Player	Poin	ts	Serv	e			Rece	ptio	n			Atta	ck					Bloc	k			Defe	ence
	Pts	W-L	Tot	Err	Eff%	Ace	Tot	Err	Neg%	Pos%	Per%	Tot	Err	Bk	Pts	Eff%	Pts%	Err	Neg%	Pos%	Pts	Tot	Pos%
#1 Vasilchenko	10	4	7	1	14%	1				•		13	5	•	7	61%	53%		33%	66%	2	2	0%
#2 Baiduji		0							•	•			•	•			•						
#7 Ushakov		0												•			•						
#8 Shchipko	5	1	11	2	27%	2	12		25%	41%	25%	9	2	•	3	33%	33%					4	100%
#10 Klimov	7	6	8	1	12%							5		•	4	100%	80%		28%	71%	3	3	100%
#12 Volkov		0		•		•				•			•	•		•	•			•	•		
#13 Trofimov	4	-3	3		33%		13	2	38%	7%	7%	12	4	1	4	33%	33%		100%	0%		5	60%
#14 Ahmadullin	4	2	11	1	18%	2				•		2	1	•	1	50%	50%		0%	100%	1	3	66%
#15 Lyashenko	3	2	3	1	0%		1		0%	100%	0%	2		•	2	100%	100%		0%	100%	1	1	100%
#16 Pyanov	1	-1	2	1	0%							2	1	•	1	50%	50%			•	•		
#17 Fedunov		0				•	13		30%	69%	15%			•			•					5	100%
#18 Ziva		0																					
#24 Scherbakov	1	-1	3		0%		2		50%	50%	0%	4	2	•	1	50%	25%	•	0%	100%		1	100%
Total	35	10	48	7	16%	5	41	2	31%	41%	14%	49	15	1	23	53%	46%	•	33%	66%	7	24	79%

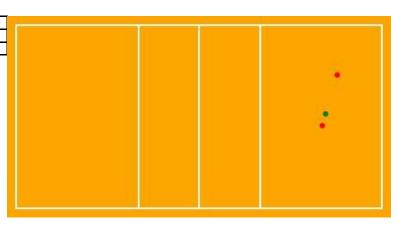
# Player #1 Vasilchenko Dmitrii

## Serve Player #1 Vasilchenko Dmitrii

### Glider

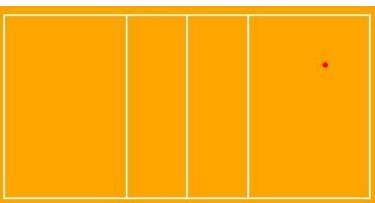
Total Glider

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



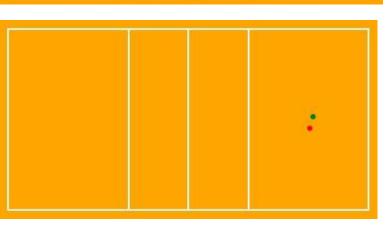
Glider Direction 1

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



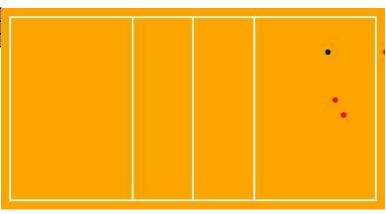
Glider Direction 6

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



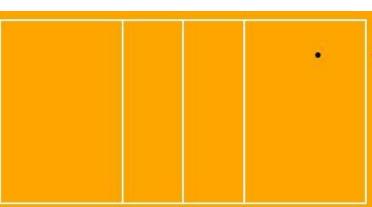
## Jump Total Jump

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



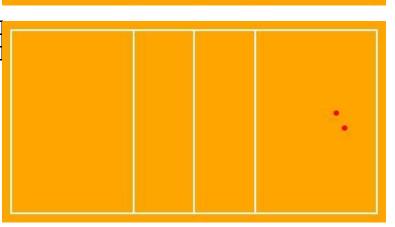
**Jump Direction 1** 

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



Jump Direction 6

<del></del>						
Total	#	+	!	/	-	"
	0%	0%	0%	0%	100%	0%
2					2	

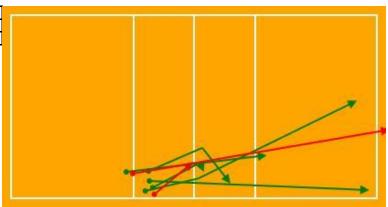


## **Attack** Player #1 Vasilchenko Dmitrii

## Position 1

Total position 1

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



## Zone #1 0.5 blockers

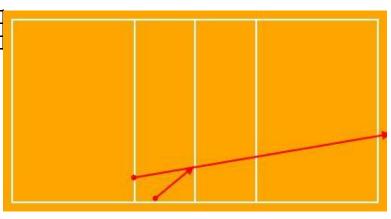
Set quality: #

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

## Zone #1 1 blockers

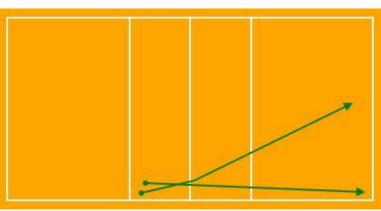
Set quality: !

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



Set quality: +

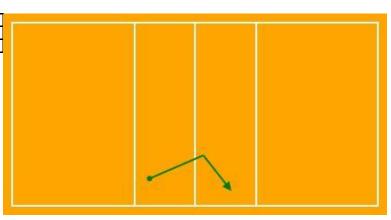
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2					



## Zone #1 1.5 blockers

Set quality: +

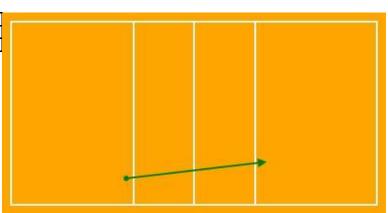
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1					



## Zone #1 2 blockers

Set quality: /

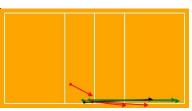
Total	#	+	!	/	1	Ш
	0%	100%	0%	0%	0%	0%
1		1				



## Position 2

Total position 2

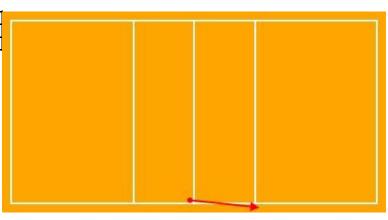
Total	#	+	!	/	-	=
	33%	0%	0%	16%	0%	50%
6	2			1		3



## Zone #2 1 blockers

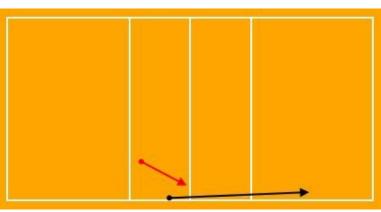
Set quality: -

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



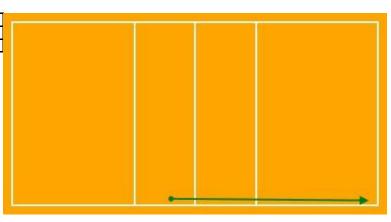
Set quality: /

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



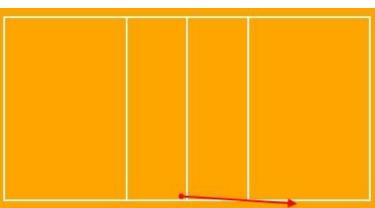
Set quality: !

oct quant	oct quanty::										
Total	#	+	!	/	-	=					
	100%	0%	0%	0%	0%	0%					
1	1										



Set quality: #

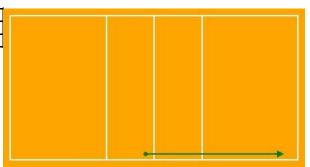
	. , ·					
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1						1



## Zone #2 1.5 blockers

Set quality: #

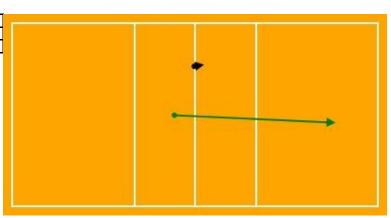
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1					



## Position 4

Total position 4

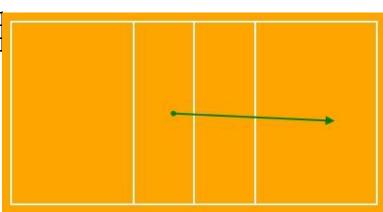
Tota	al	#	+	!	/	-	=
		50%	0%	0%	50%	0%	0%
2		1	•	•	1	•	



## Zone #4 1 blockers

Set quality: #

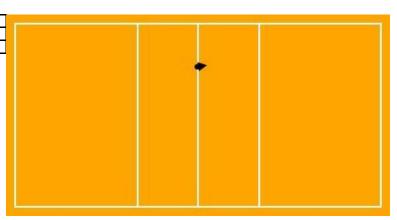
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1					



## Zone #4 2 blockers

Set quality: -

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



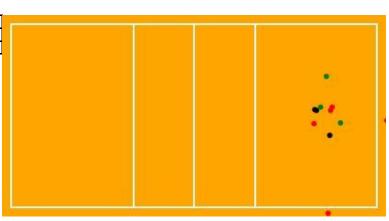
## Player #8 Shchipko Sergei

## Serve Player #8 Shchipko Sergei

### Glider

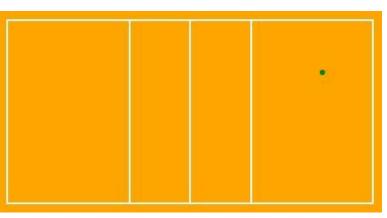
Total Glider

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



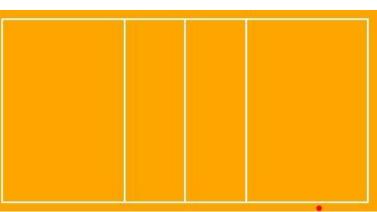
**Glider Direction 1** 

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



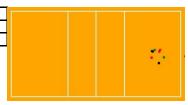
**Glider Direction 5** 

ı	Total	#	+	!	/	-	=
ĺ		0%	0%	0%	0%	0%	100%
ſ	1						1



Glider Direction 6

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

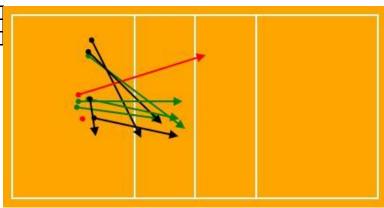


## Reception Player #8 Shchipko Sergei

## Glider

### **Total Glider**

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

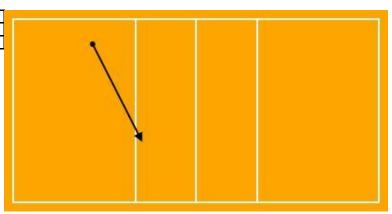


1(10%)	.(0%)	.(0%)
#: 0%, #+: 0%	#: ., #+: .	#: ., #+: .
!/-: 100%, =:	!/-: ., =: .	!/-: ., =: .
0%		
2(20%)	7(70%)	.(0%)
#: 50%, #+:	#: 14%, #+:	#: ., #+: .
50%	42%	!/-: ., =: .
!/-: 50%, =: 0%	!/-: 57%, =: 0%	

## Glider Zone #4

Upper

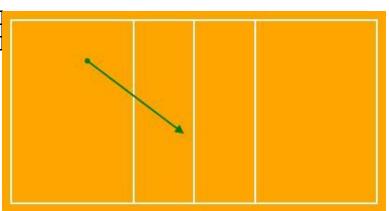
Total	#	+	!	/	1	П
	0%	0%	100%	0%	0%	0%
1			1			



## Glider Zone #5

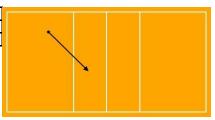
Lower

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



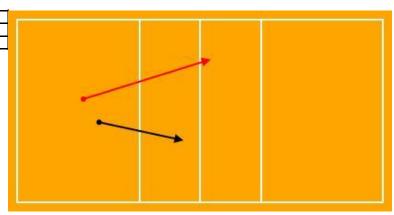
**Upper** 

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



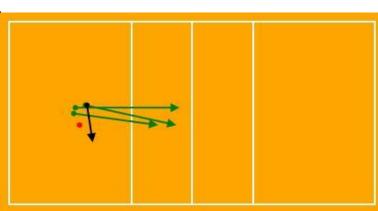
## Glider Zone #6

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



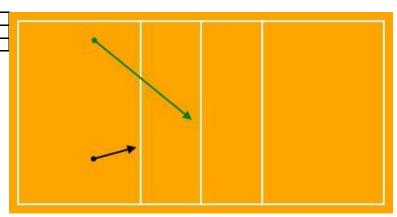
Upper

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



## Jump Total Jump

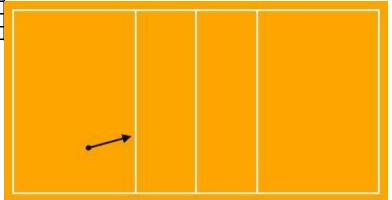
Total	#	+	!	/	-	II
	50%	0%	50%	0%	0%	0%
2	1		1			



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

## Jump Zone #1

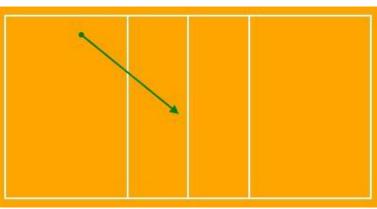
_	<del></del>						
	Total	#	+	!	/	-	=
		0%	0%	100%	0%	0%	0%
	1			1			



## Jump Zone #5

Lower

<b>-</b>	
Total # + ! / -	=
100% 0% 0% 0% 0%	0%
1 1	

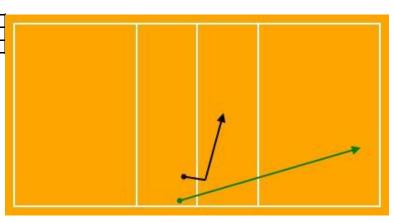


## Attack Player #8 Shchipko Sergei

## **Position 2**

**Total position 2** 

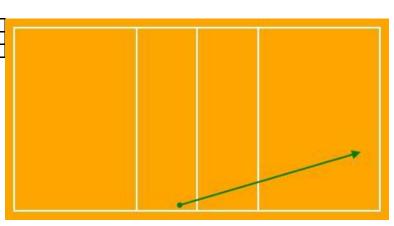
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1			1		



## Zone #2 1 blockers

Set quality: !

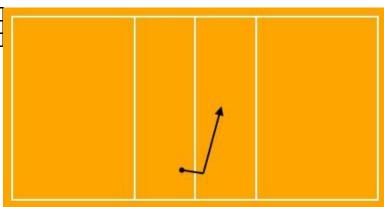
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1					



## Zone #2 2 blockers

Set quality: !

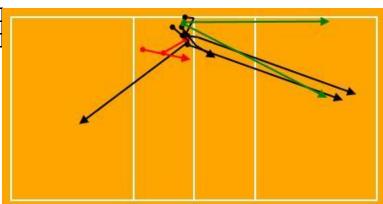
Tot	tal	#	+	!	/	-	=
		0%	0%	0%	100%	0%	0%
1					1		



## **Position 4**

**Total position 4** 

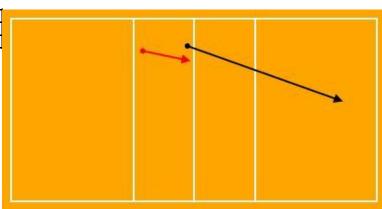
Total	#	+	!	/	-	=
	22%	0%	11%	44%	0%	22%
9	2	•	1	4	•	2



## Zone #4 1 blockers

Set quality:!

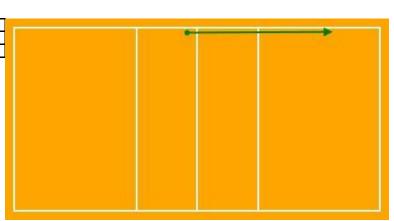
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2				1		1



## Zone #4 1.5 blockers

Set quality: #

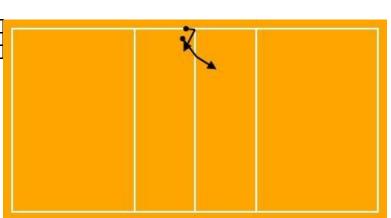
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1					



## Zone #4 2 blockers

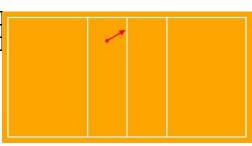
Set quality: /

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



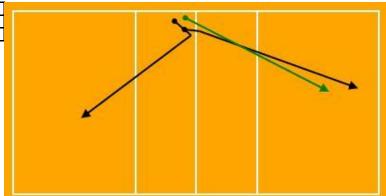
Set quality:!

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



Set quality: +

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



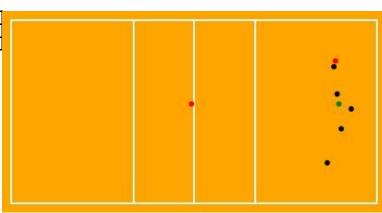
## Player #10 Klimov Alexey

## Serve Player #10 Klimov Alexey

### Glider

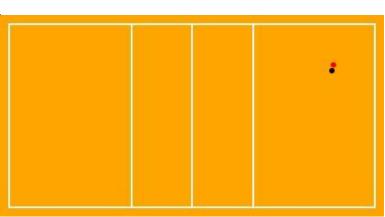
Total Glider

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



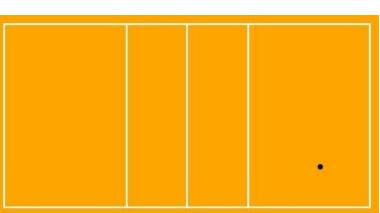
**Glider Direction 1** 

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



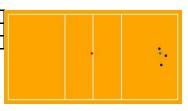
**Glider Direction 5** 

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



**Glider Direction 6** 

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

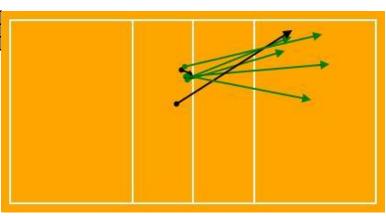


## Attack Player #10 Klimov Alexey

## **Position 3**

**Total position 3** 

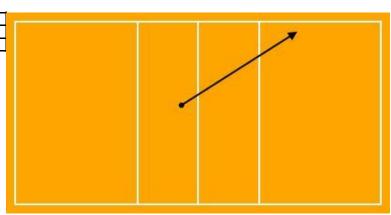
Total	#	+	!	/	-	=
	57%	14%	14%	14%	0%	0%
7	4	1	1	1	•	•



## Zone #3 0 blockers

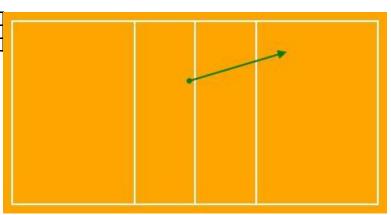
Set quality: /

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



Set quality:!

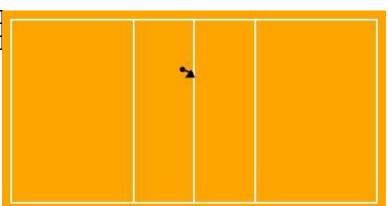
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1					



## Zone #3 1 blockers

Set quality: /

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



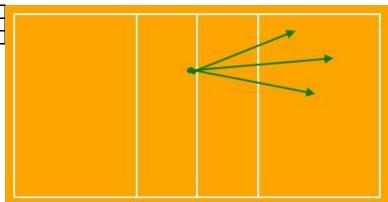
Set quality:!

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



Set quality: #

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



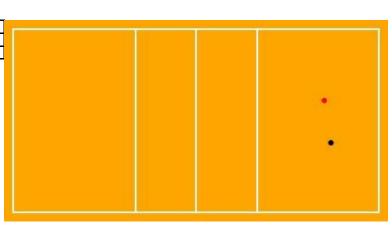
## Player #13 Trofimov Lev

## Serve Player #13 Trofimov Lev

## Glider

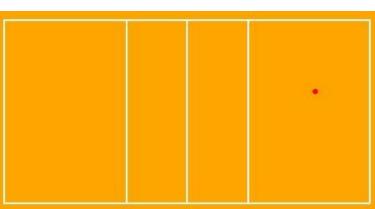
**Total Glider** 

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



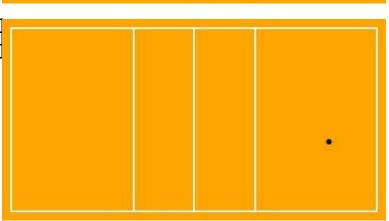
**Glider Direction 1** 

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



Glider Direction 6

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



## **Jump**

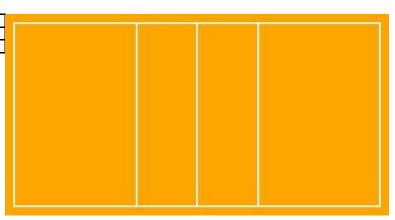
Total Jump

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



**Jump Direction 6** 

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



## Reception Player #13 Trofimov Lev

## Glider

**Total Glider** 

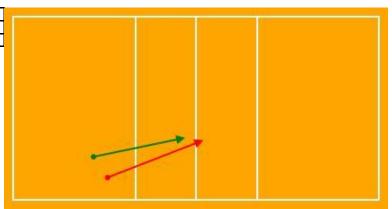
Total	#	+	!	/	-	=
	9%	0%	63%	18%	9%	0%
11	1		7	2	1	



.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
6(54%)	3(27%)	2(18%)
#: 0%, #+: 0%	#: 0%, #+: 0%	#: 50%, #+:
!/-: 100%, =:	!/-: 100%, =:	50%
0%	0%	!/-: 50%, =: 0%

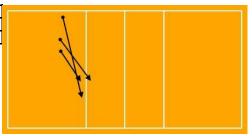
## Glider Zone #1

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



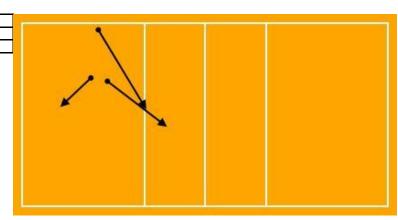
## Glider Zone #5

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



Upper

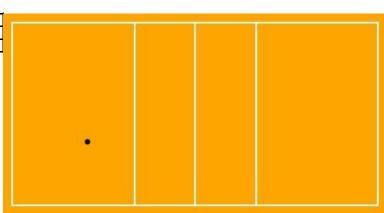
Total	#	+	!	/	-	=
	0%	0%	66%	33%	0%	0%
3			2	1		



## Glider Zone #6

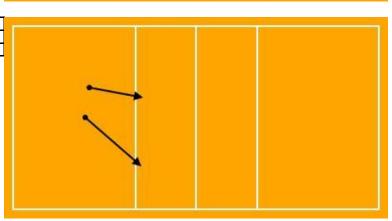
Lower

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



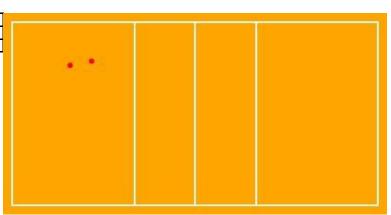
Upper

<u> </u>						
Total	#	+	!	/	-	"
	0%	0%	100%	0%	0%	0%
2	_	_	2	_	_	_



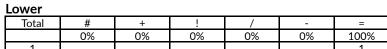
## Jump Total Jump

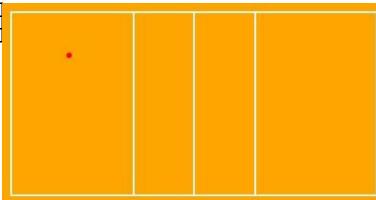
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
2						2



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

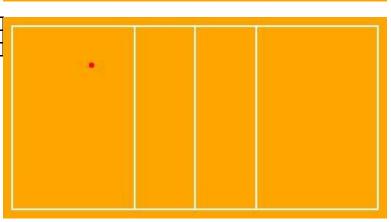
## Jump Zone #5





### Upper

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

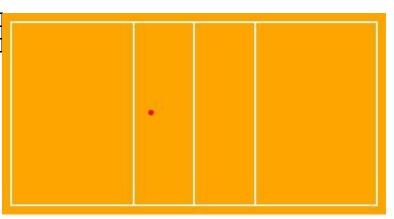


## Attack Player #13 Trofimov Lev

## Position 1

Total position 1

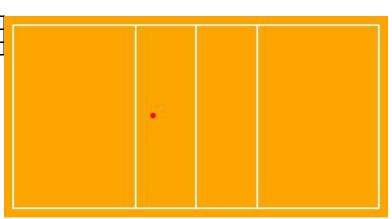
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1						1



## Zone #1 1 blockers

Set quality: /

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



## **Position 4**

Total position 4

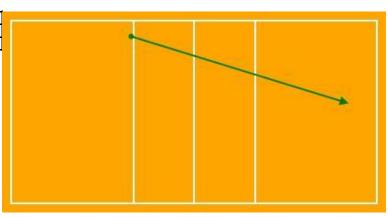
	Total	#	+	!	/	-	=
I		36%	0%	9%	18%	9%	27%
Γ	11	4		1	2	1	3



## Zone #4 0 blockers

Set quality:!

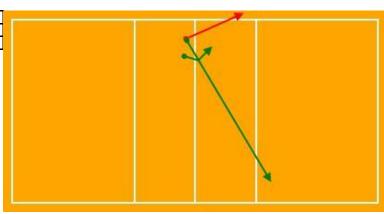
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1					



## Zone #4 1 blockers

Set quality: !

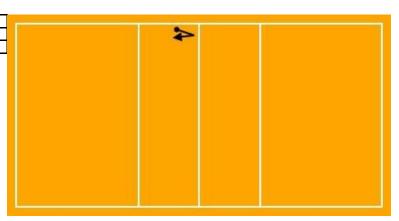
Total	#	+	!	/	-	=
	66%	0%	0%	0%	0%	33%
3	2					1



## Zone #4 1.5 blockers

Set quality: +

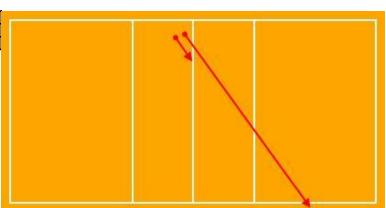
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1			1			



## Zone #4 2 blockers

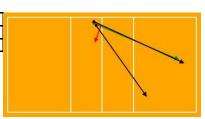
Set quality: !

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



Set quality: +

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



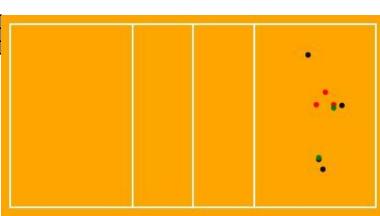
## Player #14 Ahmadullin Timur

## Serve Player #14 Ahmadullin Timur

### Glider

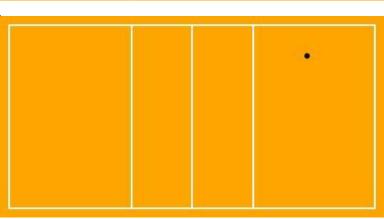
Total Glider

Total	#	+	!	/	-	=
	22%	0%	11%	33%	33%	0%
9	2		1	3	3	



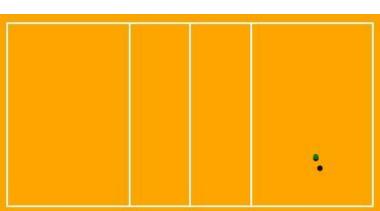
**Glider Direction 1** 

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



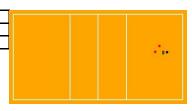
**Glider Direction 5** 

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



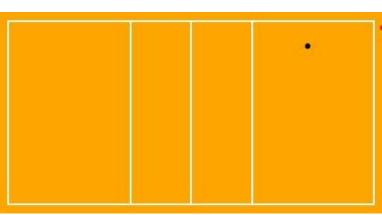
Glider Direction 6

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



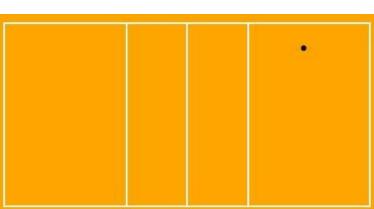
## Jump Total Jump

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



**Jump Direction 1** 

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

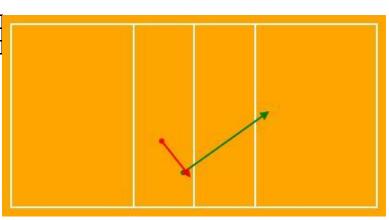


## **Attack** Player #14 Ahmadullin Timur

## **Position 2**

Total position 2

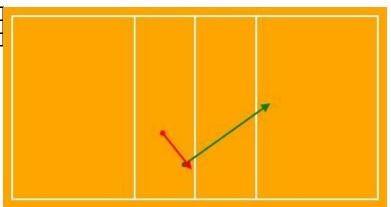
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
2	1					1



## Zone #2 0 blockers

Set quality: #

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



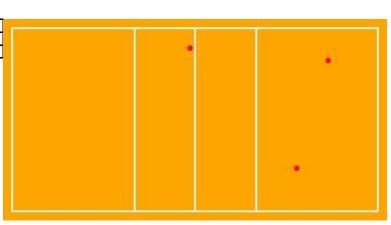
## Player #15 Lyashenko Andron

Serve Player #15 Lyashenko Andron

### Glider

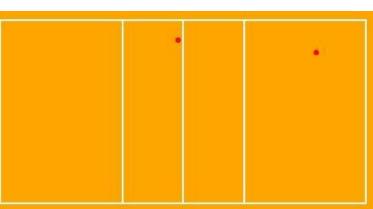
**Total Glider** 

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



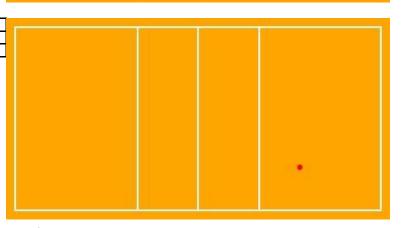
Glider Direction 1

Glider Di	maci Birection 1									
Total	#	+	!	/	-	=				
	0%	0%	0%	0%	50%	50%				
2					1	1				



**Glider Direction 5** 

Total	#	+	!	/	1	II
	0%	0%	0%	0%	100%	0%
1					1	

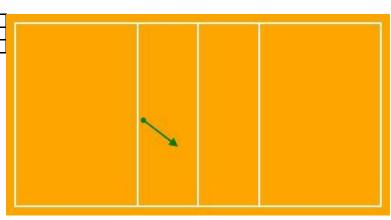


Reception
Player #15 Lyashenko Andron

## Glider

### **Total Glider**

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

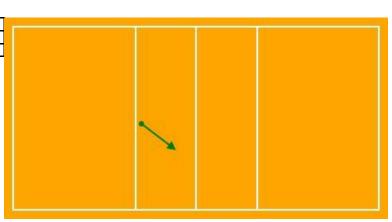


.(0%)	.(0%)	1(100%)
#: ., #+: .	#:.,#+:.	#: 0%, #+:
!/-: ., =: .	!/-: ., =: .	100%
		!/-: 0%, =: 0%
.(0%)	.(0%)	.(0%)
#: ., #+: .	#:.,#+:.	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .

## Glider Zone #2

Upper

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

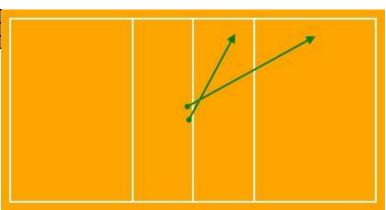


## Attack Player #15 Lyashenko Andron

## **Position 3**

**Total position 3** 

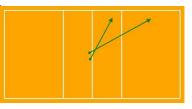
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2					



## Zone #3 1 blockers

Set quality:!

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



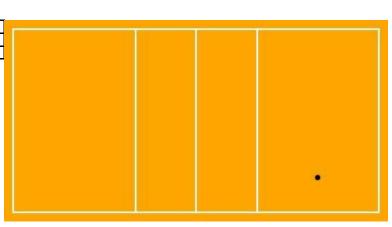
## Player #16 Pyanov Maxim

Serve Player #16 Pyanov Maxim

### Glider

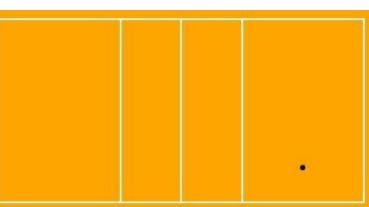
**Total Glider** 

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



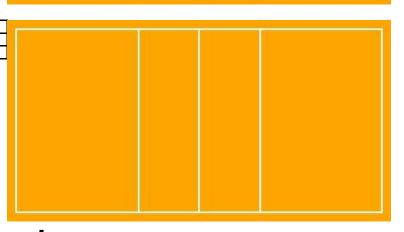
**Glider Direction 5** 

	5.1.4.0. E.1.00.1.0.							
Total	#	+	!	/	-	=		
	0%	0%	0%	100%	0%	0%		
1				1				



**Glider Direction 6** 

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

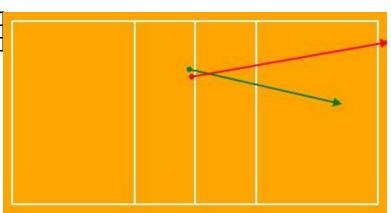


Attack
Player #16 Pyanov Maxim

## **Position 3**

Total position 3

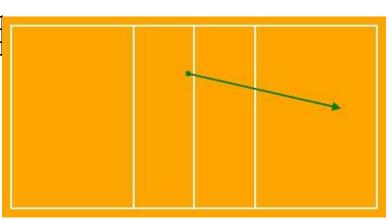
	iotai pos	ition o					
I	Total	#	+	!	/	-	=
I		50%	0%	0%	0%	0%	50%
I	2	1	•	•		•	1
-	•	•	•	•		•	•



## Zone #3 0 blockers

Set quality: /

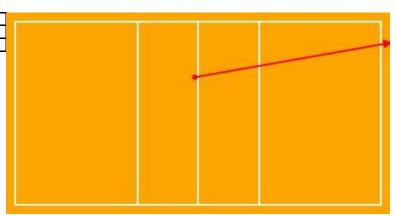
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1					



## Zone #3 1 blockers

Set quality: +

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



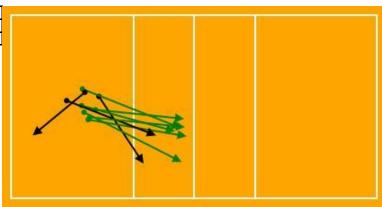
## Player #17 Fedunov Daniil

## Reception Player #17 Fedunov Daniil

## Glider

**Total Glider** 

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

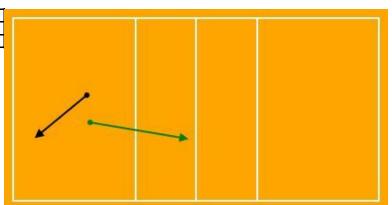


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	9(100%)	.(0%)
#: ., #+: .	#: 11%, #+:	#: ., #+: .
!/-: ., =: .	66%	!/-: ., =: .
	!/-: 33%, =: 0%	6

### Glider Zone #6

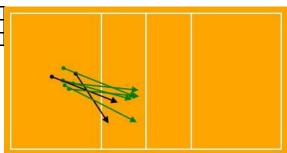
Lower

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



**Upper** 

Total	#	+	!	/	-	=
	0%	71%	0%	28%	0%	0%
7	•	5		2		



## Jump Total Jump

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



.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	4(100%)	.(0%)
#: ., #+: .	#: 25%, #+:	#: ., #+: .
!/-: ., =: .	75%	!/-: ., =: .
	!/-: 25%, =: 0%	

## Jump Zone #6

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



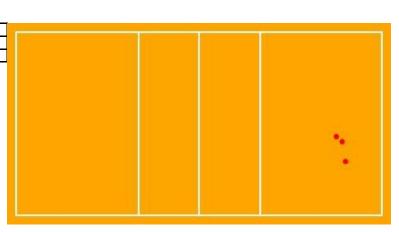
# Player #24 Scherbakov Maxim

## Serve Player #24 Scherbakov Maxim

### Glider

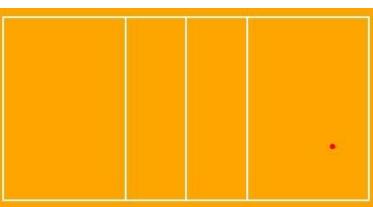
Total Glider

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



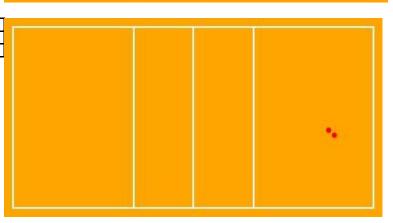
Glider Direction 5

I	Total	#	+	!	/	-	=
Ī		0%	0%	0%	0%	100%	0%
Г	1					1	



Glider Direction 6

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

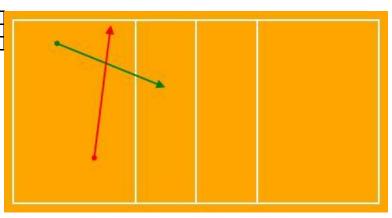


## Reception Player #24 Scherbakov Maxim

## Glider

### **Total Glider**

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

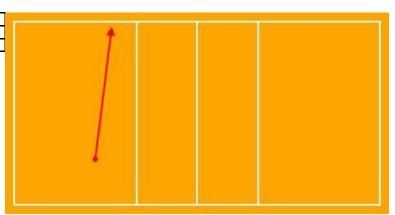


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
1(50%)	.(0%)	1(50%)
#: 0%, #+:	#: ., #+: .	#: 0%, #+: 0%
100%	!/-: ., =: .	!/-: 100%, =:
!/-: 0%, =: 0%		0%

### Glider Zone #1

LO	w	er	

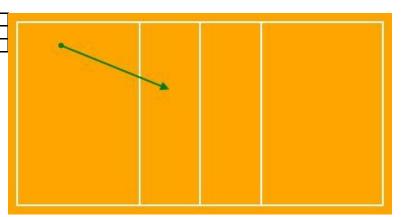
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1					1	



## Glider Zone #5

Upper

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



## Attack Player #24 Scherbakov Maxim

## **Position 4**

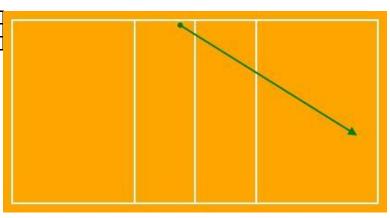
iotal position 4									
Total	#	+	!	/	-	=			

	25%	25%	0%	0%	0%	50%
4	1	1				2

## Zone #4 1 blockers

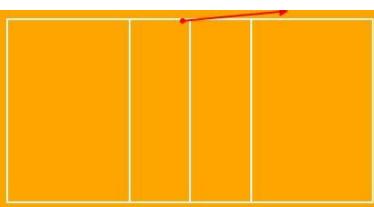
Set quality: +

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



Set quality: #

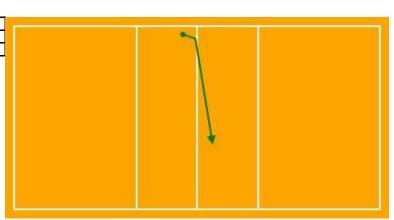
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1						1



## Zone #4 1.5 blockers

Set quality: +

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



## Zone #4 2 blockers

Set quality: +

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

