

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	7	5	7	.	0%	12	1	1	7	58%	58%	.	25%	75%	.	3	100%	
#2 Baiduji	.	0	
#7 Ushakov	.	0	
#8 Shchipko	5	-3	10	1	0%	.	12	1	25%	41%	25%	13	1	3	5	53%	38%	1	100%	0%	.	6	100%	
#10 Klimov	8	6	8	2	25%	1	5	.	.	3	60%	60%	.	28%	71%	4	1	100%	
#12 Volkov	.	0	
#13 Trofimov	11	5	3	1	0%	.	15	1	13%	73%	46%	15	2	2	8	53%	53%	.	0%	100%	3	1	100%	
#14 Ahmadullin	1	1	8	.	12%	2	.	.	1	50%	50%	.	66%	33%	.	4	75%	
#15 Lyashenko	.	0	
#16 Pyanov	1	-2	6	1	16%	4	1	.	1	25%	25%	1	50%	50%	.	1	0%	
#17 Fedunov	.	-1	9	1	11%	55%	33%	9	77%	
#18 Ziva	.	0	
#24 Scherbakov	.	0	
Total	33	11	42	5	9%	1	36	3	16%	58%	36%	51	5	6	25	52%	49%	2	35%	65%	7	25	84%	

Player #1

Vasilchenko

Dmitrii

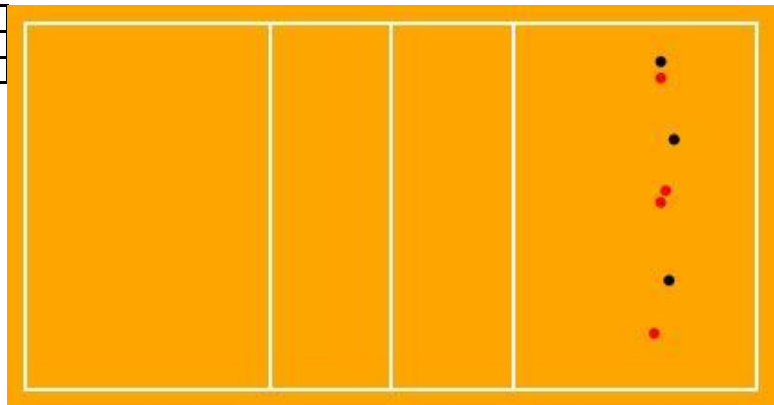
Serve

Player #1 Vasilchenko Dmitrii

Jump

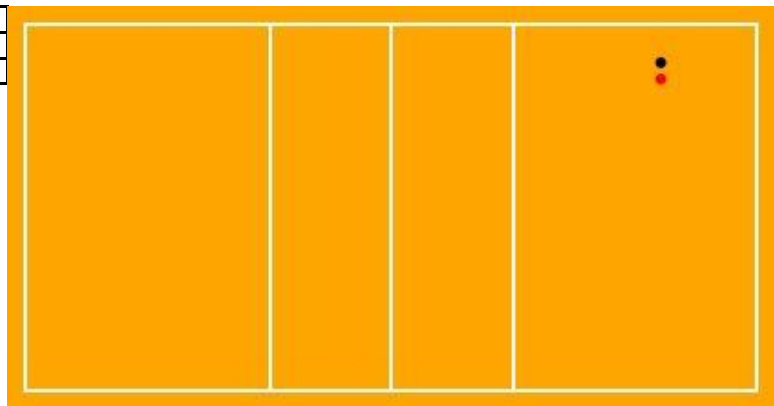
Total Jump

Total	#	+	!	/	-	=
	0%	0%	0%	42%	57%	0%
7	.	.	.	3	4	.



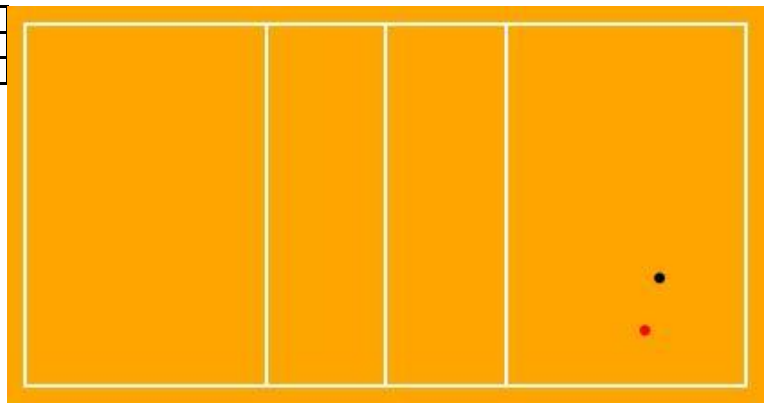
Jump Direction 1

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



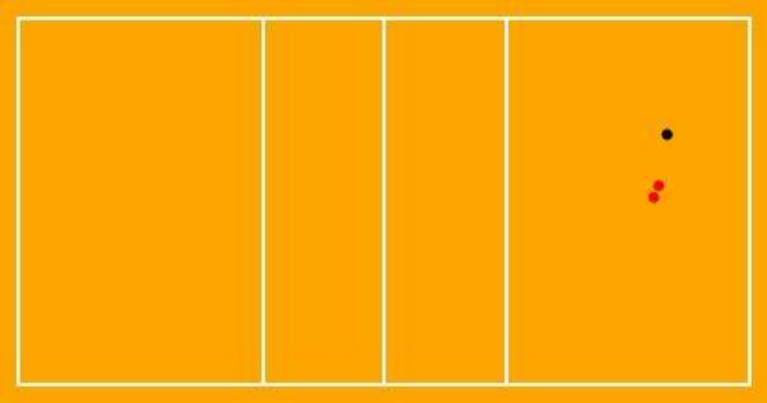
Jump Direction 5

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



Jump Direction 6

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



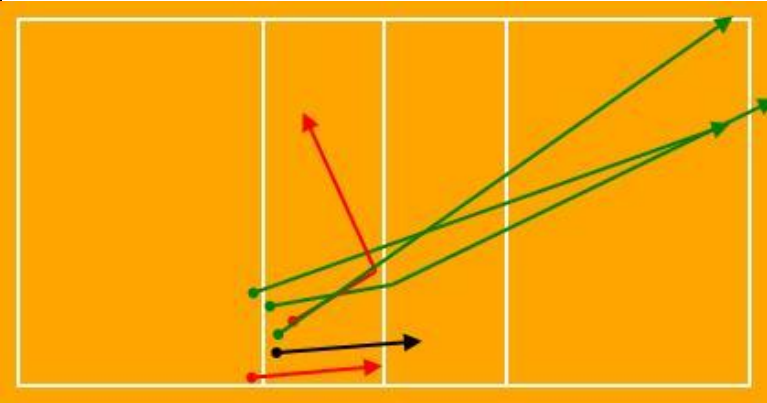
Attack

Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

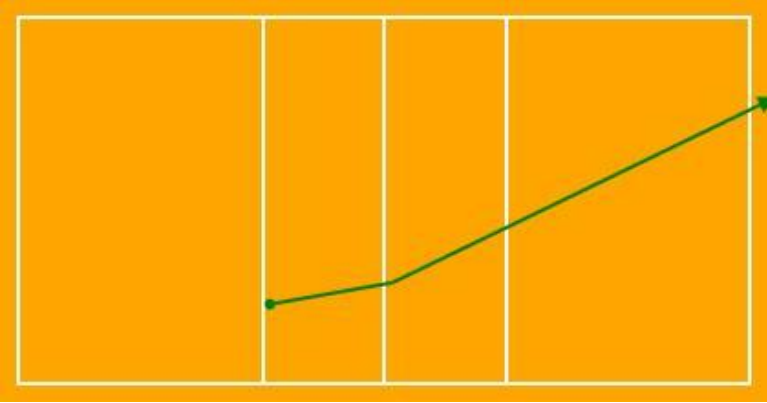
Total	#	+	!	/	-	=
	50%	0%	0%	16%	16%	16%
6	3	.	.	1	1	1



Zone #1 1.5 blockers

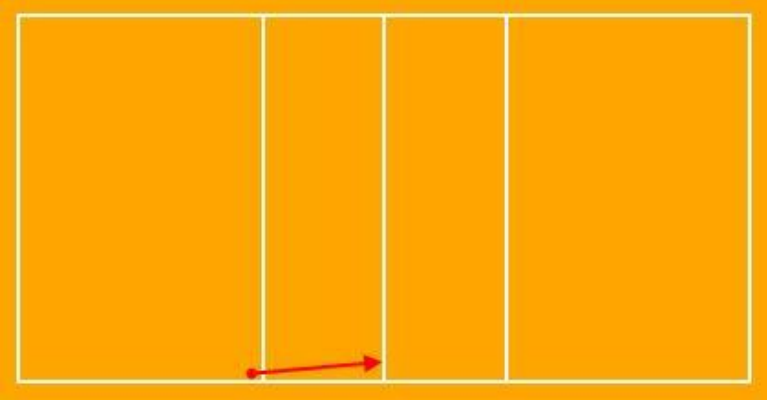
Set quality: /

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



Set quality: !

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



Zone #1 2 blockers

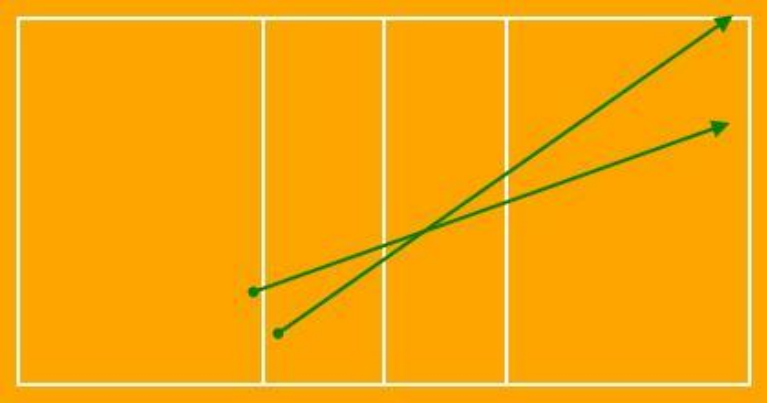
Set quality: /

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



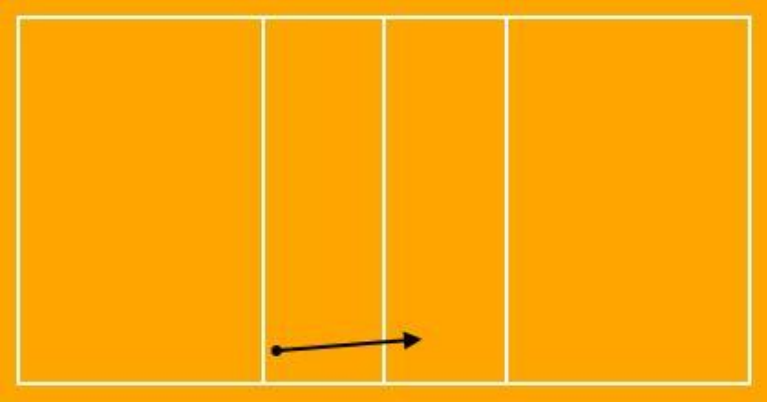
Set quality: !

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



Set quality: +

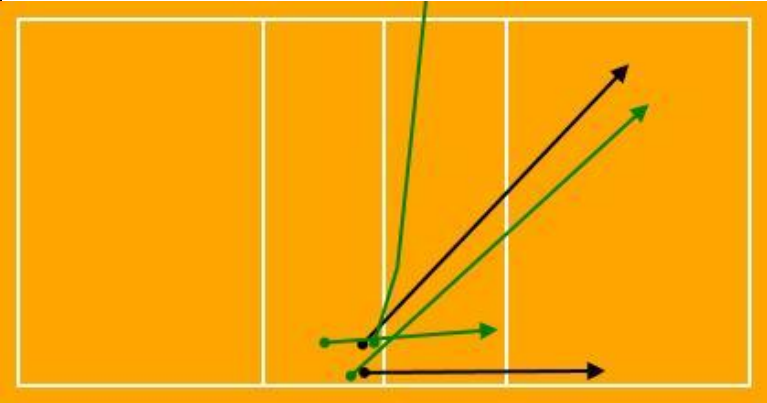
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 2

Total position 2

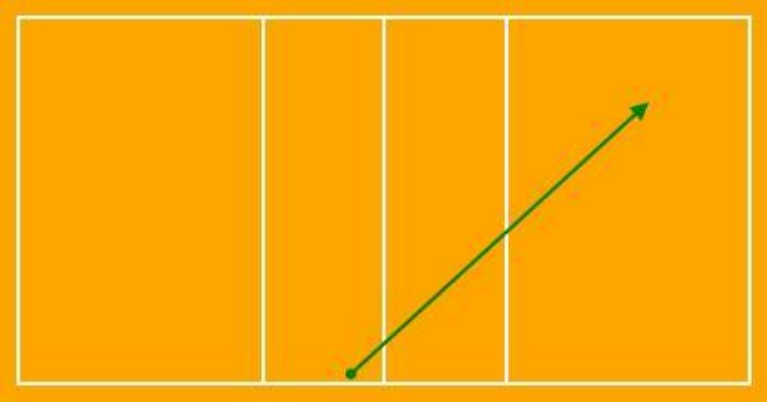
Total	#	+	!	/	-	=
	60%	0%	0%	40%	0%	0%
5	3	.	.	2	.	.



Zone #2 0 blockers

Set quality: +

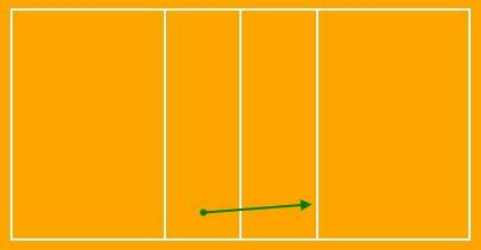
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

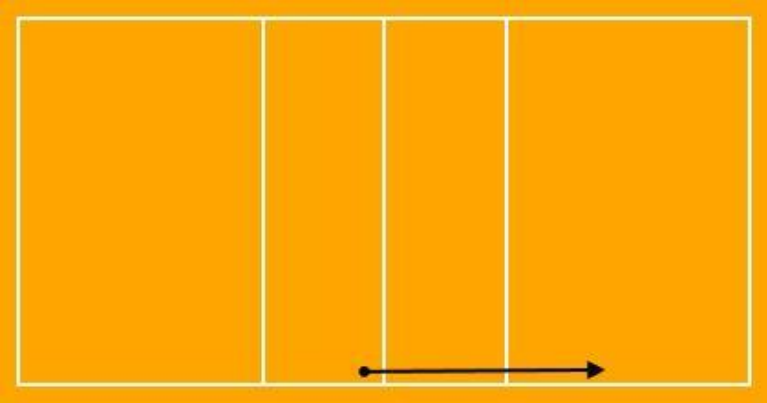
Set quality: !

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



Set quality: +

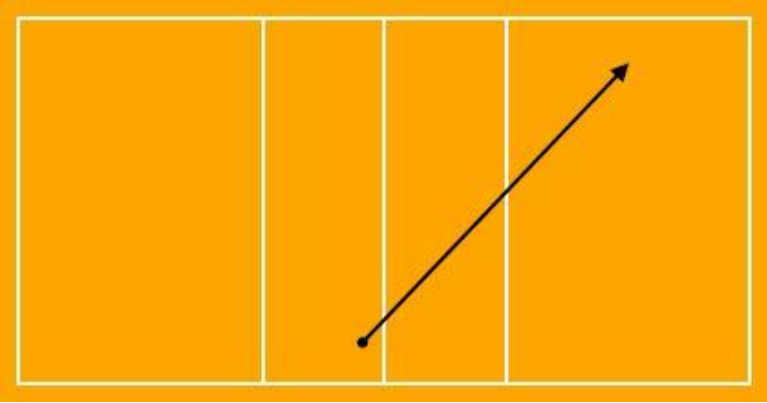
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #2 1.5 blockers

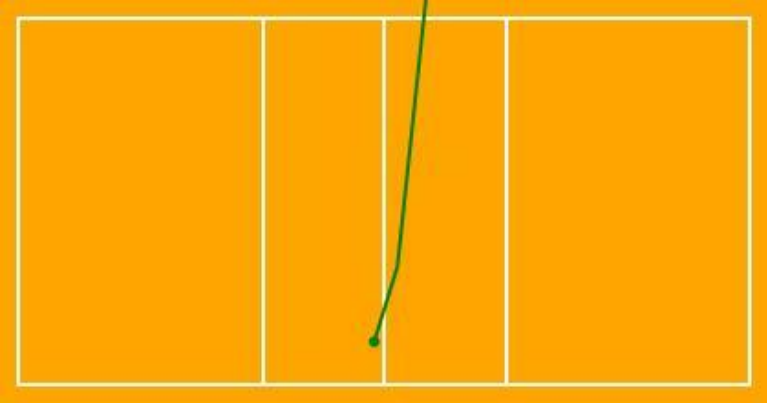
Set quality: !

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



Set quality: +

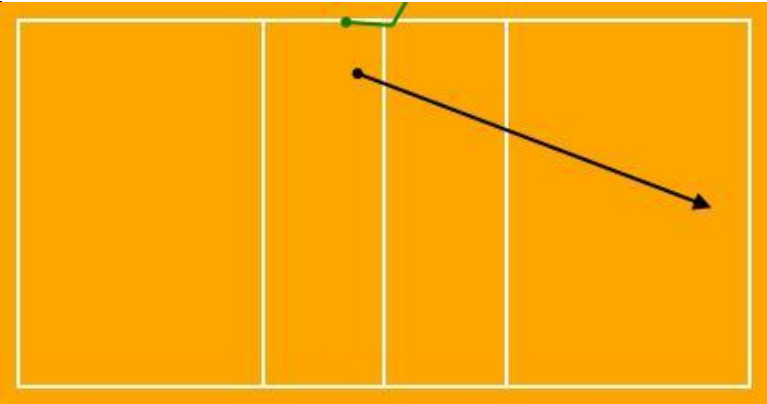
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

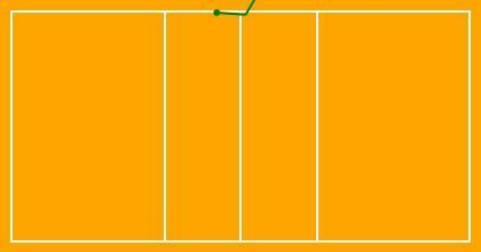
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #4 1.5 blockers

Set quality: #

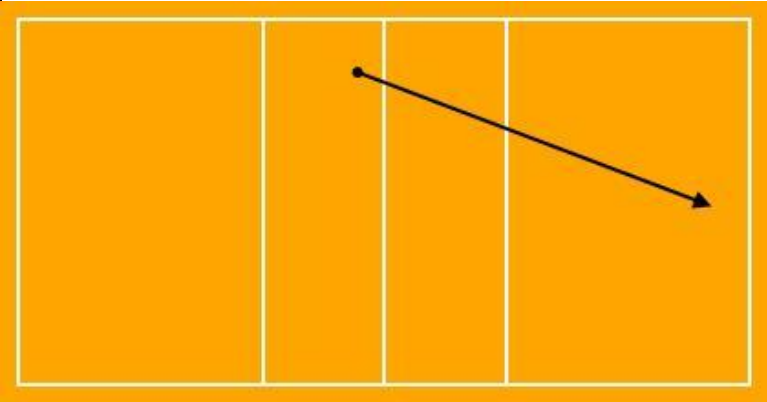
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

Set quality: /

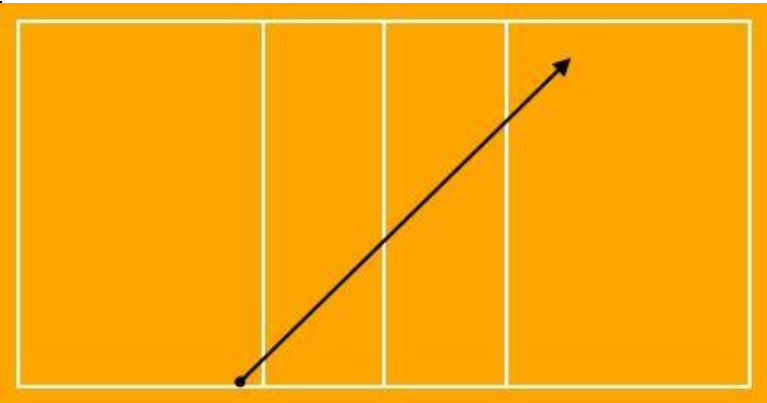
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 6

Total position 6

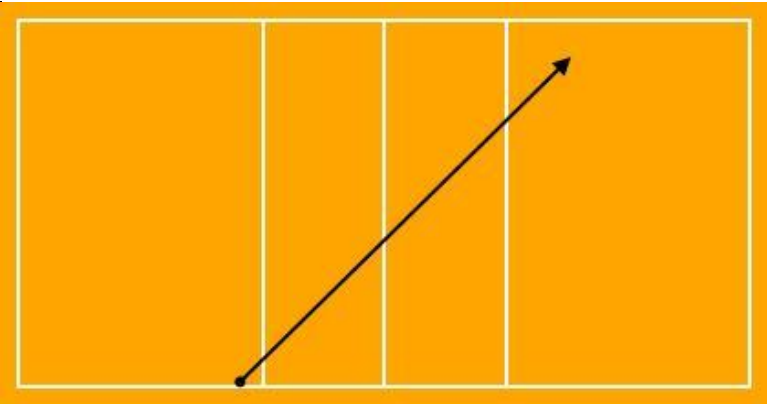
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 2 blockers

Set quality: /

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



Player #8

Shchipko Sergei

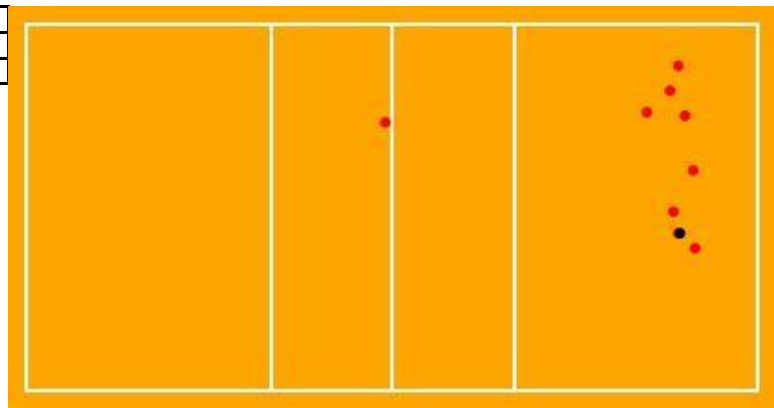
Serve

Player #8 Shchipko Sergei

Glider

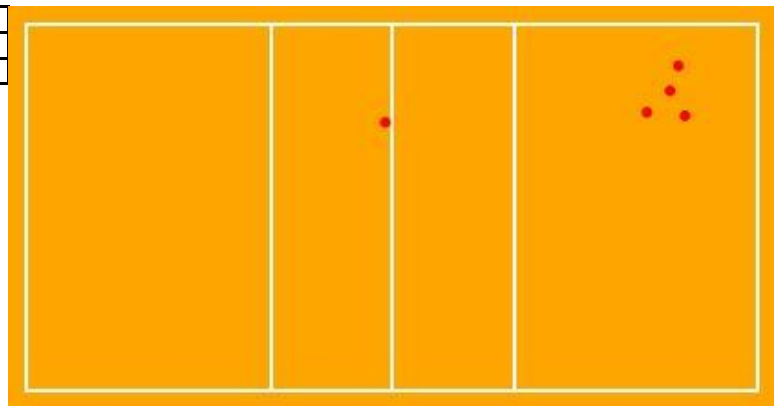
Total Glider

Total	#	+	!	/	-	=
	0%	0%	0%	10%	80%	10%
10	.	.	.	1	8	1



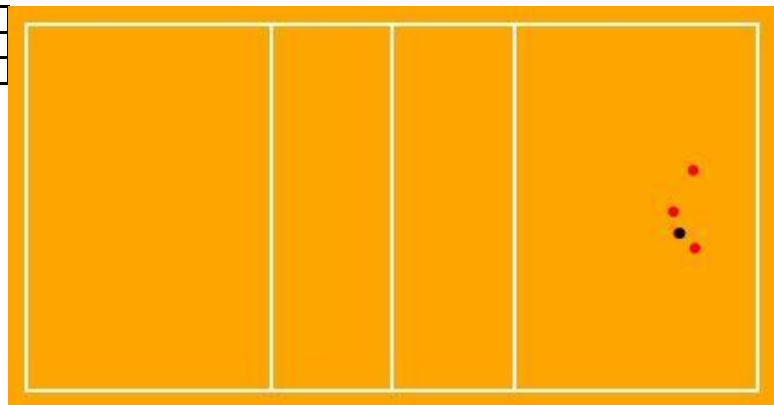
Glider Direction 1

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



Glider Direction 6

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



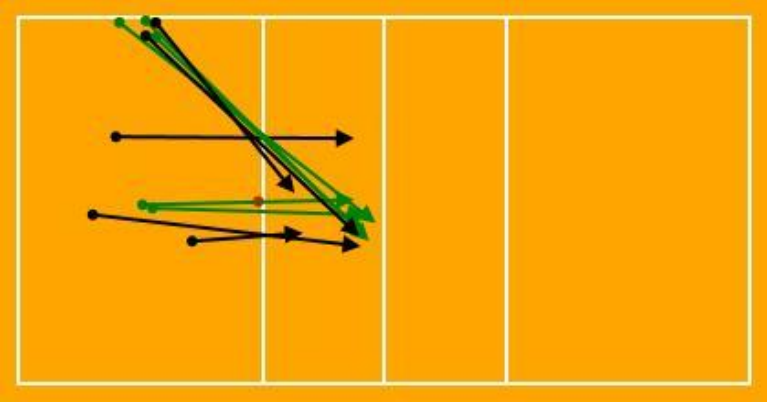
Reception

Player #8 Shchipko Sergei

Glider

Total Glider

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

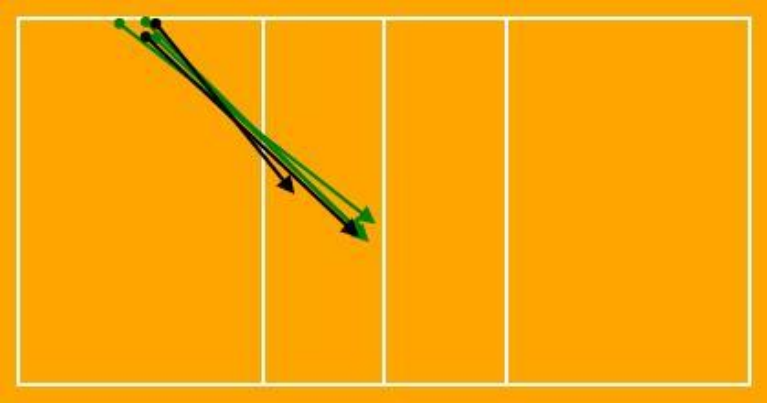


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
5(45%) #: 40%, #+: 60% !/-: 40%, =: 0%	6(54%) #: 16%, #+: 33% !/-: 50%, =: 16%	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #5

Upper

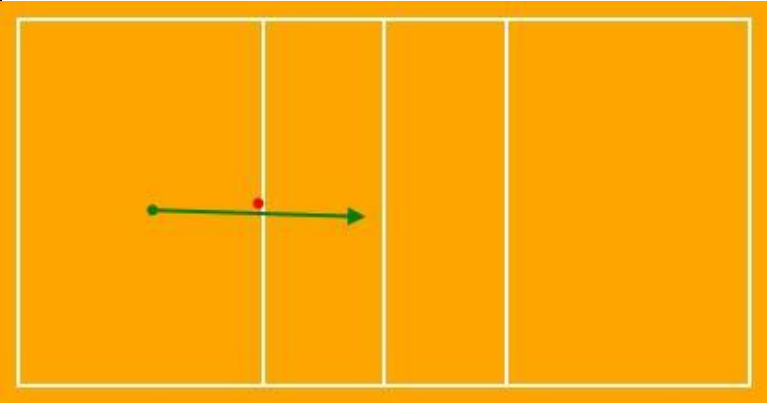
Total	#	+	!	/	-	=
	40%	20%	40%	0%	0%	0%
5	2	1	2	.	.	.



Glider Zone #6

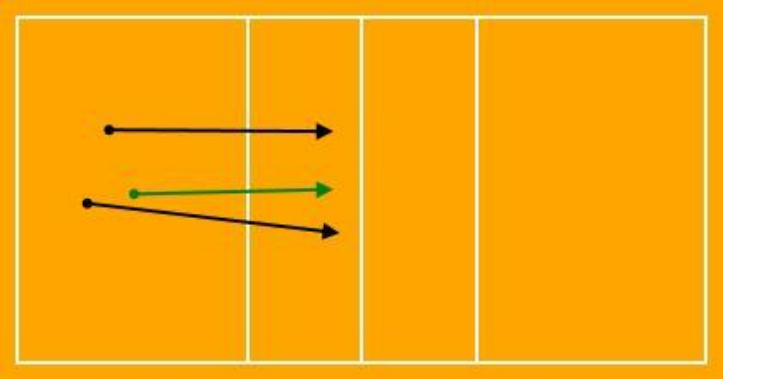
Lower

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



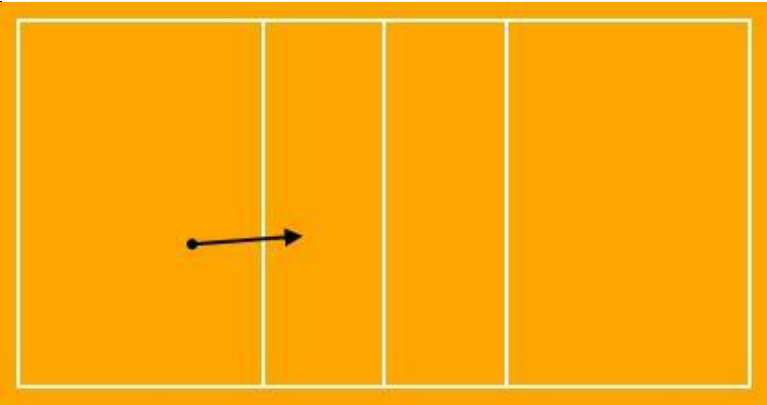
Upper

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



OneHanded

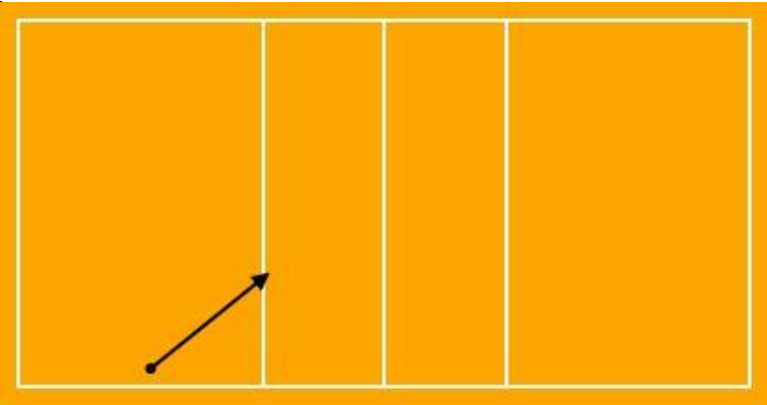
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump

Total Jump

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

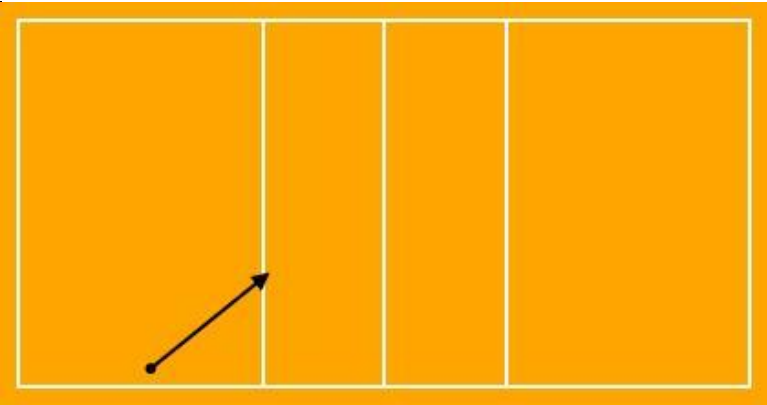


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%

Jump Zone #1

Lower

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

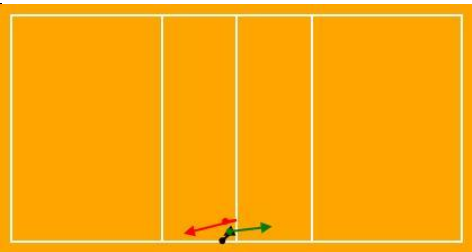


Attack
Player #8 Shchipko Sergei

Position 2

Total position 2

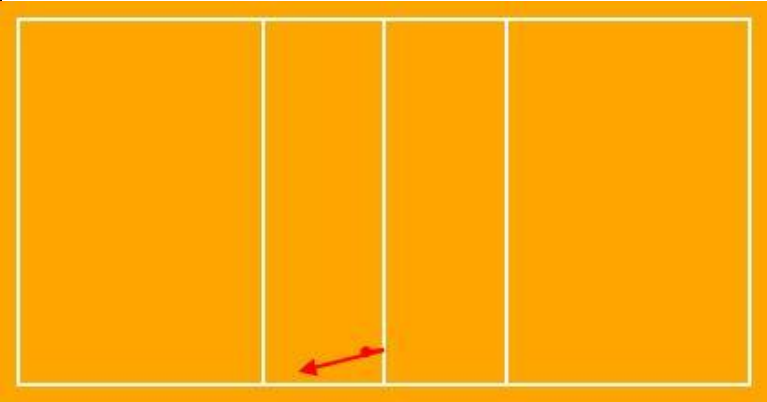
Total	#	+	!	/	-	=
	0%	33%	0%	33%	33%	0%
3	.	1	.	1	1	.



Zone #2 1 blockers

Set quality: /

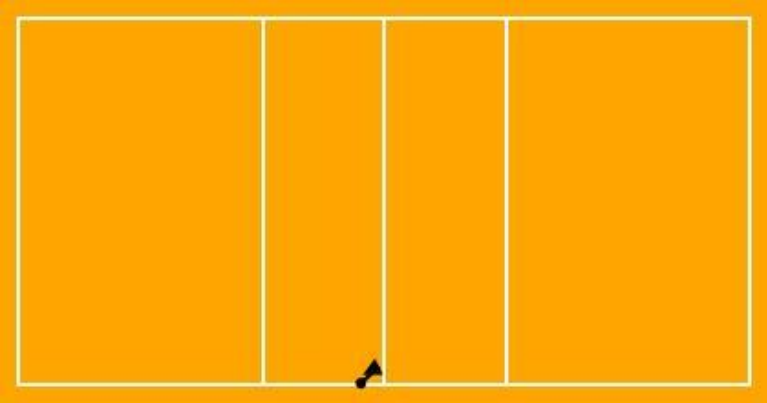
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Zone #2 1.5 blockers

Set quality: /

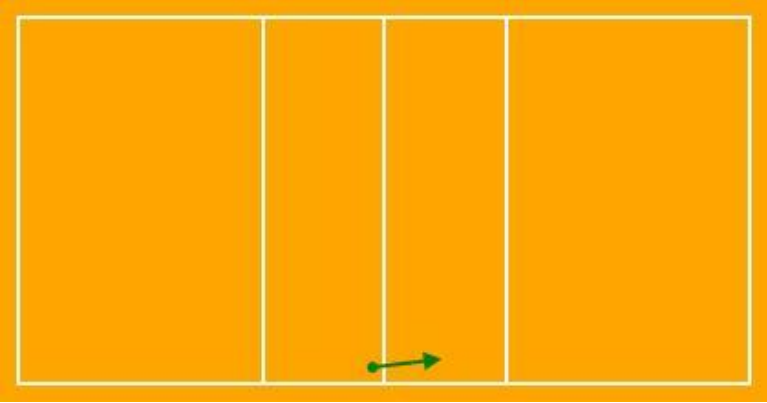
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #2 2 blockers

Set quality: +

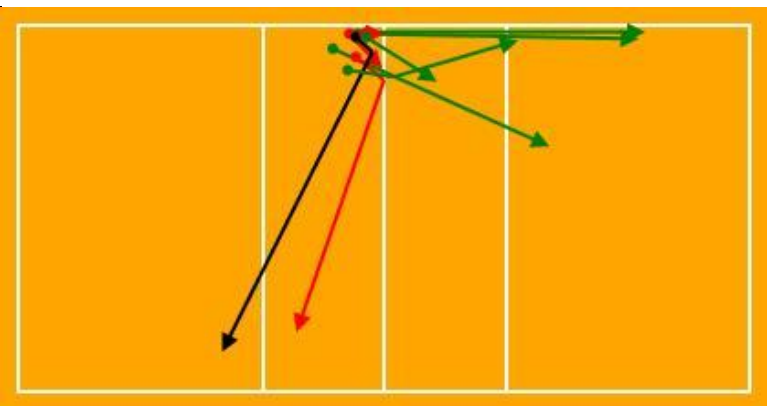
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Position 4

Total position 4

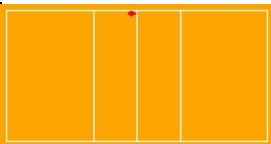
Total	#	+	!	/	-	=
	44%	11%	11%	0%	22%	11%
9	4	1	1	.	2	1



Zone #4 1.5 blockers

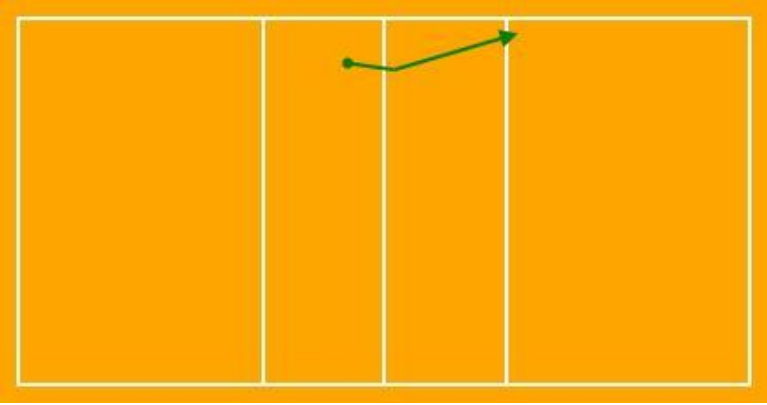
Set quality: /

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



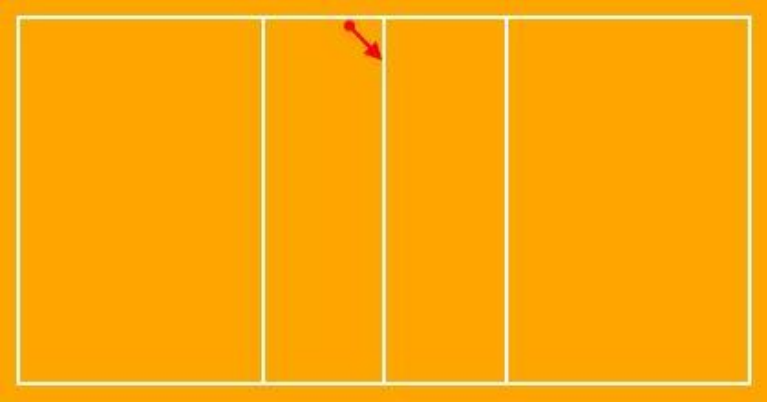
Set quality: !

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



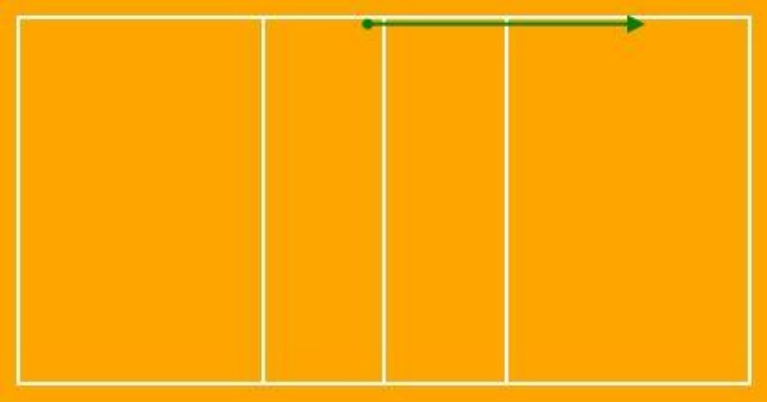
Set quality: +

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



Set quality: #

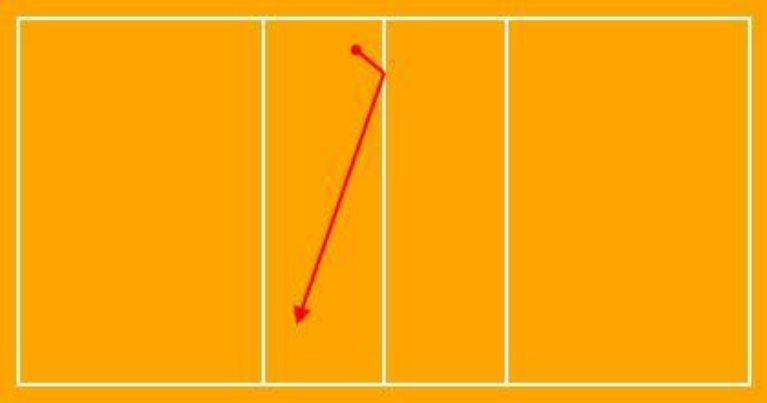
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

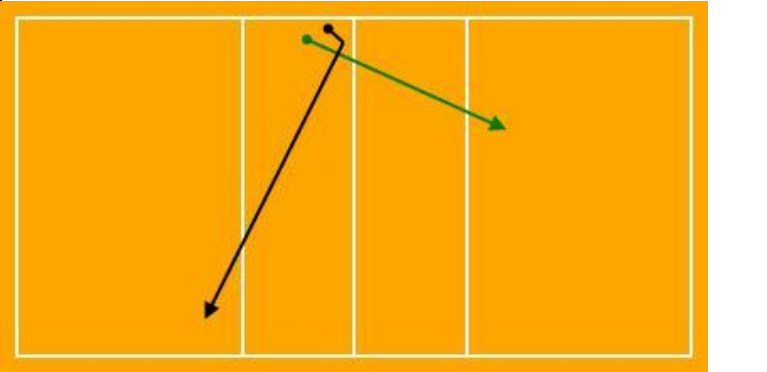
Set quality: /

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



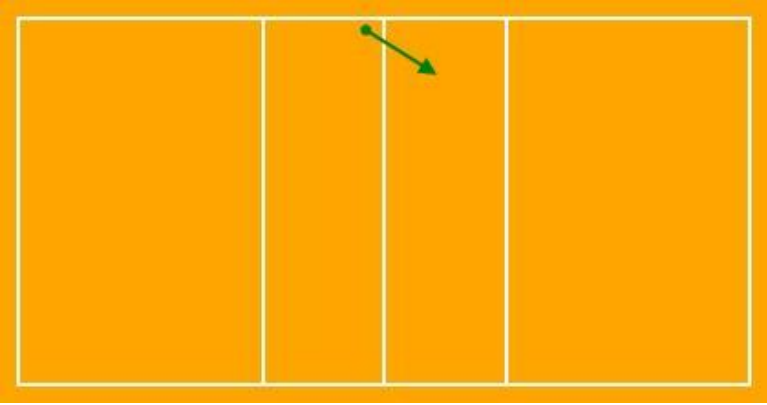
Set quality: !

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



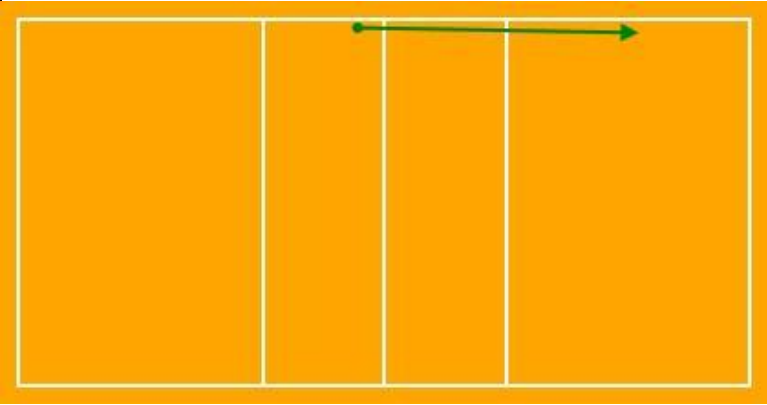
Set quality: +

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



Set quality: #

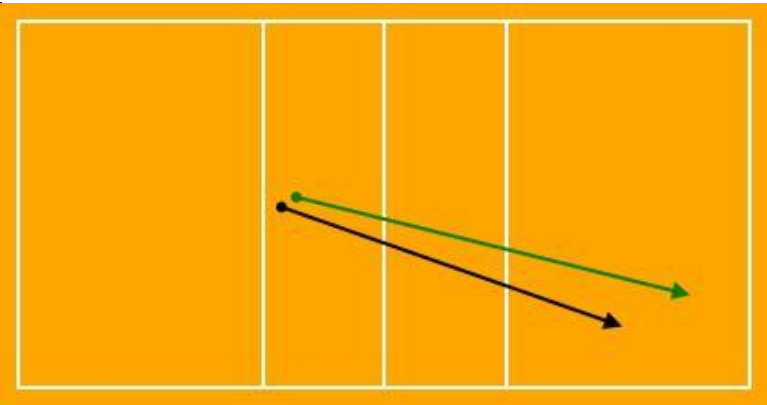
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

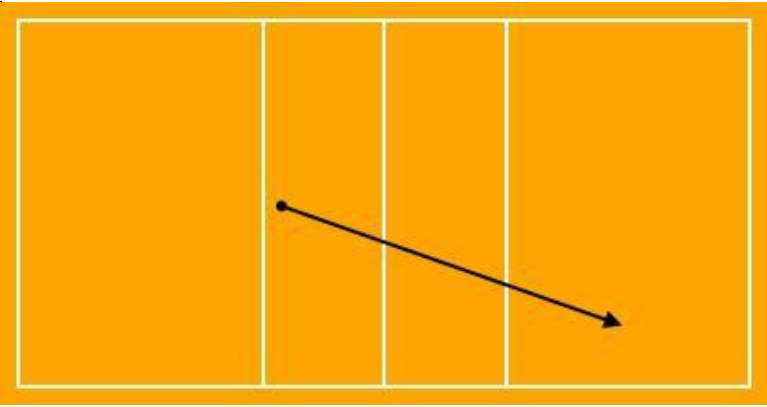
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #6 1 blockers

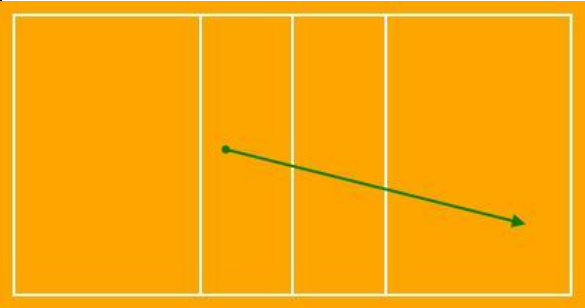
Set quality: +

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



Set quality: #

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



Player #10 Klimov Alexey

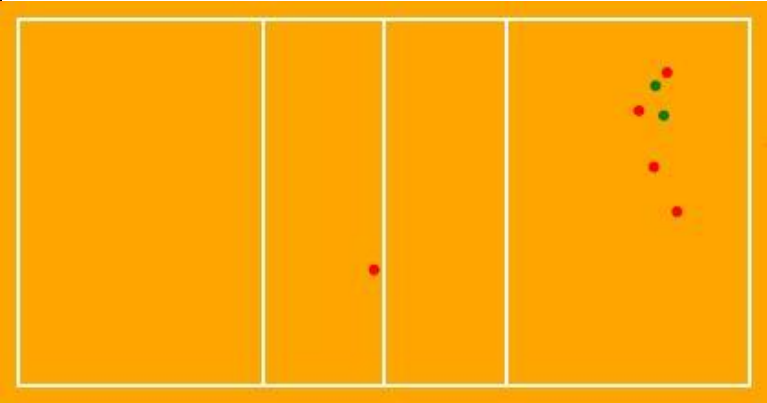
Serve

Player #10 Klimov Alexey

Glider

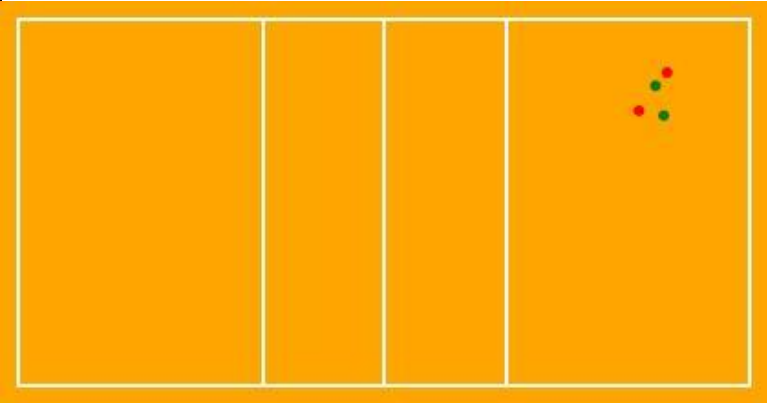
Total Glider

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



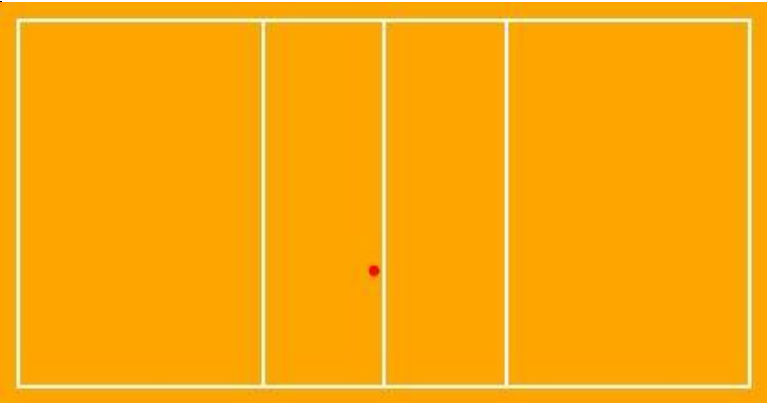
Glider Direction 1

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



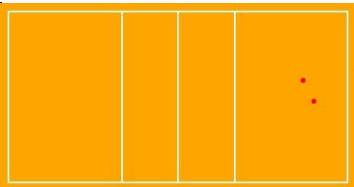
Glider Direction 5

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



Glider Direction 6

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



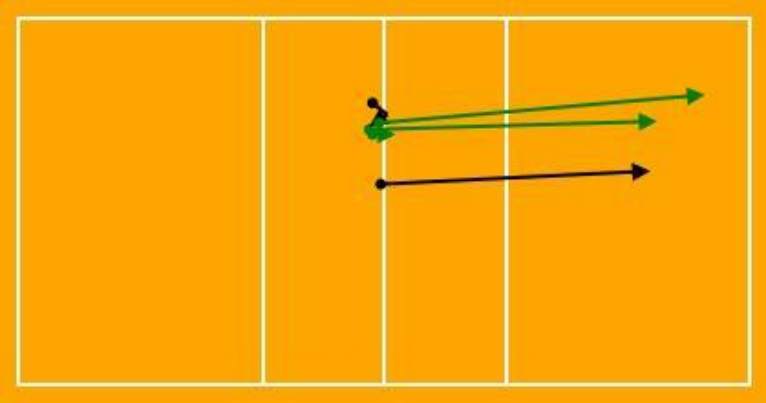
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

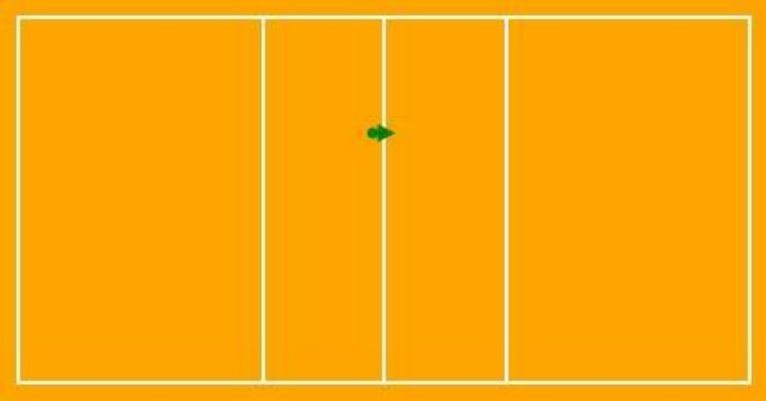
Total	#	+	!	/	-	=
	60%	0%	0%	40%	0%	0%
5	3	.	.	2	.	.



Zone #3 1 blockers

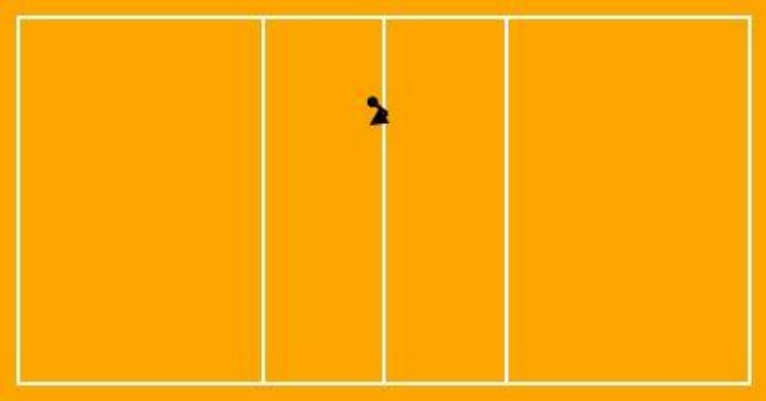
Set quality: !

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



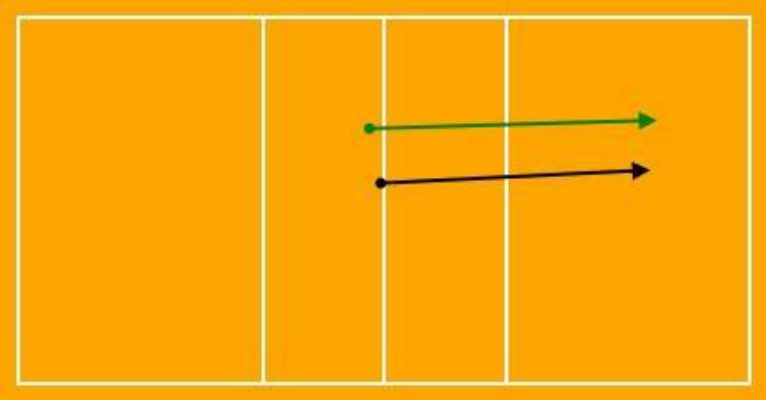
Set quality: +

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



Set quality: #

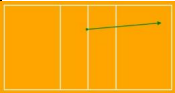
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #3 2 blockers

Set quality: #

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



Player #13

Trofimov Lev

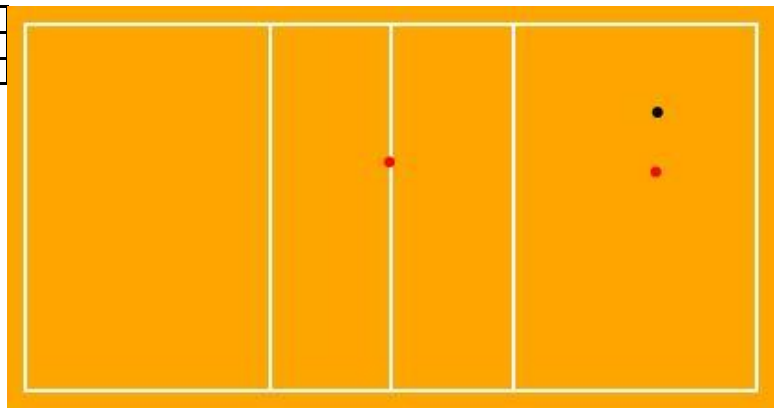
Serve

Player #13 Trofimov Lev

Glider

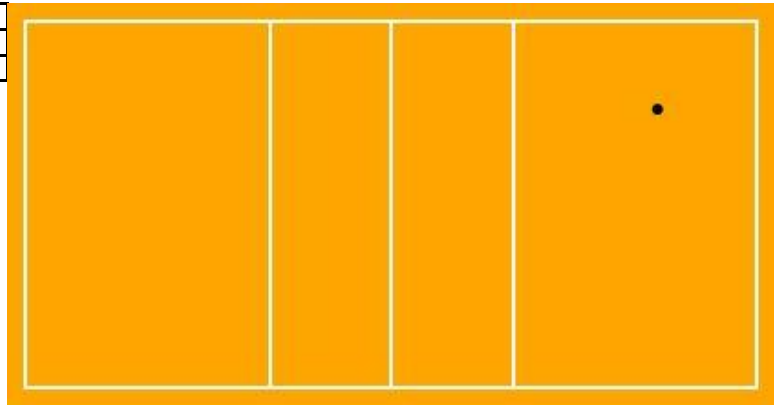
Total Glider

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



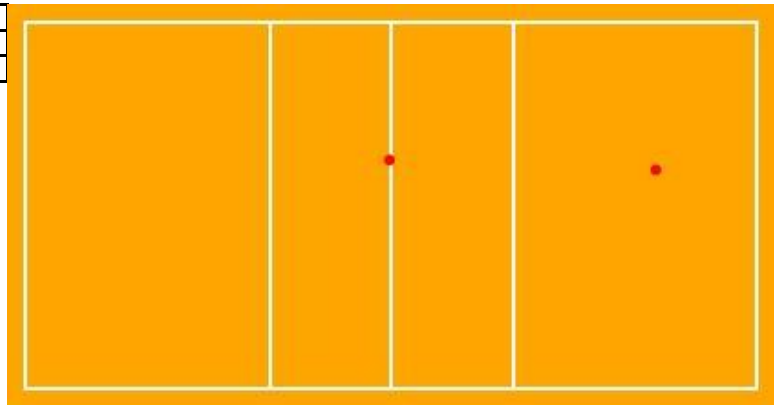
Glider Direction 1

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



Glider Direction 6

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



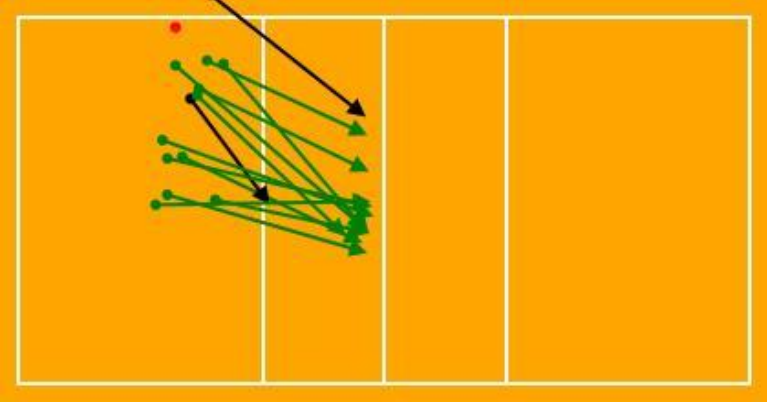
Reception

Player #13 Trofimov Lev

Glider

Total Glider

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

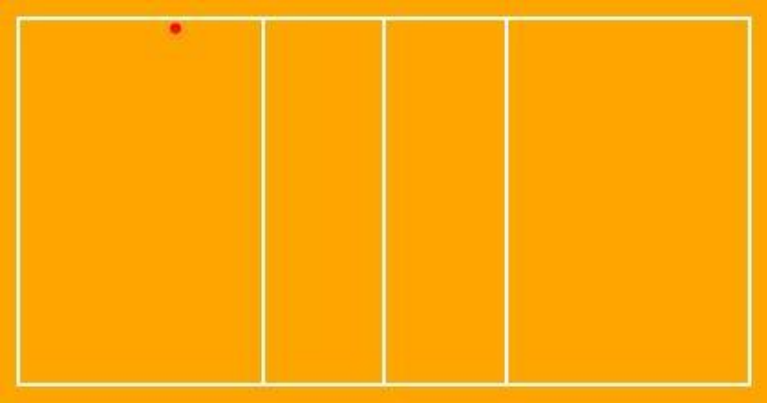


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
8(57%) #: 25%, #+: 62% !/-: 25%, =: 12%	6(42%) #: 83%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #5

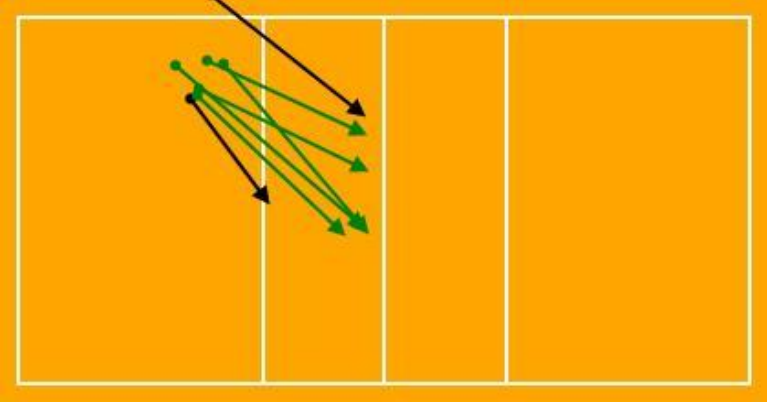
Lower

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



Upper

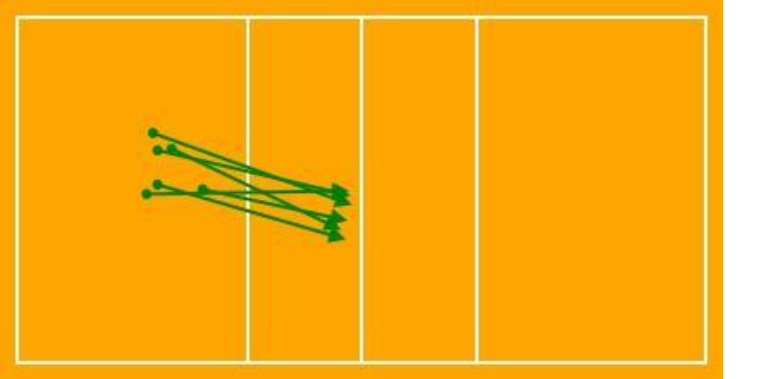
Total	#	+	!	/	-	=
	28%	42%	28%	0%	0%	0%
7	2	3	2	.	.	.



Glider Zone #6

Upper

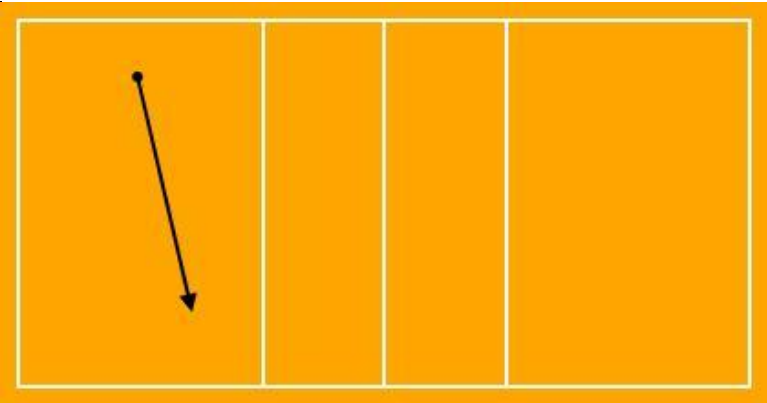
Total	#	+	!	/	-	=
	83%	16%	0%	0%	0%	0%
6	5	1



Jump

Total Jump

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

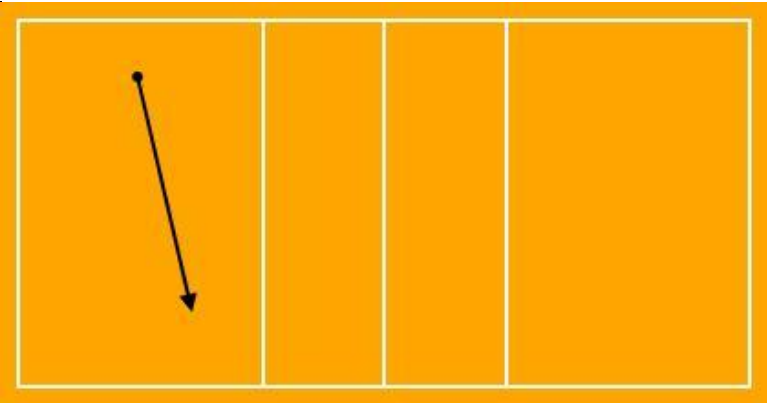


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

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

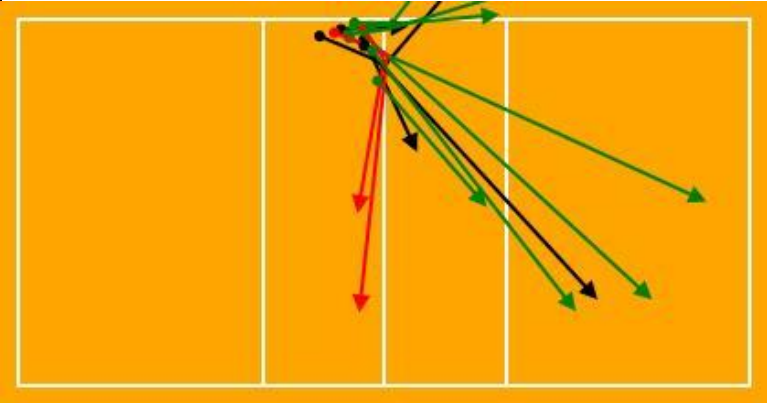


Attack Player #13 Trofimov Lev

Position 4

Total position 4

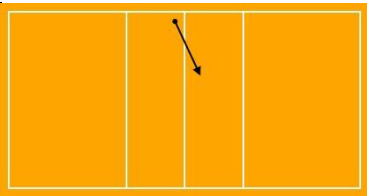
Total	#	+	!	/	-	=
	53%	0%	0%	30%	15%	0%
13	7	.	.	4	2	.



Zone #4 1 blockers

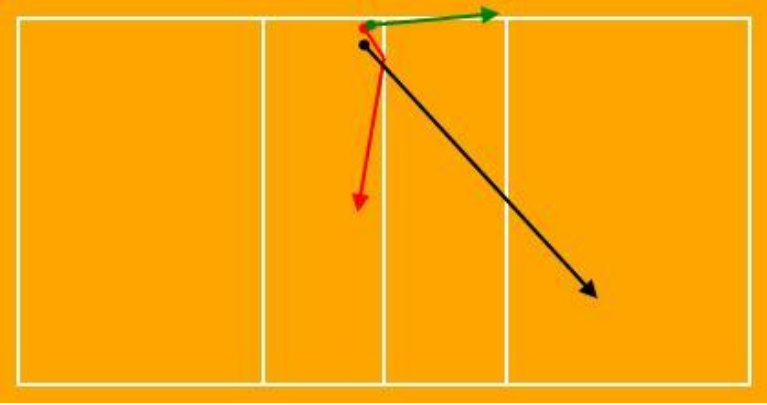
Set quality: /

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



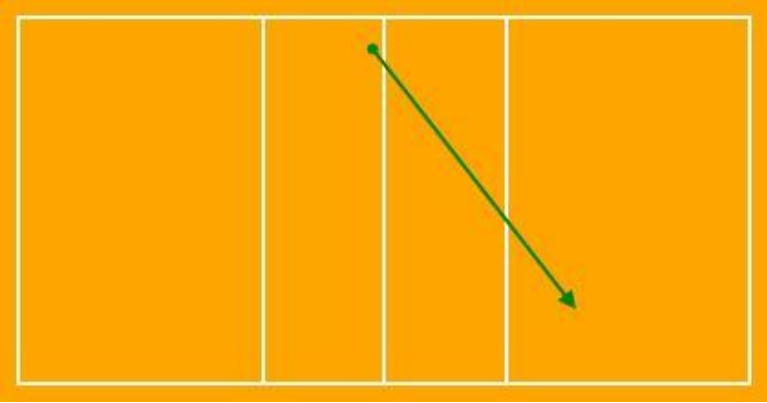
Set quality: !

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



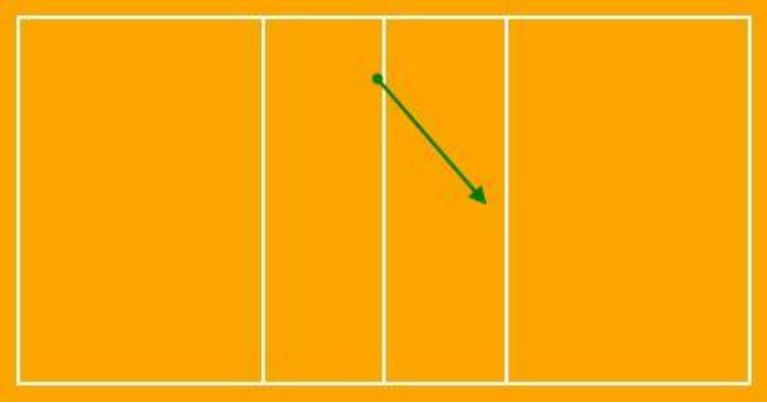
Set quality: +

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



Set quality: #

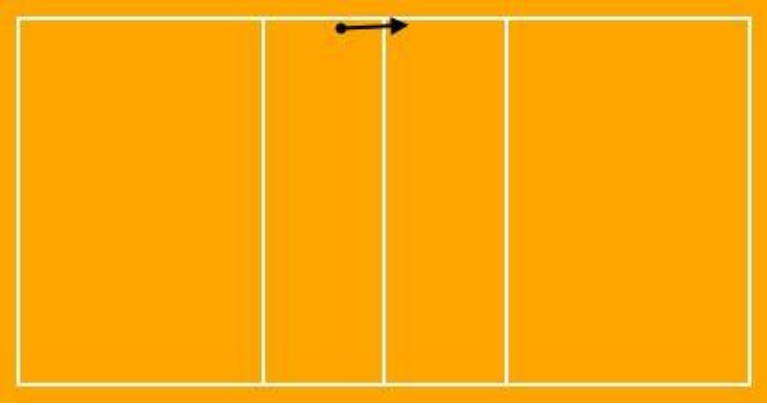
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

Set quality: !

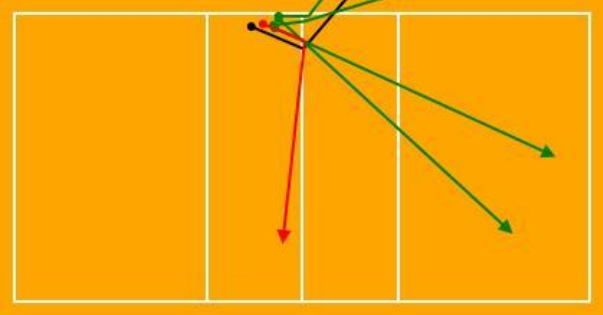
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 2 blockers

Set quality: +

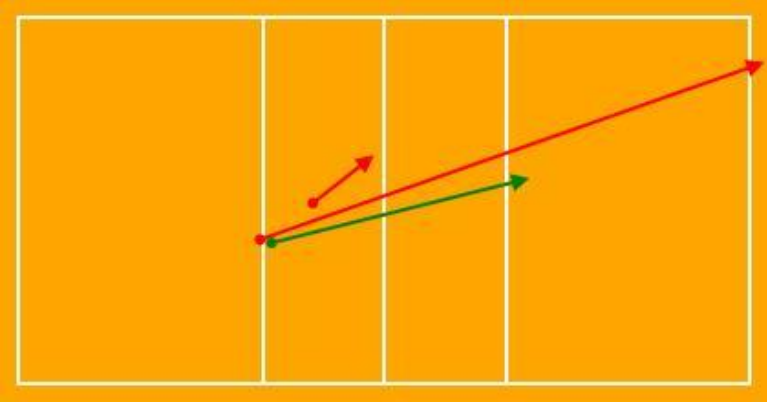
Total	#	+	!	/	-	=
	66%	0%	0%	16%	16%	0%
6	4	.	.	1	1	.



Position 6

Total position 6

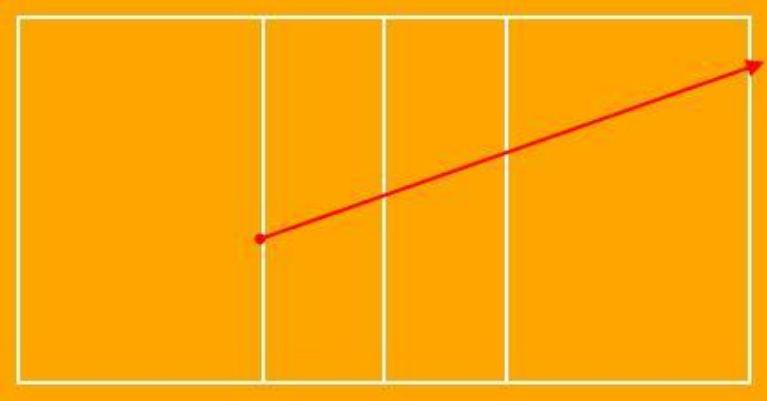
Total	#	+	!	/	-	=
	33%	0%	0%	0%	0%	66%
3	1	2



Zone #6 0 blockers

Set quality: -

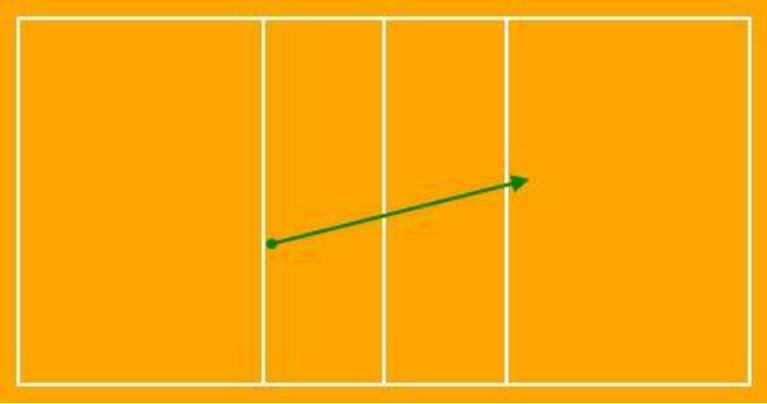
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #6 0.5 blockers

Set quality: !

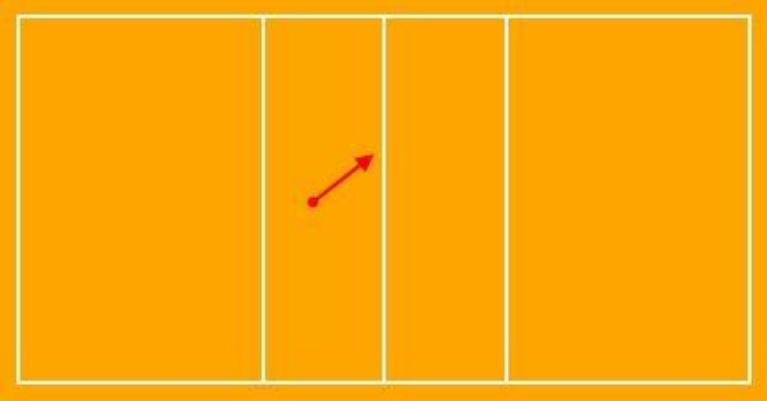
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #6 1 blockers

Set quality: /

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



Player #14

Ahmadullin Timur

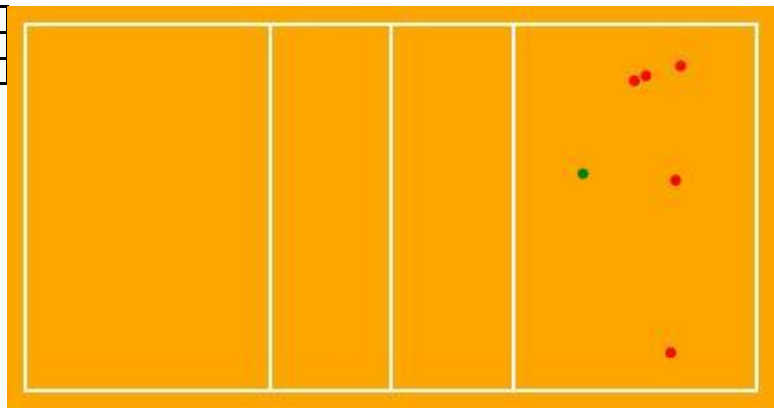
Serve

Player #14 Ahmadullin Timur

Glider

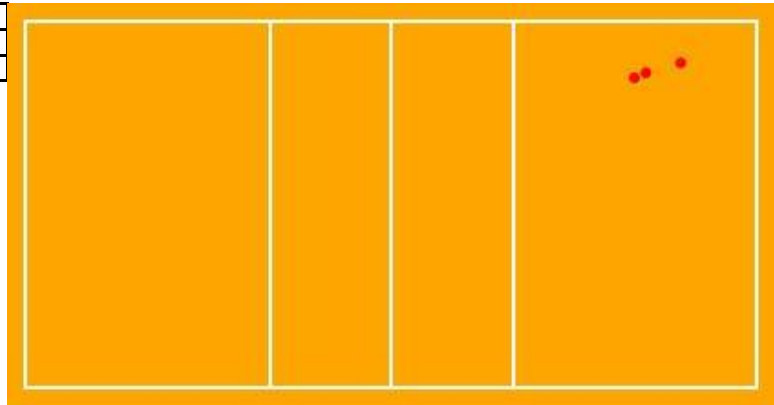
Total Glider

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



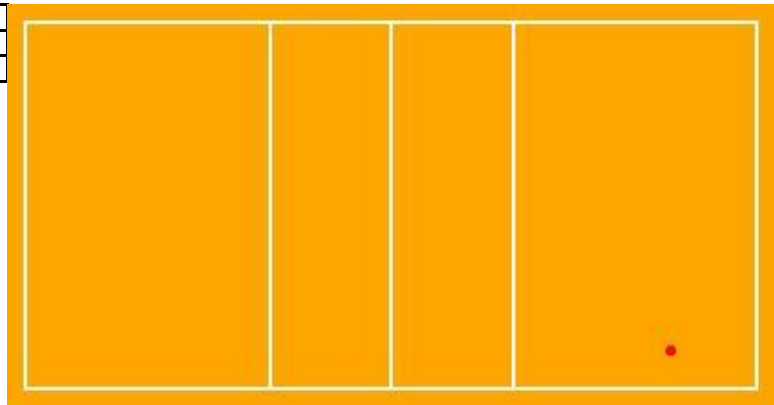
Glider Direction 1

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



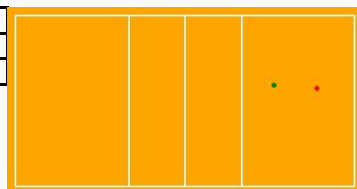
Glider Direction 5

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



Glider Direction 6

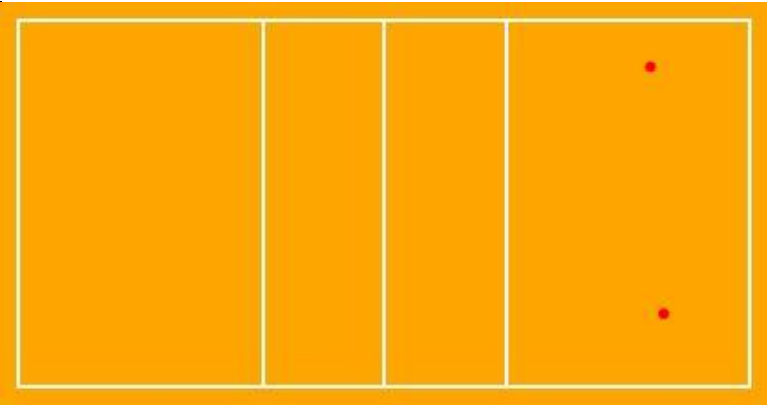
Total	#	+	!	/	-	=
	0%	50%	0%	0%	50%	0%
2	.	1	.	.	1	.



Jump

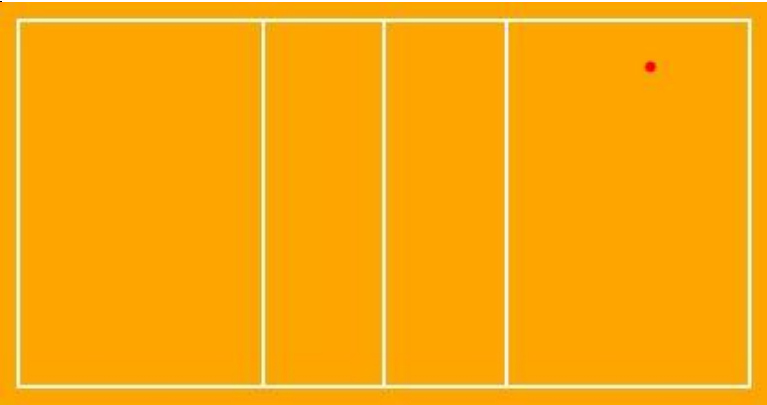
Total Jump

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



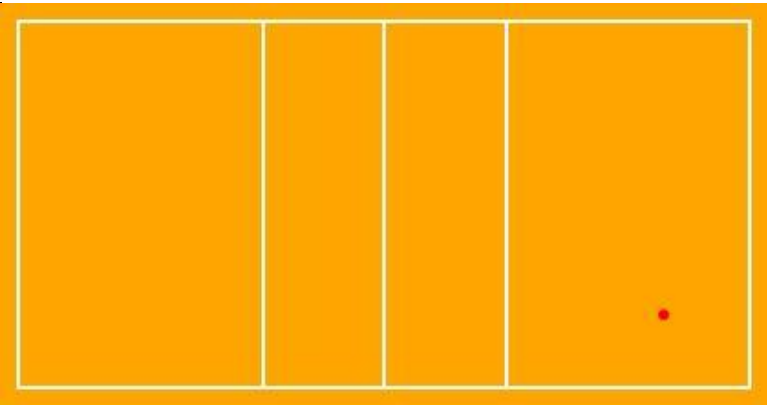
Jump Direction 1

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



Jump Direction 5

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

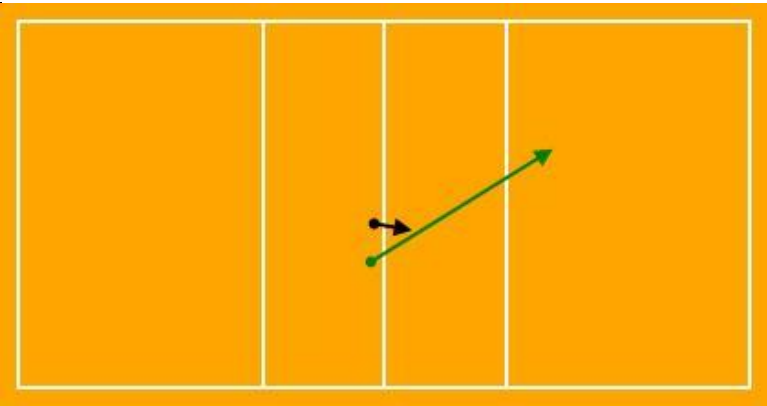


Attack Player #14 Ahmadullin Timur

Position 2

Total position 2

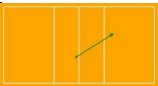
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #2 0 blockers

Set quality: #

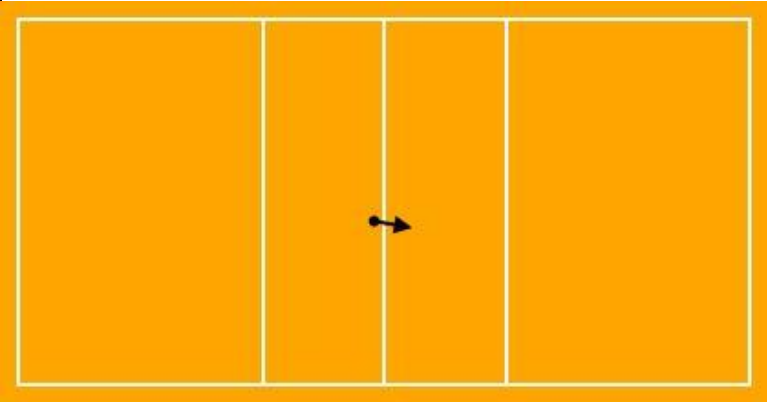
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

Set quality: #

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



Player #16

Pyanov Maxim

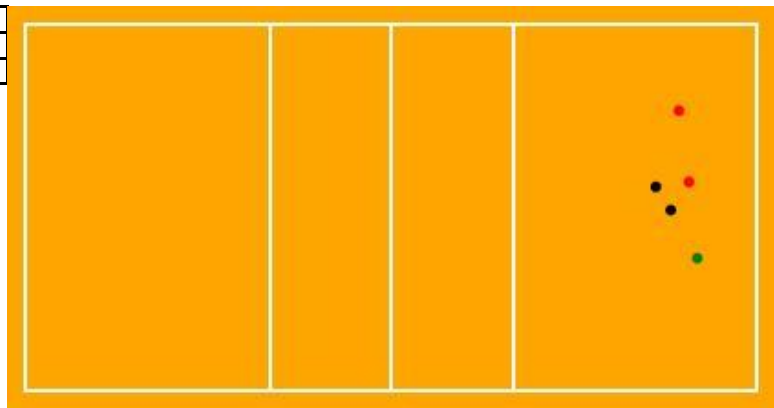
Serve

Player #16 Pyanov Maxim

Glider

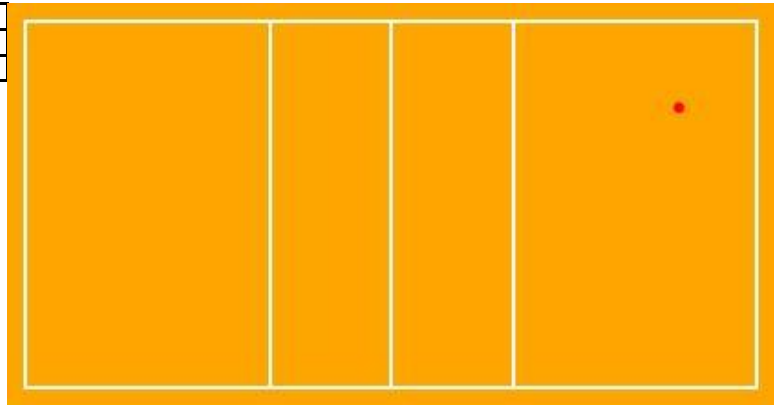
Total Glider

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



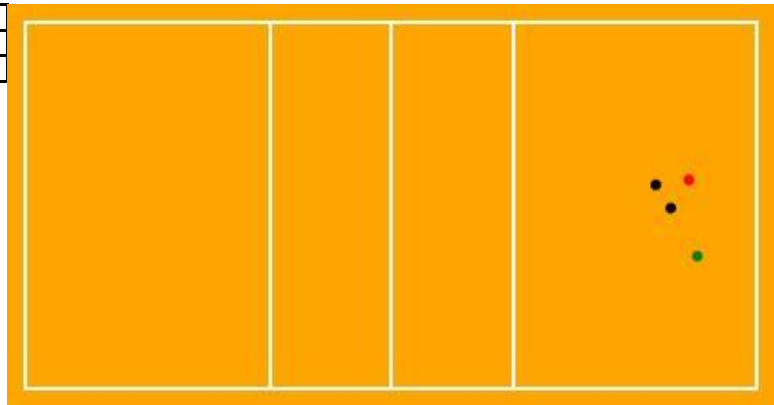
Glider Direction 1

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



Glider Direction 6

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



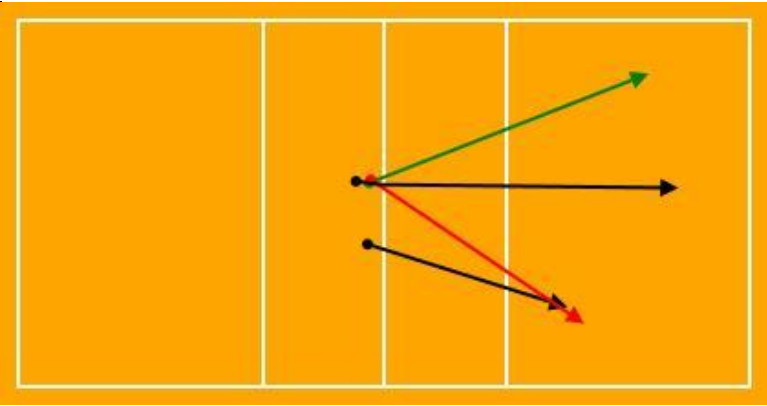
Attack

Player #16 Pyanov Maxim

Position 3

Total position 3

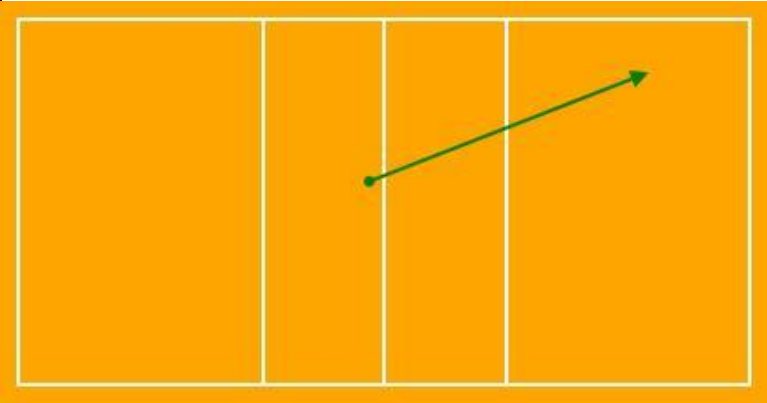
Total	#	+	!	/	-	=
	25%	0%	0%	50%	0%	25%
4	1	.	.	2	.	1



Zone #3 0 blockers

Set quality: #

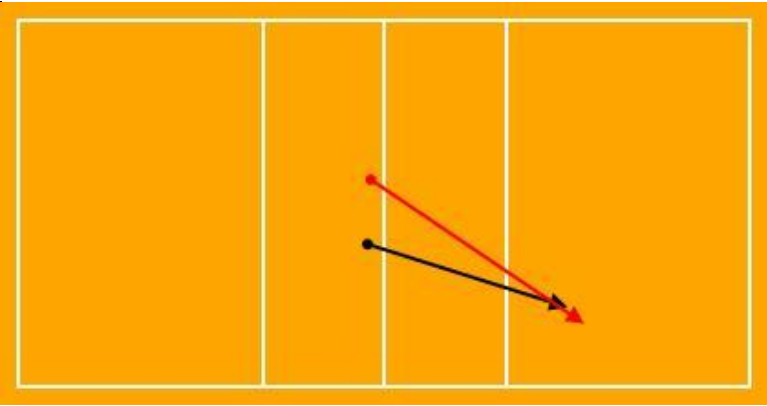
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

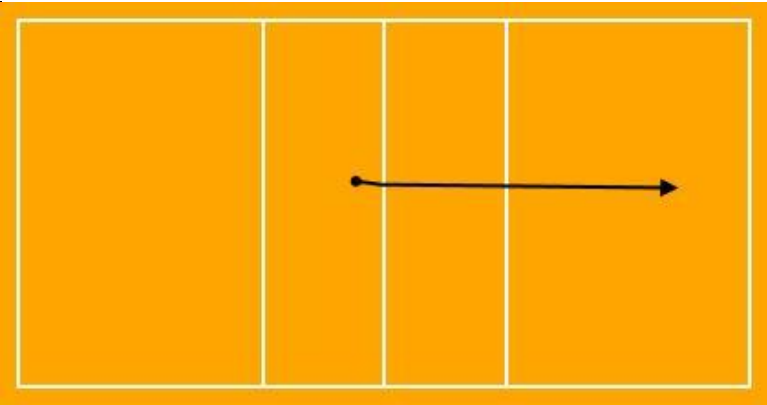
Set quality: !

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



Set quality: +

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



Player #17

Fedunov Daniil

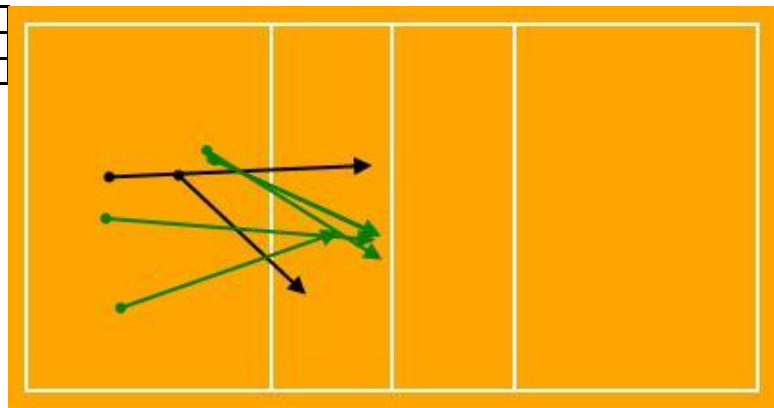
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

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

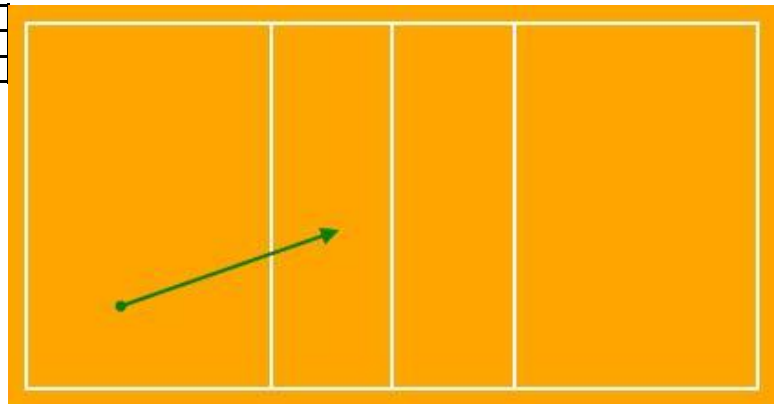


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	6(85%) #: 50%, #+: 66% !/-: 33%, =: 0%	1(14%) #: 0%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

Upper

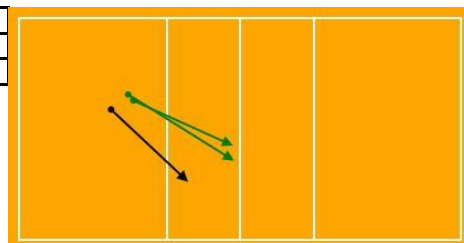
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Glider Zone #6

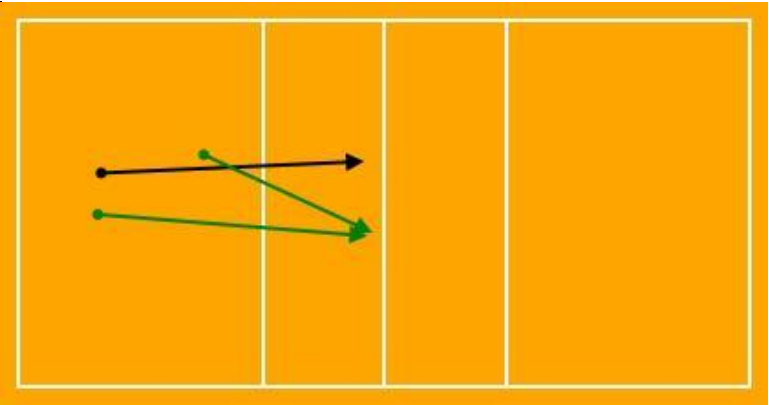
Lower

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



Upper

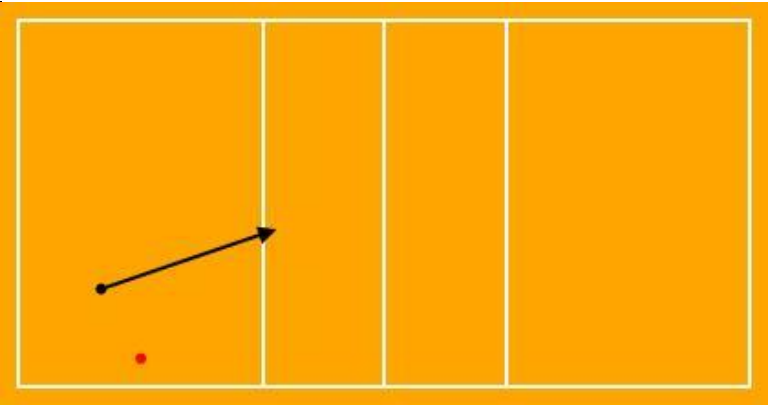
Total	#	+	!	/	-	=
	33%	33%	33%	0%	0%	0%
3	1	1	1	.	.	.



Jump

Total Jump

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



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

Jump Zone #1

Lower

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

