

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	17	7	10	3	0%	28	4	1	16	71%	57%	1	33%	66%	1	6	83%
#2 Baiduji	.	0
#7 Ushakov	.	0	12	.	50%	33%	25%	2	100%
#8 Shchipko	12	6	18	4	33%	2	13	.	15%	46%	15%	20	.	2	9	60%	45%	.	0%	100%	1	9	100%
#10 Klimov	13	10	12	2	41%	1	1	.	0%	100%	0%	15	1	.	11	73%	73%	.	0%	100%	1	4	100%
#12 Volkov	.	0
#13 Trofimov	6	-1	7	2	14%	.	16	1	25%	37%	25%	18	1	1	6	44%	33%	.	100%	0%	.	8	75%
#14 Ahmadullin	5	0	13	4	0%	.	1	1	100%	0%	0%	7	.	.	4	57%	57%	.	33%	66%	1	3	100%
#15 Lyashenko	6	5	11	.	27%	1	6	1	.	3	50%	50%	.	60%	40%	2	5	80%
#16 Pyanov	1	0	2	1	0%	2	.	.	1	50%	50%	.	0%	100%	.	.	.
#17 Fedunov	.	0	10	.	0%	70%	30%	5	80%
#18 Ziva	.	0
#24 Scherbakov	1	0	3	.	33%	0%	0%	2	.	1	1	50%	50%	2	100%
Total	61	27	73	16	20%	4	56	2	25%	42%	21%	98	7	5	51	61%	52%	1	31%	68%	6	44	88%

Player #1

Vasilchenko

Dmitrii

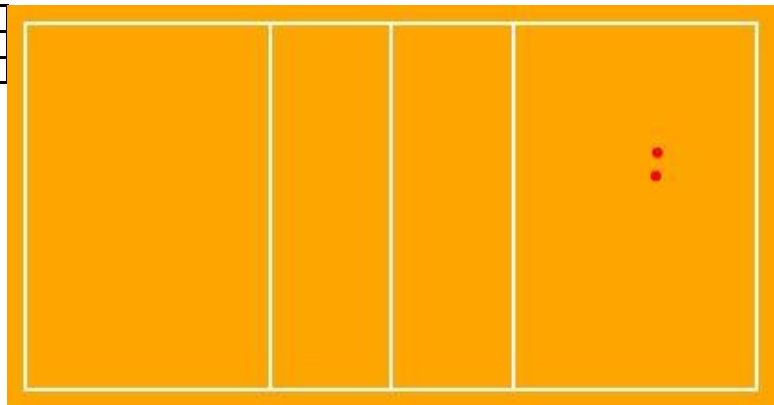
Serve

Player #1 Vasilchenko Dmitrii

Glider

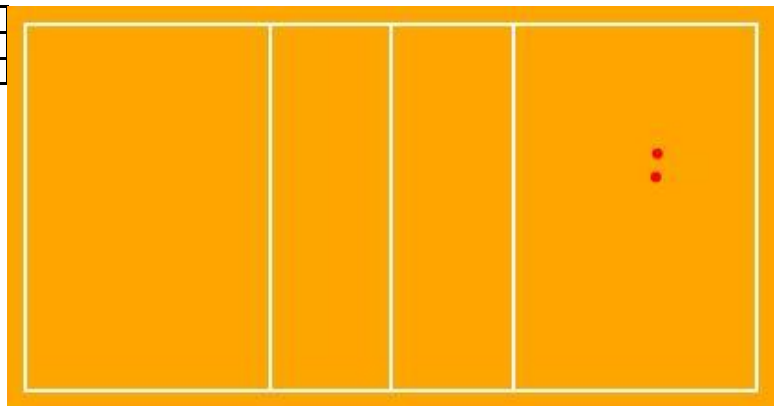
Total Glider

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



Glider Direction 6

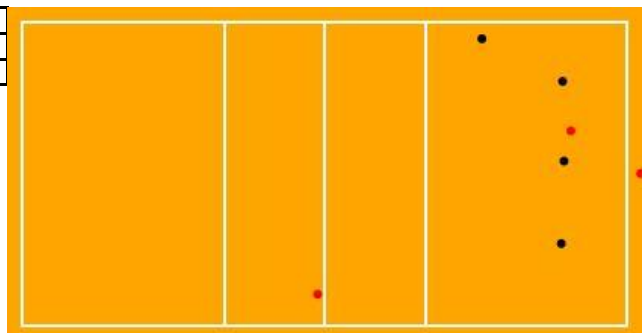
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
2	2	.



Jump

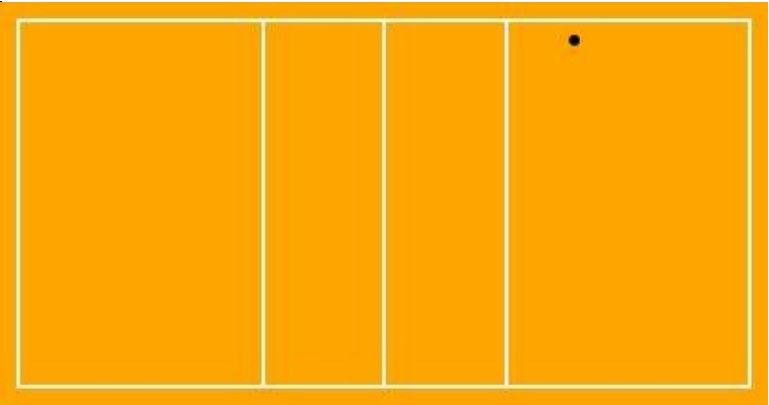
Total Jump

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



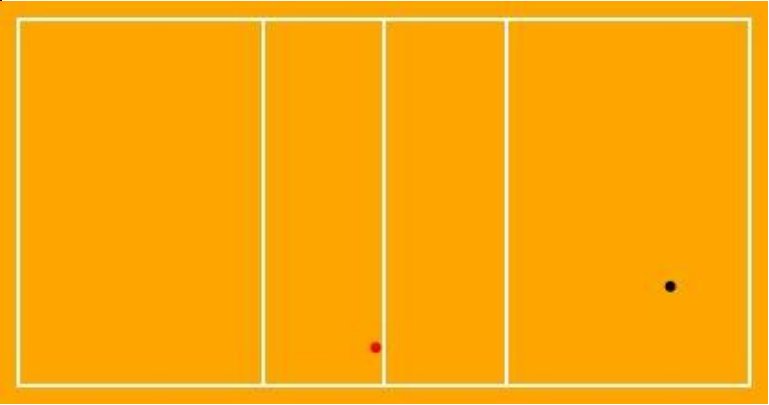
Jump Direction 1

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



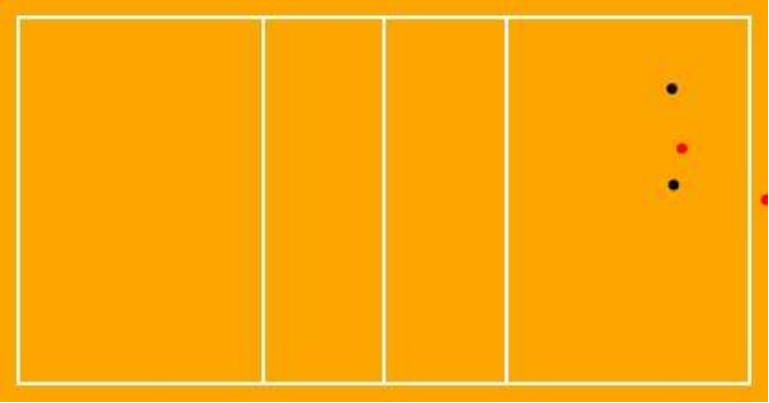
Jump Direction 5

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



Jump Direction 6

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

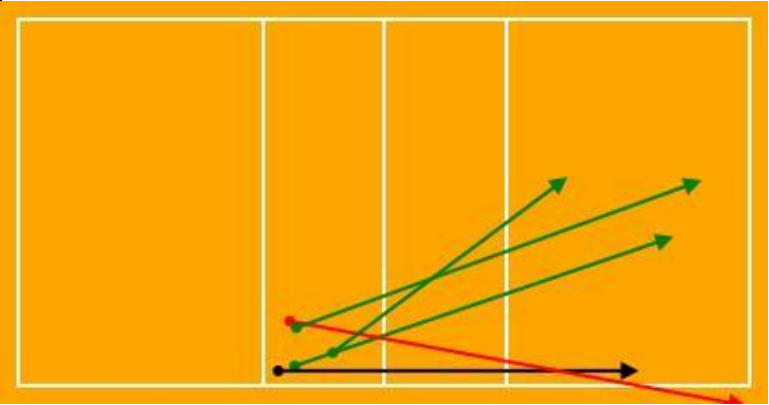


Attack
Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

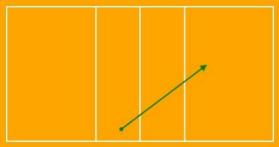
Total	#	+	!	/	-	=
	40%	20%	0%	20%	0%	20%
5	2	1	.	1	.	1



Zone #1 0 blockers

Set quality: /

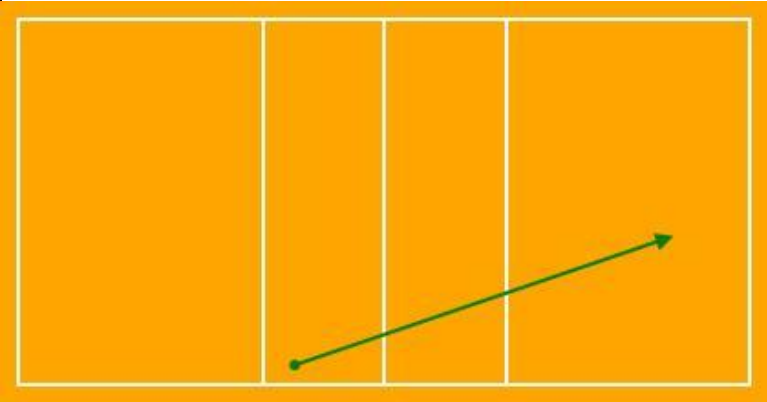
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #1 1 blockers

Set quality: +

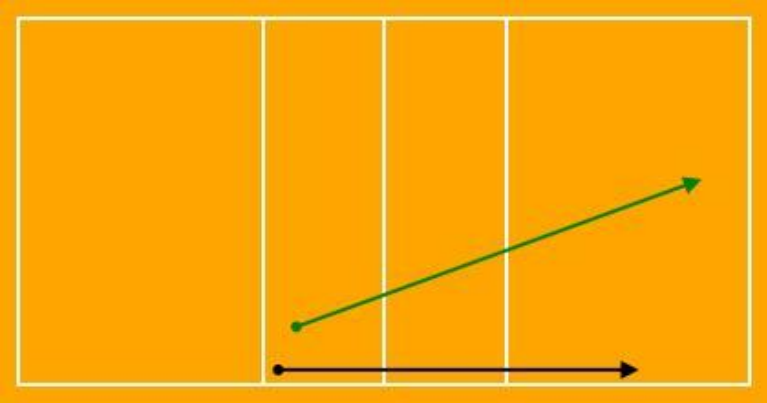
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #1 2 blockers

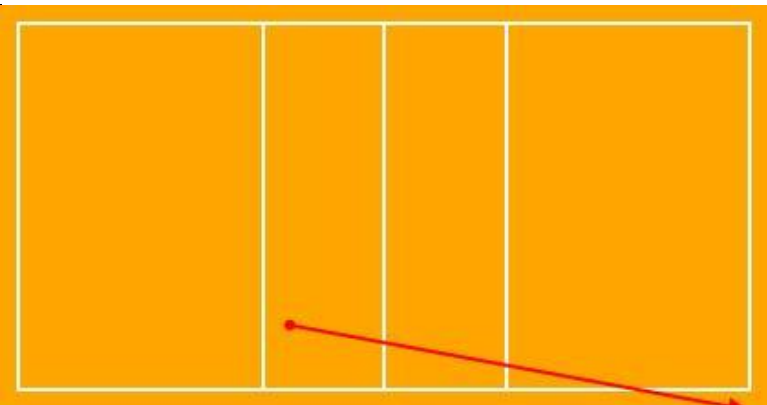
Set quality: !

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



Set quality: +

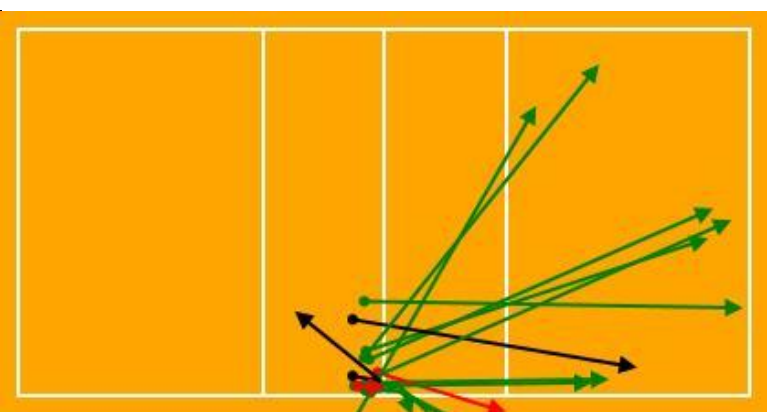
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Position 2

Total position 2

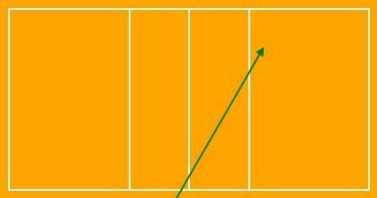
Total	#	+	!	/	-	=
	68%	6%	0%	12%	0%	12%
16	11	1	.	2	.	2



Zone #2 0 blockers

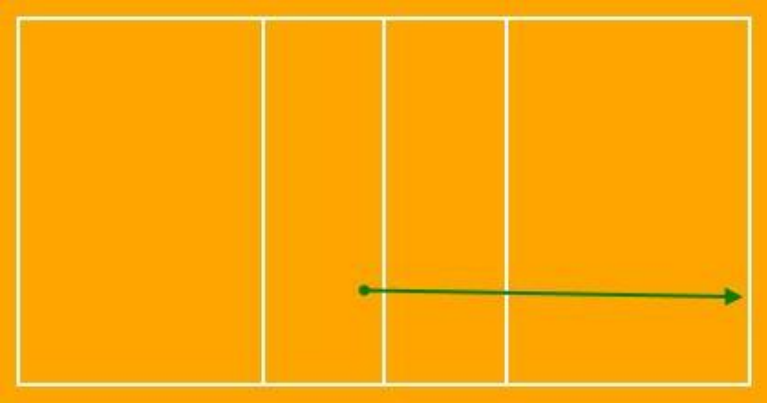
Set quality: /

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



Set quality: #

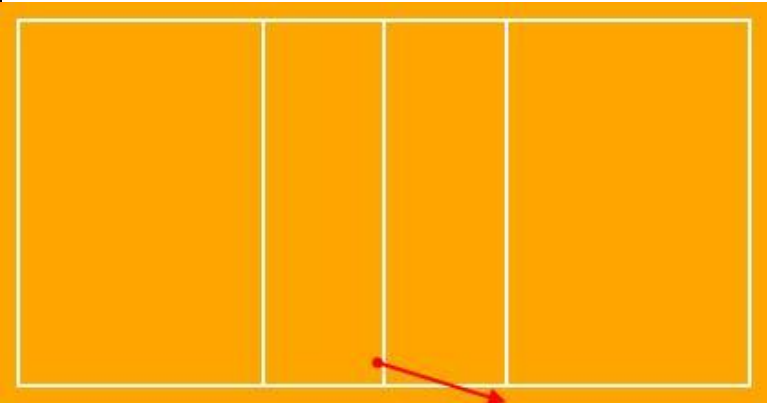
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

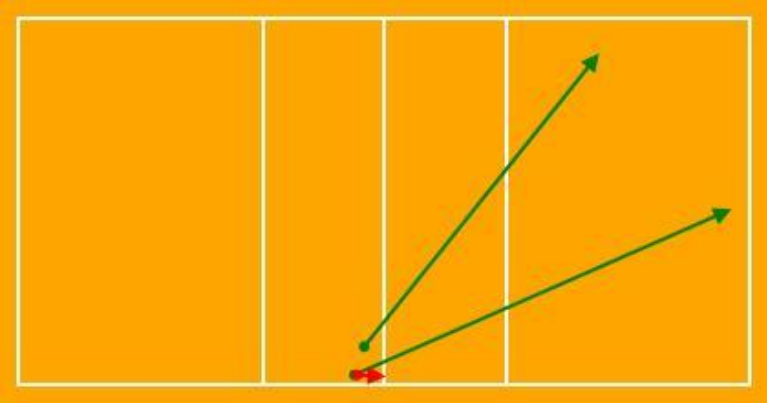
Set quality: /

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



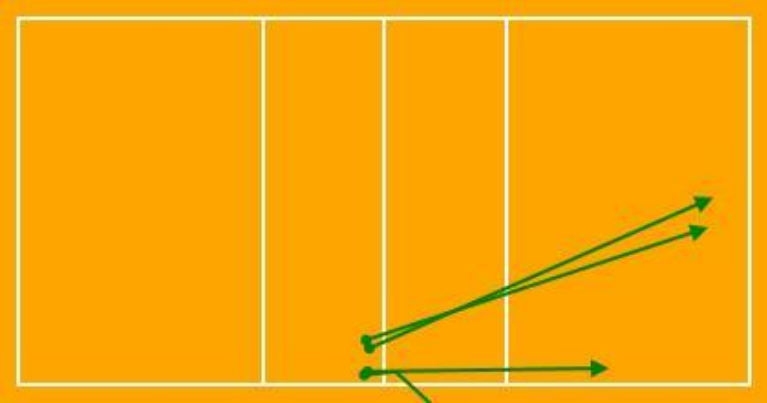
Set quality: !

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



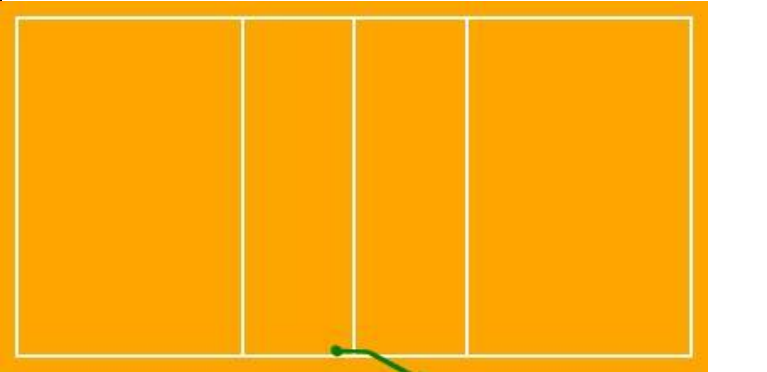
Set quality: +

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



Set quality: #

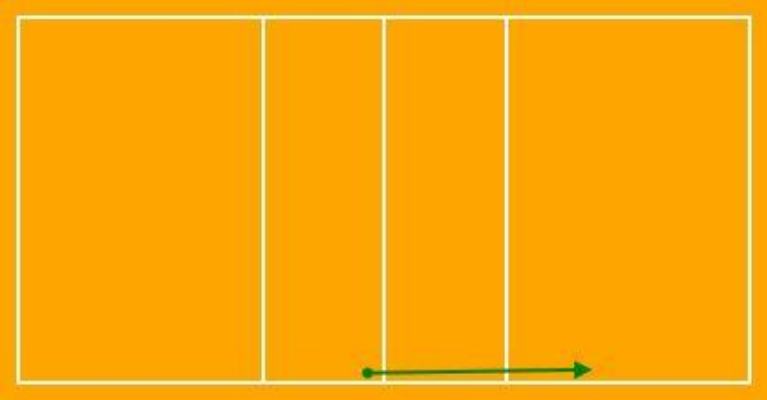
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #2 1.5 blockers

Set quality: #

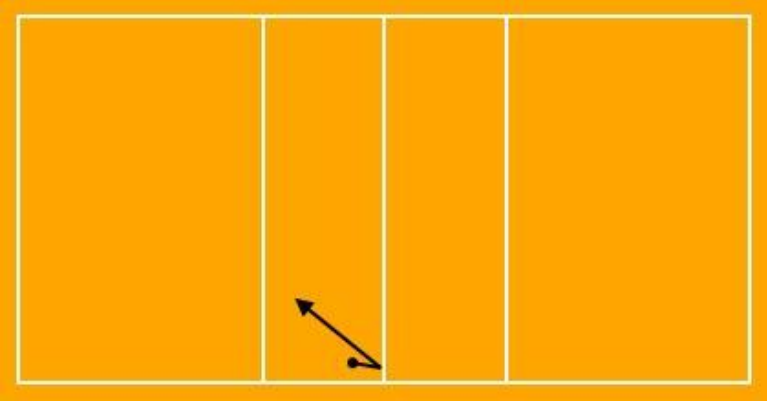
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 2 blockers

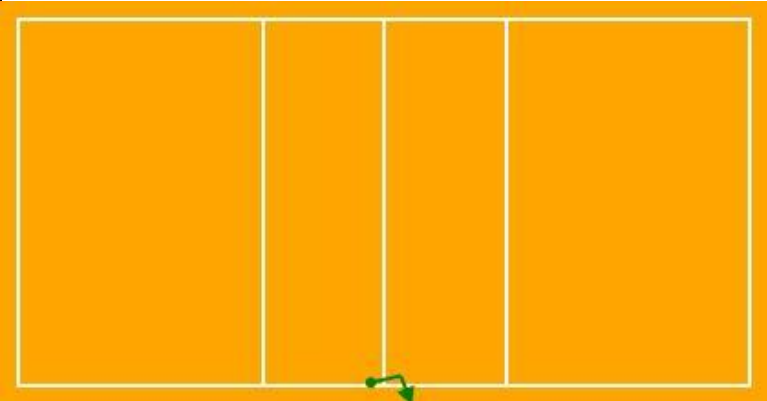
Set quality: +

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



Set quality: #

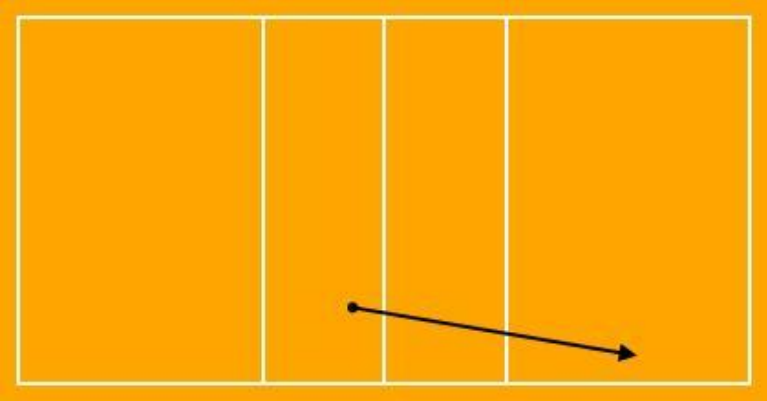
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 3 blockers

Set quality: +

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



Position 4

Total position 4

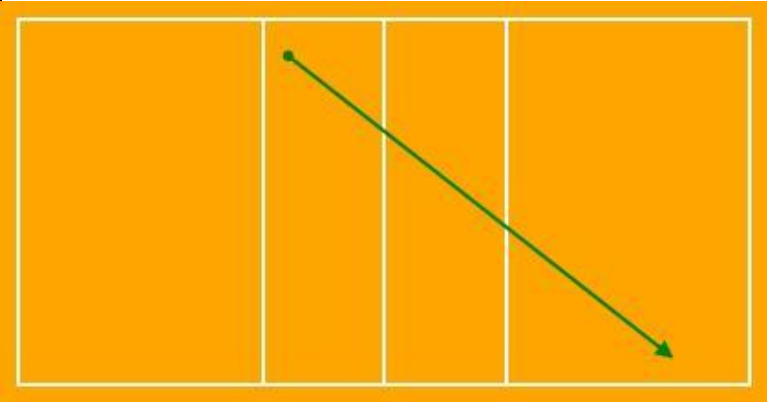
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
4	2	2



Zone #4 1 blockers

Set quality: +

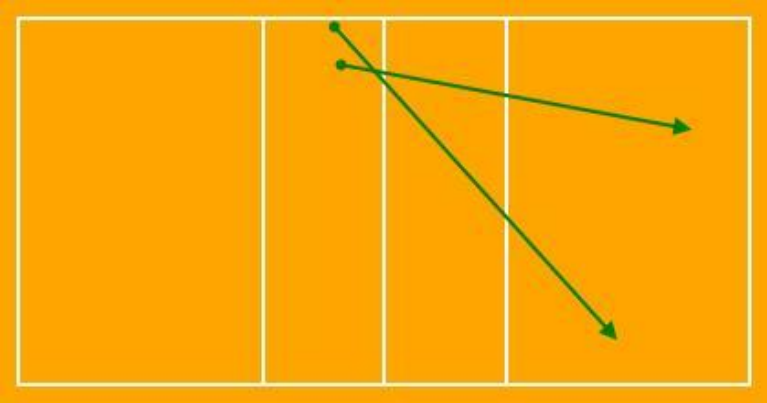
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #4 2 blockers

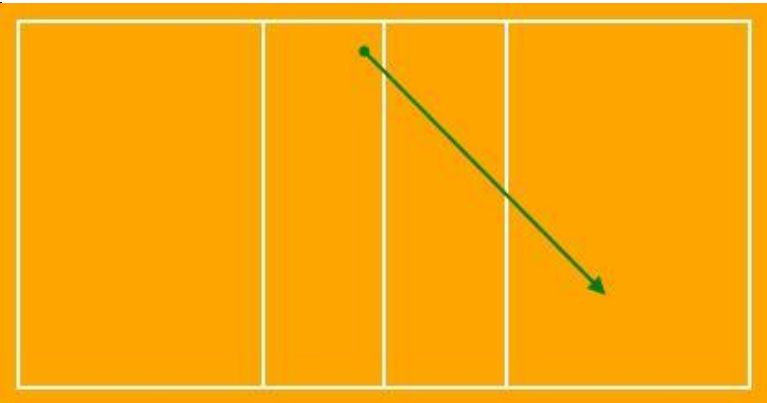
Set quality: !

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



Set quality: +

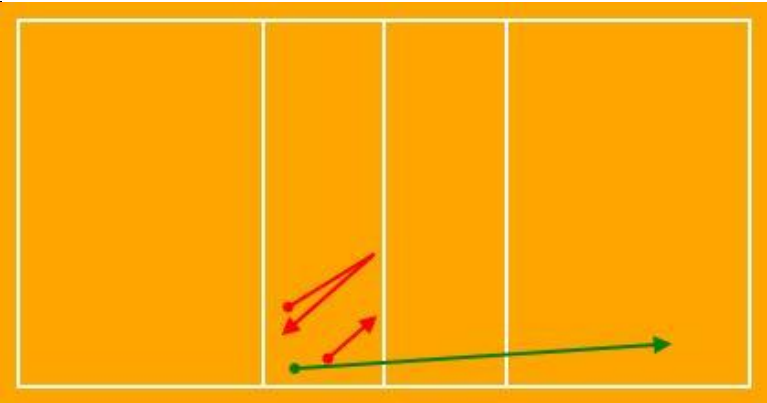
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

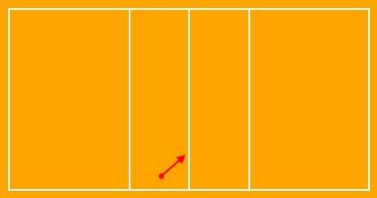
Total	#	+	!	/	-	=
	33%	0%	0%	0%	33%	33%
3	1	.	.	.	1	1



Zone #6 1 blockers

Set quality: -

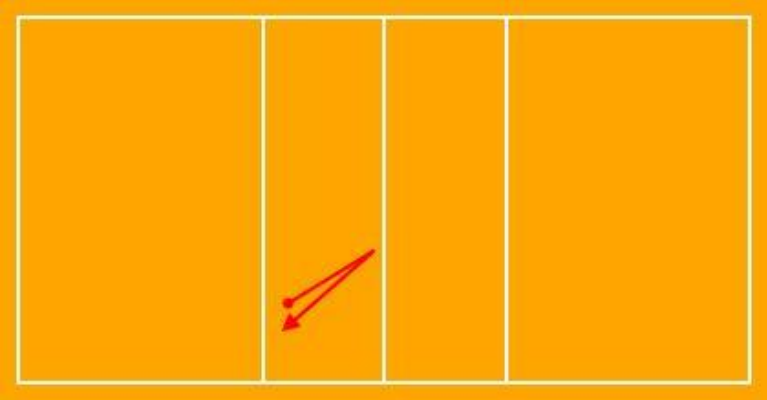
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #6 1.5 blockers

Set quality: /

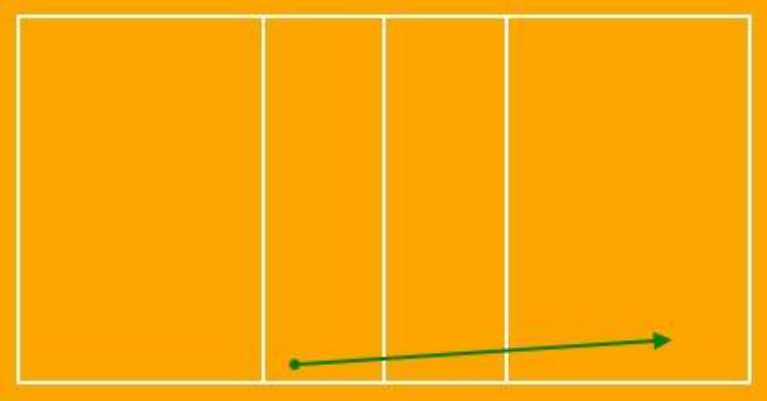
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Zone #6 2 blockers

Set quality: #

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



Player #7 Ushakov Vladislav

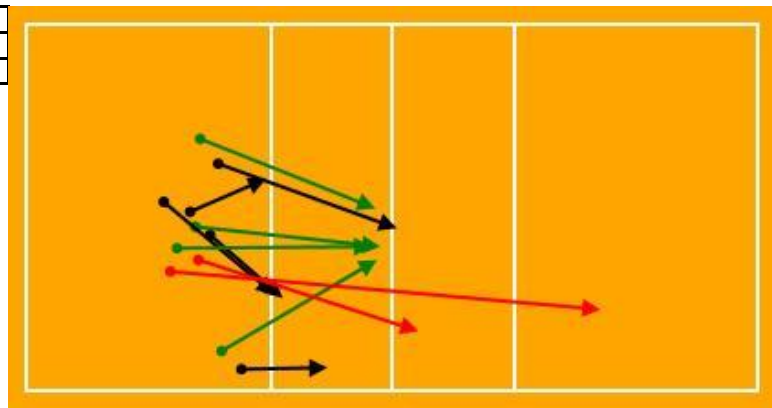
Reception

Player #7 Ushakov Vladislav

Glider

Total Glider

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

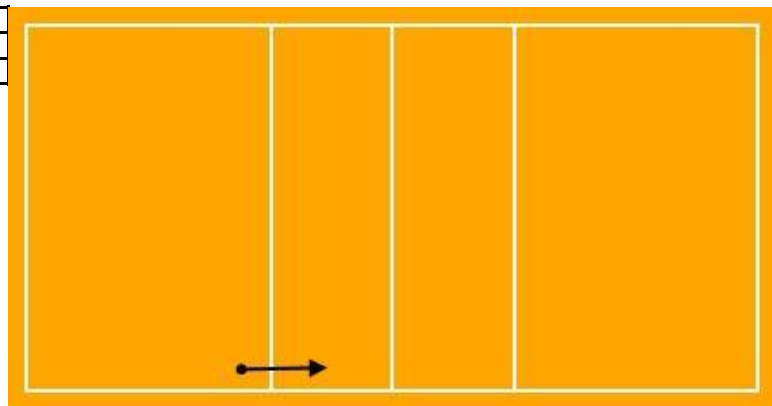


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	9(81%) #: 22%, #+: 33% !/-: 66%, =: 0%	2(18%) #: 50%, #+: 50% !/-: 50%, =: 0%

Glider Zone #1

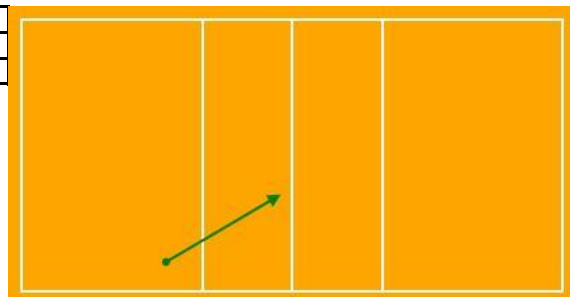
Lower

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



Upper

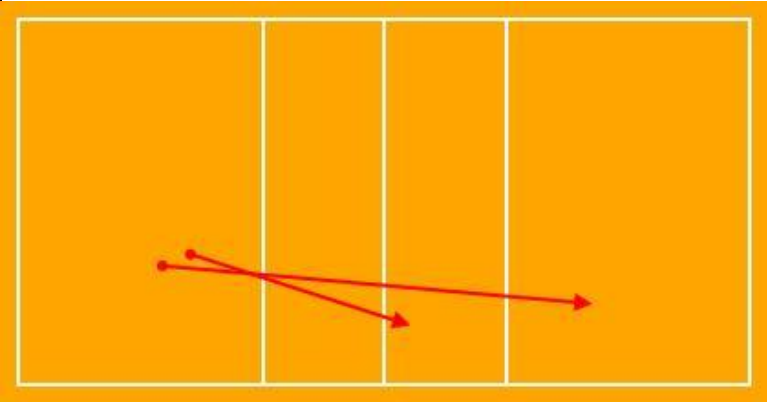
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #6

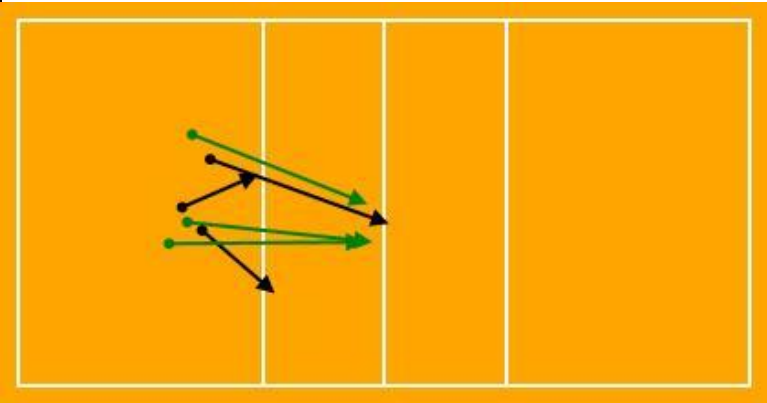
Lower

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



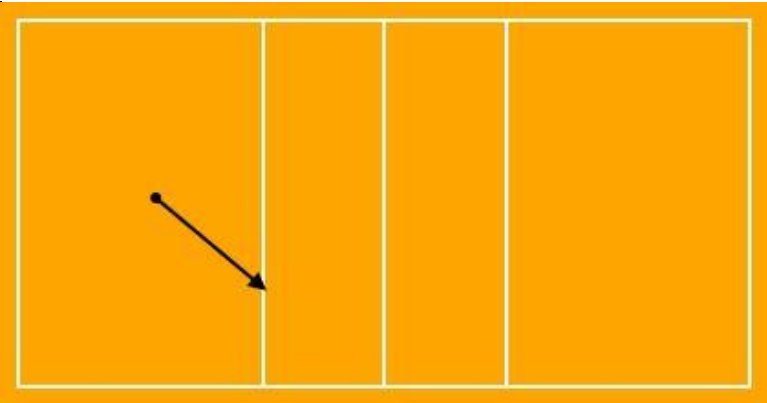
Upper

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



OneHanded

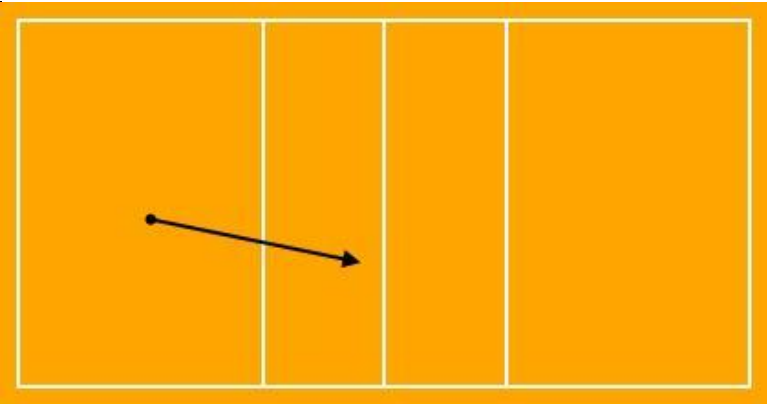
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump

Total Jump

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

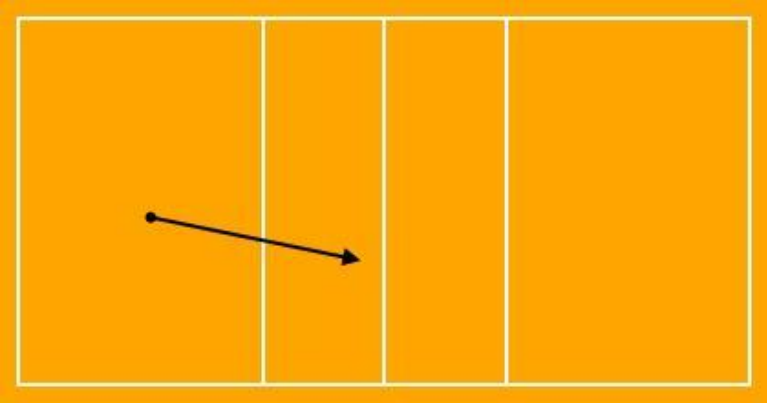


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #6

Lower

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



Player #8

Shchipko Sergei

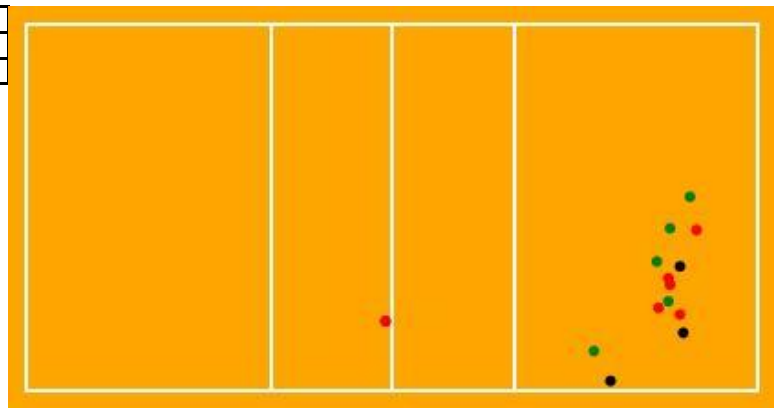
Serve

Player #8 Shchipko Sergei

Glider

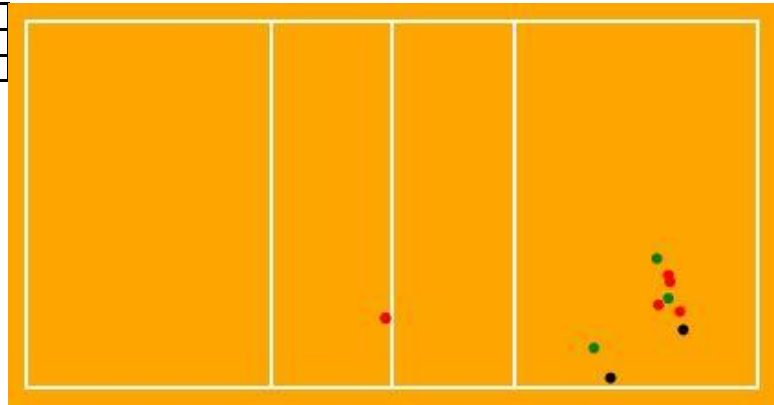
Total Glider

Total	#	+	!	/	-	=
	13%	20%	20%	0%	33%	13%
15	2	3	3	.	5	2



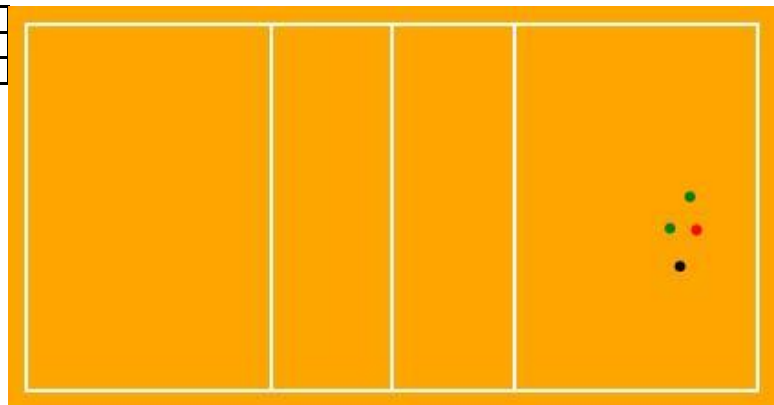
Glider Direction 5

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



Glider Direction 6

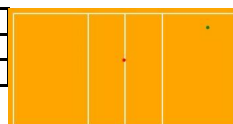
Total	#	+	!	/	-	=
	25%	25%	25%	0%	25%	0%
4	1	1	1	.	1	.



Jump

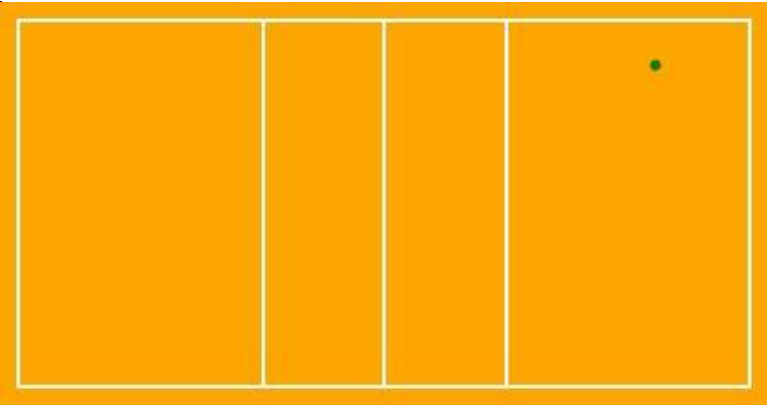
Total Jump

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



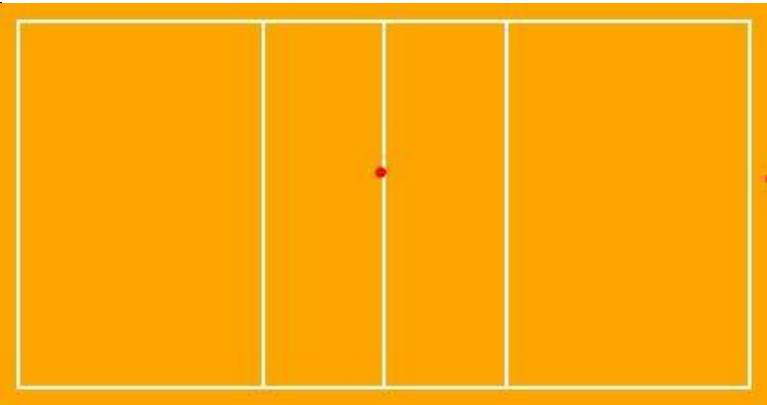
Jump Direction 1

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



Jump Direction 6

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

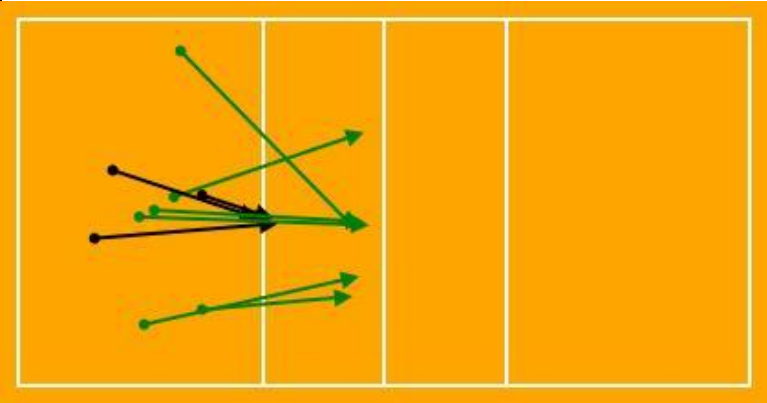


Reception
Player #8 Shchipko Sergei

Glider

Total Glider

Total	#	+	!	/	-	=
	22%	44%	33%	0%	0%	0%
9	2	4	3	.	.	.

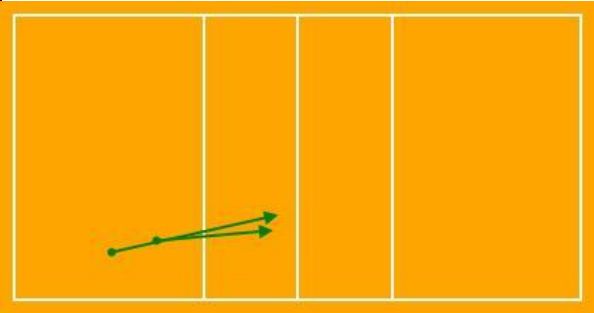


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(11%) #: 0%, #+: 100% !/-: 0%, =: 0%	6(66%) #: 33%, #+: 50% !/-: 50%, =: 0%	2(22%) #: 0%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

Upper

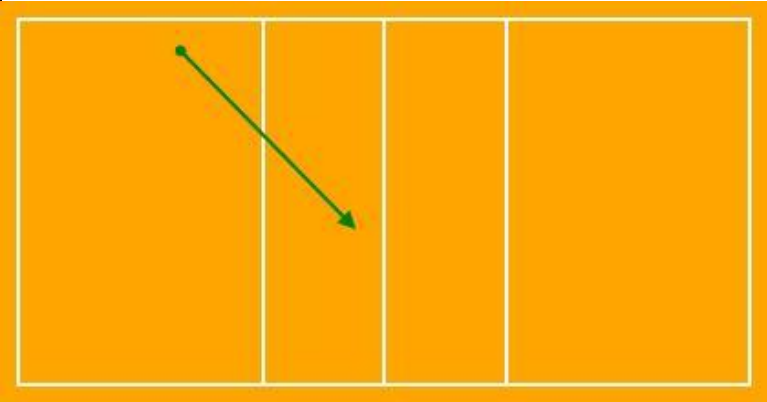
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
2	.	2



Glider Zone #5

Upper

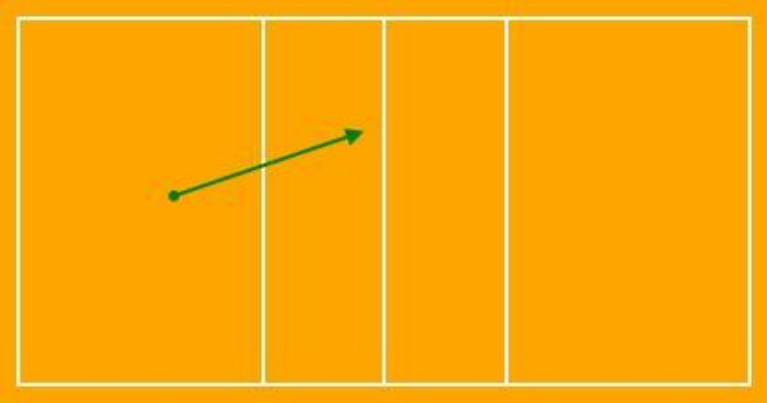
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Glider Zone #6

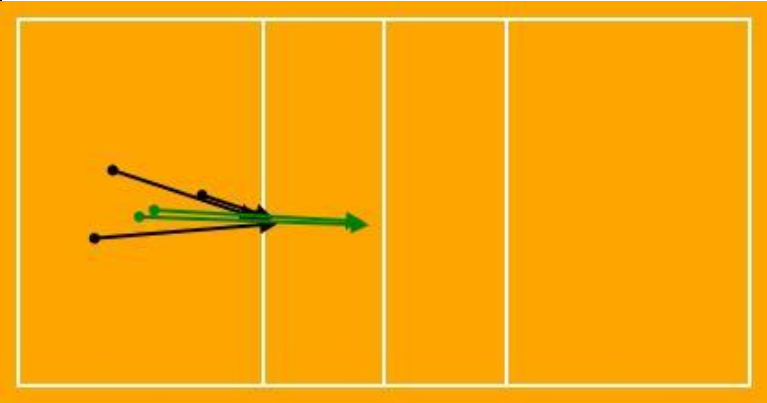
Lower

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



Upper

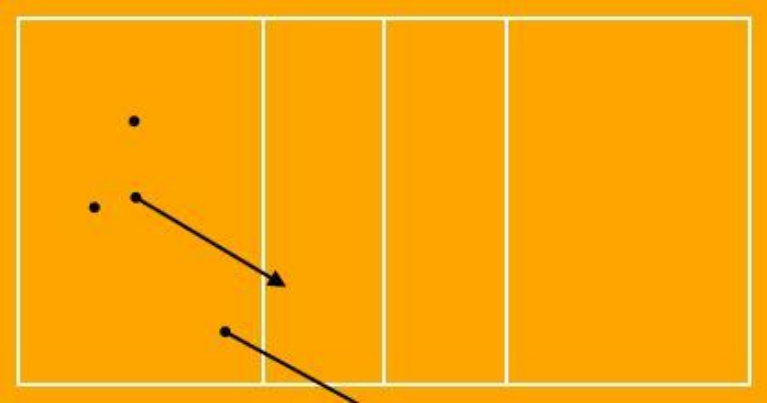
Total	#	+	!	/	-	=
	40%	0%	60%	0%	0%	0%
5	2	.	3	.	.	.



Jump

Total Jump

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

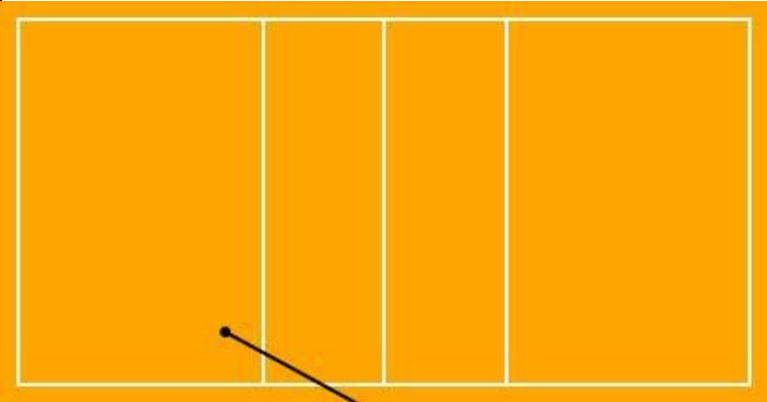


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(25%) #: 0%, #+: 0% !/-: 100%, =: 0%	2(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	1(25%) #: 0%, #+: 0% !/-: 100%, =: 0%

Jump Zone #1

Lower

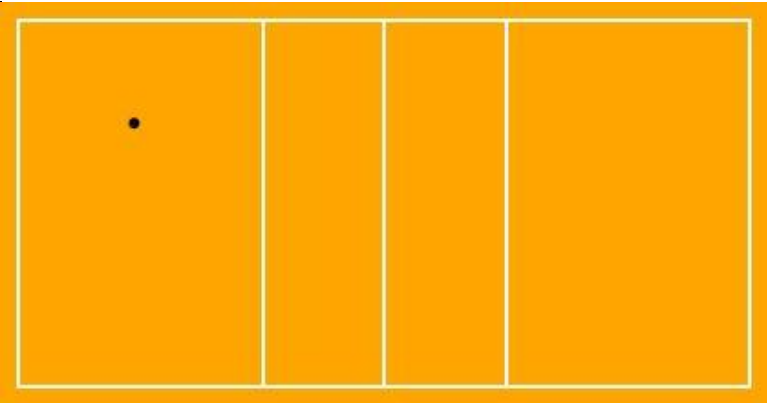
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump Zone #5

Lower

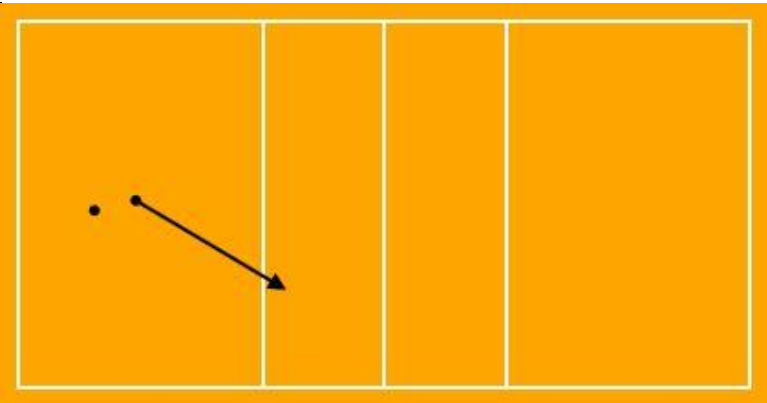
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump Zone #6

Lower

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

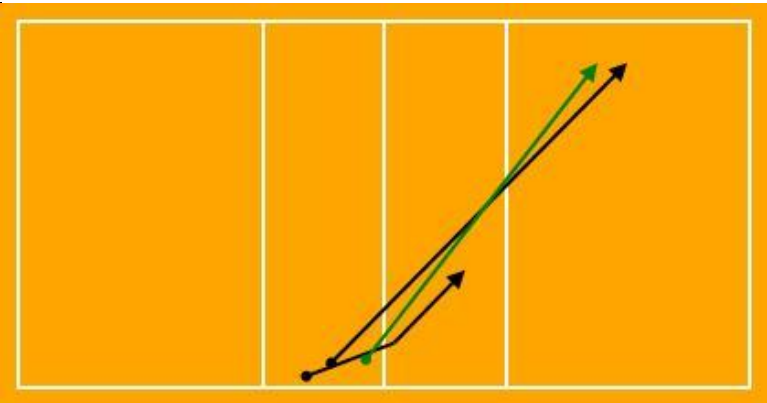


Attack Player #8 Shchipko Sergei

Position 2

Total position 2

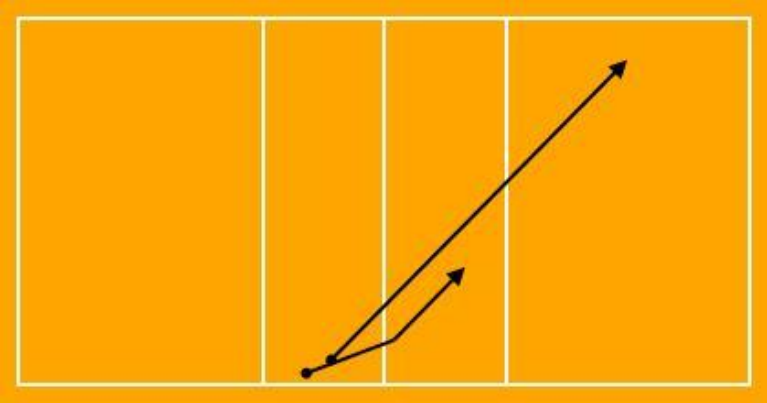
Total	#	+	!	/	-	=
	0%	33%	0%	66%	0%	0%
3	.	1	.	2	.	.



Zone #2 1 blockers

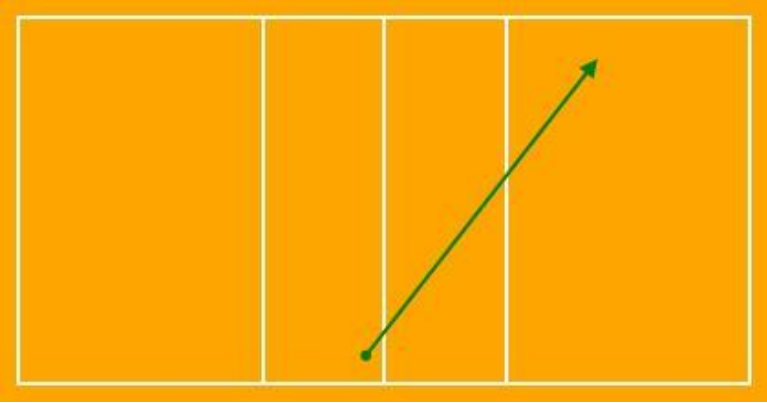
Set quality: !

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



Set quality: +

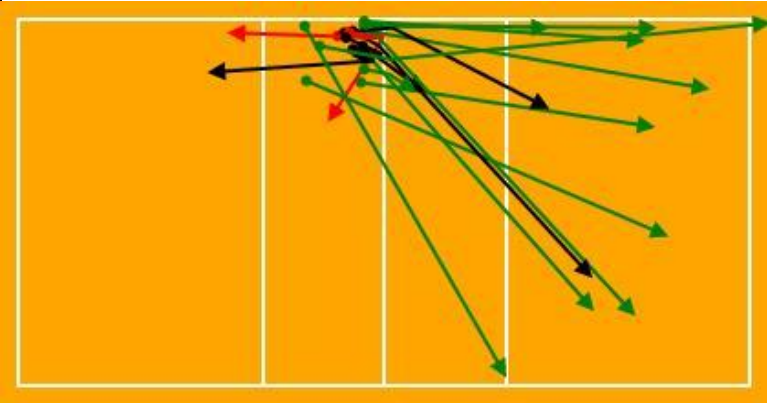
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Position 4

Total position 4

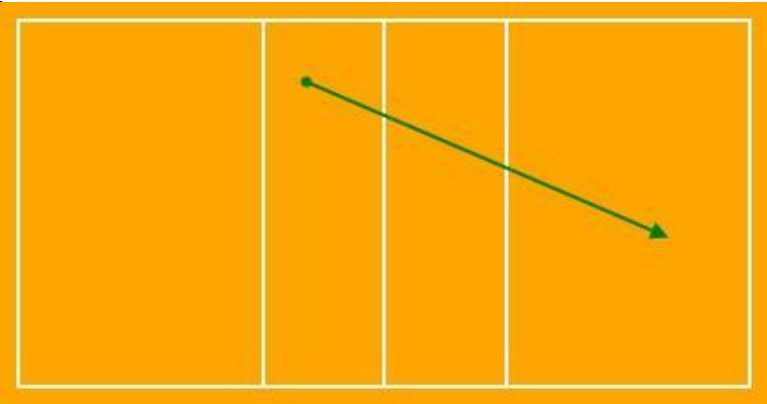
Total	#	+	!	/	-	=
	50%	11%	5%	22%	11%	0%
18	9	2	1	4	2	.



Zone #4 0 blockers

Set quality: !

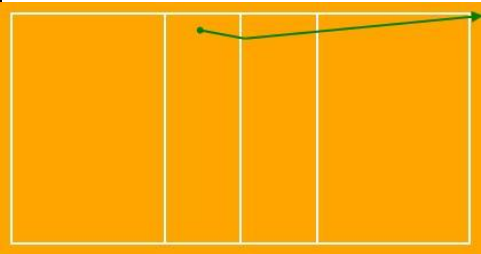
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1 blockers

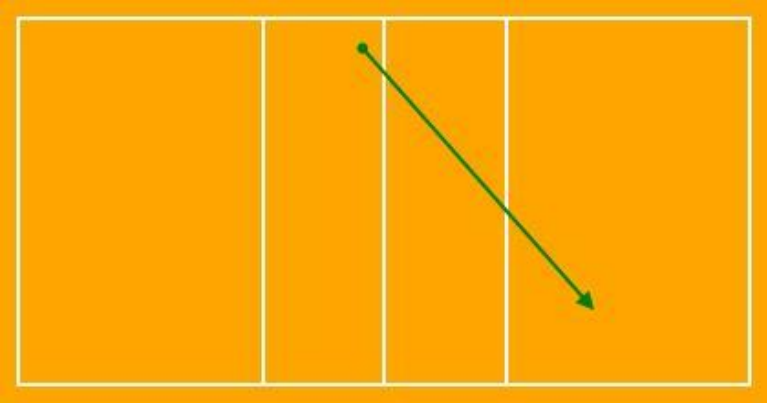
Set quality: /

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



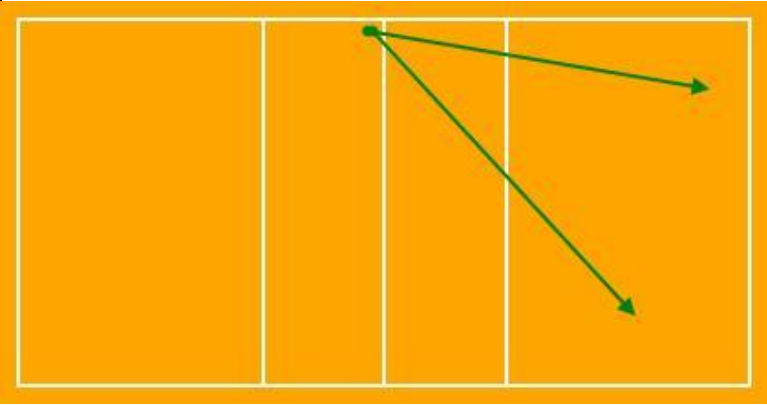
Set quality: !

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



Set quality: #

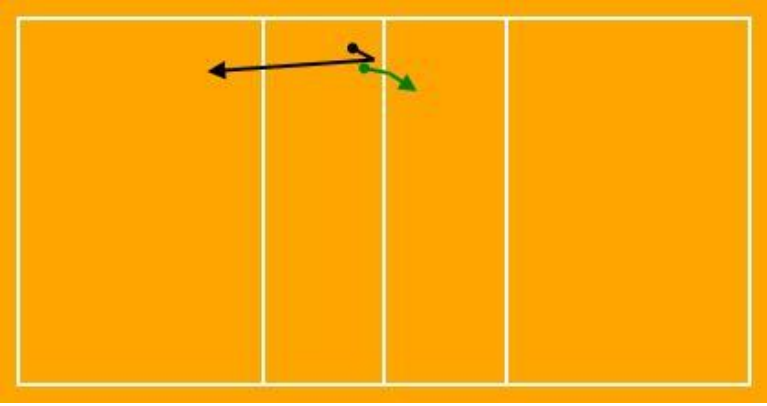
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
2	1	1



Zone #4 1.5 blockers

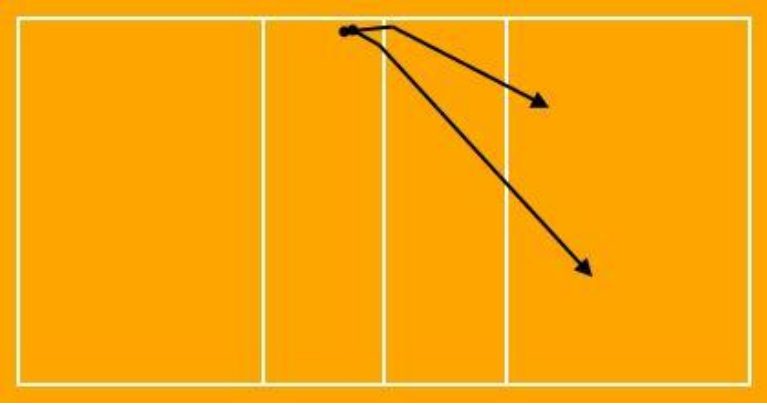
Set quality: /

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



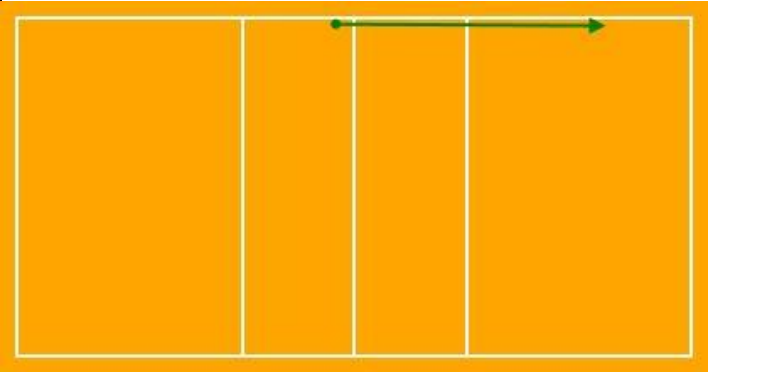
Set quality: +

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



Set quality: #

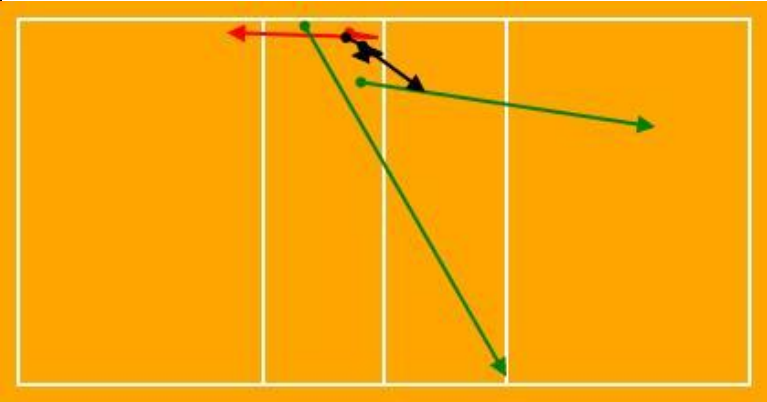
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

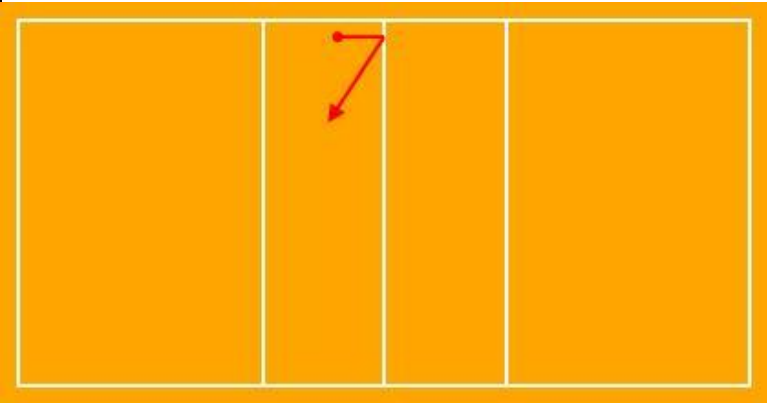
Set quality: !

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



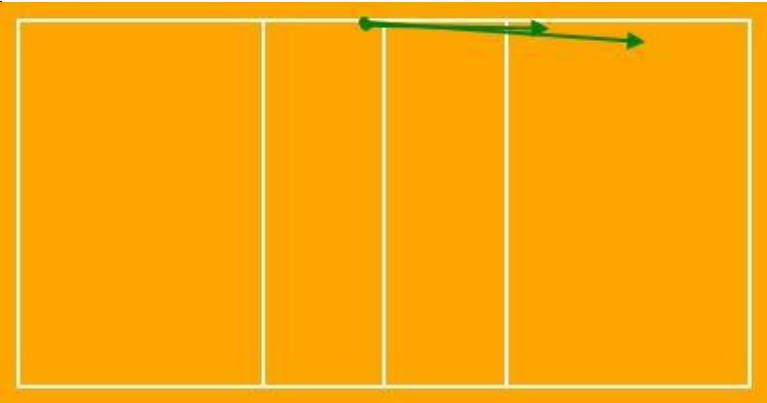
Set quality: +

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



Set quality: #

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



Player #10 Klimov Alexey

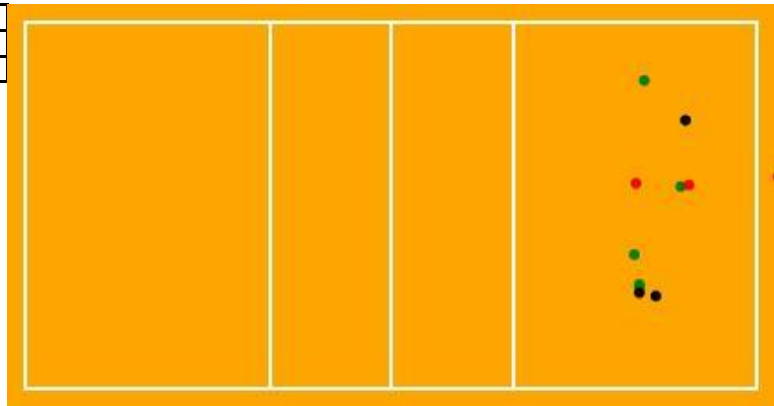
Serve

Player #10 Klimov Alexey

Glider

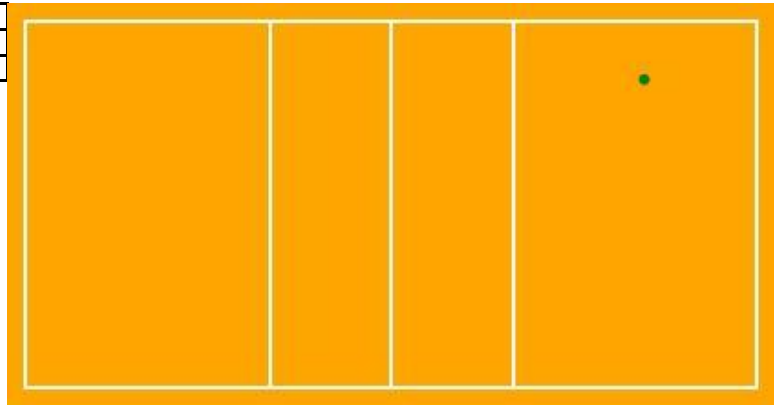
Total Glider

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



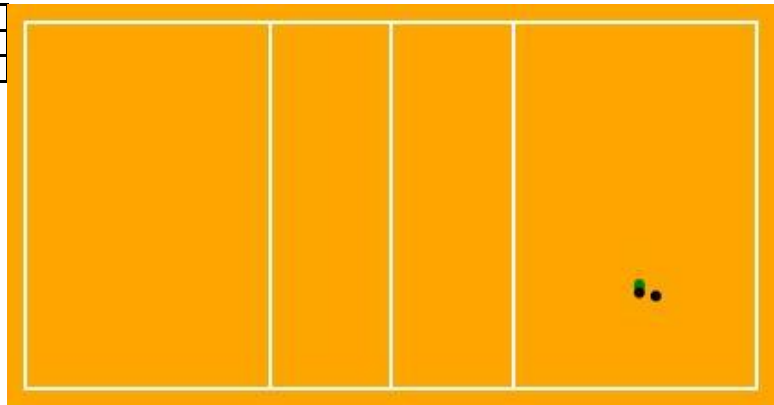
Glider Direction 1

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



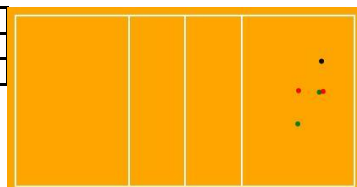
Glider Direction 5

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



Glider Direction 6

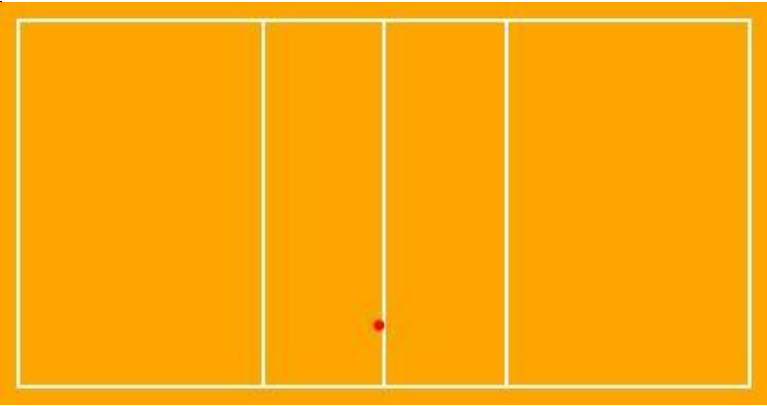
Total	#	+	!	/	-	=
	0%	33%	16%	0%	33%	16%
6	.	2	1	.	2	1



Jump

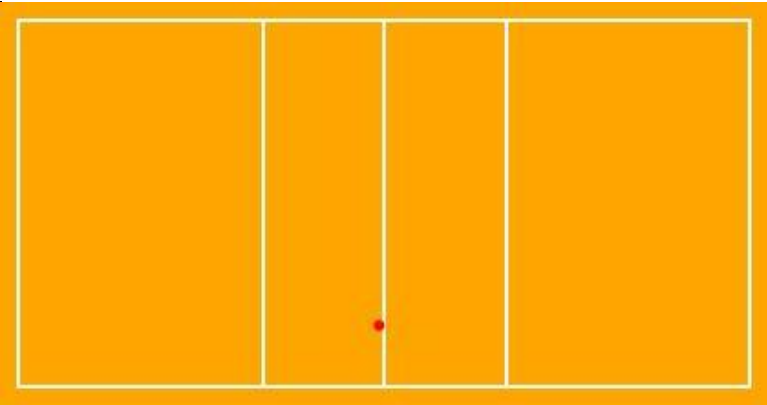
Total Jump

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



Jump Direction 5

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

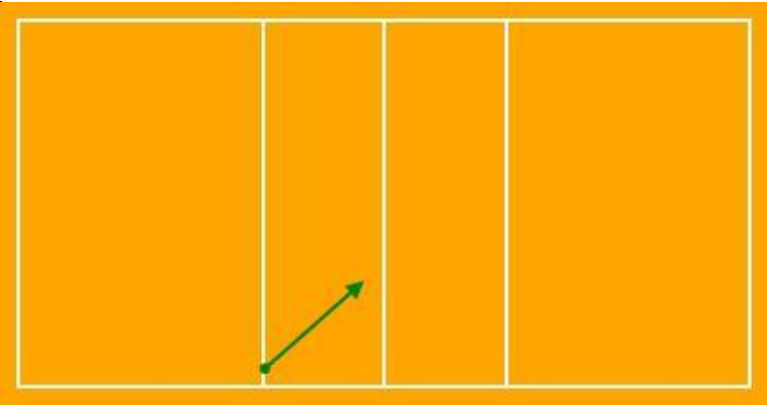


Reception Player #10 Klimov Alexey

Glider

Total Glider

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

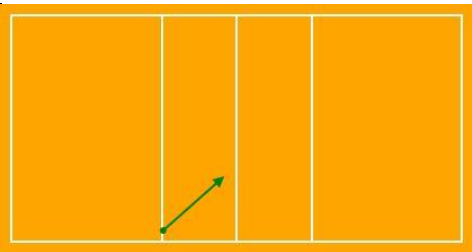


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 100% !/-: 0%, =: 0%
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #2

Upper

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



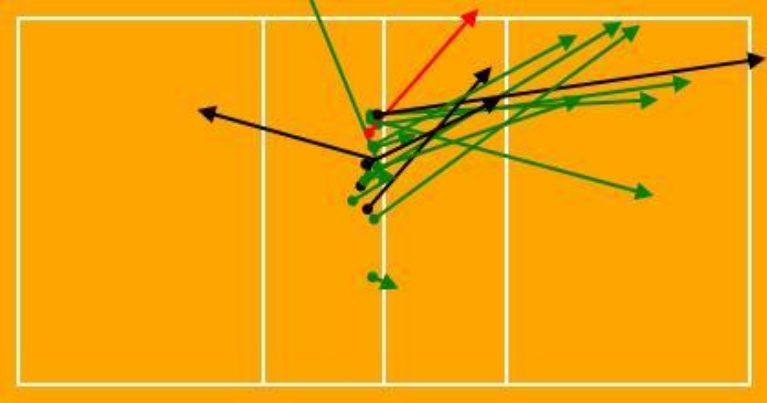
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

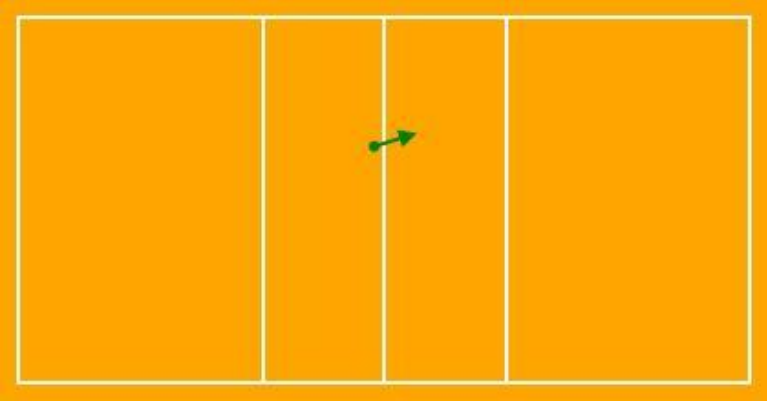
Total	#	+	!	/	-	=
	68%	0%	0%	25%	0%	6%
16	11	.	.	4	.	1



Zone #3 0 blockers

Set quality: #

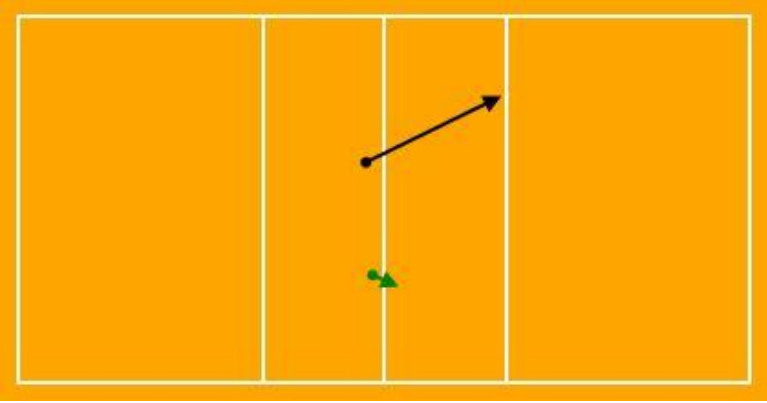
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

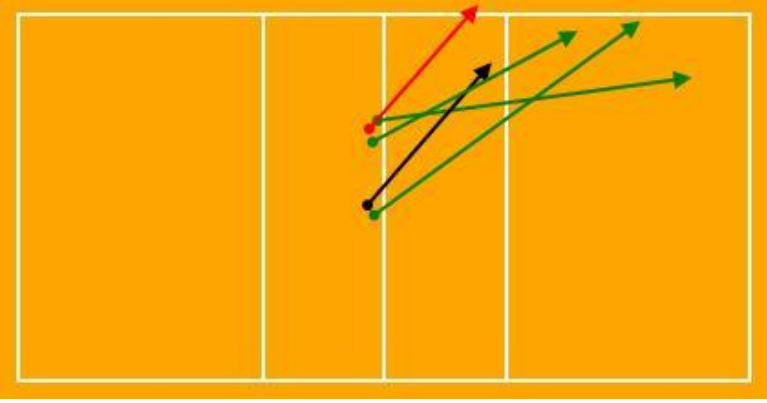
Set quality: /

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



Set quality: !

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



Set quality: +

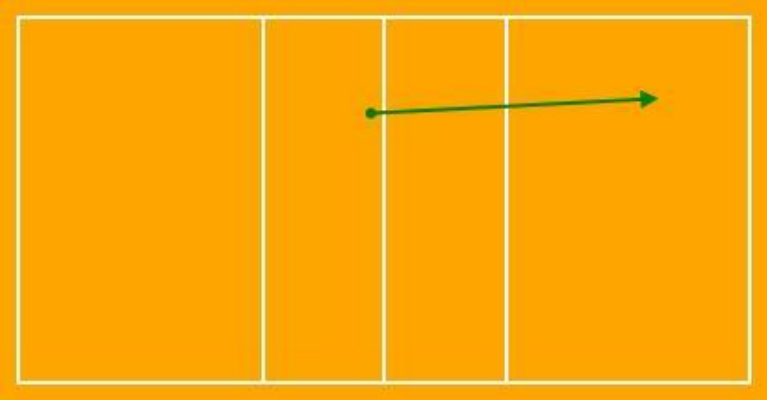
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1.5 blockers

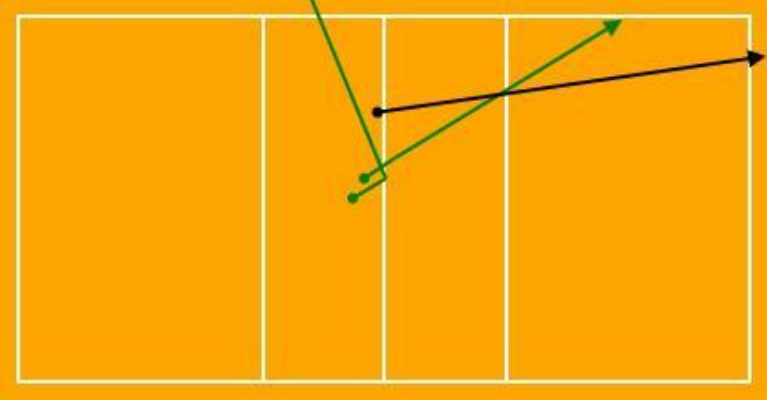
Set quality: /

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



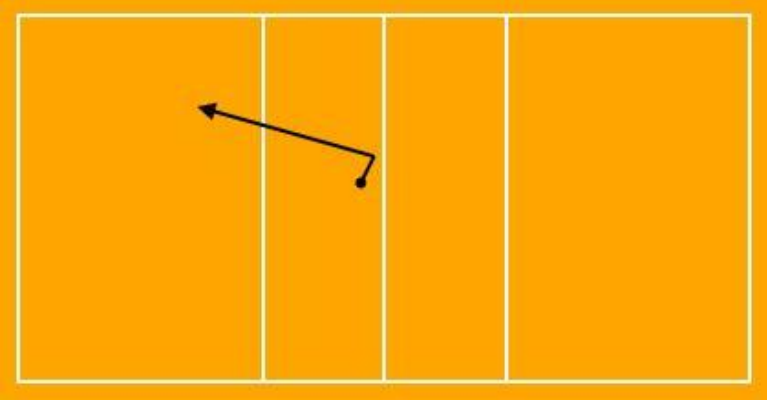
Set quality: !

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



Set quality: +

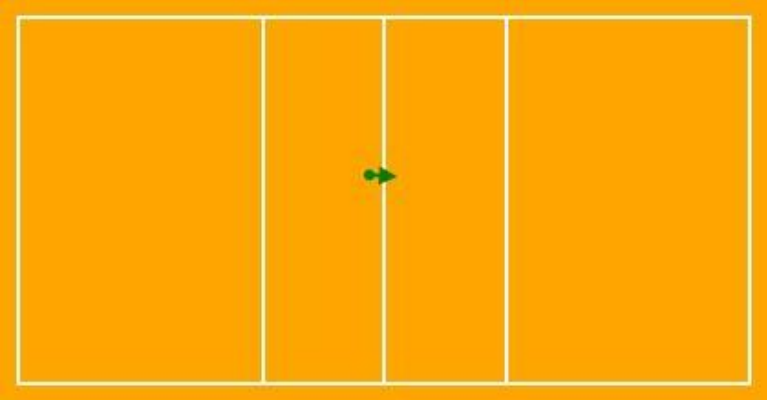
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 2 blockers

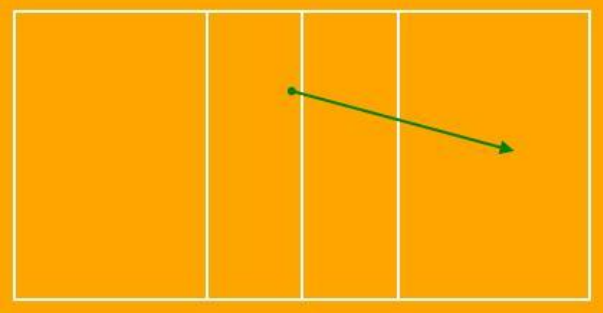
Set quality: !

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



Set quality: +

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



Player #13

Trofimov Lev

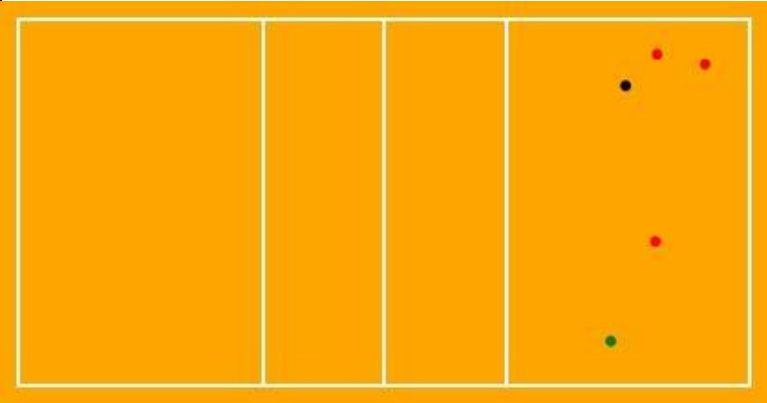
Serve

Player #13 Trofimov Lev

Glider

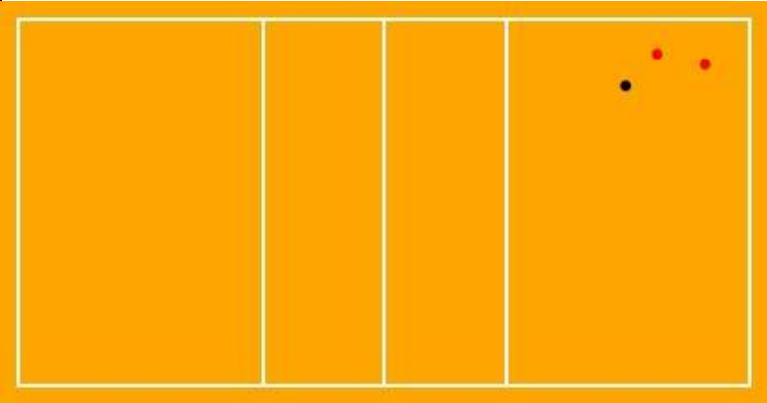
Total Glider

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



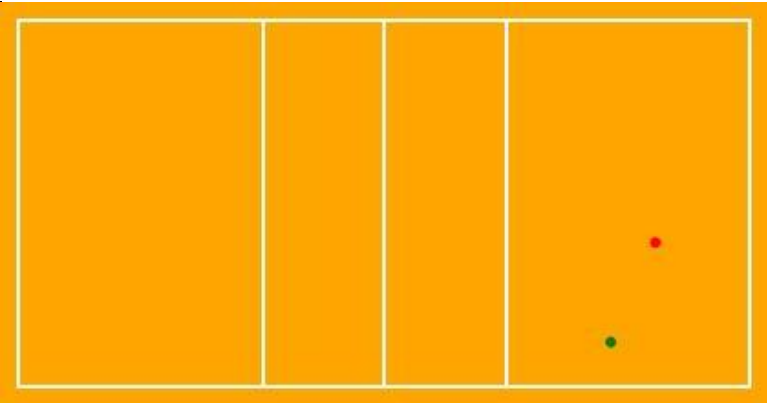
Glider Direction 1

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



Glider Direction 5

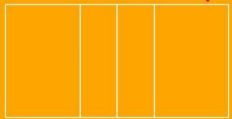
Total	#	+	!	/	-	=
	0%	50%	0%	0%	50%	0%
2	.	1	.	.	1	.



Jump

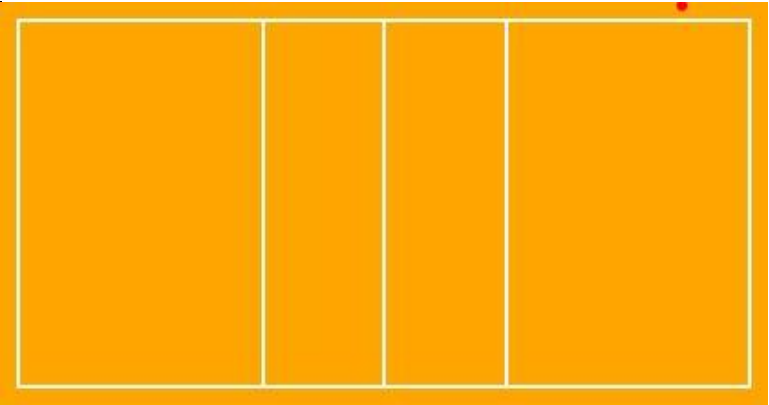
Total Jump

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



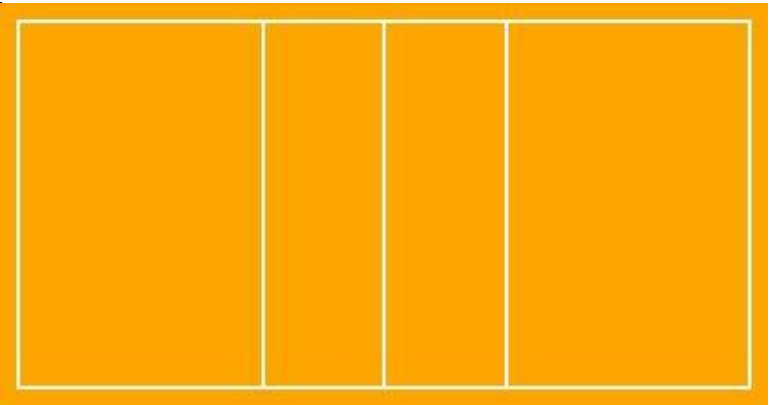
Jump Direction 1

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



Jump Direction 6

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

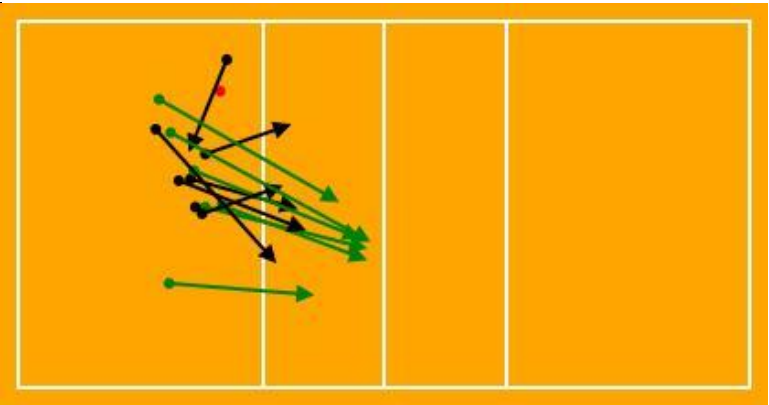


Reception
Player #13 Trofimov Lev

Glider

Total Glider

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

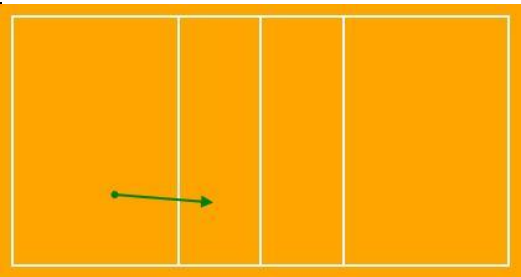


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
6(42%) #: 16%, #+: 33% !/-: 50%, =: 16%	7(50%) #: 42%, #+: 42% !/-: 57%, =: 0%	1(7%) #: 0%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

Lower

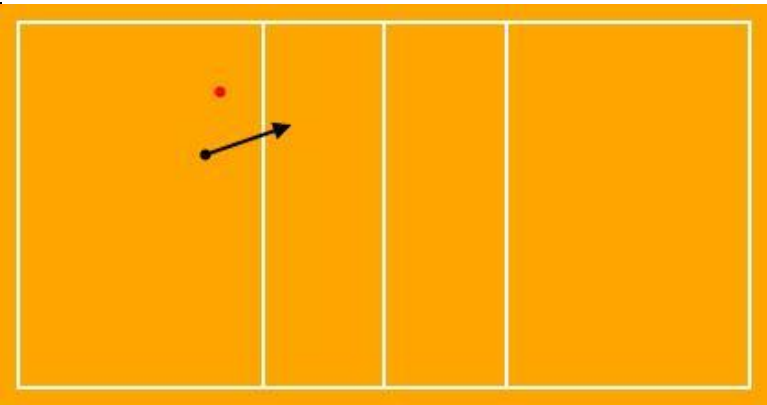
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Glider Zone #5

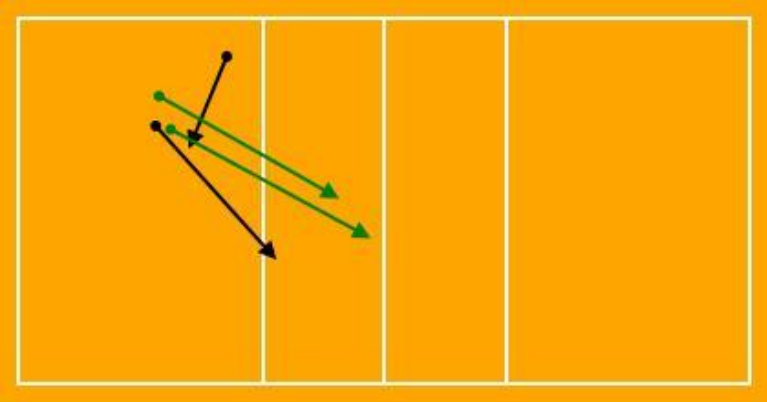
Lower

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



Upper

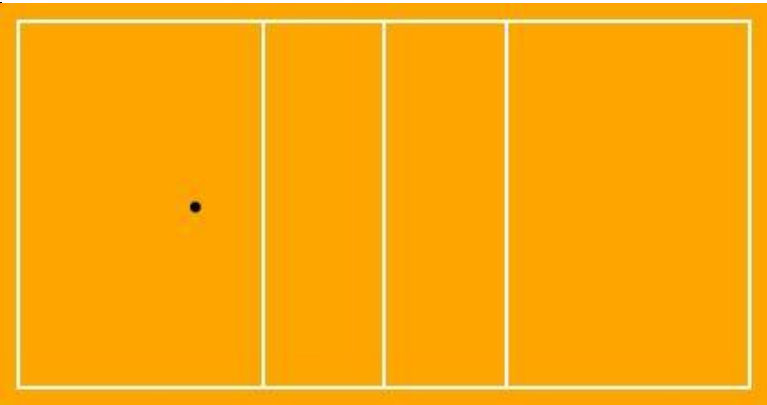
Total	#	+	!	/	-	=
	25%	25%	25%	25%	0%	0%
4	1	1	1	1	.	.



Glider Zone #6

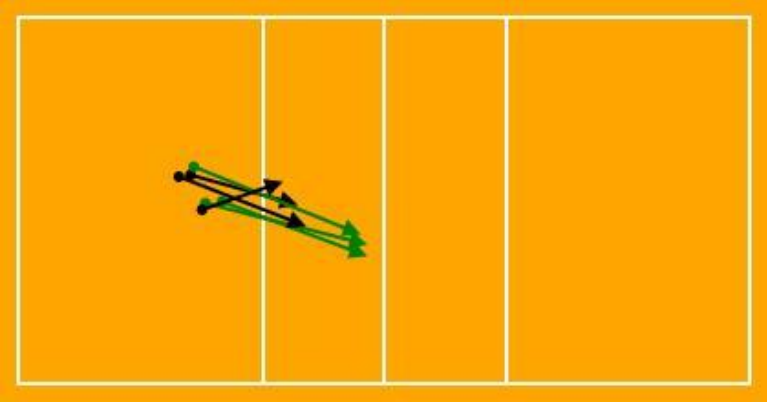
Lower

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



Upper

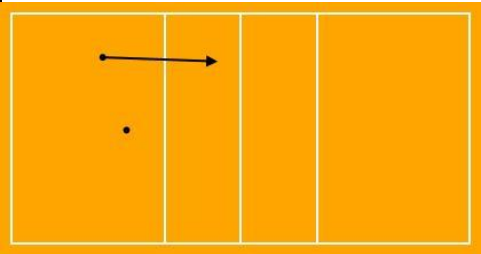
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
6	3	.	3	.	.	.



Jump

Total Jump

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

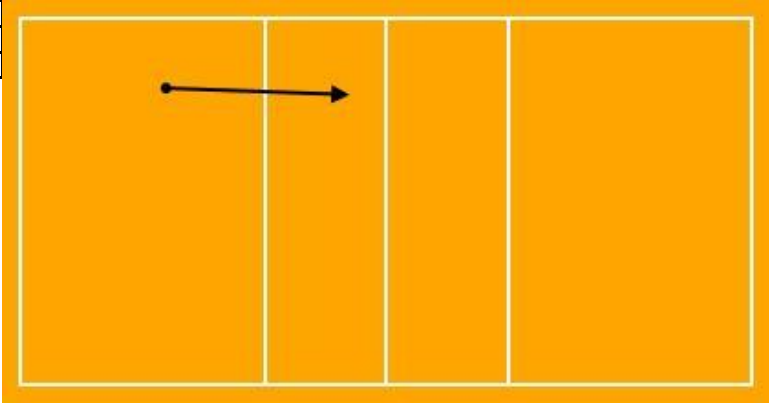


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
1(50%)	1(50%)	.(0%)
#: 0%, #+: 0%	#: 0%, #+: 0%	#: ., #+: .
!/-: 100%, =:	!/-: 100%, =:	!/-: ., =: .
0%	0%	

Jump Zone #5

Lower

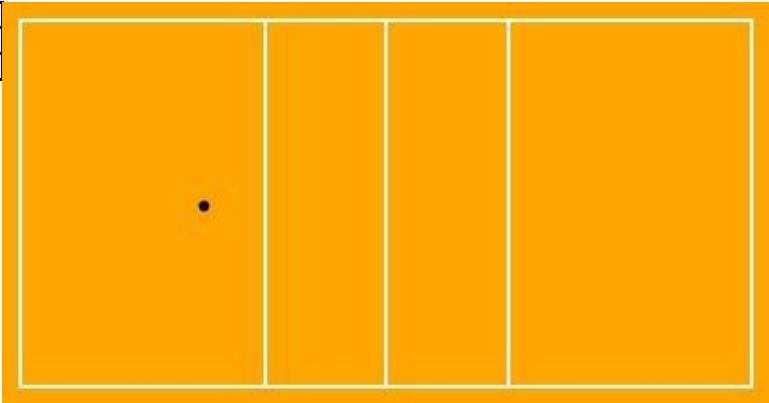
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Jump Zone #6

Lower

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

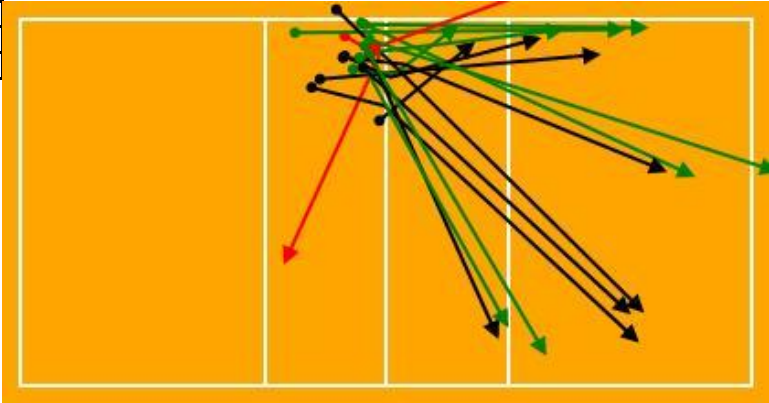


Attack
Player #13 Trofimov Lev

Position 4

Total position 4

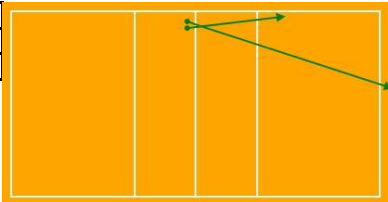
Total	#	+	!	/	-	=
	33%	11%	0%	44%	5%	5%
18	6	2	.	8	1	1



Zone #4 1 blockers

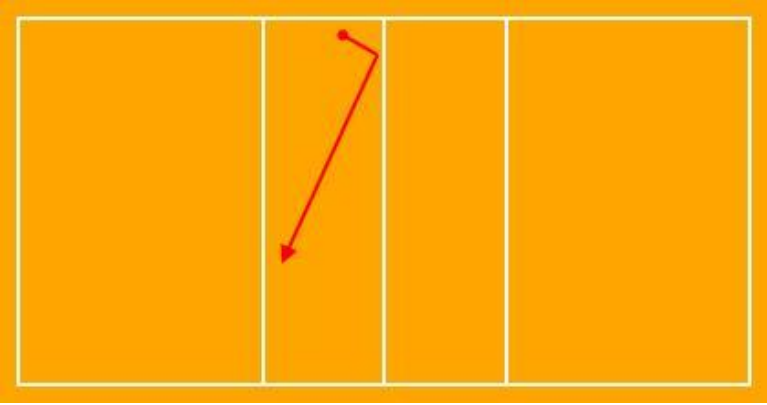
Set quality: !

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



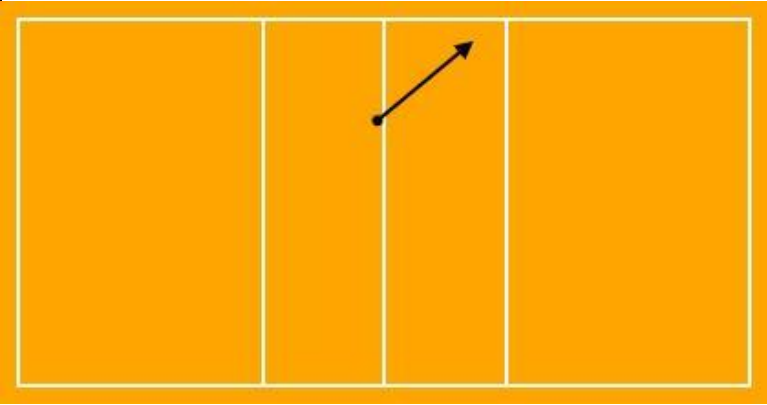
Set quality: +

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



Set quality: #

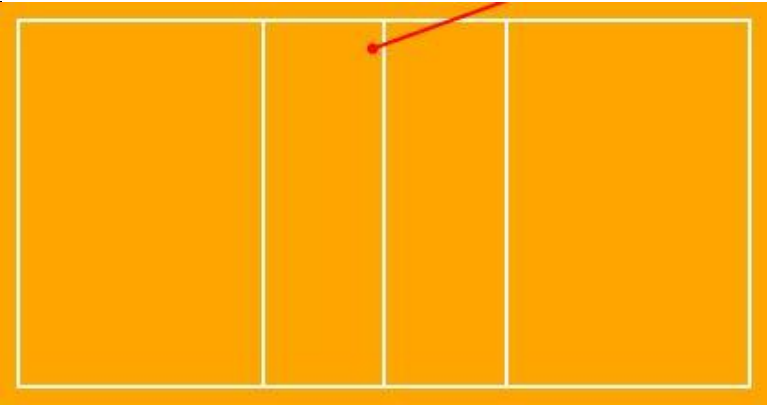
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 1.5 blockers

Set quality: +

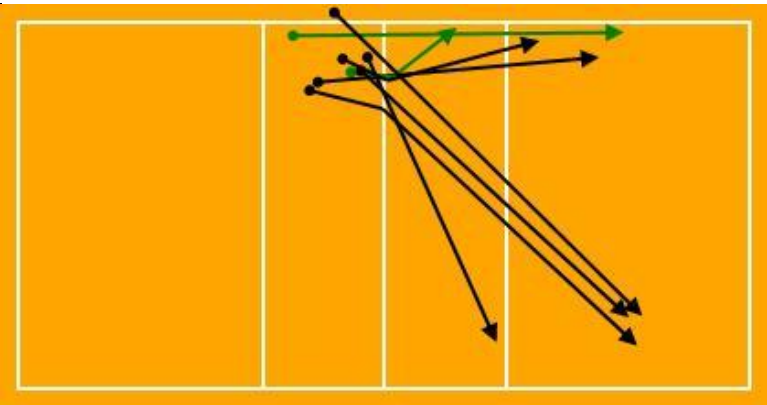
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 2 blockers

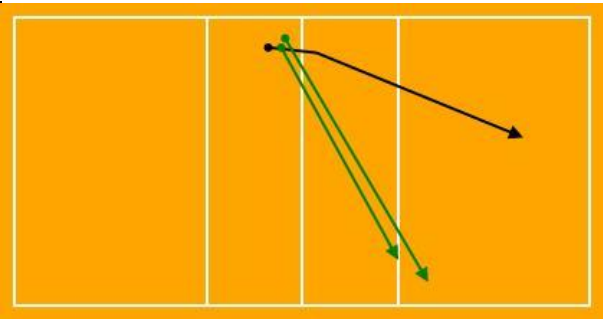
Set quality: !

Total	#	+	!	/	-	=
	25%	0%	0%	75%	0%	0%
8	2	.	.	6	.	.



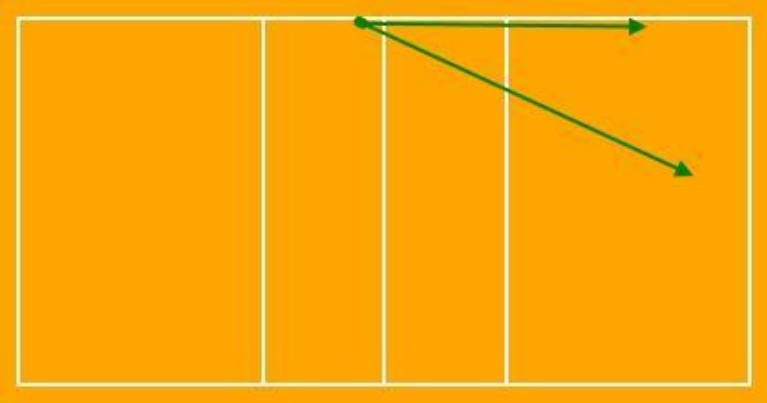
Set quality: +

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



Set quality: #

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



Player #14

Ahmadullin Timur

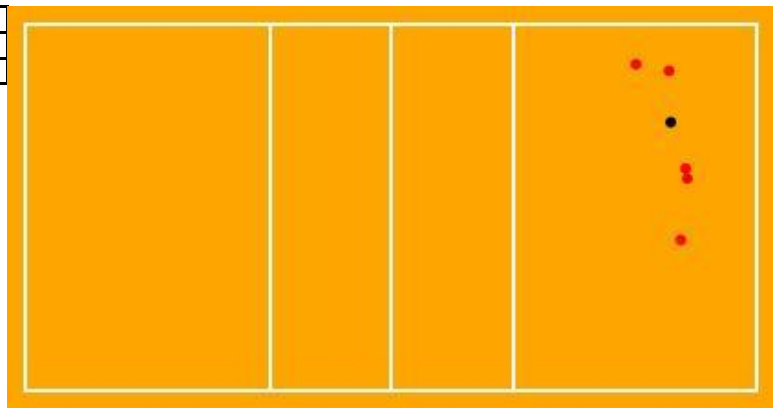
Serve

Player #14 Ahmadullin Timur

Glider

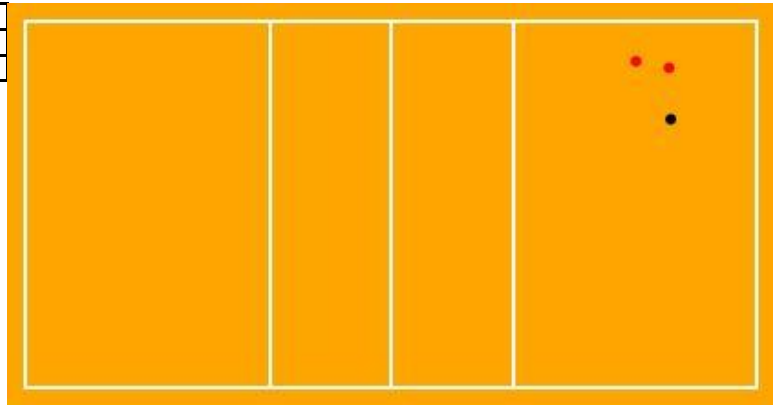
Total Glider

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



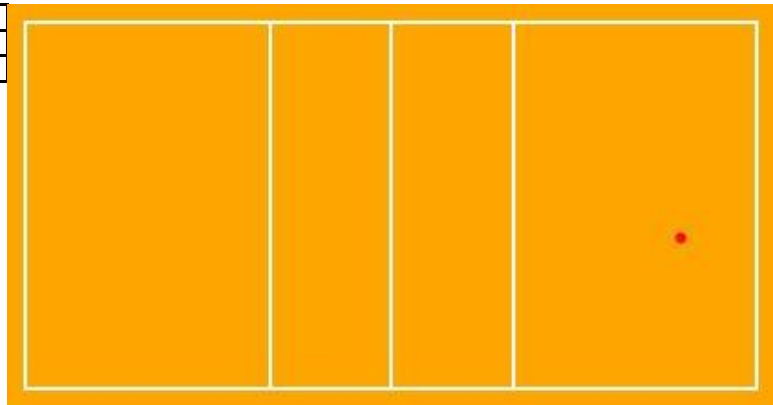
Glider Direction 1

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



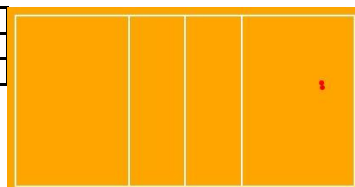
Glider Direction 5

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



Glider Direction 6

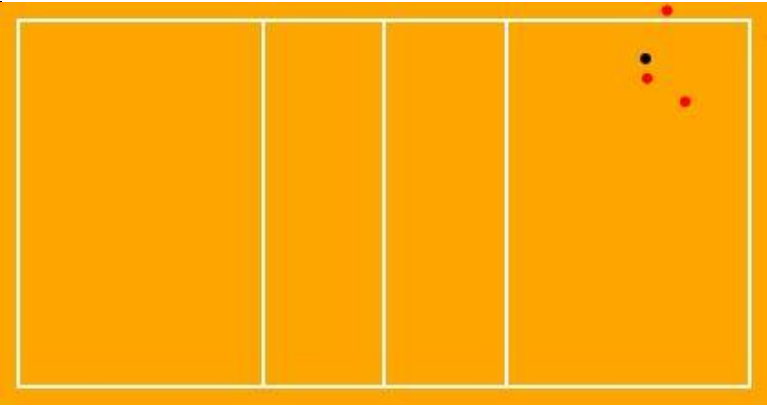
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
2	2	.



Jump

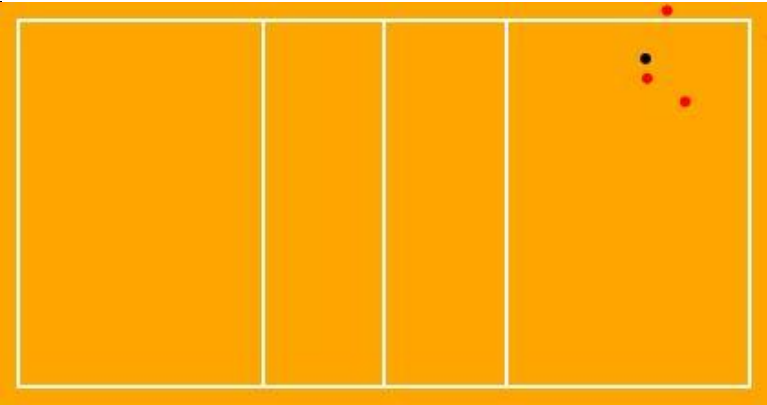
Total Jump

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



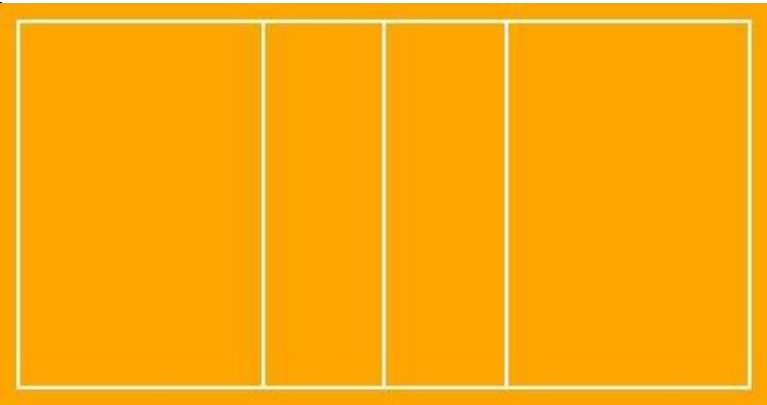
Jump Direction 1

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



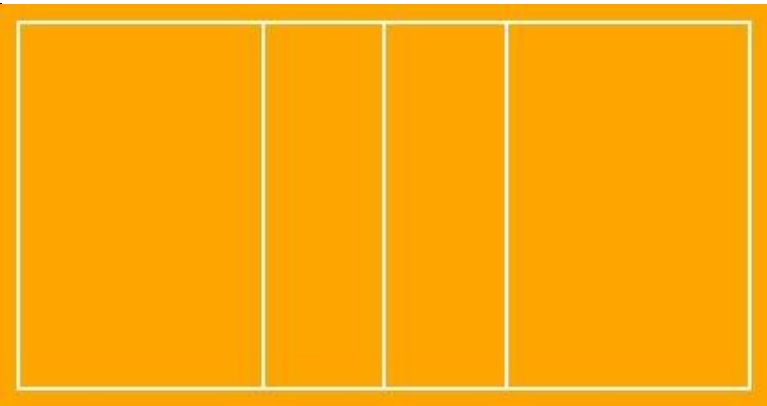
Jump Direction 5

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



Jump Direction 6

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

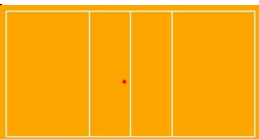


Reception Player #14 Ahmadullin Timur

Glider

Total Glider

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

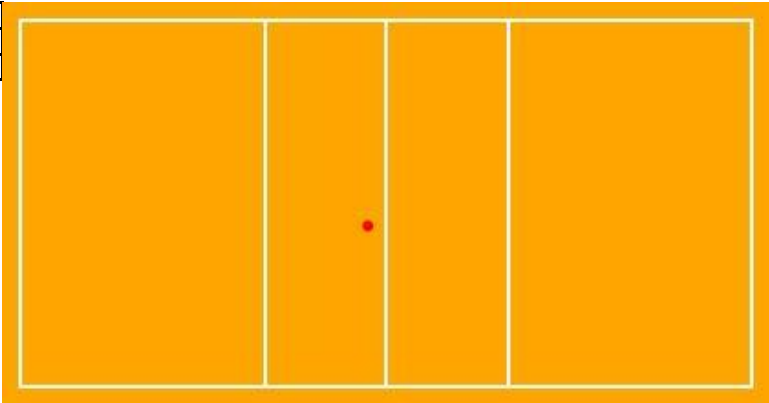


.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 0% !/-: 0%, =: 100%	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #3

Lower

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

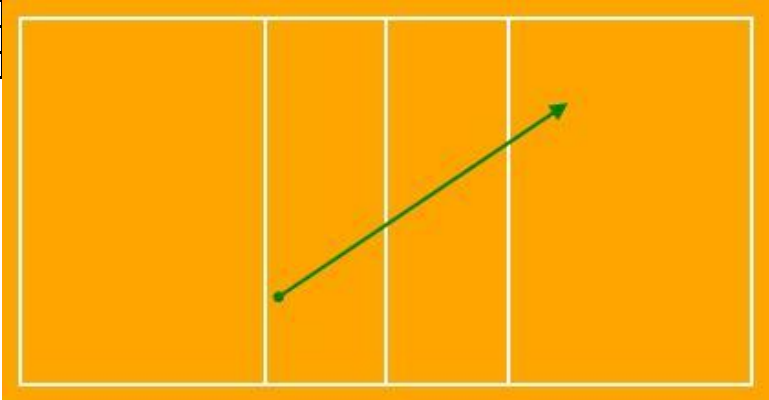


Attack Player #14 Ahmadullin Timur

Position 1

Total position 1

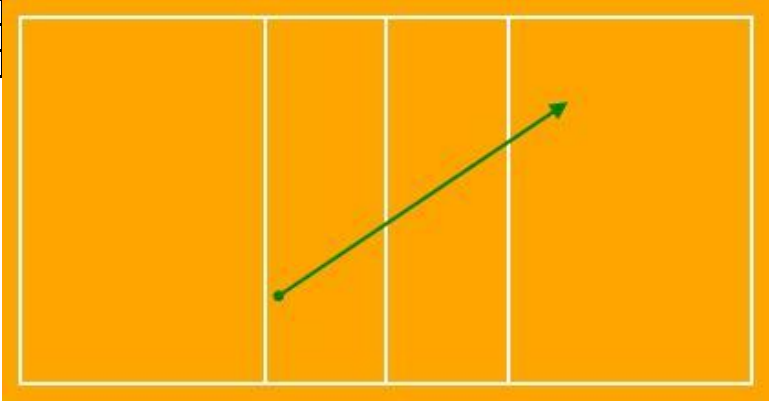
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #1 0 blockers

Set quality: #

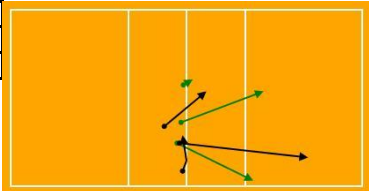
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 2

Total position 2

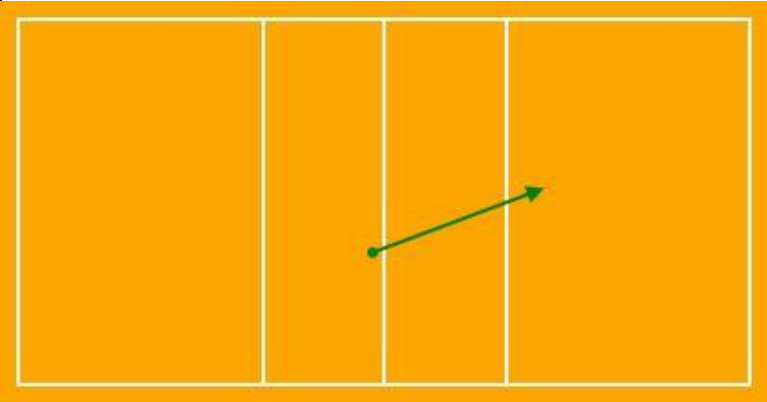
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
6	3	.	.	3	.	.



Zone #2 0 blockers

Set quality: #

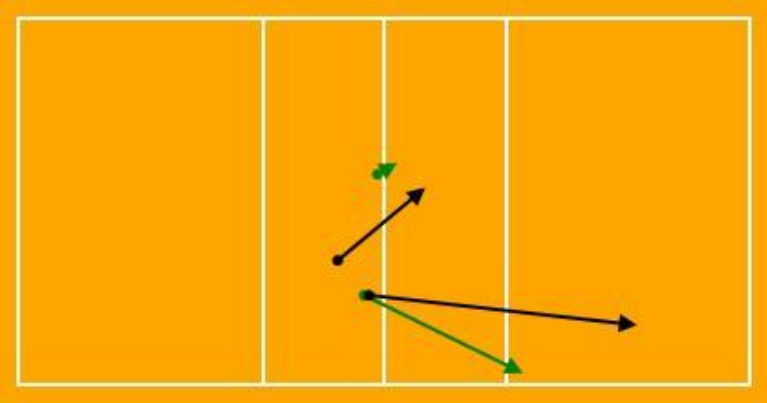
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

Set quality: #

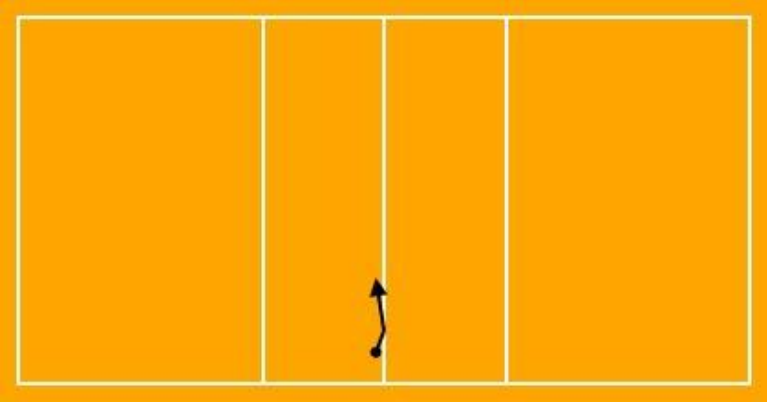
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
4	2	.	.	2	.	.



Zone #2 1.5 blockers

Set quality: #

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



Player #15

Lyashenko Andron

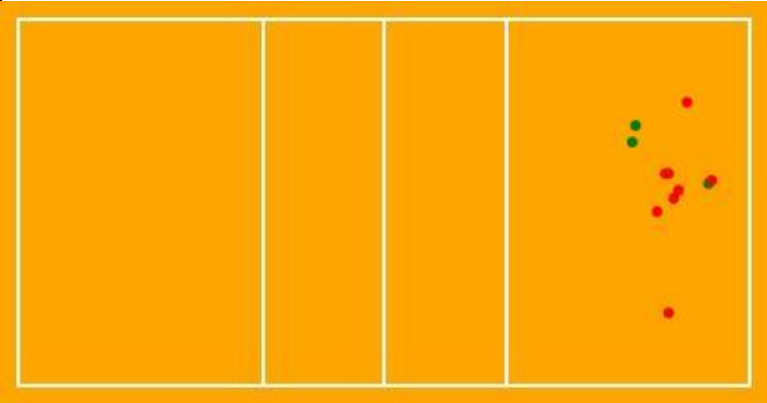
Serve

Player #15 Lyashenko Andron

Glider

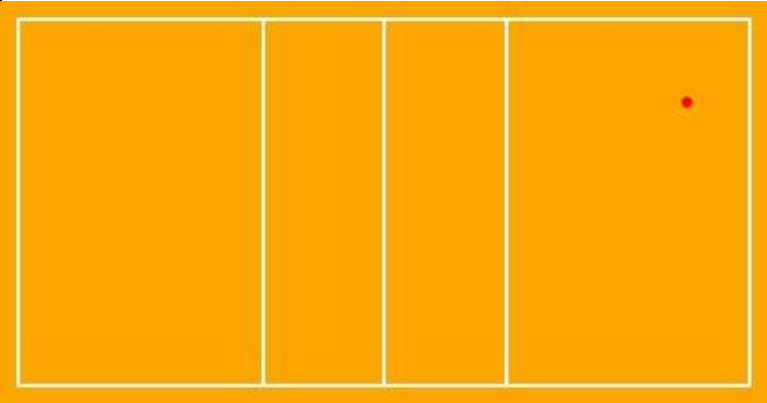
Total Glider

Total	#	+	!	/	-	=
	9%	18%	0%	0%	72%	0%
11	1	2	.	.	8	.



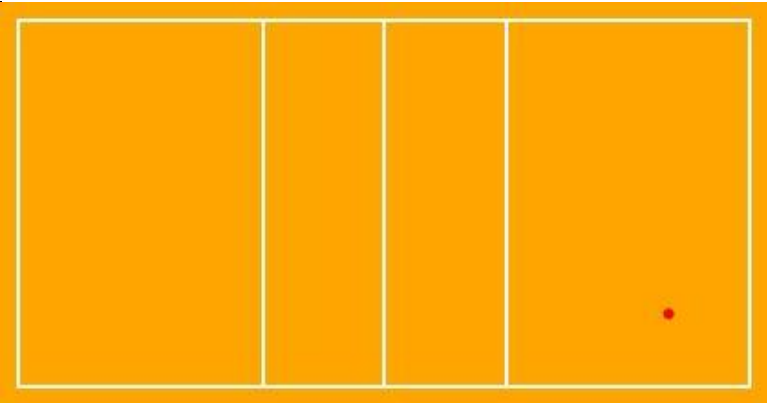
Glider Direction 1

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



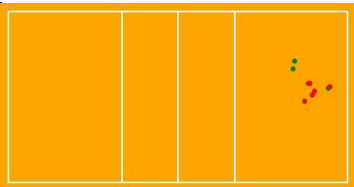
Glider Direction 5

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



Glider Direction 6

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



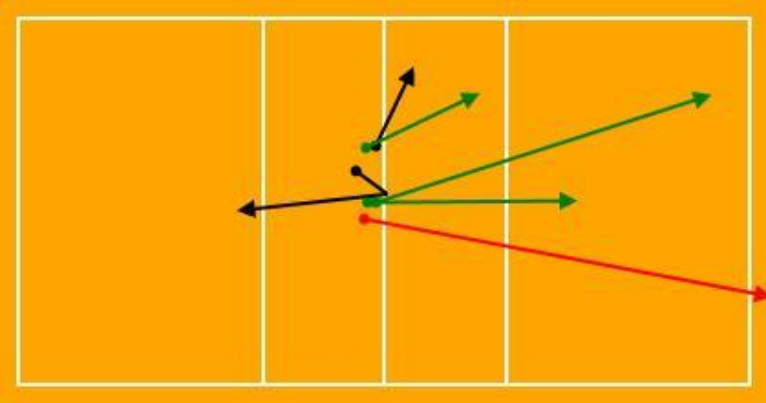
Attack

Player #15 Lyashenko Andron

Position 3

Total position 3

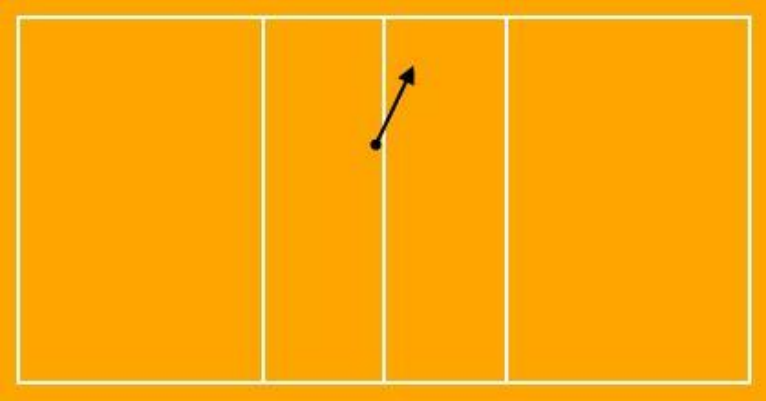
Total	#	+	!	/	-	=
	50%	0%	0%	33%	0%	16%
6	3	.	.	2	.	1



Zone #3 0 blockers

Set quality: #

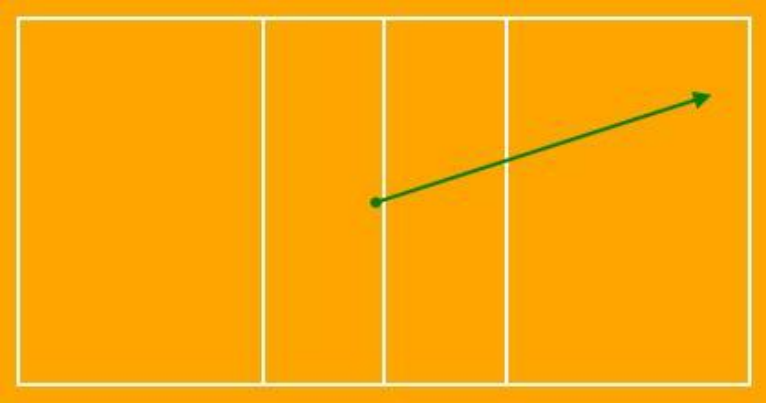
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 1 blockers

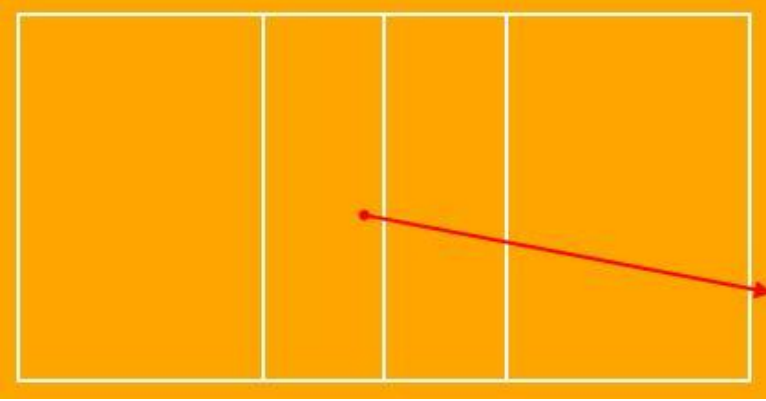
Set quality: !

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



Set quality: +

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



Zone #3 1.5 blockers

Set quality: !

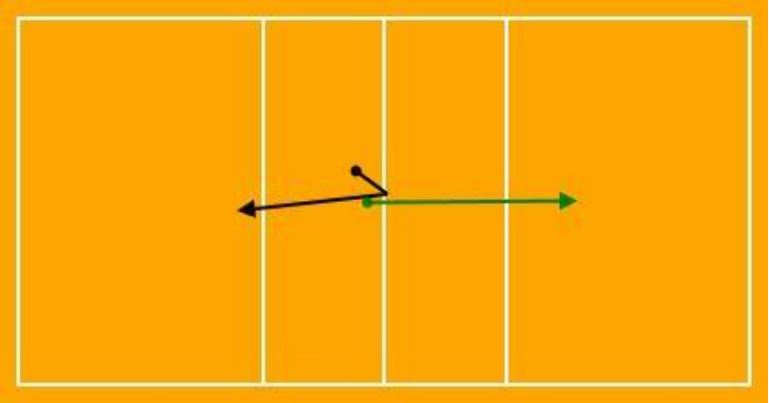
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---



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

Set quality: +

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



Player #16

Pyanov Maxim

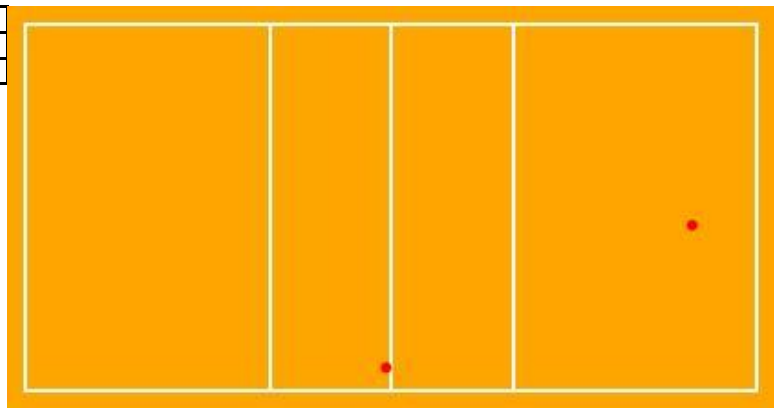
Serve

Player #16 Pyanov Maxim

Glider

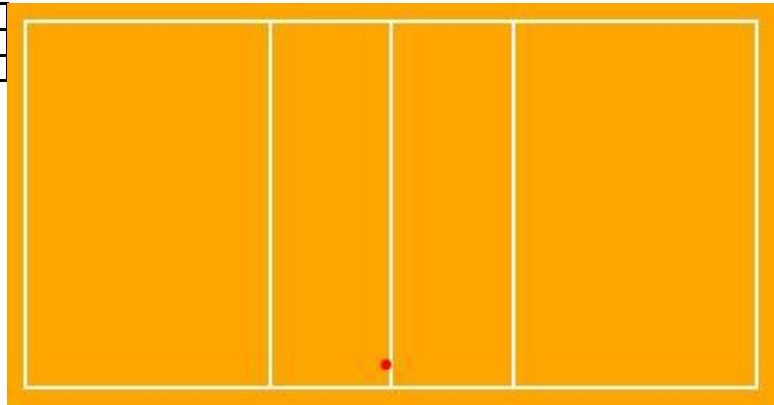
Total Glider

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



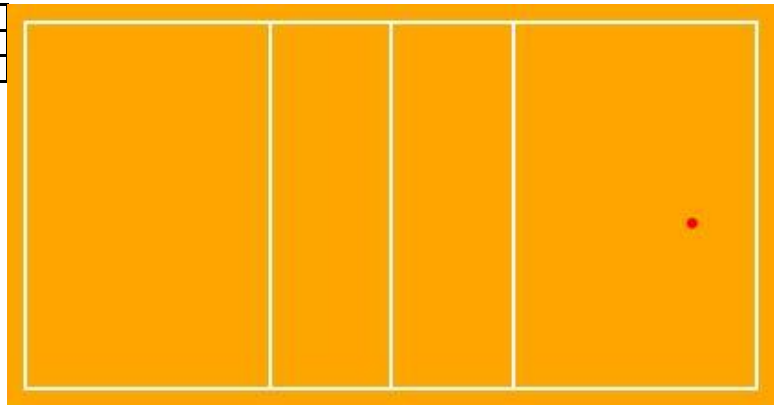
Glider Direction 5

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



Glider Direction 6

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



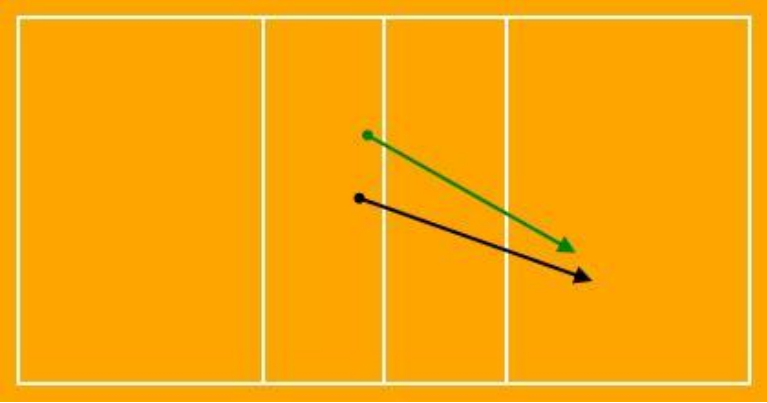
Attack

Player #16 Pyanov Maxim

Position 3

Total position 3

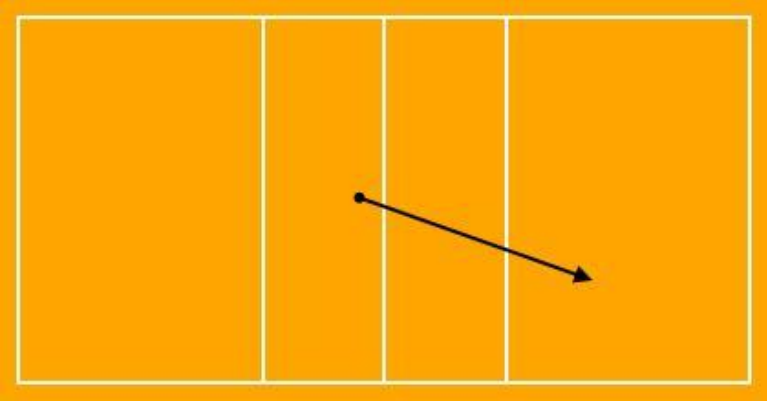
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #3 1 blockers

Set quality: !

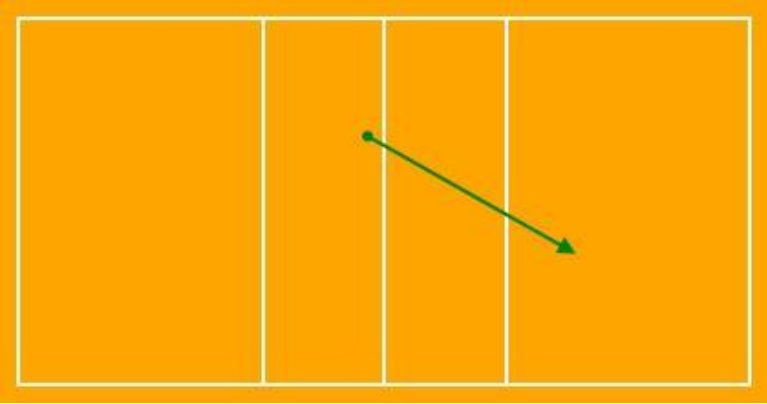
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 1.5 blockers

Set quality: +

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



Player #17

Fedunov Daniil

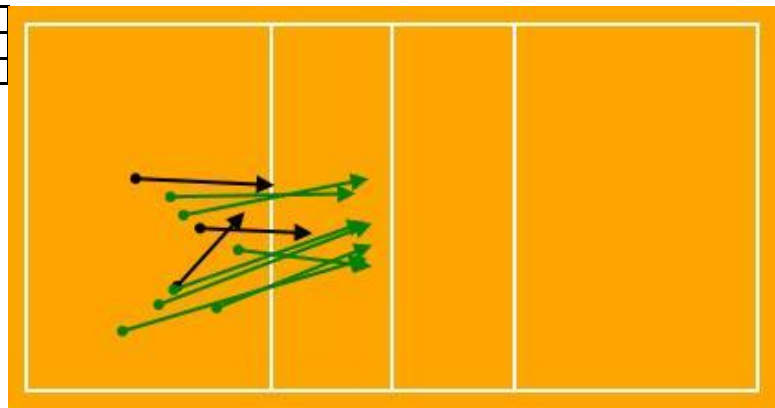
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	30%	40%	30%	0%	0%	0%
10	3	4	3	.	.	.

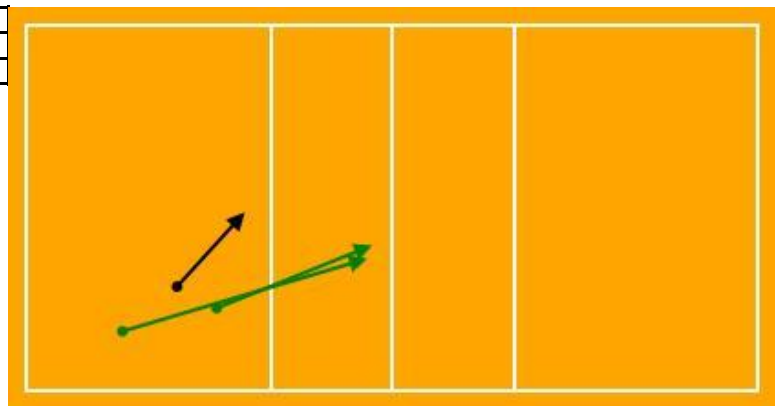


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	5(50%) #: 0%, #+: 60% !/-: 40%, =: 0%	5(50%) #: 60%, #+: 80% !/-: 20%, =: 0%

Glider Zone #1

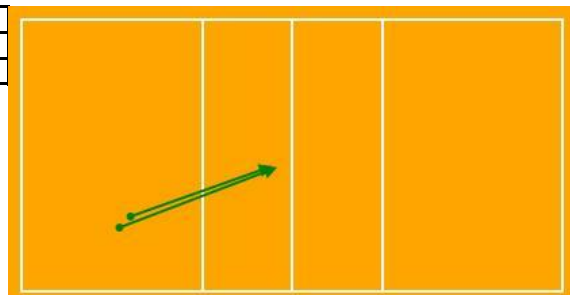
Lower

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



Upper

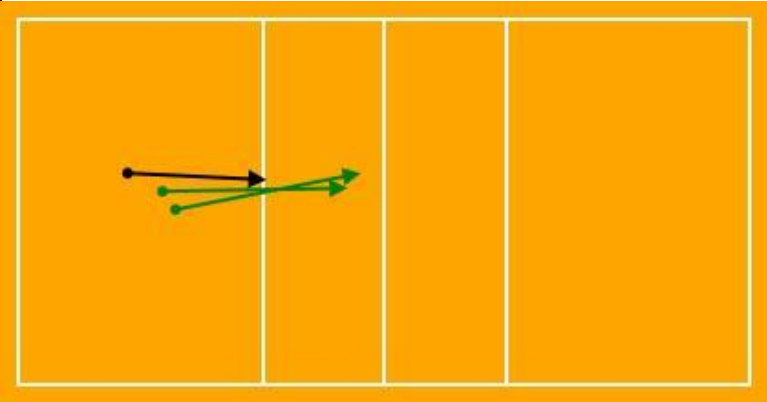
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
2	1	1	+	+	+	+



Glider Zone #6

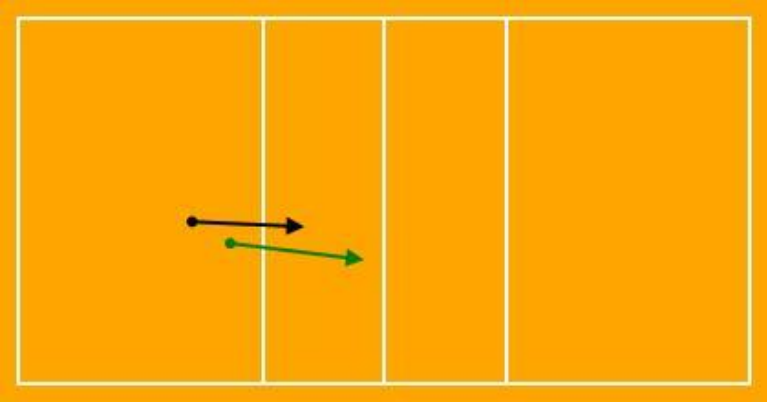
Lower

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



Upper

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



Player #24

Scherbakov

Maxim

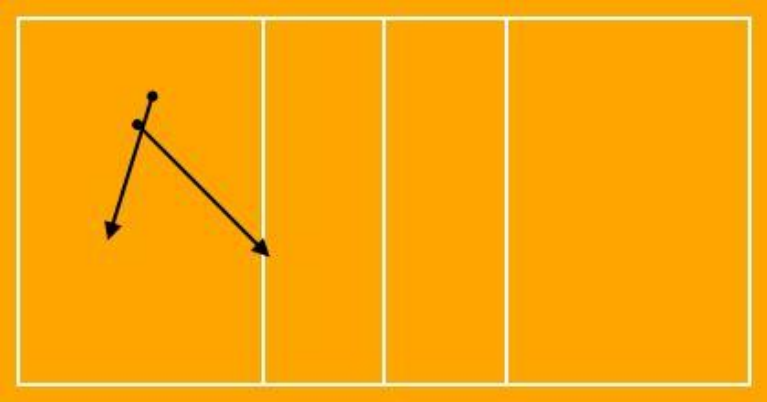
Reception

Player #24 Scherbakov Maxim

Glider

Total Glider

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

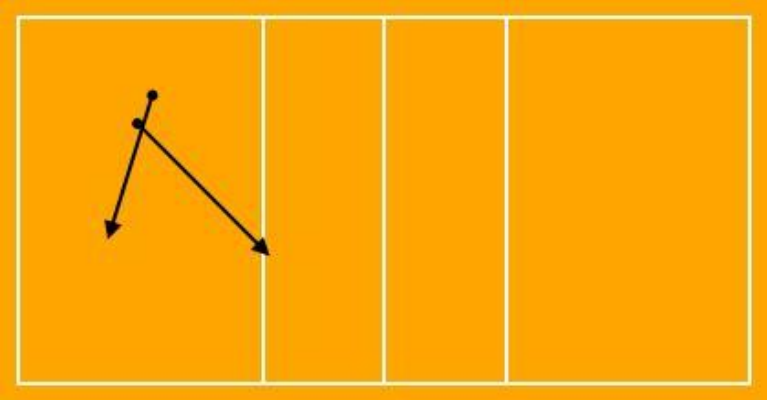


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
2(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #5

Upper

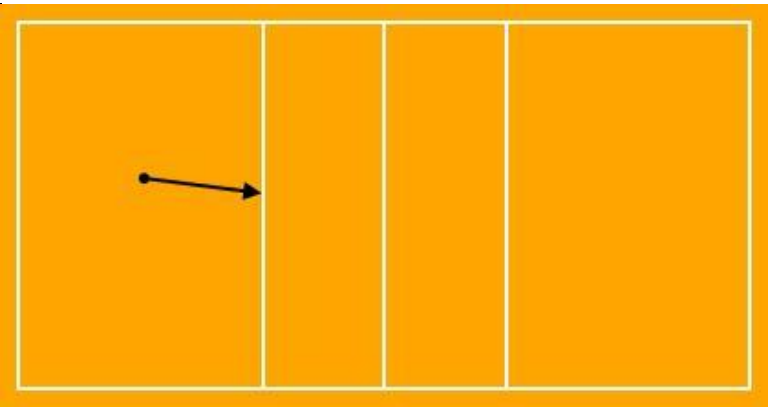
Total	#	+	!	/	-	=
	0%	0%	50%	50%	0%	0%
2	.	.	1	1	.	.



Jump

Total Jump

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

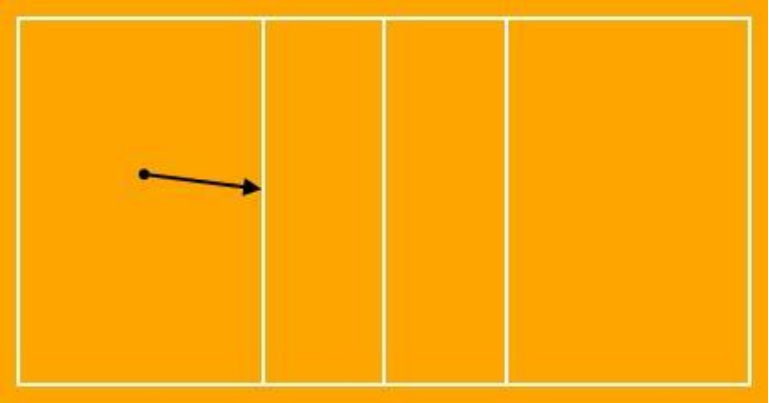


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #6

Lower

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

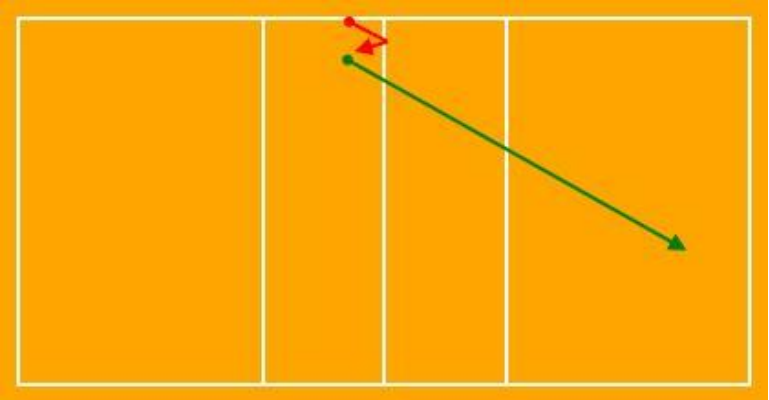


Attack Player #24 Scherbakov Maxim

Position 4

Total position 4

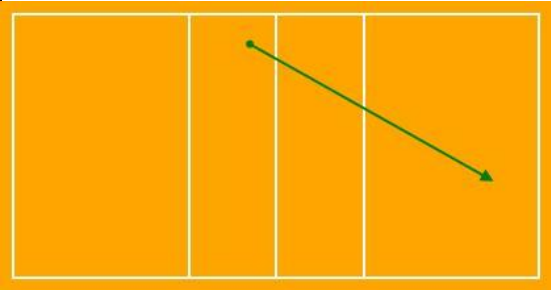
Total	#	+	!	/	-	=
	50%	0%	0%	0%	50%	0%
2	1	.	.	.	1	.



Zone #4 1 blockers

Set quality: !

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



Zone #4 1.5 blockers

Set quality: +

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

