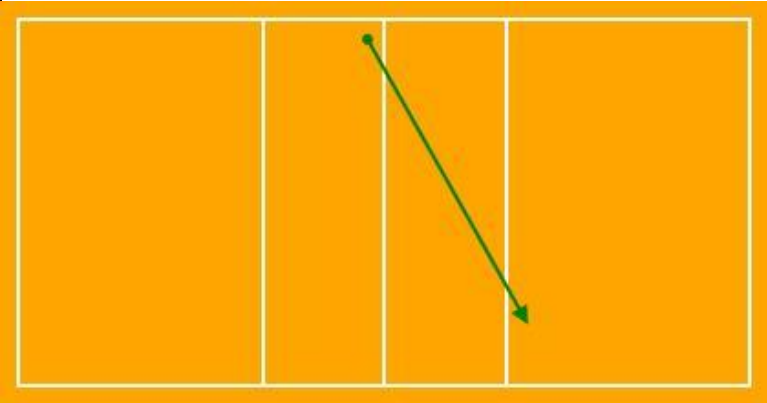
Set quality: /

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



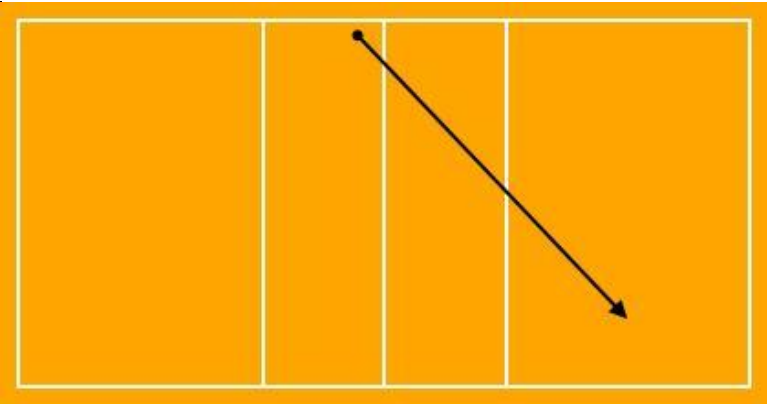
Set quality: +

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



Set quality: #

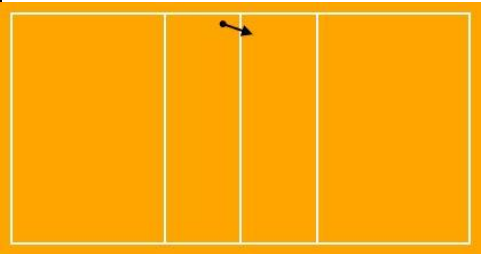
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 1.5 blockers

Set quality: /

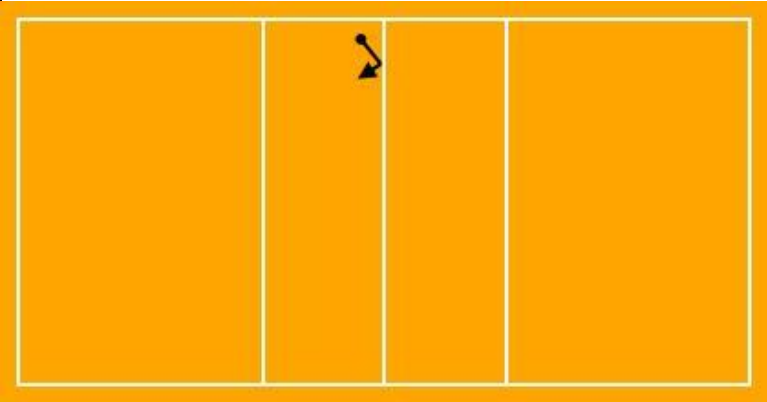
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Zone #4 2 blockers

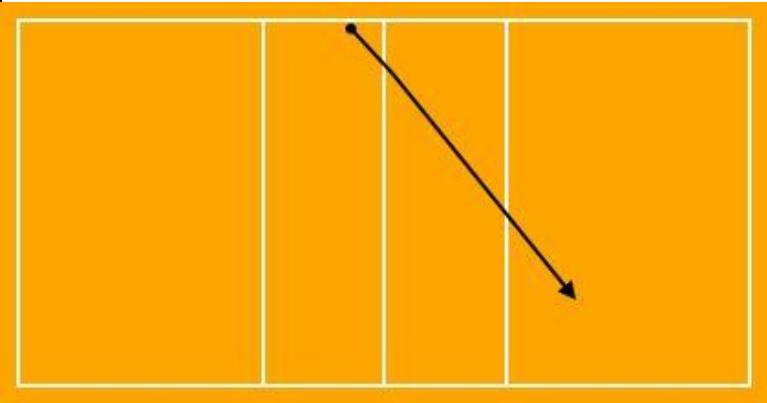
Set quality: !

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



Set quality: +

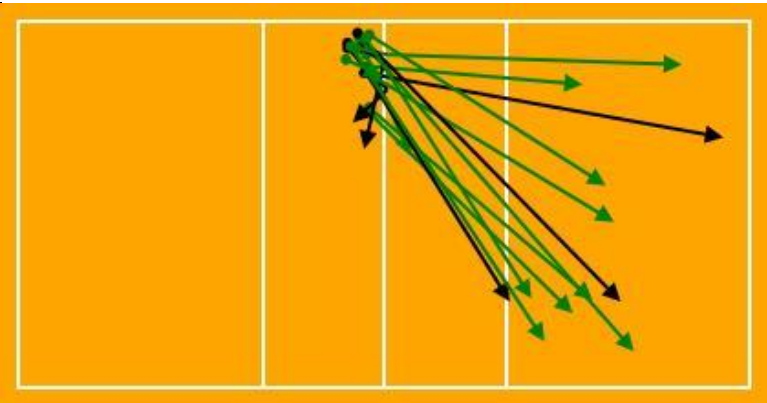
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 5

Total position 5

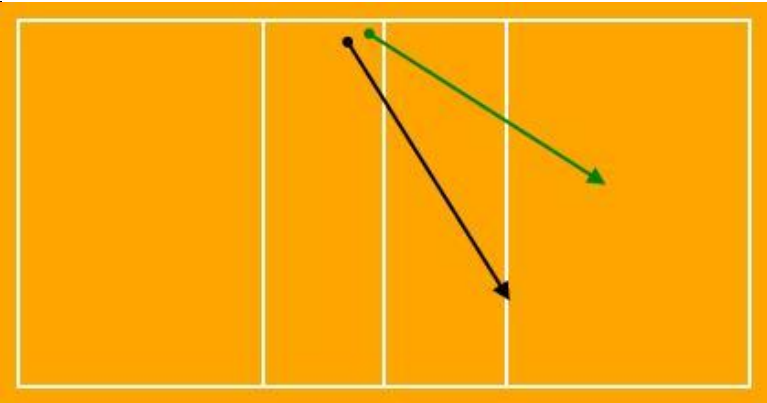
Total	#	+	!	/	-	=
	56%	12%	12%	18%	0%	0%
16	9	2	2	3	.	.



Zone #5 0 blockers

Set quality: +

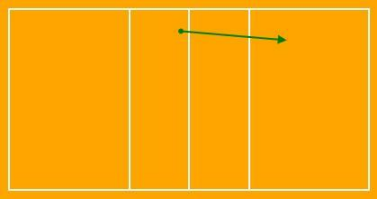
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #5 1 blockers

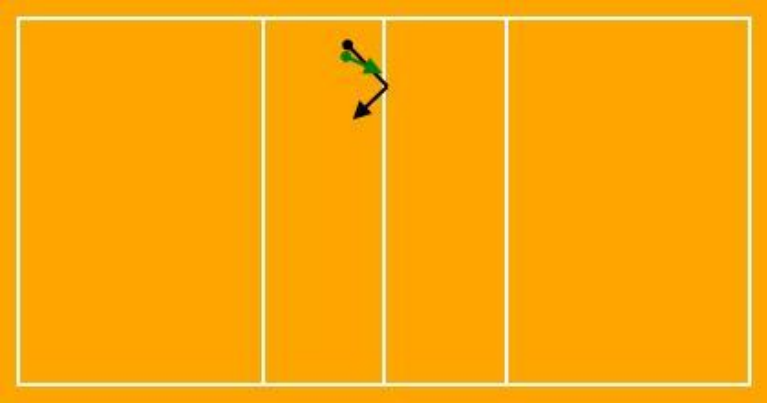
Set quality: /

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



Set quality: !

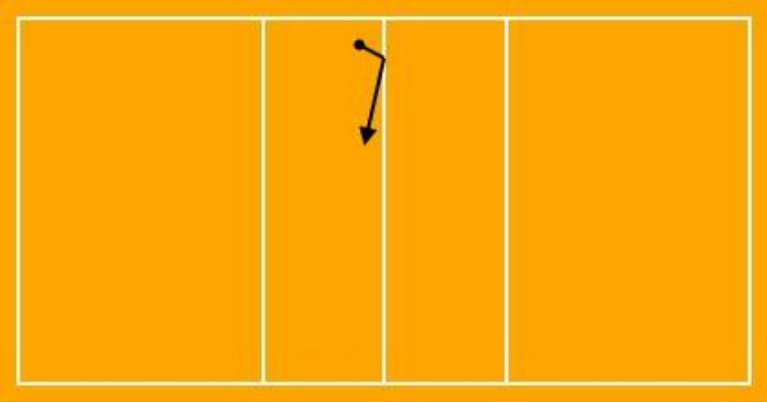
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



Zone #5 1.5 blockers

Set quality: /

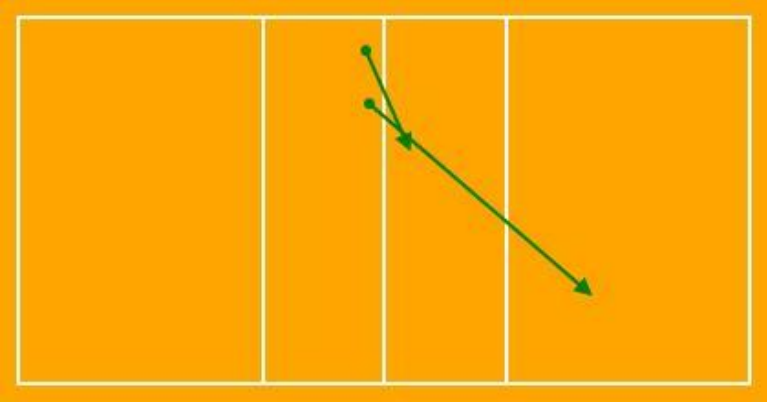
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Zone #5 2 blockers

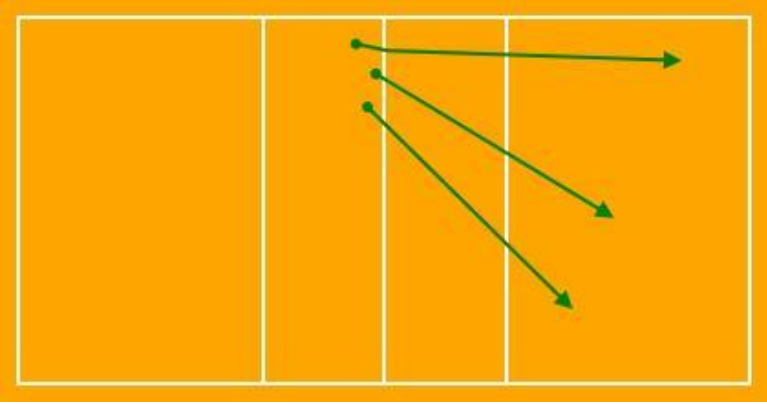
Set quality: /

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



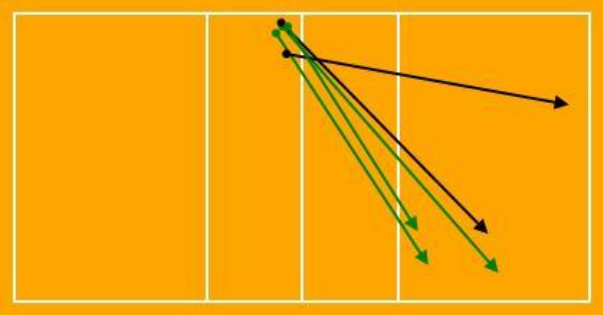
Set quality: !

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



Set quality: +

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



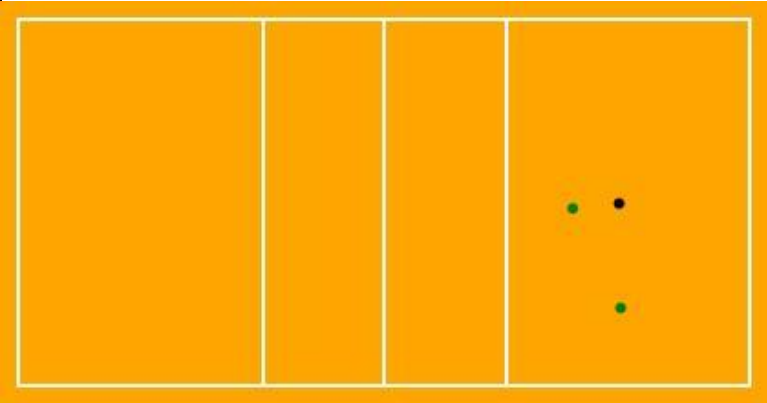
Player #10 Klimov Alexey

Serve Player #10 Klimov Alexey

Glider

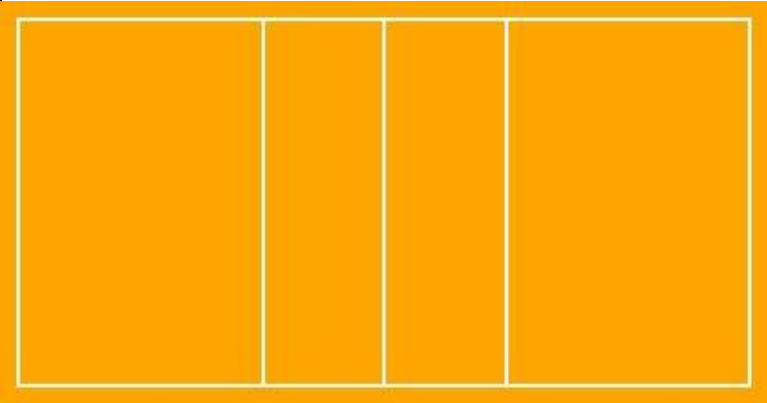
Total Glider

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



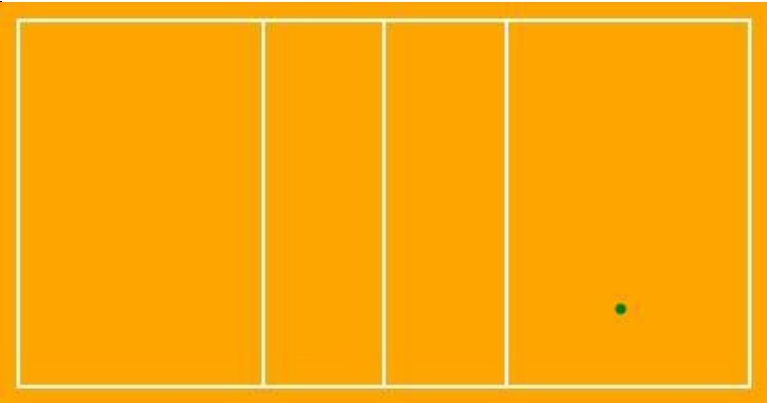
Glider Direction 1

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



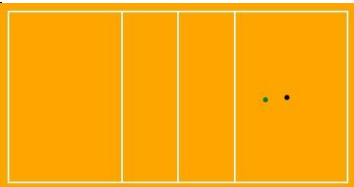
Glider Direction 5

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



Glider Direction 6

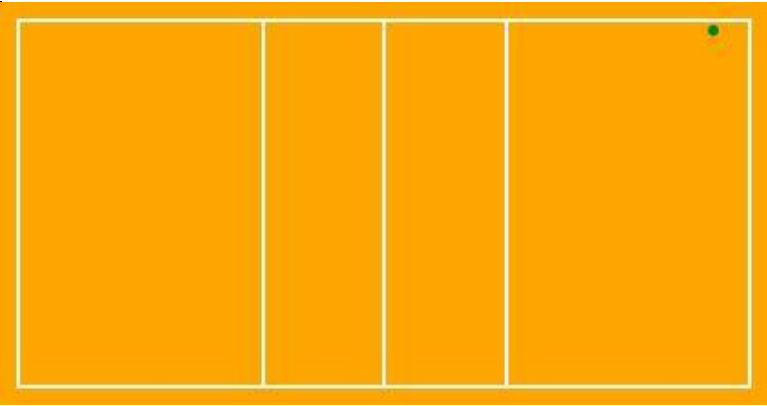
Total	#	+	!	/	-	=
	0%	50%	50%	0%	0%	0%
2	.	1	1	.	.	.



Jump

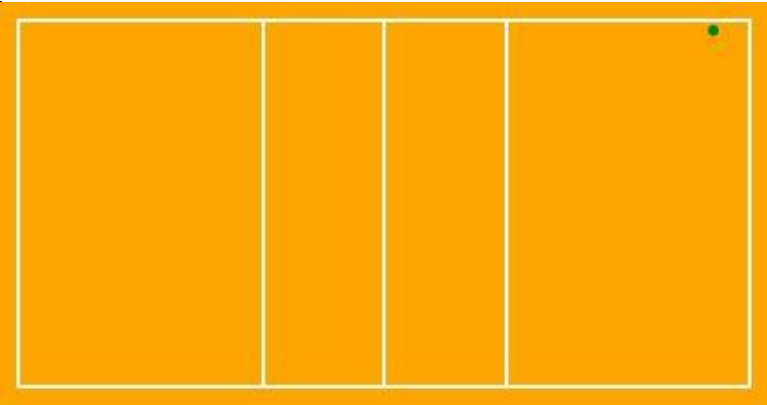
Total Jump

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



Jump Direction 1

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

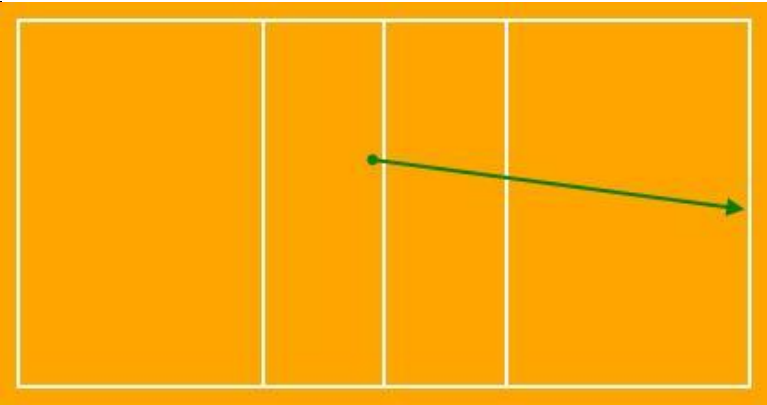


Attack Player #10 Klimov Alexey

Position 2

Total position 2

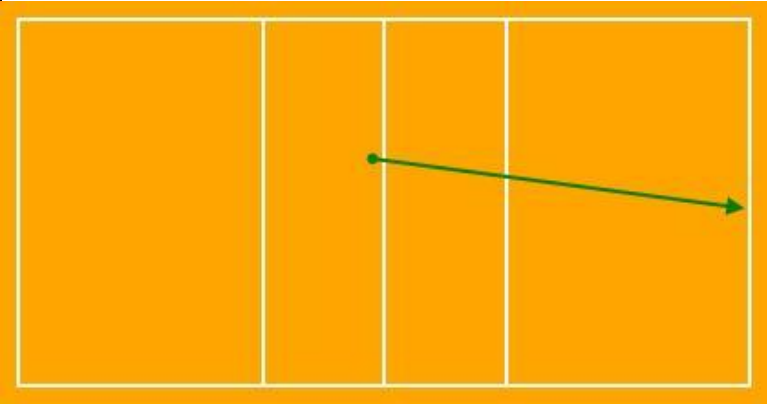
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

Set quality: !

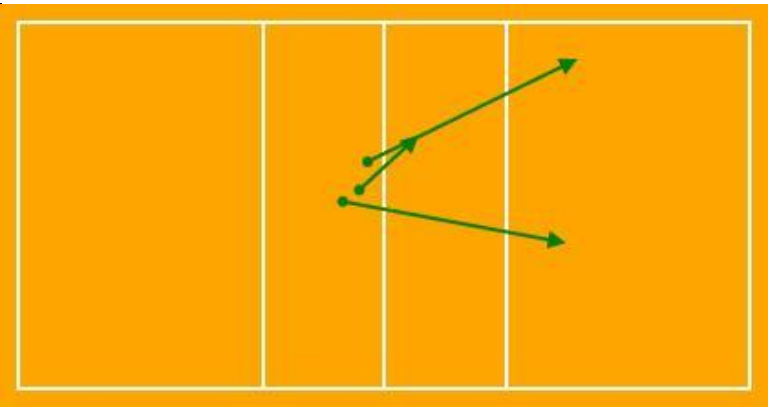
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 3

Total position 3

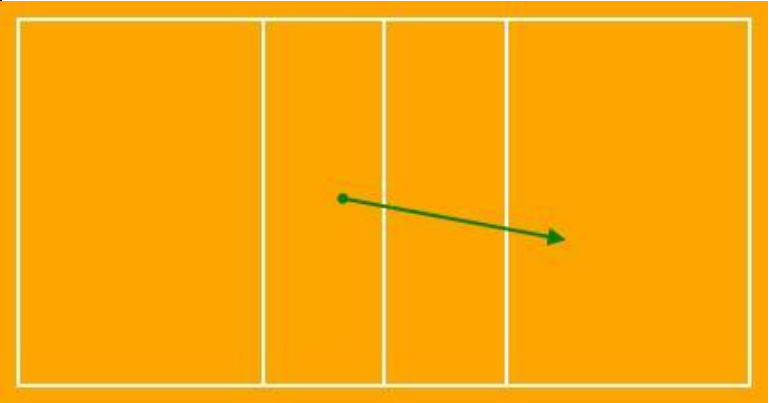
Total	#	+	!	/	-	=
	66%	33%	0%	0%	0%	0%
3	2	1



Zone #3 0 blockers

Set quality: #

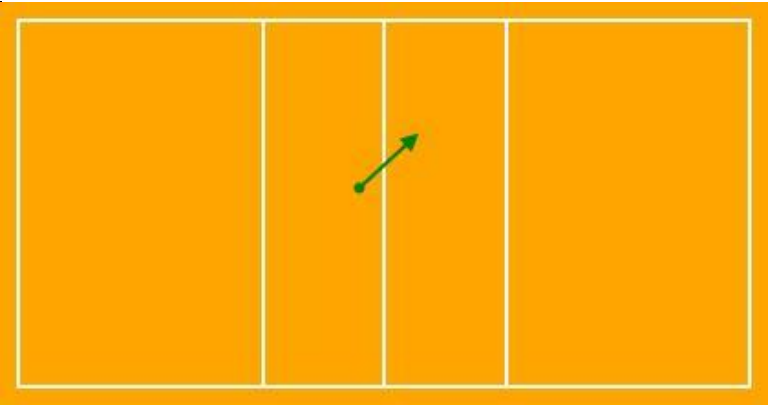
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

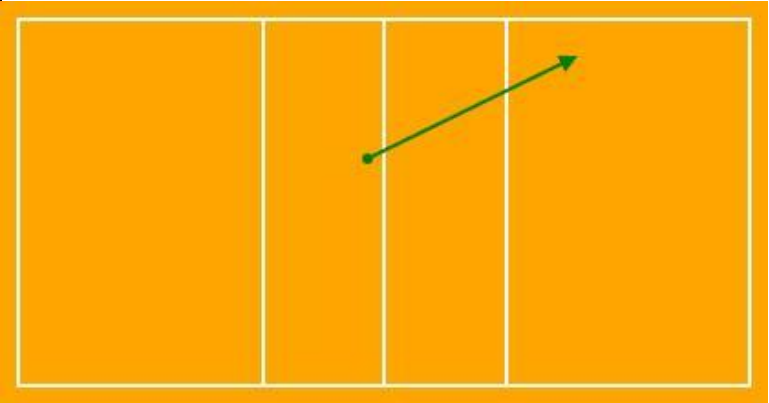
Set quality: !

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



Set quality: #

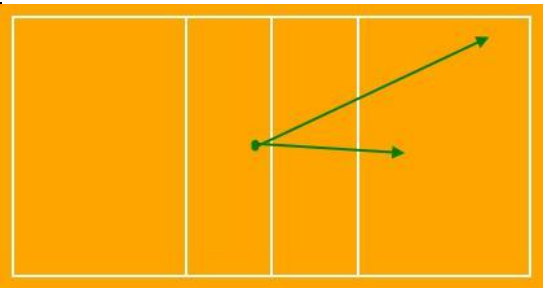
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Position 4

Total position 4

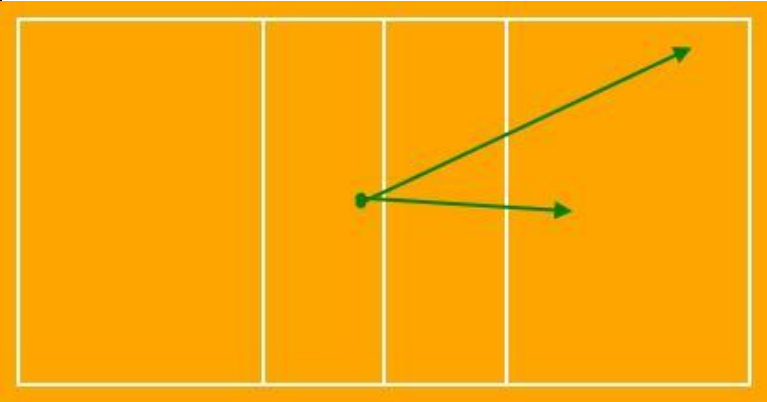
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #4 2 blockers

Set quality: +

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



Player #12 Volkov

Stepan

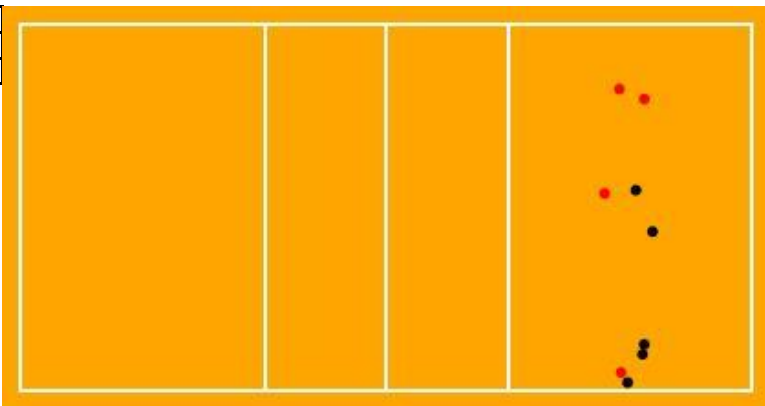
Serve

Player #12 Volkov Stepan

Glider

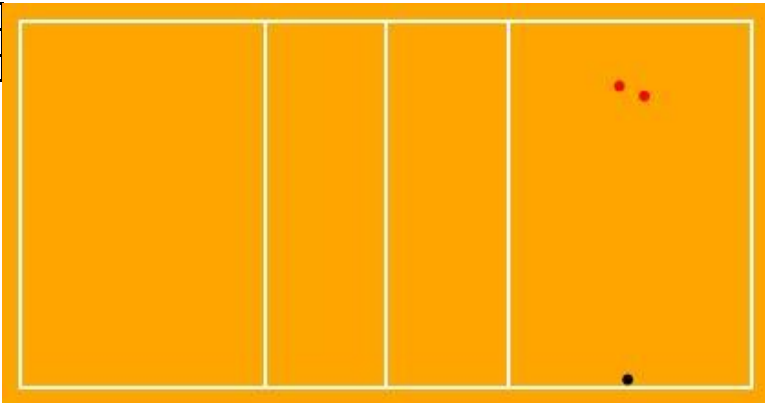
Total Glider

Total	#	+	!	/	-	=
	0%	0%	40%	10%	40%	10%
10	.	.	4	1	4	1



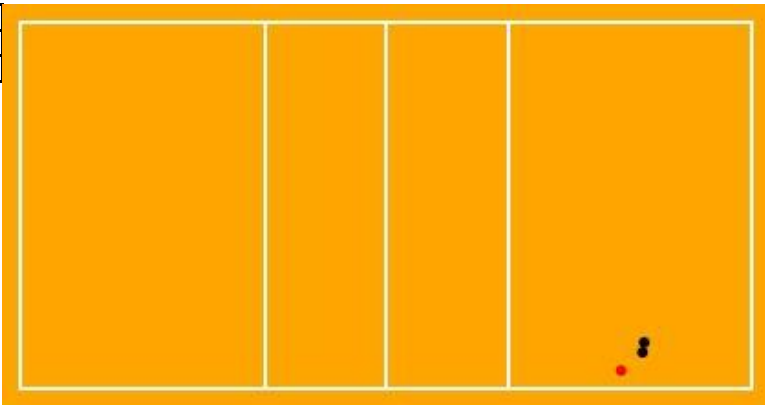
Glider Direction 1

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



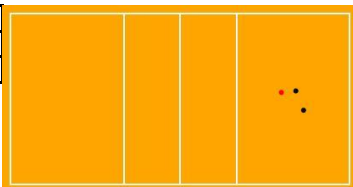
Glider Direction 5

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



Glider Direction 6

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



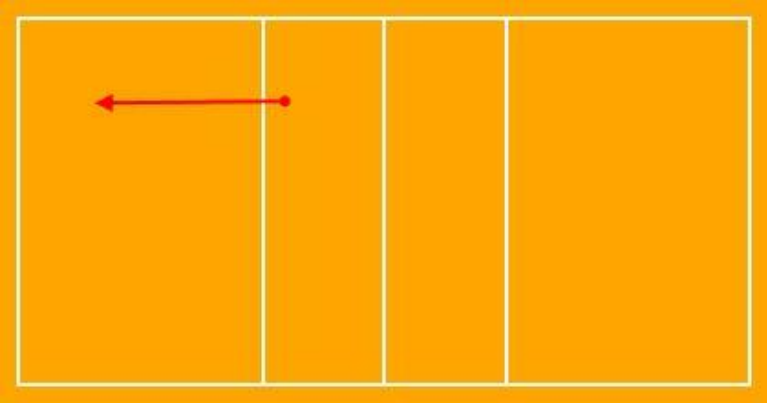
Reception

Player #12 Volkov Stepan

Glider

Total Glider

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

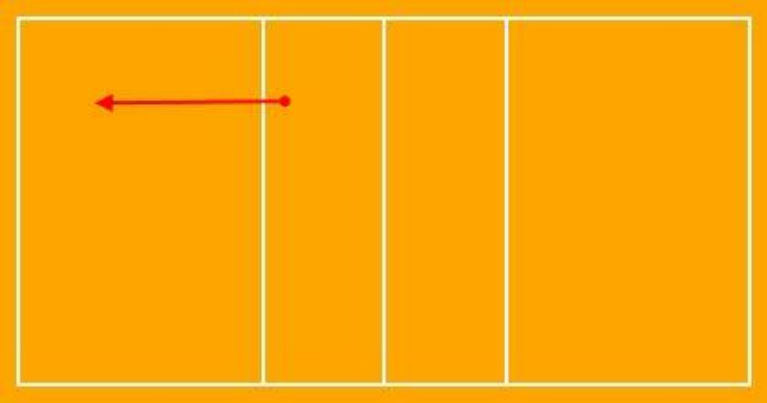


.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 0% !/-: 0%, =: 100%	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #3

Upper

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



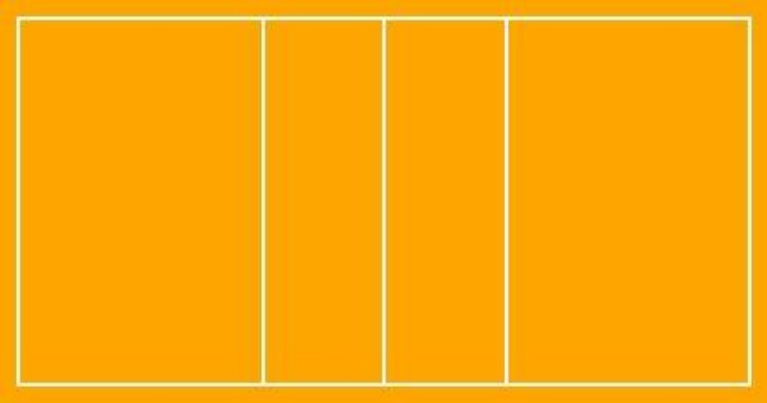
Attack

Player #12 Volkov Stepan

Position 2

Total position 2

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



Zone #2 1.5 blockers

Set quality: !

Total	#	+	!	/	-	=

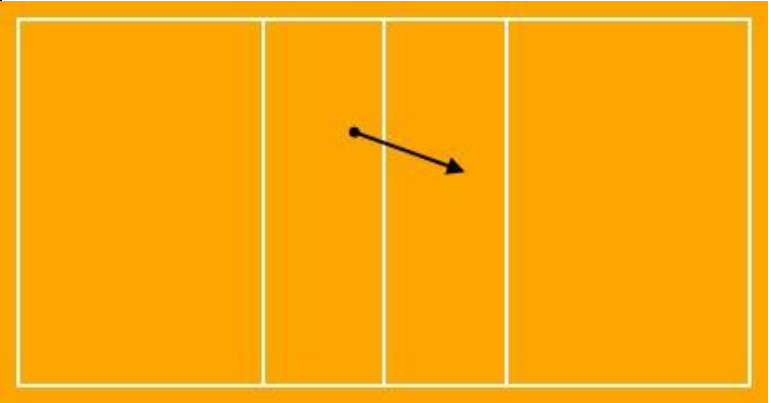


	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.

Position 3

Total position 3

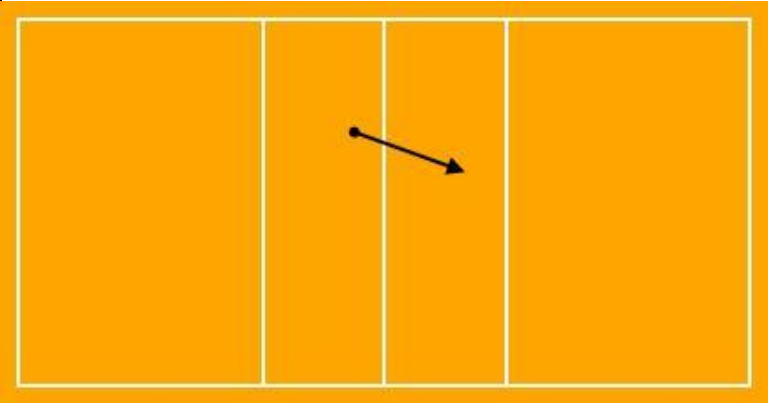
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 1 blockers

Set quality: !

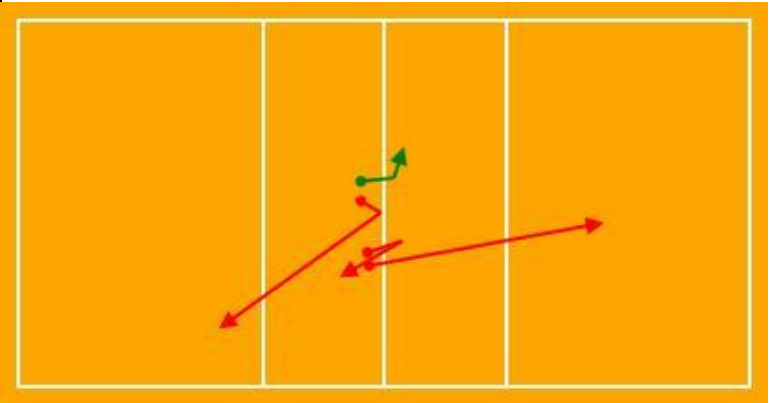
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

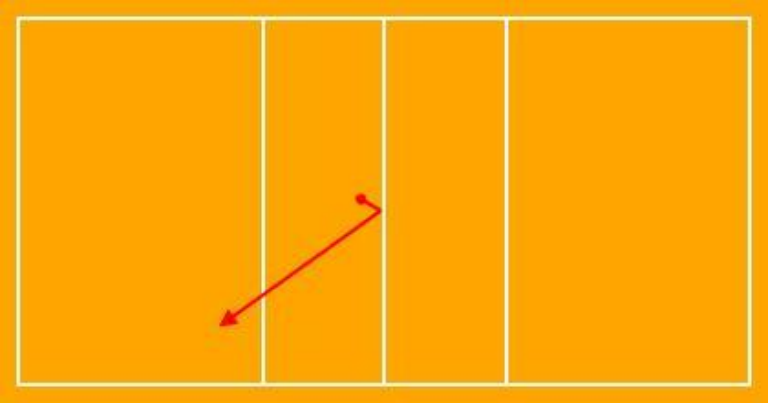
Total	#	+	!	/	-	=
	25%	0%	0%	0%	50%	25%
4	1	.	.	.	2	1



Zone #4 1 blockers

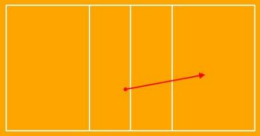
Set quality: !

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



Set quality: +

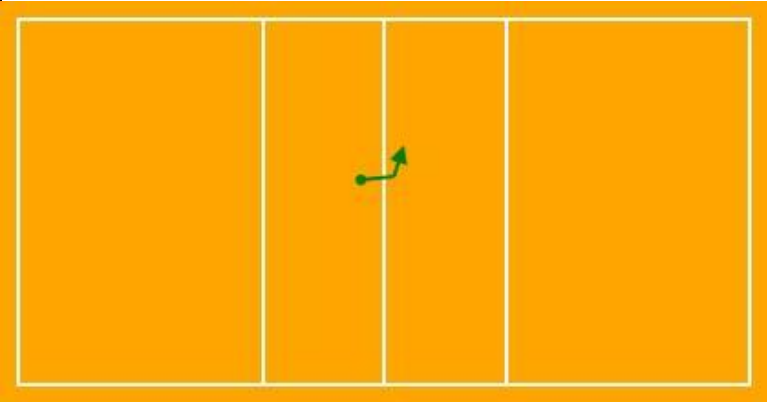
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 1.5 blockers

Set quality: +

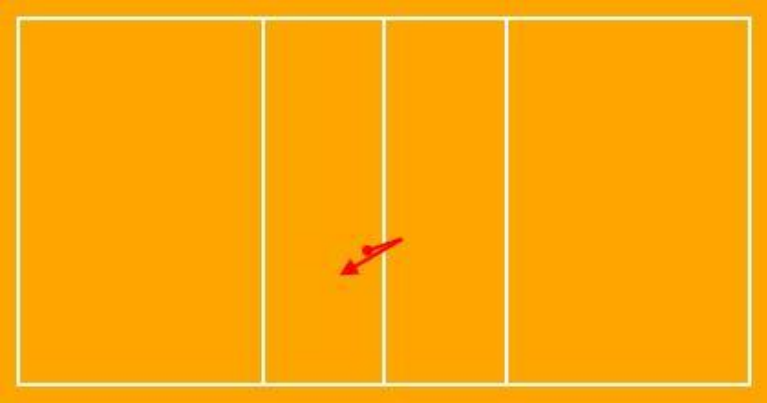
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

Set quality: #

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



Player #13

Trofimov Lev

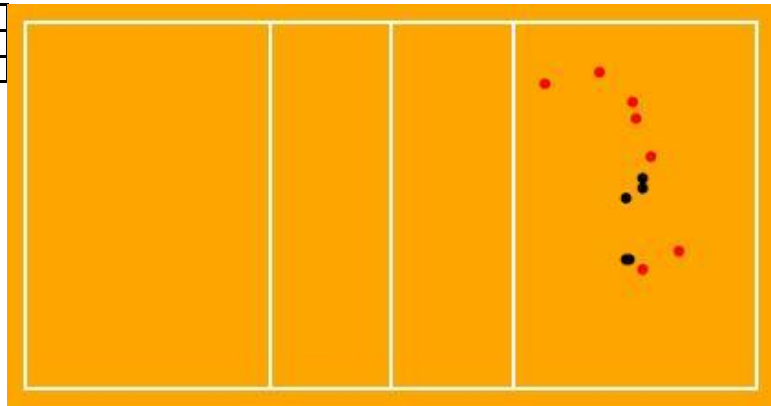
Serve

Player #13 Trofimov Lev

Glider

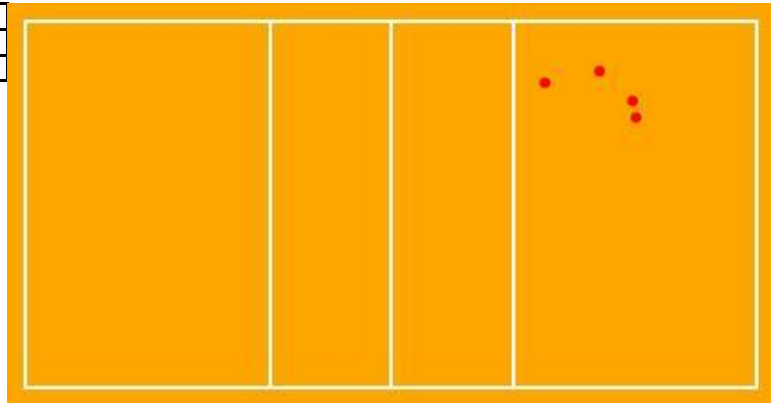
Total Glider

Total	#	+	!	/	-	=
	0%	0%	7%	30%	53%	7%
13	.	.	1	4	7	1



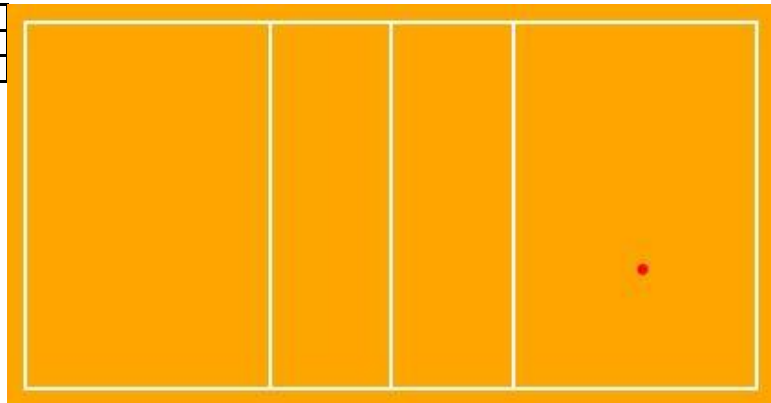
Glider Direction 1

Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
4	4	.



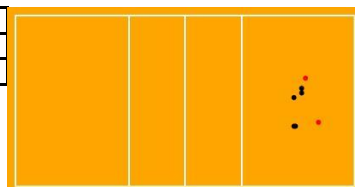
Glider Direction 5

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



Glider Direction 6

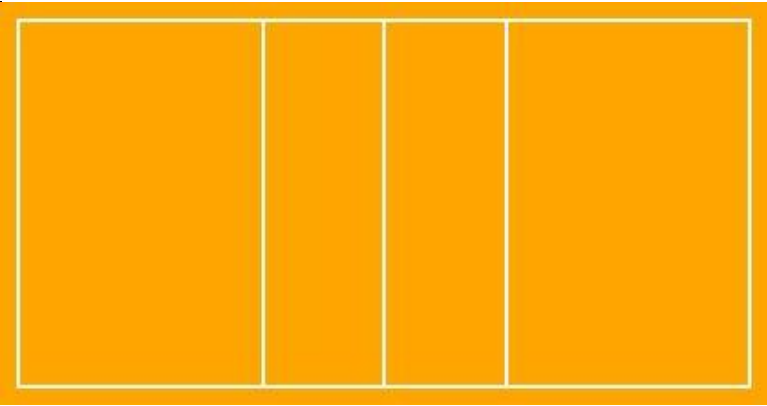
Total	#	+	!	/	-	=
	0%	0%	12%	50%	25%	12%
8	.	.	1	4	2	1



Jump

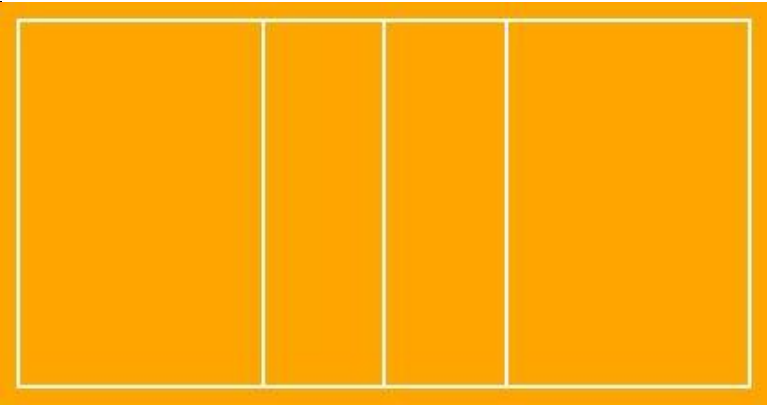
Total Jump

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



Jump Direction 6

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

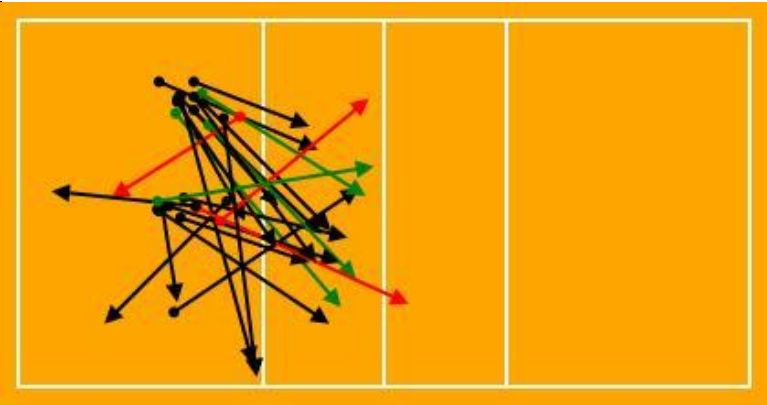


Reception Player #13 Trofimov Lev

Glider

Total Glider

Total	#	+	!	/	-	=
	3%	11%	46%	26%	7%	3%
26	1	3	12	7	2	1

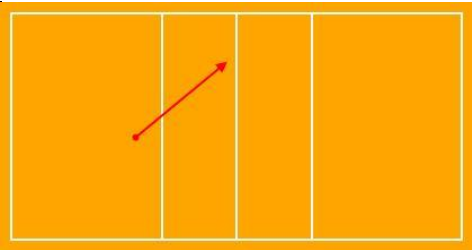


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
14(53%) #: 7%, #+: 21% !/-: 78%, =: 0%	10(38%) #: 0%, #+: 10% !/-: 90%, =: 0%	2(7%) #: 0%, #+: 0% !/-: 50%, =: 50%

Glider Zone #1

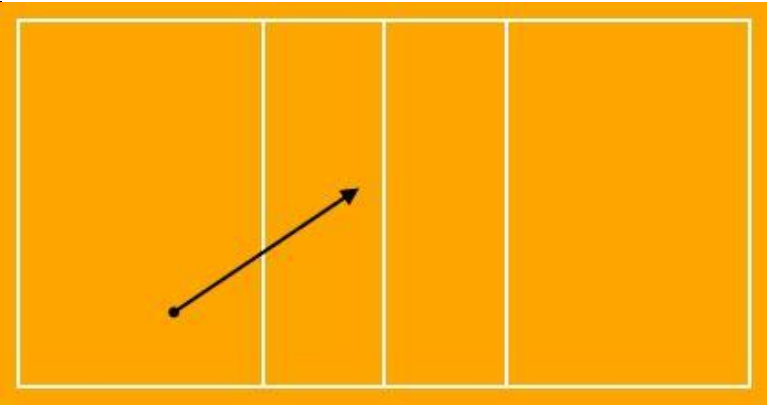
Lower

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



Upper

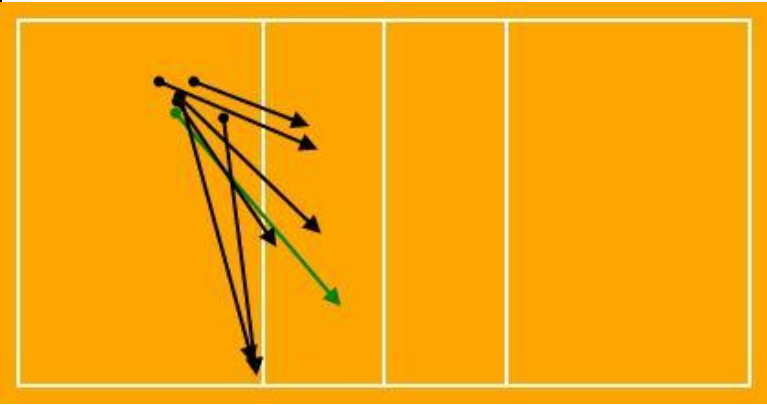
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #5

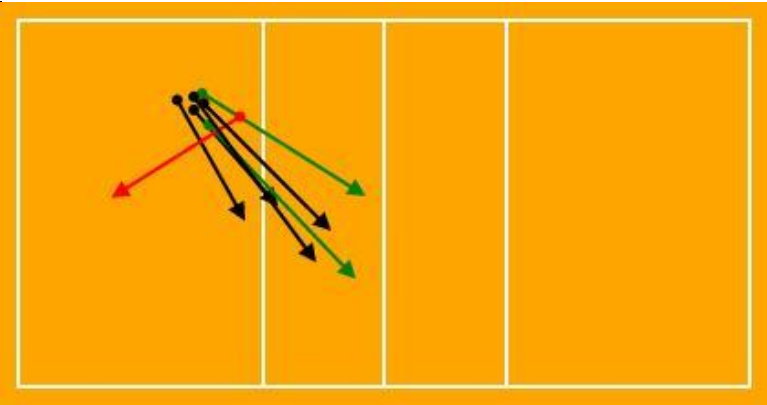
Lower

Total	#	+	!	/	-	=
	0%	14%	71%	14%	0%	0%
7	.	1	5	1	.	.



Upper

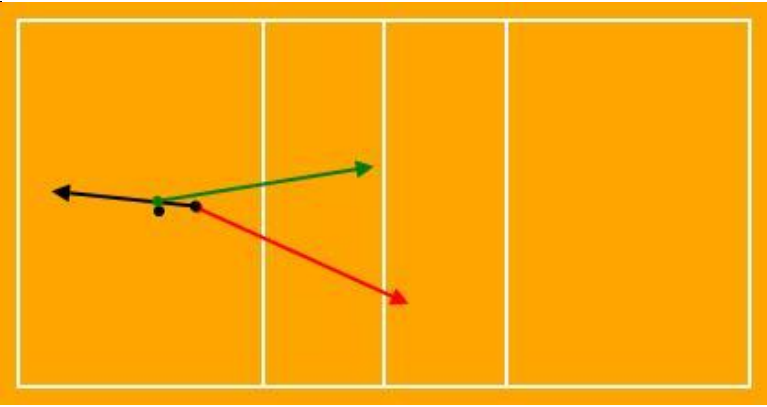
Total	#	+	!	/	-	=
	14%	14%	57%	0%	14%	0%
7	1	1	4	.	1	.



Glider Zone #6

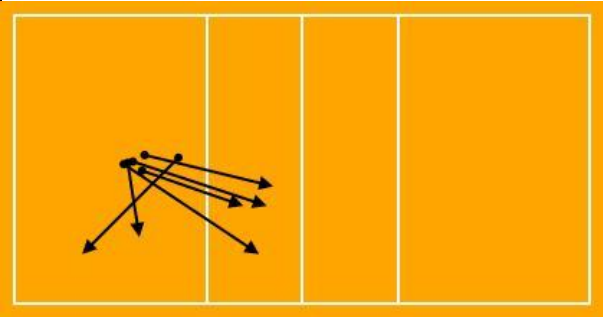
Lower

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



Upper

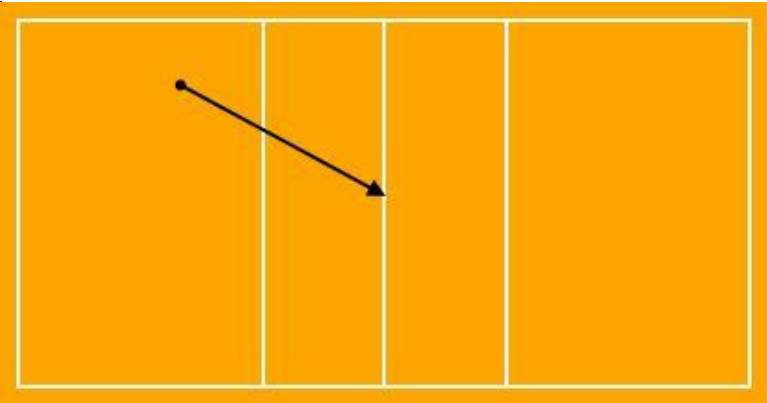
Total	#	+	!	/	-	=
	0%	0%	33%	66%	0%	0%
6	.	.	2	4	.	.



Jump

Total Jump

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

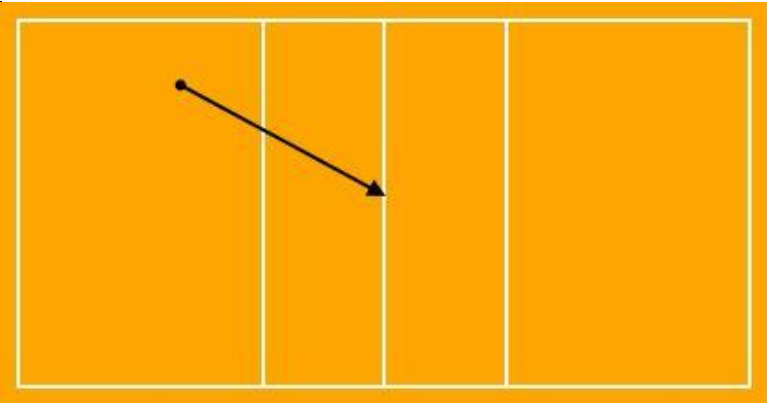


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

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



Attack Player #13 Trofimov Lev

Position 4

Total position 4

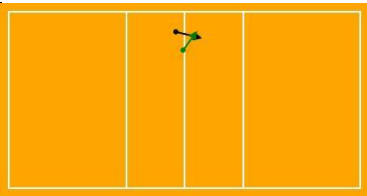
Total	#	+	!	/	-	=
	57%	0%	0%	28%	0%	14%
7	4	.	.	2	.	1



Zone #4 0 blockers

Set quality: #

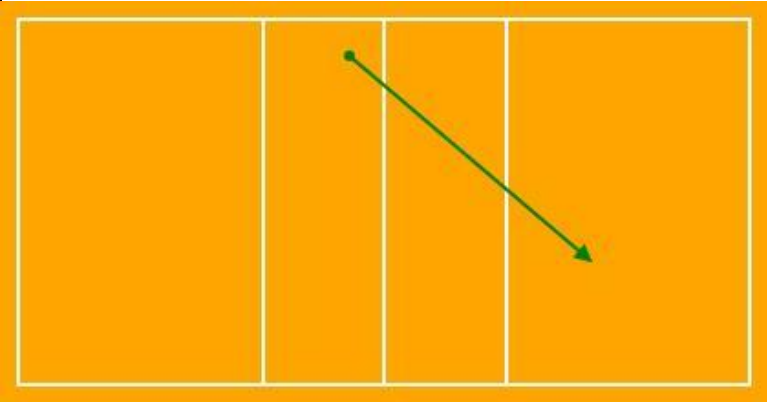
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #4 1.5 blockers

Set quality: +

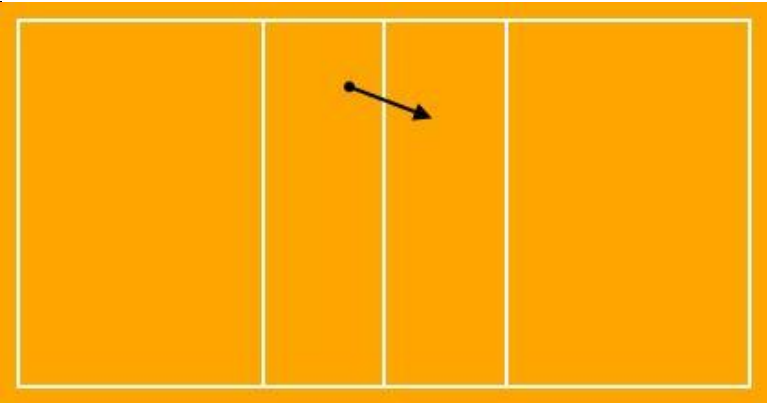
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

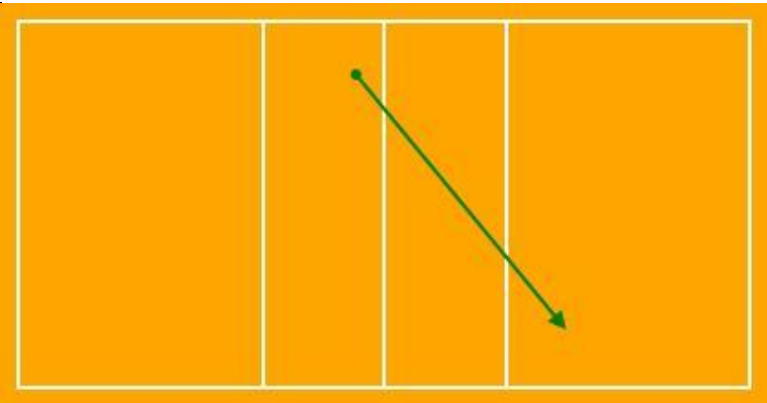
Set quality: /

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



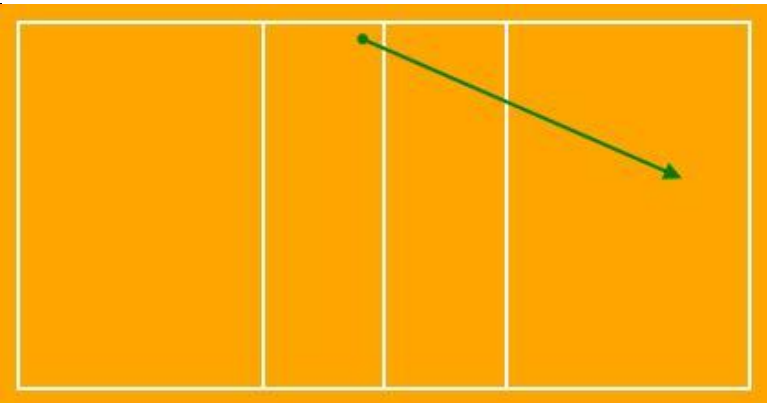
Set quality: !

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



Set quality: +

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



Position 5

Total position 5

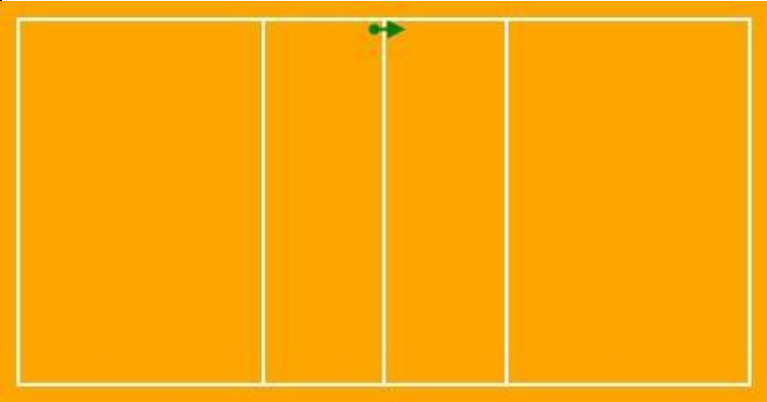
Total	#	+	!	/	-	=
	68%	0%	5%	10%	5%	10%
19	13	.	1	2	1	2



Zone #5 1 blockers

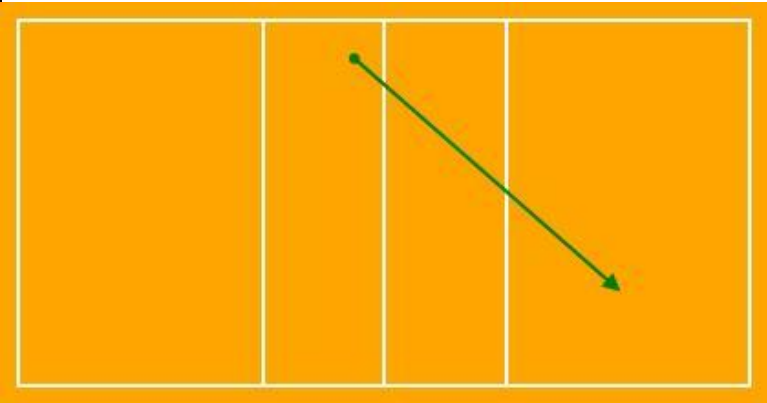
Set quality: !

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



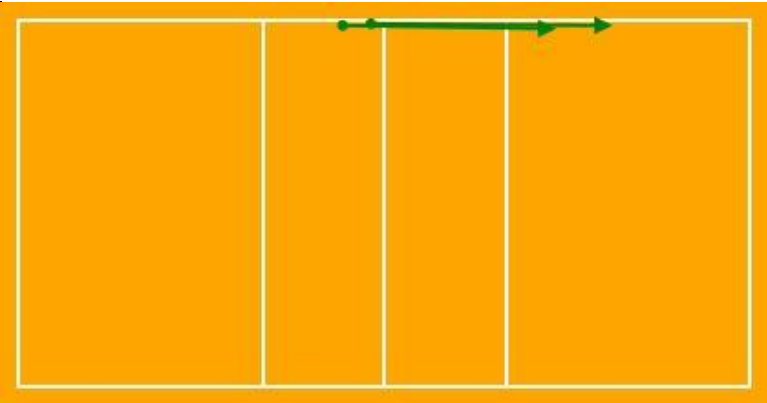
Set quality: +

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



Set quality: #

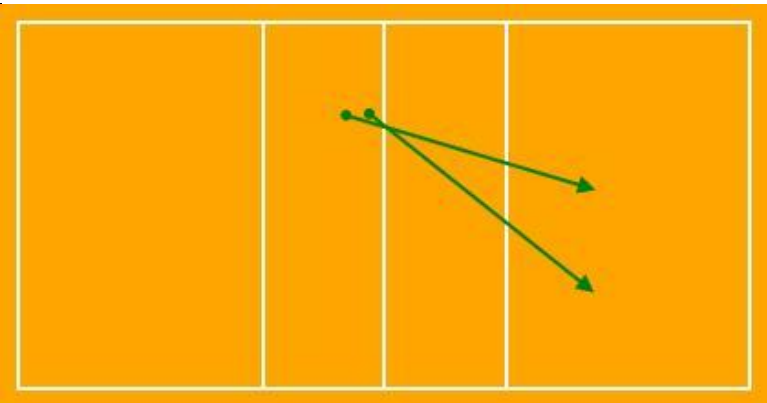
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #5 1.5 blockers

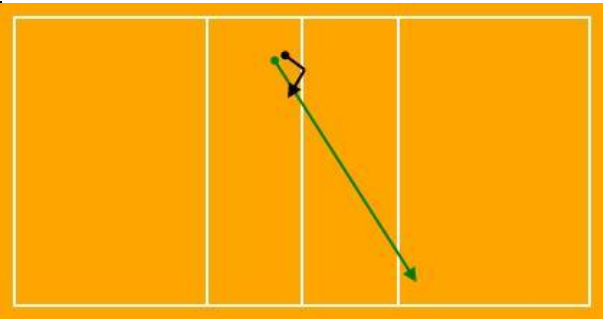
Set quality: /

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



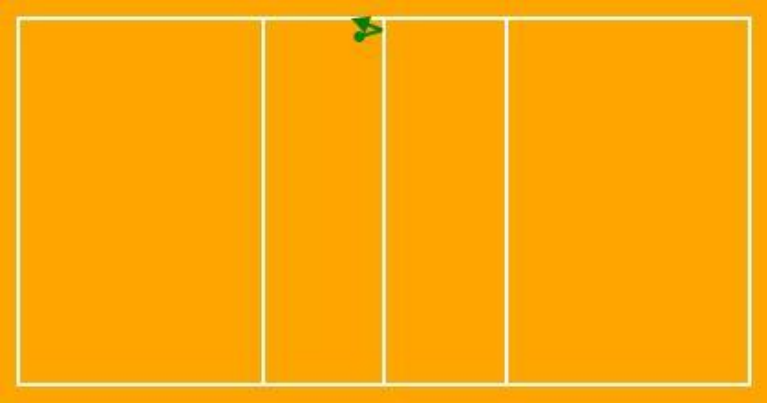
Set quality: !

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



Set quality: #

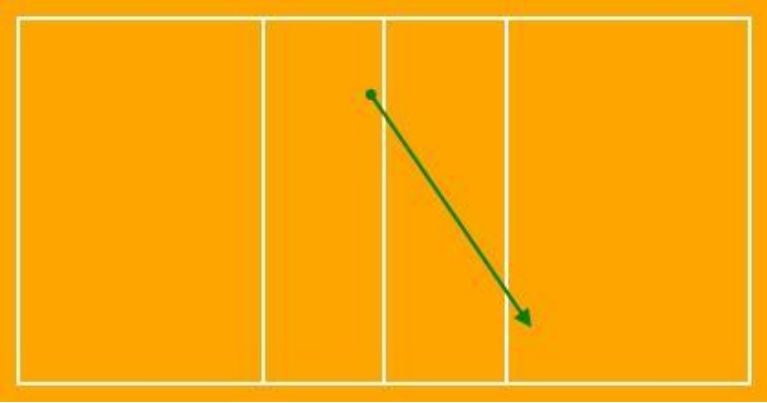
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 2 blockers

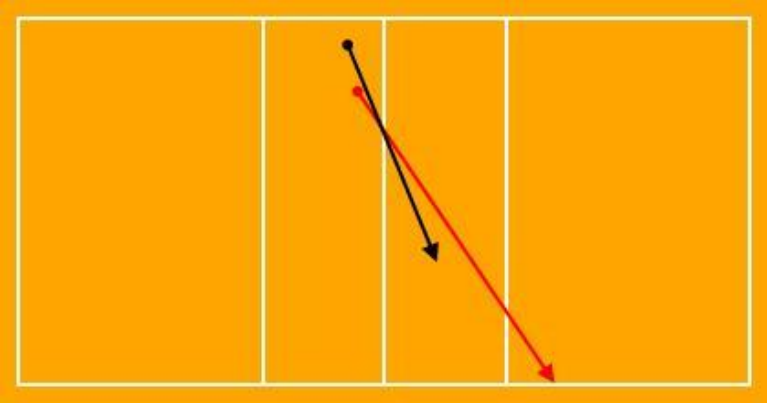
Set quality: /

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



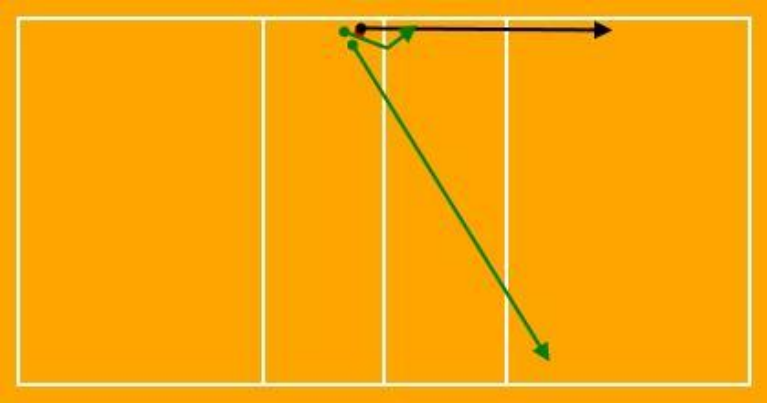
Set quality: !

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



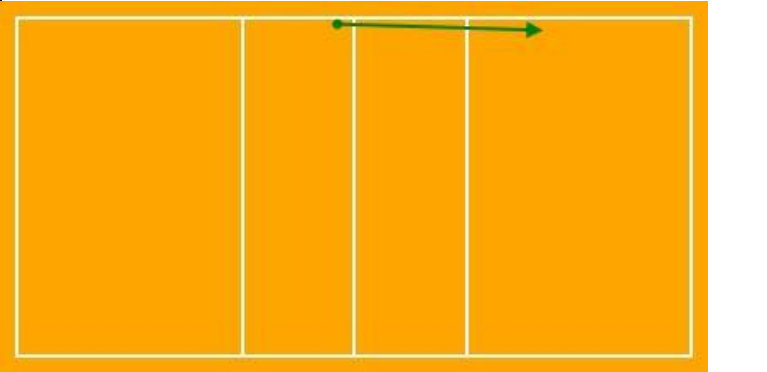
Set quality: +

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



Set quality: #

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



Player #14

Ahmadullin Timur

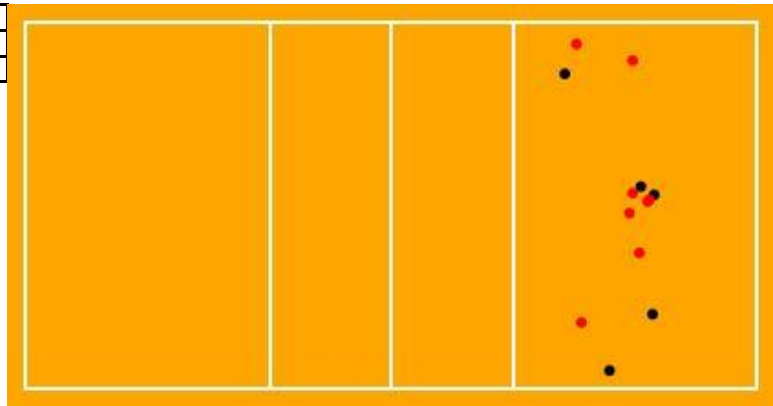
Serve

Player #14 Ahmadullin Timur

Glider

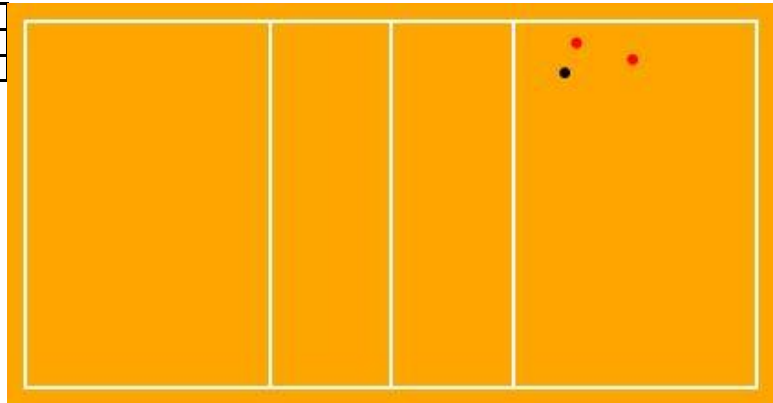
Total Glider

Total	#	+	!	/	-	=
	0%	0%	21%	14%	57%	7%
14	.	.	3	2	8	1



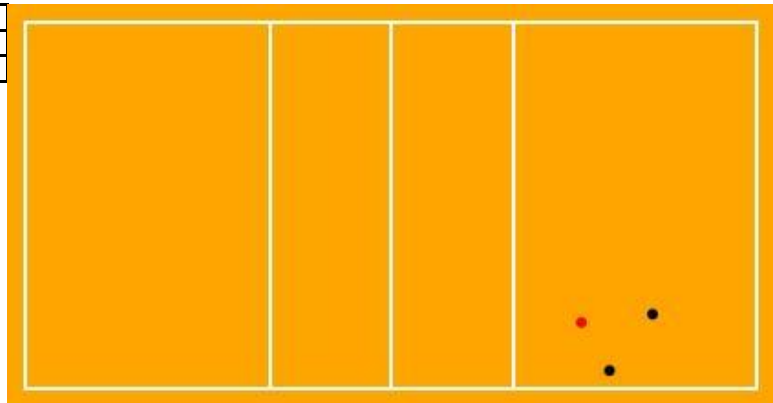
Glider Direction 1

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



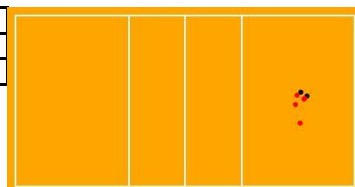
Glider Direction 5

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



Glider Direction 6

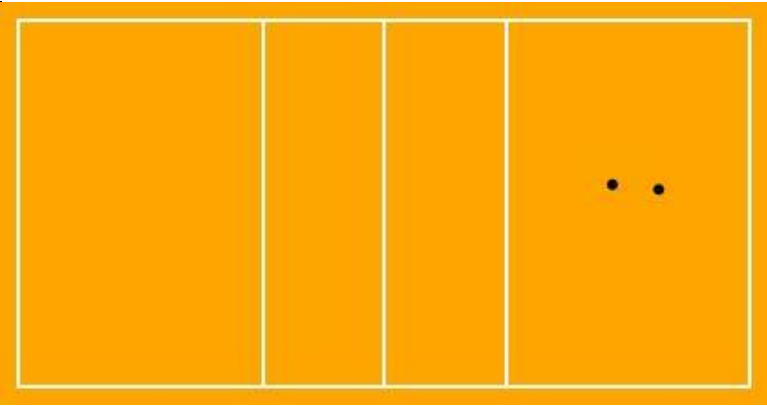
Total	#	+	!	/	-	=
	0%	0%	25%	0%	62%	12%
8	.	.	2	.	5	1



Jump

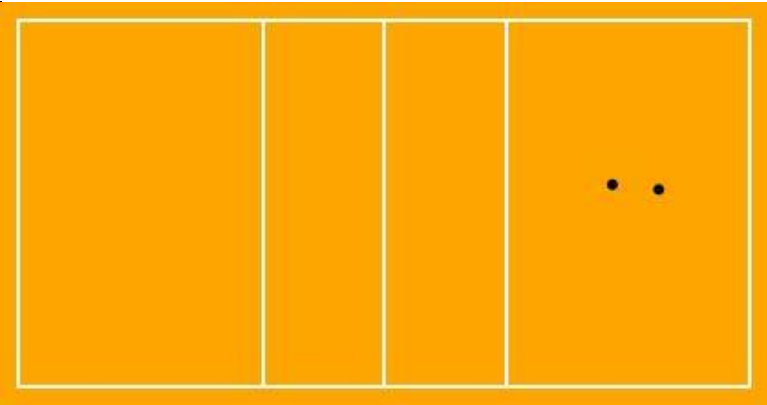
Total Jump

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



Jump Direction 6

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

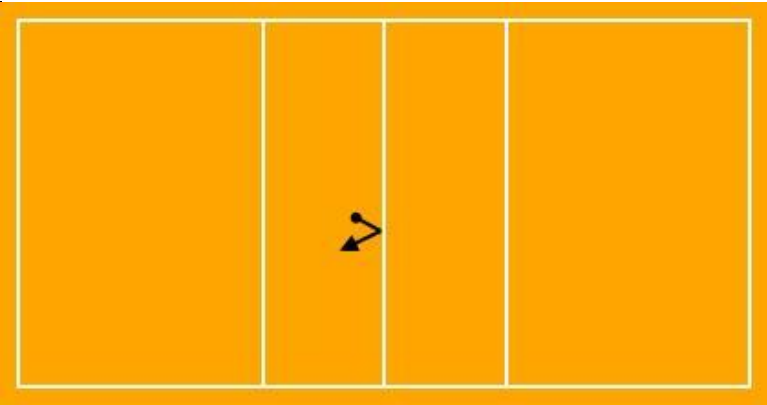


Attack Player #14 Ahmadullin Timur

Position 2

Total position 2

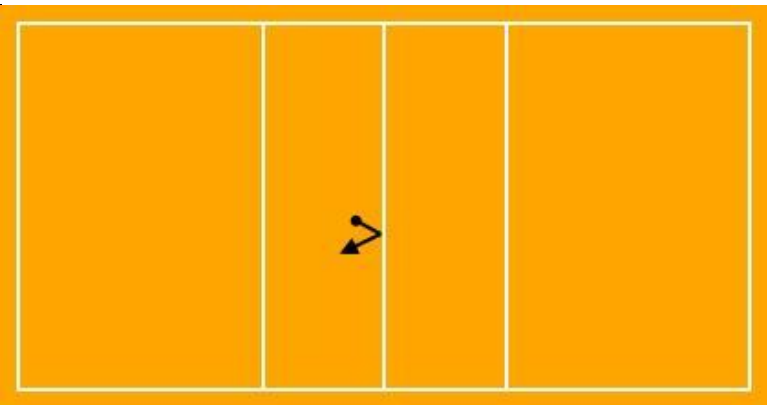
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Zone #2 1 blockers

Set quality: !

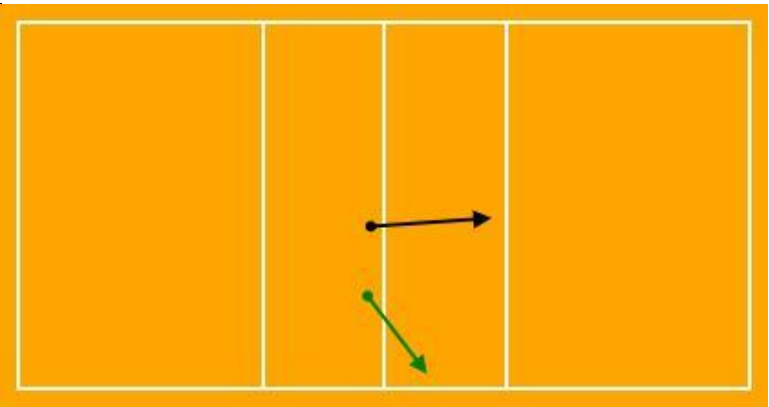
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Position 4

Total position 4

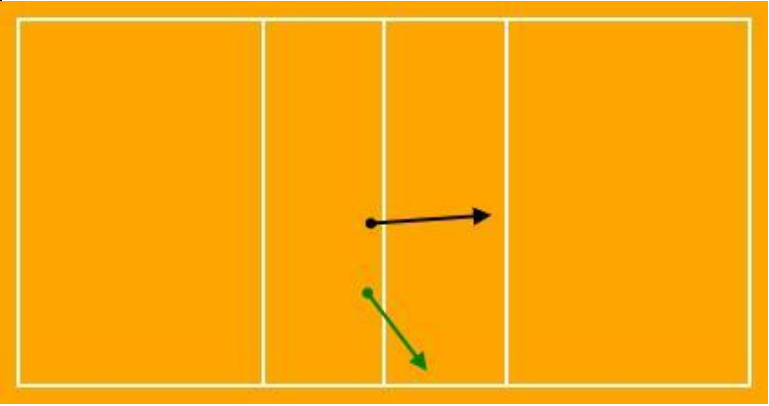
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #4 0 blockers

Set quality: #

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



Player #16

Pyanov Maxim

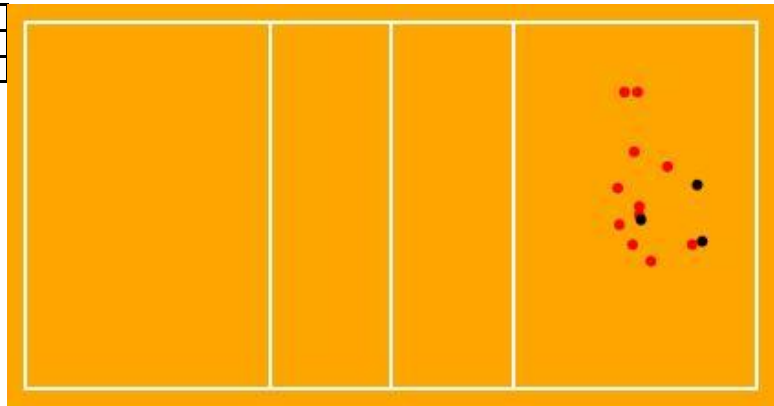
Serve

Player #16 Pyanov Maxim

Glider

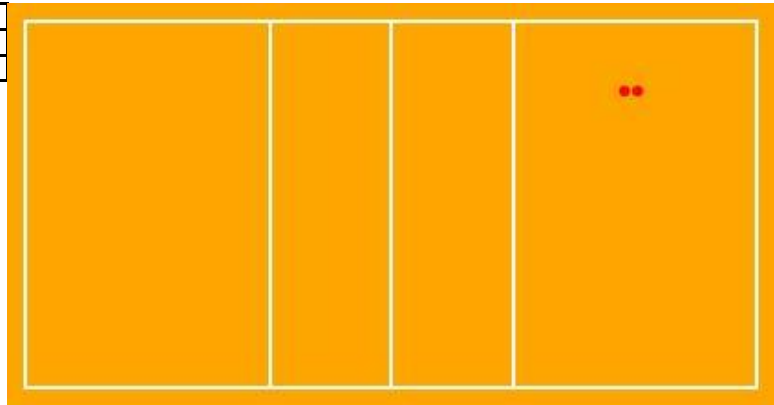
Total Glider

Total	#	+	!	/	-	=
	0%	0%	13%	6%	73%	6%
15	.	.	2	1	11	1



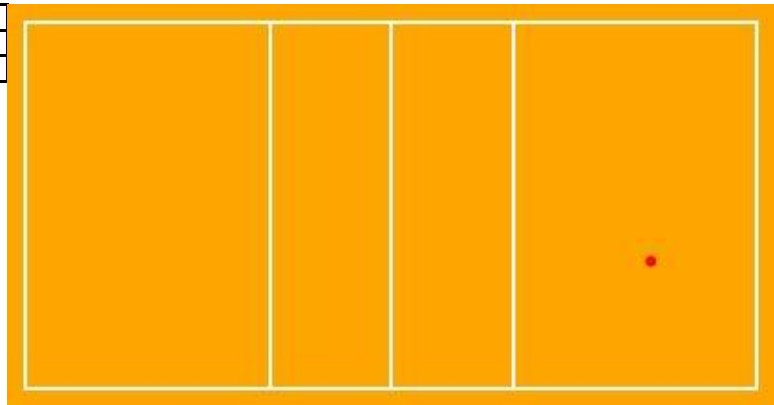
Glider Direction 1

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



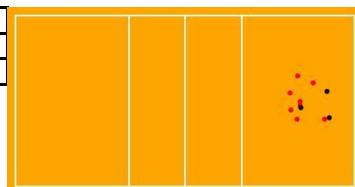
Glider Direction 5

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



Glider Direction 6

Total	#	+	!	/	-	=
	0%	0%	16%	8%	66%	8%
12	.	.	2	1	8	1



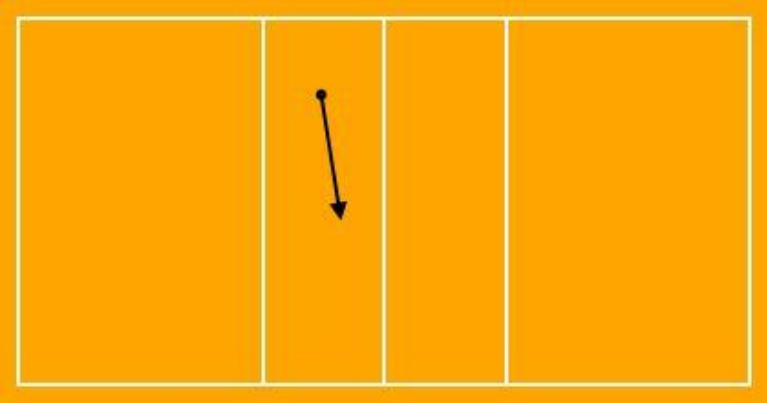
Reception

Player #16 Pyanov Maxim

Glider

Total Glider

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

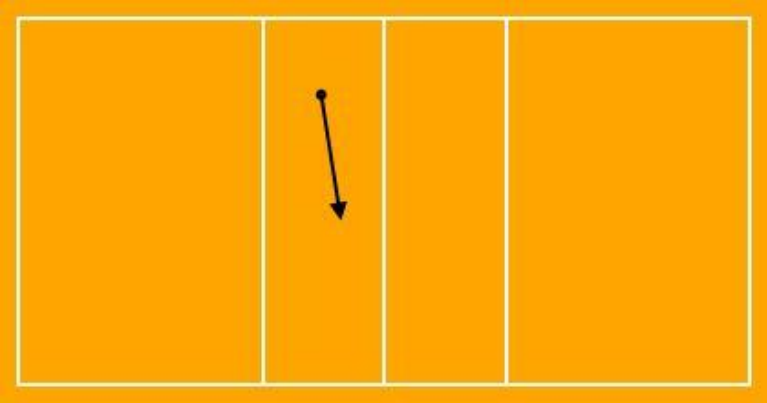


.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #3

Upper

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



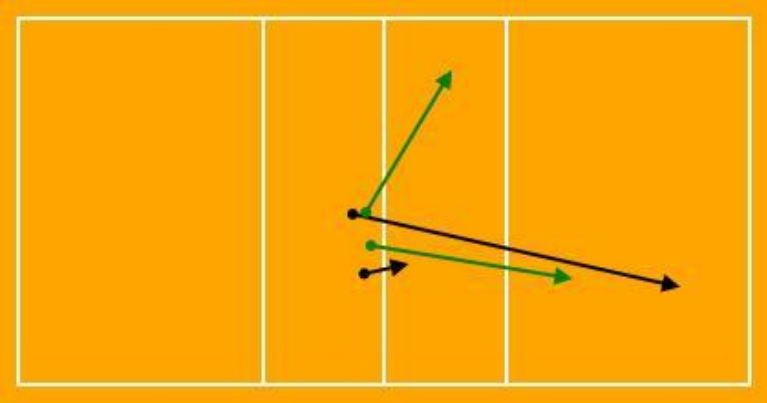
Attack

Player #16 Pyanov Maxim

Position 2

Total position 2

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



Zone #2 0.5 blockers

Set quality: +

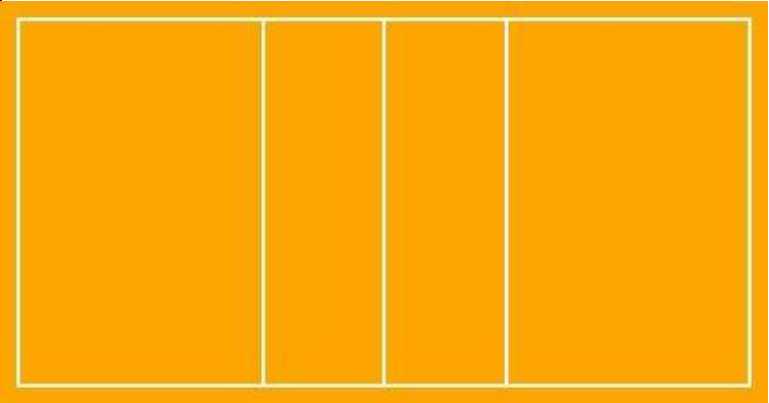
Total	#	+	!	/	-	=

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

Zone #2 1 blockers

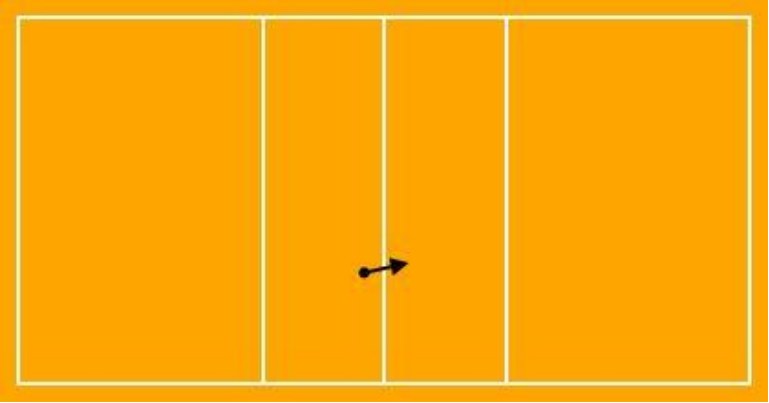
Set quality: -

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



Set quality: #

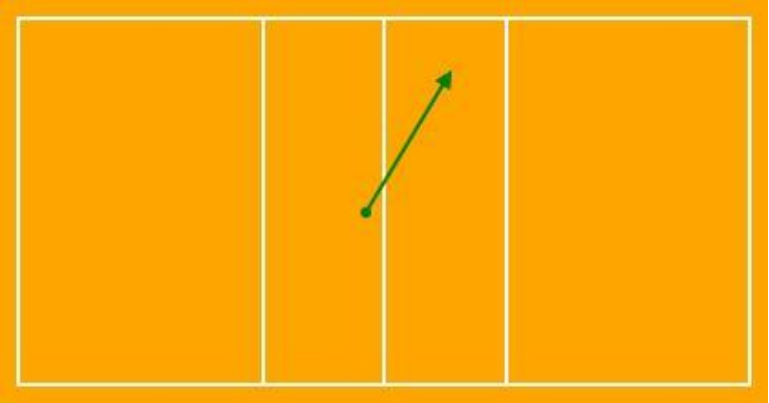
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #2 2 blockers

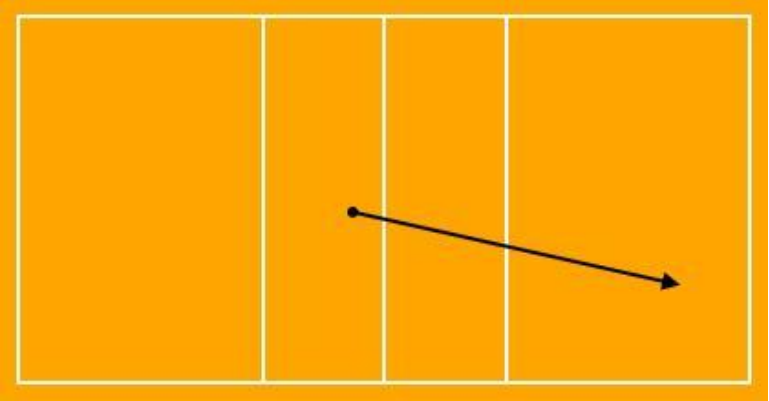
Set quality: !

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



Set quality: +

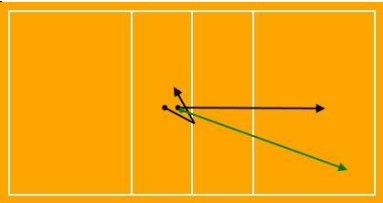
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 3

Total position 3

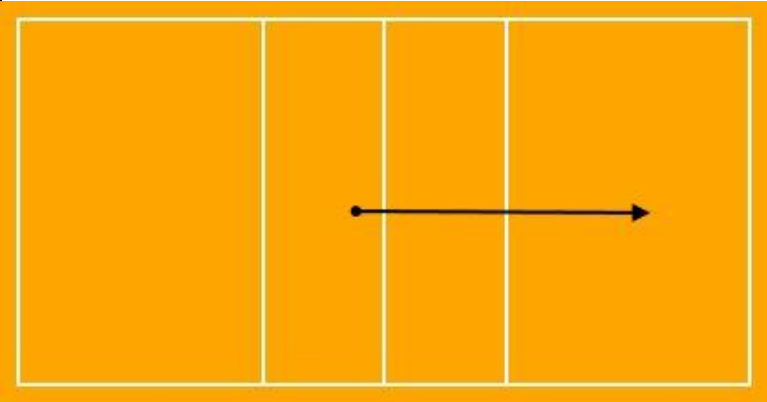
Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1	.	.	2	.	.



Zone #3 0 blockers

Set quality: !

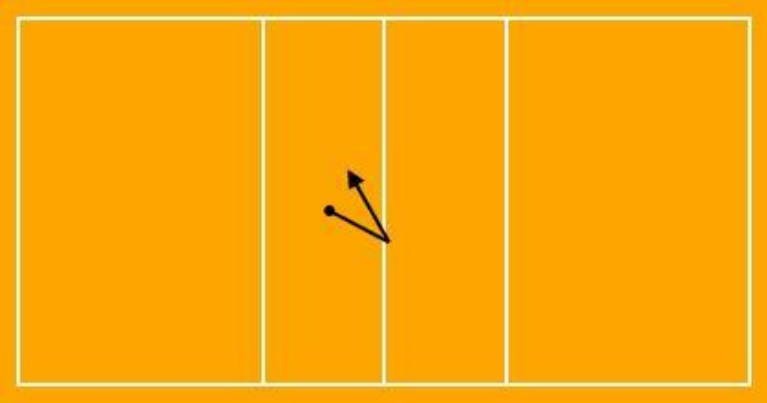
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 1.5 blockers

Set quality: +

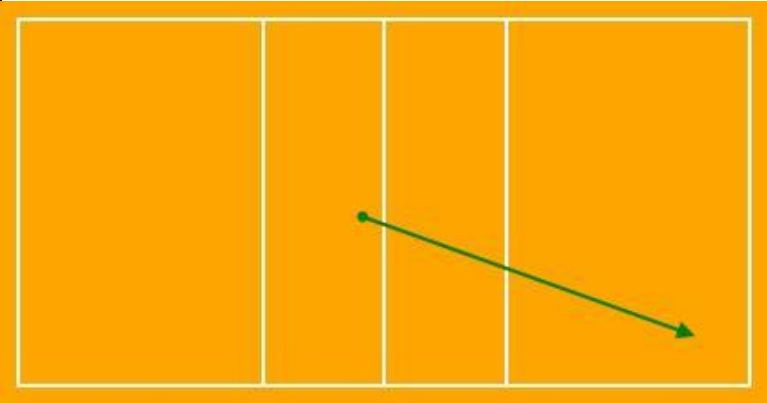
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 2 blockers

Set quality: +

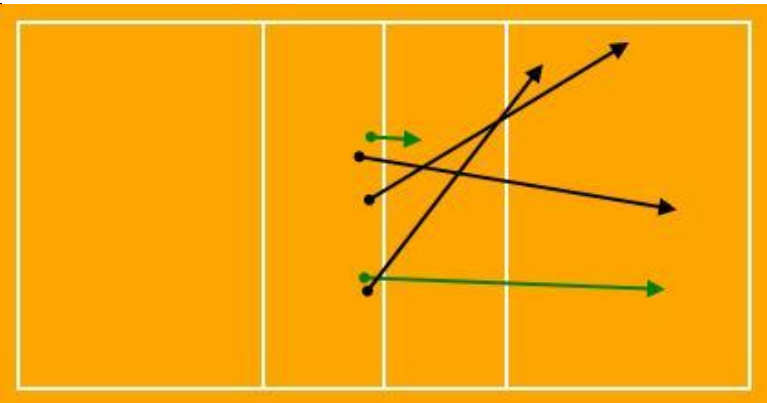
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

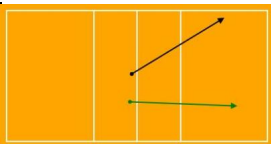
Total	#	+	!	/	-	=
	20%	20%	20%	40%	0%	0%
5	1	1	1	2	.	.



Zone #4 1 blockers

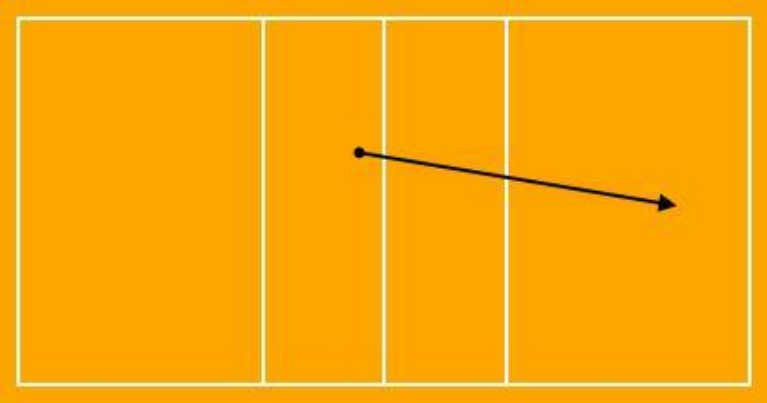
Set quality: /

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



Set quality: +

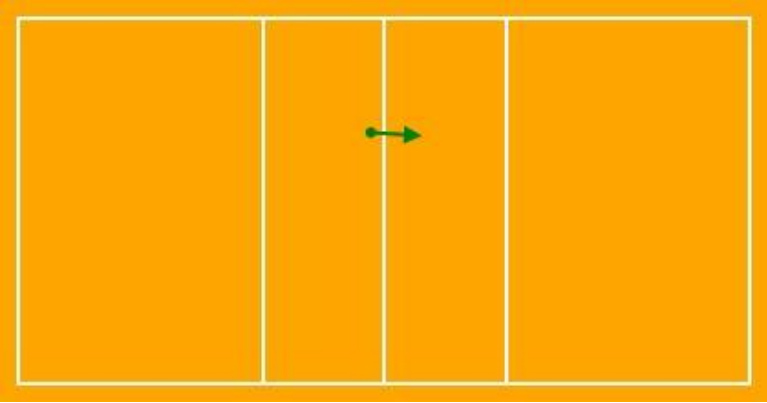
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Zone #4 2 blockers

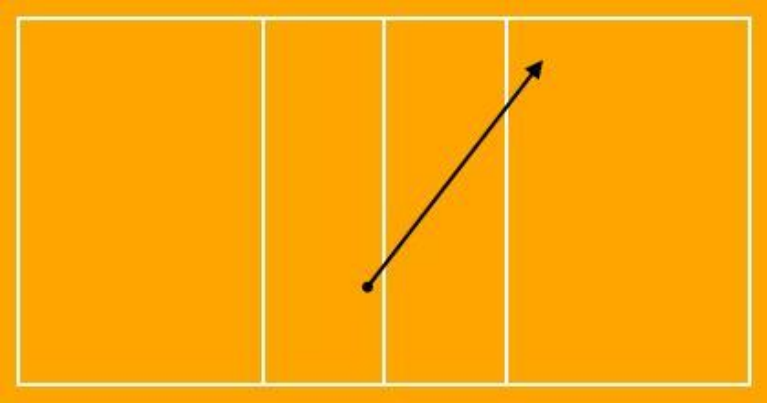
Set quality: !

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



Set quality: +

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



Player #17

Fedunov Daniil

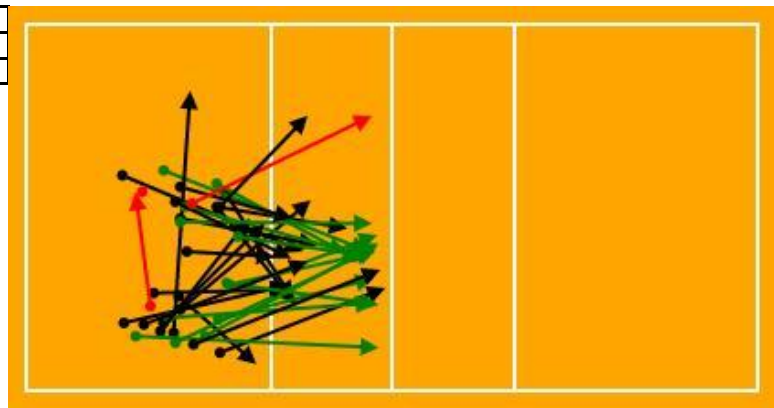
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	25%	11%	36%	19%	0%	8%
36	9	4	13	7	.	3

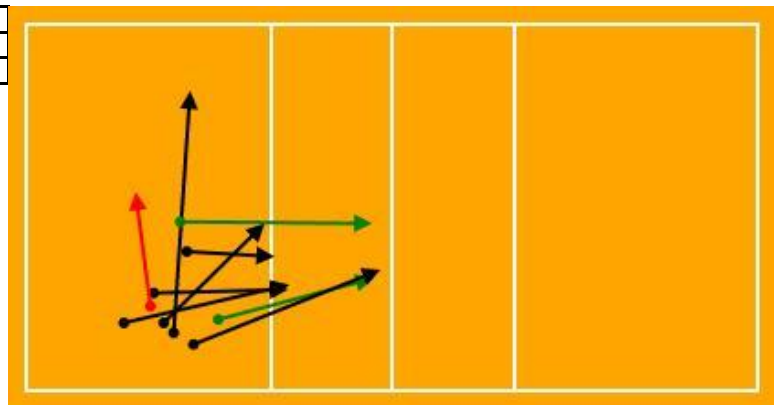


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	14(38%) #: 14%, #+: 28% !/-: 57%, =: 14%	22(61%) #: 31%, #+: 40% !/-: 54%, =: 4%

Glider Zone #1

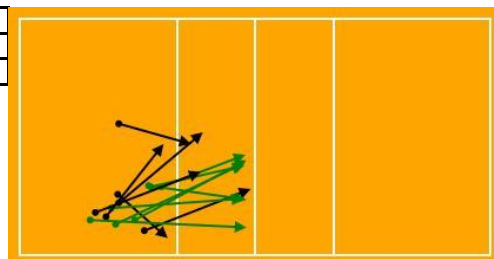
Lower

Total	#	+	!	/	-	=
	22%	0%	44%	22%	0%	11%
9	2	.	4	2	.	1



Upper

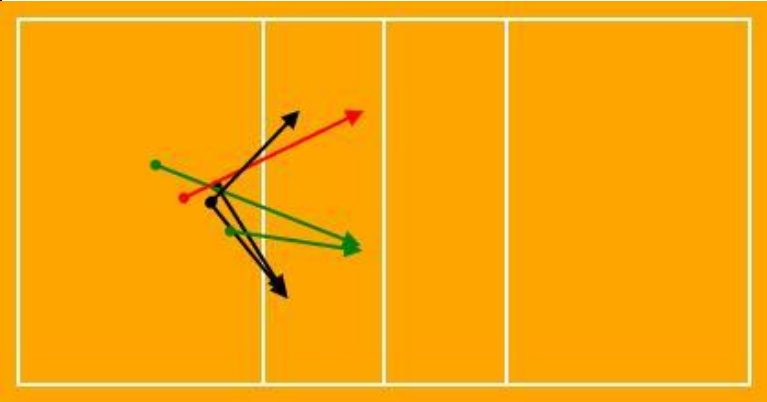
Total	#	+	!	/	-	=
	38%	15%	30%	15%	0%	0%
13	5	2	4	2	.	.



Glider Zone #6

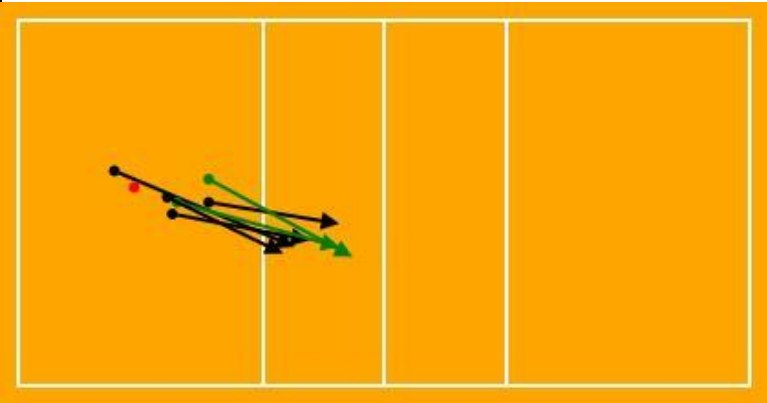
Lower

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



Upper

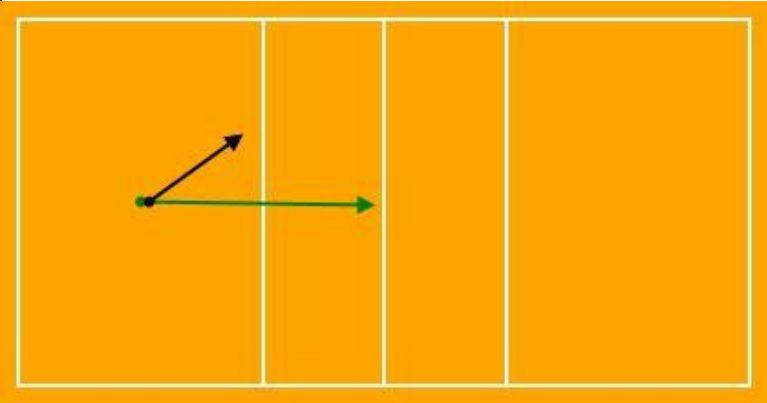
Total	#	+	!	/	-	=
	0%	28%	42%	14%	0%	14%
7	.	2	3	1	.	1



Jump

Total Jump

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

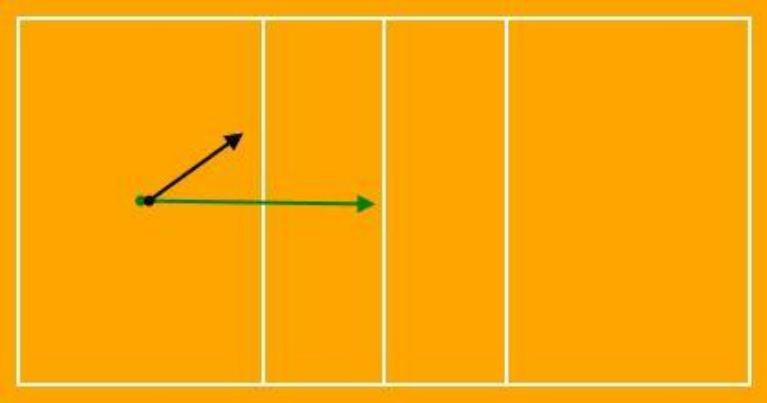


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	2(100%) #: 50%, #+: 50% !/-: 50%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #6

Lower

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



Player #18 Ziva Maxim

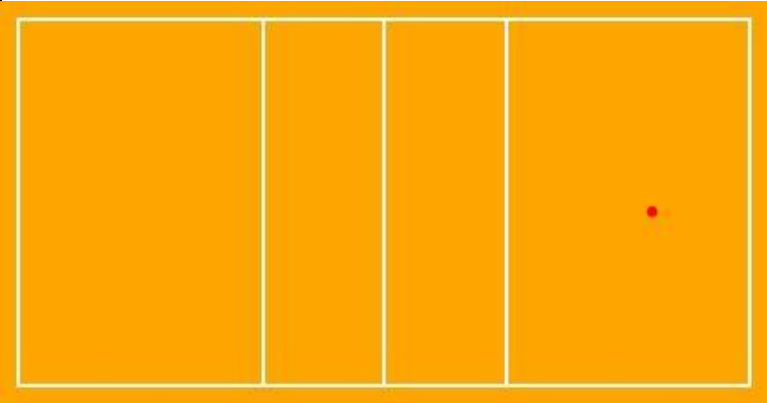
Serve

Player #18 Ziva Maxim

Glider

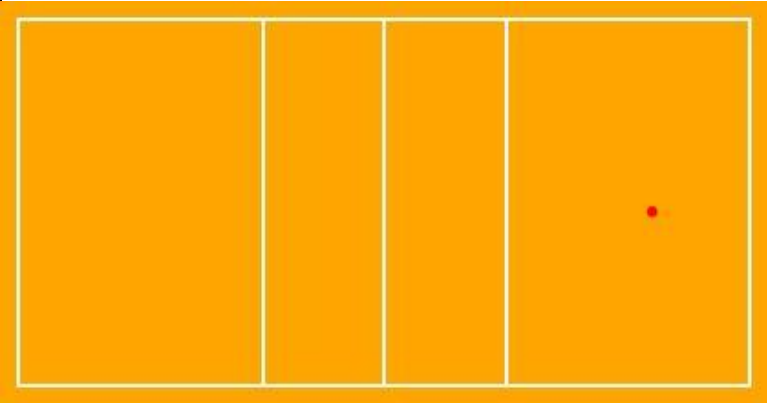
Total Glider

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



Glider Direction 6

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



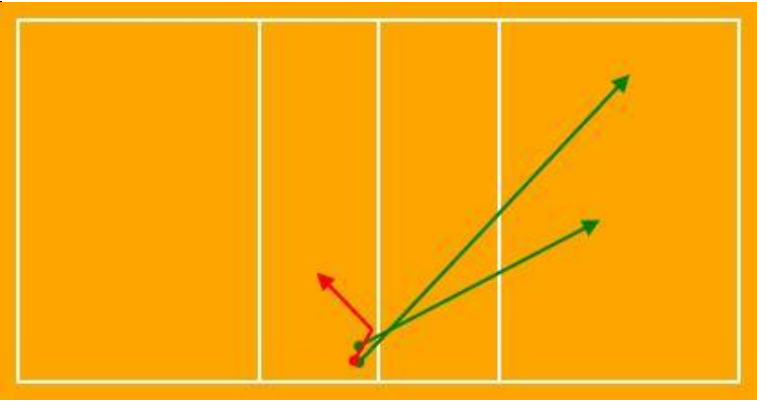
Attack

Player #18 Ziva Maxim

Position 2

Total position 2

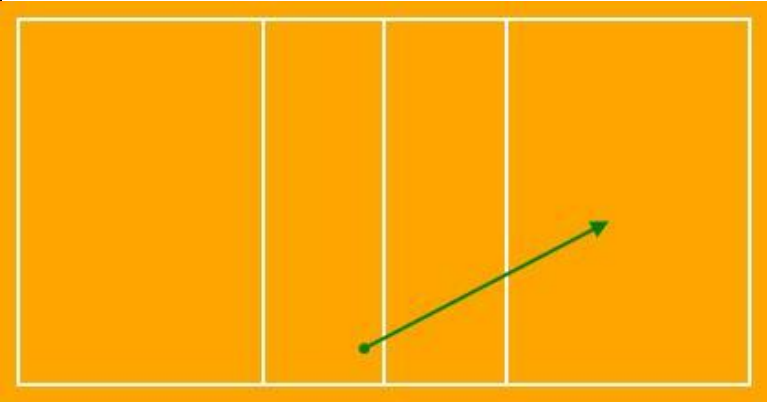
Total	#	+	!	/	-	=
	33%	33%	0%	0%	33%	0%
3	1	1	.	.	1	.



Zone #2 0 blockers

Set quality: +

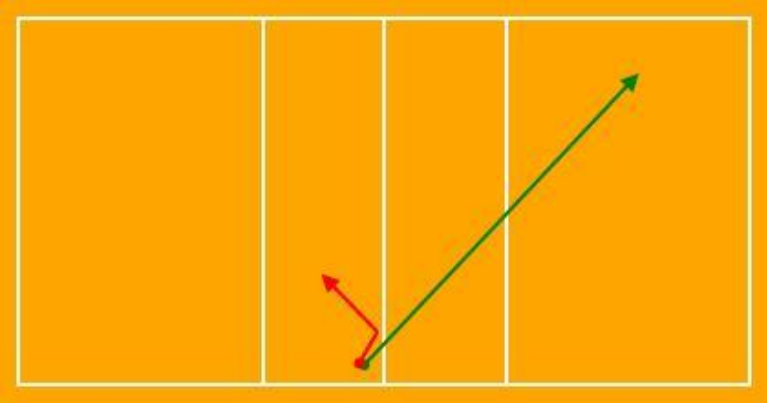
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

Set quality: #

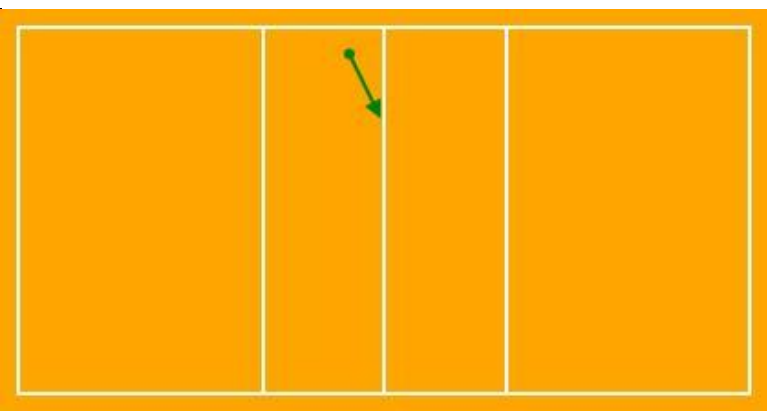
Total	#	+	!	/	-	=
	0%	50%	0%	0%	50%	0%
2	.	1	.	.	1	.



Position 4

Total position 4

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



Zone #4 2 blockers

Set quality: !

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

