

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	80	55	65	6	13%	8	1	1	100%	0%	0%	116	12	3	67	68%	57%	1	24%	75%	5	32	81%
#2 Baiduji	.	0
#7 Ushakov	15	2	27	4	18%	2	37	.	24%	40%	27%	38	5	4	12	44%	31%	.	0%	100%	1	12	75%
#8 Shchipko	41	7	63	7	4%	2	81	4	25%	45%	27%	77	9	9	39	59%	50%	1	80%	20%	.	40	95%
#10 Klimov	52	37	62	8	19%	5	1	.	0%	100%	100%	58	3	2	30	55%	51%	2	35%	64%	17	16	75%
#12 Volkov	.	0
#13 Trofimov	55	27	37	5	13%	2	66	3	19%	57%	39%	98	11	7	45	51%	45%	1	45%	55%	8	25	92%
#14 Ahmadullin	16	-7	83	16	18%	5	1	.	0%	100%	100%	19	2	.	8	42%	42%	2	56%	43%	3	35	85%
#15 Lyashenko	14	7	41	4	17%	4	16	1	1	6	56%	37%	1	45%	55%	4	6	83%
#16 Pyanov	20	6	44	6	9%	26	5	.	13	53%	50%	3	26%	73%	7	3	66%
#17 Fedunov	.	-4	87	3	20%	52%	36%	40	80%
#18 Ziva	.	0
#24 Scherbakov	2	-1	2	2	0%	.	6	1	16%	50%	50%	4	.	.	2	50%	50%	1	100%
Total	295	129	424	58	14%	28	280	12	22%	50%	33%	452	48	26	222	56%	49%	11	36%	63%	45	210	84%

Player #1

Vasilchenko

Dmitrii

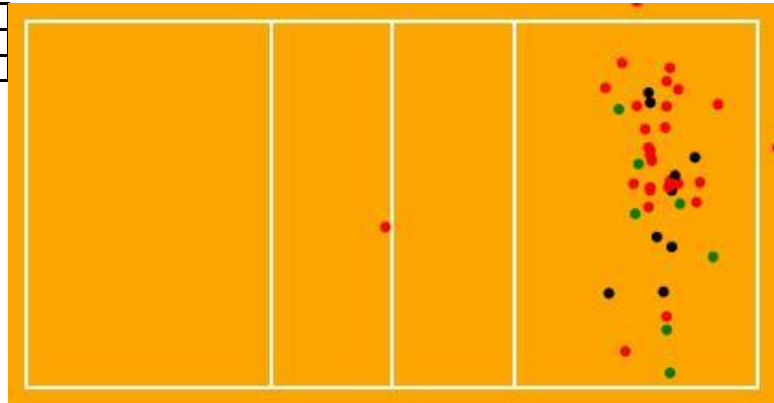
Serve

Player #1 Vasilchenko Dmitrii

Glider

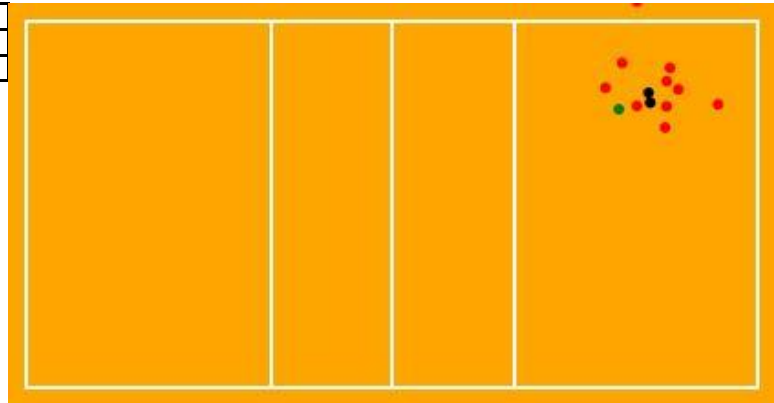
Total Glider

Total	#	+	!	/	-	=
	15%	0%	15%	4%	57%	6%
45	7	.	7	2	26	3



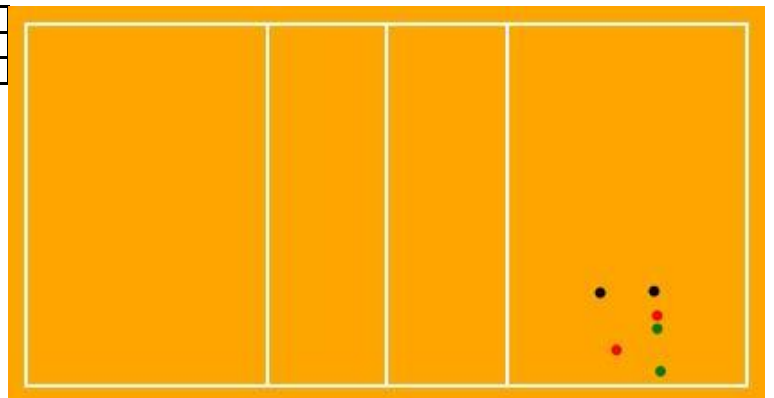
Glider Direction 1

Total	#	+	!	/	-	=
	7%	0%	0%	15%	69%	7%
13	1	.	.	2	9	1



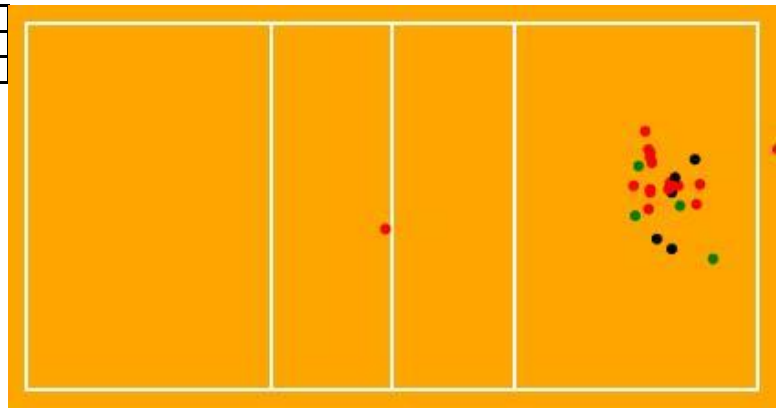
Glider Direction 5

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



Glider Direction 6

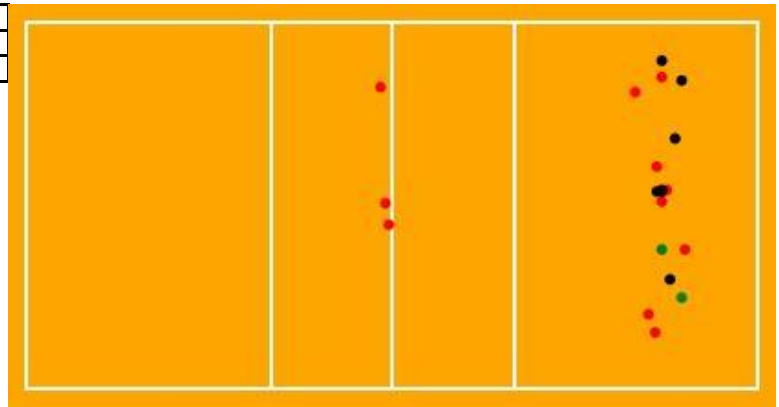
Total	#	+	!	/	-	=
	15%	0%	19%	0%	57%	7%
26	4	.	5	.	15	2



Jump

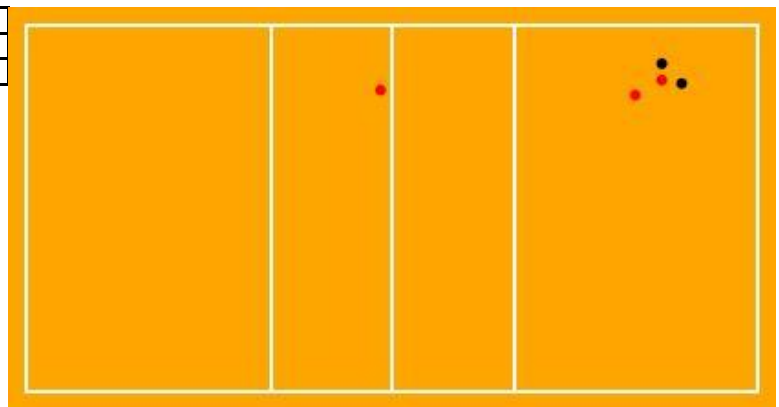
Total Jump

Total	#	+	!	/	-	=
	5%	5%	10%	25%	40%	15%
20	1	1	2	5	8	3



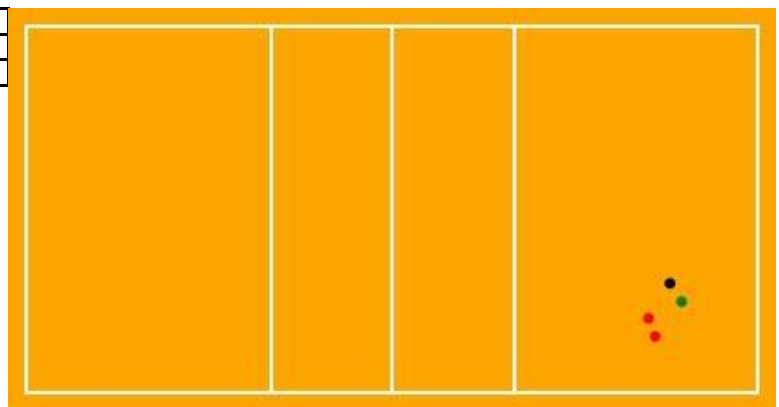
Jump Direction 1

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



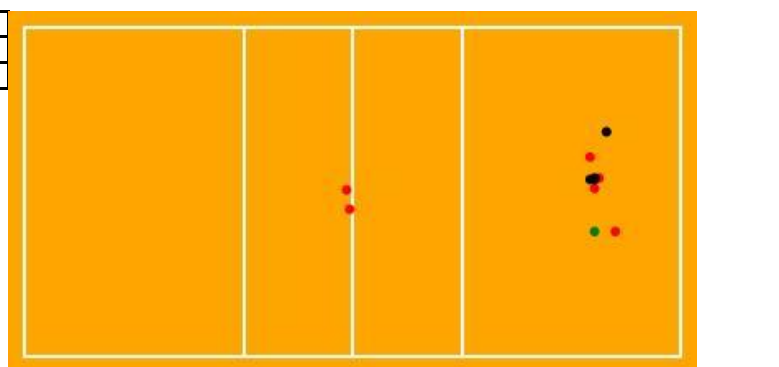
Jump Direction 5

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



Jump Direction 6

Total	#	+	!	/	-	=
	9%	0%	18%	18%	36%	18%
11	1	.	2	2	4	2



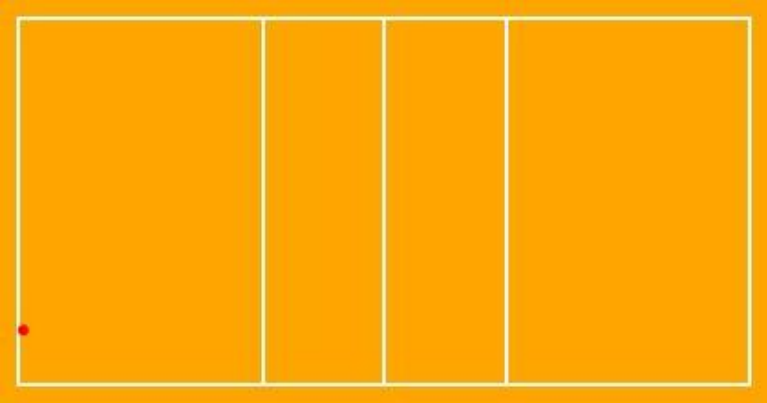
Reception

Player #1 Vasilchenko Dmitrii

Jump

Total Jump

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

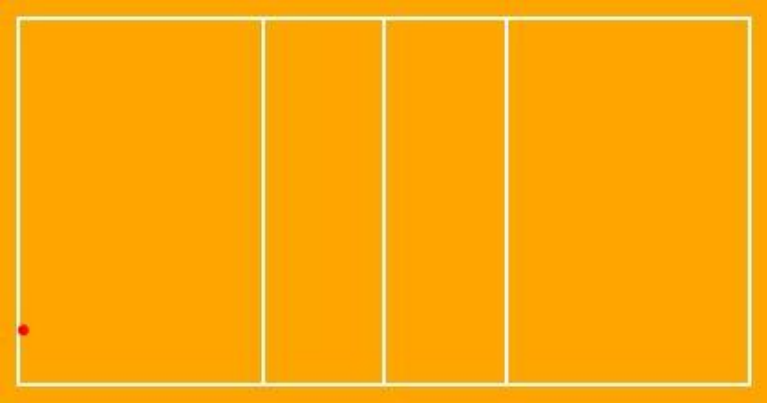


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(100%) #: 0%, #+: 0% !/-: 0%, =: 100%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

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



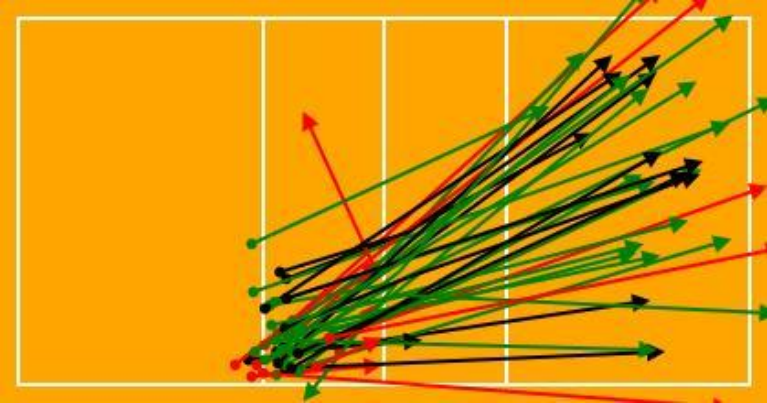
Attack

Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

Total	#	+	!	/	-	=
	46%	2%	0%	27%	2%	20%
43	20	1	.	12	1	9



Zone #1 0.5 blockers

Set quality: /

Total	#	+	!	/	-	=
-------	---	---	---	---	---	---

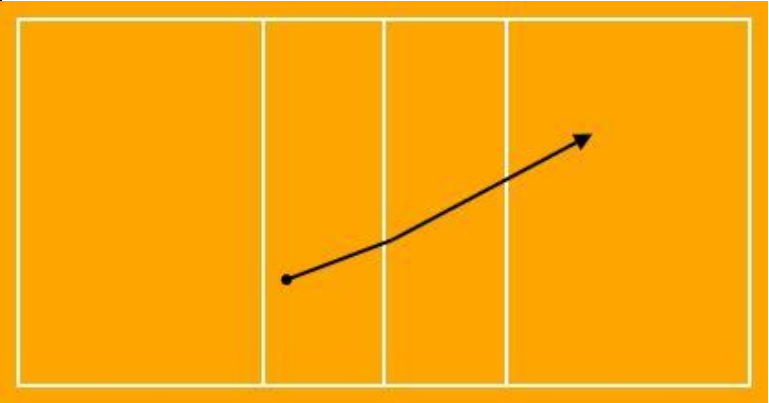


	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.

Zone #1 1 blockers

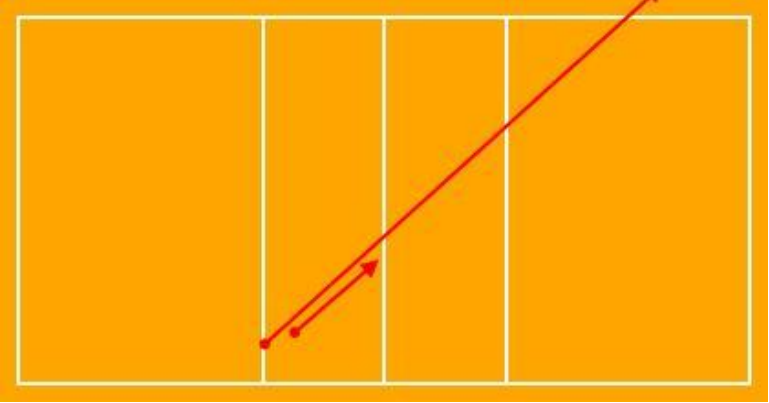
Set quality: /

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



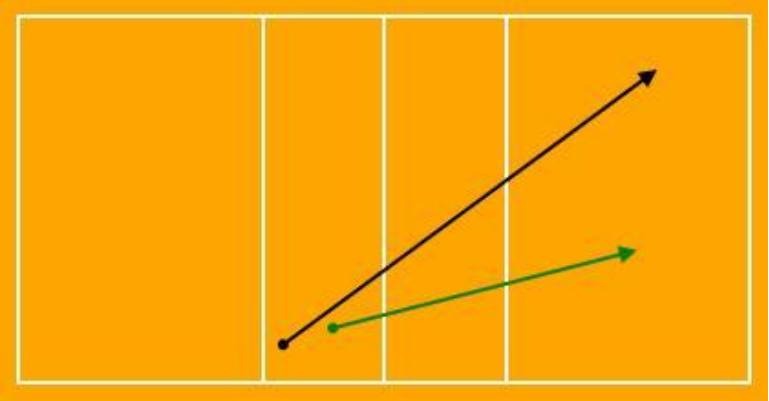
Set quality: !

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



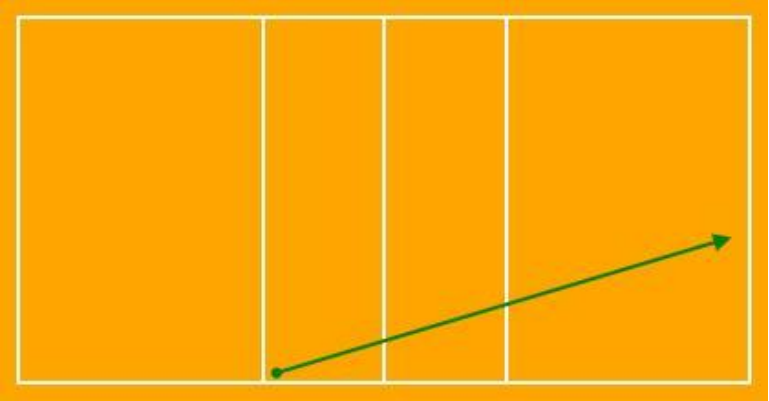
Set quality: +

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



Set quality: #

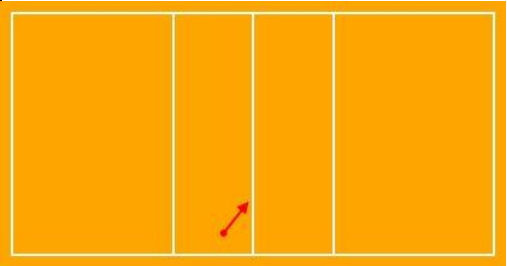
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #1 1.5 blockers

Set quality: /

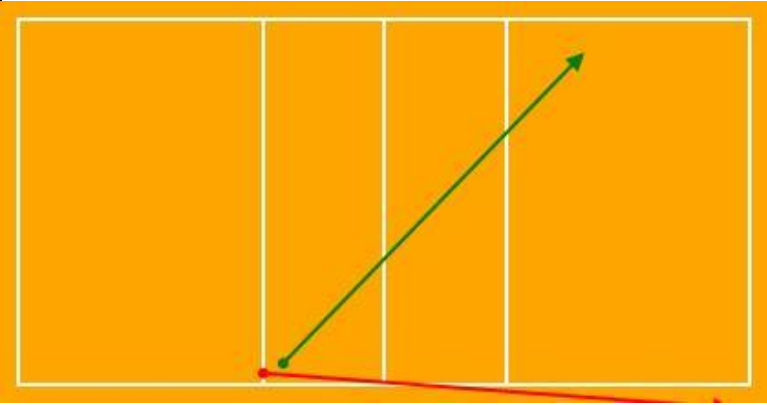
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #1 2 blockers

Set quality: +

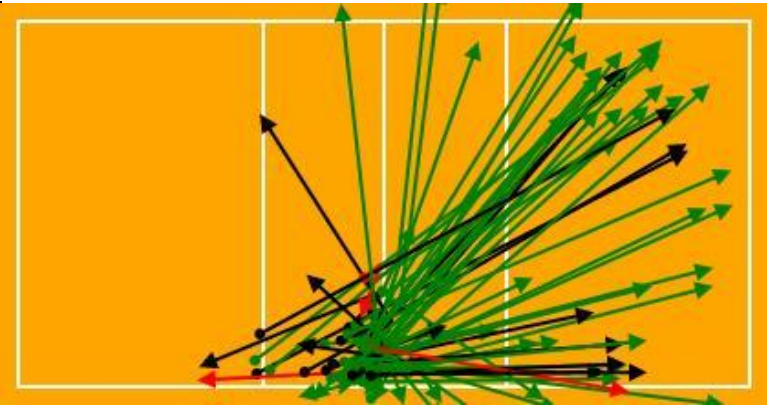
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
2	1	1



Position 2

Total position 2

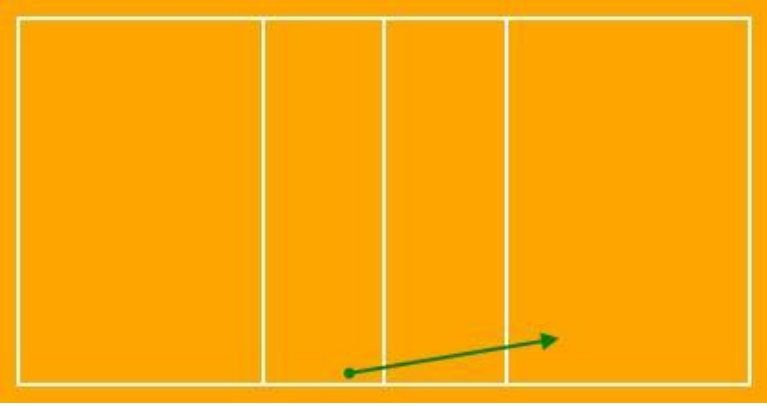
Total	#	+	!	/	-	=
	57%	13%	4%	18%	2%	2%
69	40	9	3	13	2	2



Zone #2 1 blockers

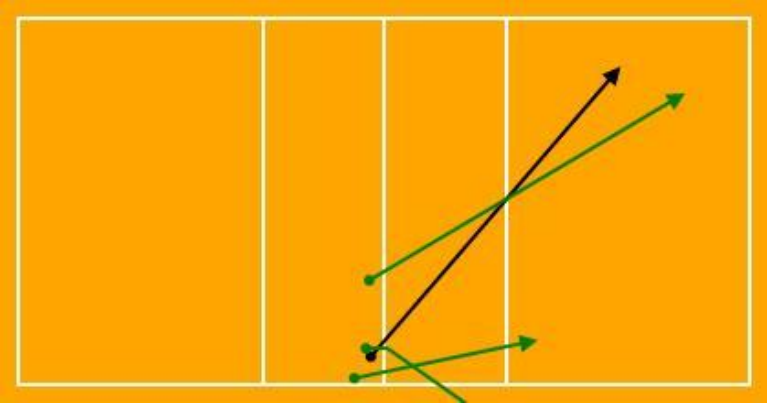
Set quality: /

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



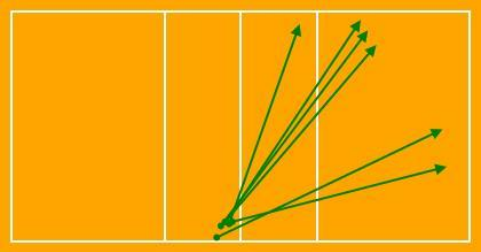
Set quality: !

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



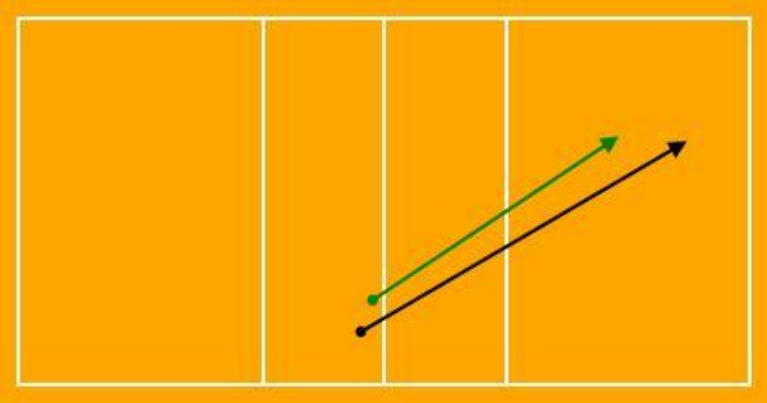
Set quality: +

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
6	6



Set quality: #

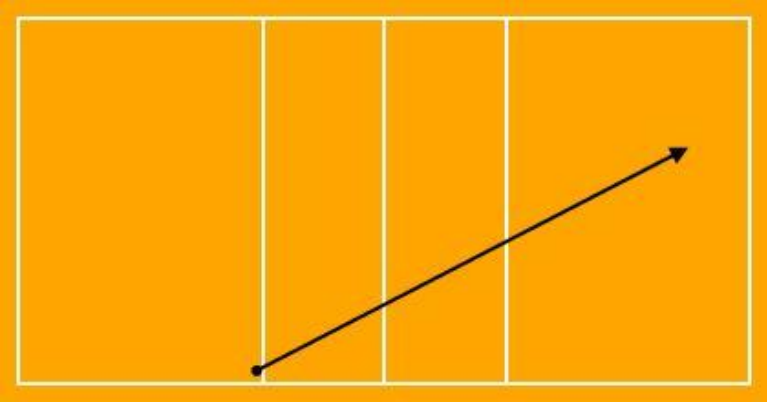
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #2 1.5 blockers

Set quality: /

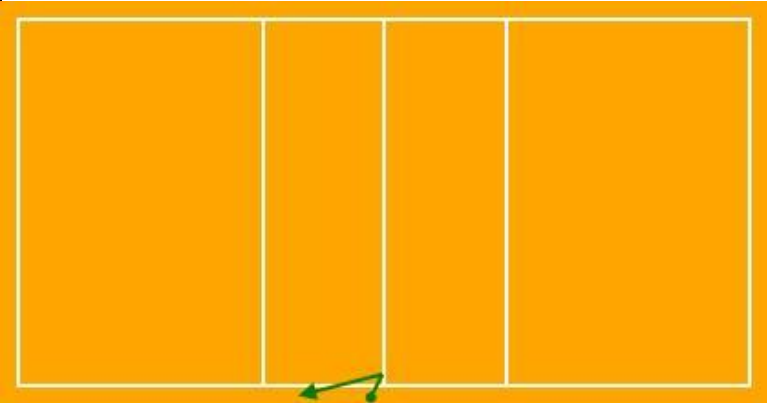
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #2 2 blockers

Set quality: !

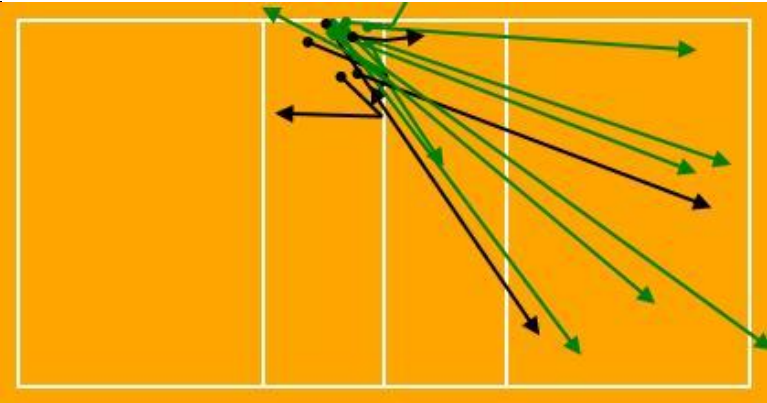
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

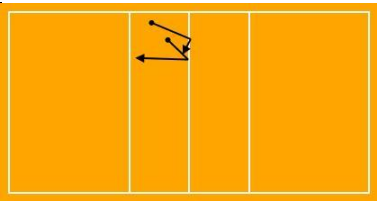
Total	#	+	!	/	-	=
	50%	14%	14%	21%	0%	0%
14	7	2	2	3	.	.



Zone #4 2 blockers

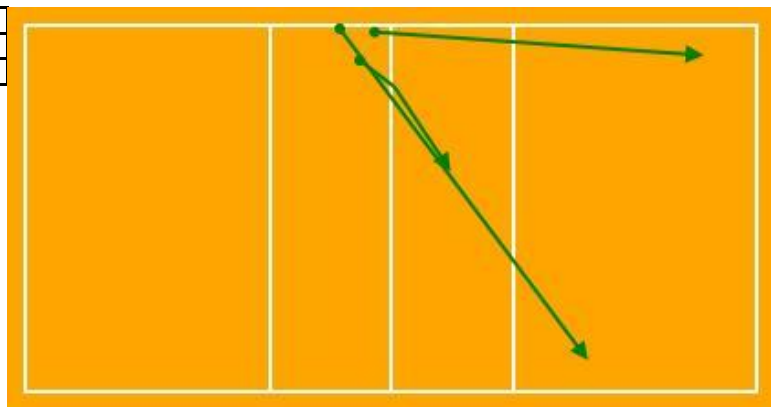
Set quality: /

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



Set quality: +

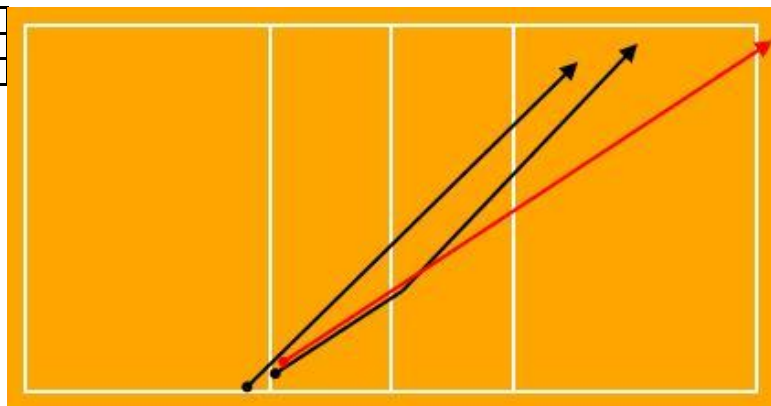
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
3	3



Position 6

Total position 6

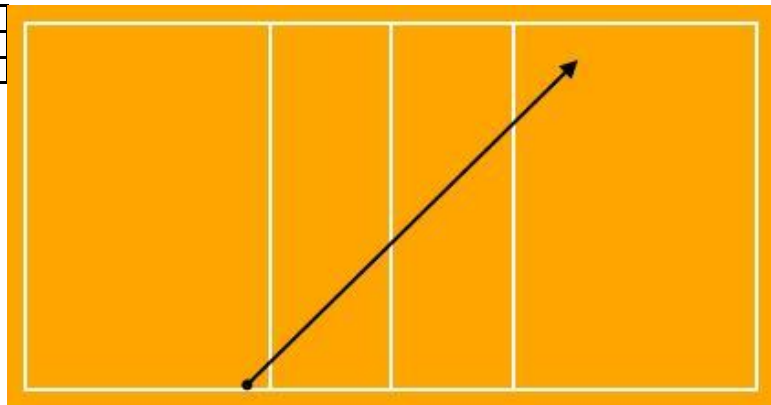
Total	#	+	!	/	-	=
	0%	0%	0%	66%	0%	33%
3	.	.	.	2	.	1



Zone #6 2 blockers

Set quality: /

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



Set

Player #1 Vasilchenko Dmitrii

Set quality distribution by reception quality

rec.qual/ set.qual	=	-	/	!	+	#
# (1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
+ (3)	.(0%)	.(0%)	.(0%)	.(0%)	3(100%)	.(0%)
! (7)	.(0%)	.(0%)	.(0%)	4(57%)	3(42%)	.(0%)
# + ! (11)	.(0%)	.(0%)	.(0%)	5(45%)	6(54%)	.(0%)
/ - (5)	1(20%)	.(0%)	.(0%)	3(60%)	1(20%)	.(0%)

Set quality distribution by direction

direction/ set.qual	=	-	/	!	+	#
4(10)	.(0%)	.(0%)	.(0%)	5(50%)	5(50%)	.(0%)
2(2)	1(50%)	.(0%)	.(0%)	1(50%)	.(0%)	.(0%)
1(3)	.(0%)	.(0%)	.(0%)	1(33%)	2(66%)	.(0%)

6(1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
46(11)	.(0%)	.(0%)	.(0%)	6(54%)	5(45%)	.(0%)
21(5)	1(20%)	.(0%)	.(0%)	2(40%)	2(40%)	.(0%)

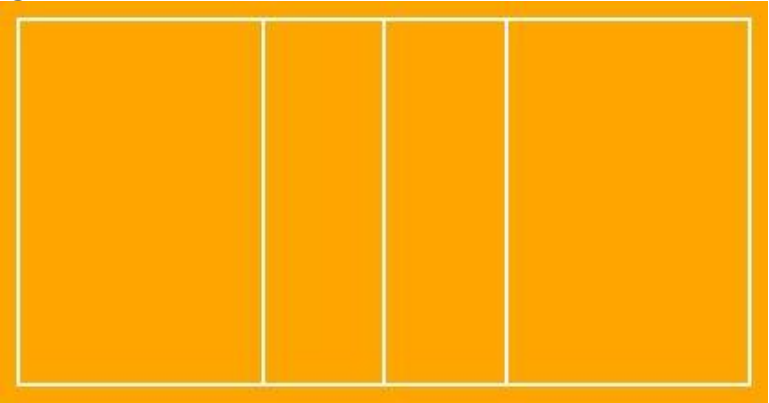
Blockers count distribution by reception quality

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
!(1)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)	.(0%)	.(0%)
#+!(1)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)	.(0%)	.(0%)
/-(2)	.(0%)	.(0%)	.(0%)	1(50%)	1(50%)	.(0%)	.(0%)

Reception direction distribution

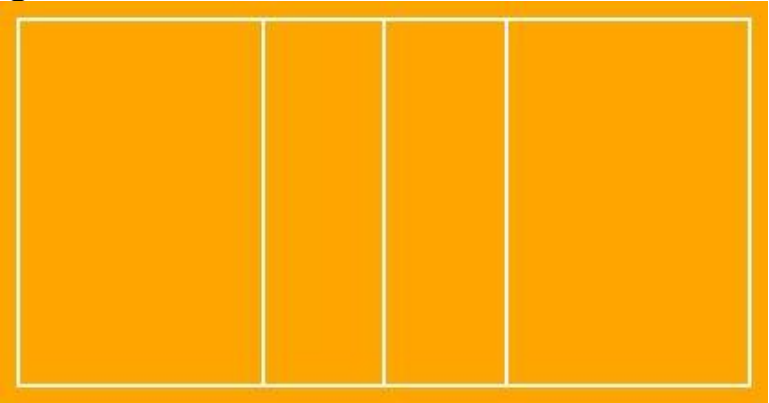
P1 arrangement

.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00
.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00



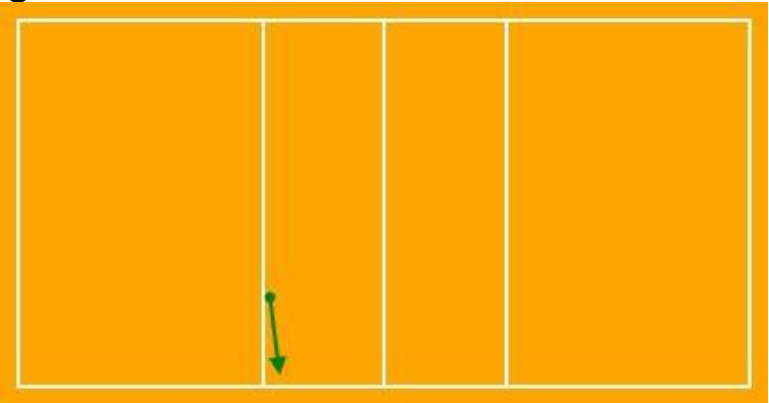
P2 arrangement

.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00
.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00



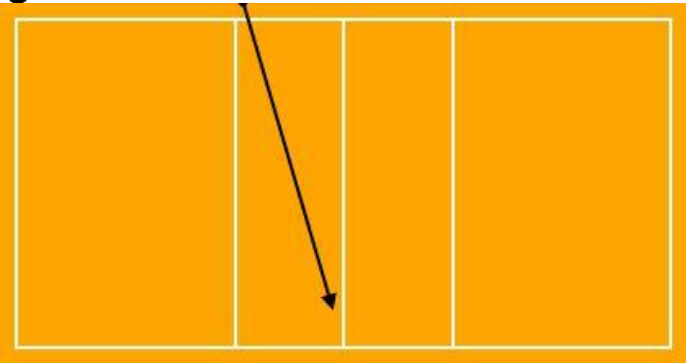
P3 arrangement

.(0%)	.(0%)	.(0%)
·	·	·
0.00	0.00	0.00
.(0%)	.(0%)	1(100%)
·	·	0%
0.00	0.00	1.00



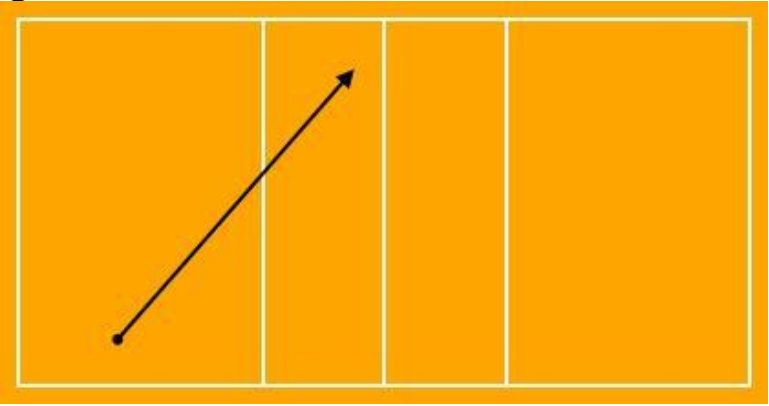
P4 arrangement

.(0%)	.(0%)	1(100%)
·	·	0%
0.00	0.00	1.50
.(0%)	.(0%)	.(0%)
·	·	·
0.00	0.00	0.00



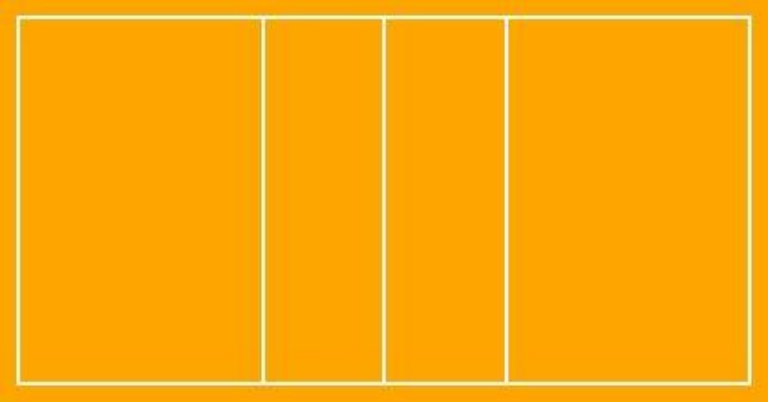
1(100%)	.(0%)	.(0%)
0%	.	.
2.00	0.00	0.00
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

P5 arrangement



.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00

P6 arrangement



Player #7 Ushakov

Vladislav

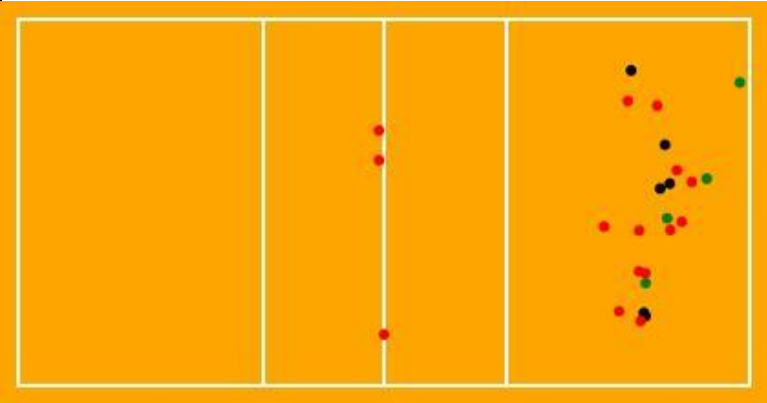
Serve

Player #7 Ushakov Vladislav

Glider

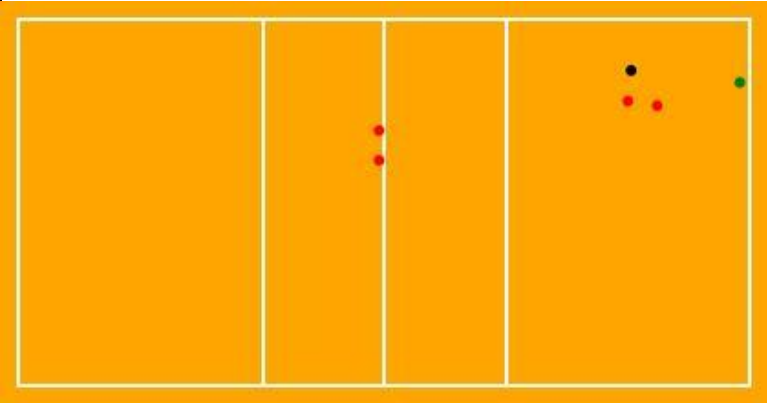
Total Glider

Total	#	+	!	/	-	=
	7%	11%	7%	15%	46%	11%
26	2	3	2	4	12	3



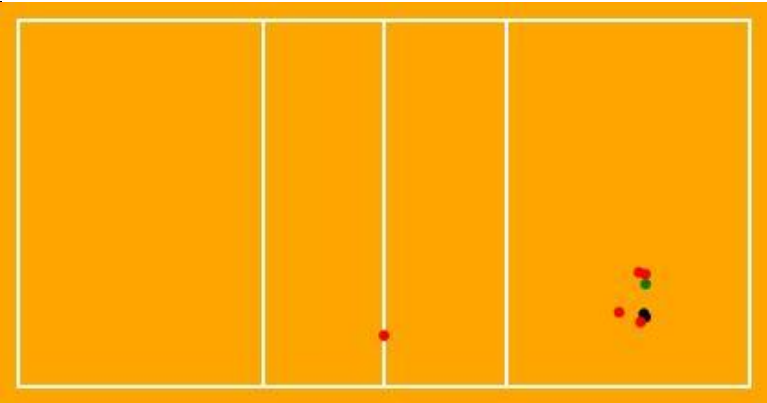
Glider Direction 1

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



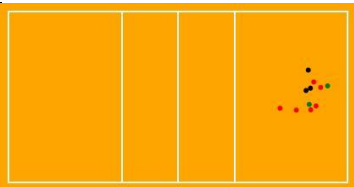
Glider Direction 5

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



Glider Direction 6

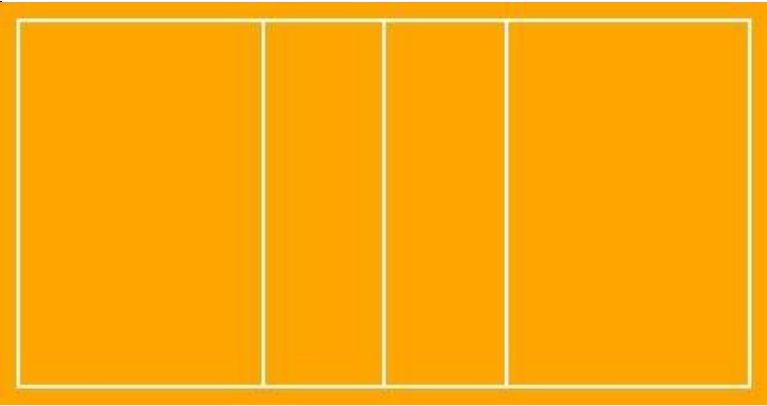
Total	#	+	!	/	-	=
	8%	16%	16%	8%	50%	0%
12	1	2	2	1	6	.



Jump

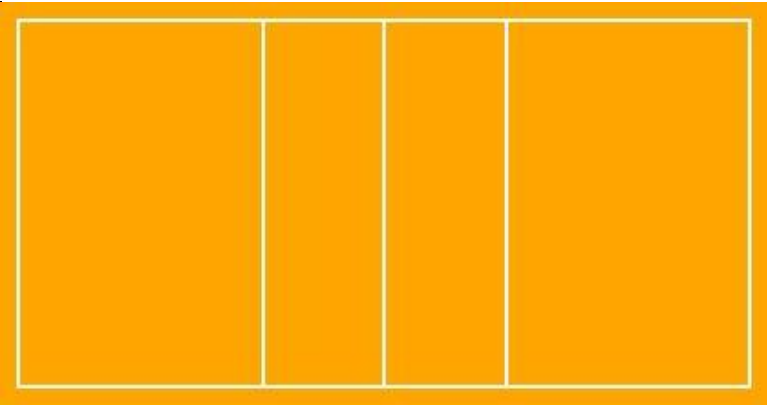
Total Jump

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



Jump Direction 6

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

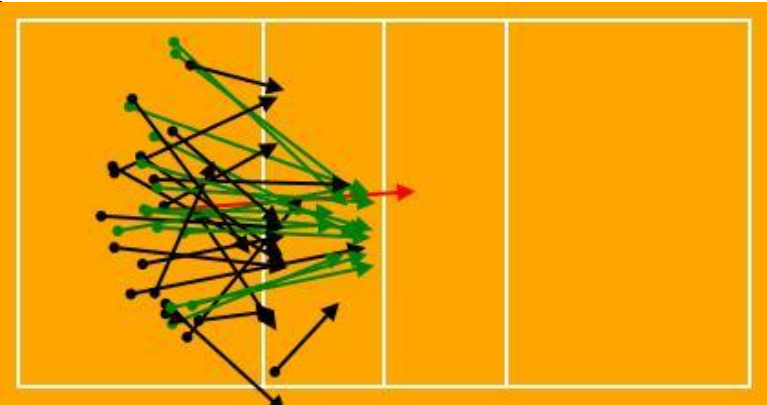


Reception Player #7 Ushakov Vladislav

Glider

Total Glider

Total	#	+	!	/	-	=
	26%	14%	35%	20%	2%	0%
34	9	5	12	7	1	.

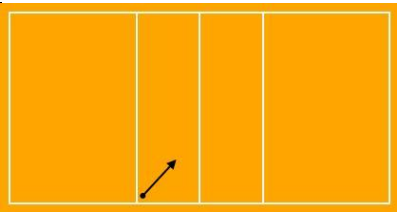


1(2%) #: 100%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
7(20%) #: 28%, #+: 42% !/-: 57%, =: 0%	16(47%) #: 25%, #+: 43% !/-: 56%, =: 0%	10(29%) #: 20%, #+: 30% !/-: 70%, =: 0%

Glider Zone #1

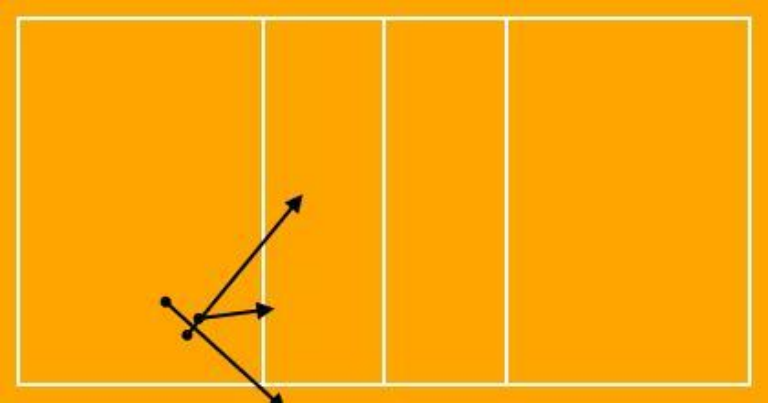
Lower

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



Upper

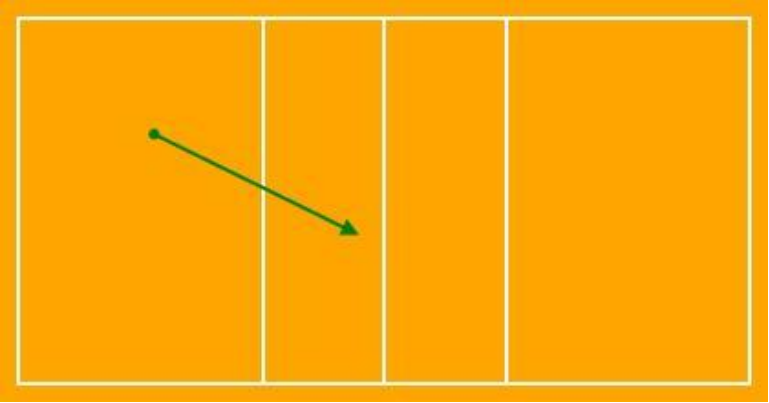
Total	#	+	!	/	-	=
	0%	0%	66%	33%	0%	0%
3	.	.	2	1	.	.



Glider Zone #4

Upper

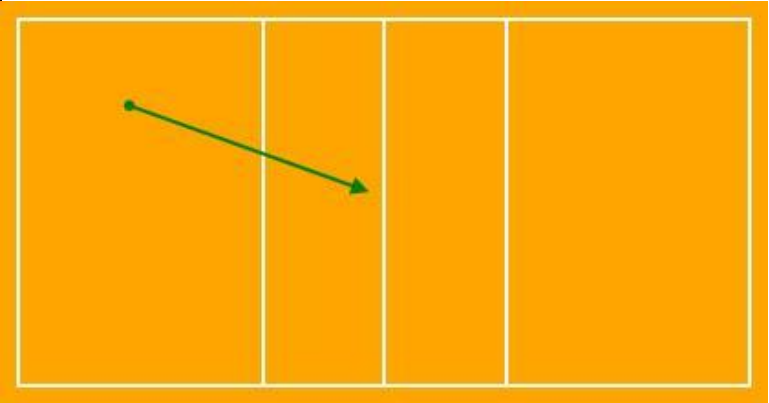
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #5

Upper

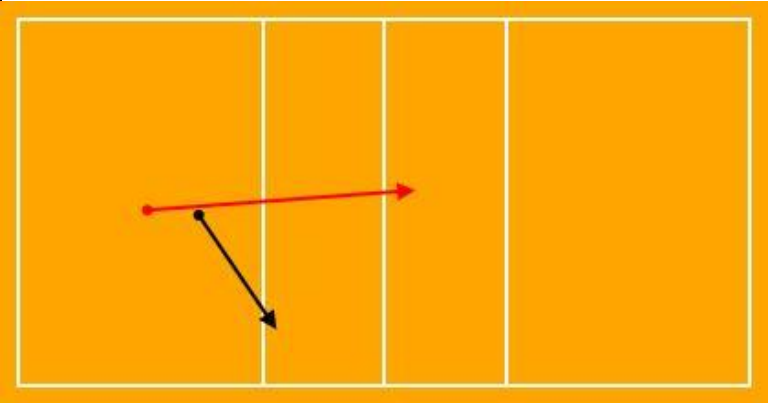
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #6

Lower

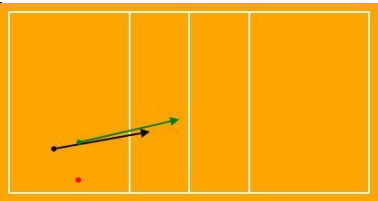
Total	#	+	!	/	-	=
	0%	0%	50%	0%	50%	0%
2	.	.	1	.	1	.



Jump

Total Jump

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

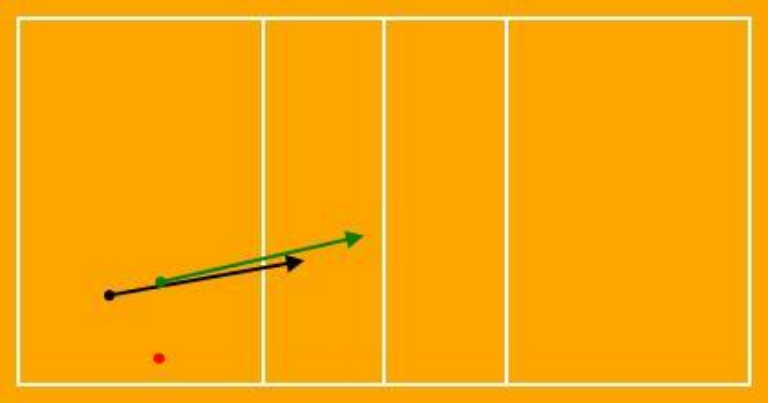


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	.(0%)	3(100%)
#: ., #+: .	#: ., #+: .	#: 33%, #+: .
!/-: ., =: .	!/-: ., =: .	33%
		!/-: 66%, =: 0%

Jump Zone #1

Lower

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



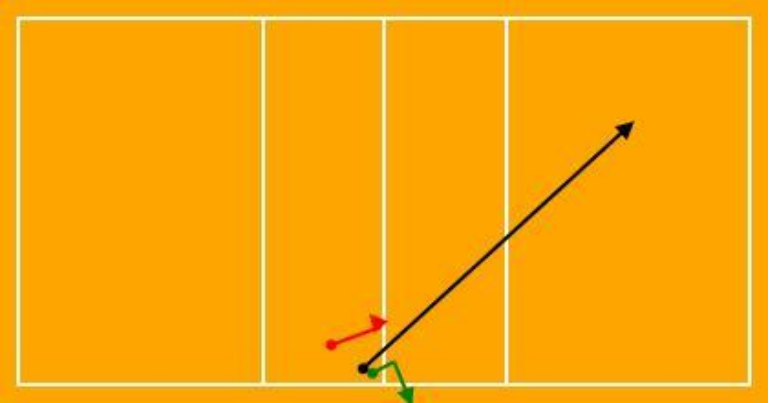
Attack

Player #7 Ushakov Vladislav

Position 2

Total position 2

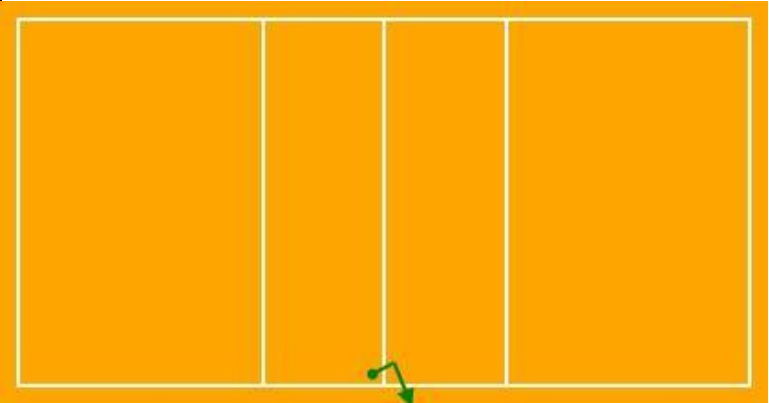
Total	#	+	!	/	-	=
	33%	0%	0%	33%	33%	0%
3	1	.	.	1	1	.



Zone #2 1 blockers

Set quality: #

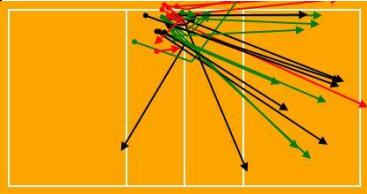
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

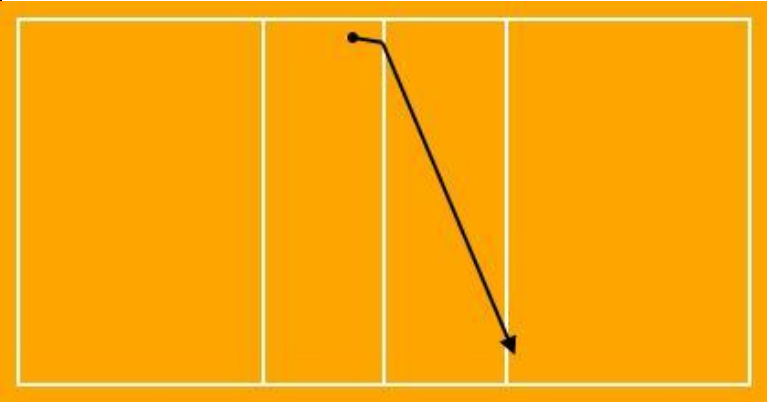
Total	#	+	!	/	-	=
	29%	11%	3%	29%	7%	18%
27	8	3	1	8	2	5



Zone #4 1 blockers

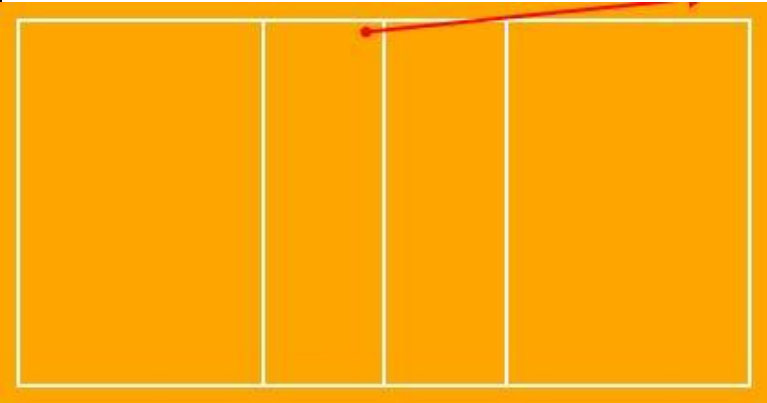
Set quality: +

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



Set quality: #

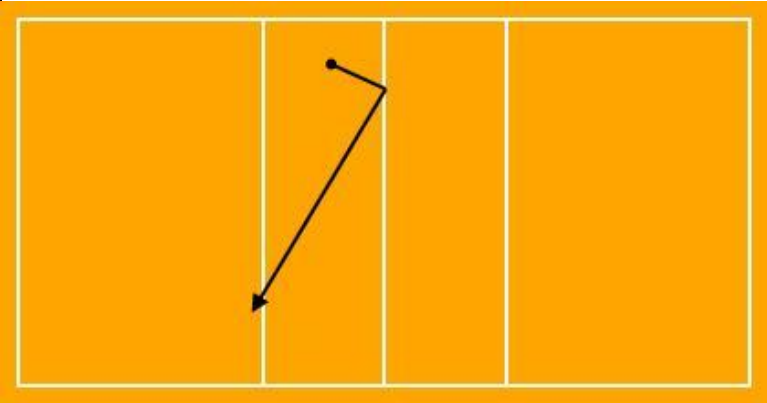
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 2 blockers

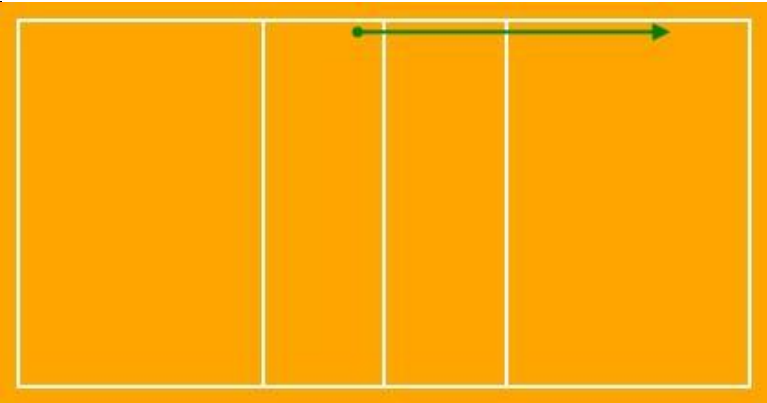
Set quality: !

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



Set quality: #

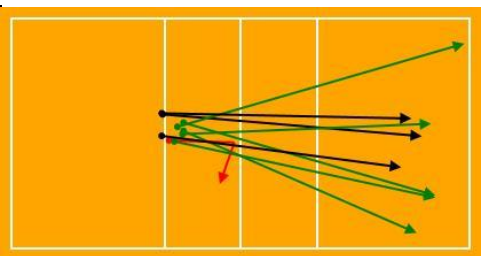
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

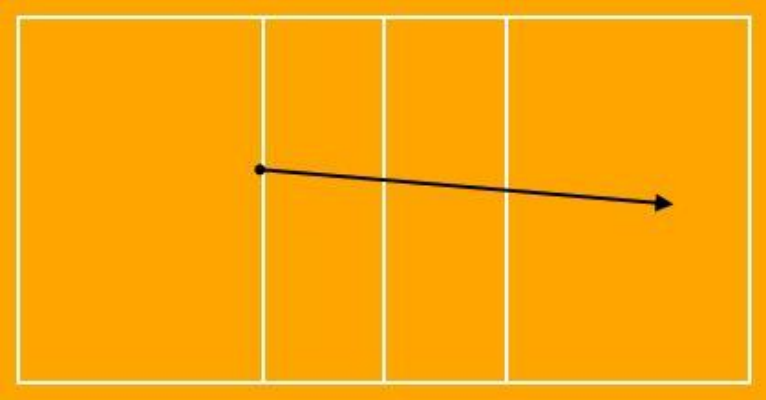
Total	#	+	!	/	-	=
	33%	22%	0%	33%	11%	0%
9	3	2	.	3	1	.



Zone #6 0 blockers

Set quality: !

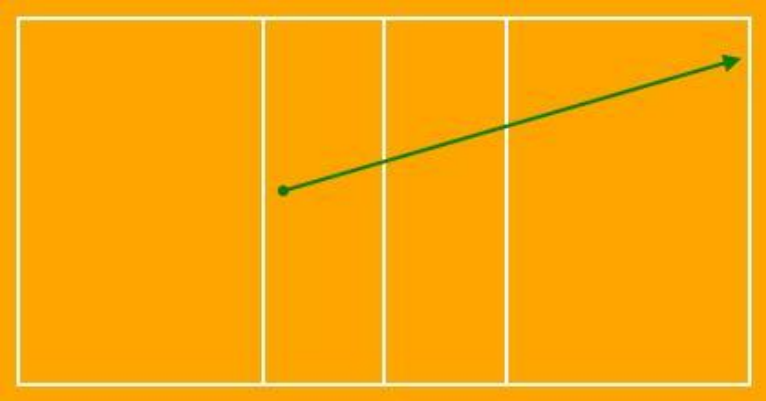
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 1 blockers

Set quality: #

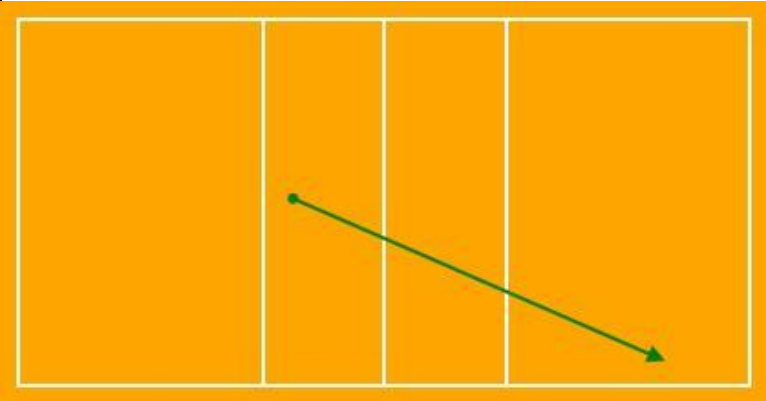
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #6 2 blockers

Set quality: #

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



Set

Player #7 Ushakov Vladislav

Set quality distribution by reception quality

rec.qual/ set.qual	=	-	/	!	+	#
! (1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
# + ! (1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
/ - (2)	.(0%)	.(0%)	.(0%)	.(0%)	2(100%)	.(0%)

Set quality distribution by direction

direction/ set.qual	=	-	/	!	+	#
4(1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
2(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)
1(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)
46(1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)

21(2)	.(0%)	.(0%)	.(0%)	.(0%)	2(100%)	.(0%)
-------	-------	-------	-------	-------	---------	-------

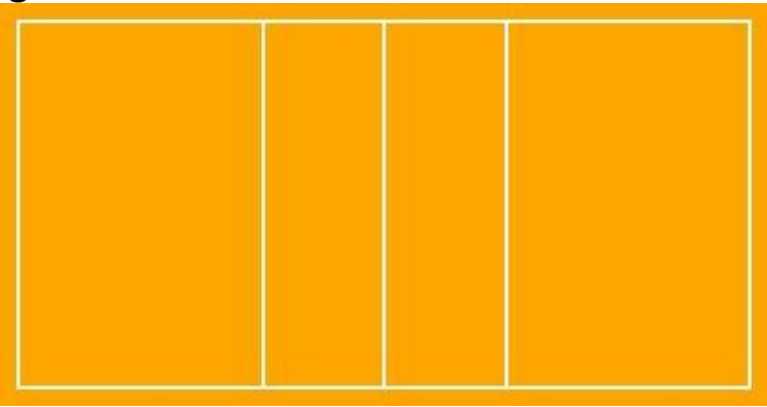
Blockers count distribution by reception quality

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
/-(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)

Reception direction distribution

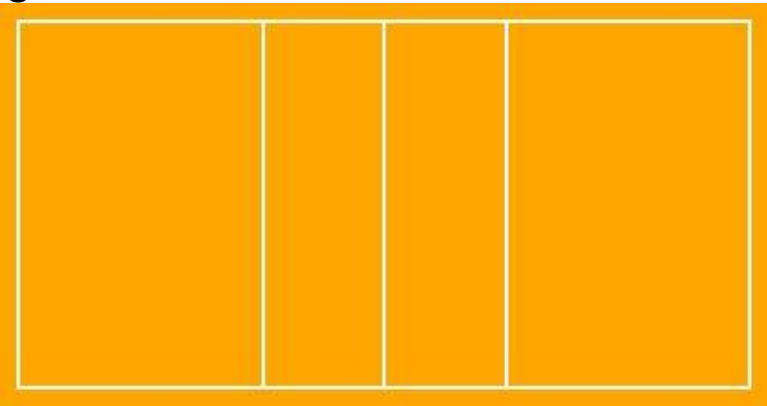
P1 arrangement

.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00
.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00



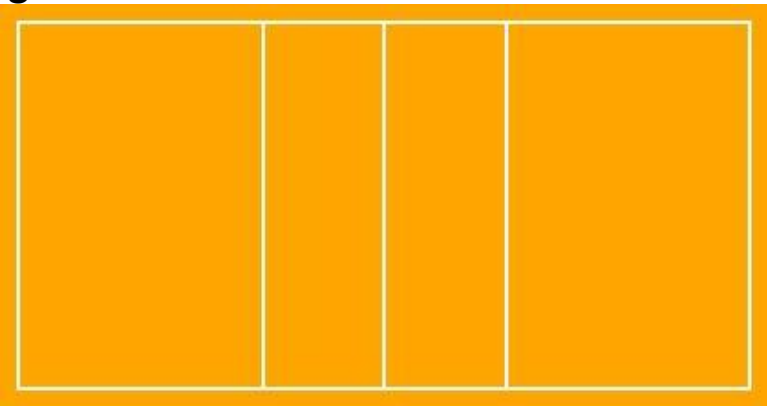
P2 arrangement

.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00
.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00



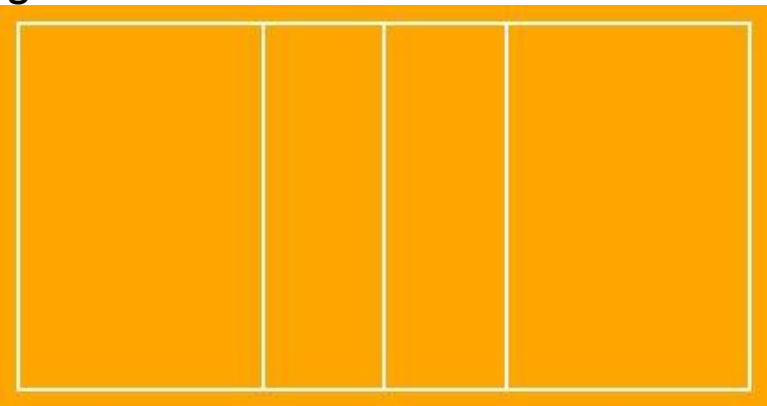
P3 arrangement

.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00
.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00



P4 arrangement

.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00
.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00



P5 arrangement

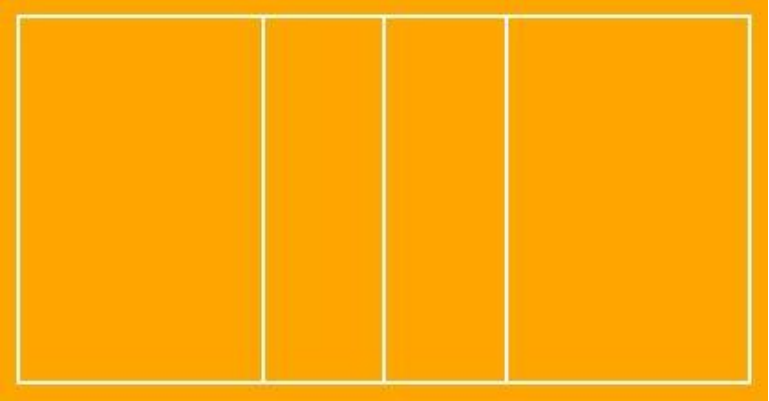
.(0%)	.(0%)	1(100%)
-------	-------	---------



0.00	0.00	100% 2.00
.(0%)	.(0%)	.(0%)
0.00	0.00	0.00

.(.)	.(.)	.(.)
0.00	0.00	0.00
.(.)	.(.)	.(.)
0.00	0.00	0.00

P6 arrangement



Player #8

Shchipko Sergei

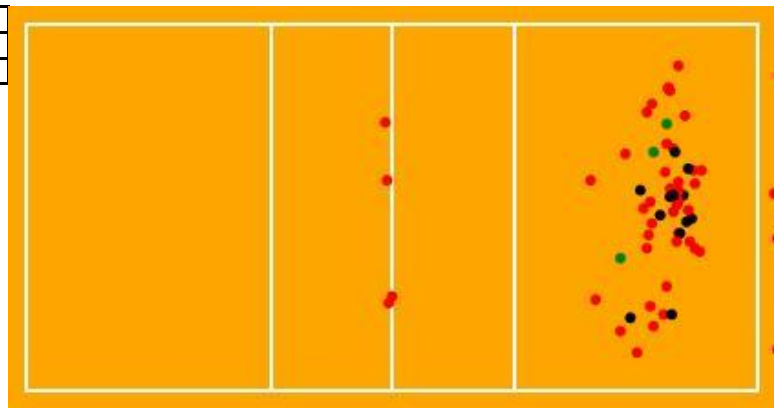
Serve

Player #8 Shchipko Sergei

Glider

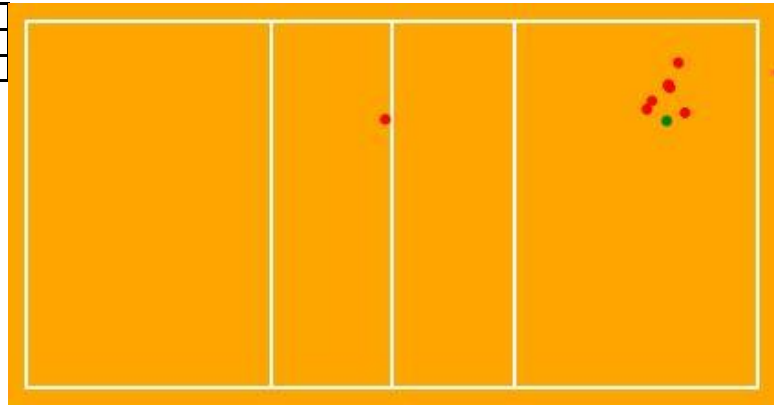
Total Glider

Total	#	+	!	/	-	=
	3%	1%	7%	11%	65%	11%
63	2	1	5	7	41	7



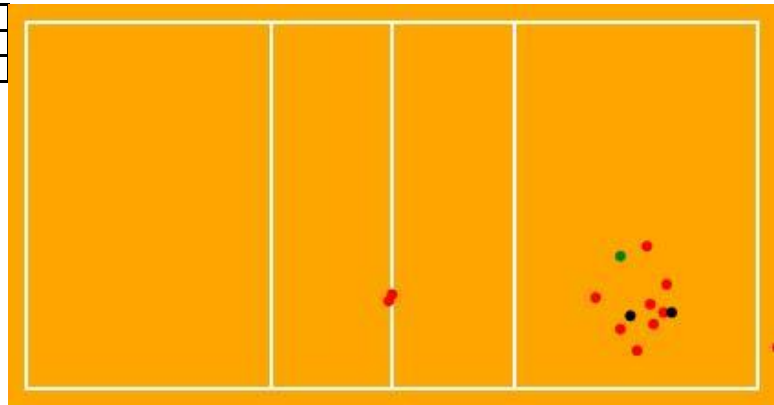
Glider Direction 1

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



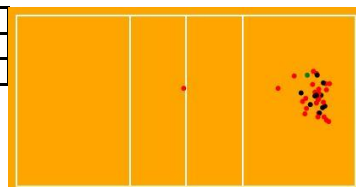
Glider Direction 5

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



Glider Direction 6

Total	#	+	!	/	-	=
	2%	0%	12%	12%	64%	7%
39	1	.	5	5	25	3



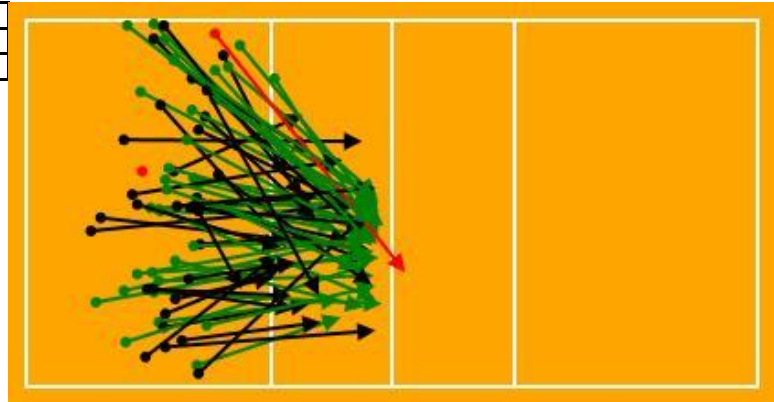
Reception

Player #8 Shchipko Sergei

Glider

Total Glider

Total	#	+	!	/	-	=
	30%	20%	25%	20%	1%	2%
70	21	14	18	14	1	2

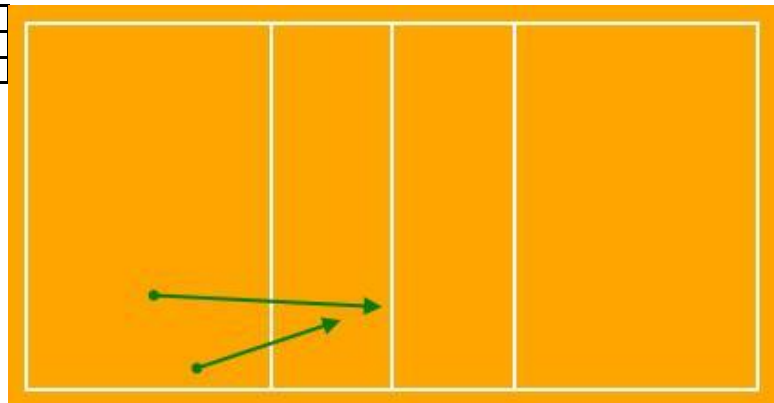


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
22(31%)	27(38%)	21(30%)
#: 45%, #+:	#: 18%, #+:	#: 28%, #+:
59%	40%	52%
!/-: 40%, =: 0%	!/-: 51%, =: 7%	!/-: 47%, =: 0%

Glider Zone #1

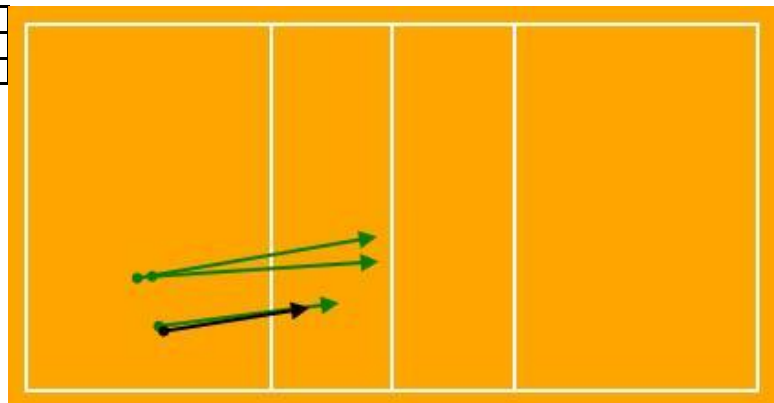
Lower

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



Upper

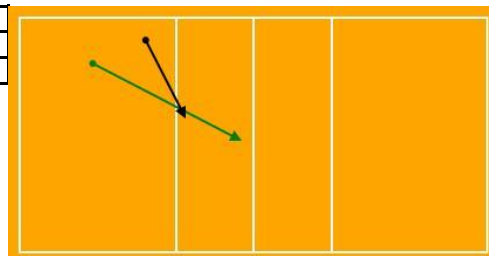
Total	#	+	!	/	-	=
	50%	25%	25%	0%	0%	0%
4	2	1	1	.	.	.



Glider Zone #5

Upper

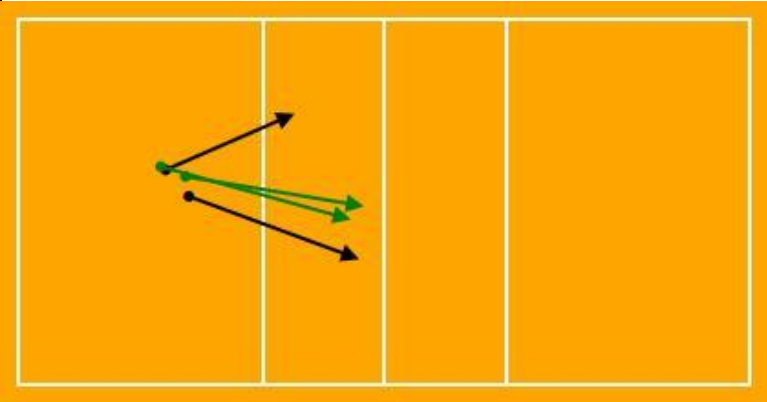
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



Glider Zone #6

Upper

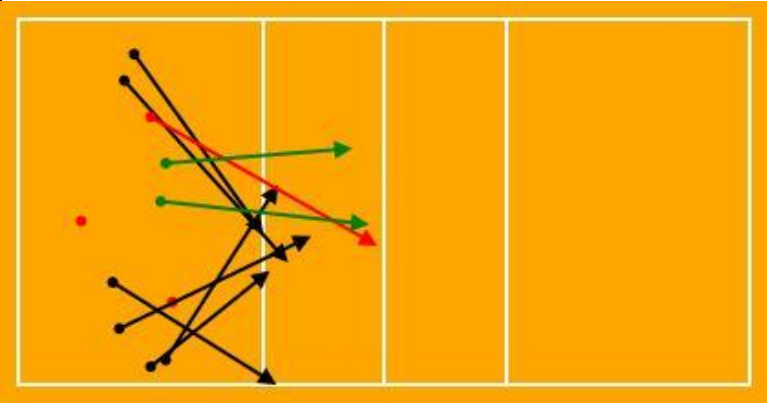
Total	#	+	!	/	-	=
	0%	50%	0%	50%	0%	0%
4	.	2	.	2	.	.



Jump

Total Jump

Total	#	+	!	/	-	=
	9%	9%	45%	9%	9%	18%
11	1	1	5	1	1	2

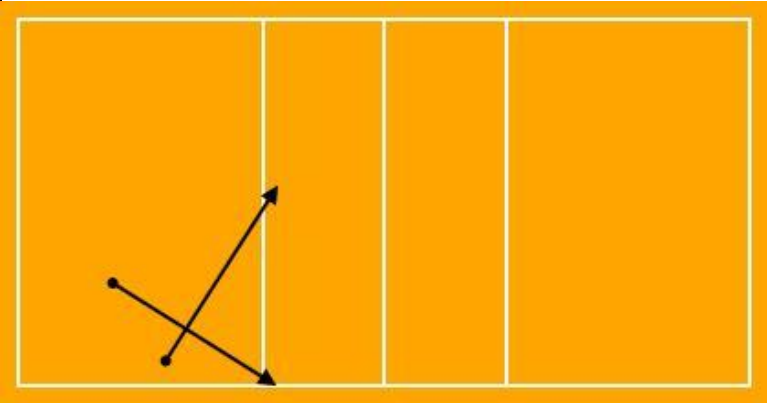


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(27%) #: 0%, #+: 0% !/-: 100%, =: 0%	3(27%) #: 33%, #+: 66% !/-: 0%, =: 33%	5(45%) #: 0%, #+: 0% !/-: 80%, =: 20%

Jump Zone #1

Lower

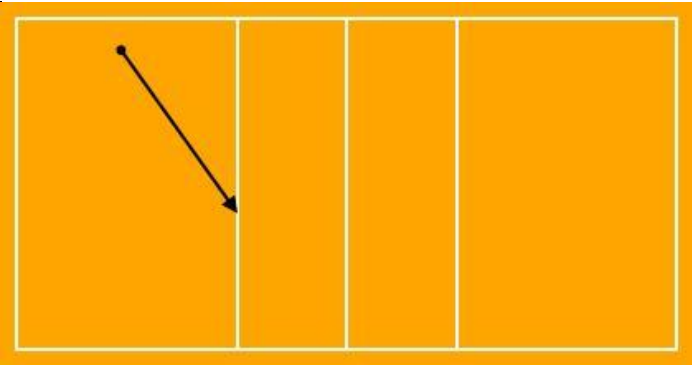
Total	#	+	!	/	-	=
	0%	0%	50%	50%	0%	0%
2	.	.	1	1	.	.



Jump Zone #5

Lower

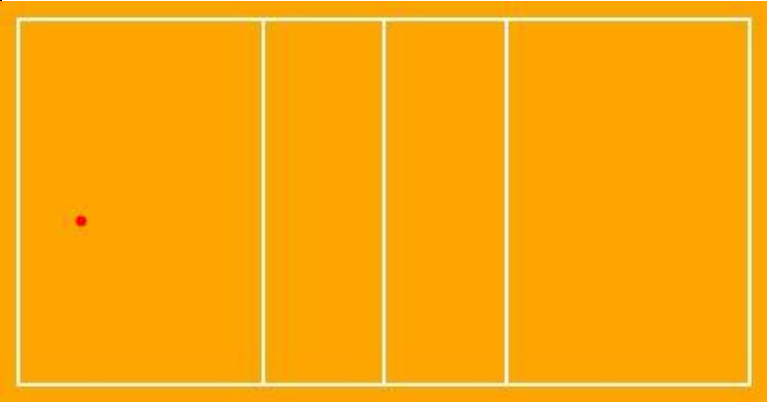
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Jump Zone #6

Lower

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

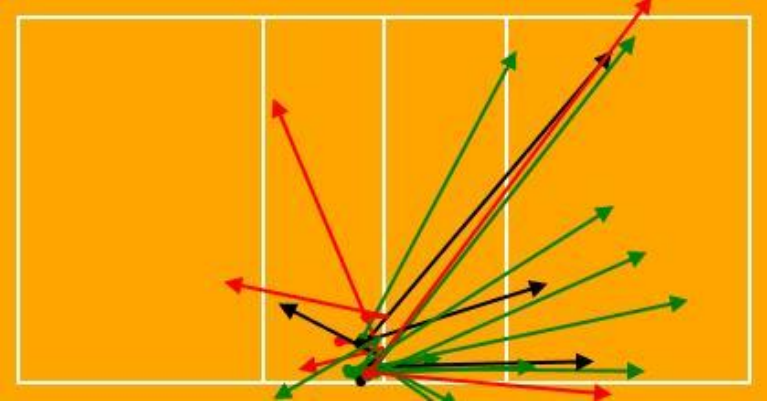


Attack Player #8 Shchipko Sergei

Position 2

Total position 2

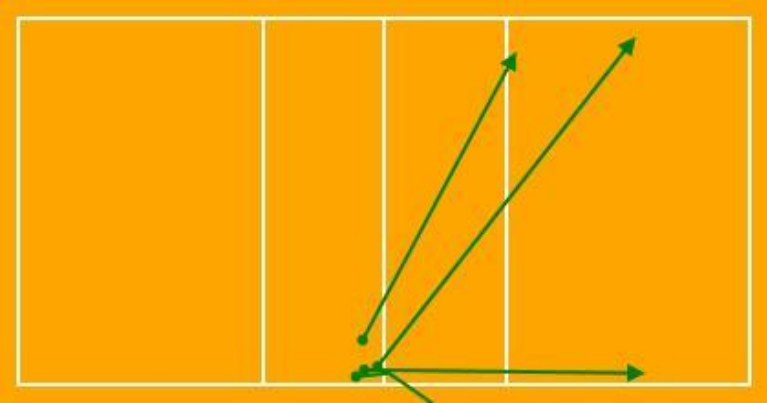
Total	#	+	!	/	-	=
	42%	9%	0%	23%	14%	9%
21	9	2	.	5	3	2



Zone #2 1 blockers

Set quality: +

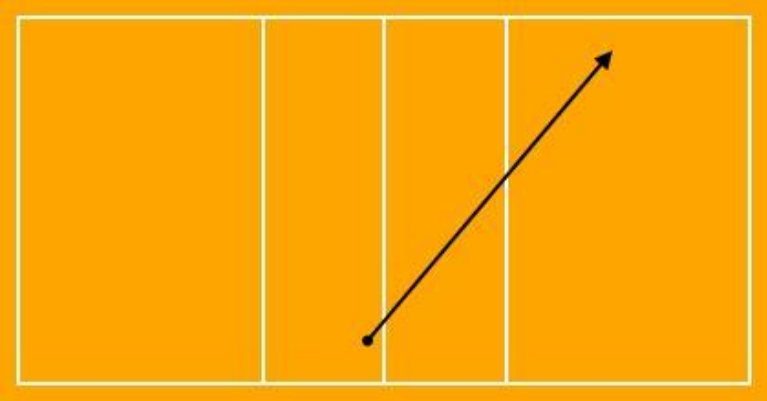
Total	#	+	!	/	-	=
	75%	25%	0%	0%	0%	0%
4	3	1



Zone #2 1.5 blockers

Set quality: !

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



Set quality: +

Total	#	+	!	/	-	=
-------	---	---	---	---	---	---

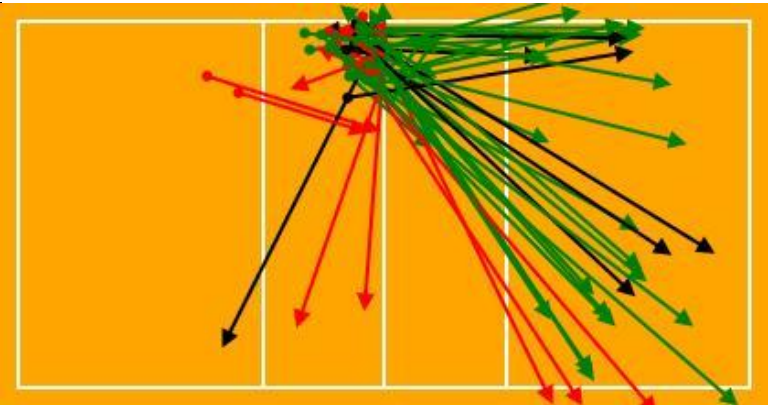


	0%	0%	0%	0%	100%	0%
1	1	.

Position 4

Total position 4

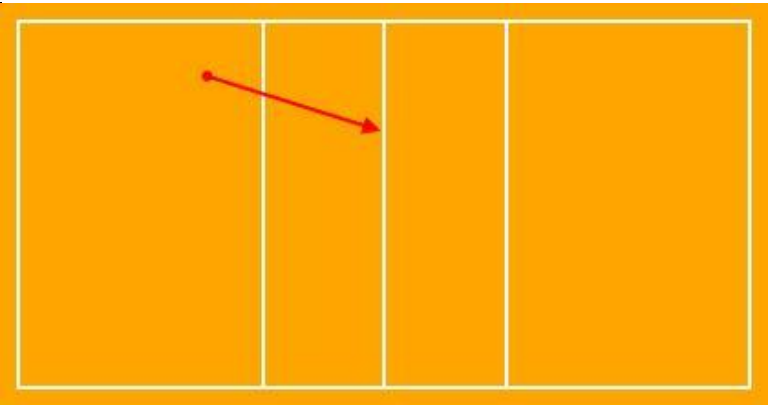
Total	#	+	!	/	-	=
	51%	9%	1%	13%	11%	11%
52	27	5	1	7	6	6



Zone #4 0 blockers

Set quality: /

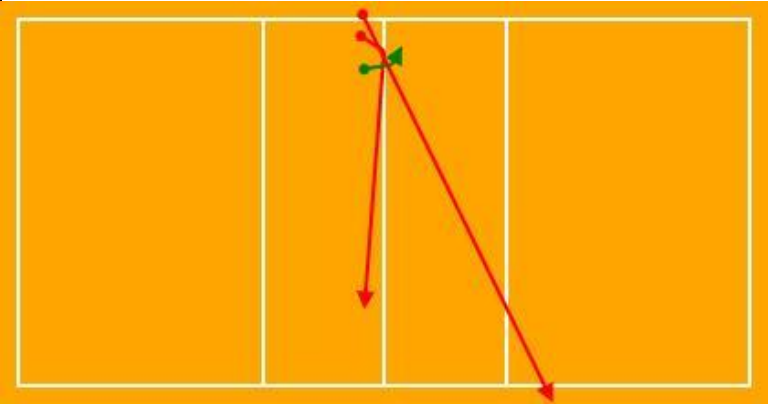
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 1 blockers

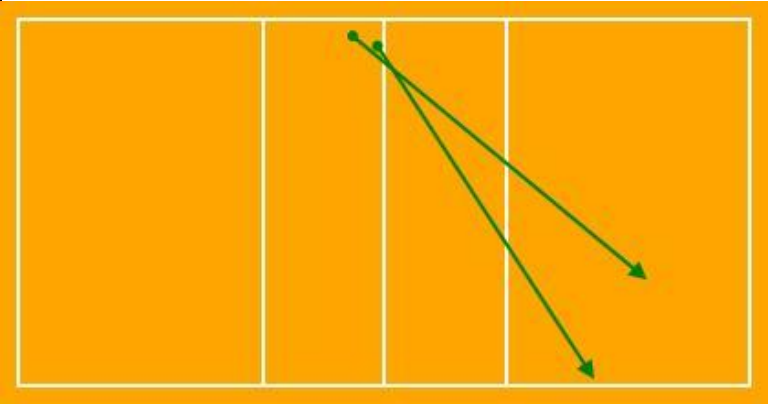
Set quality: !

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



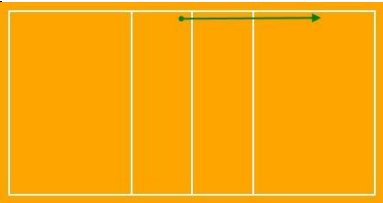
Set quality: +

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



Set quality: #

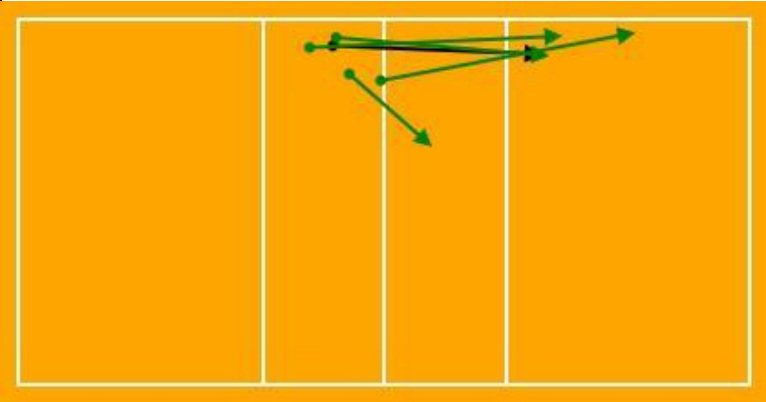
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

Set quality: !

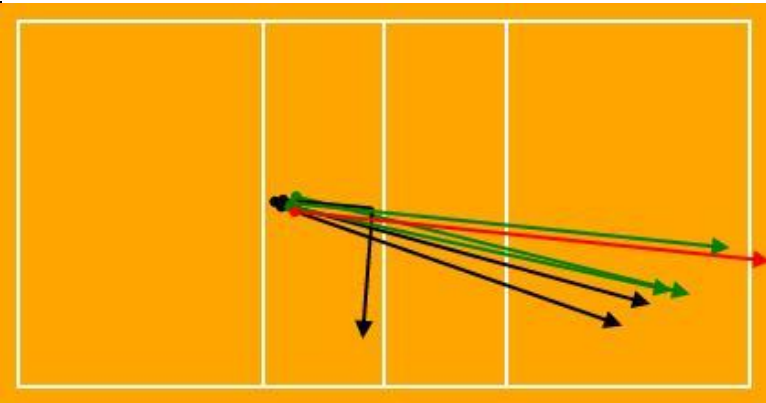
Total	#	+	!	/	-	=
	40%	40%	0%	20%	0%	0%
5	2	2	.	1	.	.



Position 6

Total position 6

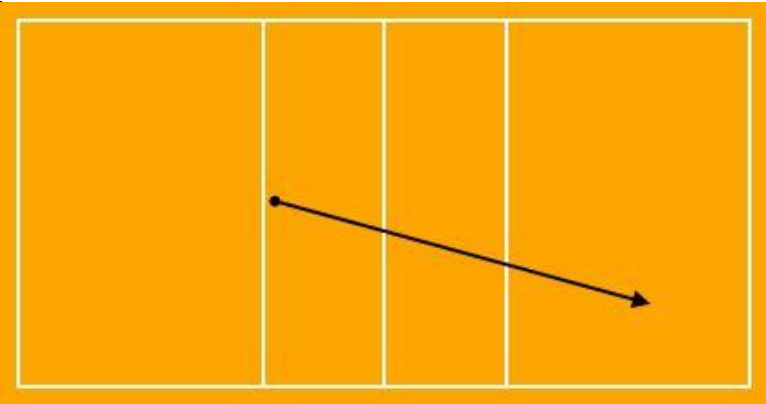
Total	#	+	!	/	-	=
	42%	0%	0%	42%	0%	14%
7	3	.	.	3	.	1



Zone #6 1 blockers

Set quality: +

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



Set

Player #8 Shchipko Sergei

Set quality distribution by reception quality

rec.qual/ set.qual	=	-	/	!	+	#
/ - (6)	1(16%)	1(16%)	1(16%)	.(0%)	2(33%)	1(16%)

Set quality distribution by direction

direction/ set.qual	=	-	/	!	+	#
4(3)	1(33%)	1(33%)	.(0%)	.(0%)	1(33%)	.(0%)
2(1)	.(0%)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)
1(1)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)	.(0%)
6(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)
46(4)	1(25%)	1(25%)	.(0%)	.(0%)	2(50%)	.(0%)
21(2)	.(0%)	.(0%)	1(50%)	.(0%)	.(0%)	1(50%)

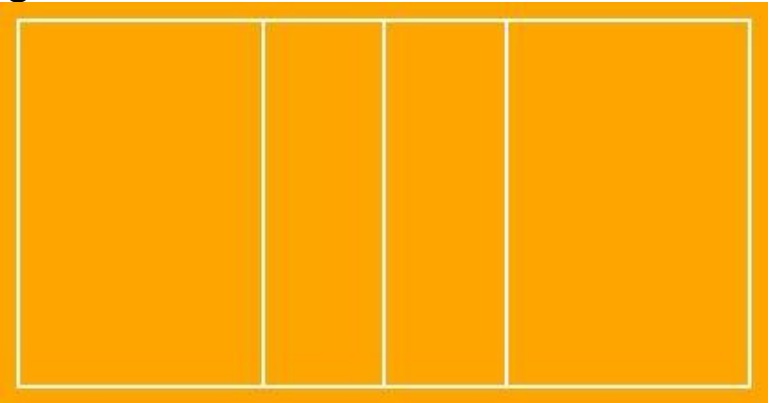
Blockers count distribution by reception quality

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
/-(2)	.(0%)	.(0%)	1(50%)	.(0%)	1(50%)	.(0%)	.(0%)

Reception direction distribution

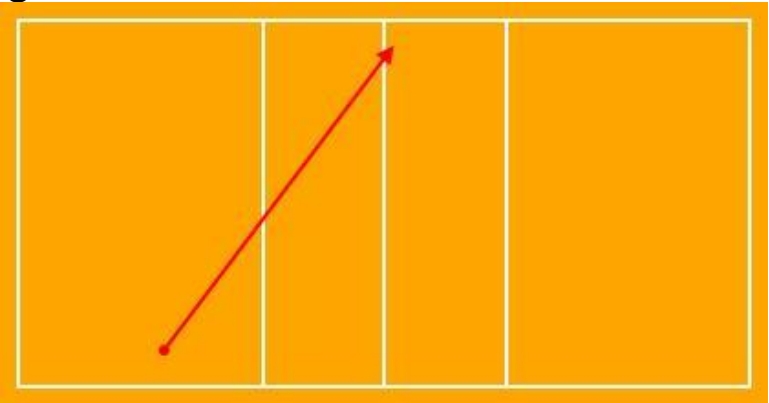
P1 arrangement

.(.)	.(.)	.(.)
0.00	0.00	0.00
.(.)	.(.)	.(.)
0.00	0.00	0.00



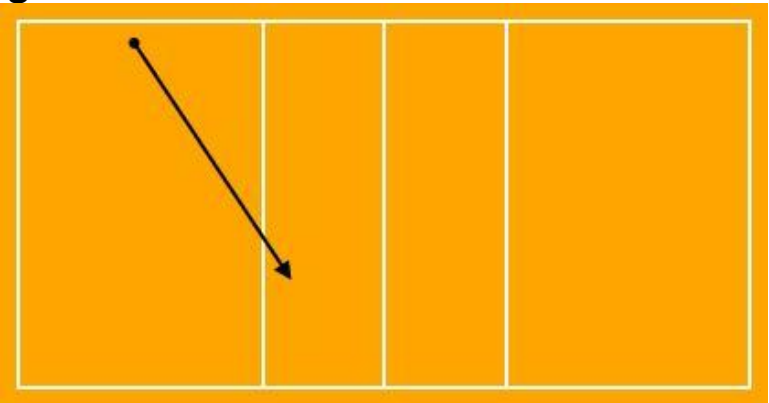
P2 arrangement

1(100%)	.(0%)	.(0%)
2.00	0.00	0.00
.(0%)	.(0%)	.(0%)
0.00	0.00	0.00



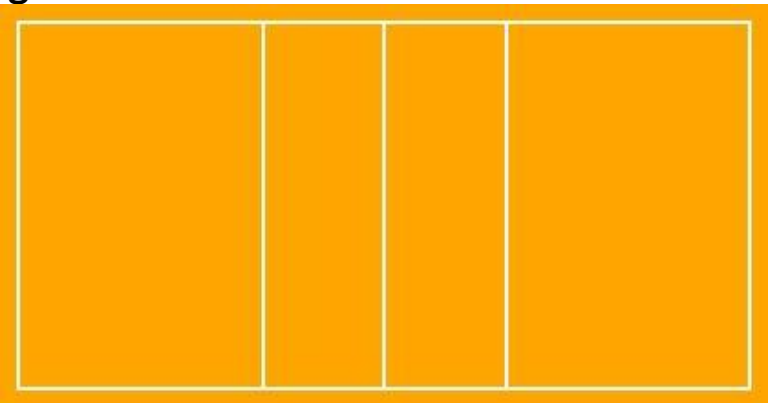
P3 arrangement

.(0%)	.(0%)	.(0%)
0.00	0.00	0.00
.(0%)	.(0%)	1(100%)
0.00	0.00	1.00



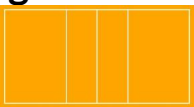
P4 arrangement

.(.)	.(.)	.(.)
0.00	0.00	0.00
.(.)	.(.)	.(.)
0.00	0.00	0.00



P5 arrangement

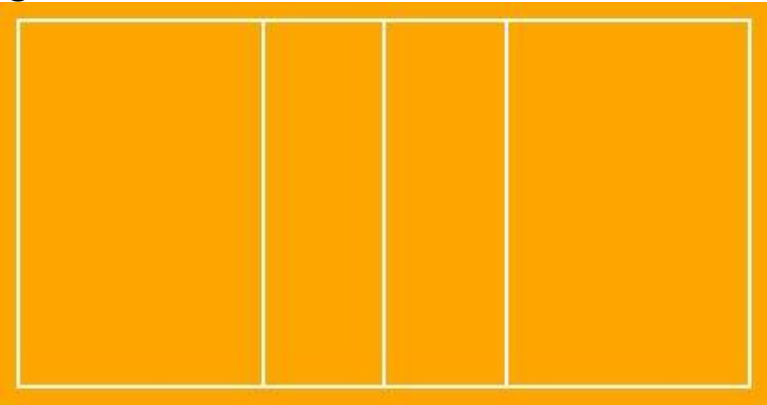
.(.)	.(.)	.(.)
.	.	.



0.00	0.00	0.00
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00

.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00

P6 arrangement



Player #10 Klimov Alexey

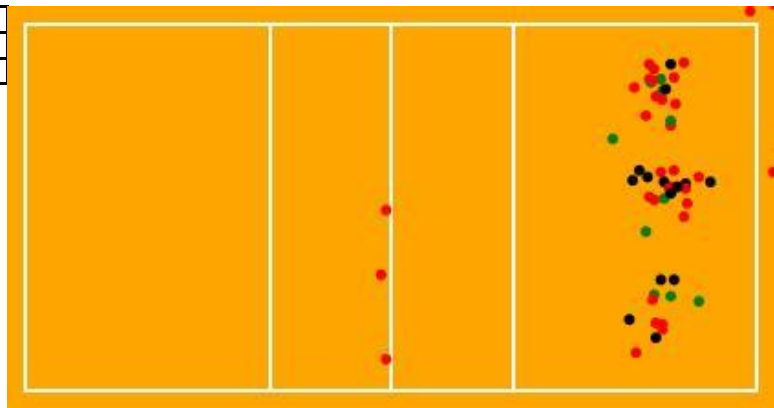
Serve

Player #10 Klimov Alexey

Glider

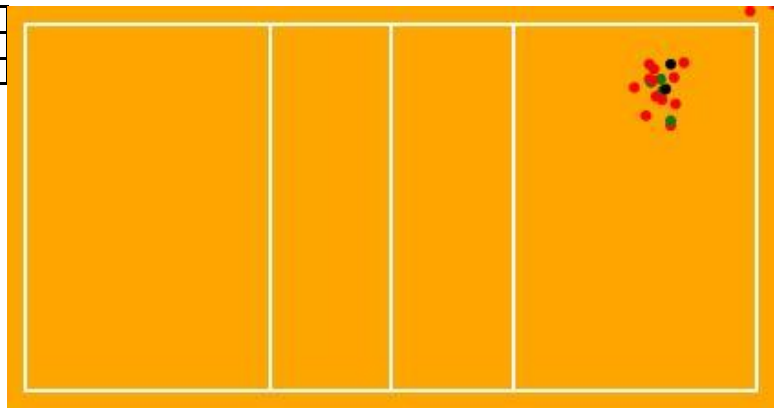
Total Glider

Total	#	+	!	/	-	=
	8%	11%	14%	8%	45%	12%
62	5	7	9	5	28	8



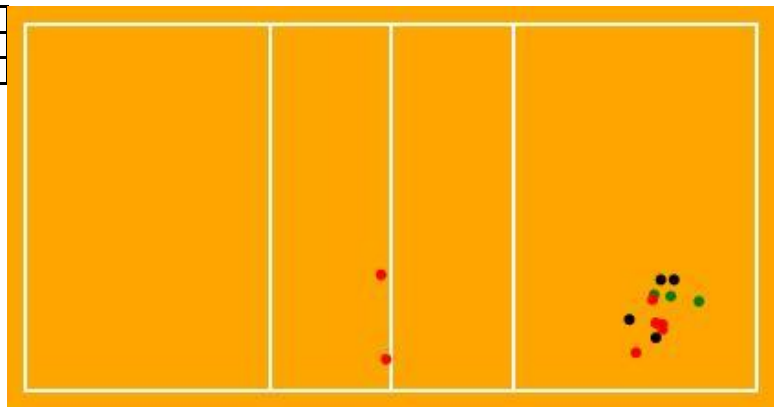
Glider Direction 1

Total	#	+	!	/	-	=
	4%	14%	9%	0%	57%	14%
21	1	3	2	.	12	3



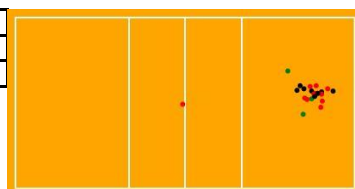
Glider Direction 5

Total	#	+	!	/	-	=
	14%	7%	7%	21%	35%	14%
14	2	1	1	3	5	2



Glider Direction 6

Total	#	+	!	/	-	=
	7%	11%	22%	7%	40%	11%
27	2	3	6	2	11	3



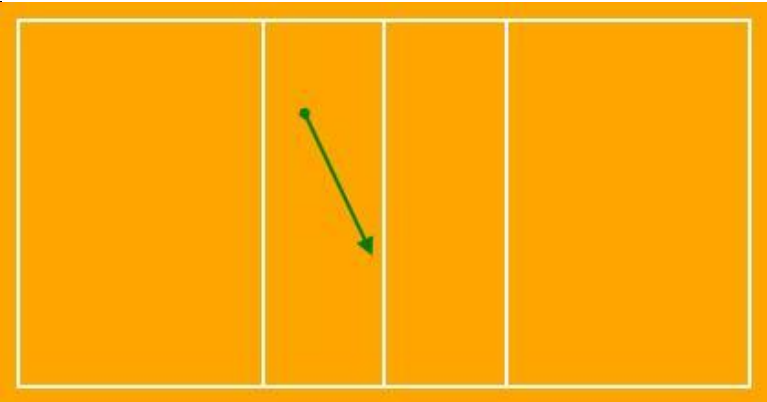
Reception

Player #10 Klimov Alexey

Glider

Total Glider

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

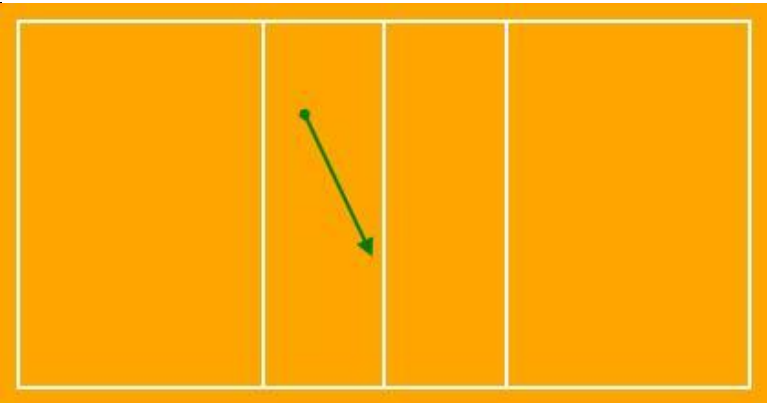


.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 100%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #3

Lower

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



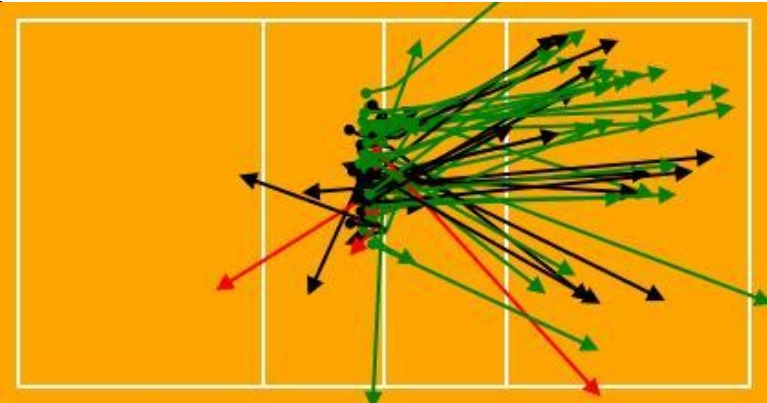
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

Total	#	+	!	/	-	=
	50%	3%	1%	36%	3%	5%
60	30	2	1	22	2	3



Zone #3 0 blockers

Set quality: +

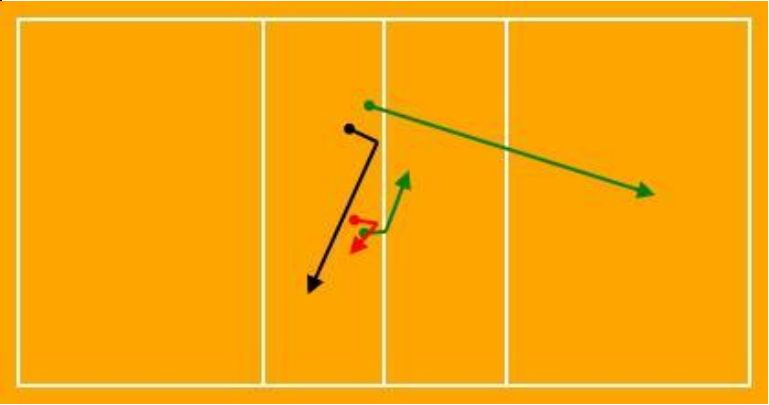
Total	#	+	!	/	-	=

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

Zone #3 1 blockers

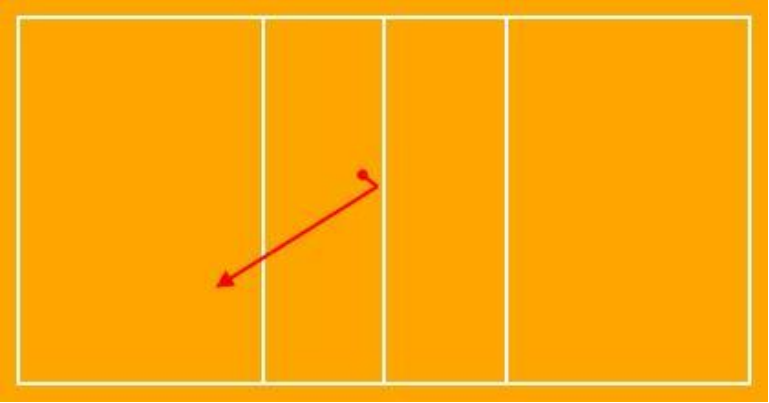
Set quality: !

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



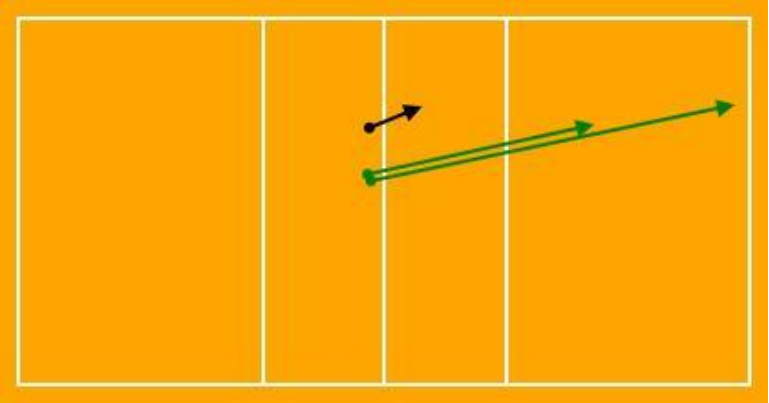
Set quality: +

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



Set quality: #

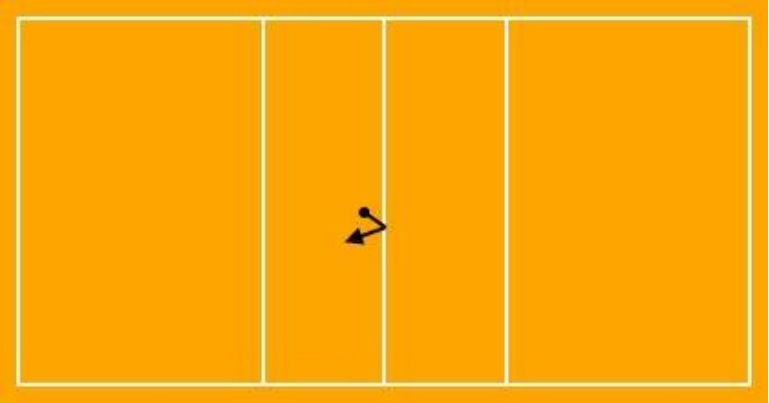
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #3 1.5 blockers

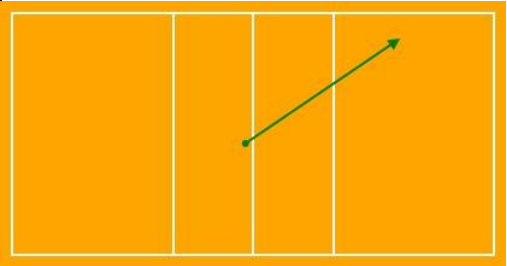
Set quality: !

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



Set quality: #

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



Set

Player #10 Klimov Alexey

Set quality distribution by reception quality

rec.qual/ set.qual	=	-	/	!	+	#
+ (1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
! (2)	.(0%)	.(0%)	.(0%)	1(50%)	1(50%)	.(0%)
# + ! (3)	.(0%)	.(0%)	.(0%)	2(66%)	1(33%)	.(0%)
/ - (1)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)	.(0%)

Set quality distribution by direction

direction/ set.qual	=	-	/	!	+	#
4(2)	.(0%)	.(0%)	.(0%)	2(100%)	.(0%)	.(0%)
1(2)	.(0%)	.(0%)	1(50%)	.(0%)	1(50%)	.(0%)
46(2)	.(0%)	.(0%)	.(0%)	2(100%)	.(0%)	.(0%)
21(2)	.(0%)	.(0%)	1(50%)	.(0%)	1(50%)	.(0%)

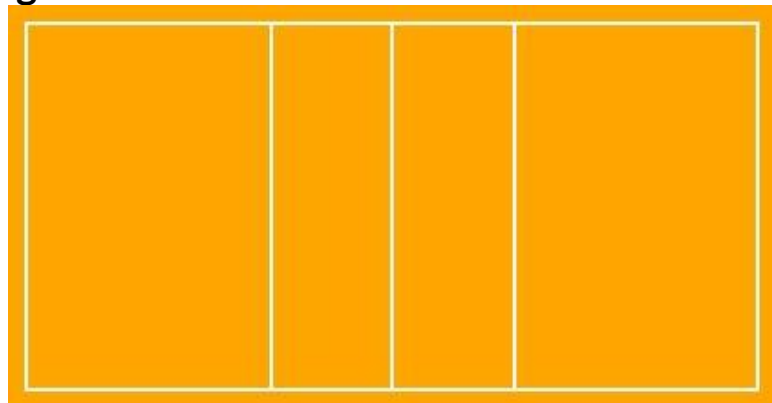
Blockers count distribution by reception quality

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
/-(1)	1(100%)	.(0%)	.(0%)	.(0%)	.(0%)	.(0%)	.(0%)

Reception direction distribution

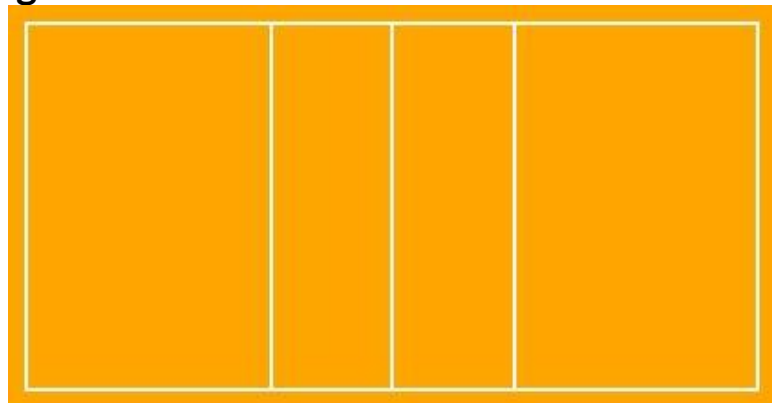
P1 arrangement

.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00
.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00



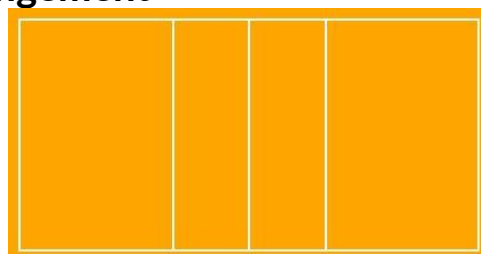
P2 arrangement

.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00
.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00



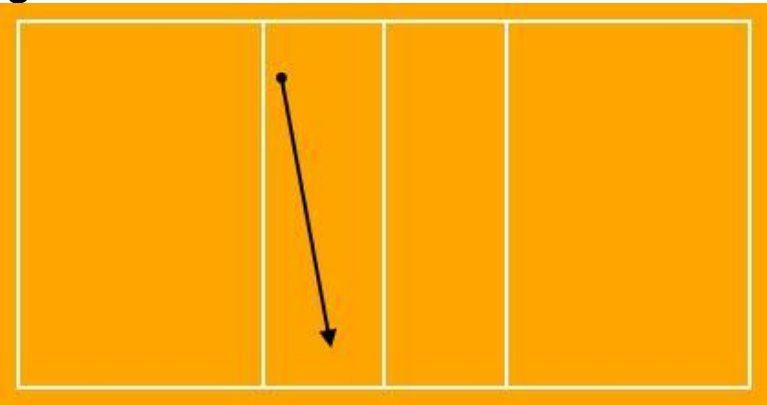
P3 arrangement

.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00
.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00



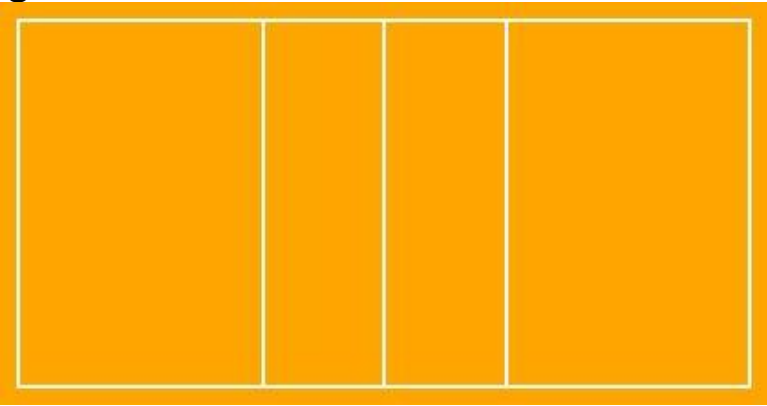
.(0%) . 0.00	.(0%) . 0.00	.(0%) . 0.00
.(0%) . 0.00	.(0%) . 0.00	1(100%) 0% 0.00

P4 arrangement



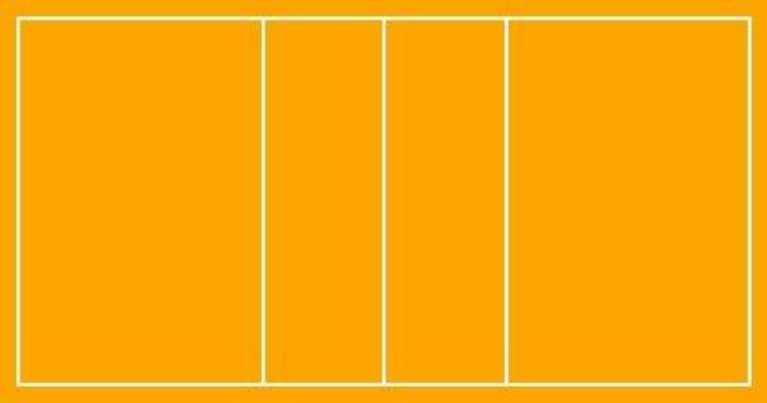
P5 arrangement

.(.) . 0.00	.(.) . 0.00	.(.) . 0.00
.(.) . 0.00	.(.) . 0.00	.(.) . 0.00



P6 arrangement

.(.) . 0.00	.(.) . 0.00	.(.) . 0.00
.(.) . 0.00	.(.) . 0.00	.(.) . 0.00



Player #13

Trofimov Lev

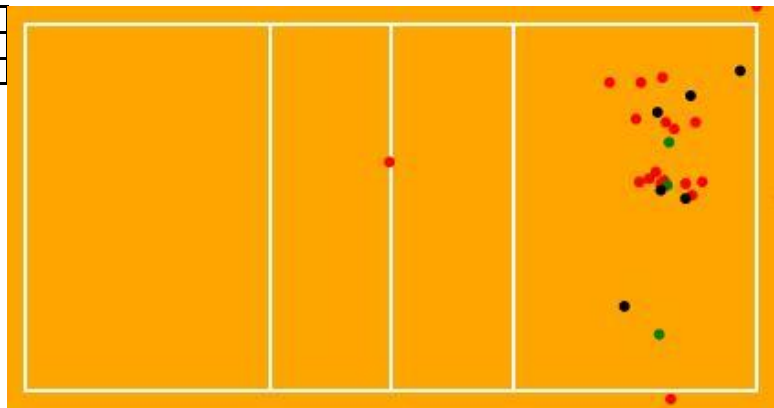
Serve

Player #13 Trofimov Lev

Glider

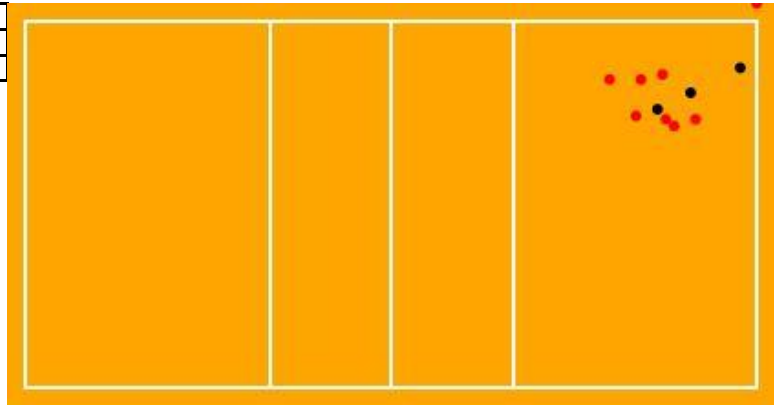
Total Glider

Total	#	+	!	/	-	=
	0%	10%	14%	7%	53%	14%
28	.	3	4	2	15	4



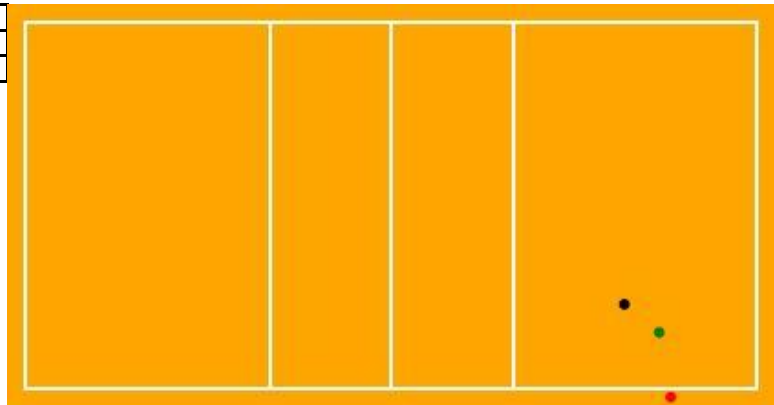
Glider Direction 1

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



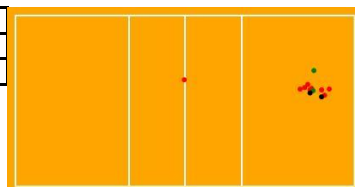
Glider Direction 5

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



Glider Direction 6

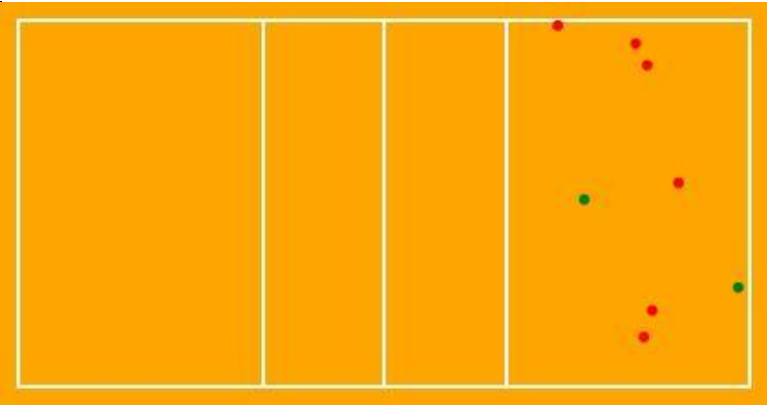
Total	#	+	!	/	-	=
	0%	14%	14%	0%	57%	14%
14	.	2	2	.	8	2



Jump

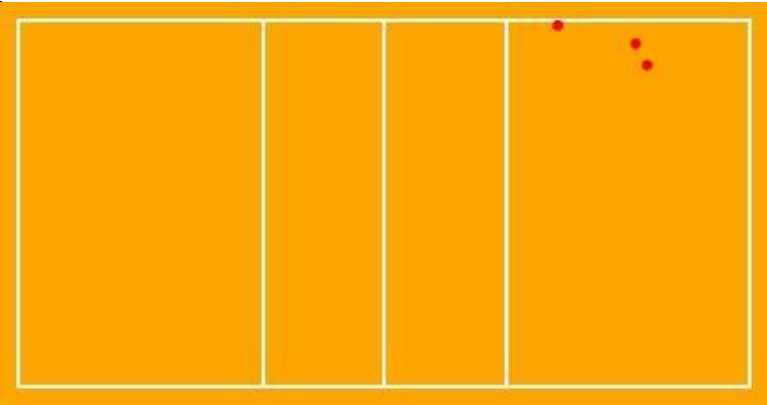
Total Jump

Total	#	+	!	/	-	=
	22%	0%	0%	0%	66%	11%
9	2	.	.	.	6	1



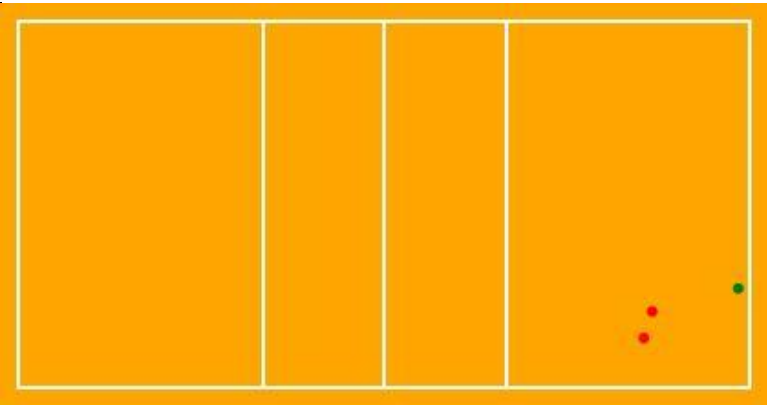
Jump Direction 1

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



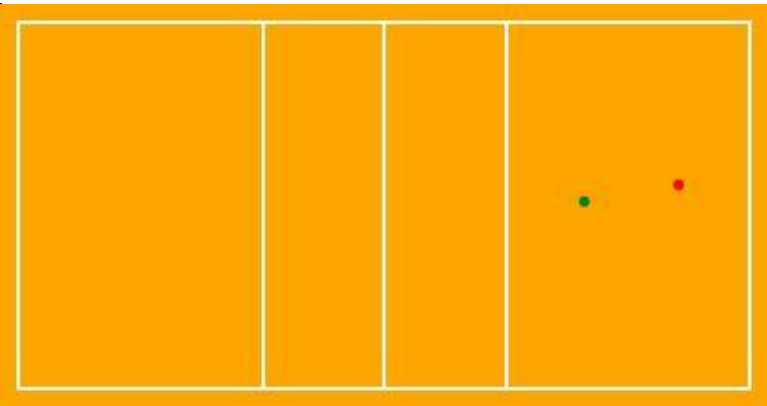
Jump Direction 5

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



Jump Direction 6

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



Reception Player #13 Trofimov Lev

Glider

Total Glider

Total	#	+	!	/	-	=
	44%	19%	25%	3%	1%	5%
56	25	11	14	2	1	3

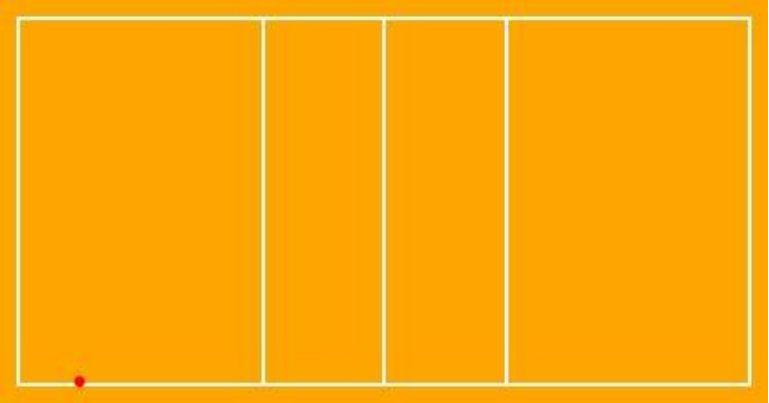


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
32(57%)	18(32%)	6(10%)
#: 40%, #+:	#: 66%, #+:	#: 0%, #+: 33%
65%	72%	!/-: 33%, =:
!/-: 31%, =: 3%	!/-: 27%, =: 0%	33%

Glider Zone #1

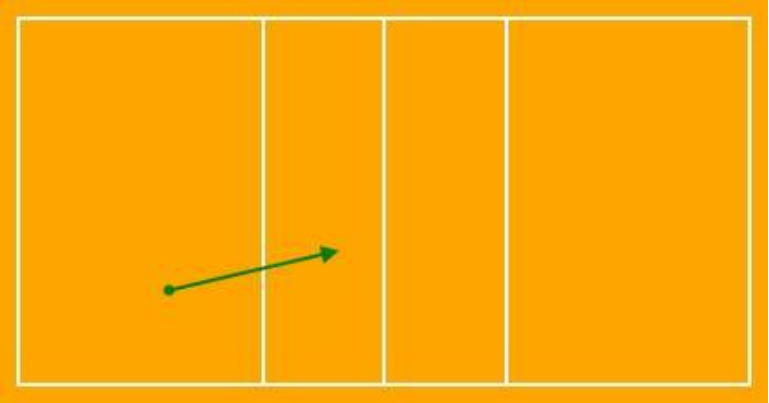
Lower

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



Upper

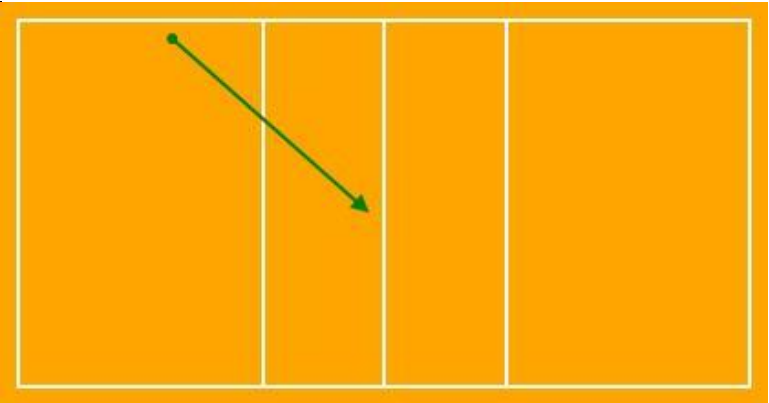
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Glider Zone #5

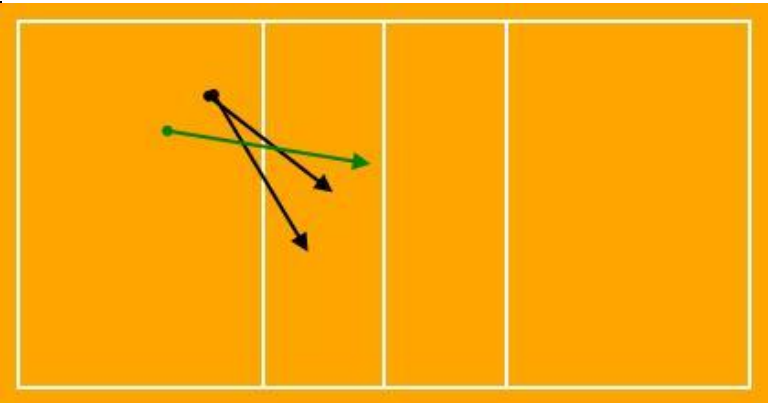
Lower

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



Upper

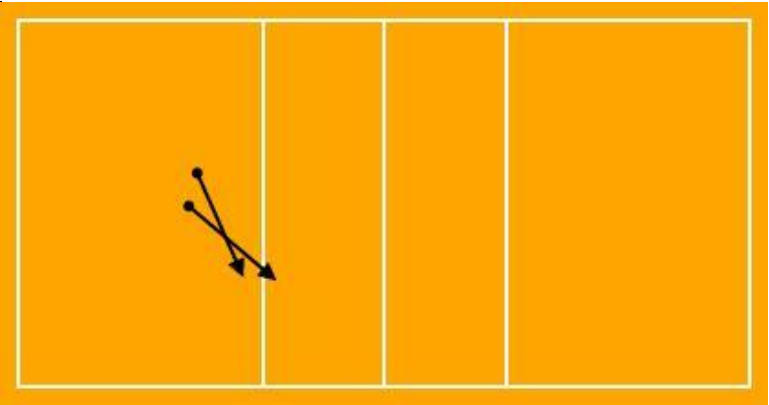
Total	#	+	!	/	-	=
	33%	0%	66%	0%	0%	0%
3	1	.	2	.	.	.



Glider Zone #6

Upper

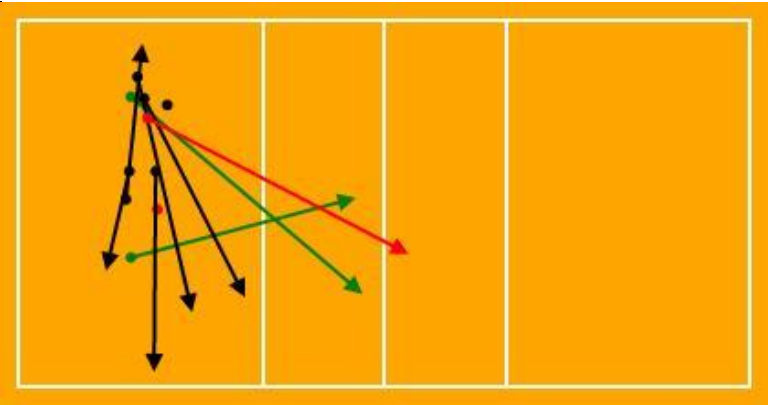
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
2	.	.	2	.	.	.



Jump

Total Jump

Total	#	+	!	/	-	=
	10%	10%	10%	50%	20%	0%
10	1	1	1	5	2	.

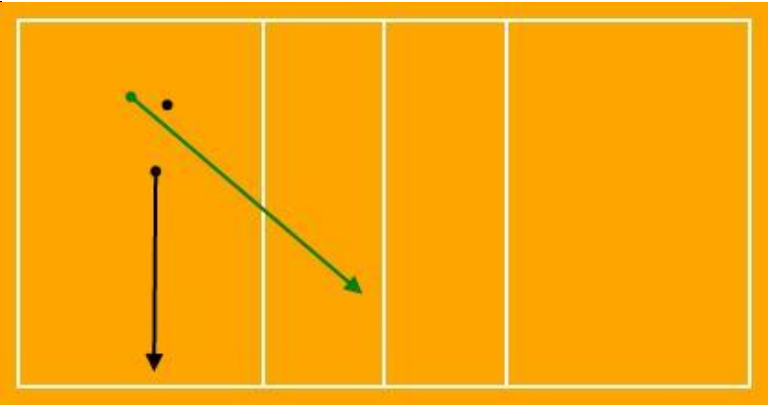


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
6(60%) #: 16%, #+: 16% !/-: 83%, =: 0%	4(40%) #: 0%, #+: 25% !/-: 75%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

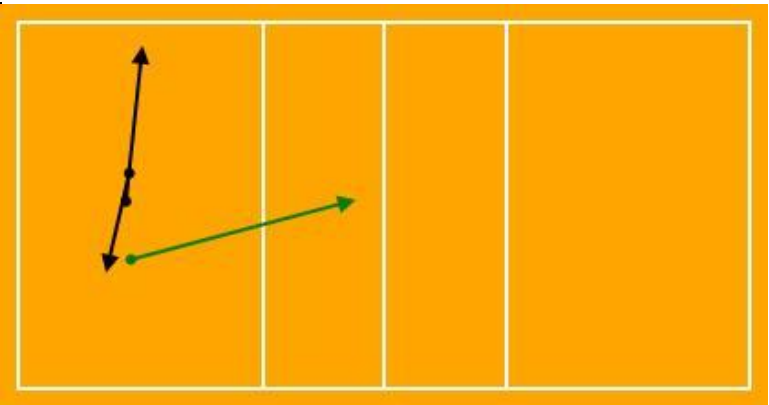
Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1	.	.	2	.	.



Jump Zone #6

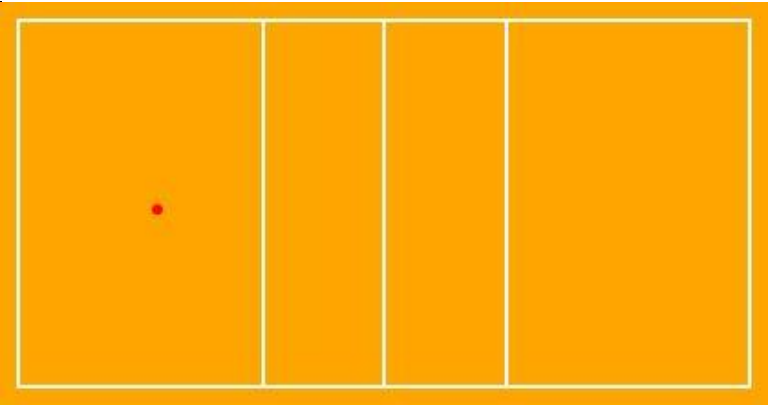
Lower

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



Upper

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

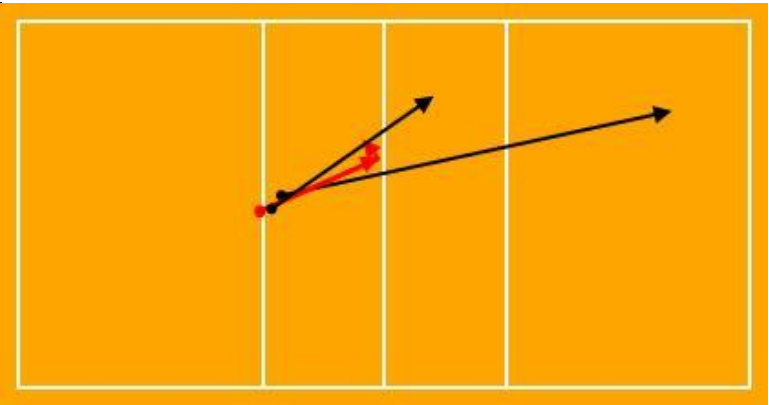


Attack
Player #13 Trofimov Lev

Position 1

Total position 1

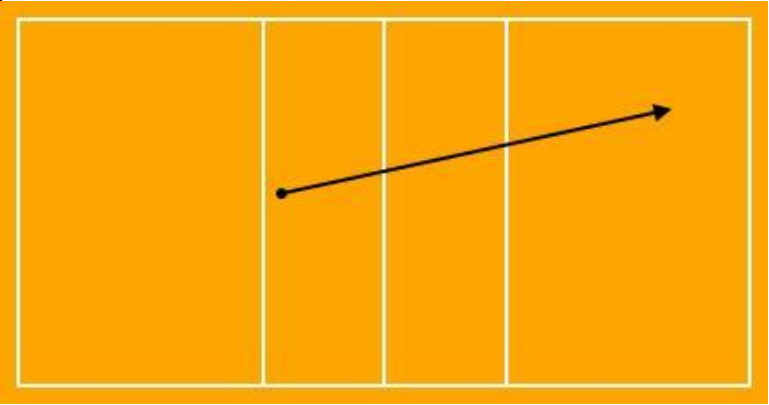
Total	#	+	!	/	-	=
	0%	0%	0%	50%	25%	25%
4	.	.	.	2	1	1



Zone #1 1 blockers

Set quality: +

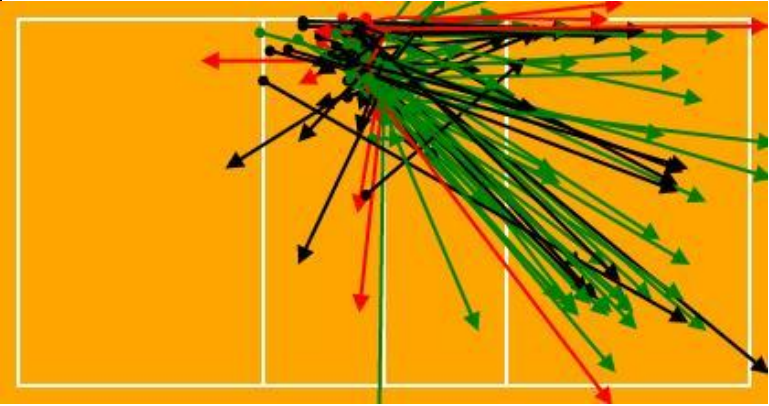
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

Total	#	+	!	/	-	=
	45%	5%	7%	28%	6%	6%
94	43	5	7	27	6	6



Zone #4 0 blockers

Set quality: #

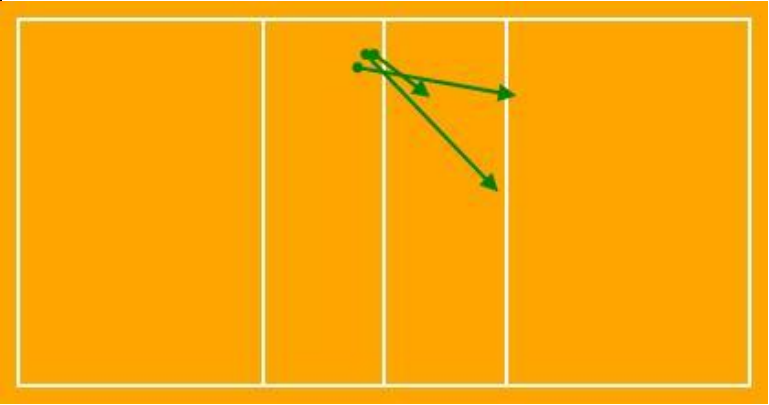
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---

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

Zone #4 1 blockers

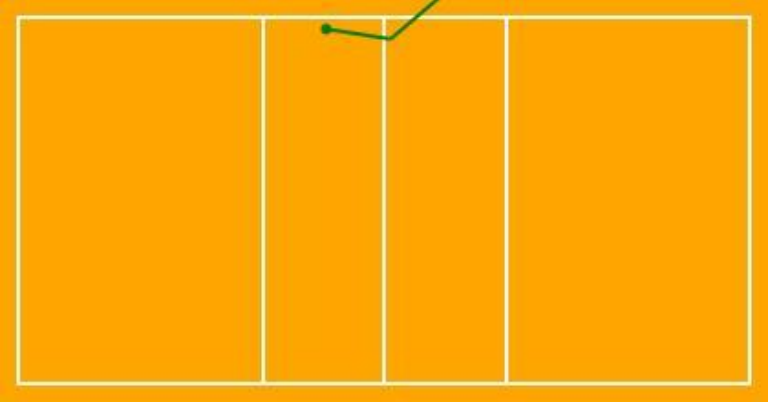
Set quality: !

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



Set quality: +

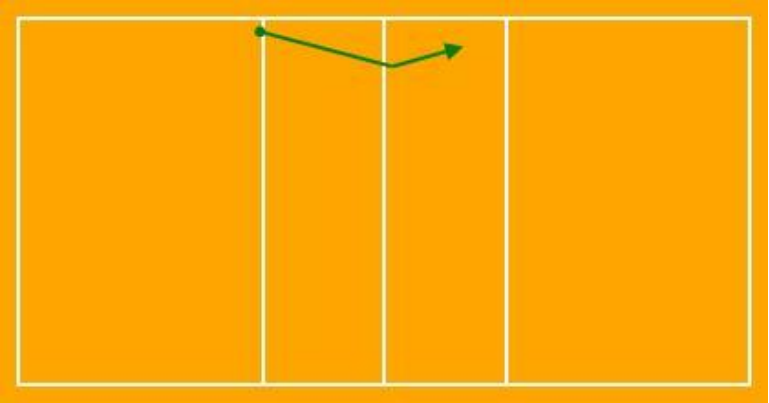
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

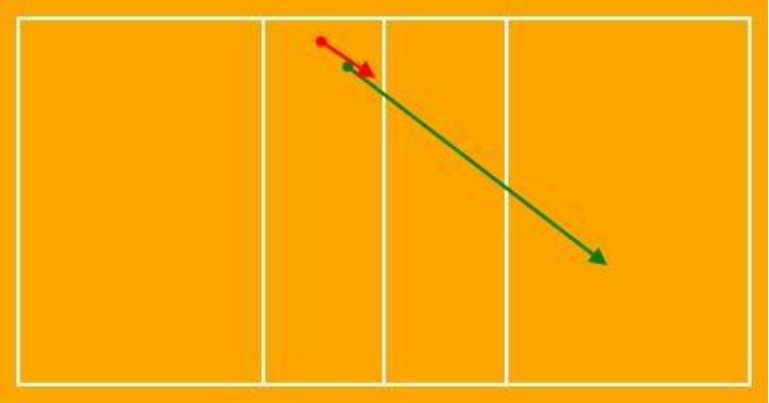
Set quality: /

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



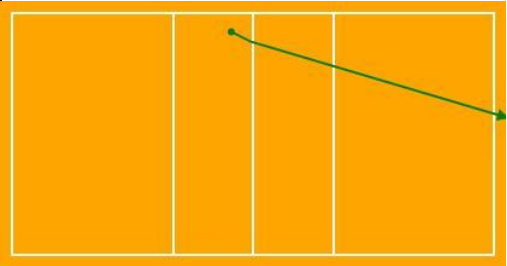
Set quality: !

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



Set quality: +

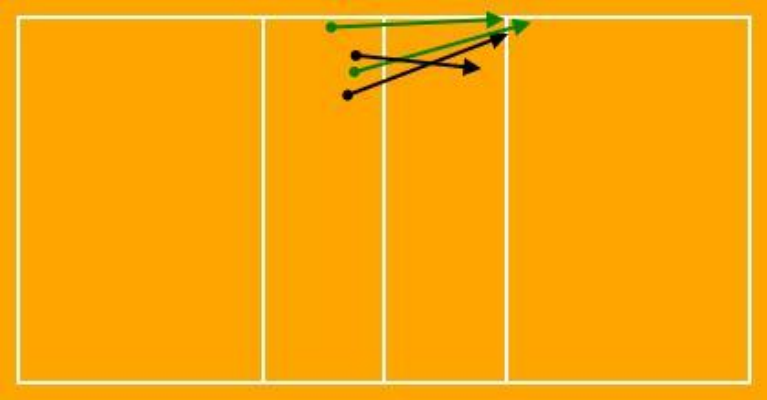
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

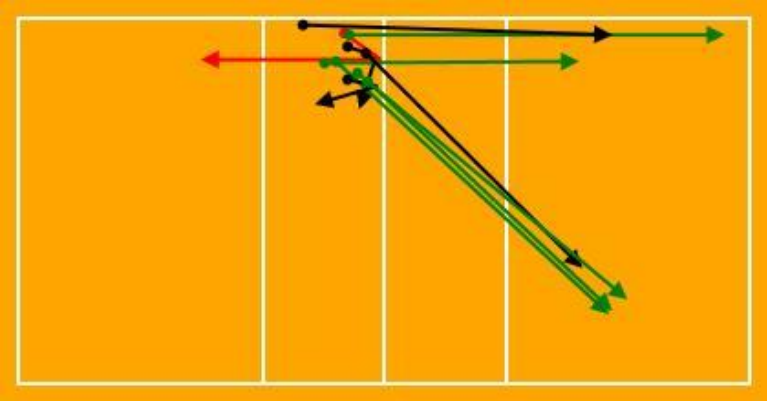
Set quality: /

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



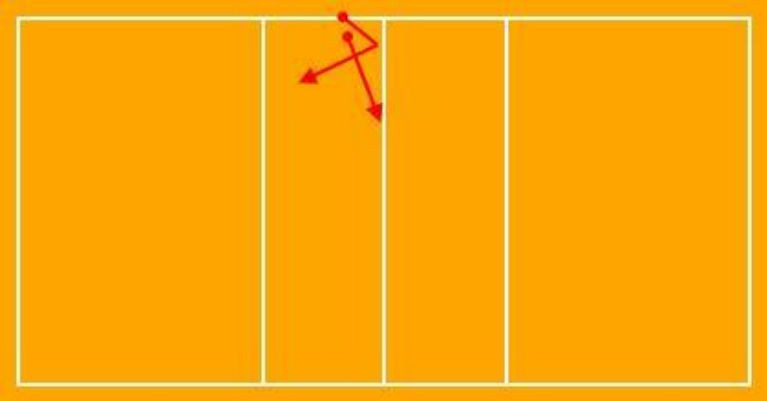
Set quality: !

Total	#	+	!	/	-	=
	40%	10%	20%	20%	10%	0%
10	4	1	2	2	1	.



Set quality: +

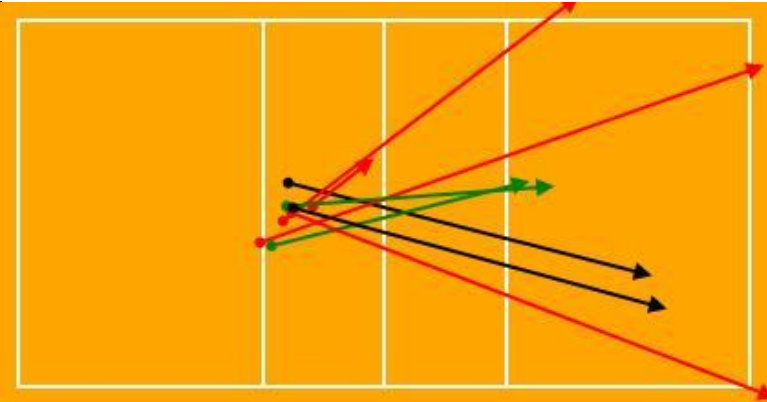
Total	#	+	!	/	-	=
	0%	0%	0%	0%	50%	50%
2	1	1



Position 6

Total position 6

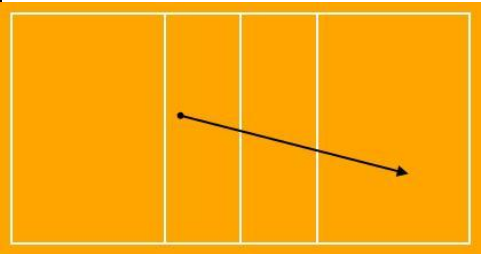
Total	#	+	!	/	-	=
	25%	0%	0%	25%	0%	50%
8	2	.	.	2	.	4



Zone #6 0 blockers

Set quality: #

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



Set

Player #13 Trofimov Lev

Set quality distribution by reception quality

rec.qual/ set.qual	=	-	/	!	+	#
/ - (6)	1(16%)	.(0%)	.(0%)	2(33%)	1(16%)	2(33%)

Set quality distribution by direction

direction/ set.qual	=	-	/	!	+	#
4(2)	.(0%)	.(0%)	.(0%)	1(50%)	1(50%)	.(0%)
2(3)	1(33%)	.(0%)	.(0%)	1(33%)	.(0%)	1(33%)
1(1)	.(0%)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)
46(2)	.(0%)	.(0%)	.(0%)	1(50%)	1(50%)	.(0%)
21(4)	1(25%)	.(0%)	.(0%)	1(25%)	.(0%)	2(50%)

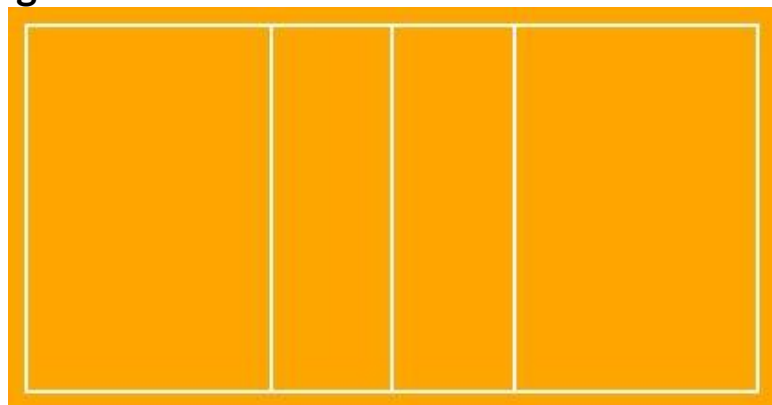
Blockers count distribution by reception quality

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
/-(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)

Reception direction distribution

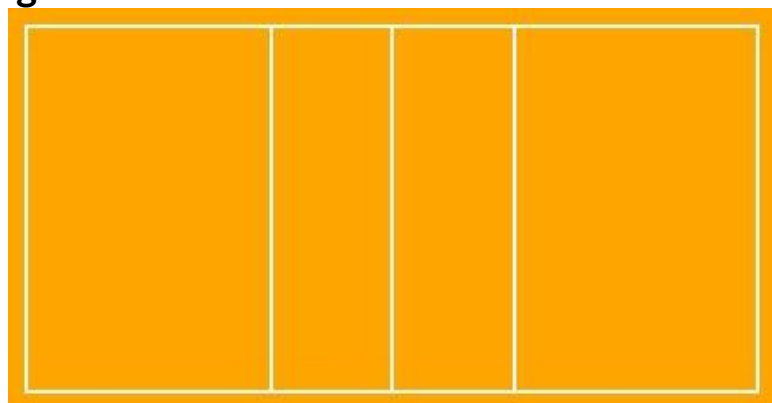
P1 arrangement

.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00
.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00



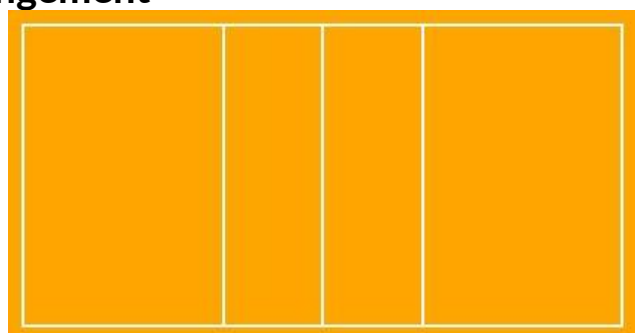
P2 arrangement

.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00
.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00



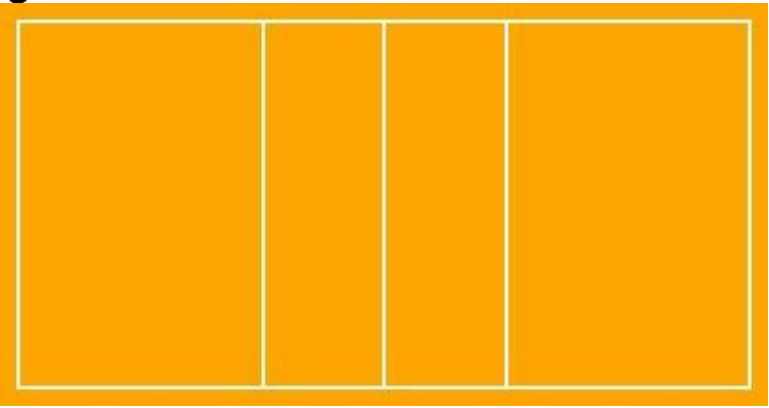
P3 arrangement

.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00
.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00



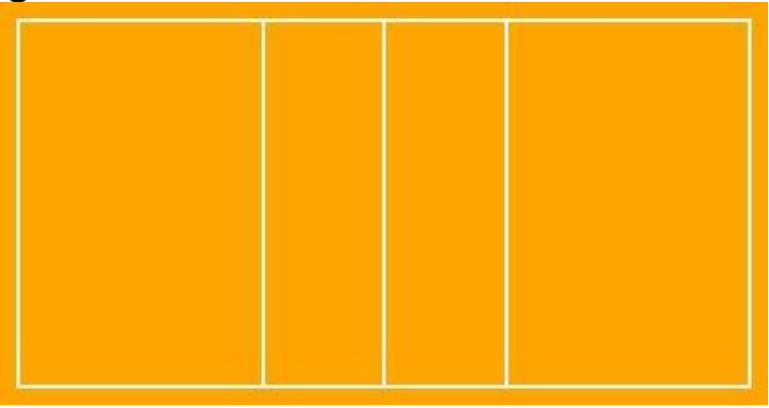
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00

P4 arrangement



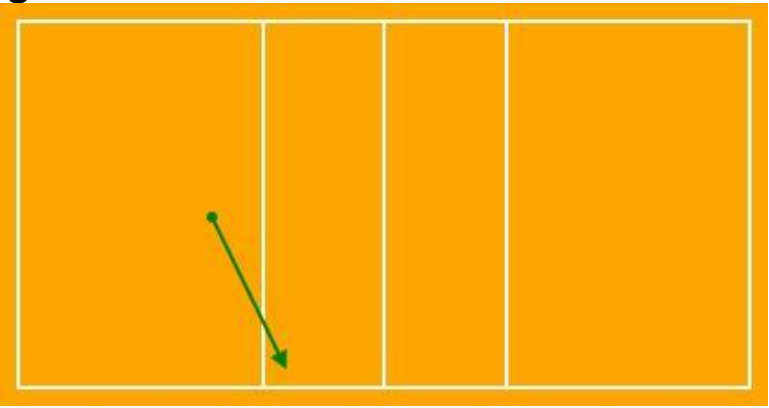
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00

P5 arrangement



.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00
.(0%)	.(0%)	1(100%)
.	.	100%
0.00	0.00	2.00

P6 arrangement



Player #14

Ahmadullin Timur

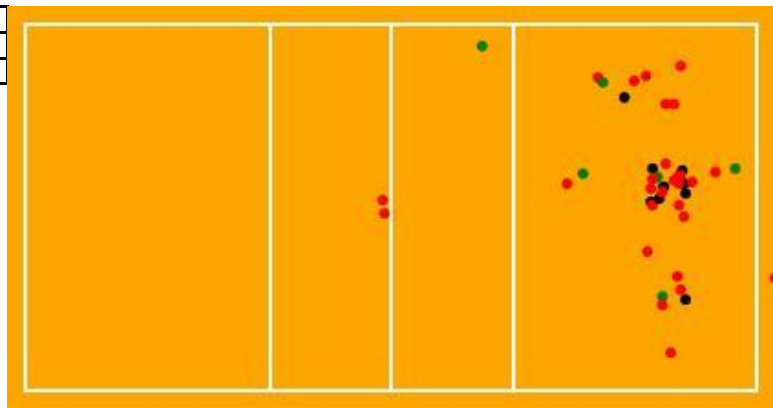
Serve

Player #14 Ahmadullin Timur

Glider

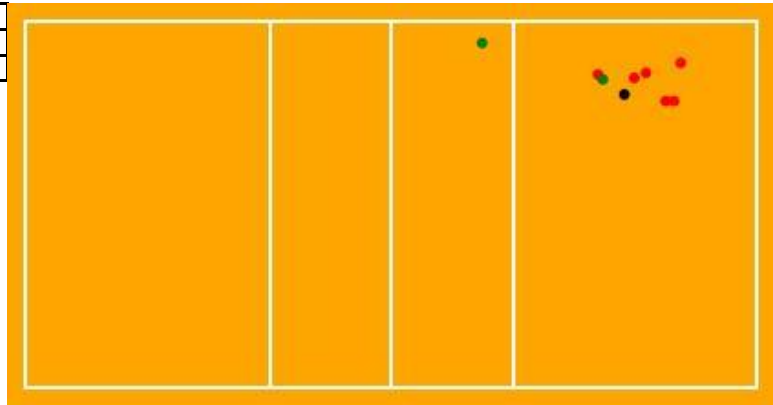
Total Glider

Total	#	+	!	/	-	=
	6%	8%	10%	8%	56%	8%
46	3	4	5	4	26	4



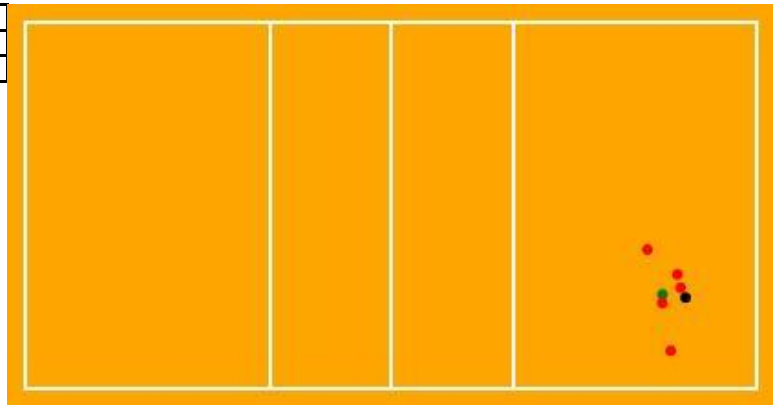
Glider Direction 1

Total	#	+	!	/	-	=
	0%	20%	10%	0%	60%	10%
10	.	2	1	.	6	1



Glider Direction 5

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



Glider Direction 6

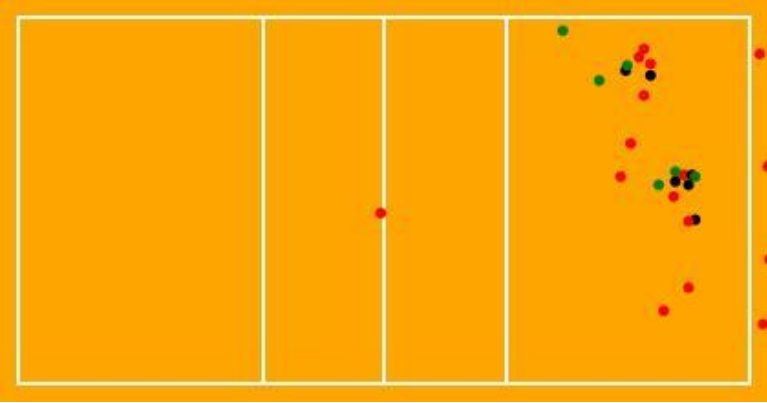
Total	#	+	!	/	-	=
	10%	3%	13%	10%	51%	10%
29	3	1	4	3	15	3



Jump

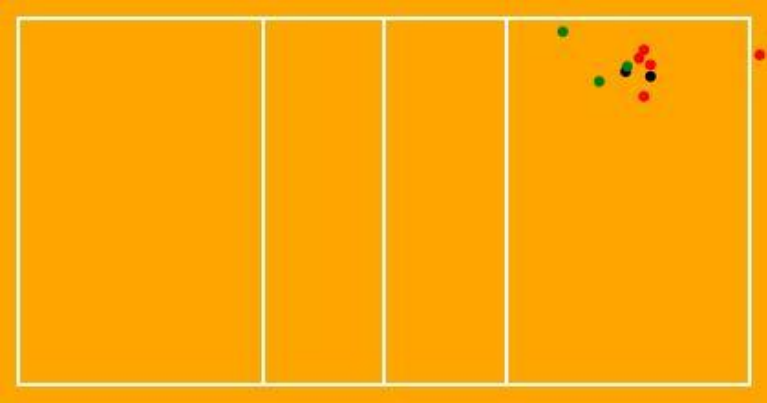
Total Jump

Total	#	+	!	/	-	=
	5%	14%	2%	14%	31%	31%
35	2	5	1	5	11	11



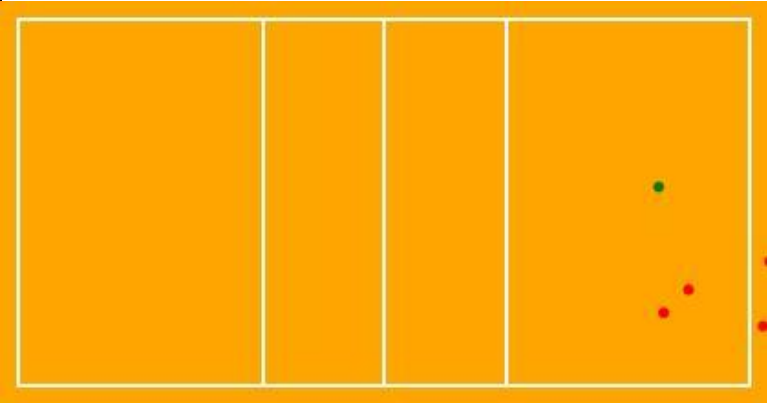
Jump Direction 1

Total	#	+	!	/	-	=
	0%	21%	0%	14%	28%	35%
14	.	3	.	2	4	5



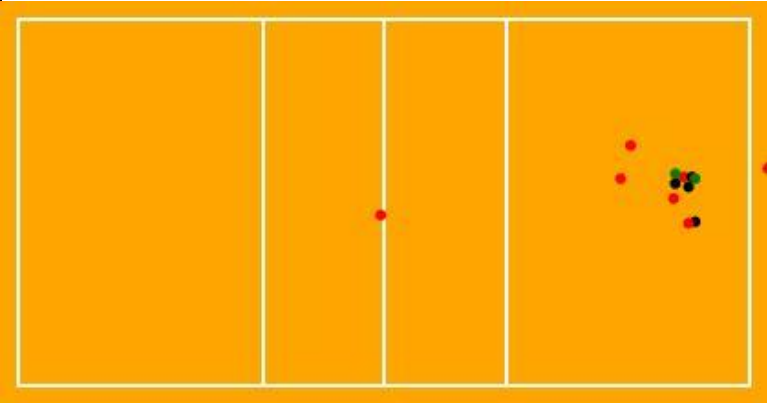
Jump Direction 5

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



Jump Direction 6

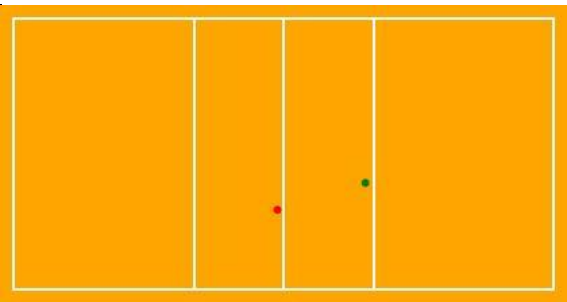
Total	#	+	!	/	-	=
	6%	6%	6%	20%	33%	26%
15	1	1	1	3	5	4



Short

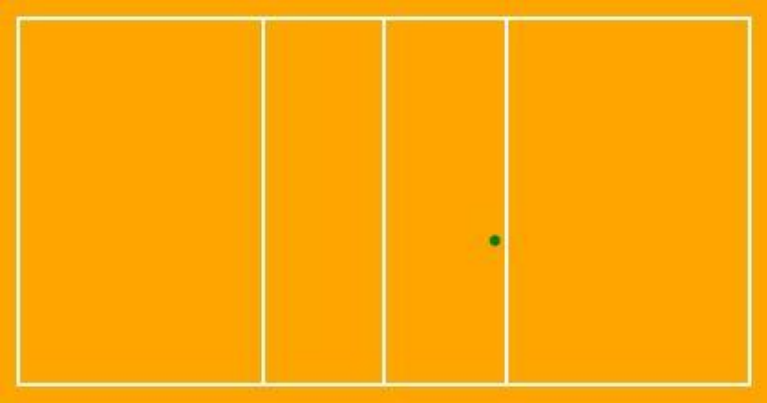
Total Short

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



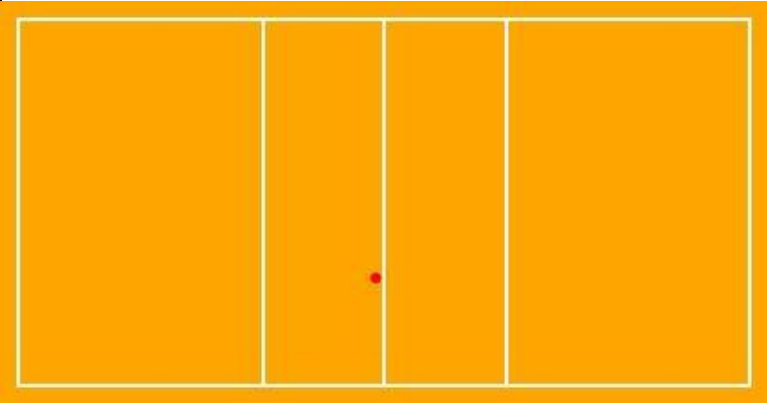
Short Direction 3

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



Short Direction 6

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

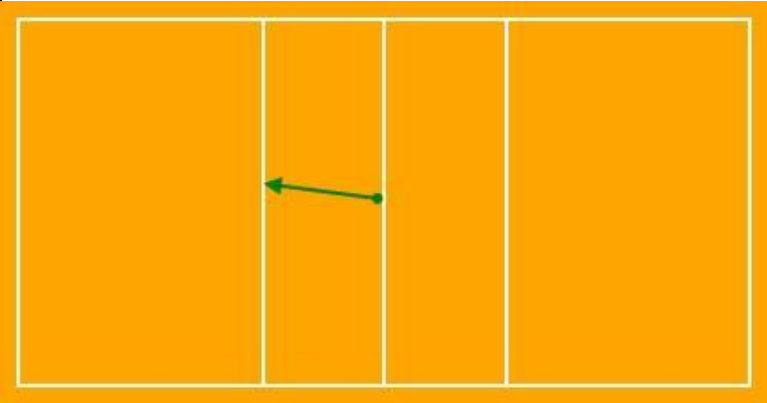


Reception
Player #14 Ahmadullin Timur

Glider

Total Glider

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

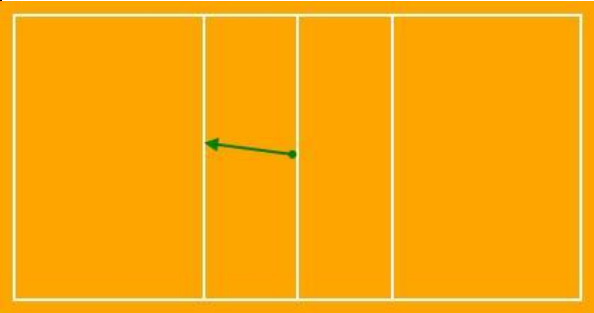


.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 100%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #3

Lower

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



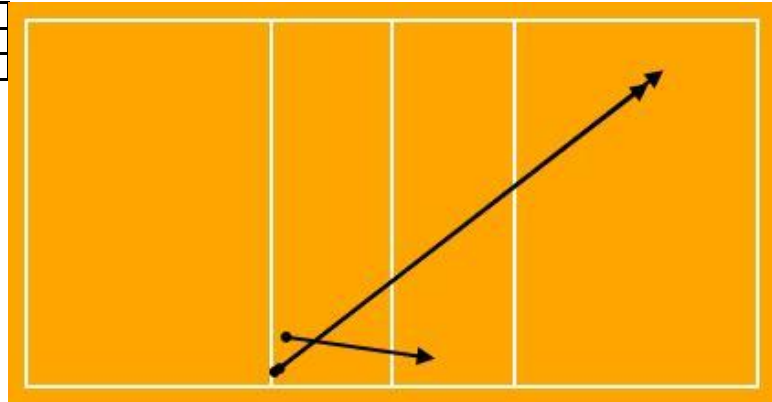
Attack

Player #14 Ahmadullin Timur

Position 1

Total position 1

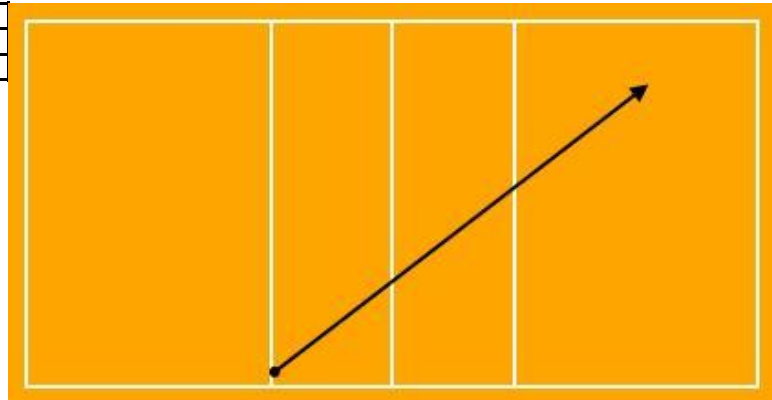
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
3	.	.	.	3	.	.



Zone #1 1 blockers

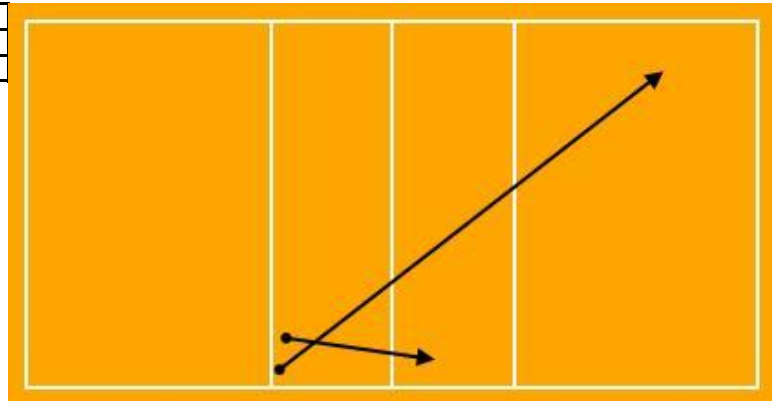
Set quality: !

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



Set quality: +

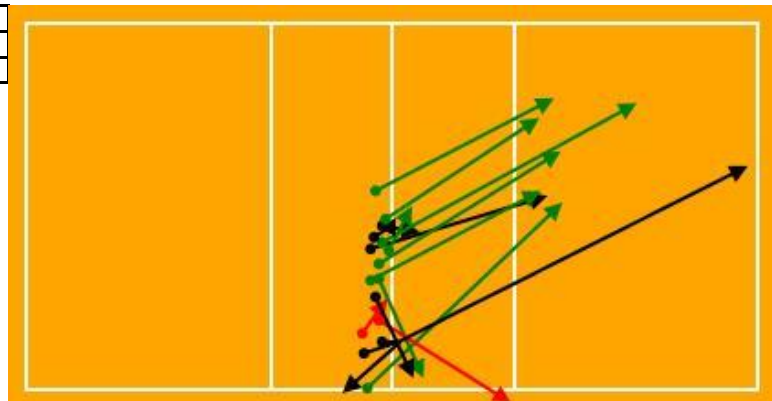
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
2	.	.	.	2	.	.



Position 2

Total position 2

Total	#	+	!	/	-	=
	50%	0%	0%	37%	0%	12%
16	8	.	.	6	.	2



Zone #2 0 blockers

Set quality: #

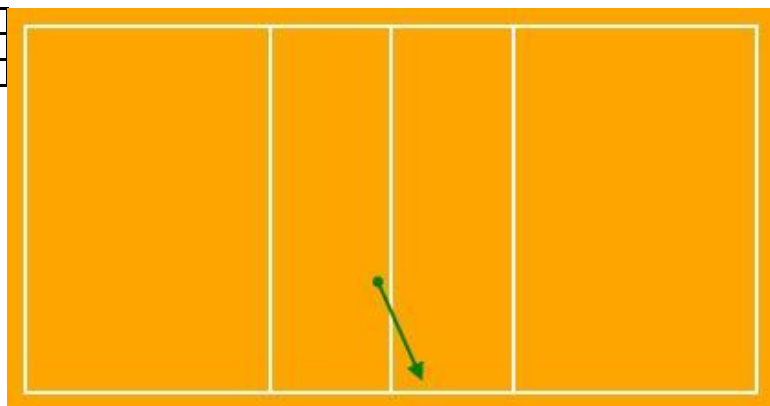
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---

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

Zone #2 1 blockers

Set quality: #

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



Set

Player #14 Ahmadullin Timur

Set quality distribution by reception quality

rec.qual/ set.qual	=	-	/	!	+	#
# (144)	.(0%)	5(3%)	17(11%)	44(30%)	45(31%)	33(22%)
+ (74)	.(0%)	2(2%)	9(12%)	17(22%)	34(45%)	12(16%)
! (145)	2(1%)	5(3%)	23(15%)	46(31%)	55(37%)	14(9%)
# + ! (363)	2(0%)	12(3%)	49(13%)	107(29%)	134(36%)	59(16%)
/ - (35)	1(2%)	4(11%)	9(25%)	9(25%)	9(25%)	3(8%)

Set quality distribution by direction

direction/ set.qual	=	-	/	!	+	#
4(159)	.(0%)	7(4%)	25(15%)	59(37%)	52(32%)	16(10%)
3(89)	2(2%)	1(1%)	8(8%)	23(25%)	33(37%)	22(24%)
2(81)	.(0%)	5(6%)	15(18%)	15(18%)	35(43%)	11(13%)
1(40)	1(2%)	1(2%)	7(17%)	14(35%)	15(37%)	2(5%)
6(29)	.(0%)	2(6%)	3(10%)	5(17%)	8(27%)	11(37%)
46(188)	.(0%)	9(4%)	28(14%)	64(34%)	60(31%)	27(14%)
21(121)	1(0%)	6(4%)	22(18%)	29(23%)	50(41%)	13(10%)

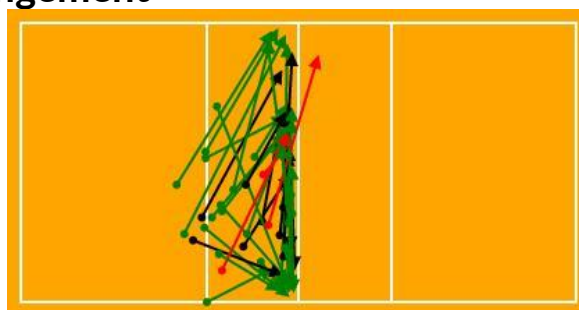
Blockers count distribution by reception quality

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(88)	7(7%)	.(0%)	60(68%)	9(10%)	12(13%)	.(0%)	.(0%)
+(46)	2(4%)	.(0%)	29(63%)	4(8%)	11(23%)	.(0%)	.(0%)
!(74)	3(4%)	4(5%)	25(33%)	9(12%)	33(44%)	.(0%)	.(0%)
#+!(208)	12(5%)	4(1%)	114(54%)	22(10%)	56(26%)	.(0%)	.(0%)
/-(24)	2(8%)	.(0%)	8(33%)	4(16%)	10(41%)	.(0%)	.(0%)

Reception direction distribution

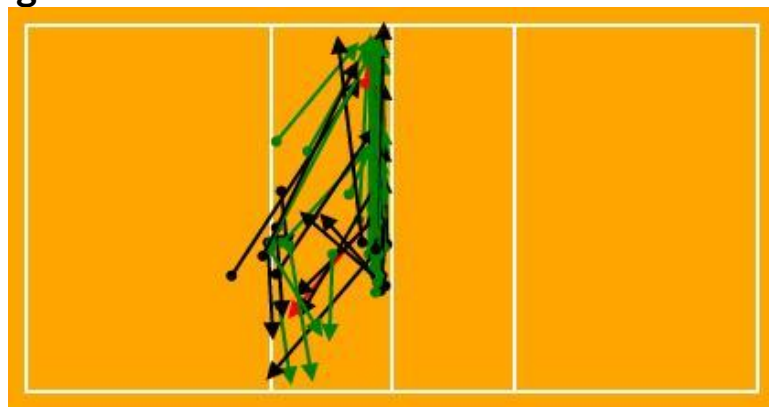
P1 arrangement

9(21%)	19(45%)	14(33%)
62%	58%	42%
1.61	0.95	1.07
.(0%)	.(0%)	.(0%)
0.00	0.00	0.00



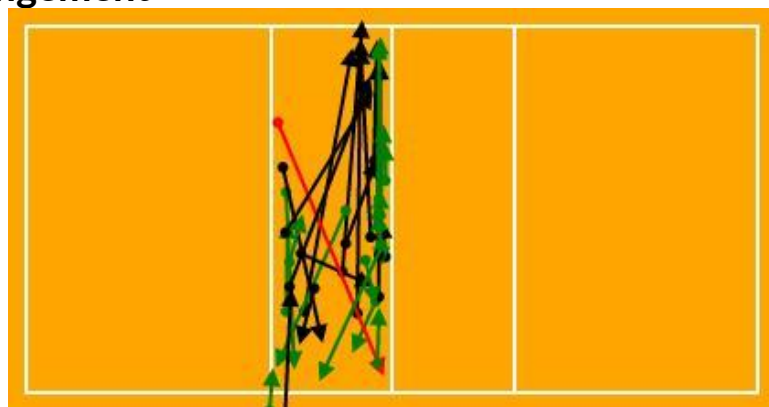
24(47%)	14(27%)	.(0%)
37%	57%	.
1.42	1.11	0.00
.(0%)	3(5%)	10(19%)
.	100%	55%
0.00	0.50	1.25

P2 arrangement



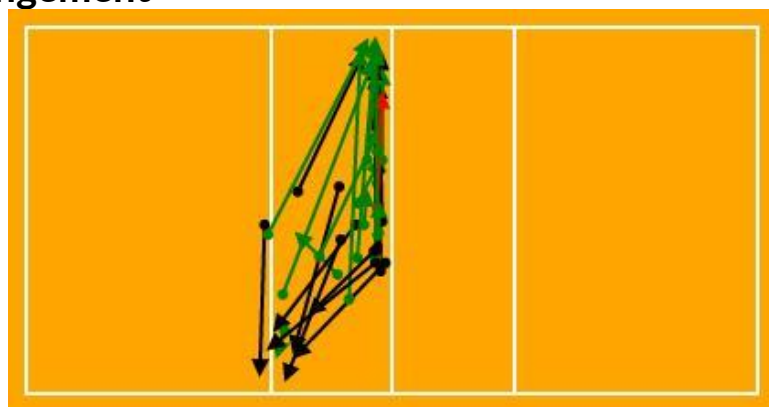
11(34%)	10(31%)	1(3%)
36%	66%	.
1.64	0.90	0.00
.(0%)	2(6%)	8(25%)
.	0%	37%
0.00	1.50	1.25

P3 arrangement



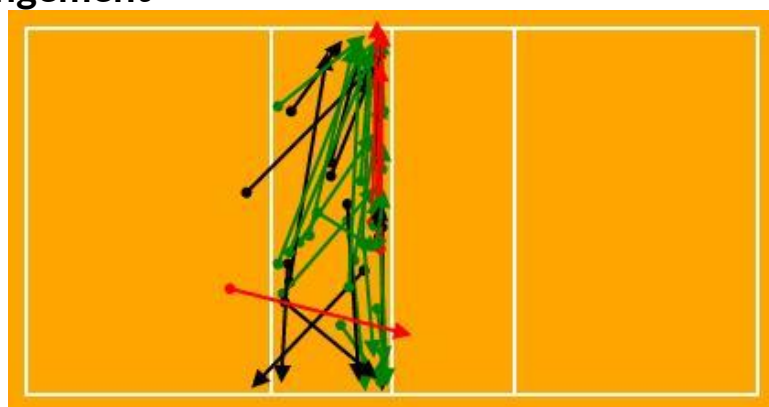
16(53%)	5(16%)	.(0%)
40%	20%	.
1.47	0.80	0.00
.(0%)	1(3%)	8(26%)
.	0%	37%
0.00	1.00	1.19

P4 arrangement



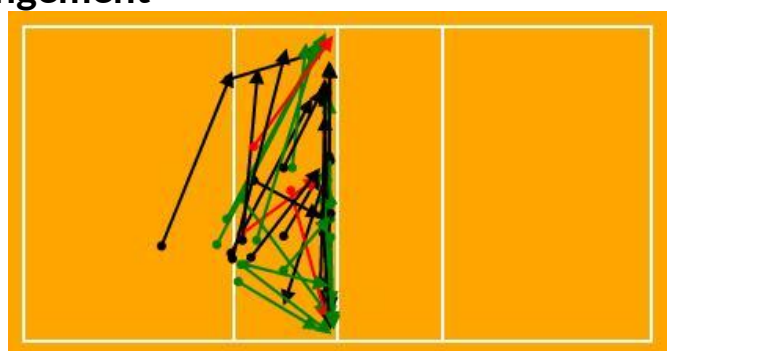
19(50%)	6(15%)	13(34%)
58%	16%	54%
1.61	0.92	1.50
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

P5 arrangement



16(41%)	9(23%)	14(35%)
50%	62%	53%
1.44	1.22	1.18
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

P6 arrangement



Player #15

Lyashenko Andron

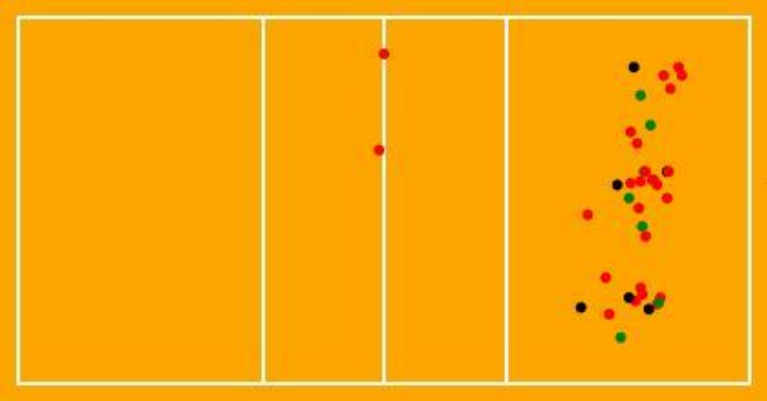
Serve

Player #15 Lyashenko Andron

Glider

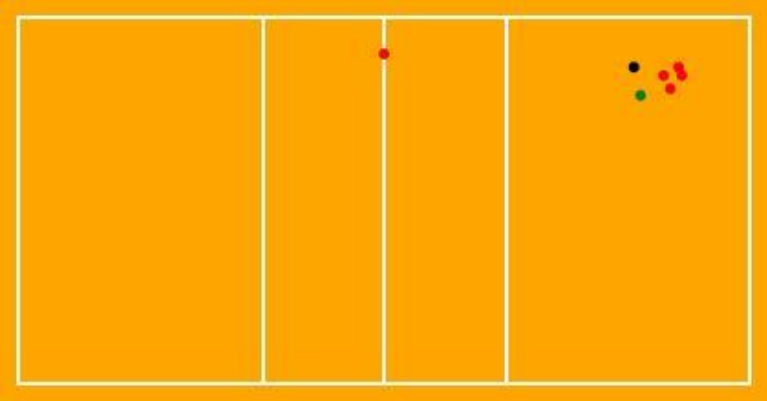
Total Glider

Total	#	+	!	/	-	=
	9%	7%	7%	7%	58%	9%
41	4	3	3	3	24	4



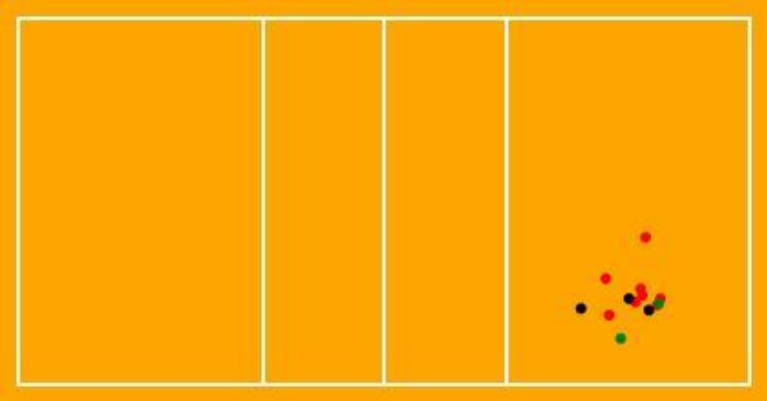
Glider Direction 1

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



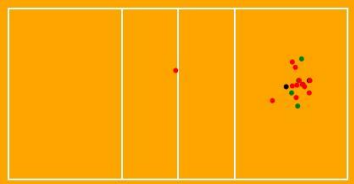
Glider Direction 5

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



Glider Direction 6

Total	#	+	!	/	-	=
	15%	5%	5%	5%	60%	10%
20	3	1	1	1	12	2



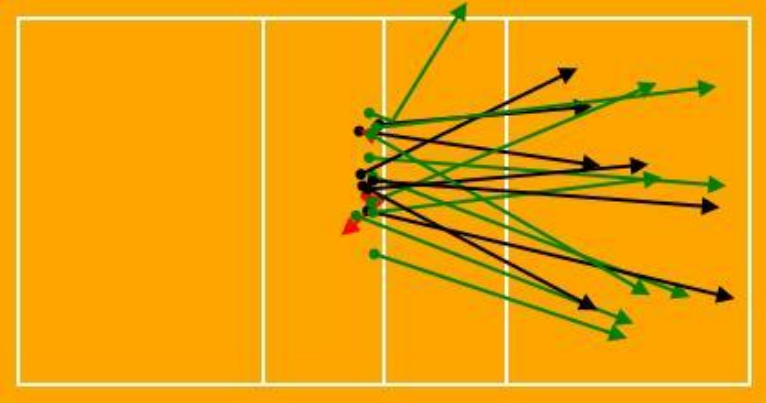
Attack

Player #15 Lyashenko Andron

Position 3

Total position 3

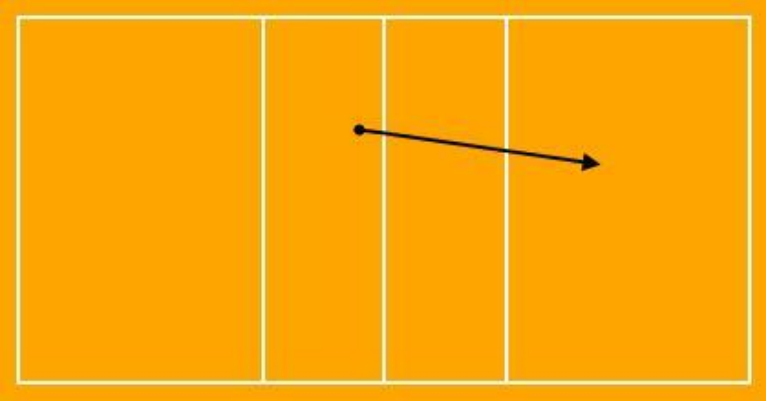
Total	#	+	!	/	-	=
	33%	16%	0%	38%	5%	5%
18	6	3	.	7	1	1



Zone #3 0.5 blockers

Set quality: +

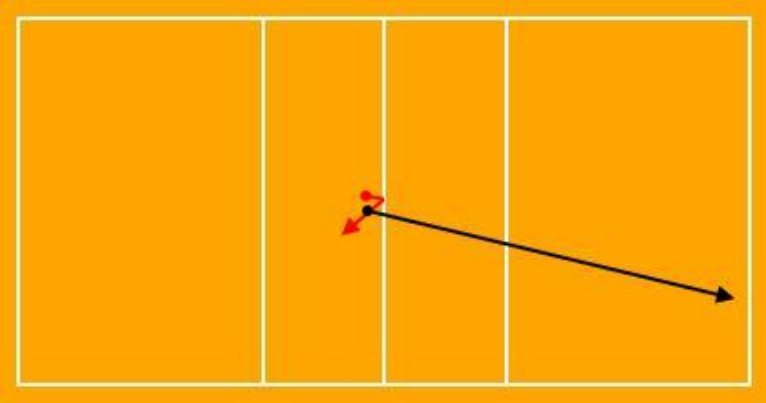
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 1 blockers

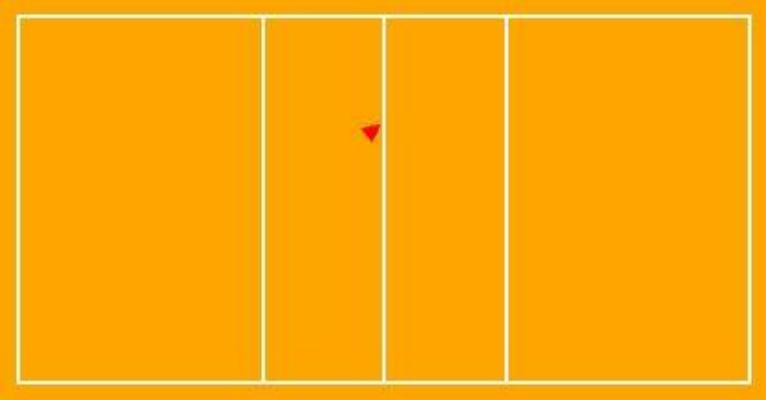
Set quality: /

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



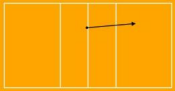
Set quality: !

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



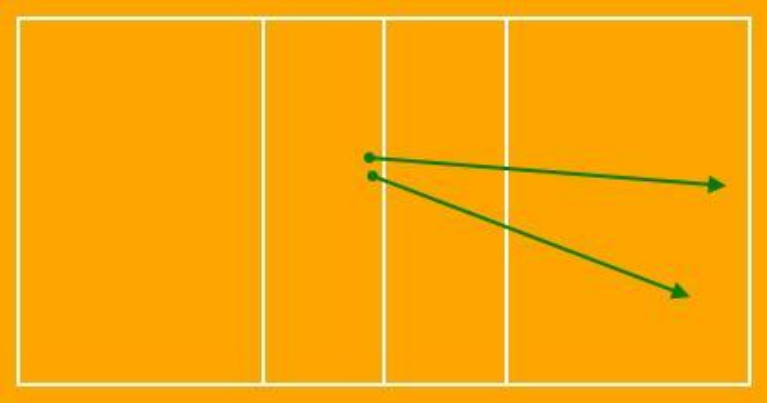
Set quality: +

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



Set quality: #

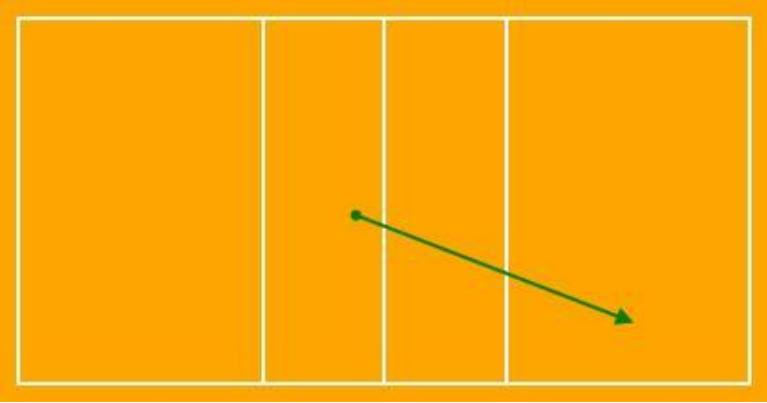
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
2	1	1



Zone #3 1.5 blockers

Set quality: #

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



Set

Player #16

Pyanov Maxim

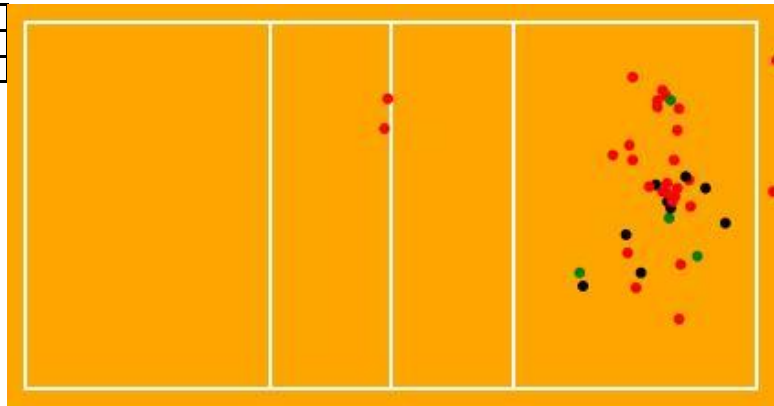
Serve

Player #16 Pyanov Maxim

Glider

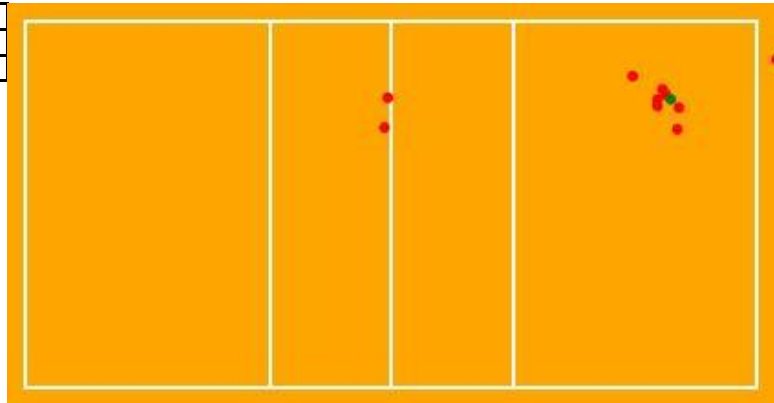
Total Glider

Total	#	+	!	/	-	=
	0%	9%	14%	7%	57%	11%
42	.	4	6	3	24	5



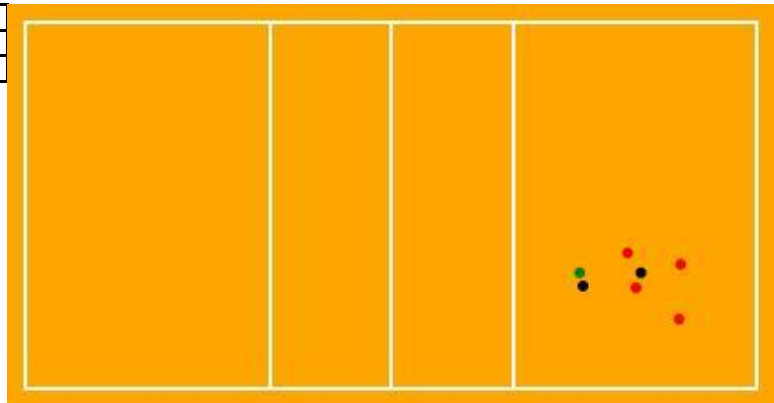
Glider Direction 1

Total	#	+	!	/	-	=
	0%	8%	0%	0%	58%	33%
12	.	1	.	.	7	4



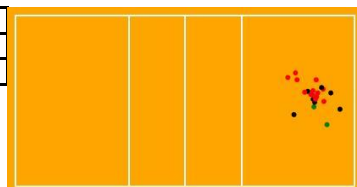
Glider Direction 5

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



Glider Direction 6

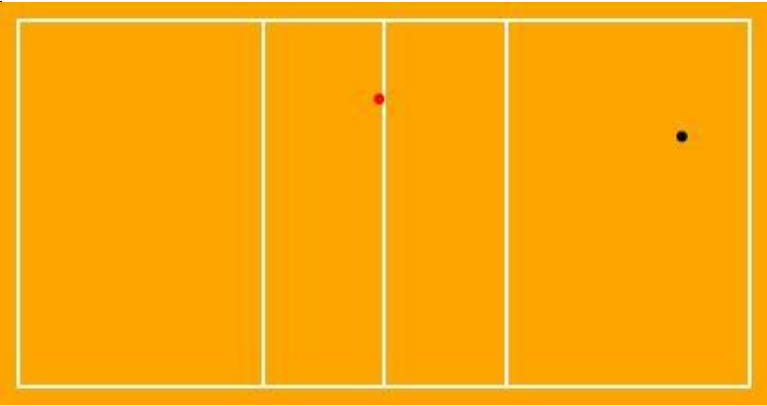
Total	#	+	!	/	-	=
	0%	8%	21%	8%	56%	4%
23	.	2	5	2	13	1



Jump

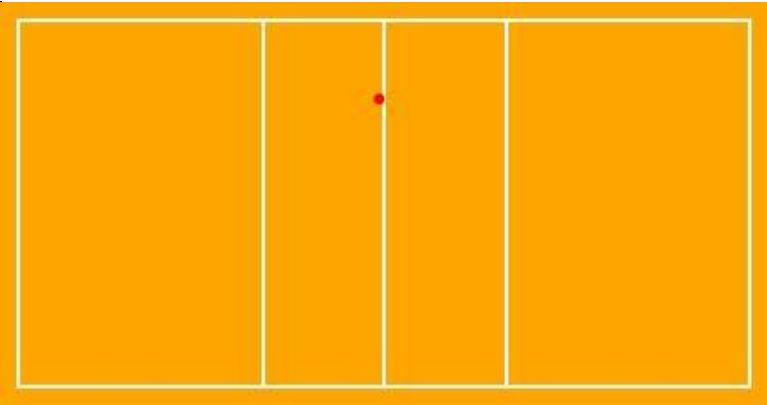
Total Jump

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



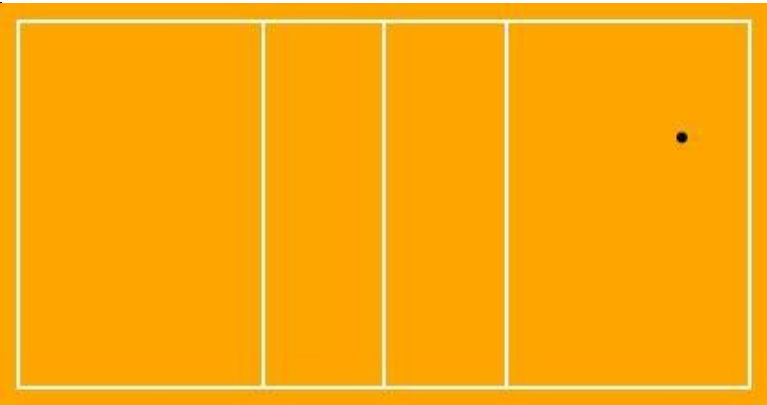
Jump Direction 1

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



Jump Direction 6

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

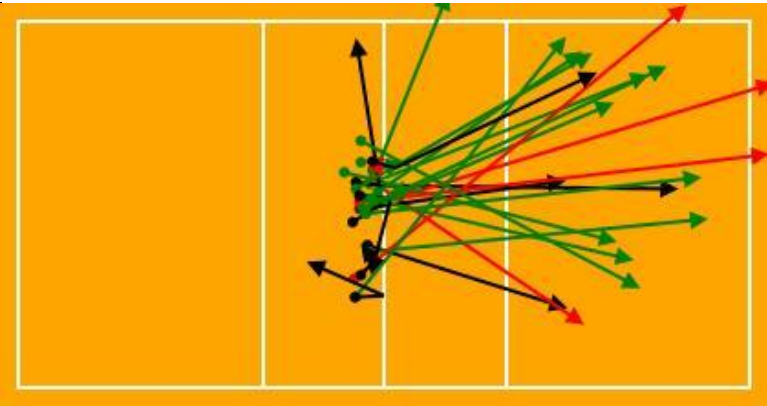


Attack Player #16 Pyanov Maxim

Position 3

Total position 3

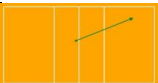
Total	#	+	!	/	-	=
	48%	3%	3%	25%	0%	18%
27	13	1	1	7	.	5



Zone #3 0 blockers

Set quality: #

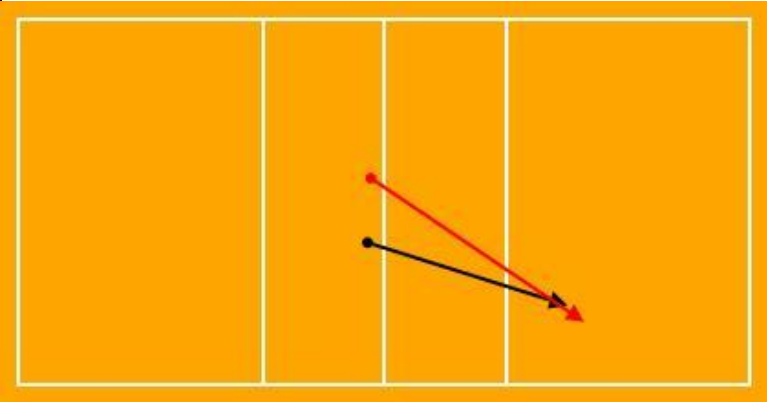
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

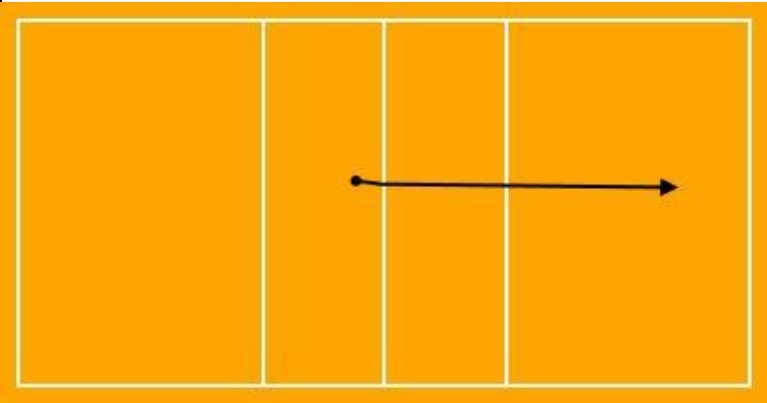
Set quality: !

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



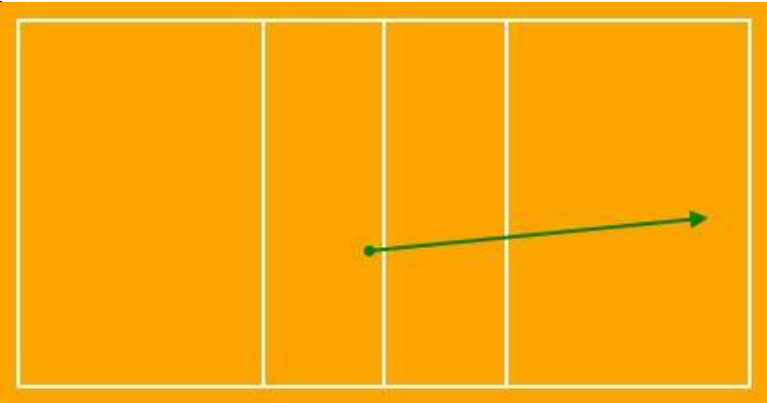
Set quality: +

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



Set quality: #

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



Set

Player #17

Fedunov Daniil

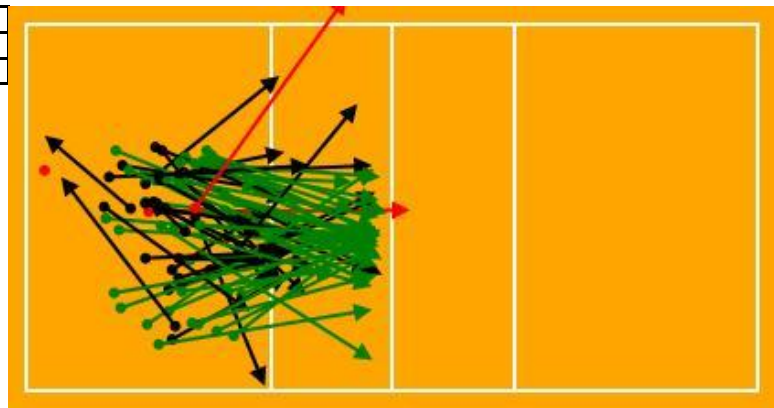
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	37%	16%	27%	14%	1%	2%
74	28	12	20	11	1	2

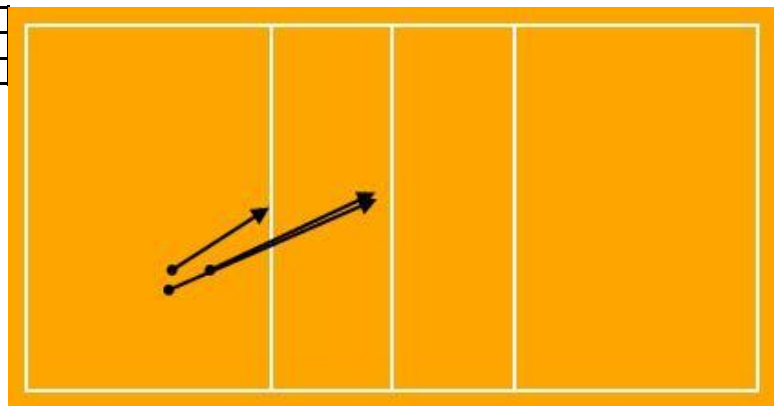


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	53(71%) #: 35%, #+: 50% !/-: 45%, =: 3%	21(28%) #: 42%, #+: 61% !/-: 38%, =: 0%

Glider Zone #1

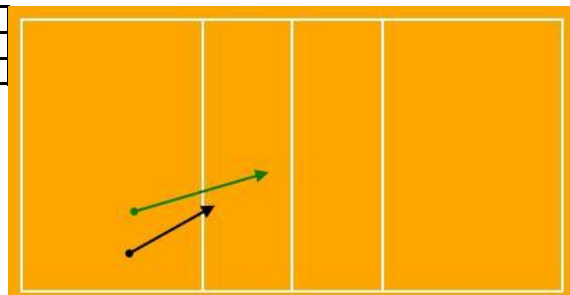
Lower

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



Upper

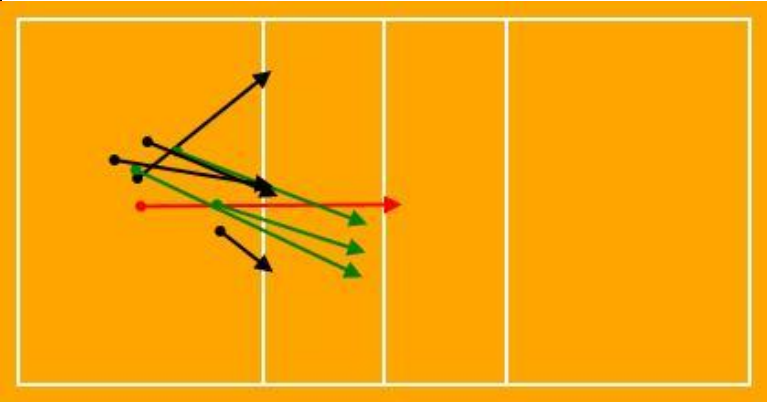
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Glider Zone #6

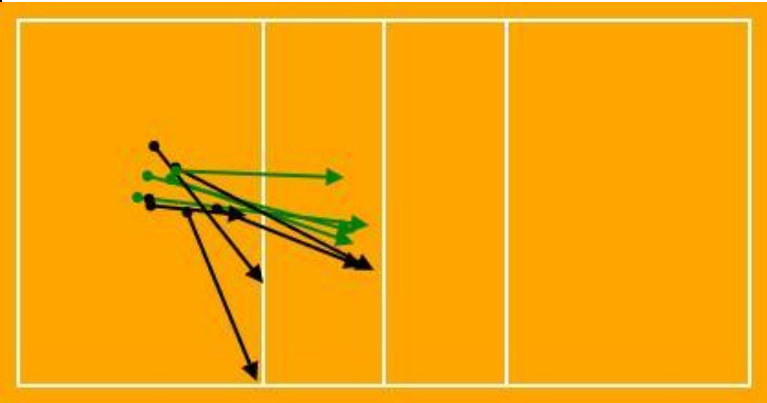
Lower

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



Upper

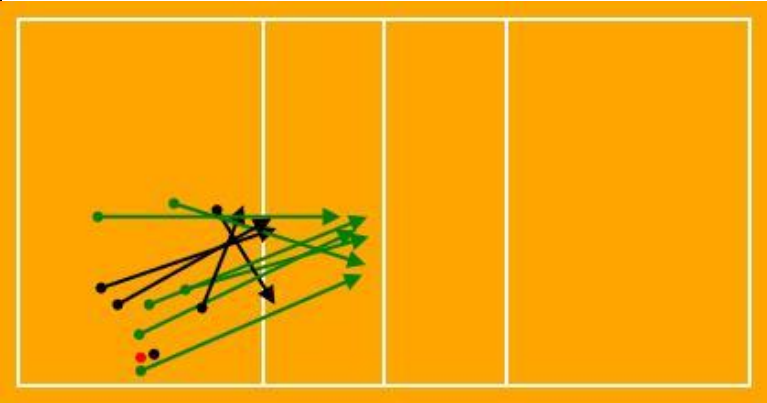
Total	#	+	!	/	-	=
	20%	20%	40%	20%	0%	0%
10	2	2	4	2	.	.



Jump

Total Jump

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

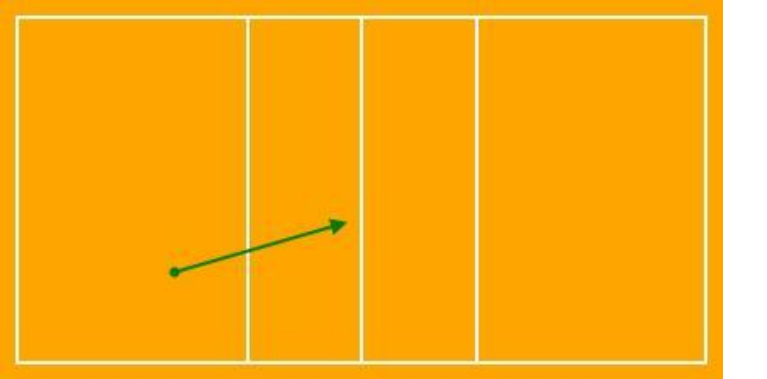


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	3(25%) #: 33%, #+: 66% !/-: 33%, =: 0%	9(75%) #: 33%, #+: 44% !/-: 44%, =: 11%

Jump Zone #1

Lower

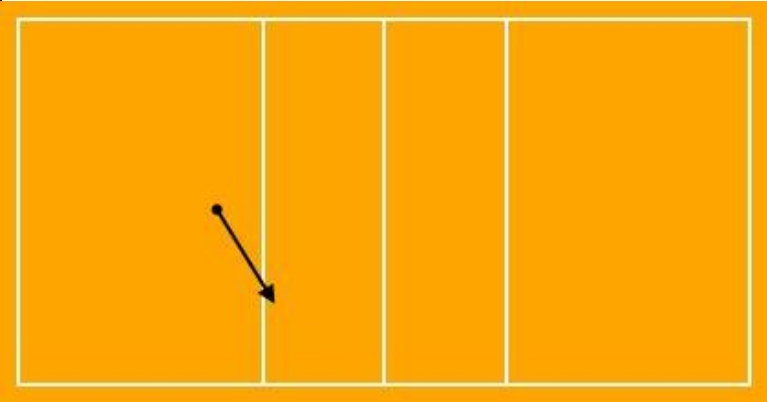
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Jump Zone #6

Lower

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



Set

Player #17 Fedunov Daniil

Set quality distribution by reception quality

rec.qual/ set.qual	=	-	/	!	+	#
# (3)	.(0%)	.(0%)	1(33%)	1(33%)	.(0%)	1(33%)
+ (7)	.(0%)	.(0%)	3(42%)	3(42%)	1(14%)	.(0%)
! (4)	.(0%)	.(0%)	.(0%)	1(25%)	.(0%)	3(75%)
# + ! (14)	.(0%)	.(0%)	4(28%)	5(35%)	1(7%)	4(28%)
/ - (8)	1(12%)	.(0%)	3(37%)	1(12%)	3(37%)	.(0%)

Set quality distribution by direction

direction/ set.qual	=	-	/	!	+	#
4(12)	1(8%)	.(0%)	3(25%)	4(33%)	3(25%)	1(8%)
2(7)	.(0%)	.(0%)	2(28%)	2(28%)	1(14%)	2(28%)
1(3)	.(0%)	.(0%)	2(66%)	.(0%)	.(0%)	1(33%)
46(12)	1(8%)	.(0%)	3(25%)	4(33%)	3(25%)	1(8%)
21(10)	.(0%)	.(0%)	4(40%)	2(20%)	1(10%)	3(30%)

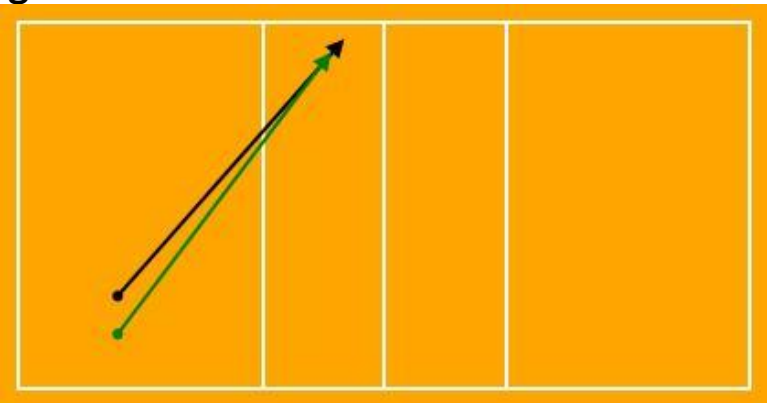
Blockers count distribution by reception quality

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
#+!(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
/-(3)	.(0%)	.(0%)	.(0%)	.(0%)	3(100%)	.(0%)	.(0%)

Reception direction distribution

P1 arrangement

2(100%)	.(0%)	.(0%)
50%	.	.
2.00	0.00	0.00
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00



P2 arrangement

.(.)	.(.)	.(.)
------	------	------



$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$
$\dot{.().}$	$\dot{.().}$	$\dot{.().}$
$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$

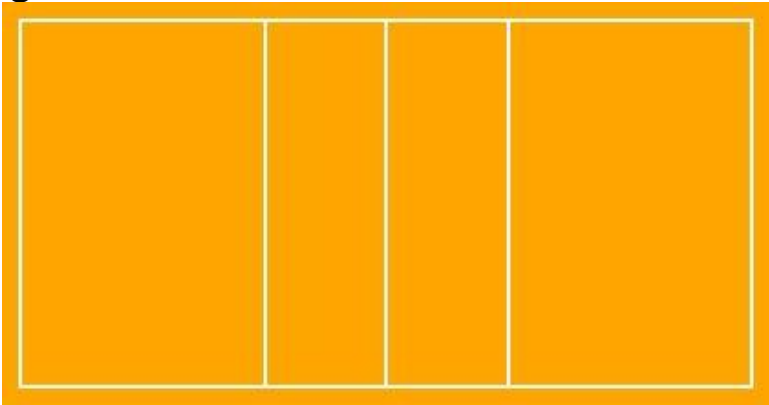
$\dot{.().}$	$\dot{.().}$	$\dot{.().}$
$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$
$\dot{.().}$	$\dot{.().}$	$\dot{.().}$
$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$

$\dot{.().}$	$\dot{.().}$	$\dot{.().}$
$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$
$\dot{.().}$	$\dot{.().}$	$\dot{.().}$
$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$

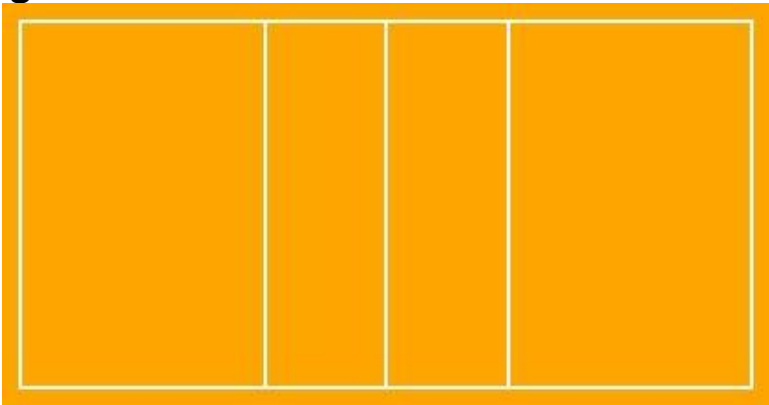
$2(100\%)$	$\dot{.}(0\%)$	$\dot{.}(0\%)$
0%	$\dot{.}$	$\dot{.}$
2.00	0.00	0.00
$\dot{.}(0\%)$	$\dot{.}(0\%)$	$\dot{.}(0\%)$
$\dot{.}$	$\dot{.}$	$\dot{.}$
0.00	0.00	0.00

$\dot{.().}$	$\dot{.().}$	$\dot{.().}$
$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$
$\dot{.().}$	$\dot{.().}$	$\dot{.().}$
$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$

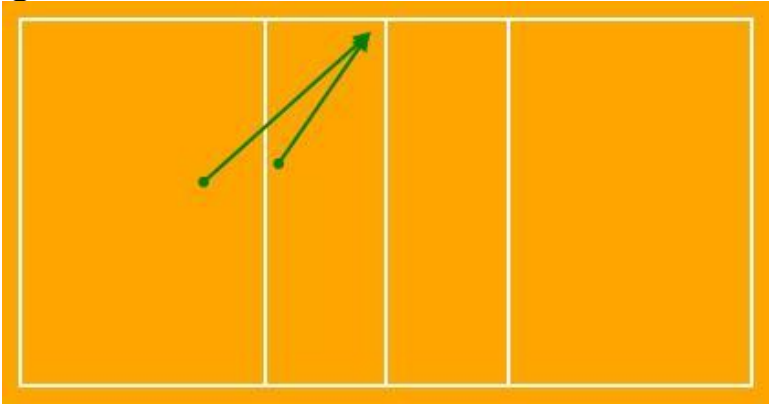
P3 arrangement



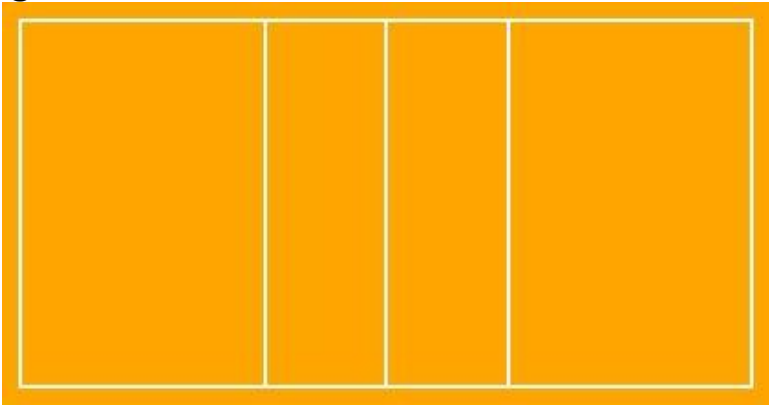
P4 arrangement



P5 arrangement



P6 arrangement



Player #24

Scherbakov

Maxim

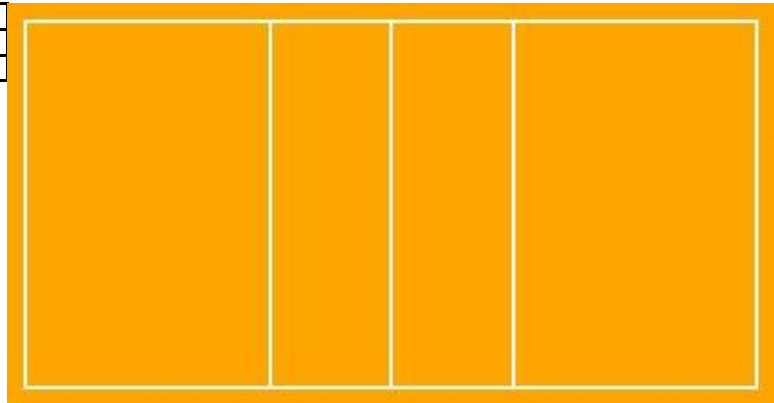
Serve

Player #24 Scherbakov Maxim

Jump

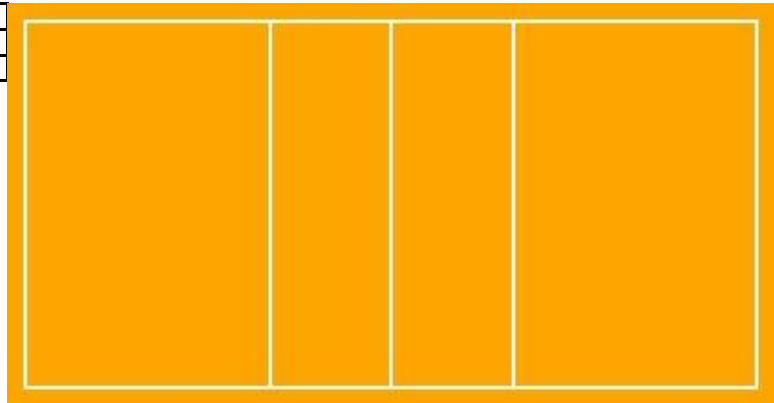
Total Jump

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



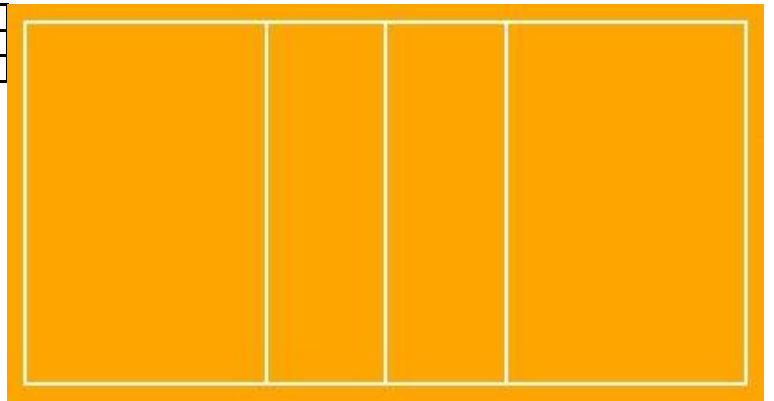
Jump Direction 5

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



Jump Direction 6

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



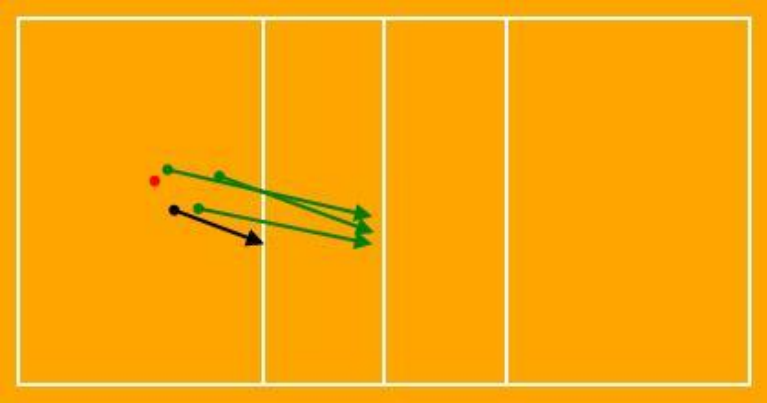
Reception

Player #24 Scherbakov Maxim

Glider

Total Glider

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

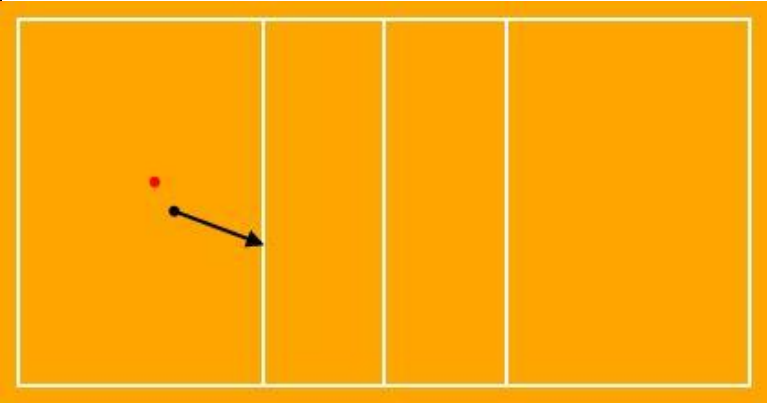


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	5(100%) #: 60%, #+: 60% !/-: 20%, =: 20%	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #6

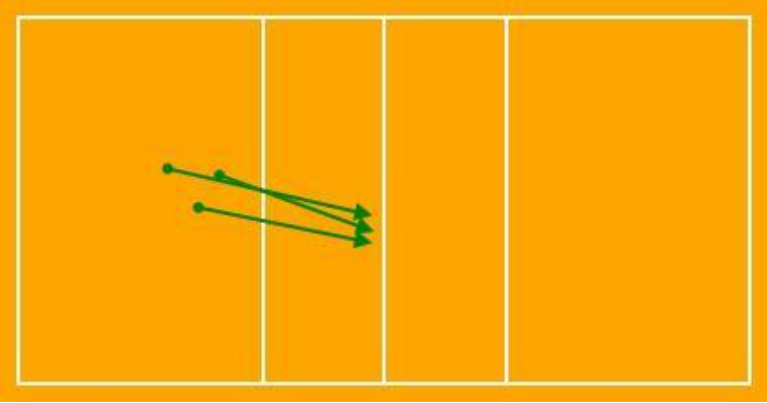
Lower

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



Upper

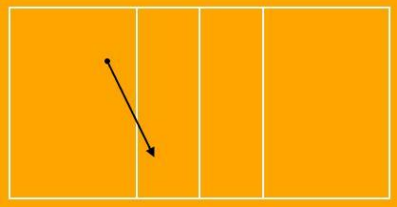
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
3	3



Jump

Total Jump

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

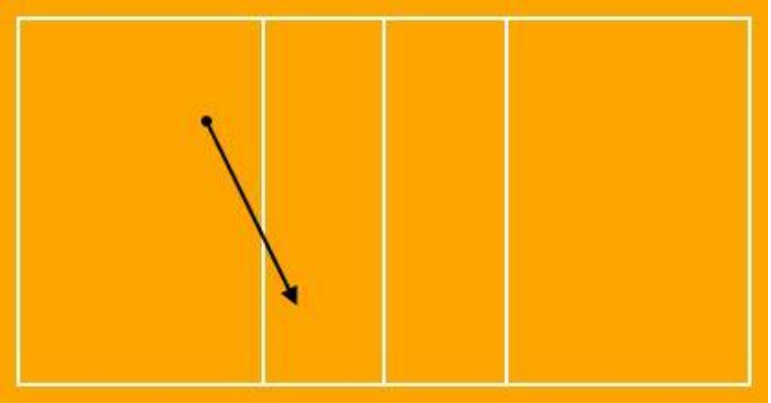


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(100%) #: 0%, #+: 0% !/-: 100%, =:	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

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

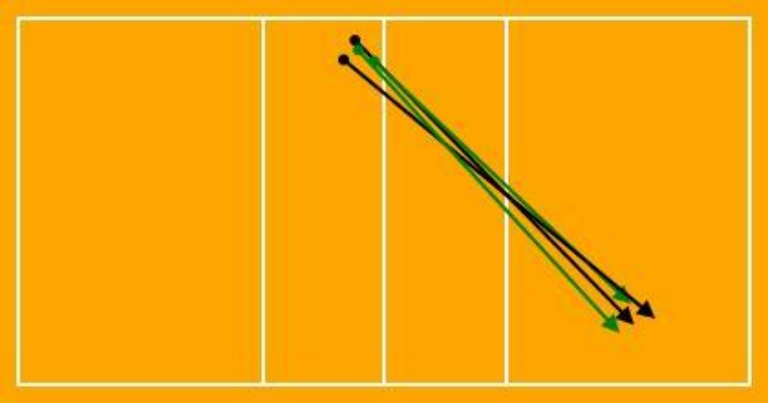


Attack Player #24 Scherbakov Maxim

Position 4

Total position 4

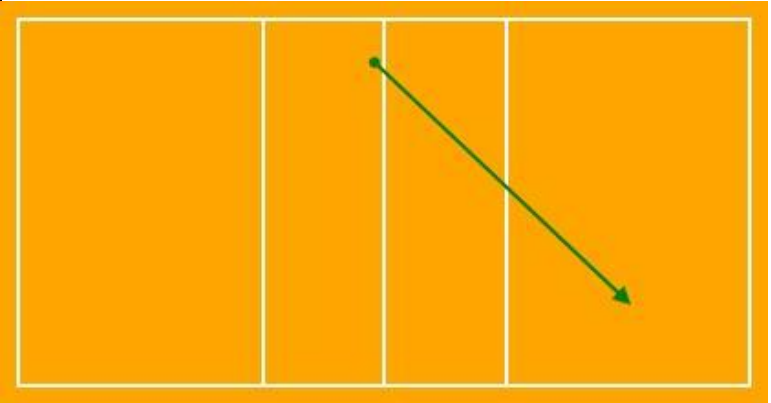
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
4	2	.	.	2	.	.



Zone #4 1 blockers

Set quality: !

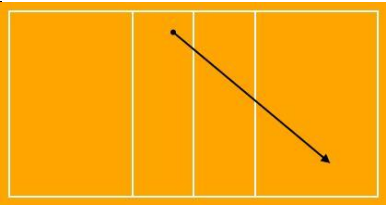
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

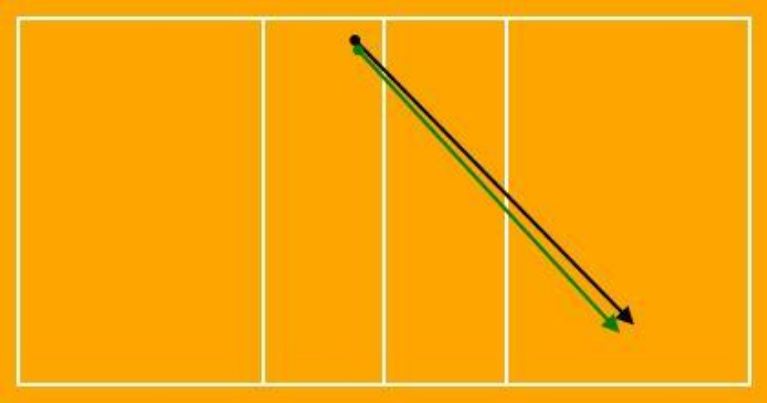
Set quality: !

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



Set quality: +

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



Set

