

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	8	2	5	.	40%	2	1	1	100%	0%	0%	12	3	.	6	58%	50%	.	0%	100%	.	4	100%
#2 Baiduji	.	0
#7 Ushakov	.	0
#8 Shchipko	5	1	9	.	11%	1	6	.	16%	50%	16%	13	1	2	4	53%	30%	2	100%
#10 Klimov	6	3	5	2	40%	1	8	.	1	3	50%	37%	.	40%	60%	2	3	66%
#12 Volkov	.	0
#13 Trofimov	4	2	6	.	16%	.	8	.	50%	25%	12%	8	.	2	3	50%	37%	.	0%	100%	1	5	100%
#14 Ahmadullin	2	0	10	2	20%	1	2	.	.	1	50%	50%	.	100%	0%	.	3	66%
#15 Lyashenko	3	-2	8	3	25%	1	6	1	1	2	33%	33%	.	40%	60%	.	.	.
#16 Pyanov	.	0
#17 Fedunov	.	0	16	.	31%	37%	25%	6	66%
#18 Ziva	.	0
#24 Scherbakov	.	0
Total	28	6	43	7	23%	6	31	1	35%	35%	19%	49	5	6	19	51%	38%	.	38%	61%	3	23	82%

Player #1

Vasilchenko

Dmitrii

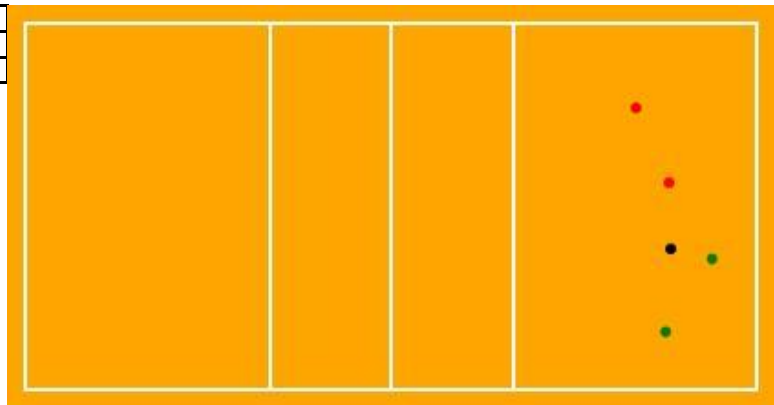
Serve

Player #1 Vasilchenko Dmitrii

Glider

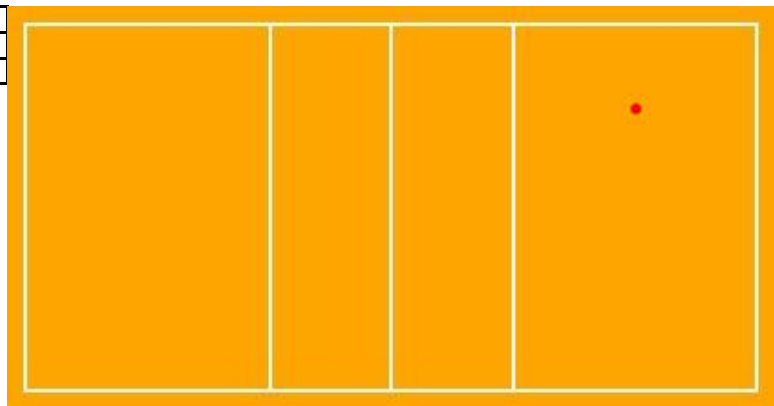
Total Glider

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



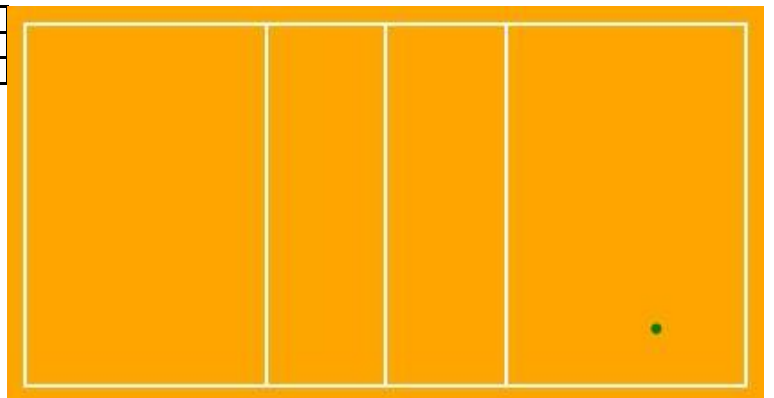
Glider Direction 1

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



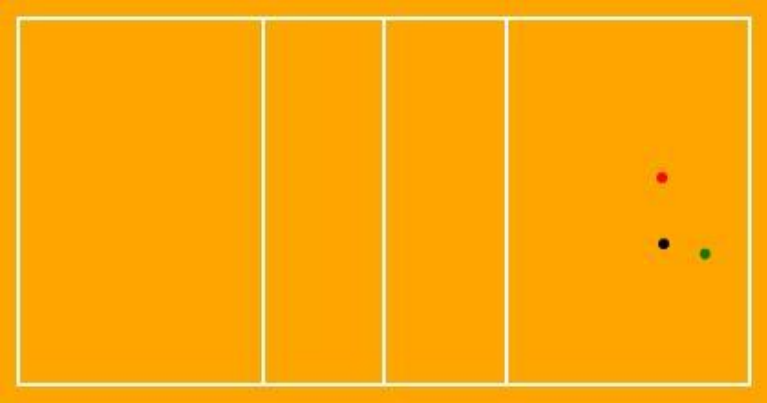
Glider Direction 5

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



Glider Direction 6

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

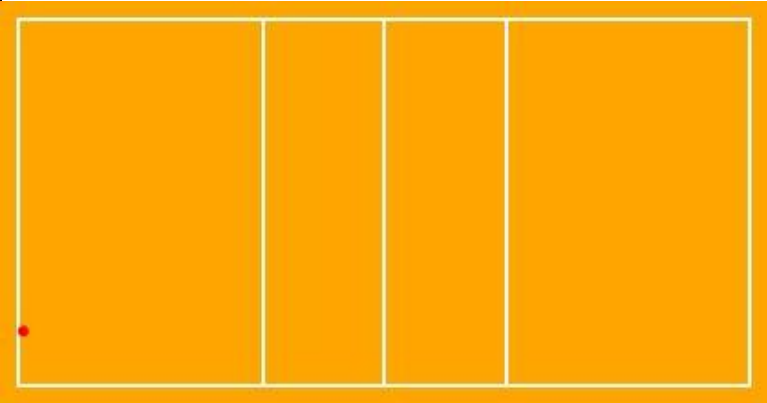


Reception
Player #1 Vasilchenko Dmitrii

Jump

Total Jump

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

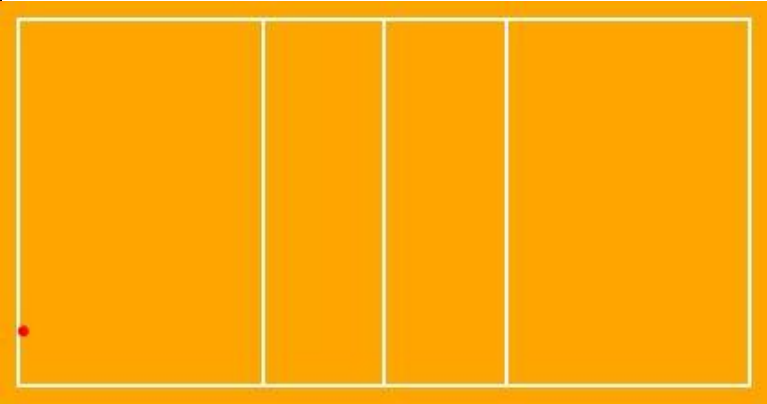


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(100%) #: 0%, #+: 0% !/-: 0%, =:	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
100%		

Jump Zone #5

Lower

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



Attack
Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

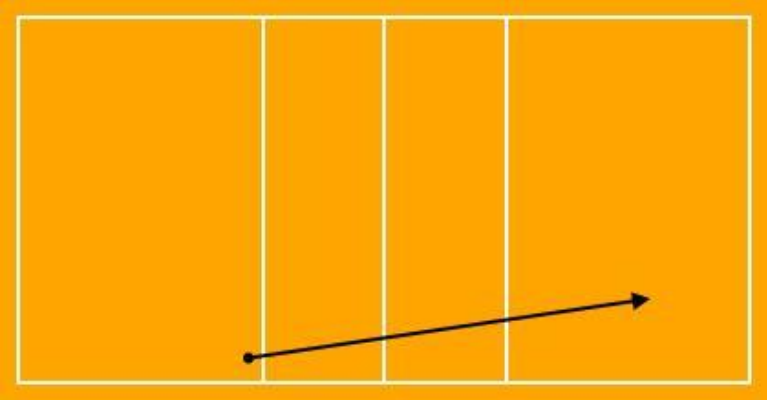
Total	#	+	!	/	-	=
	0%	0%	0%	40%	0%	60%
5	.	.	.	2	.	3



Zone #1 0.5 blockers

Set quality: /

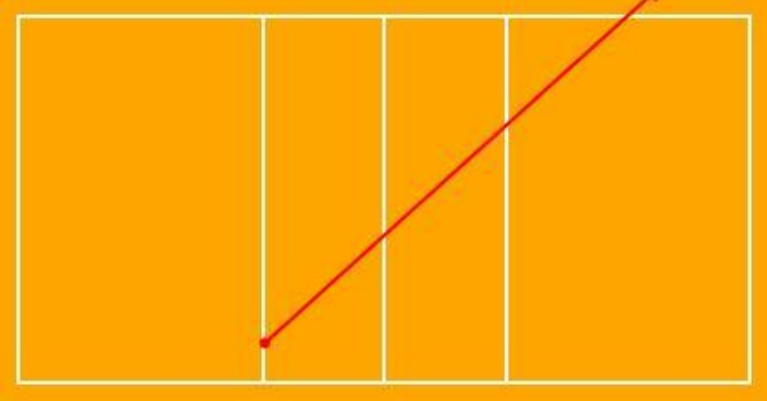
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #1 1 blockers

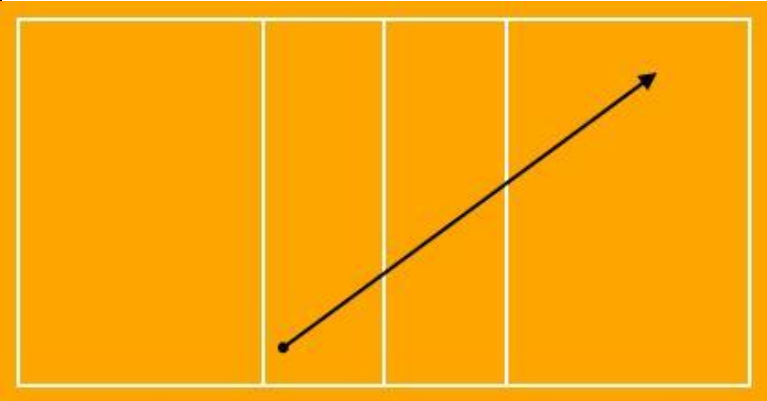
Set quality: !

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



Set quality: +

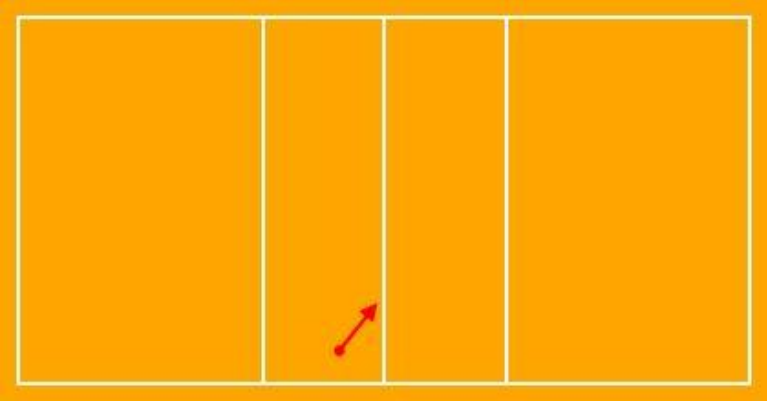
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #1 1.5 blockers

Set quality: /

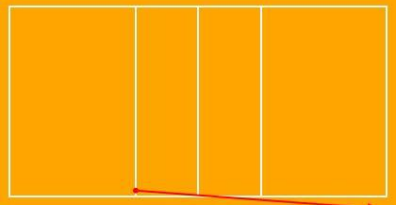
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #1 2 blockers

Set quality: +

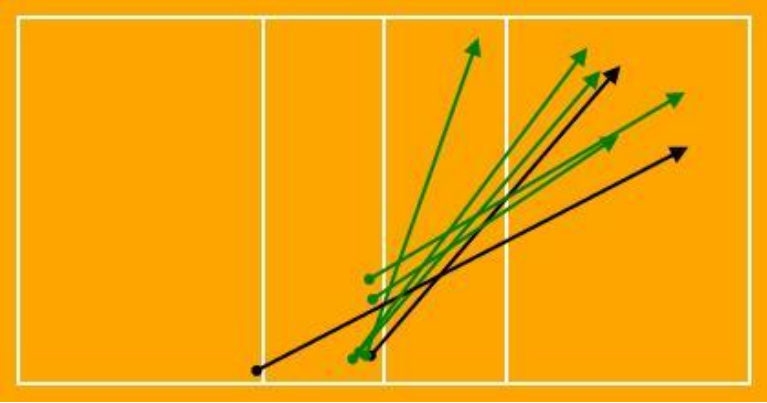
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Position 2

Total position 2

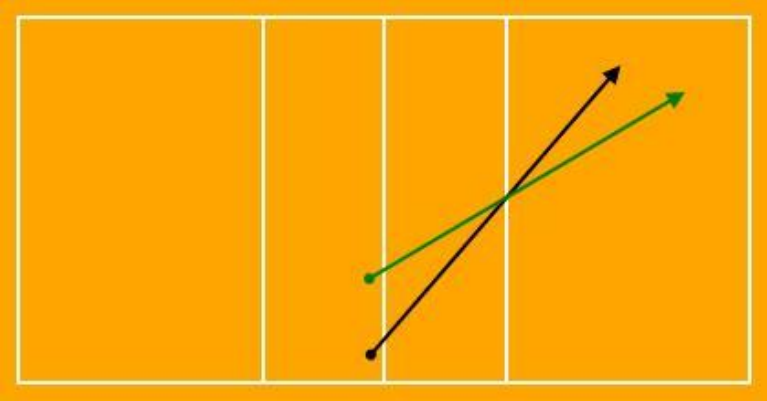
Total	#	+	!	/	-	=
	57%	14%	0%	28%	0%	0%
7	4	1	.	2	.	.



Zone #2 1 blockers

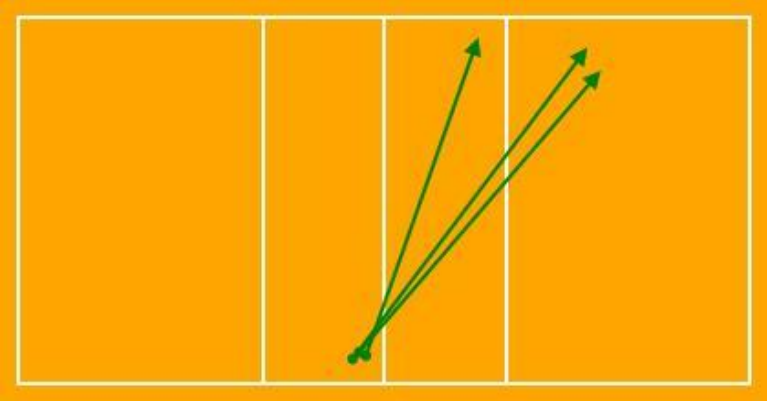
Set quality: !

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



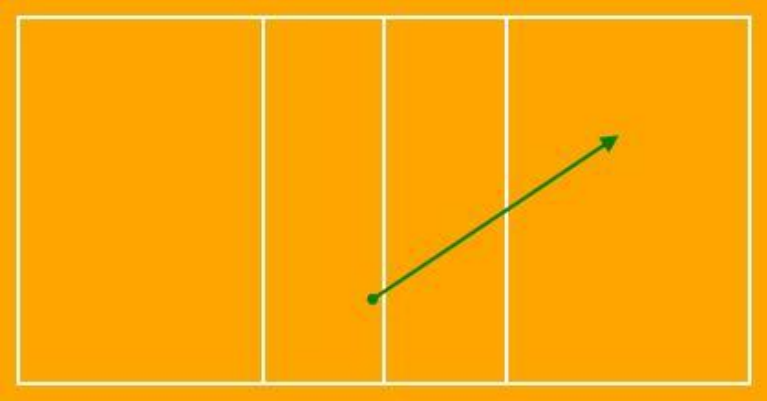
Set quality: +

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



Set quality: #

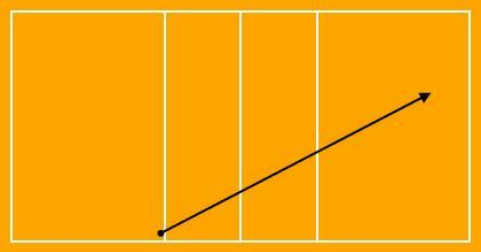
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1.5 blockers

Set quality: /

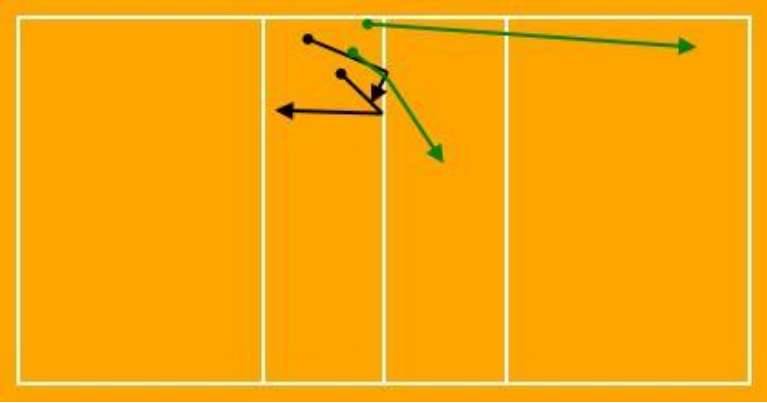
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

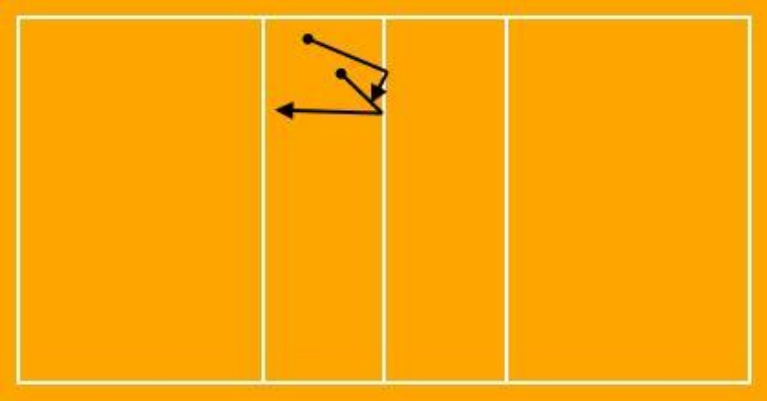
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
4	2	.	2	.	.	.



Zone #4 2 blockers

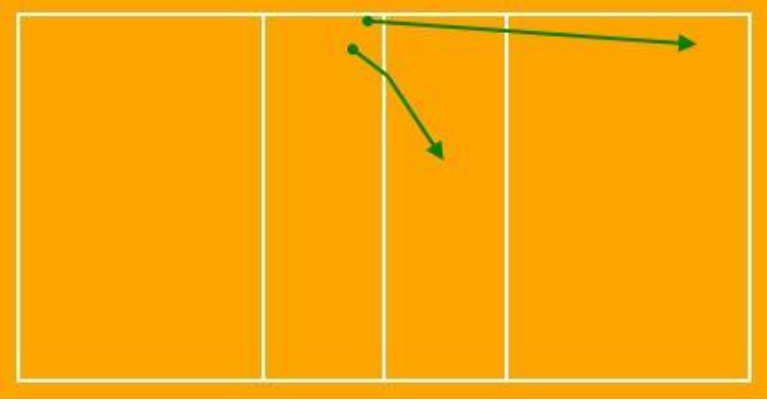
Set quality: /

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



Set quality: +

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



Player #8

Shchipko Sergei

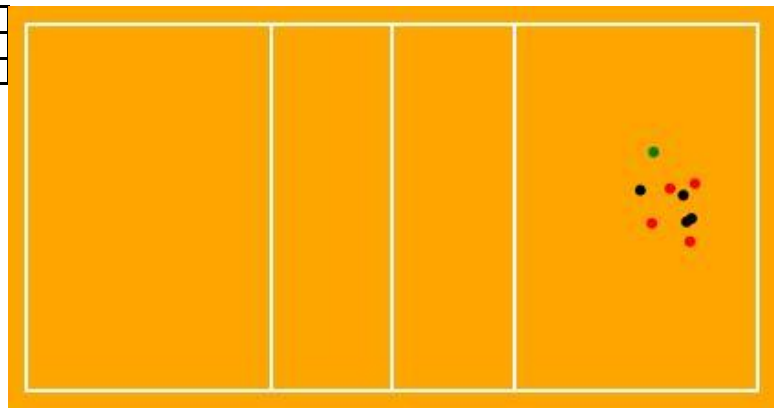
Serve

Player #8 Shchipko Sergei

Glider

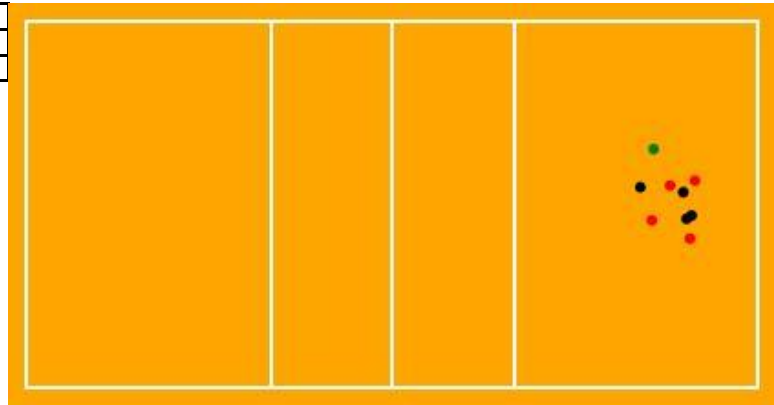
Total Glider

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



Glider Direction 6

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



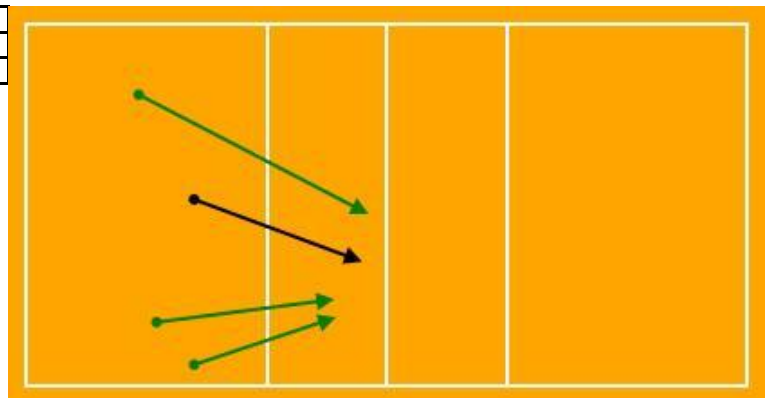
Reception

Player #8 Shchipko Sergei

Glider

Total Glider

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

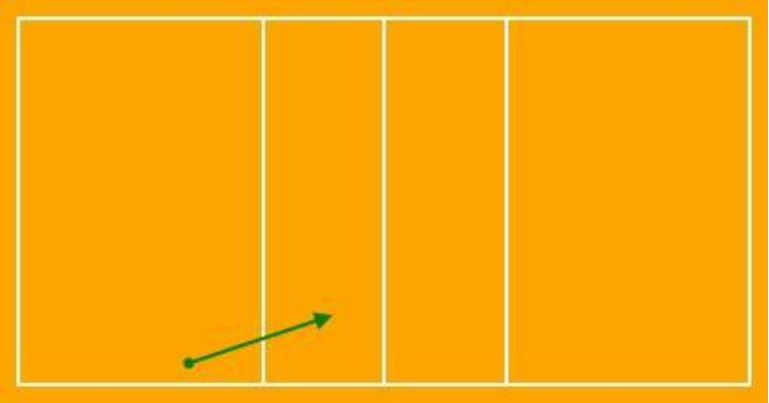


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(25%) #: 100%, #+: 100% !/-: 0%, =: 0%	1(25%) #: 0%, #+: 0% !/-: 100%, =: 0%	2(50%) #: 0%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

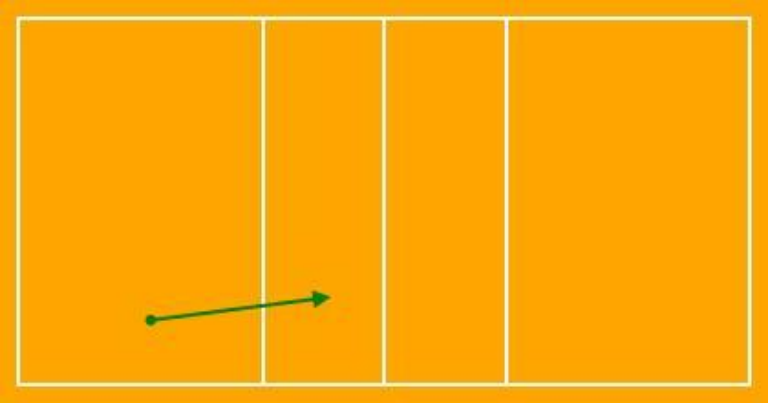
Lower

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



Upper

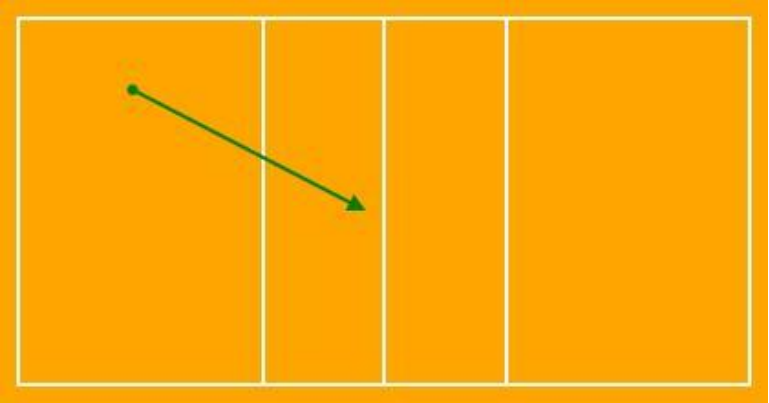
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Glider Zone #5

Upper

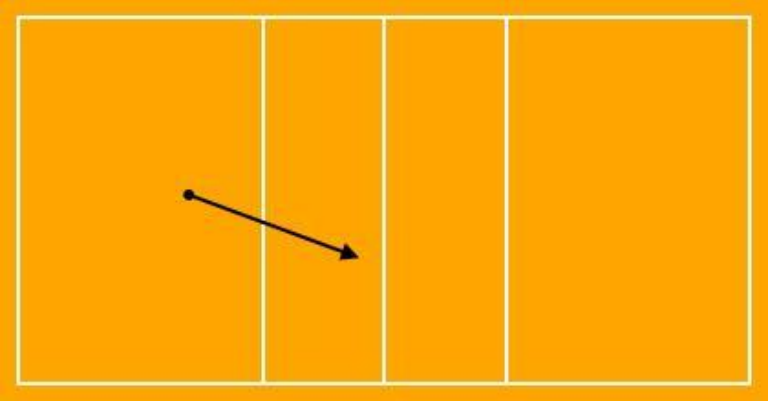
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #6

Upper

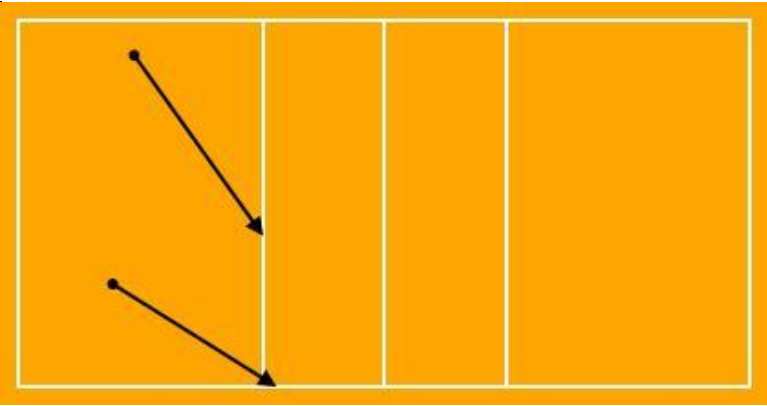
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump

Total Jump

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

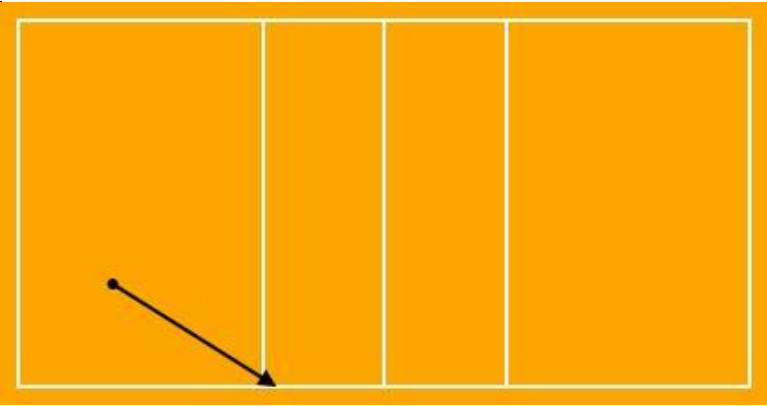


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%

Jump Zone #1

Lower

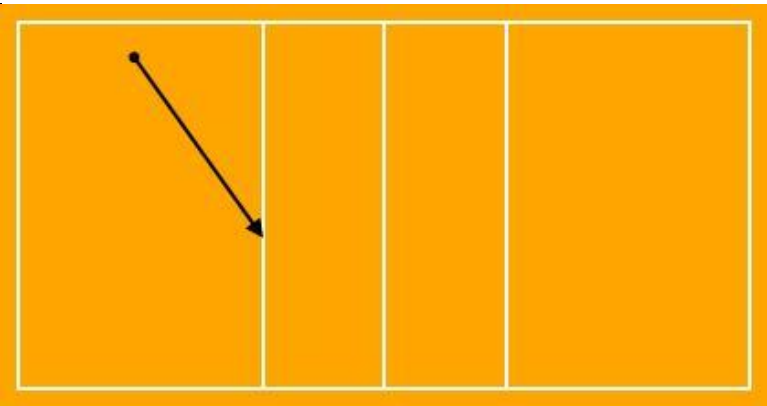
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Jump Zone #5

Lower

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

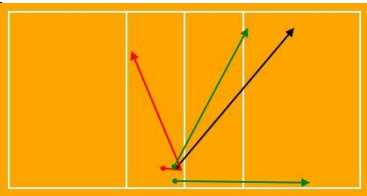


Attack Player #8 Shchipko Sergei

Position 2

Total position 2

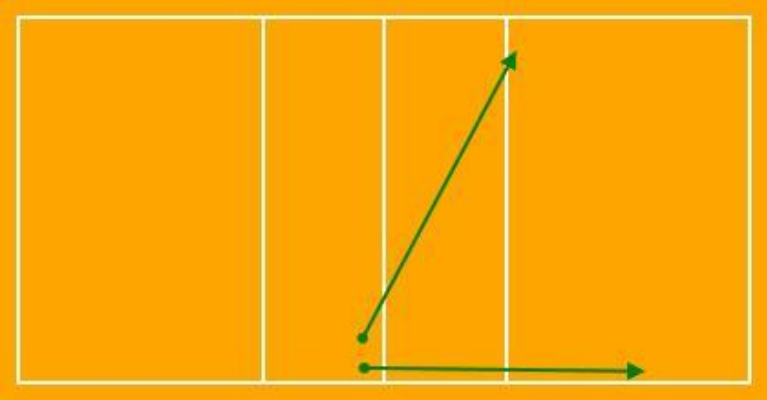
Total	#	+	!	/	-	=
	25%	25%	0%	25%	25%	0%
4	1	1	.	1	1	.



Zone #2 1 blockers

Set quality: +

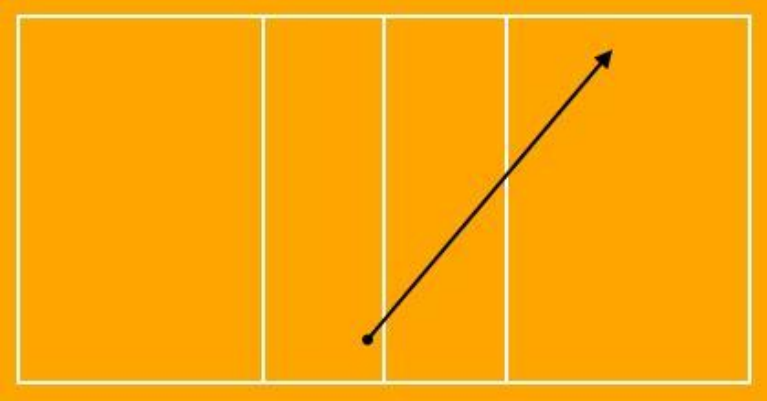
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
2	1	1



Zone #2 1.5 blockers

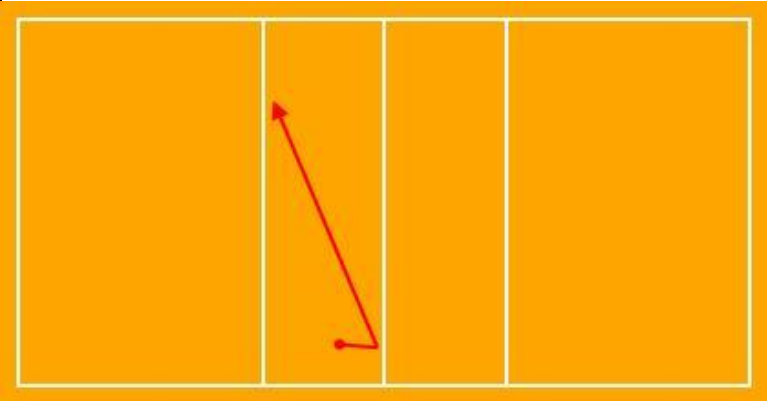
Set quality: !

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



Set quality: +

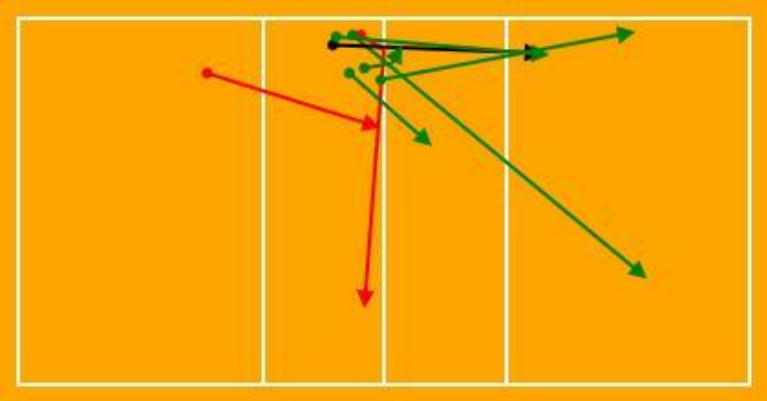
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Position 4

Total position 4

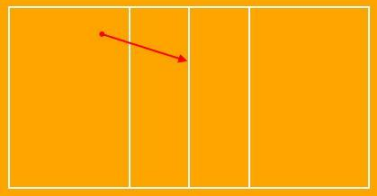
Total	#	+	!	/	-	=
	37%	25%	0%	12%	12%	12%
8	3	2	.	1	1	1



Zone #4 0 blockers

Set quality: /

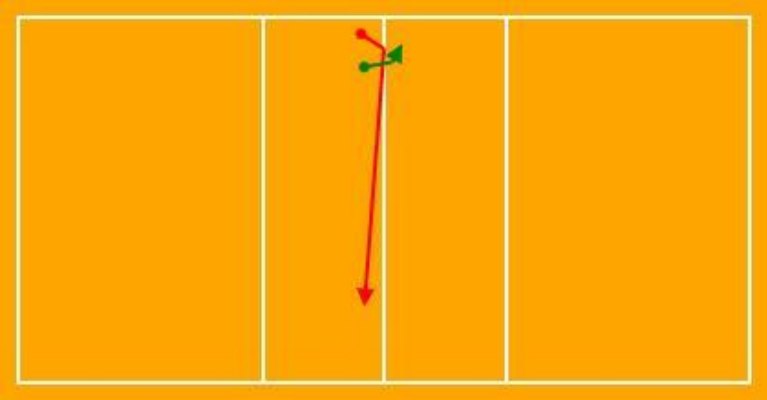
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 1 blockers

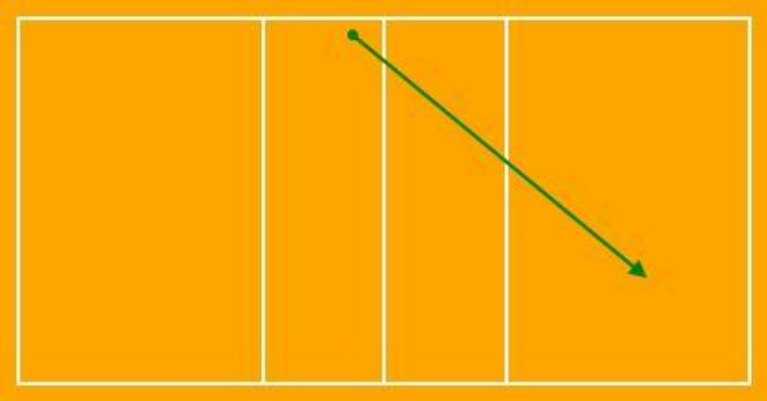
Set quality: !

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



Set quality: +

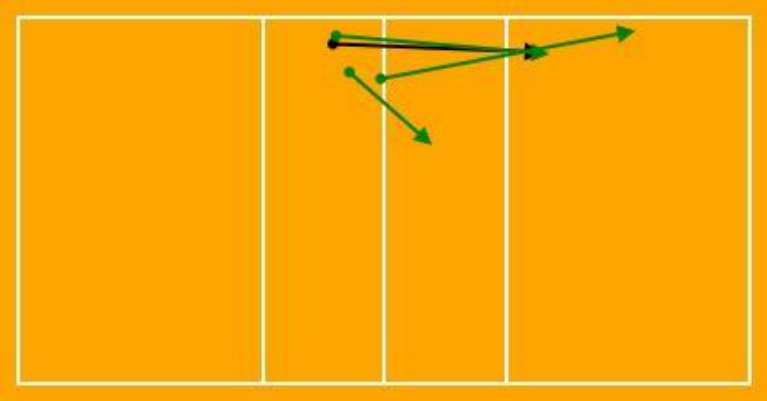
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #4 2 blockers

Set quality: !

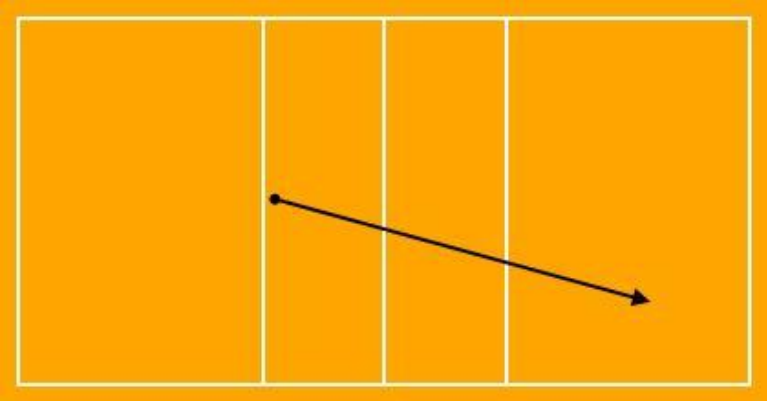
Total	#	+	!	/	-	=
	50%	25%	0%	25%	0%	0%
4	2	1	.	1	.	.



Position 6

Total position 6

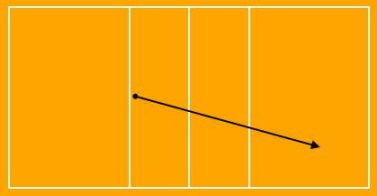
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 1 blockers

Set quality: +

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



Player #10 Klimov Alexey

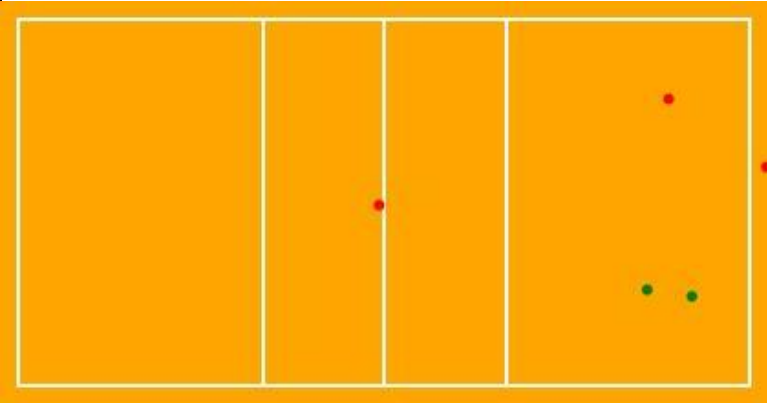
Serve

Player #10 Klimov Alexey

Glider

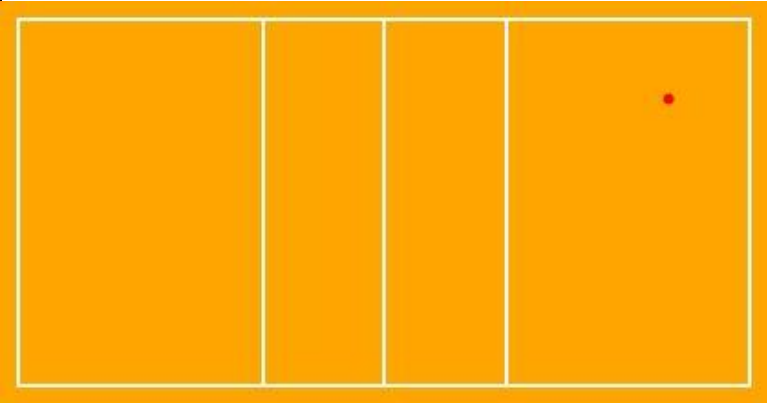
Total Glider

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



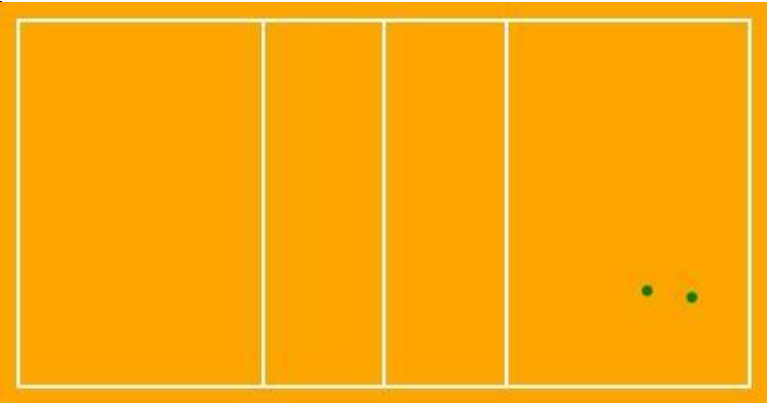
Glider Direction 1

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



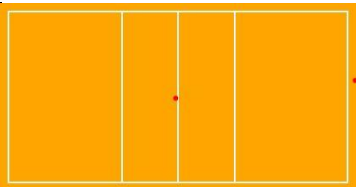
Glider Direction 5

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



Glider Direction 6

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



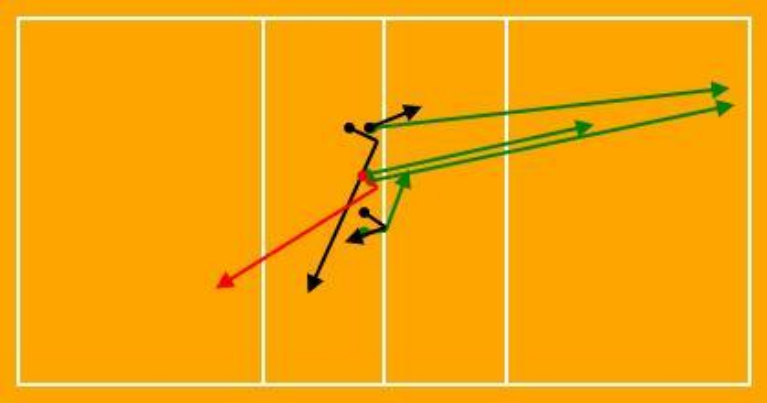
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

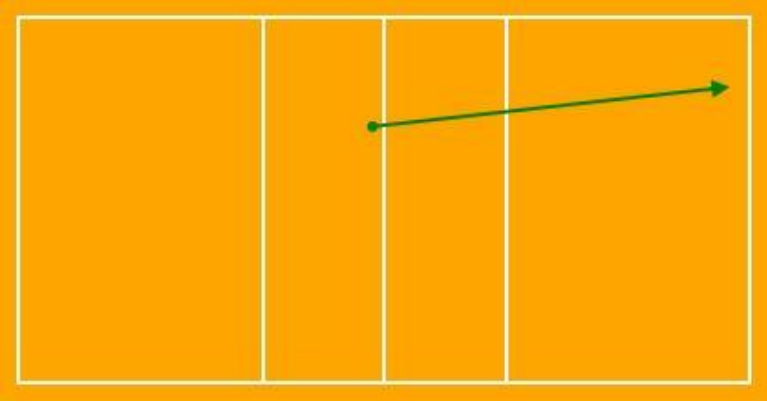
Total	#	+	!	/	-	=
	37%	12%	0%	37%	12%	0%
8	3	1	.	3	1	.



Zone #3 0 blockers

Set quality: +

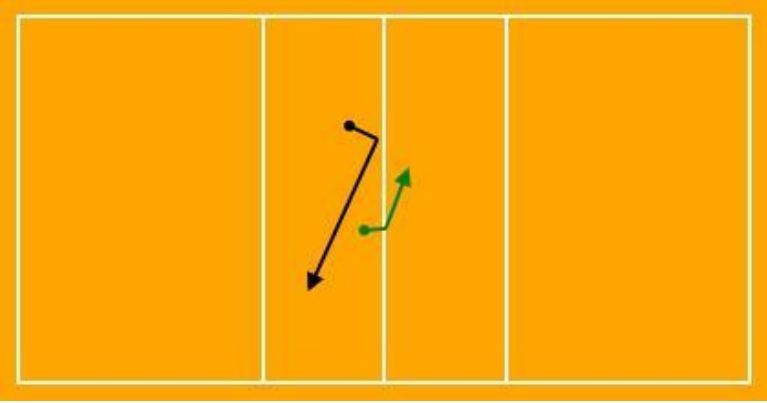
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

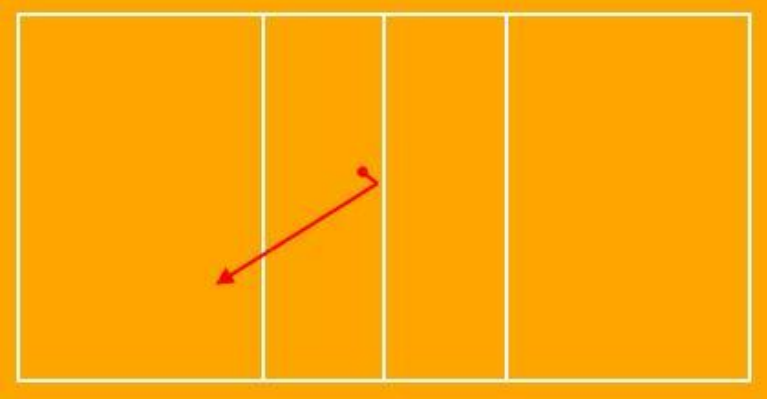
Set quality: !

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



Set quality: +

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



Set quality: #

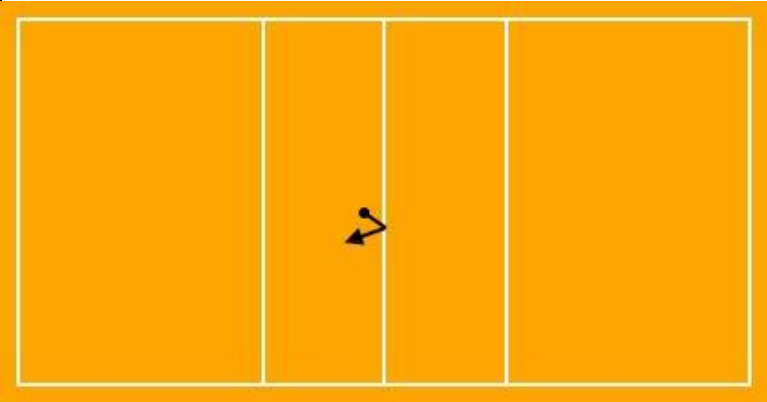
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #3 1.5 blockers

Set quality: !

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



Player #13

Trofimov Lev

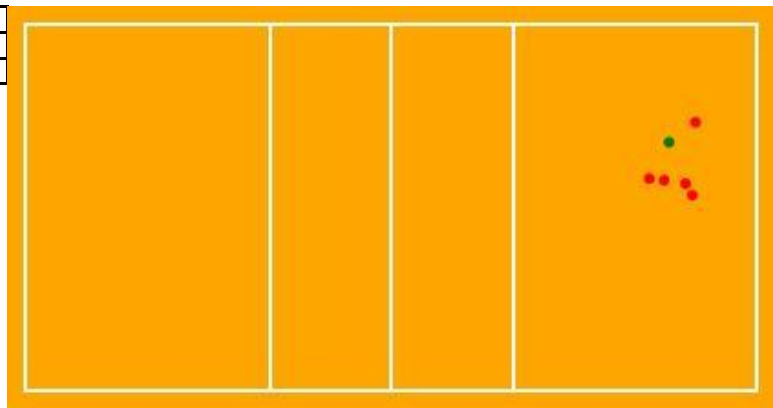
Serve

Player #13 Trofimov Lev

Glider

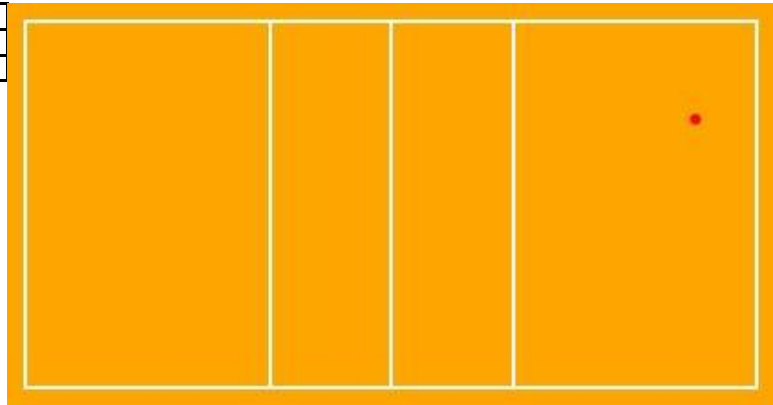
Total Glider

Total	#	+	!	/	-	=
	0%	16%	0%	0%	83%	0%
6	.	1	.	.	5	.



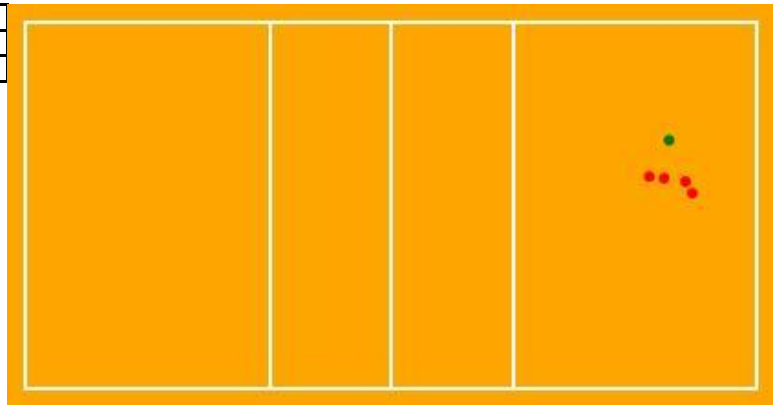
Glider Direction 1

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



Glider Direction 6

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



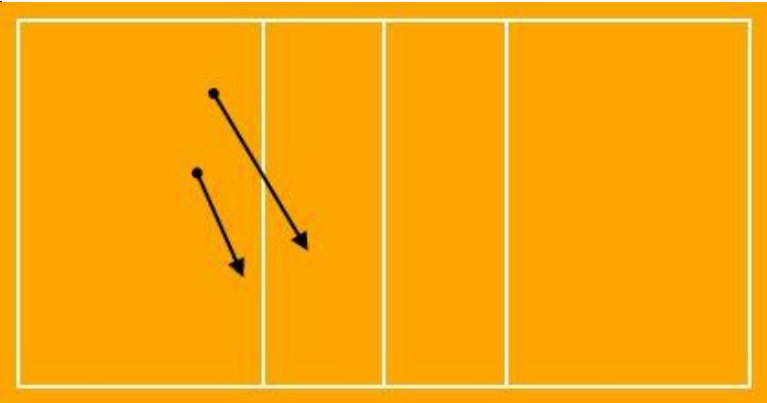
Reception

Player #13 Trofimov Lev

Glider

Total Glider

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

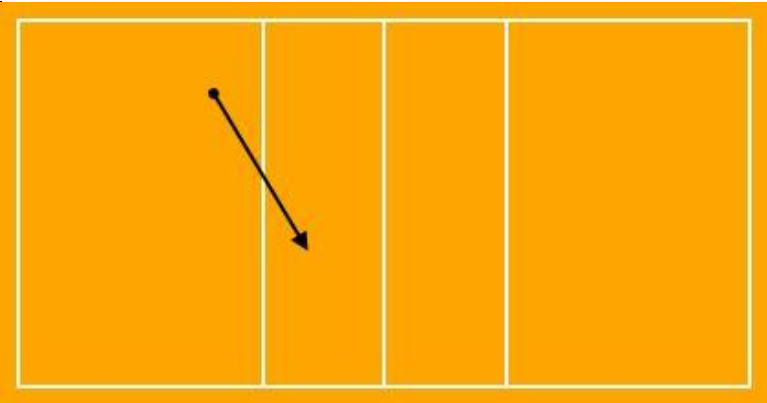


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #5

Upper

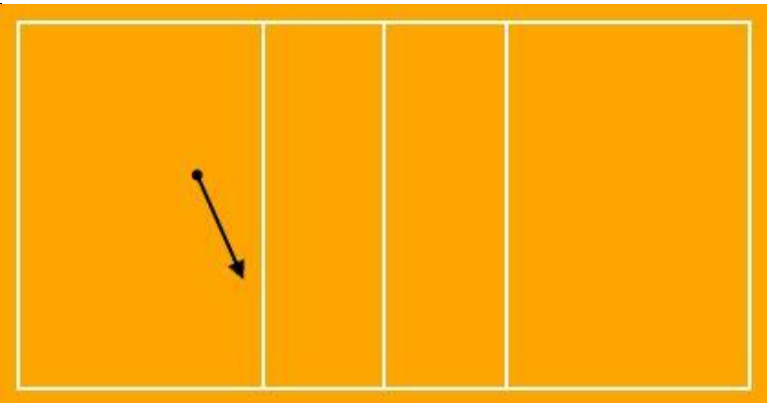
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #6

Upper

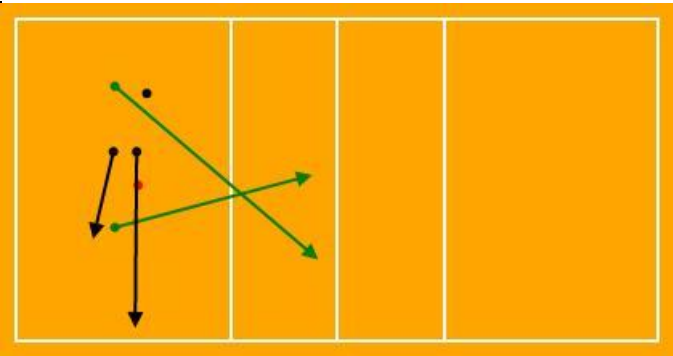
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Jump

Total Jump

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

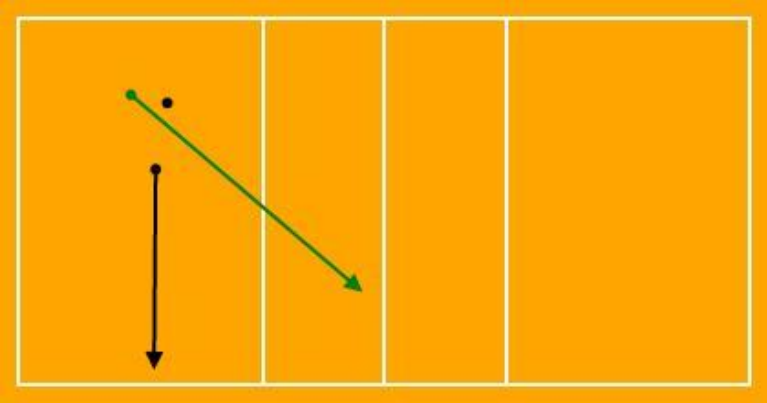


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(50%) #: 33%, #+: 33% !/-: 66%, =: 0%	3(50%) #: 0%, #+: 33% !/-: 66%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

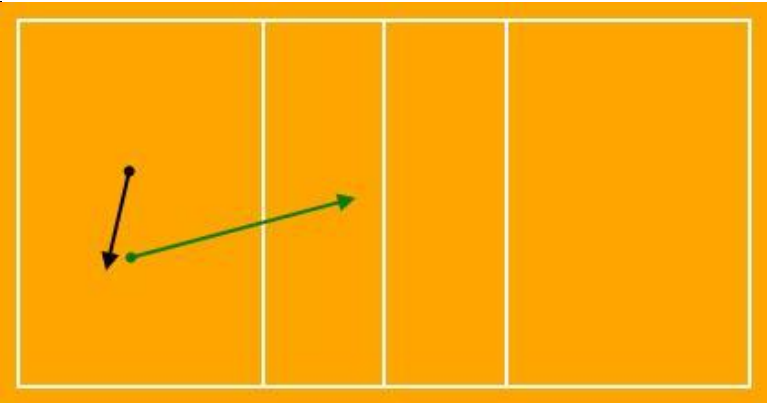
Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1	.	.	2	.	.



Jump Zone #6

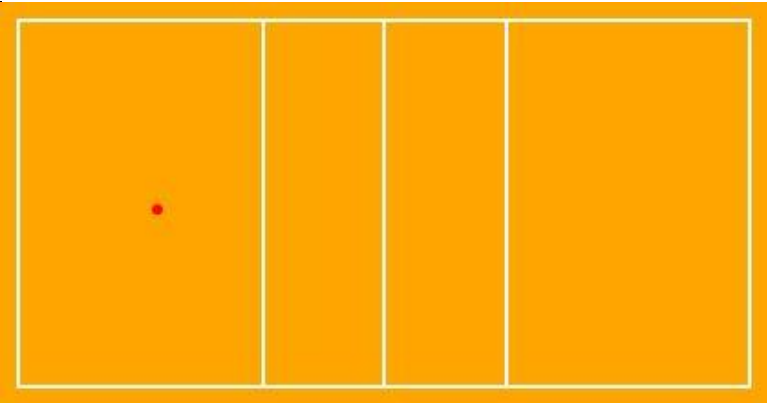
Lower

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



Upper

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

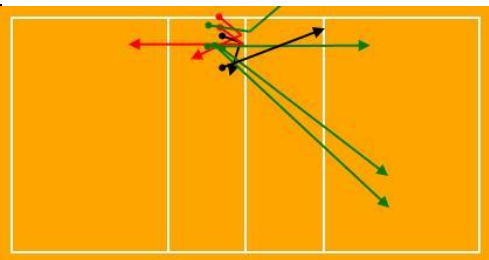


Attack Player #13 Trofimov Lev

Position 4

Total position 4

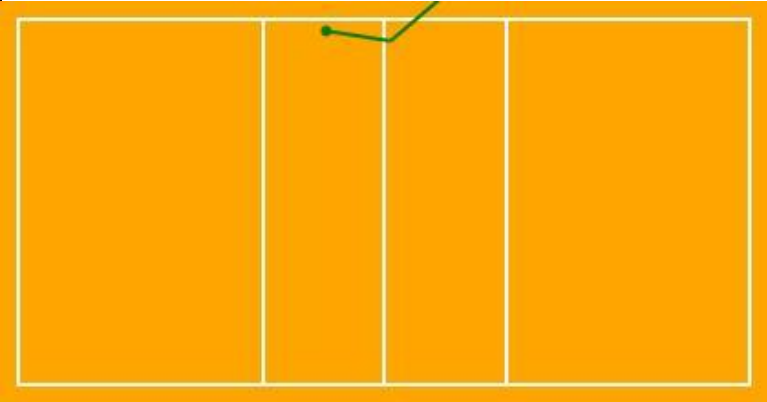
Total	#	+	!	/	-	=
	37%	12%	12%	12%	25%	0%
8	3	1	1	1	2	.



Zone #4 1 blockers

Set quality: +

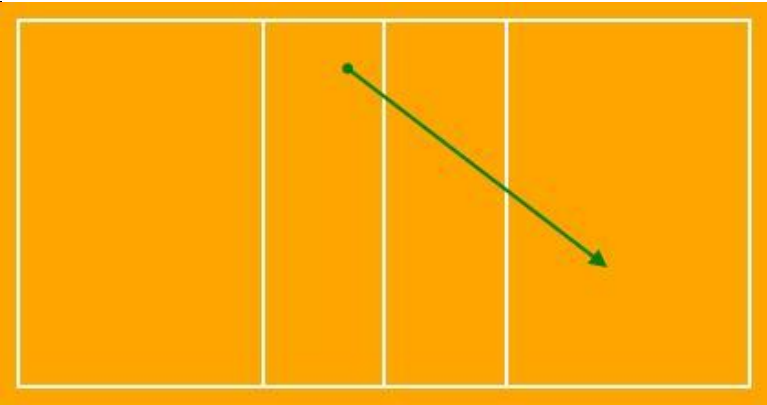
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

Set quality: !

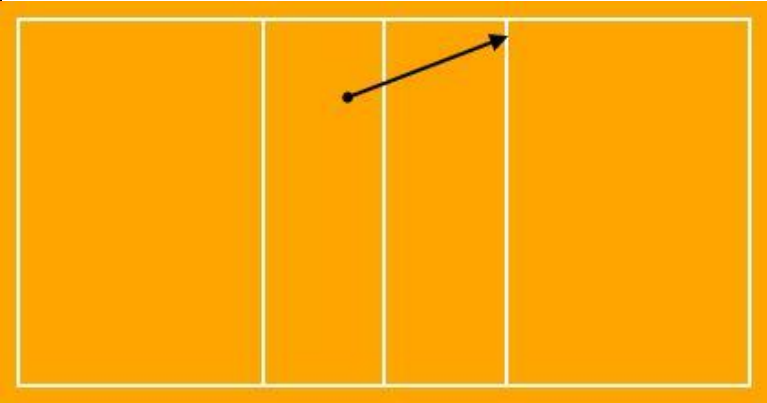
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

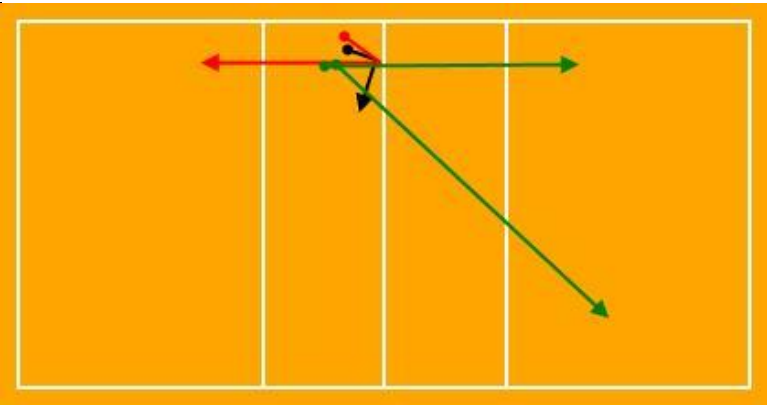
Set quality: /

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



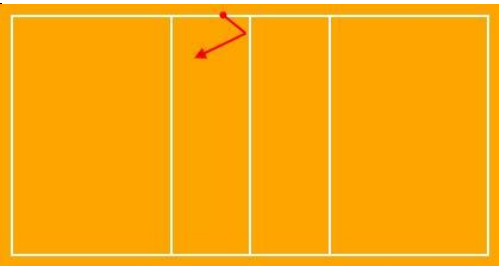
Set quality: !

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



Set quality: +

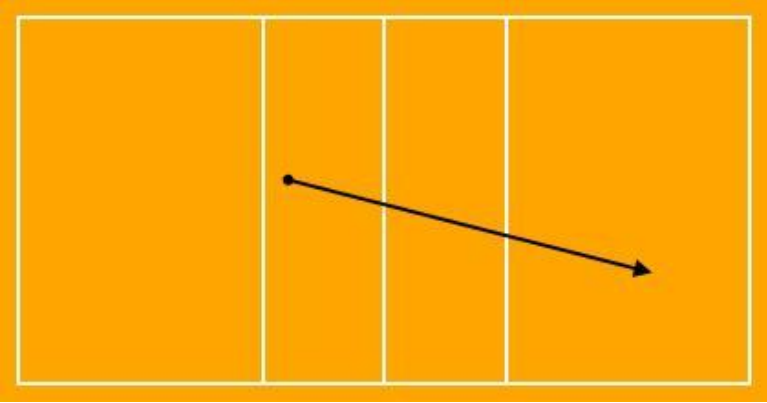
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Position 6

Total position 6

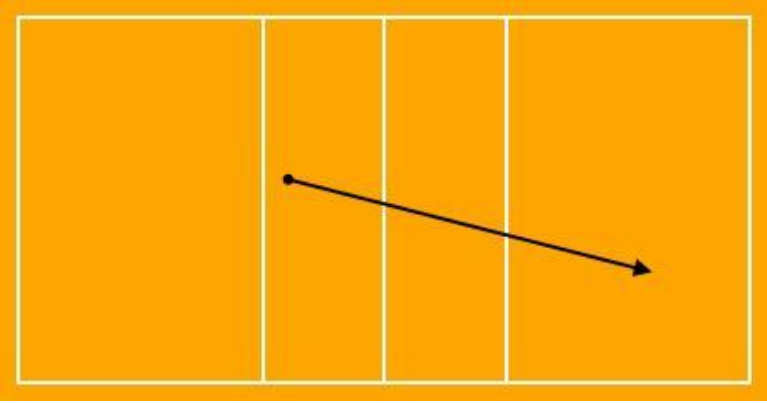
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 0 blockers

Set quality: #

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



Player #14

Ahmadullin Timur

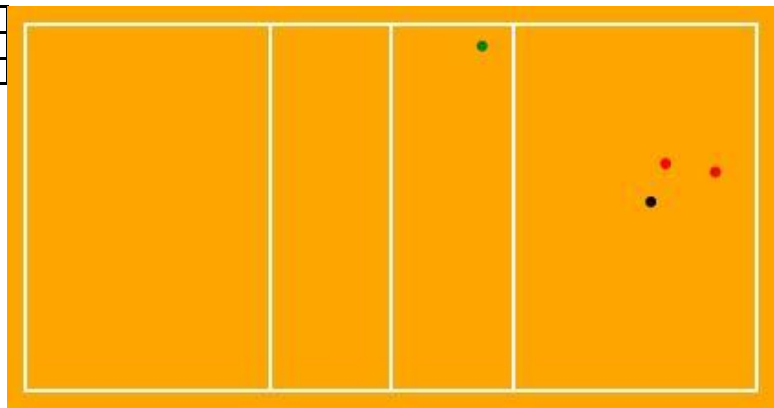
Serve

Player #14 Ahmadullin Timur

Glider

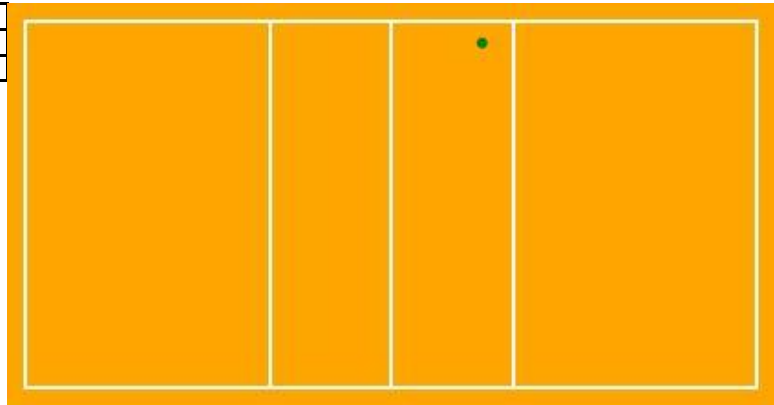
Total Glider

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



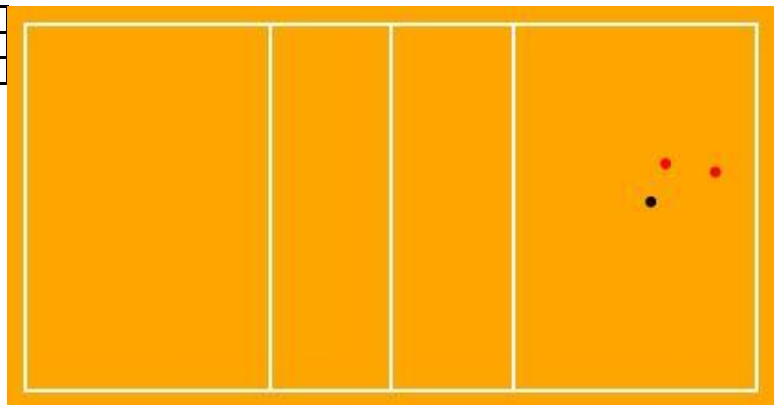
Glider Direction 1

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



Glider Direction 6

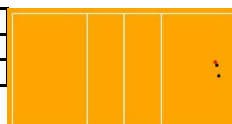
Total	#	+	!	/	-	=
	0%	0%	33%	0%	66%	0%
3	.	.	1	.	2	.



Jump

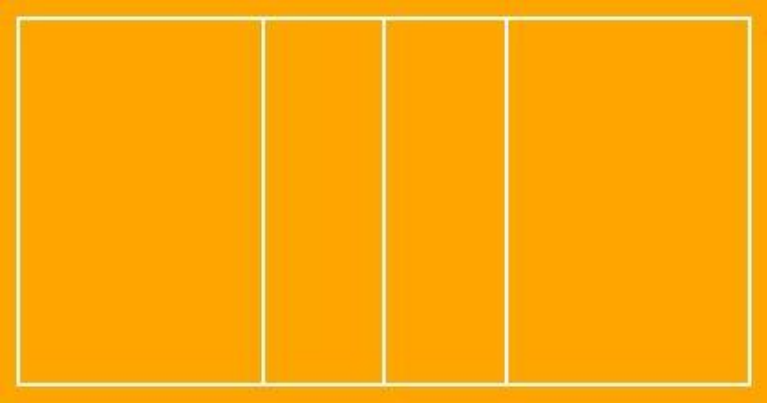
Total Jump

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



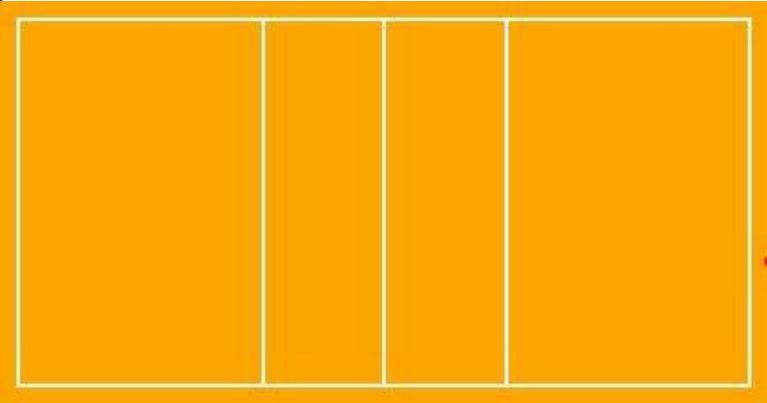
Jump Direction 1

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



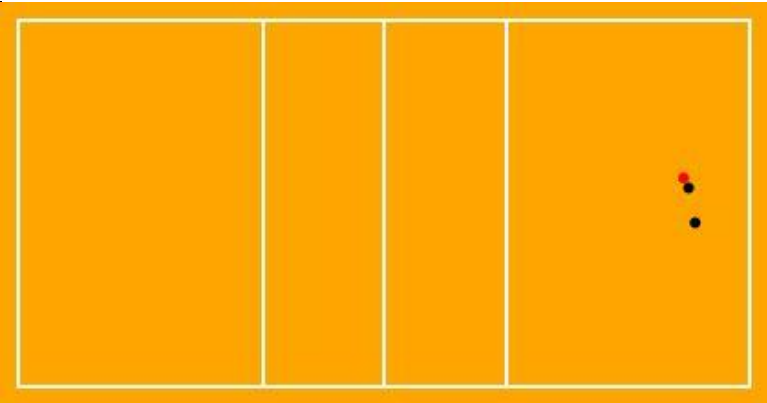
Jump Direction 5

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



Jump Direction 6

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

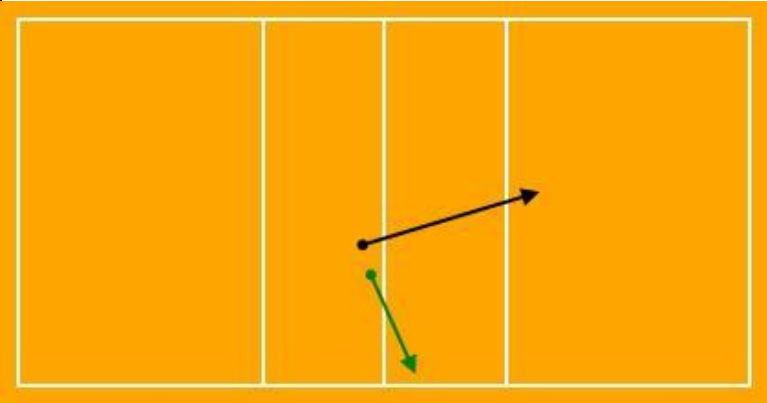


Attack
Player #14 Ahmadullin Timur

Position 2

Total position 2

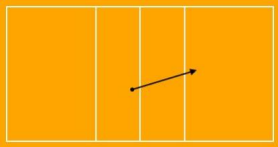
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #2 0 blockers

Set quality: #

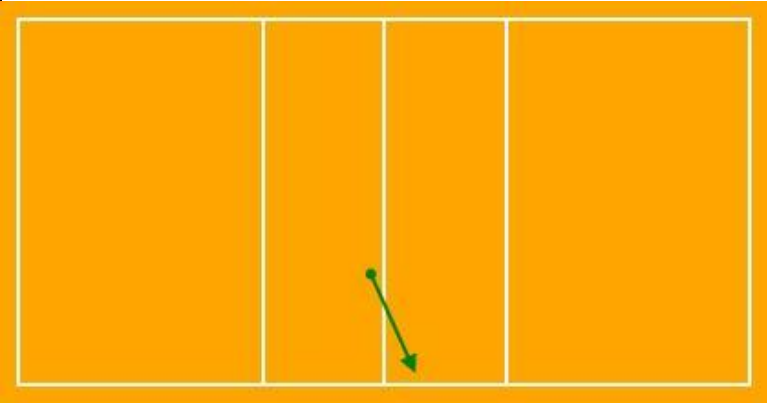
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #2 1 blockers

Set quality: #

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



Player #15

Lyashenko Andron

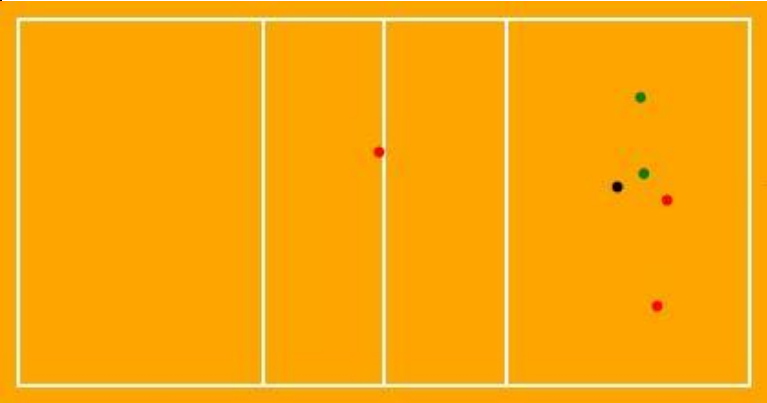
Serve

Player #15 Lyashenko Andron

Glider

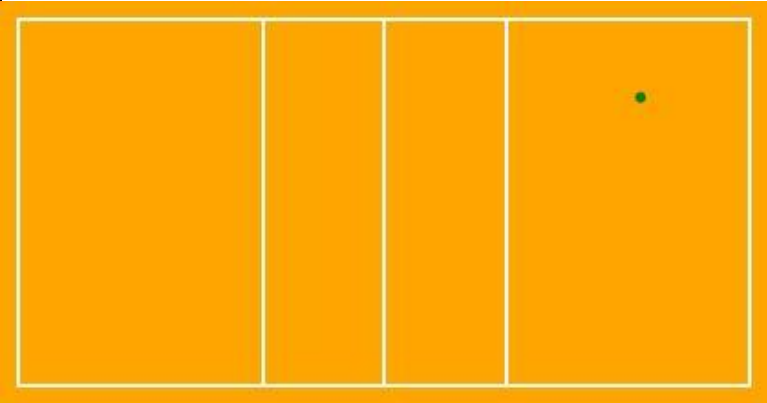
Total Glider

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



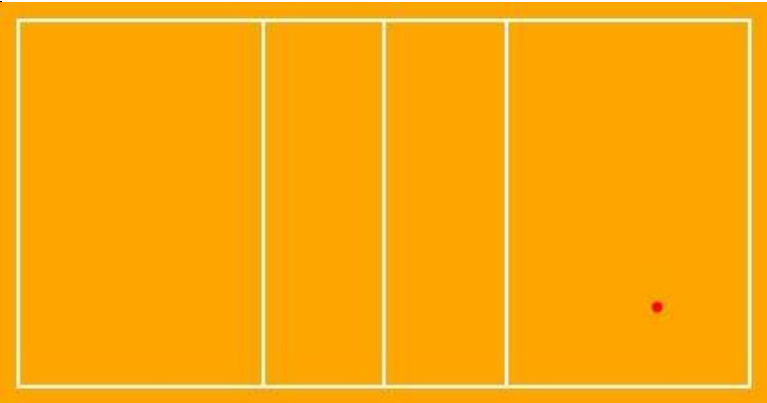
Glider Direction 1

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



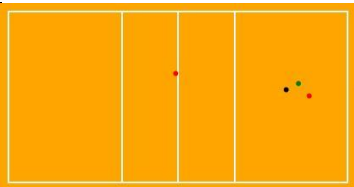
Glider Direction 5

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



Glider Direction 6

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



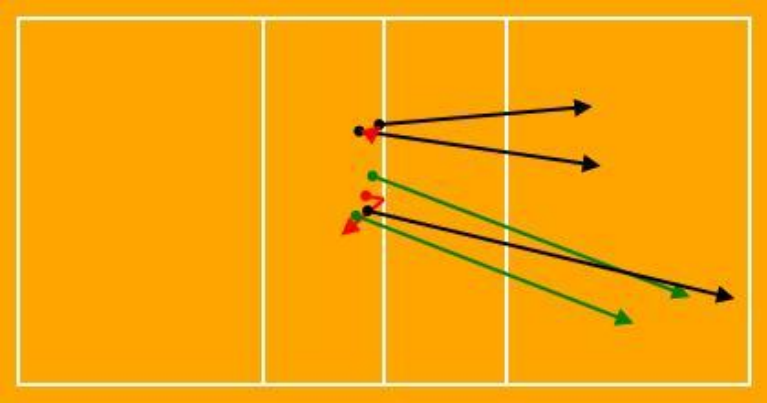
Attack

Player #15 Lyashenko Andron

Position 3

Total position 3

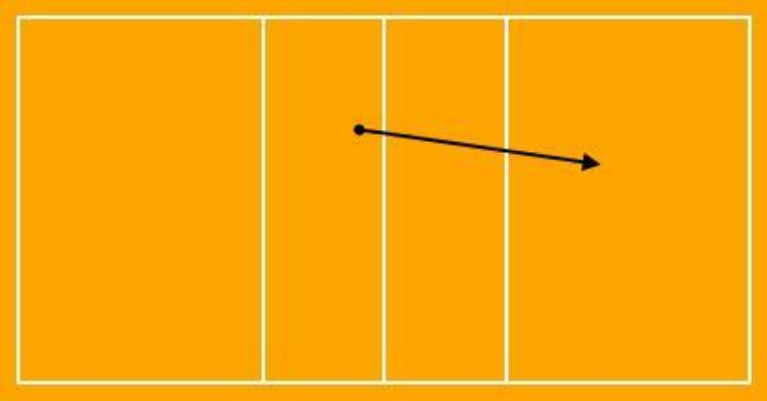
Total	#	+	!	/	-	=
	28%	0%	0%	42%	14%	14%
7	2	.	.	3	1	1



Zone #3 0.5 blockers

Set quality: +

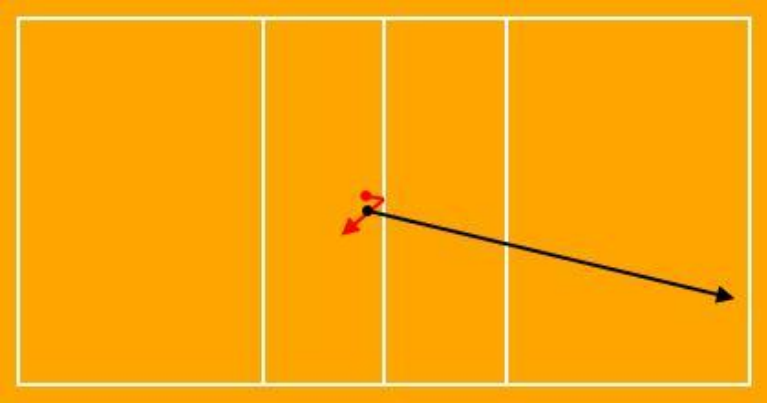
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 1 blockers

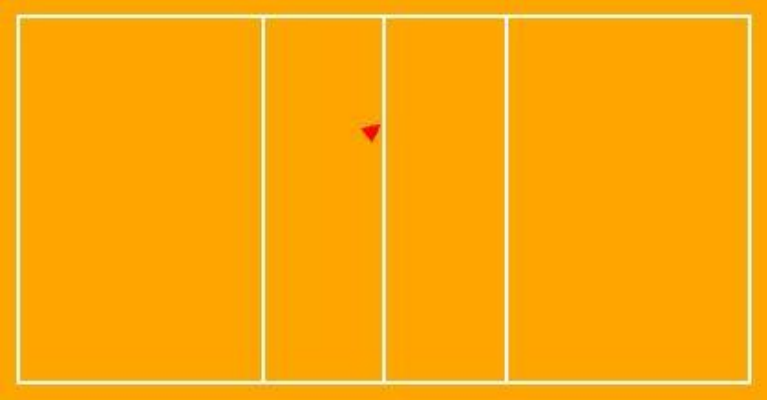
Set quality: /

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



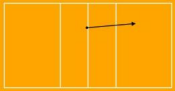
Set quality: !

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



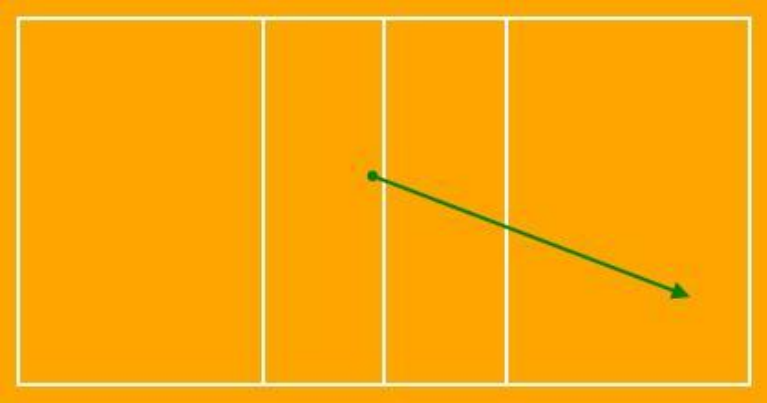
Set quality: +

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



Set quality: #

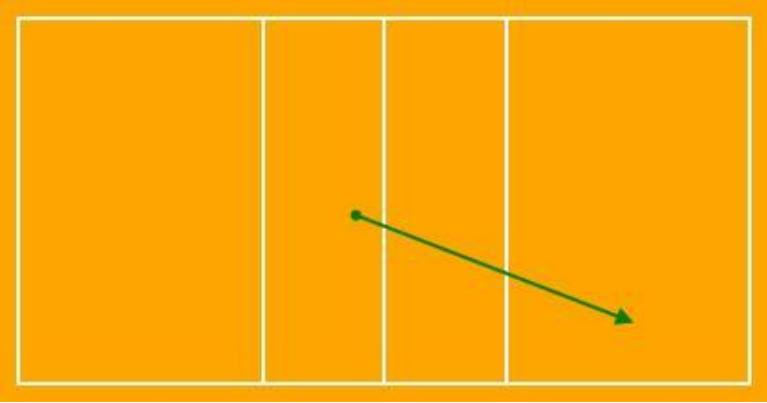
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1.5 blockers

Set quality: #

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



Player #17

Fedunov Daniil

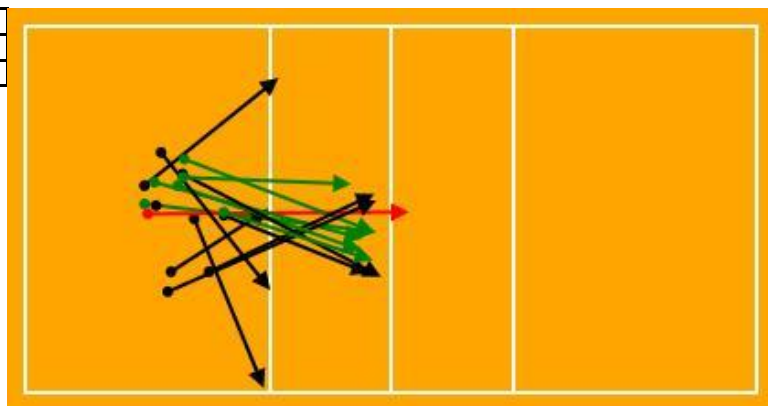
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	25%	12%	31%	25%	6%	0%
16	4	2	5	4	1	.

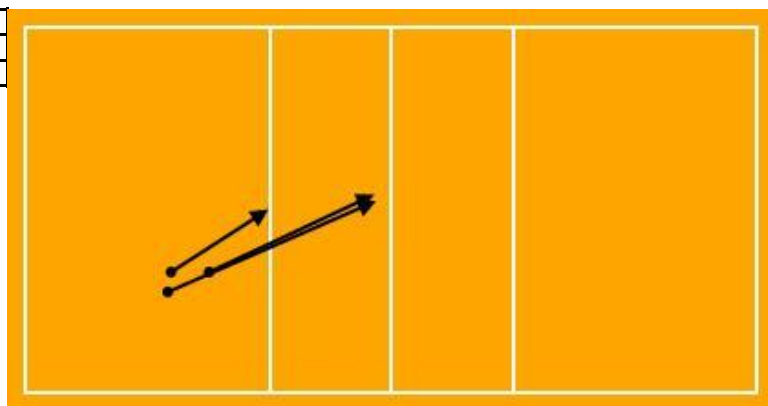


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	13(81%) #: 30%, #+: 46% !/-: 53%, =: 0%	3(18%) #: 0%, #+: 0% !/-: 100%, =: 0%

Glider Zone #1

Lower

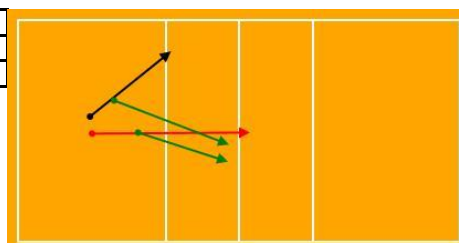
Total	#	+	!	/	-	=
	0%	0%	66%	33%	0%	0%
3	.	.	2	1	.	.



Glider Zone #6

Lower

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



Upper

Total	#	+	!	/	-	=
	22%	22%	33%	22%	0%	0%
9	2	2	3	2	.	.

