

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	11	7	10	.	10%	20	3	1	11	65%	55%	.	20%	80%	.	5	100%
#2 Baiduji	.	0
#7 Ushakov	.	0
#8 Shchipko	5	-4	15	2	0%	.	15	1	20%	46%	33%	15	1	3	5	46%	33%	1	100%	0%	.	8	100%
#10 Klimov	12	9	13	2	15%	1	7	.	.	5	71%	71%	1	25%	75%	6	3	100%
#12 Volkov	.	0
#13 Trofimov	17	10	6	2	16%	1	23	1	13%	60%	39%	24	2	2	12	50%	50%	.	0%	100%	4	1	100%
#14 Ahmadullin	3	3	10	.	10%	4	.	.	3	75%	75%	.	66%	33%	.	7	71%
#15 Lyashenko	.	0
#16 Pyanov	2	-1	13	1	15%	5	1	.	2	40%	40%	1	33%	66%	.	1	0%
#17 Fedunov	.	-1	10	1	10%	60%	30%	10	80%
#18 Ziva	.	0
#24 Scherbakov	.	0
Total	50	23	67	7	10%	2	48	3	14%	56%	35%	75	7	6	38	56%	50%	3	30%	70%	10	35	85%

Player #1

Vasilchenko

Dmitrii

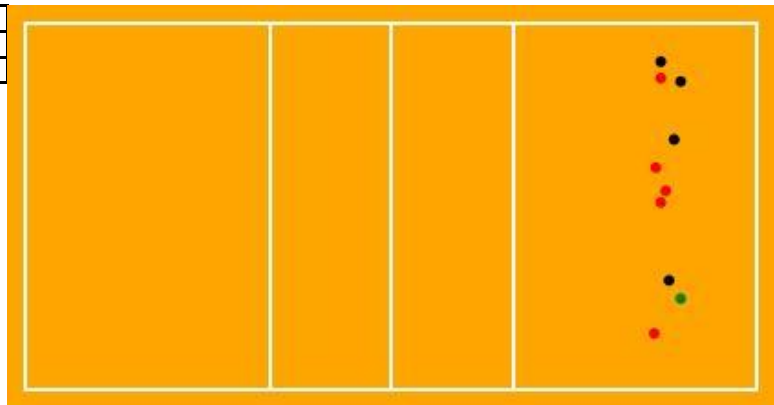
Serve

Player #1 Vasilchenko Dmitrii

Jump

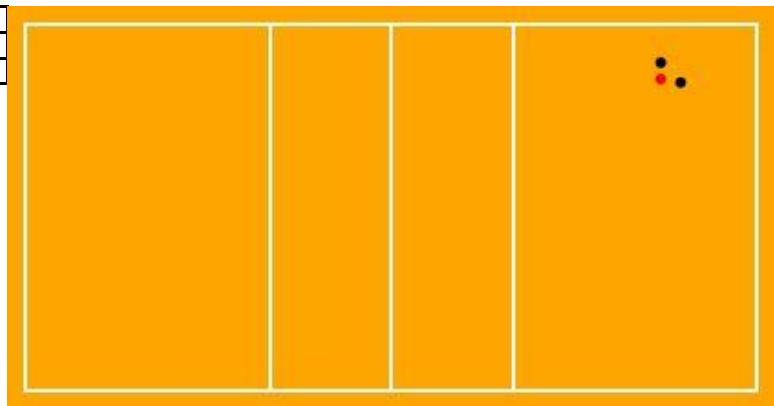
Total Jump

Total	#	+	!	/	-	=
	0%	10%	0%	40%	50%	0%
10	.	1	.	4	5	.



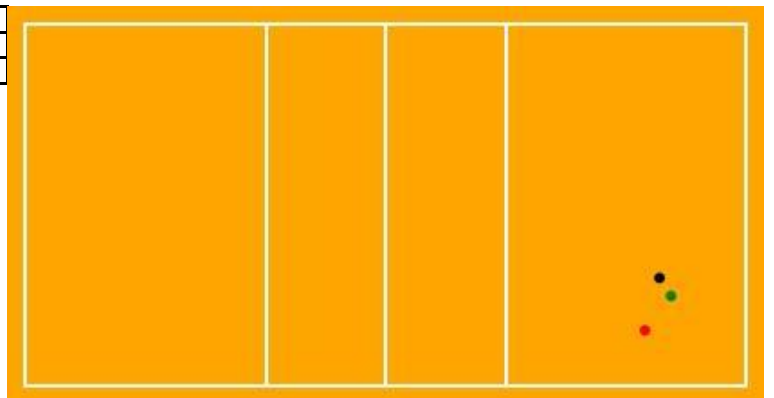
Jump Direction 1

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



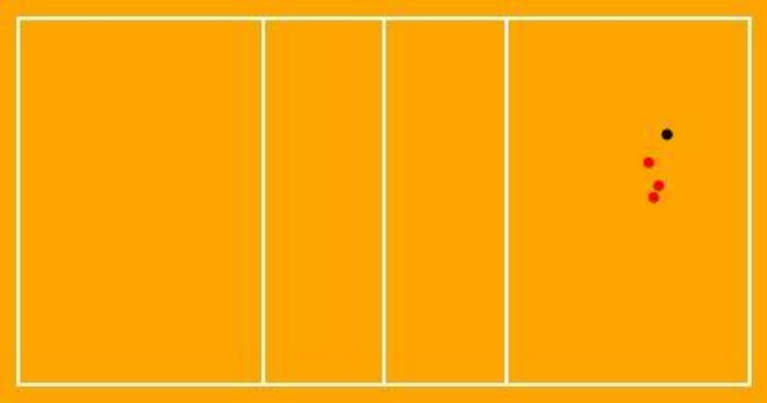
Jump Direction 5

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



Jump Direction 6

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

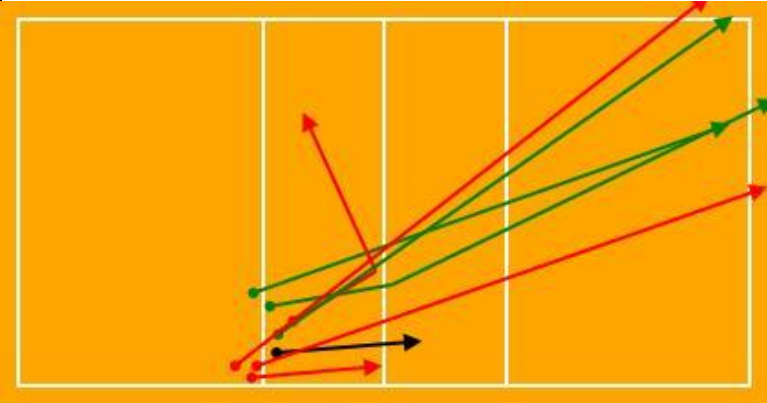


Attack
Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

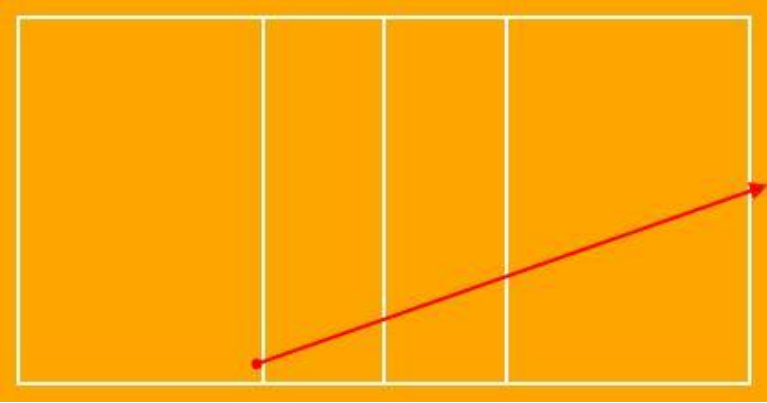
Total	#	+	!	/	-	=
	37%	0%	0%	12%	12%	37%
8	3	.	.	1	1	3



Zone #1 1 blockers

Set quality: +

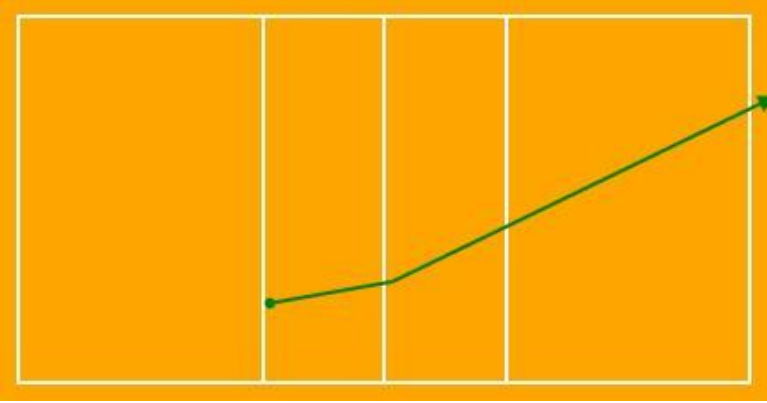
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #1 1.5 blockers

Set quality: /

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



Set quality: !

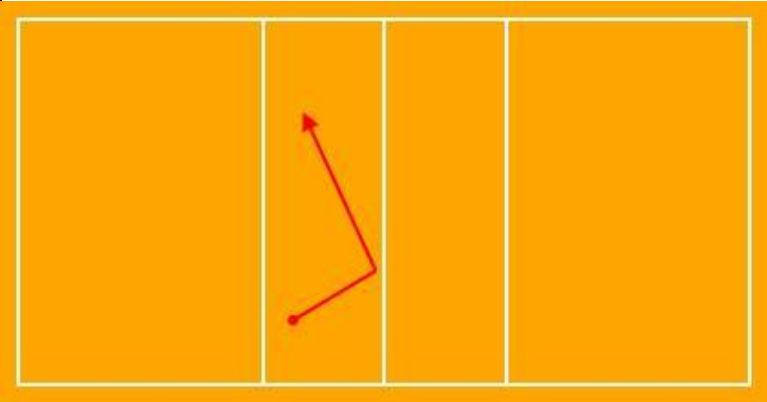
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #1 2 blockers

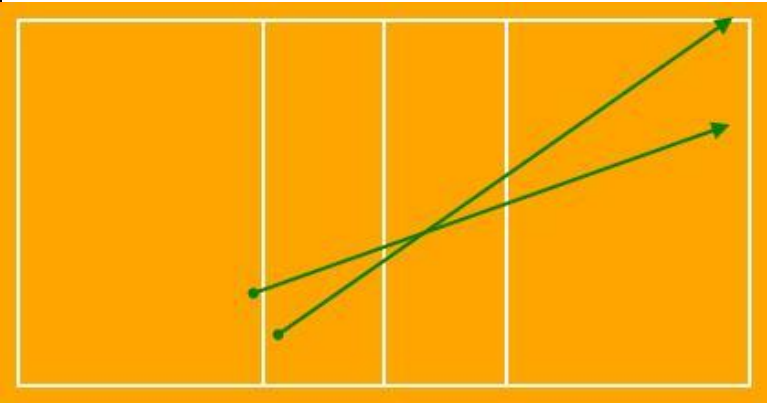
Set quality: /

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



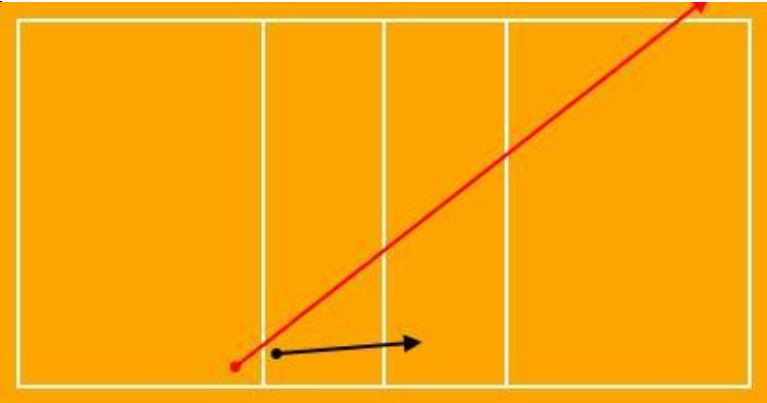
Set quality: !

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



Set quality: +

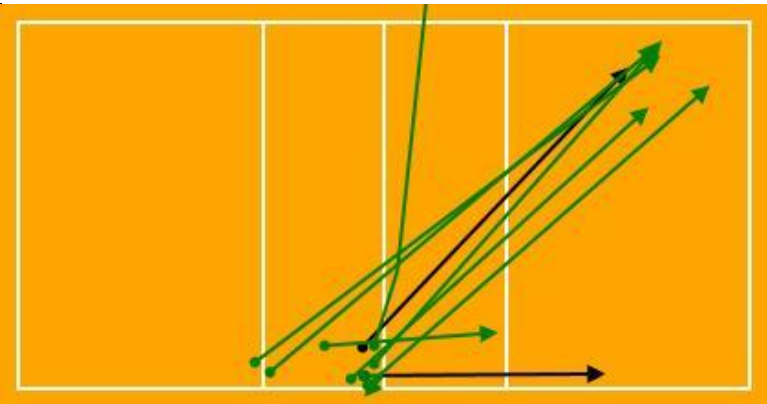
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



Position 2

Total position 2

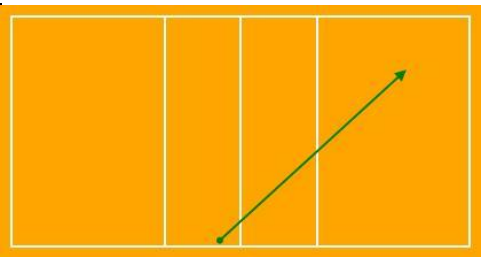
Total	#	+	!	/	-	=
	60%	20%	0%	20%	0%	0%
10	6	2	.	2	.	.



Zone #2 0 blockers

Set quality: +

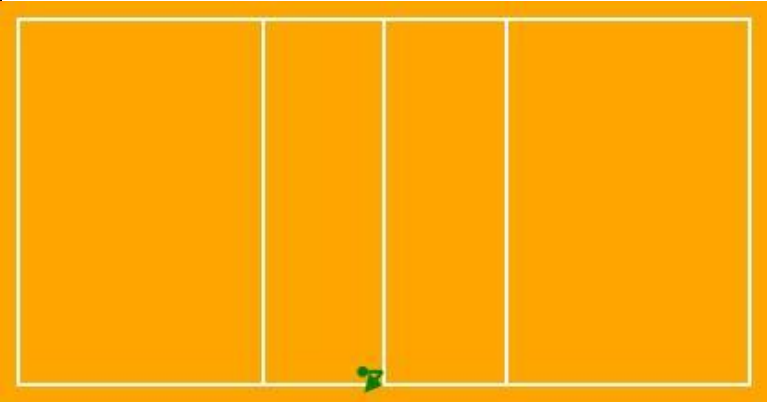
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

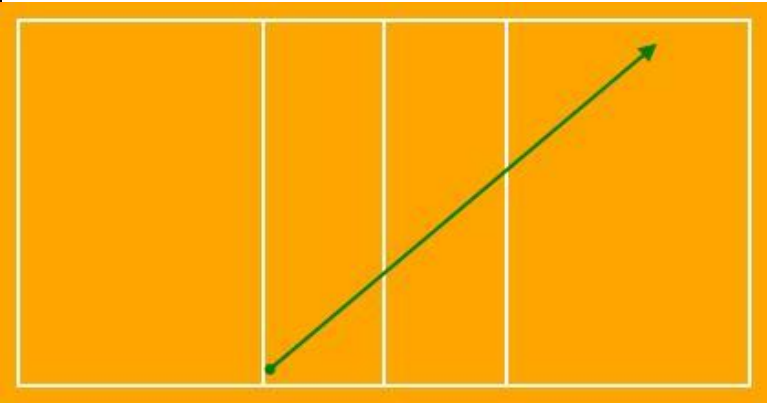
Set quality: -

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



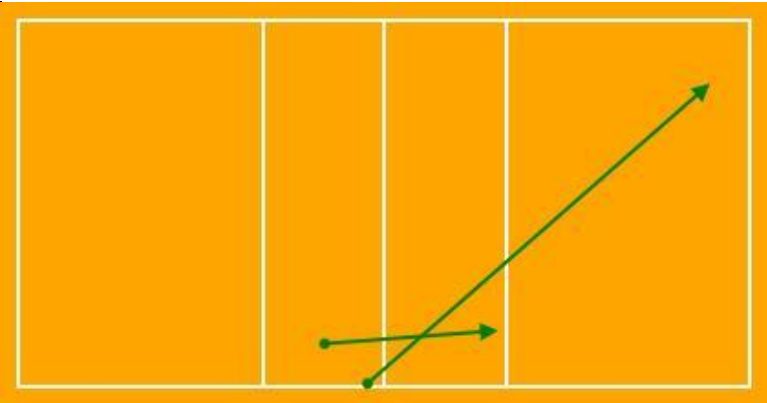
Set quality: /

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



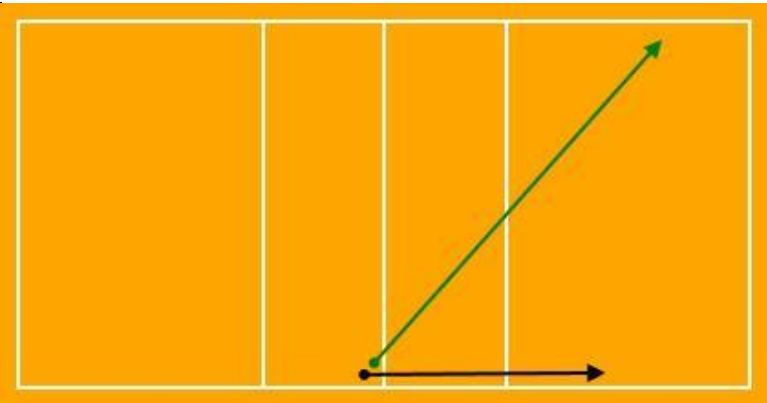
Set quality: !

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



Set quality: +

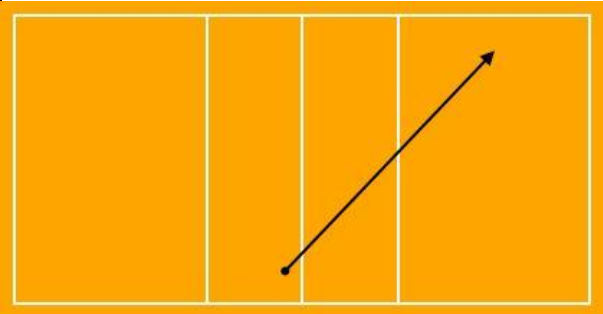
Total	#	+	!	/	-	=
	0%	50%	0%	50%	0%	0%
2	.	1	.	1	.	.



Zone #2 1.5 blockers

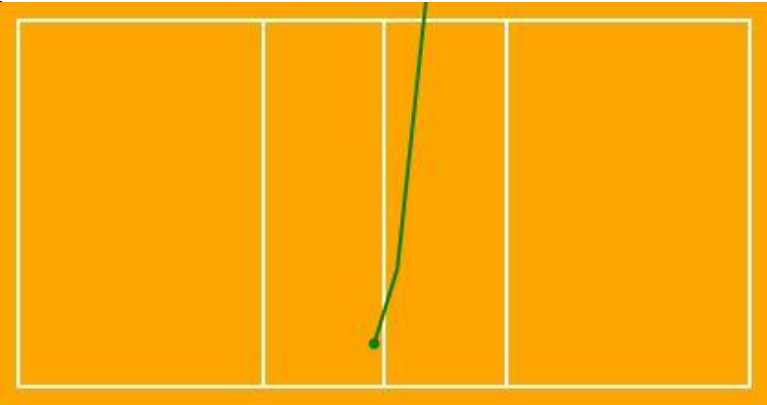
Set quality: !

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



Set quality: +

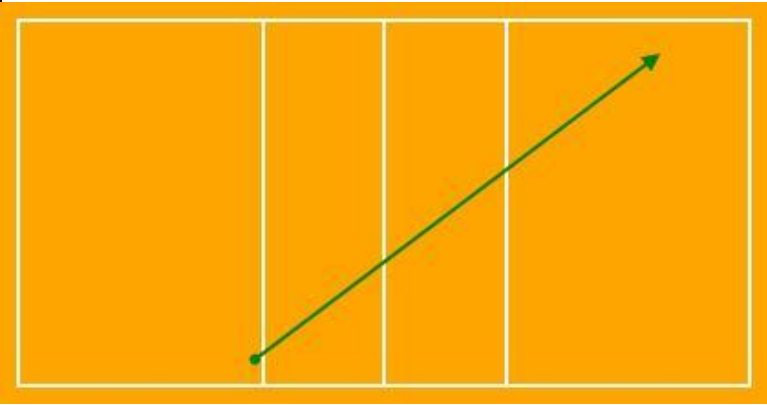
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 2 blockers

Set quality: /

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



Position 4

Total position 4

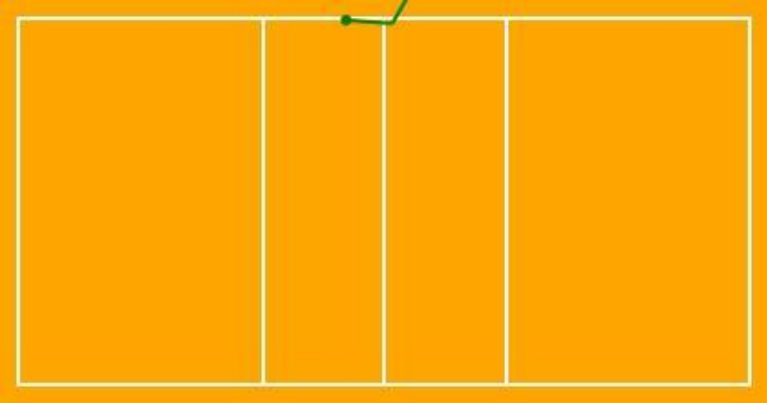
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #4 1.5 blockers

Set quality: #

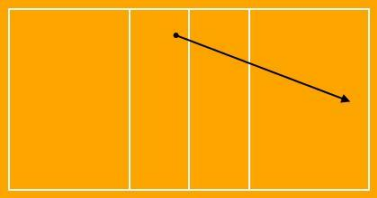
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

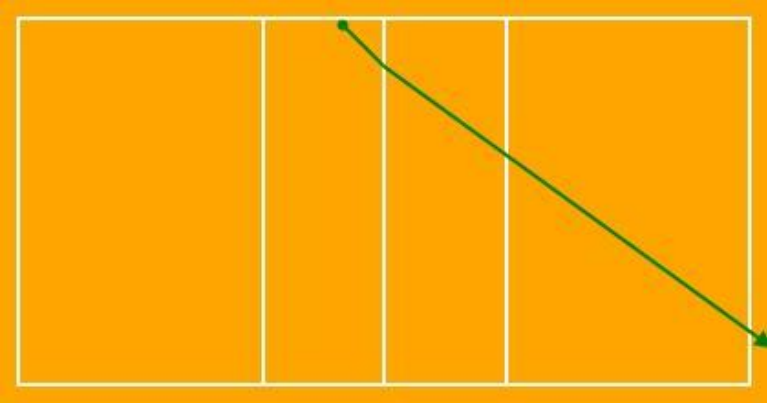
Set quality: /

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



Set quality: +

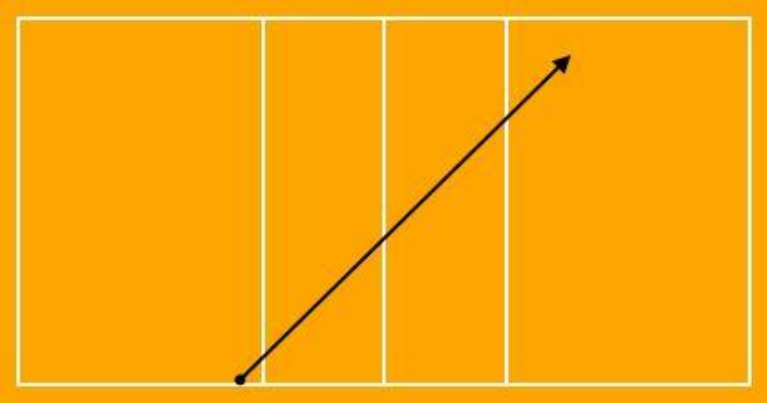
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

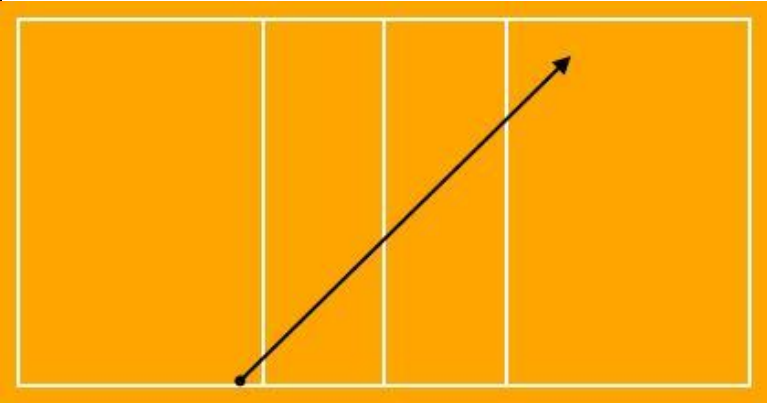
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 2 blockers

Set quality: /

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



Player #8

Shchipko Sergei

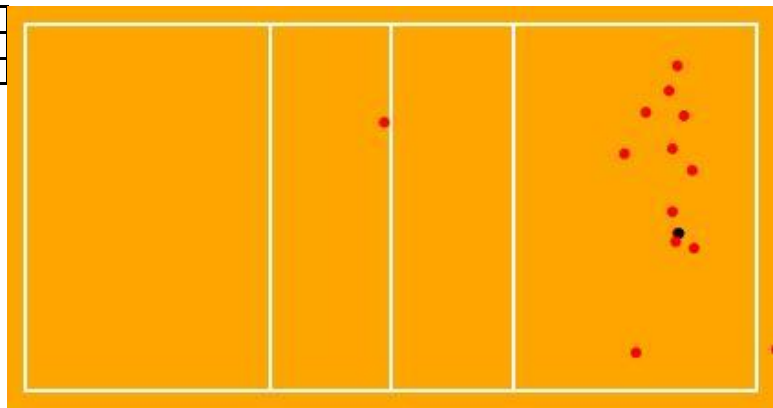
Serve

Player #8 Shchipko Sergei

Glider

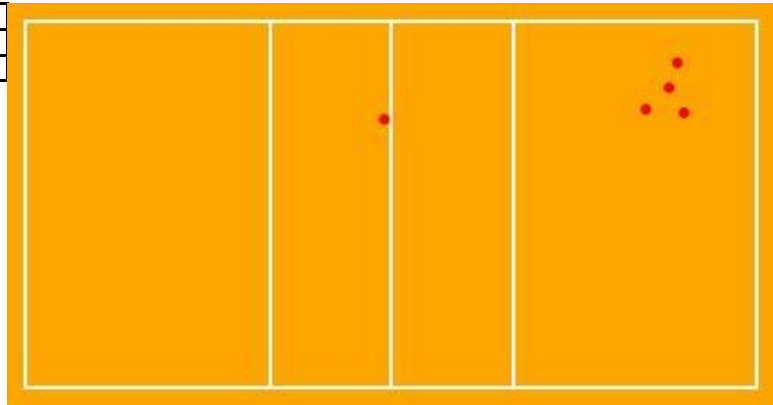
Total Glider

Total	#	+	!	/	-	=
	0%	0%	0%	6%	80%	13%
15	.	.	.	1	12	2



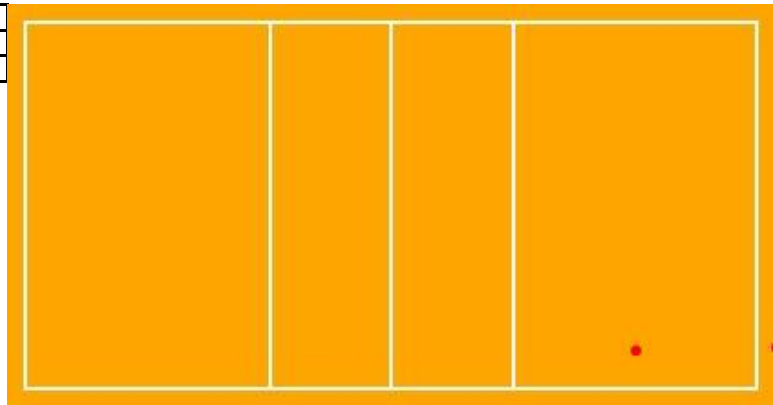
Glider Direction 1

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



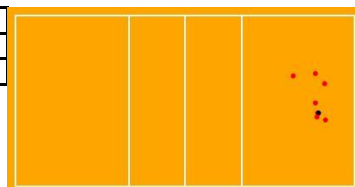
Glider Direction 5

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



Glider Direction 6

Total	#	+	!	/	-	=
	0%	0%	0%	12%	87%	0%
8	.	.	.	1	7	.



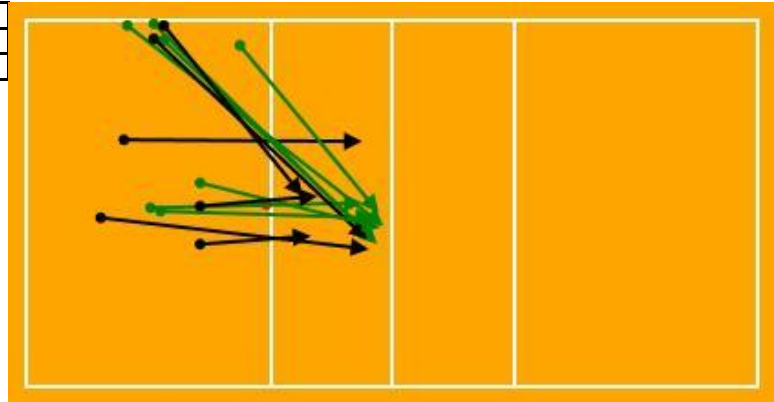
Reception

Player #8 Shchipko Sergei

Glider

Total Glider

Total	#	+	!	/	-	=
	35%	14%	28%	14%	0%	7%
14	5	2	4	2	.	1

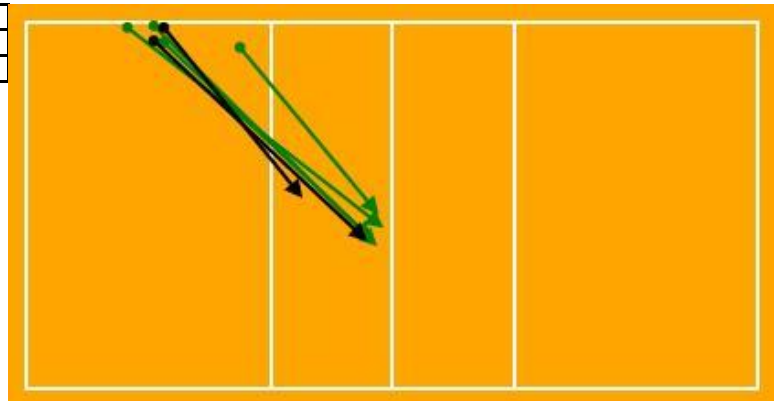


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
6(42%) #: 50%, #+: 66% !/-: 33%, =: 0%	8(57%) #: 25%, #+: 37% !/-: 50%, =: 12%	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #5

Upper

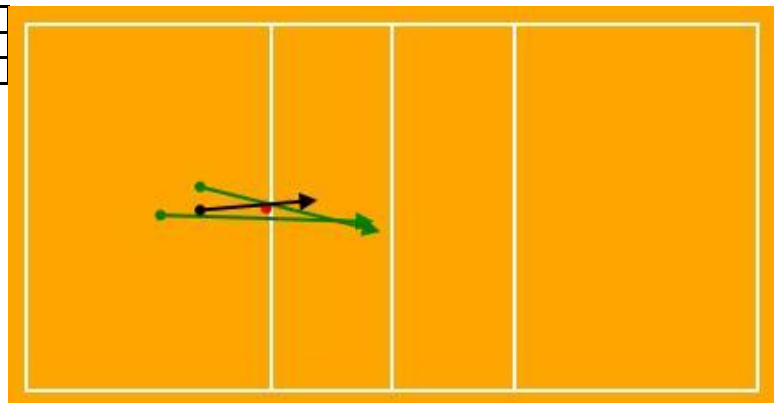
Total	#	+	!	/	-	=
	50%	16%	33%	0%	0%	0%
6	3	1	2	.	.	.



Glider Zone #6

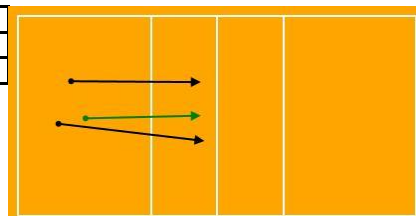
Lower

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



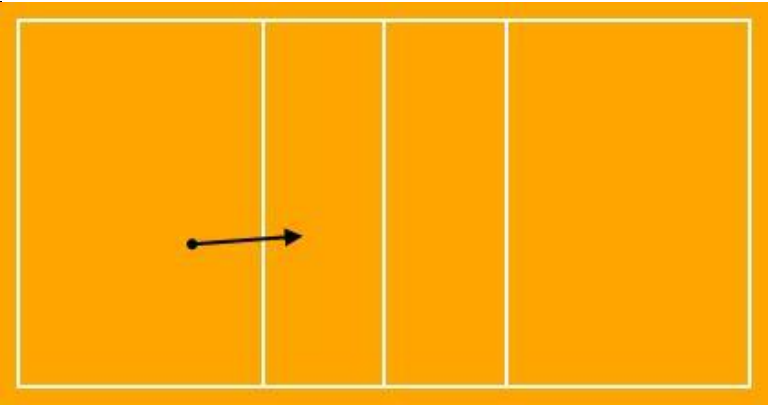
Upper

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



OneHanded

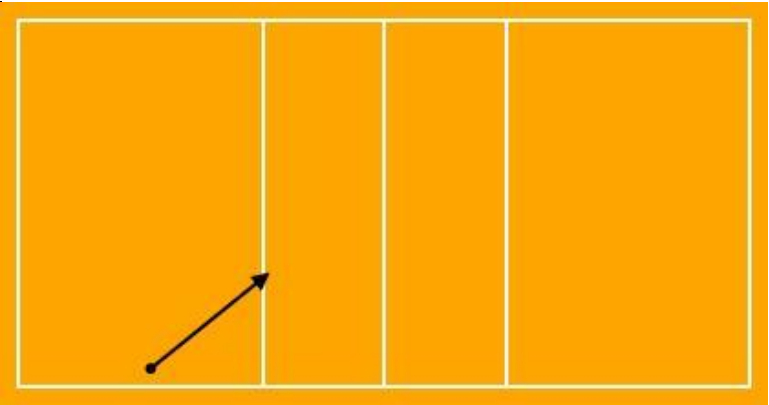
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump

Total Jump

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

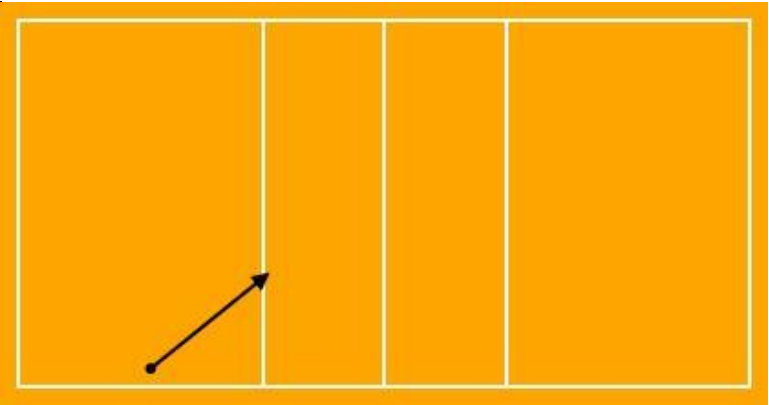


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%

Jump Zone #1

Lower

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

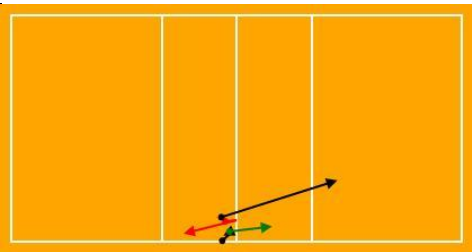


Attack
Player #8 Shchipko Sergei

Position 2

Total position 2

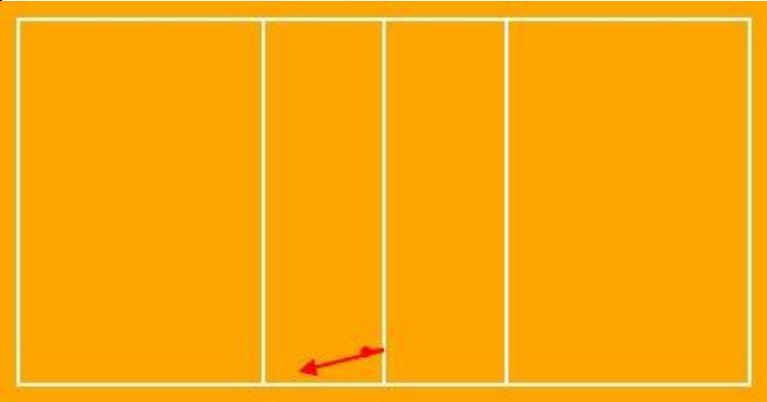
Total	#	+	!	/	-	=
	0%	25%	0%	50%	25%	0%
4	.	1	.	2	1	.



Zone #2 1 blockers

Set quality: /

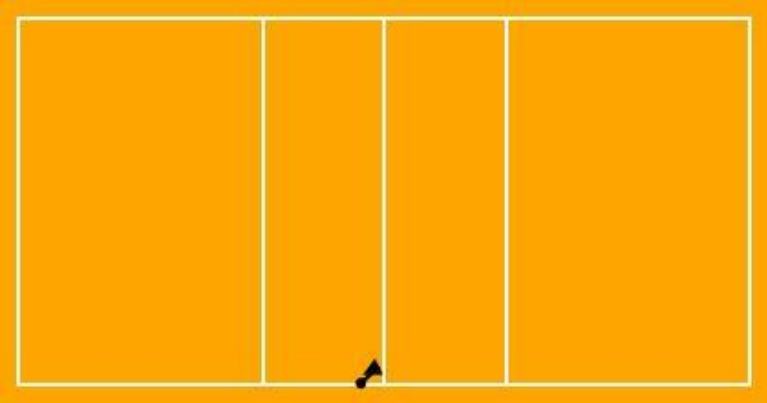
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Zone #2 1.5 blockers

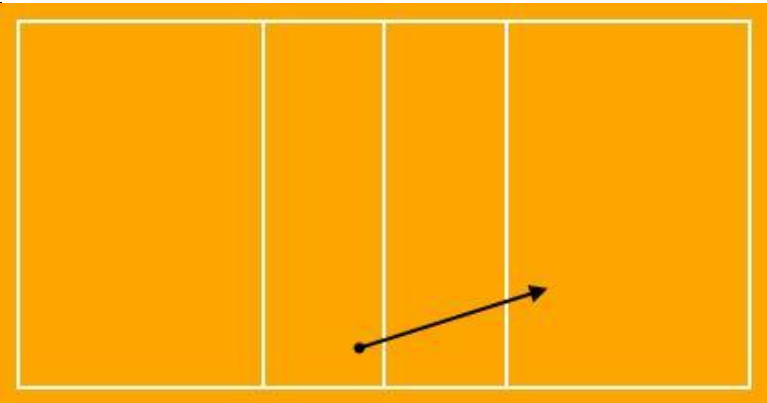
Set quality: /

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



Set quality: !

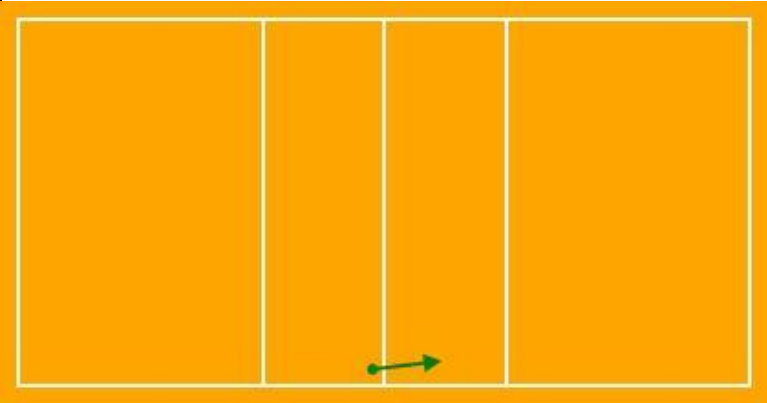
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #2 2 blockers

Set quality: +

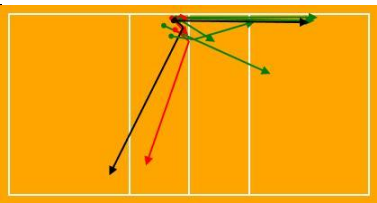
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Position 4

Total position 4

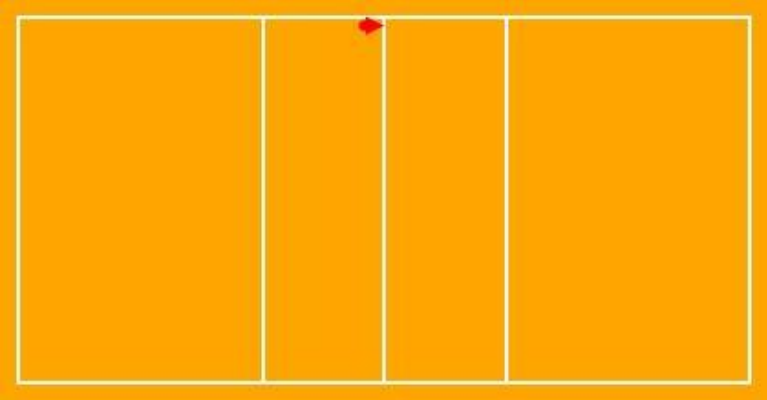
Total	#	+	!	/	-	=
	40%	10%	10%	10%	20%	10%
10	4	1	1	1	2	1



Zone #4 1.5 blockers

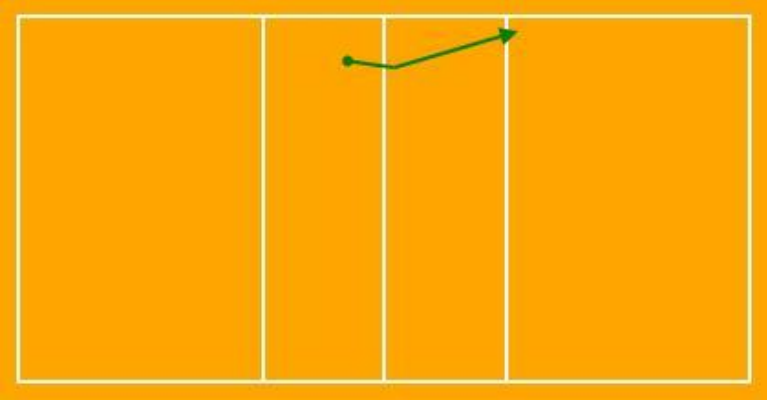
Set quality: /

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



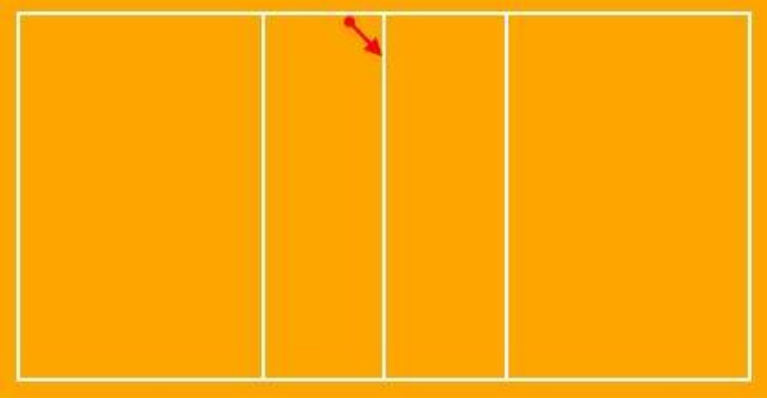
Set quality: !

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



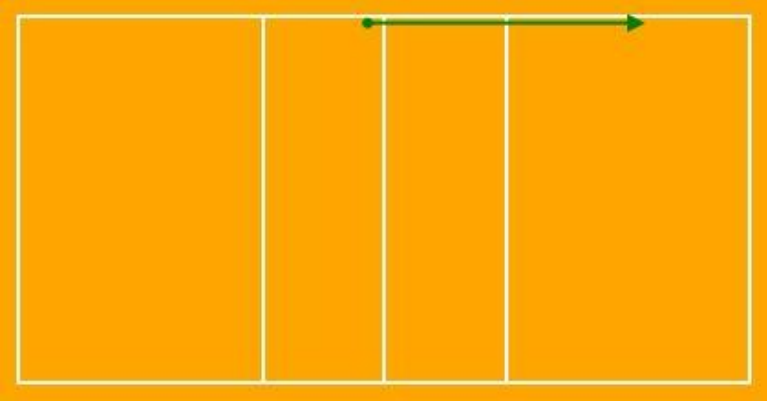
Set quality: +

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



Set quality: #

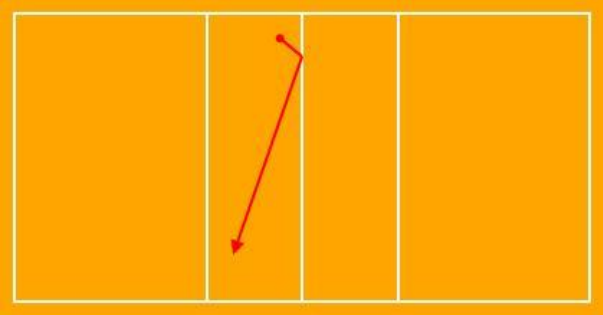
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

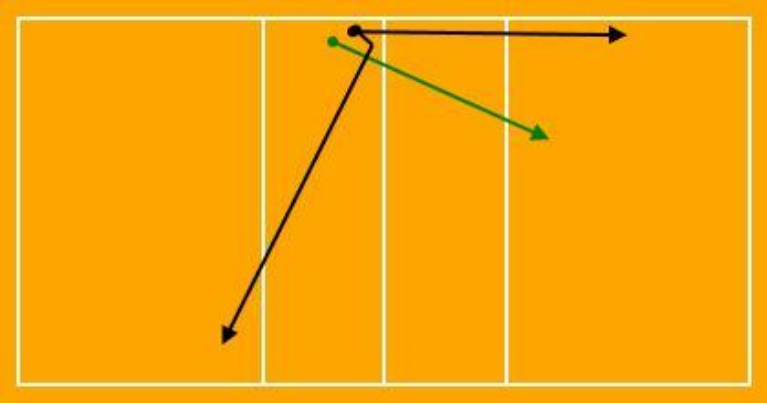
Set quality: /

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



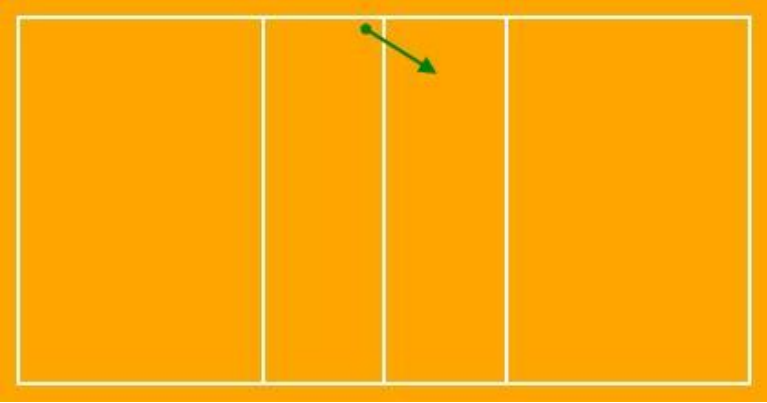
Set quality: !

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



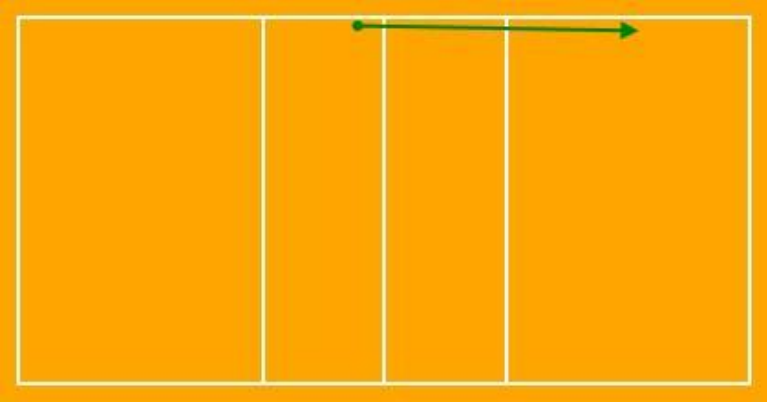
Set quality: +

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



Set quality: #

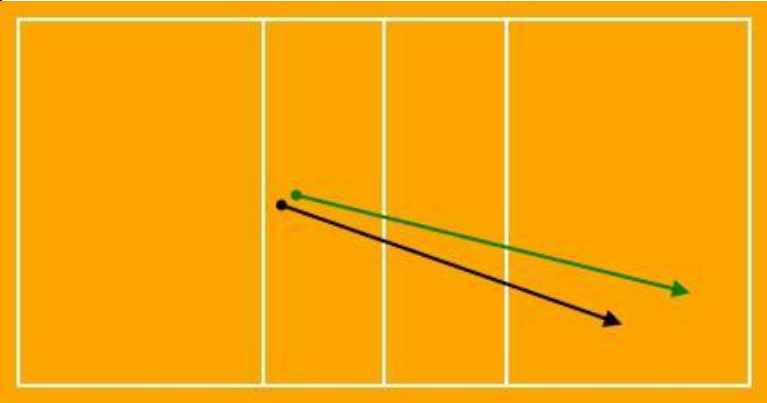
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

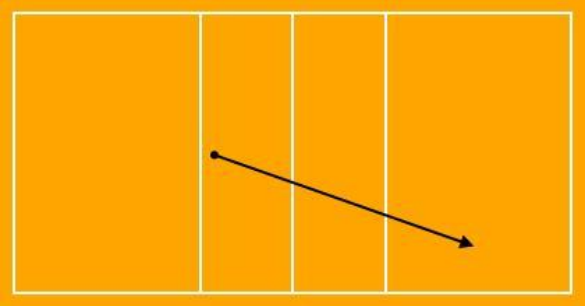
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #6 1 blockers

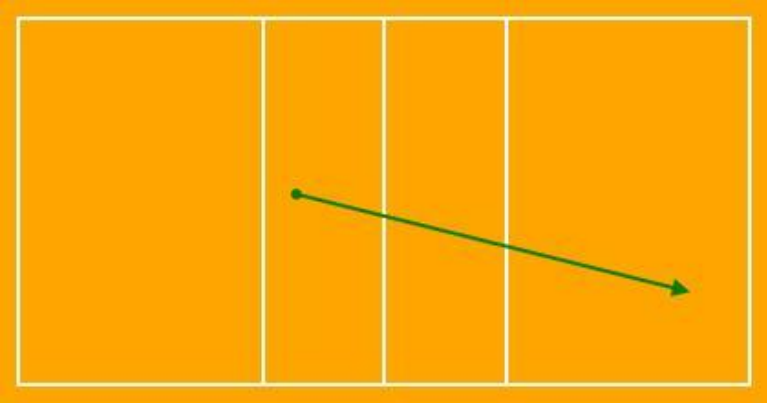
Set quality: +

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



Set quality: #

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



Player #10 Klimov Alexey

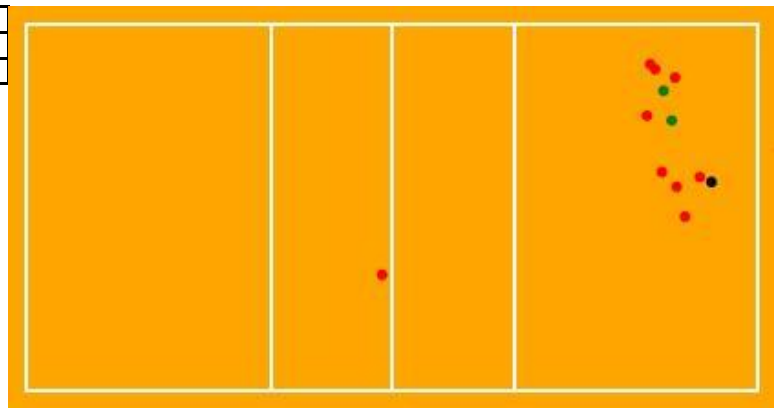
Serve

Player #10 Klimov Alexey

Glider

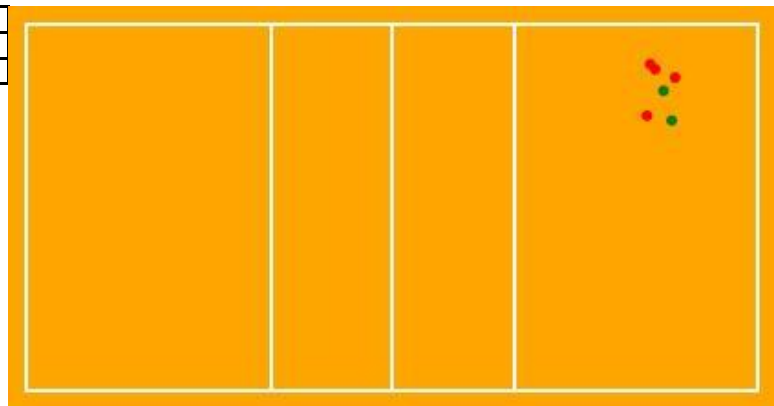
Total Glider

Total	#	+	!	/	-	=
	7%	7%	7%	0%	61%	15%
13	1	1	1	.	8	2



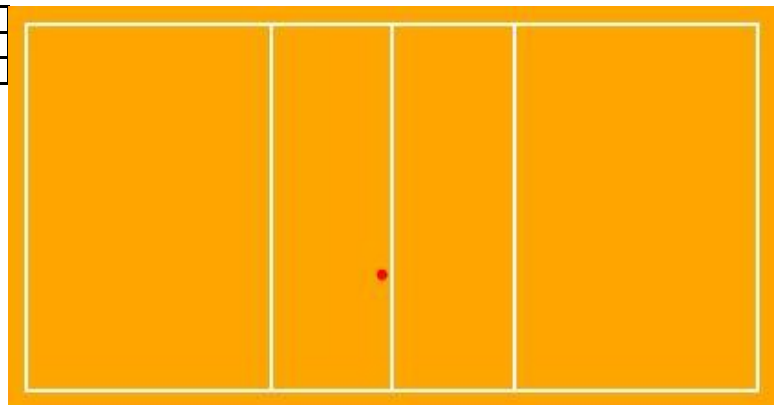
Glider Direction 1

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



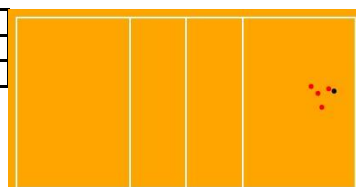
Glider Direction 5

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



Glider Direction 6

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



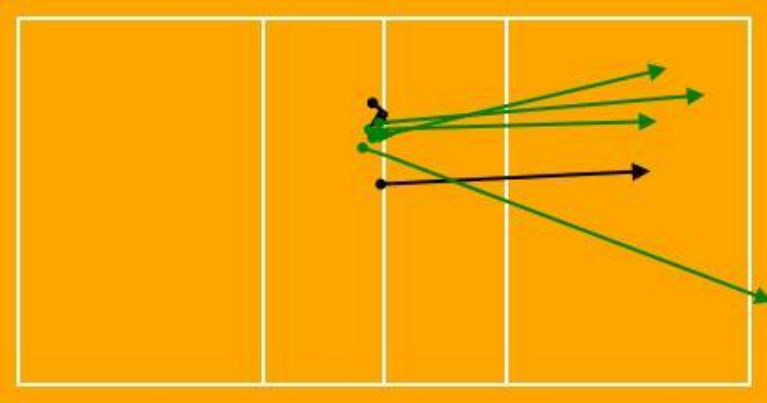
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

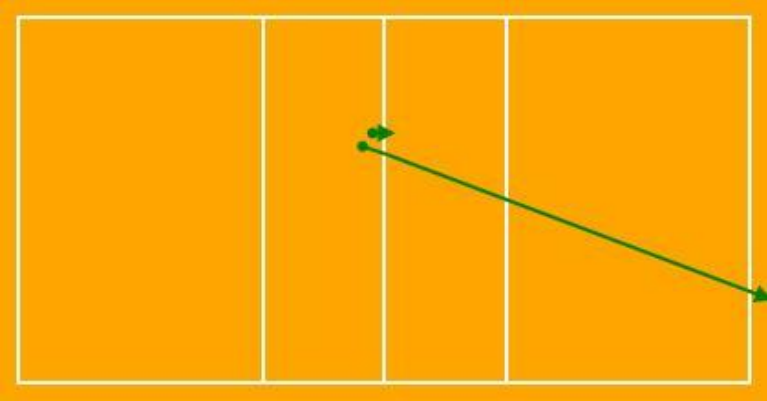
Total	#	+	!	/	-	=
	71%	0%	0%	28%	0%	0%
7	5	.	.	2	.	.



Zone #3 1 blockers

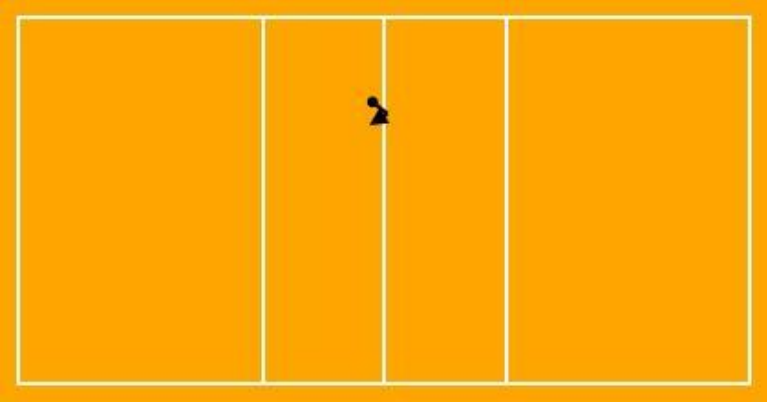
Set quality: !

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



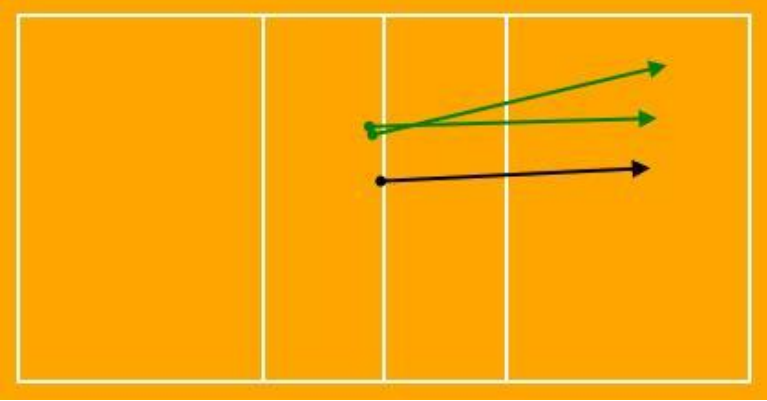
Set quality: +

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



Set quality: #

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



Zone #3 2 blockers

Set quality: #

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



Player #13

Trofimov Lev

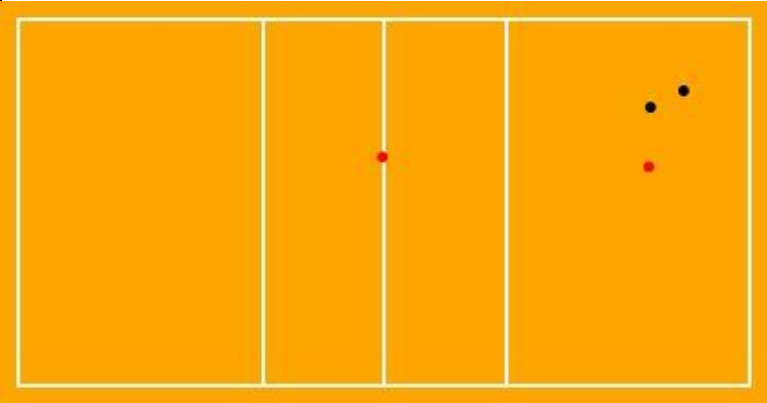
Serve

Player #13 Trofimov Lev

Glider

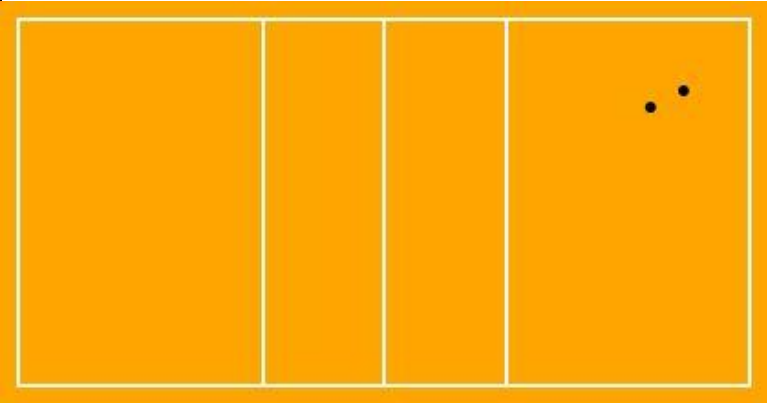
Total Glider

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



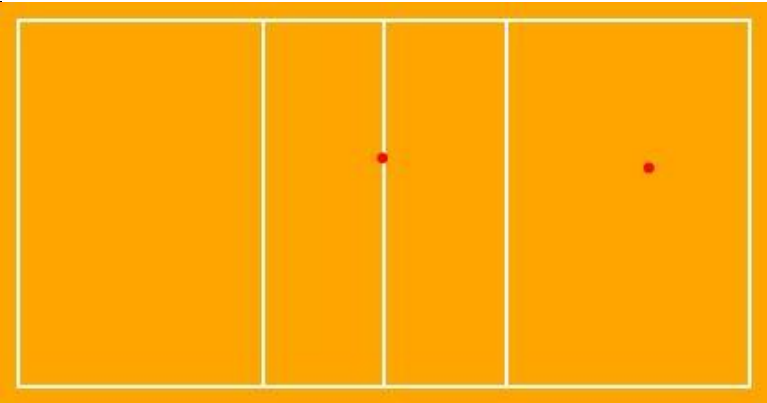
Glider Direction 1

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



Glider Direction 6

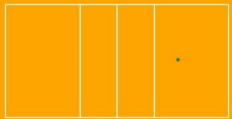
Total	#	+	!	/	-	=
	0%	0%	0%	0%	50%	50%
2	1	1



Jump

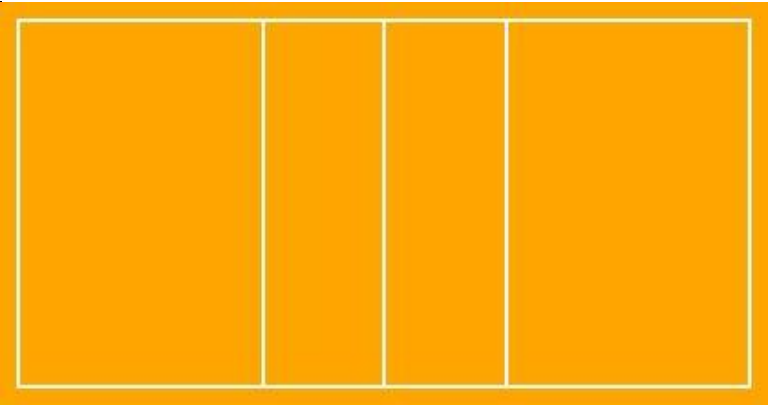
Total Jump

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



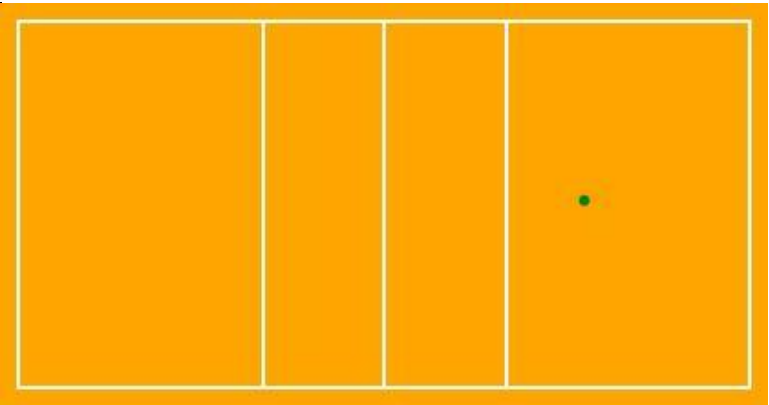
Jump Direction 5

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



Jump Direction 6

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

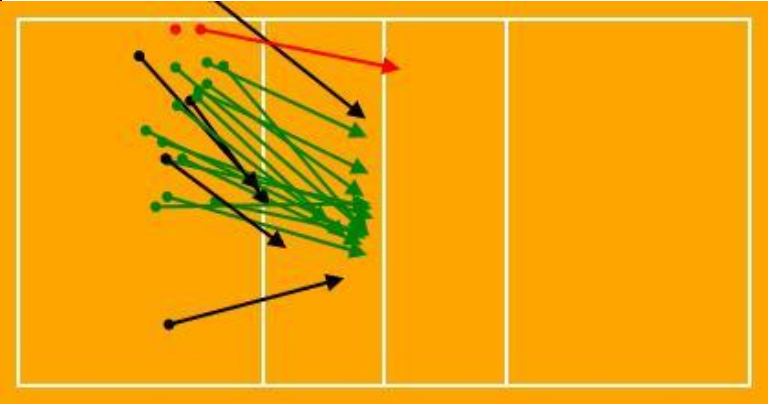


Reception
Player #13 Trofimov Lev

Glider

Total Glider

Total	#	+	!	/	-	=
	42%	23%	23%	0%	4%	4%
21	9	5	5	.	1	1

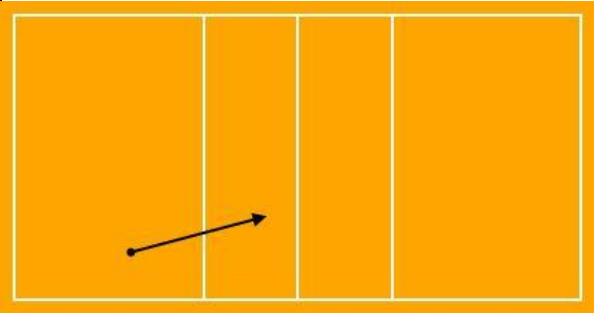


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
12(57%) #: 25%, #+: 58% !/-: 33%, =: 8%	8(38%) #: 75%, #+: 87% !/-: 12%, =: 0%	1(4%) #: 0%, #+: 0% !/-: 100%, =: 0%

Glider Zone #1

Upper

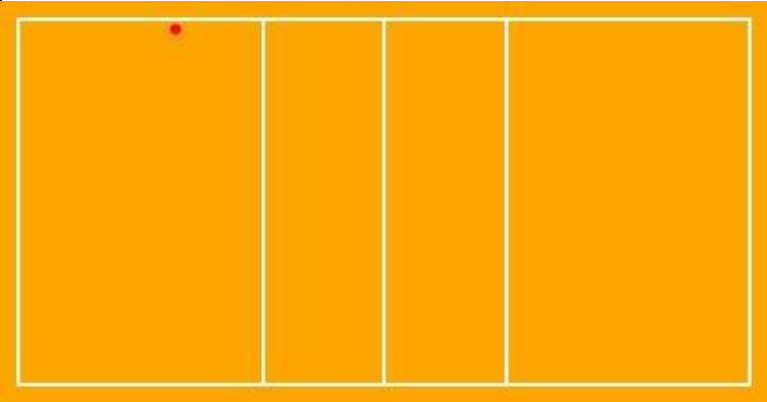
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #5

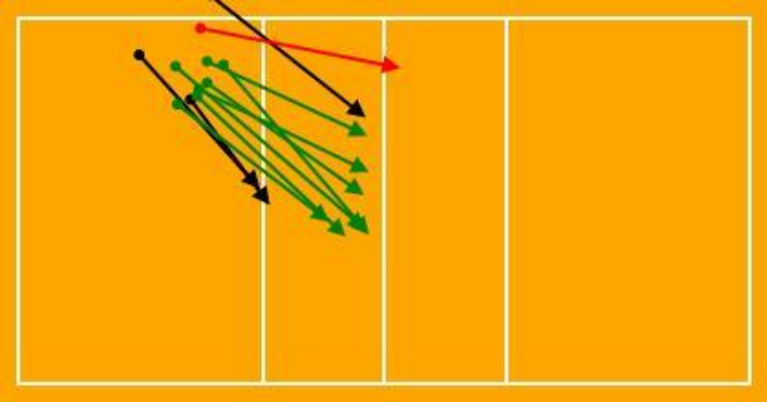
Lower

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



Upper

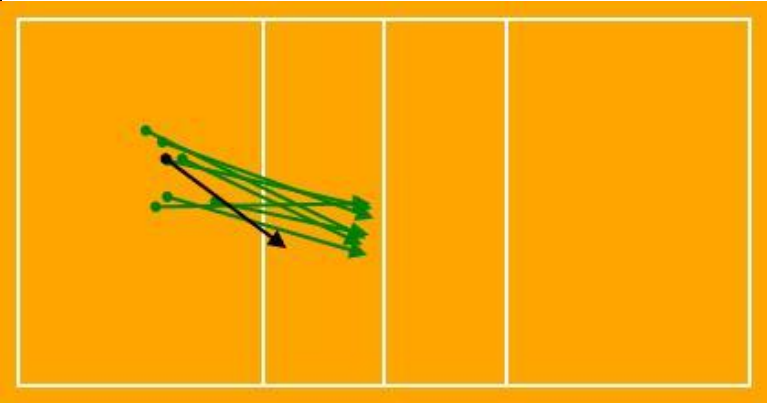
Total	#	+	!	/	-	=
	27%	36%	27%	0%	9%	0%
11	3	4	3	.	1	.



Glider Zone #6

Upper

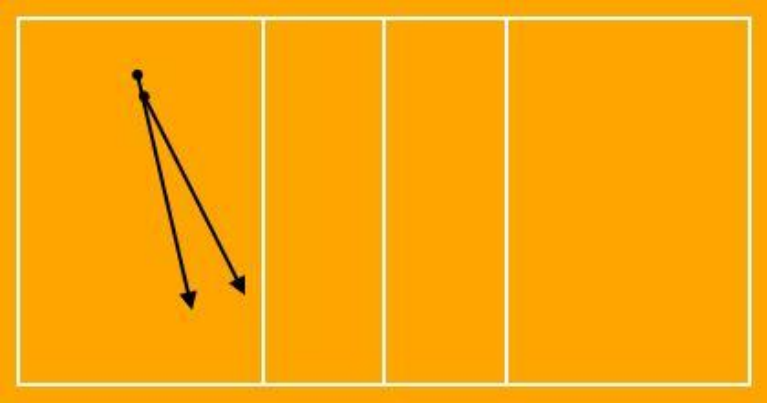
Total	#	+	!	/	-	=
	75%	12%	12%	0%	0%	0%
8	6	1	1	.	.	.



Jump

Total Jump

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

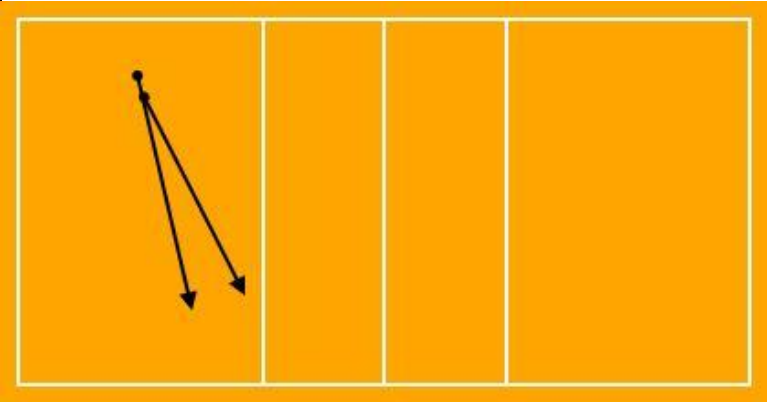


.(0%) #: ., #+: . !/-: ., =: . 2(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: . .(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: . .(0%) #: ., #+: . !/-: ., =: .
--	--	--

Jump Zone #5

Lower

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

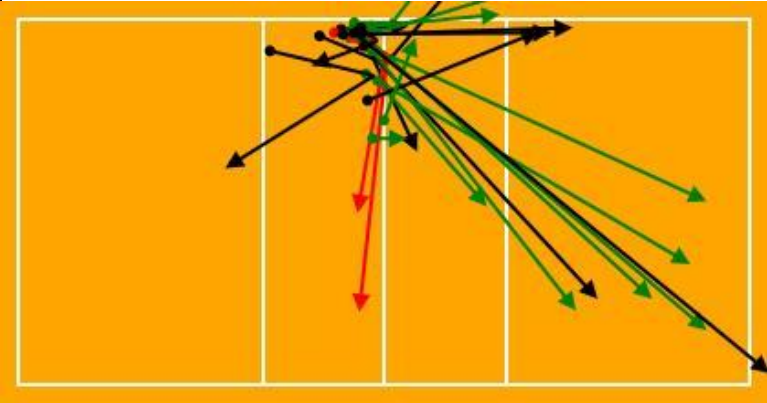


Attack
Player #13 Trofimov Lev

Position 4

Total position 4

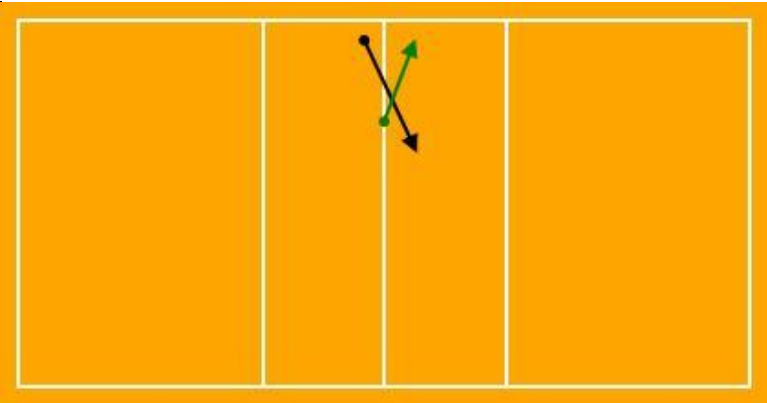
Total	#	+	!	/	-	=
	47%	0%	8%	34%	8%	0%
23	11	.	2	8	2	.



Zone #4 1 blockers

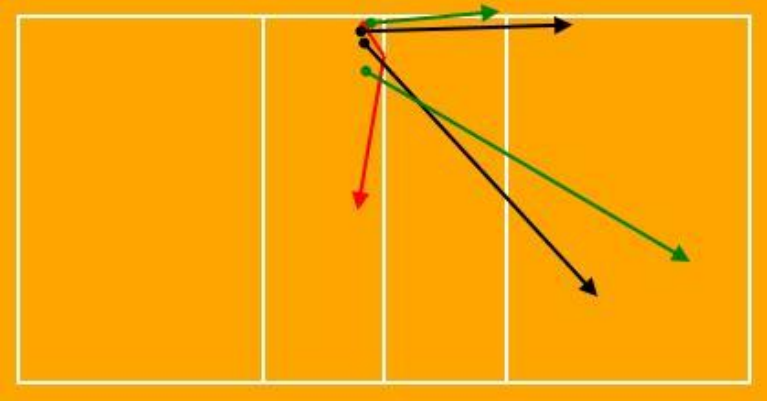
Set quality: /

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



Set quality: !

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



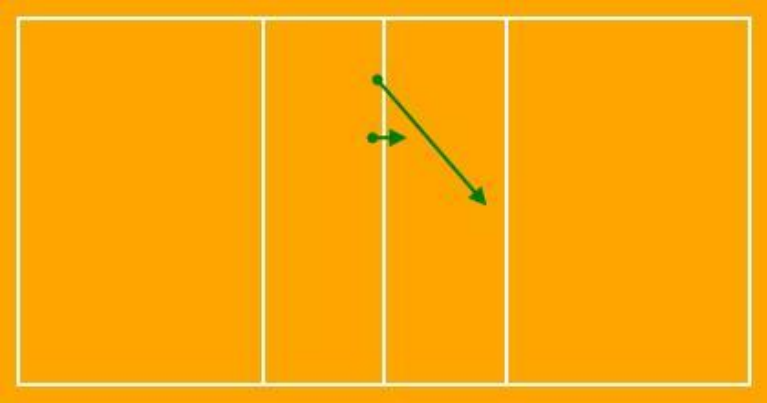
Set quality: +

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



Set quality: #

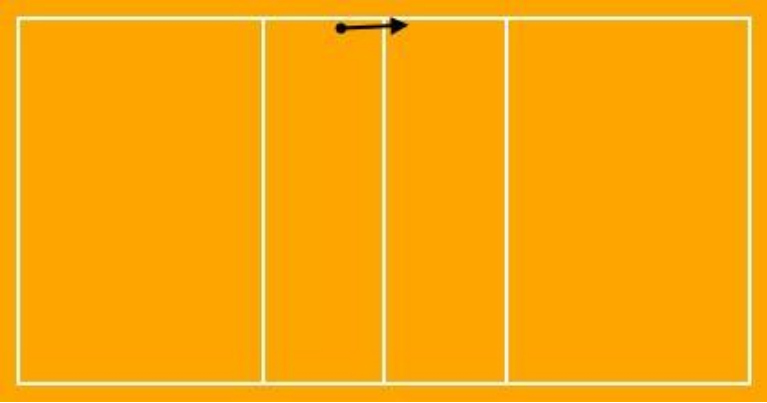
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #4 1.5 blockers

Set quality: !

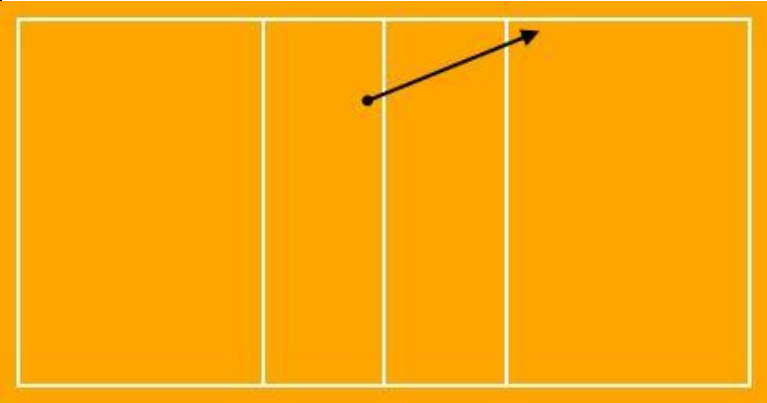
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 2 blockers

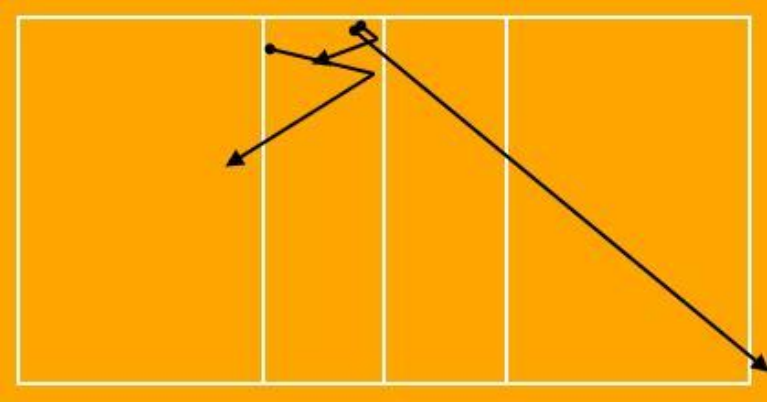
Set quality: /

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



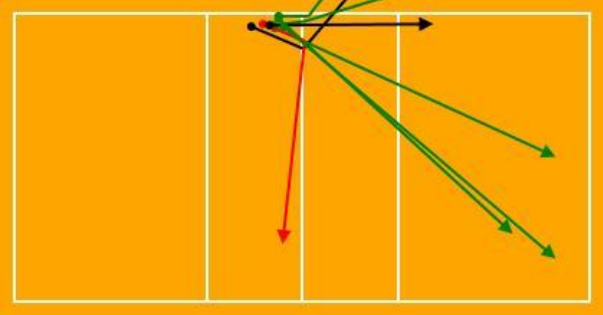
Set quality: !

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



Set quality: +

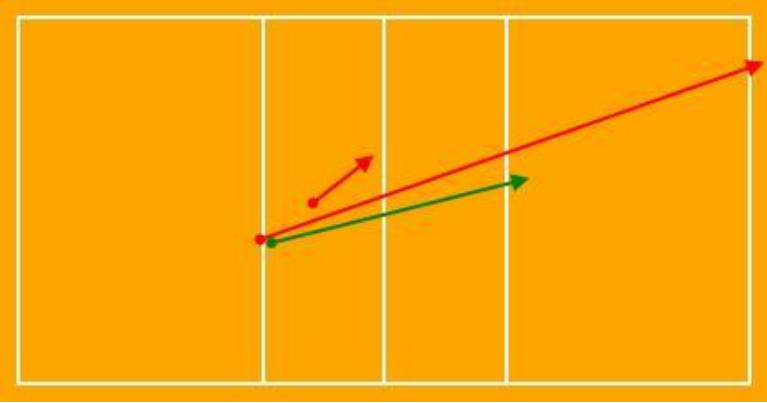
Total	#	+	!	/	-	=
	62%	0%	0%	25%	12%	0%
8	5	.	.	2	1	.



Position 6

Total position 6

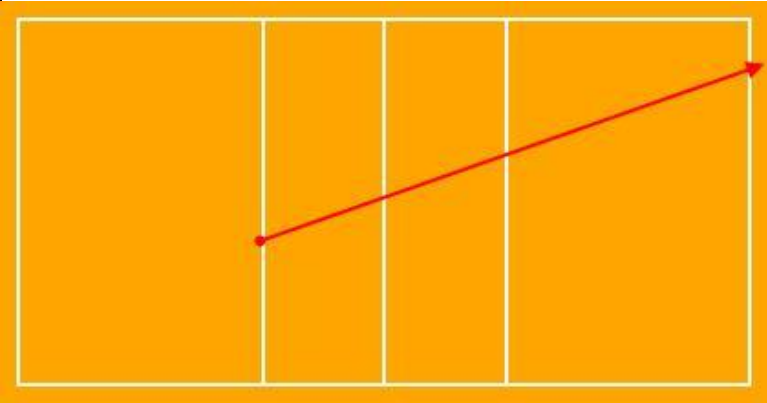
Total	#	+	!	/	-	=
	33%	0%	0%	0%	0%	66%
3	1	2



Zone #6 0 blockers

Set quality: -

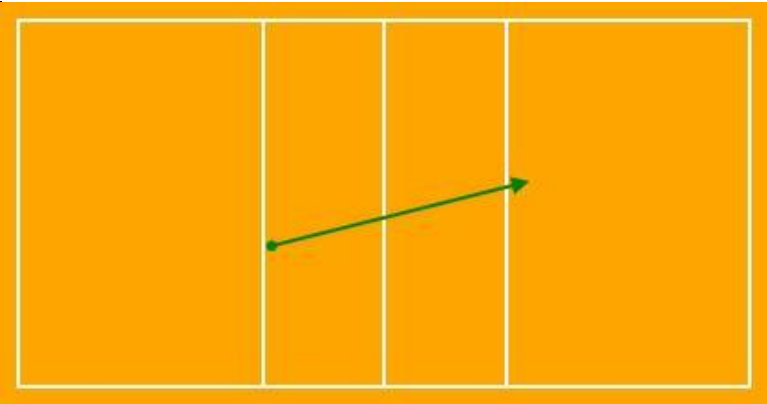
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #6 0.5 blockers

Set quality: !

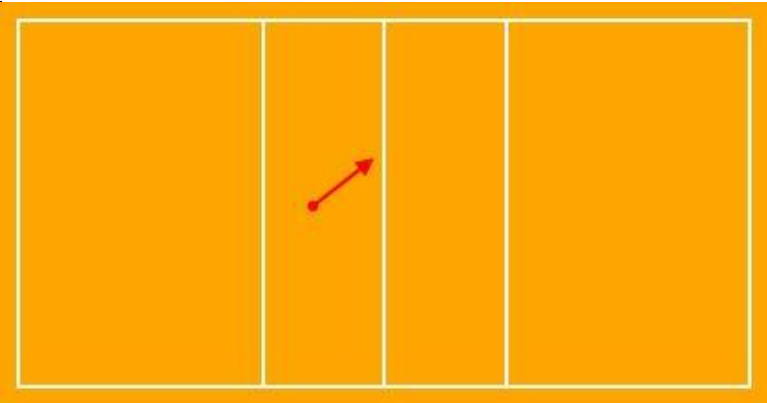
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #6 1 blockers

Set quality: /

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



Player #14

Ahmadullin Timur

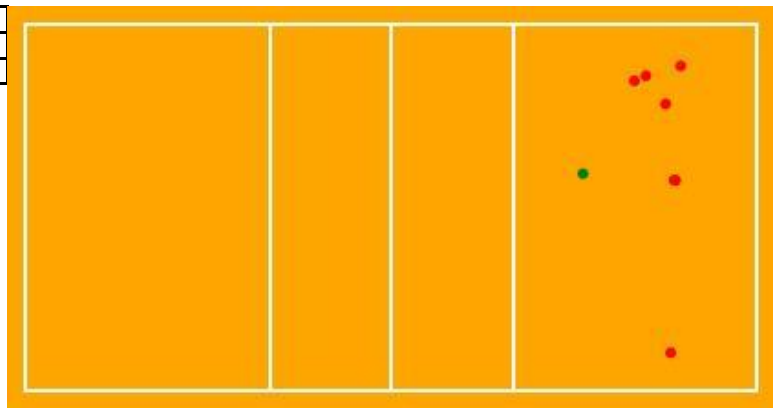
Serve

Player #14 Ahmadullin Timur

Glider

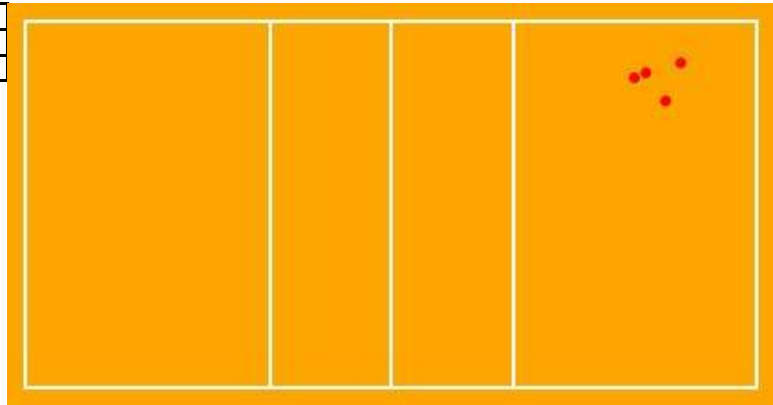
Total Glider

Total	#	+	!	/	-	=
	0%	12%	0%	0%	87%	0%
8	.	1	.	.	7	.



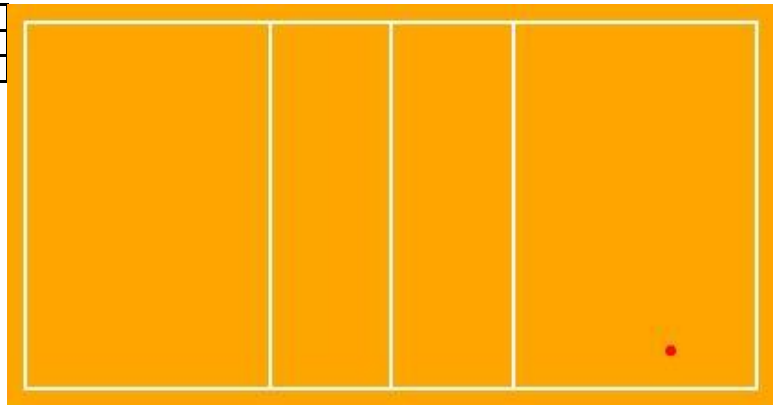
Glider Direction 1

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



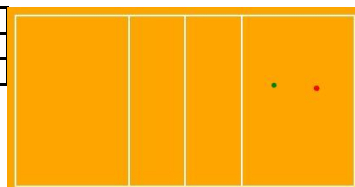
Glider Direction 5

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



Glider Direction 6

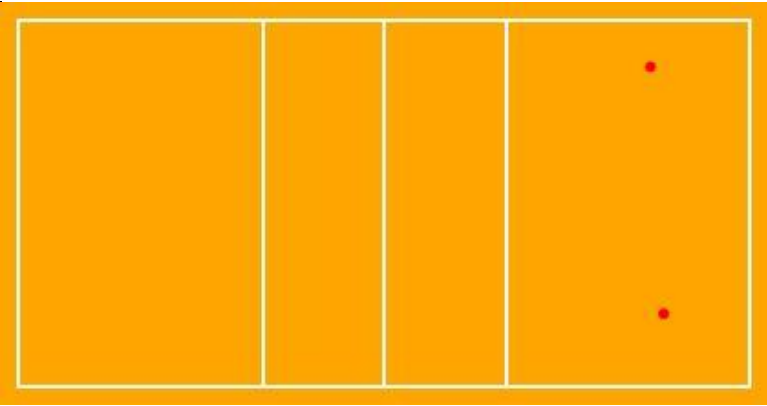
Total	#	+	!	/	-	=
	0%	33%	0%	0%	66%	0%
3	.	1	.	.	2	.



Jump

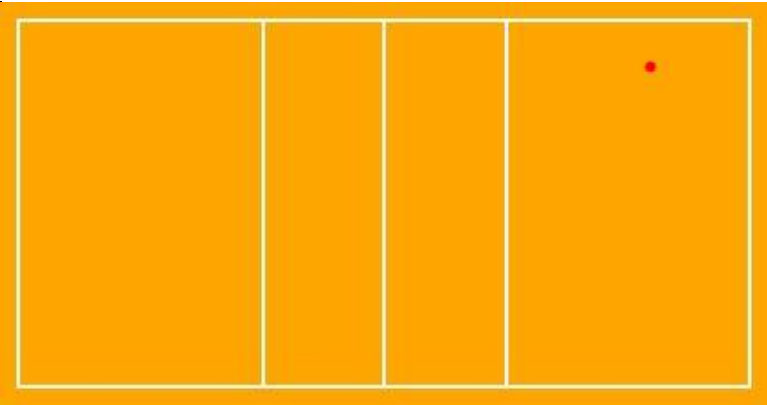
Total Jump

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



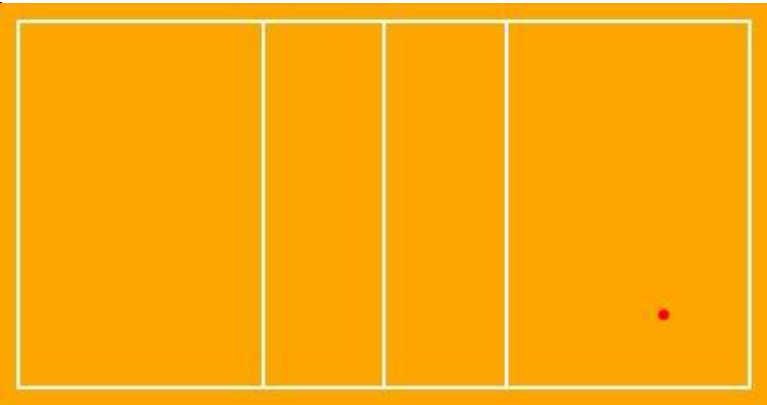
Jump Direction 1

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



Jump Direction 5

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

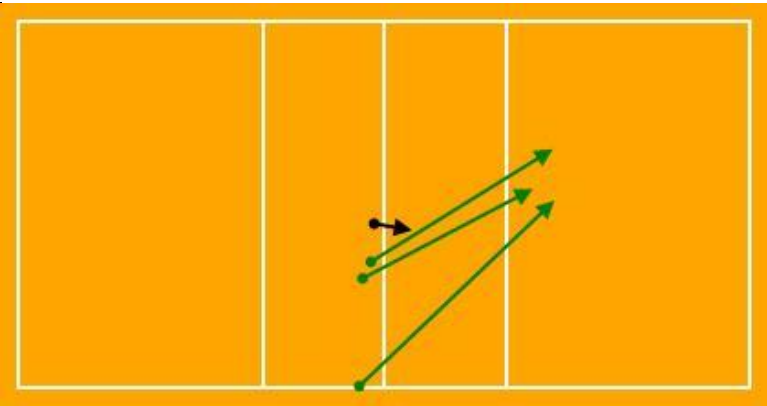


Attack Player #14 Ahmadullin Timur

Position 2

Total position 2

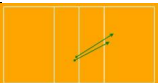
Total	#	+	!	/	-	=
	75%	0%	0%	25%	0%	0%
4	3	.	.	1	.	.



Zone #2 0 blockers

Set quality: #

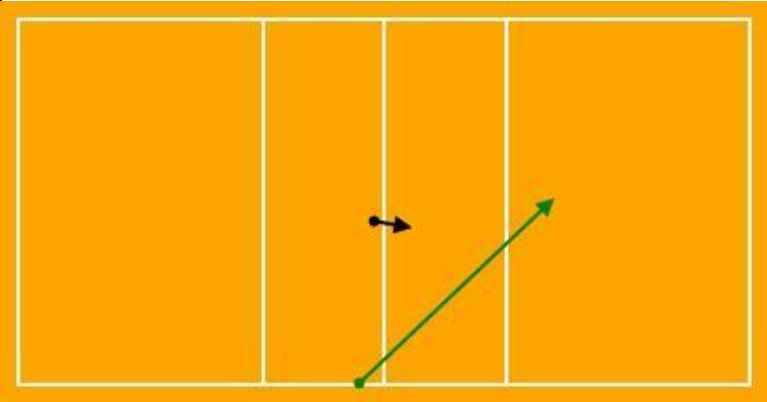
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #2 1 blockers

Set quality: #

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



Player #16

Pyanov Maxim

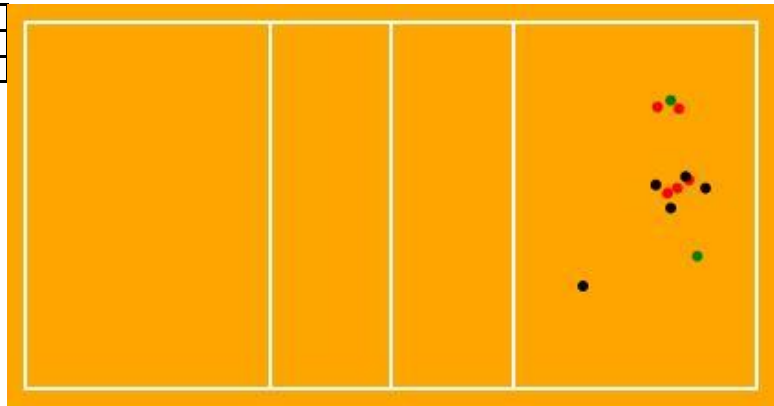
Serve

Player #16 Pyanov Maxim

Glider

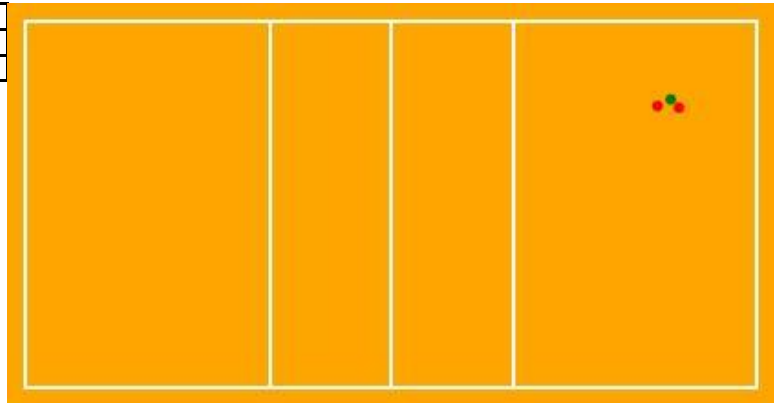
Total Glider

Total	#	+	!	/	-	=
	0%	15%	23%	15%	38%	7%
13	.	2	3	2	5	1



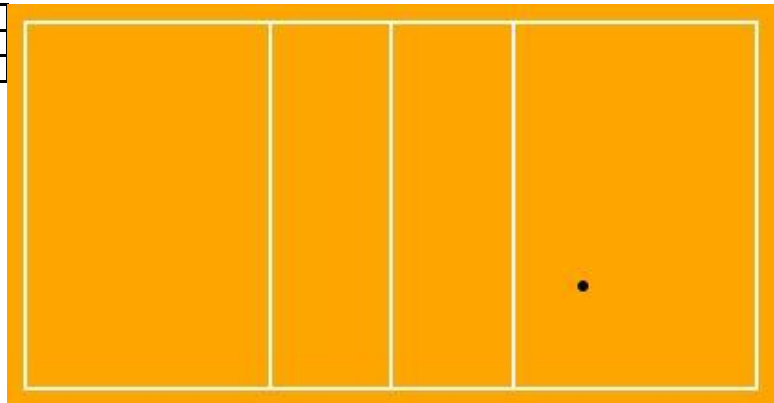
Glider Direction 1

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



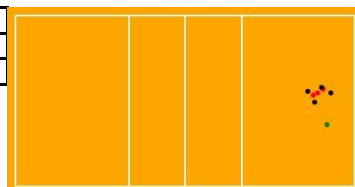
Glider Direction 5

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



Glider Direction 6

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



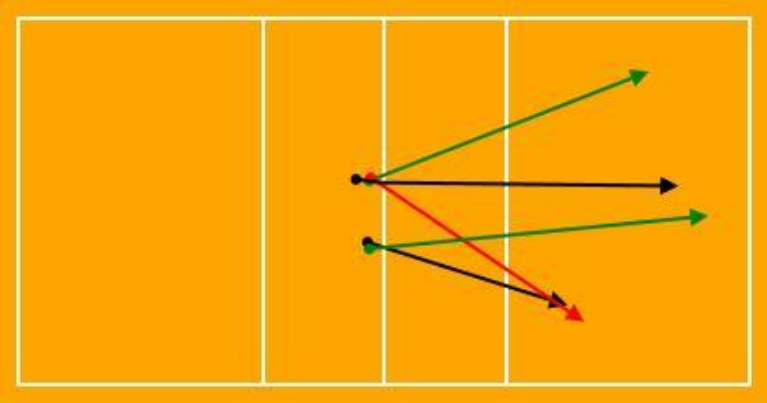
Attack

Player #16 Pyanov Maxim

Position 3

Total position 3

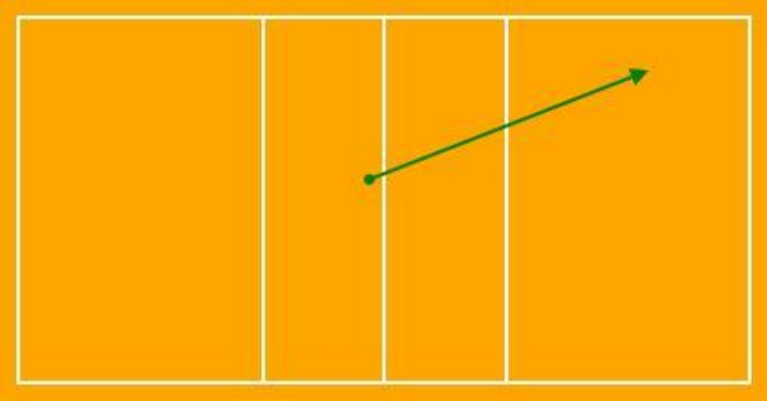
Total	#	+	!	/	-	=
	40%	0%	0%	40%	0%	20%
5	2	.	.	2	.	1



Zone #3 0 blockers

Set quality: #

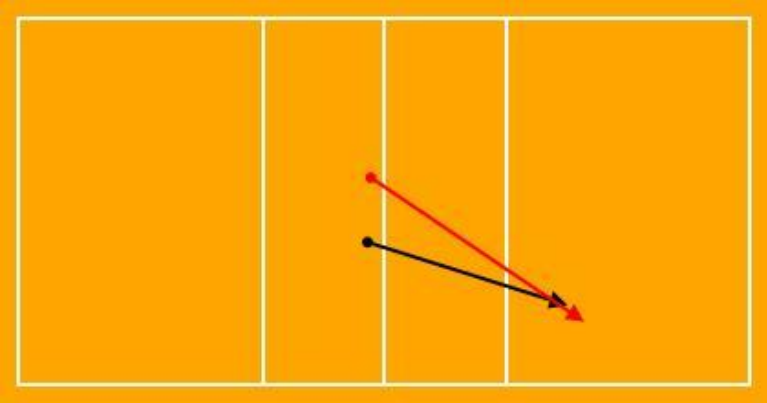
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

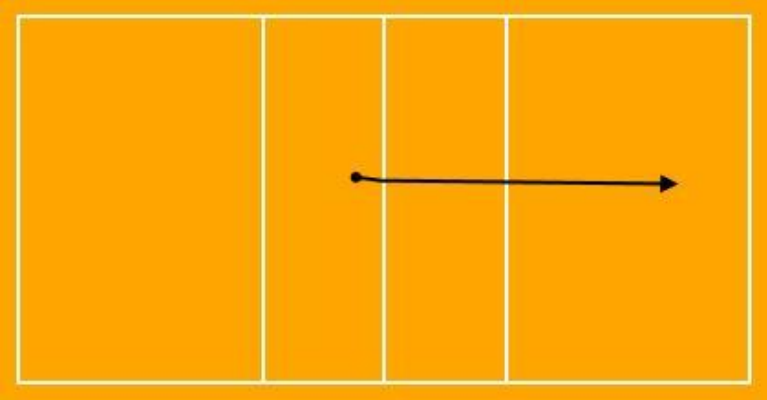
Set quality: !

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



Set quality: +

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



Set quality: #

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



Player #17

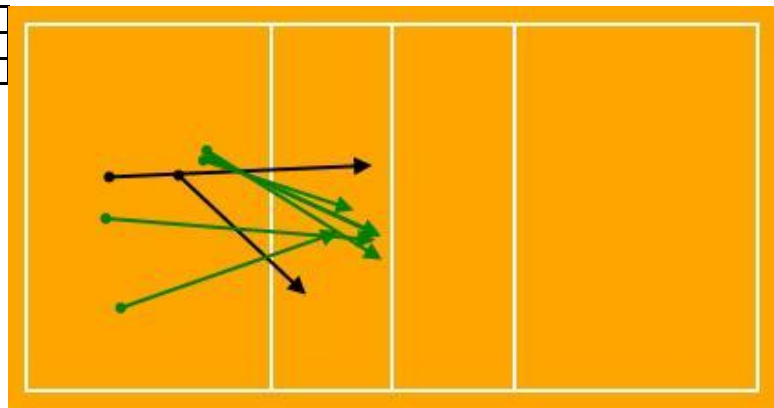
Fedunov Daniil

Reception
Player #17 Fedunov Daniil

Glider

Total Glider

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

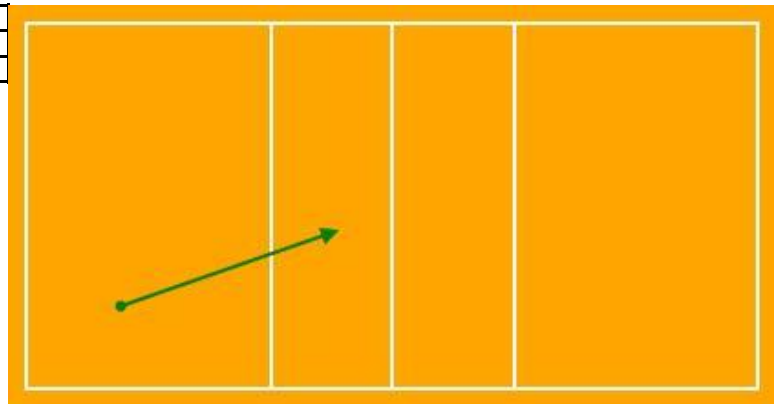


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	7(87%) #: 42%, #+: 71% !/-: 28%, =: 0%	1(12%) #: 0%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

Upper

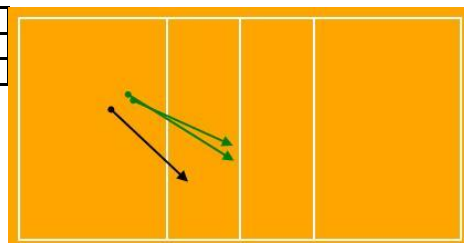
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Glider Zone #6

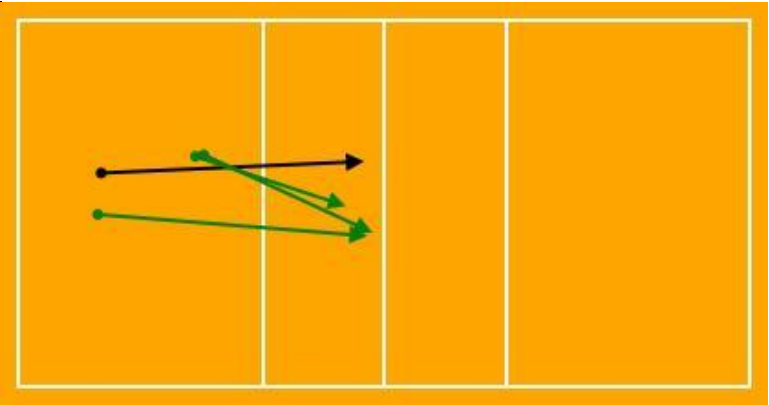
Lower

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



Upper

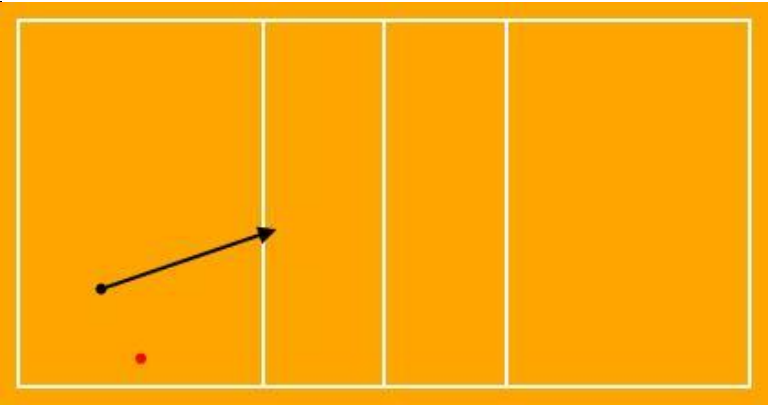
Total	#	+	!	/	-	=
	25%	50%	25%	0%	0%	0%
4	1	2	1	.	.	.



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

