

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	19	9	14	1	14%	1	.	.	.	.	.	25	9	.	14	60%	56%	.	20%	80%	4	6	50%
#2 Baiduji	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#7 Ushakov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#8 Shchipko	8	2	20	3	15%	2	24	1	20%	37%	25%	15	2	.	6	53%	40%	.	100%	0%	.	7	100%
#10 Klimov	12	11	10	1	10%	.	.	.	.	.	.	10	.	.	8	100%	80%	.	33%	66%	4	3	100%
#12 Volkov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#13 Trofimov	8	-5	8	1	25%	1	18	3	38%	16%	11%	17	6	2	6	35%	35%	1	42%	57%	1	6	66%
#14 Ahmadullin	7	0	22	5	13%	3	1	1	100%	0%	0%	8	1	.	3	37%	37%	.	0%	100%	1	7	85%
#15 Lyashenko	10	9	9	1	33%	2	2	.	50%	50%	0%	9	.	.	6	77%	66%	.	50%	50%	2	3	100%
#16 Pyanov	2	-3	7	1	0%	.	1	1	100%	0%	0%	8	3	.	2	25%	25%	.	100%	0%	.	2	100%
#17 Fedunov	.	0	.	.	.	.	20	.	30%	60%	15%	.	.	.	.	.	.	.	.	.	.	13	92%
#18 Ziva	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#24 Scherbakov	6	1	8	1	0%	.	9	.	22%	55%	44%	18	4	.	6	44%	33%	.	0%	100%	.	3	100%
Total	72	24	98	14	14%	9	75	6	30%	40%	20%	110	25	2	51	53%	46%	1	30%	69%	12	50	86%

# Player #1

# Vasilchenko

# Dmitrii

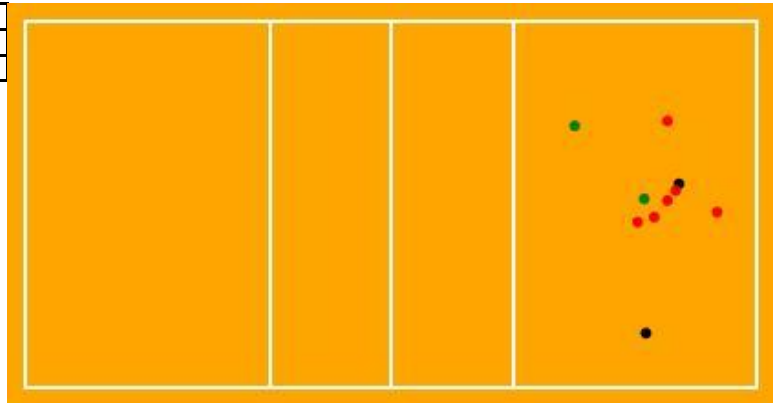
Serve

Player #1 Vasilchenko Dmitrii

Glider

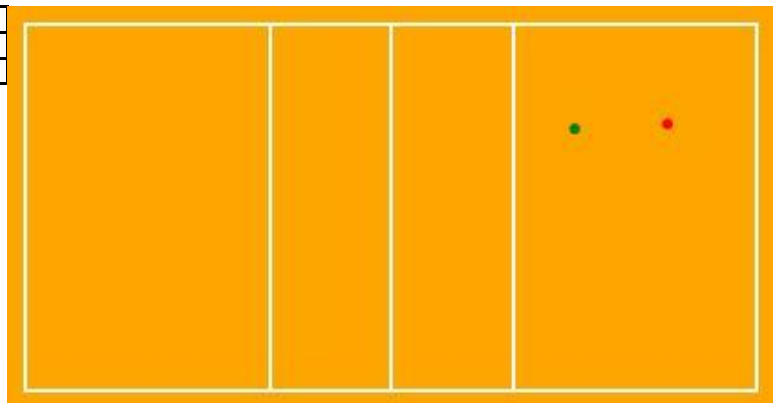
Total Glider

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



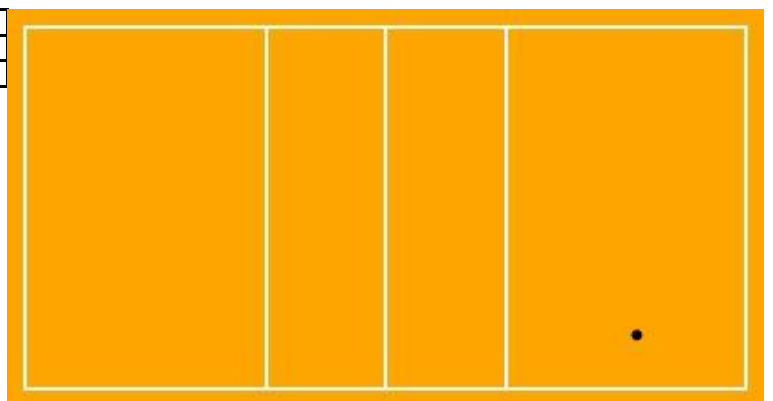
Glider Direction 1

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



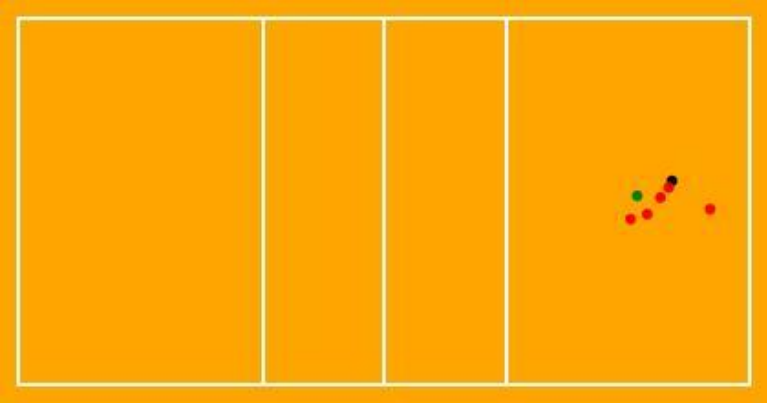
Glider Direction 5

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



Glider Direction 6

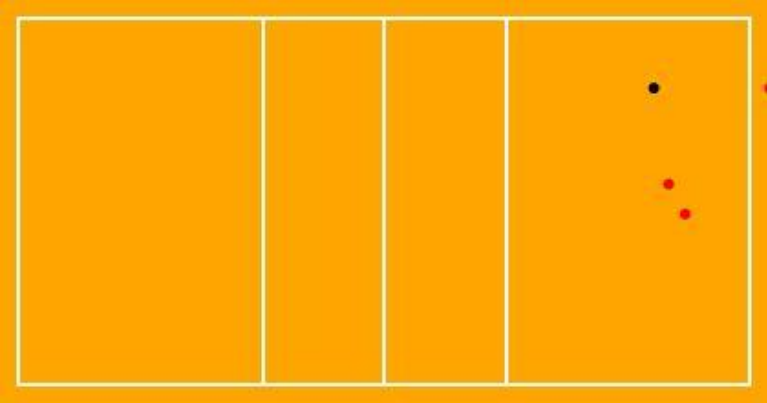
Total	#	+	!	/	-	=
	14%	0%	14%	0%	71%	0%
7	1	.	1	.	5	.



Jump

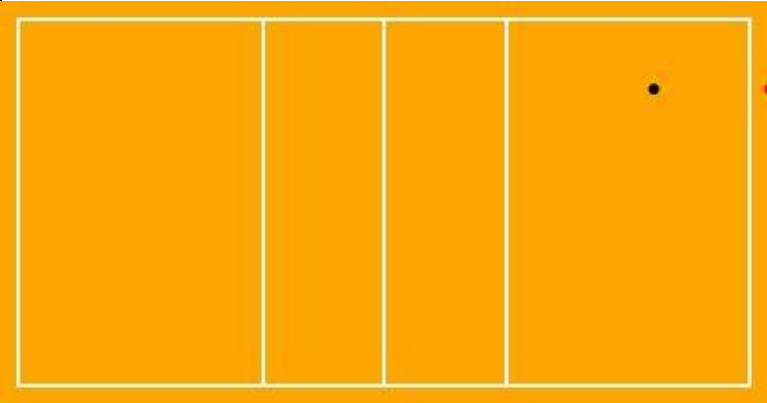
Total Jump

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



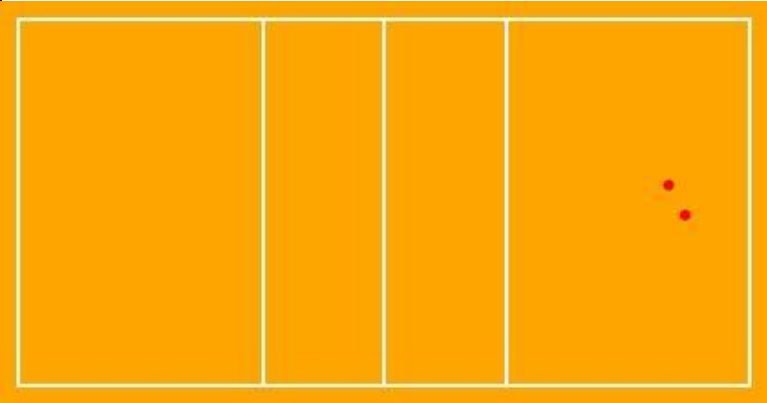
Jump Direction 1

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



Jump Direction 6

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

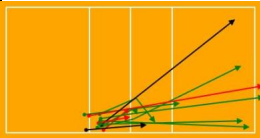


Attack  
Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

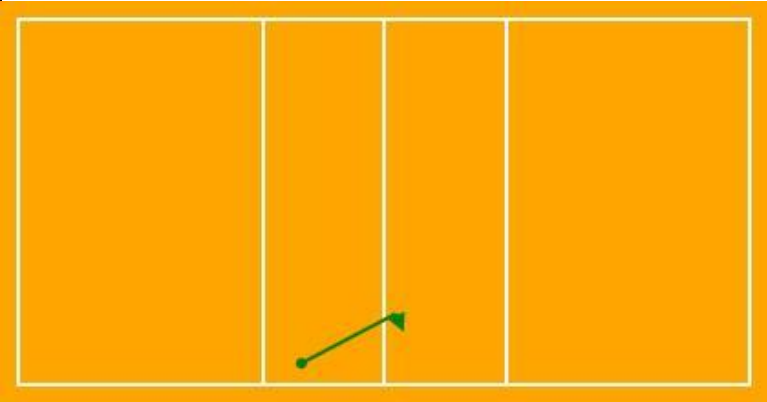
Total	#	+	!	/	-	=
	50%	8%	0%	16%	0%	25%
12	6	1	.	2	.	3



# Zone #1 0.5 blockers

Set quality: #

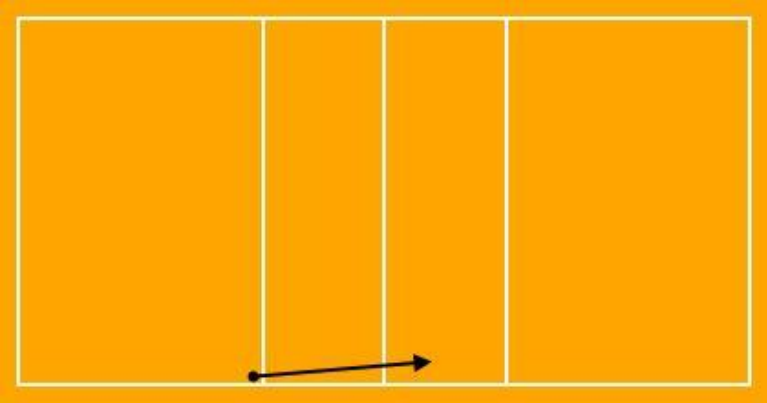
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Zone #1 1 blockers

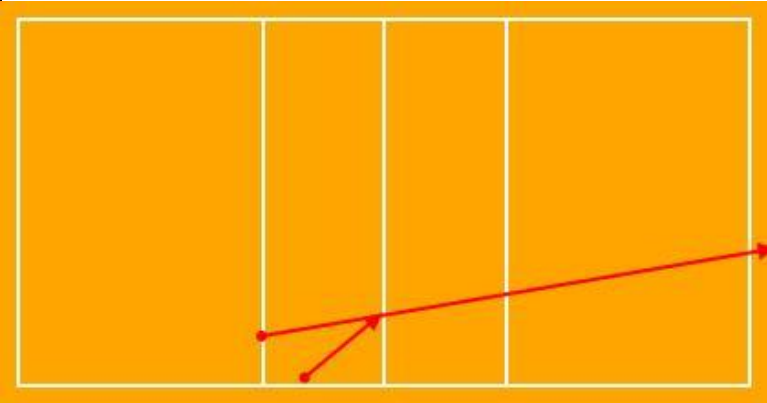
Set quality: /

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



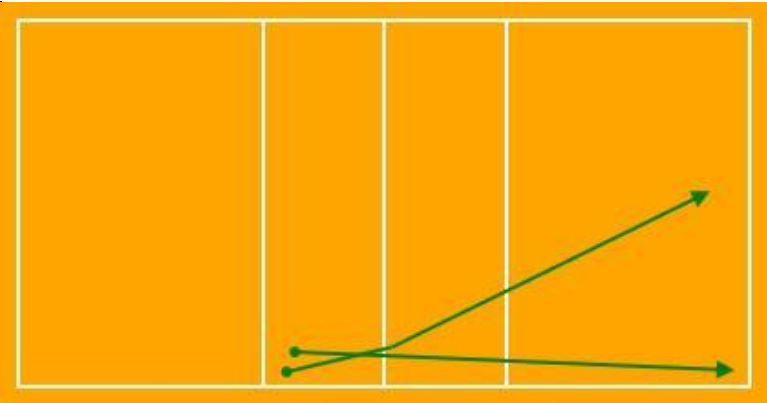
Set quality: !

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



Set quality: +

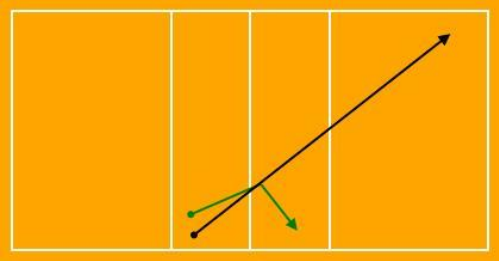
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



# Zone #1 1.5 blockers

Set quality: +

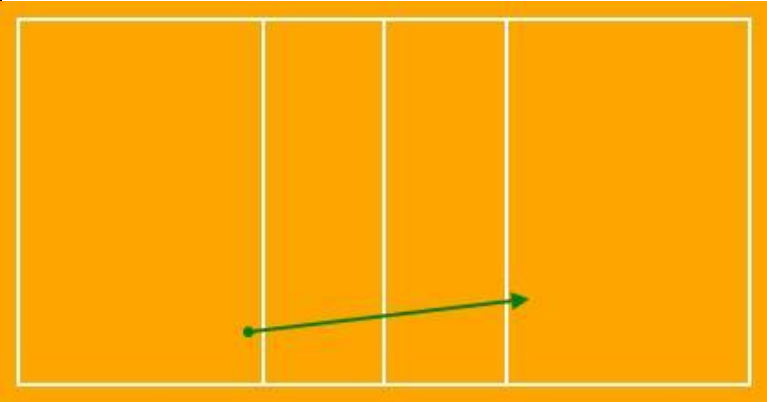
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



# Zone #1 2 blockers

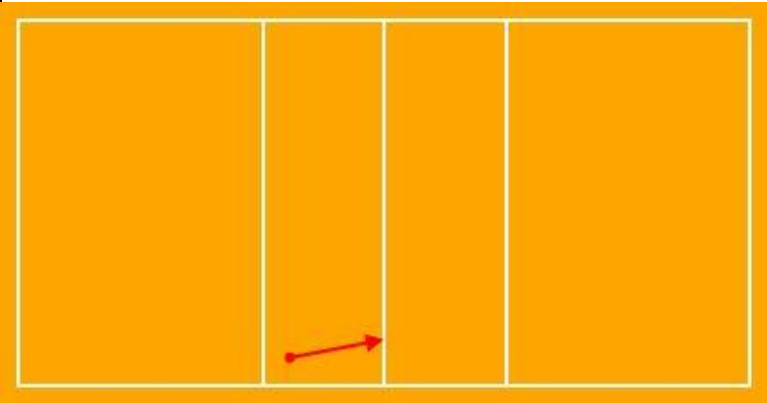
Set quality: /

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



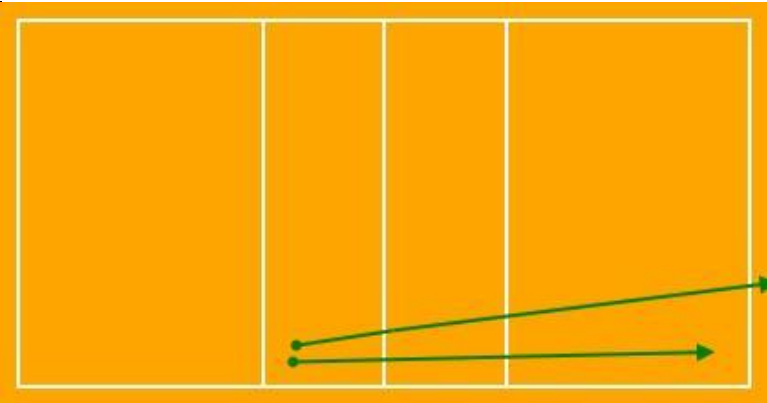
Set quality: !

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



Set quality: +

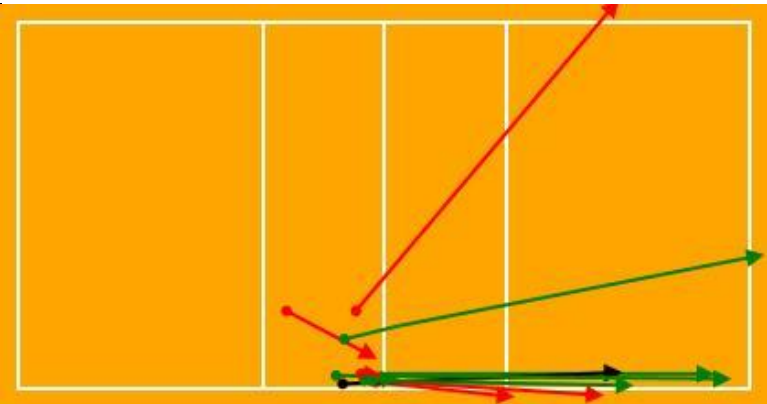
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



# Position 2

Total position 2

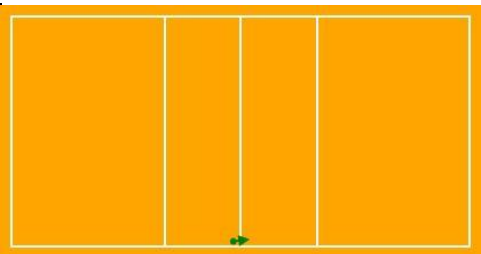
Total	#	+	!	/	-	=
	45%	0%	0%	9%	0%	45%
11	5	.	.	1	.	5



# Zone #2 0 blockers

Set quality: -

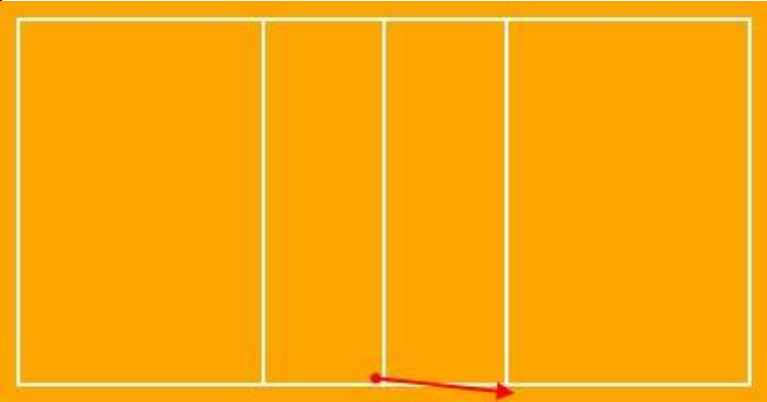
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #2 1 blockers

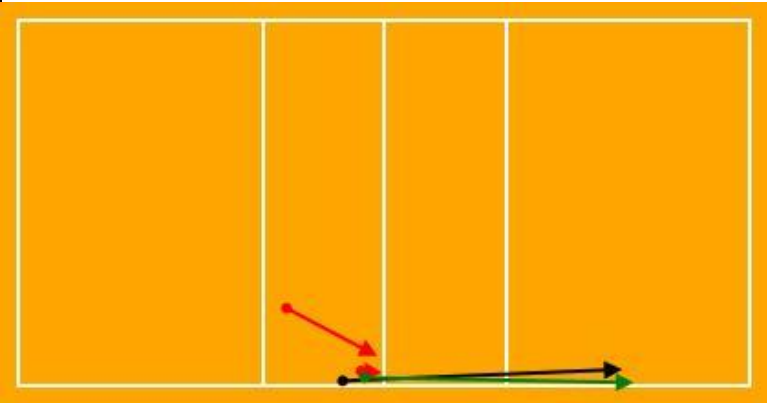
Set quality: -

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



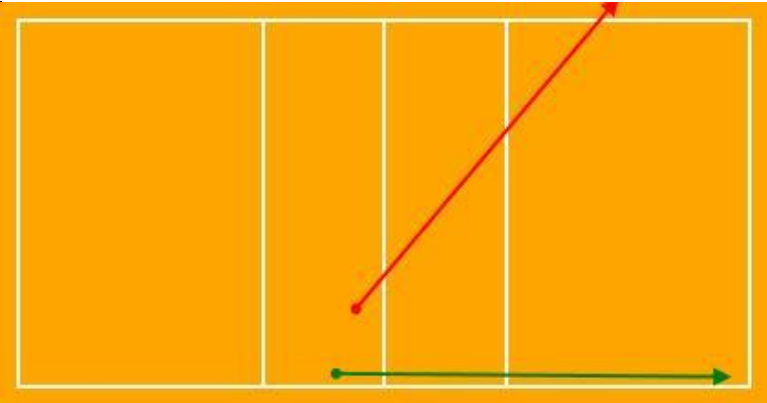
Set quality: /

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



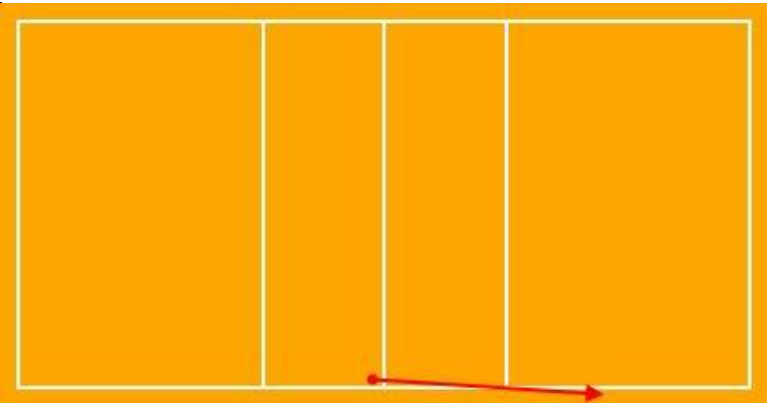
Set quality: !

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



Set quality: #

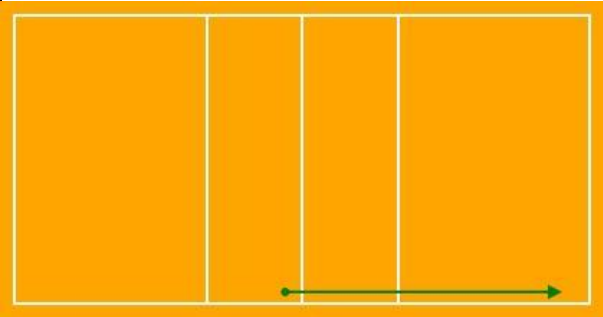
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



## Zone #2 1.5 blockers

Set quality: #

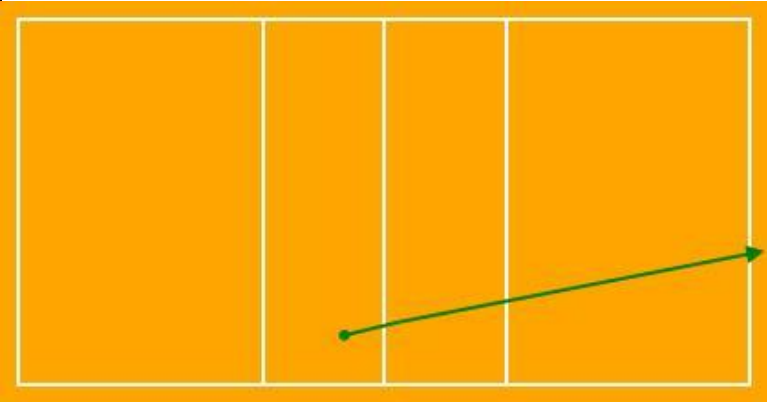
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #2 2 blockers

Set quality: +

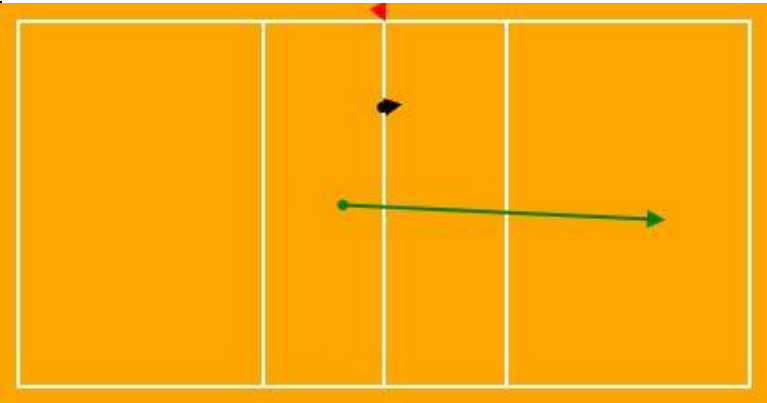
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Position 4

Total position 4

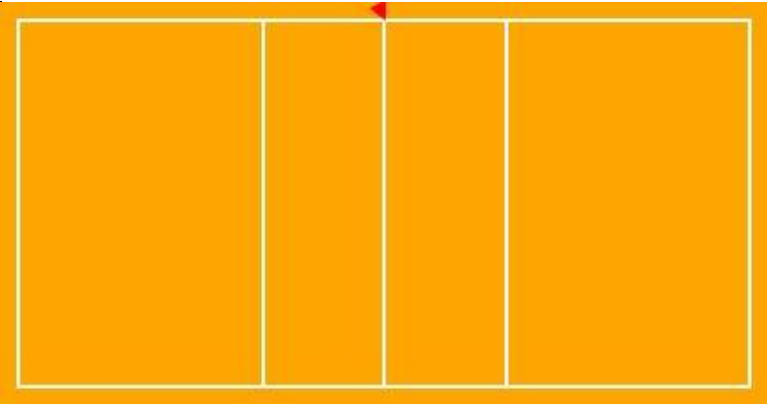
Total	#	+	!	/	-	=
	33%	0%	0%	33%	0%	33%
3	1	.	.	1	.	1



## Zone #4 1 blockers

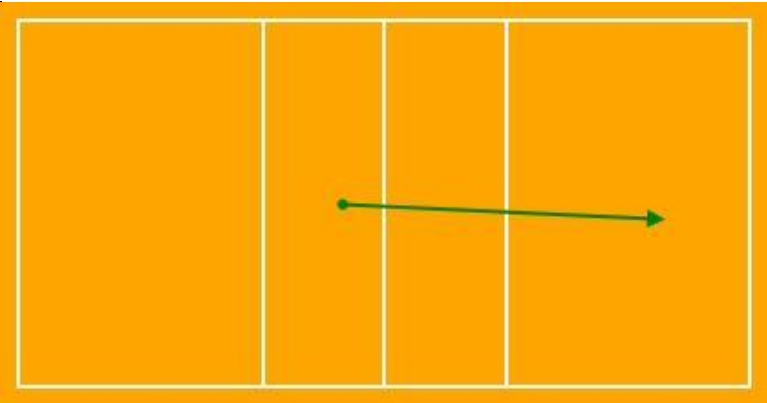
Set quality: !

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



Set quality: #

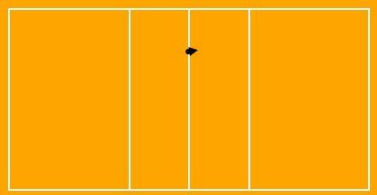
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 2 blockers

Set quality: -

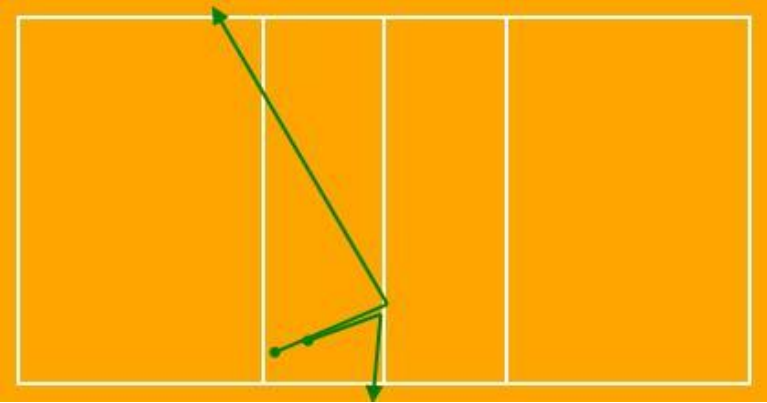
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



# Position 6

Total position 6

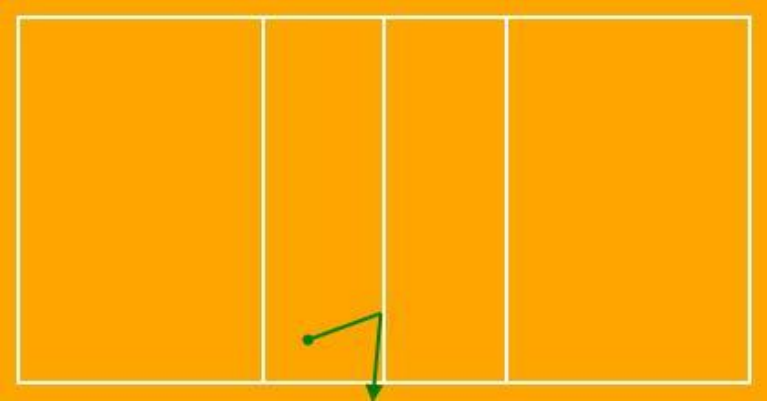
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



## Zone #6 2 blockers

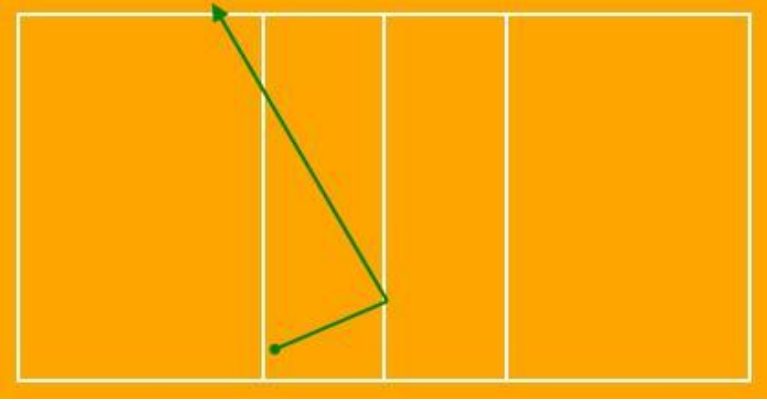
Set quality: !

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



Set quality: +

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



## Set

### Player #1 Vasilchenko Dmitrii

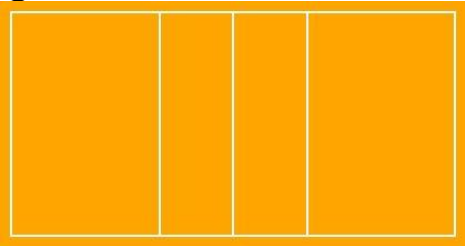
#### Blockers count distribution

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%)	.(0%)	1(100%)	.(0%)	.(0%)	.(0%)
#+!(2)	.(0%)	.(0%)	1(50%)	1(50%)	.(0%)	.(0%)	.(0%)

#### Reception direction distribution

##### P1 arrangement

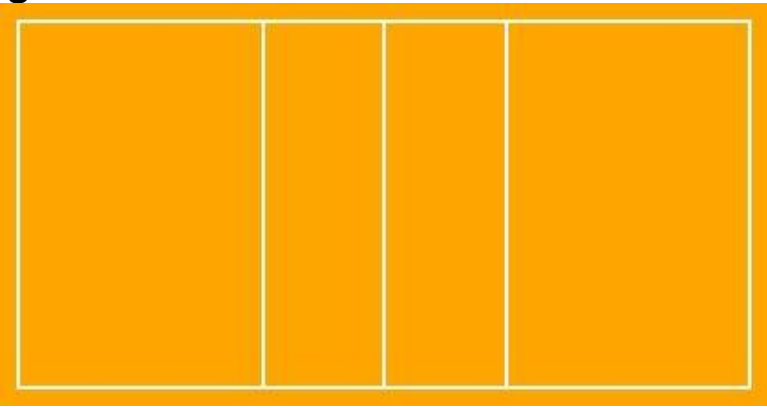
.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00
.(.)	.(.)	.(.)
. 0.00	. 0.00	. 0.00





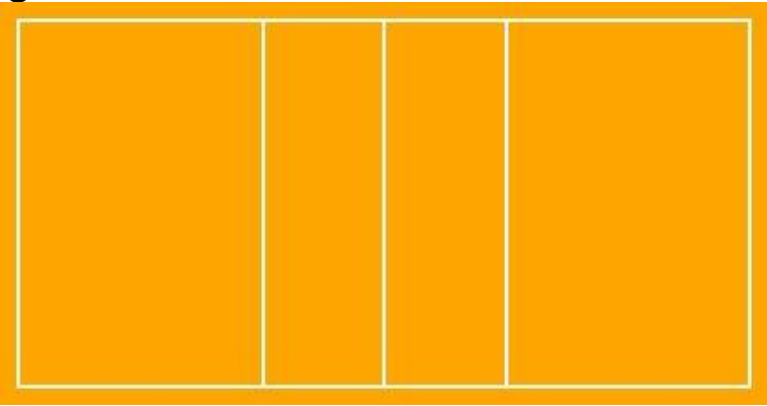
.(.)	.(.)	.(.)
0.00	0.00	0.00
.(.)	.(.)	.(.)
0.00	0.00	0.00

P2 arrangement



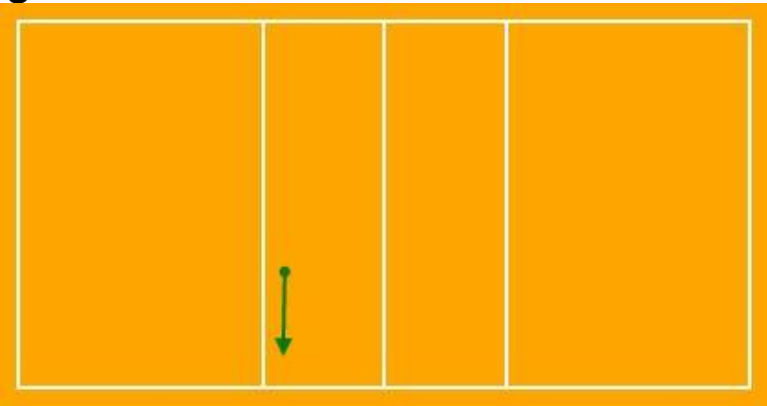
.(.)	.(.)	.(.)
0.00	0.00	0.00
.(.)	.(.)	.(.)
0.00	0.00	0.00

P3 arrangement



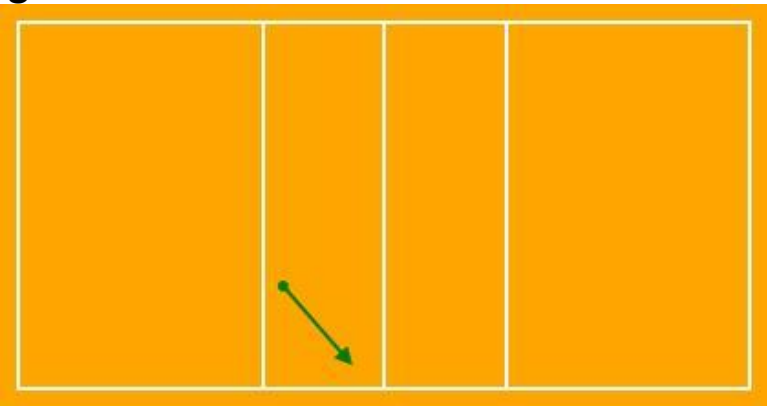
.(0%)	.(0%)	.(0%)
0.00	0.00	0.00
.(0%)	.(0%)	1(100%)
0.00	0.00	1.50

P4 arrangement



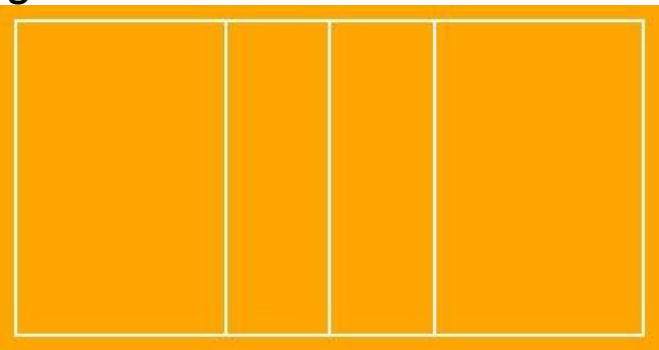
.(0%)	.(0%)	1(100%)
0.00	0.00	1.00
.(0%)	.(0%)	.(0%)
0.00	0.00	0.00

P5 arrangement



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

P6 arrangement



# Player #8

# Shchipko Sergei

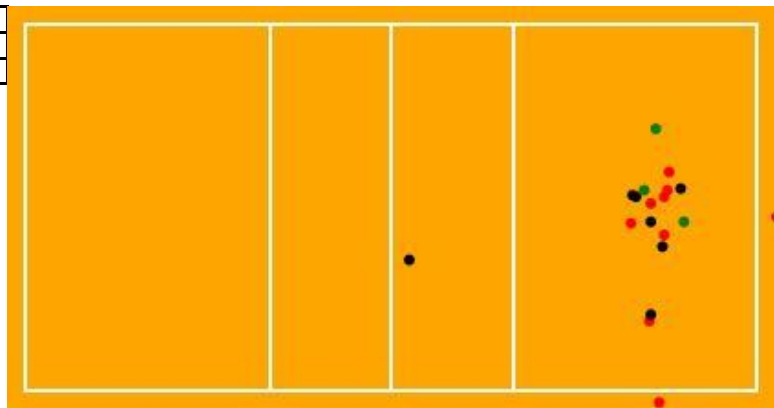
Serve

Player #8 Shchipko Sergei

## Glider

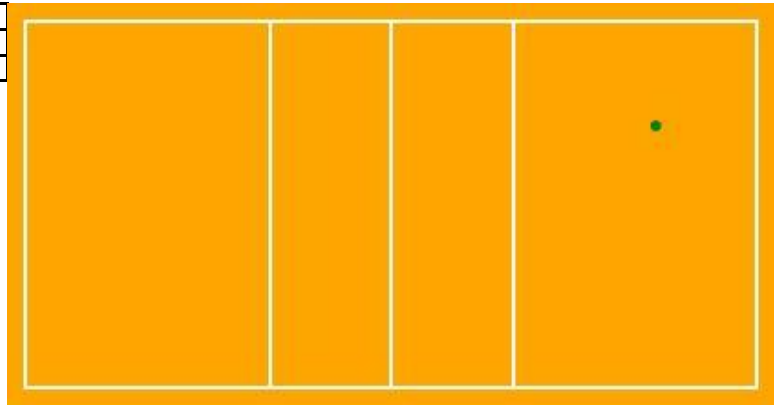
Total Glider

Total	#	+	!	/	-	=
	10%	5%	25%	10%	35%	15%
20	2	1	5	2	7	3



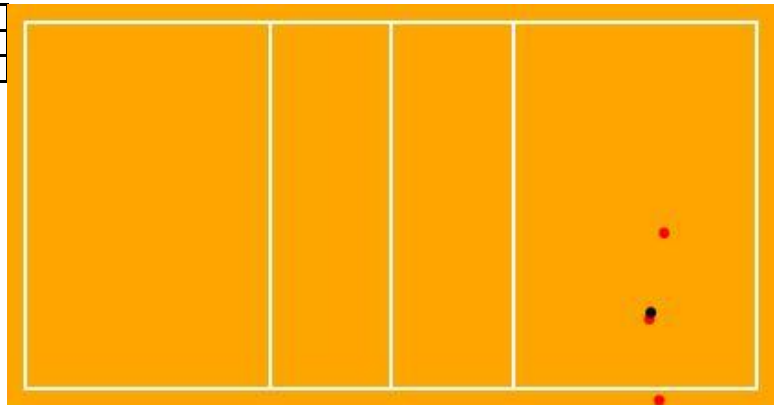
Glider Direction 1

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



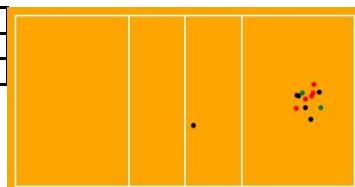
Glider Direction 5

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



Glider Direction 6

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



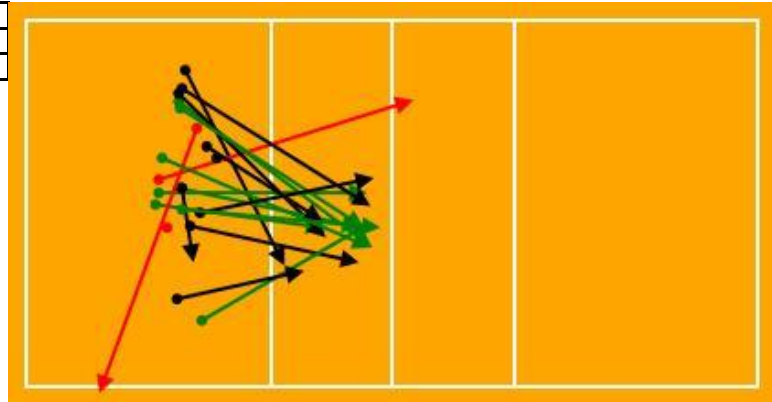
# Reception

## Player #8 Shchipko Sergei

### Glider

Total Glider

Total	#	+	!	/	-	=
	25%	15%	35%	10%	10%	5%
20	5	3	7	2	2	1

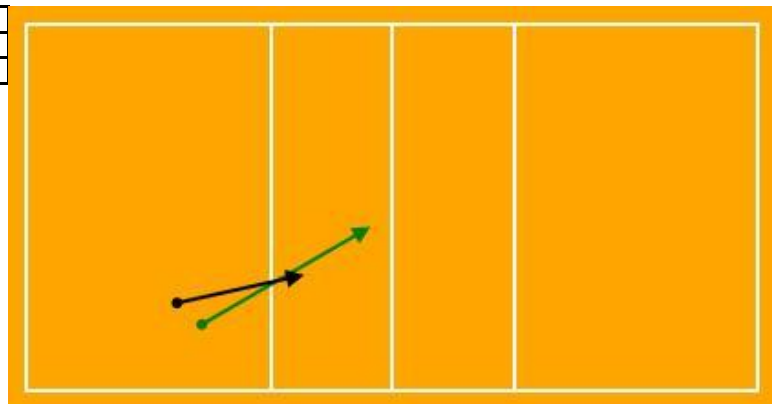


1(5%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
7(35%) #: 28%, #+: 28% !/-: 57%, =: 14%	10(50%) #: 30%, #+: 50% !/-: 50%, =: 0%	2(10%) #: 0%, #+: 50% !/-: 50%, =: 0%

### Glider Zone #1

Upper

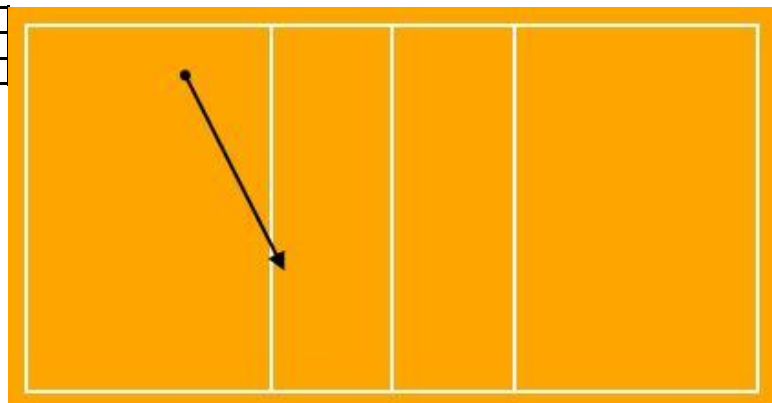
Total	#	+	!	/	-	=
	0%	50%	50%	0%	0%	0%
2	.	1	1	.	.	.



### Glider Zone #4

Upper

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



### Glider Zone #5

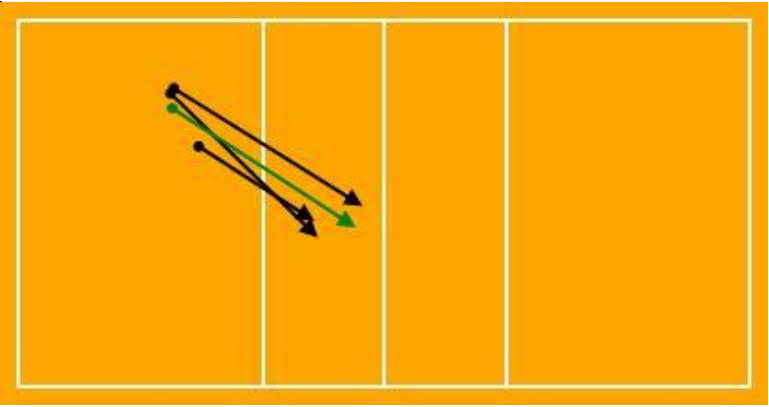
Lower

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



Upper

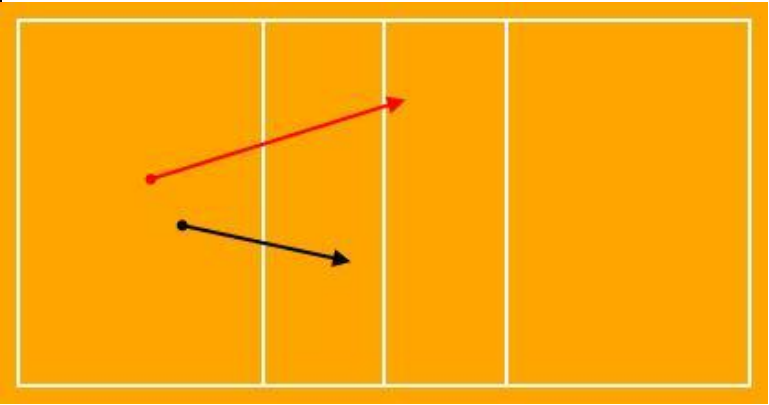
Total	#	+	!	/	-	=
	25%	0%	75%	0%	0%	0%
4	1	.	3	.	.	.



Glider Zone #6

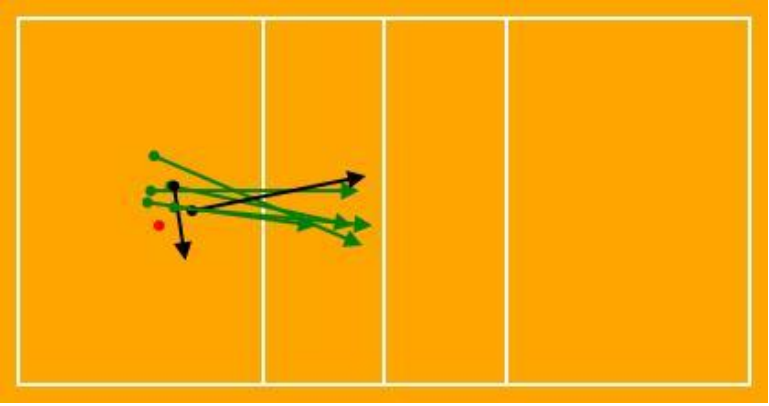
Lower

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



Upper

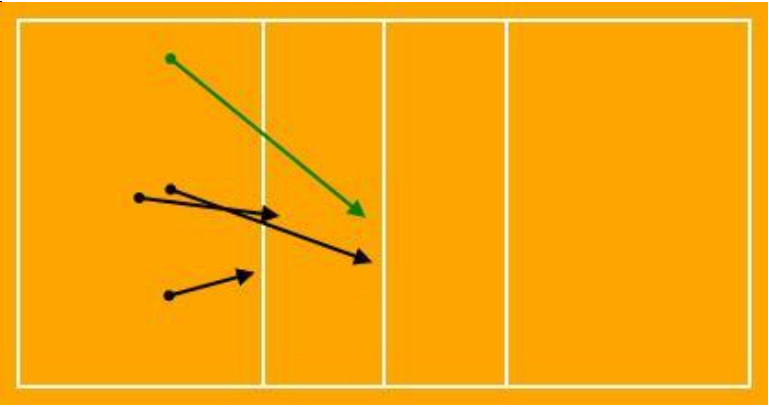
Total	#	+	!	/	-	=
	37%	25%	0%	25%	12%	0%
8	3	2	.	2	1	.



Jump

Total Jump

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

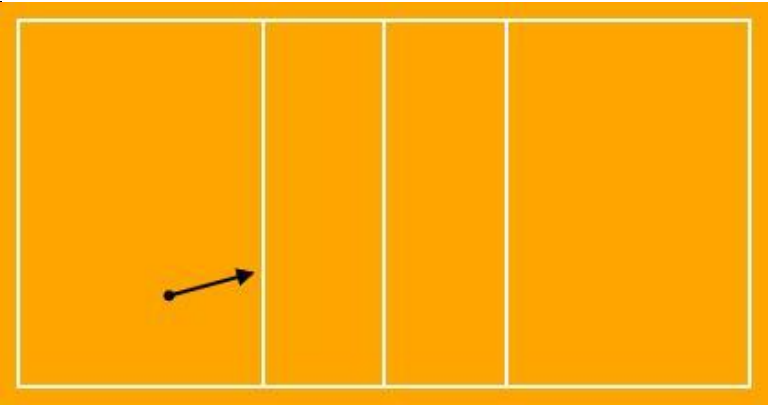


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(25%) #: 100%, #+: 100% !/-: 0%, =: 0%	2(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	1(25%) #: 0%, #+: 0% !/-: 100%, =: 0%

Jump Zone #1

Lower

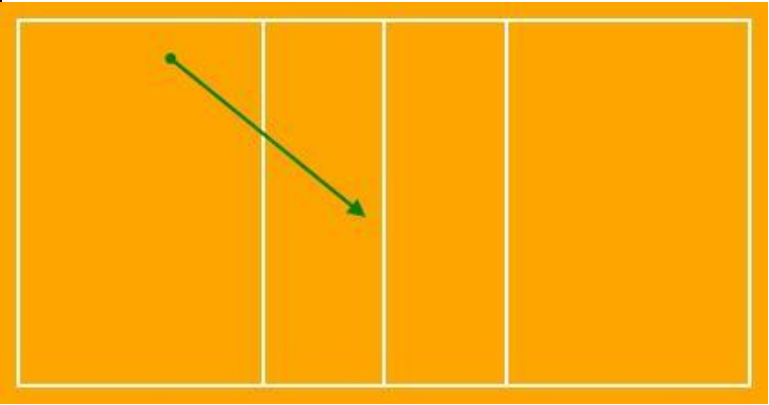
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Jump Zone #5

Lower

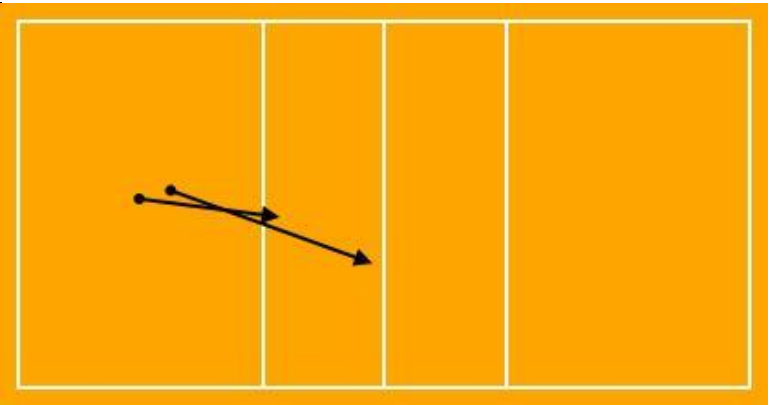
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Jump Zone #6

Lower

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

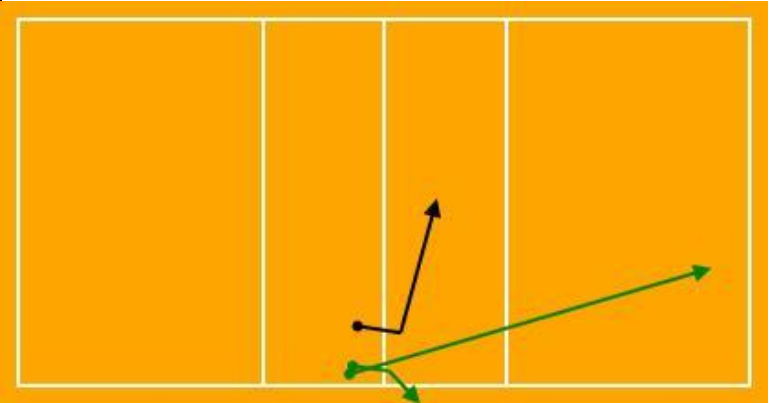


Attack  
Player #8 Shchipko Sergei

Position 2

Total position 2

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



Zone #2 1 blockers

Set quality: !

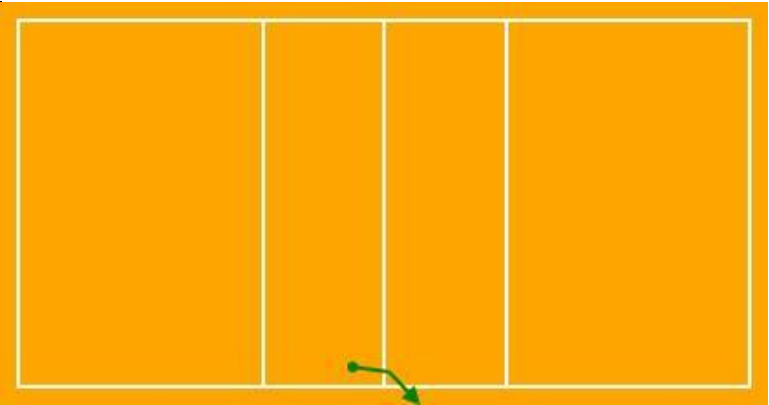
Total	#	+	!	/	-	=



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

Set quality: #

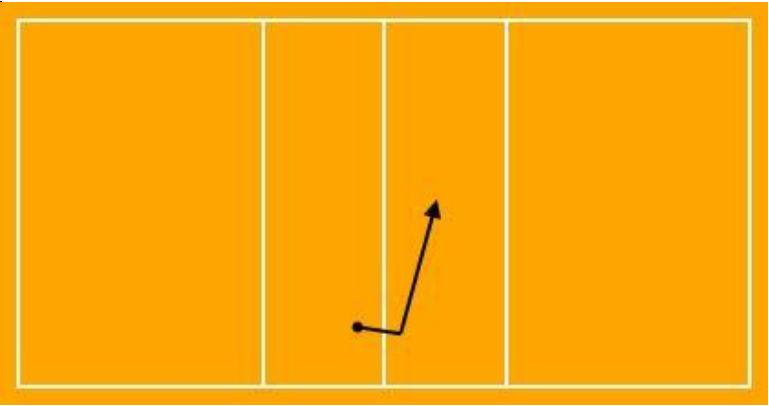
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #2 2 blockers

Set quality: !

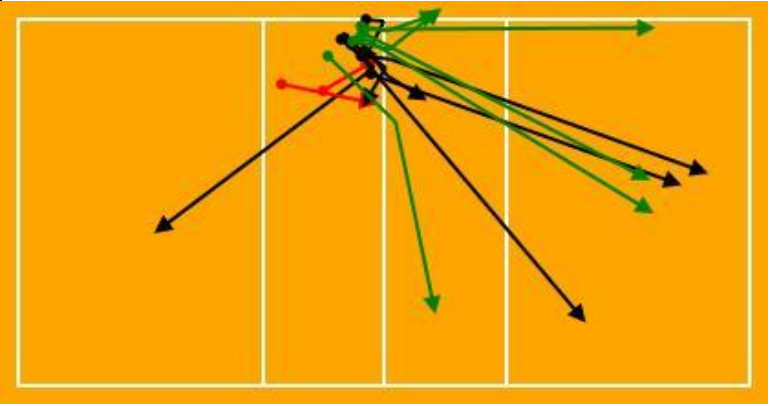
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Position 4

Total position 4

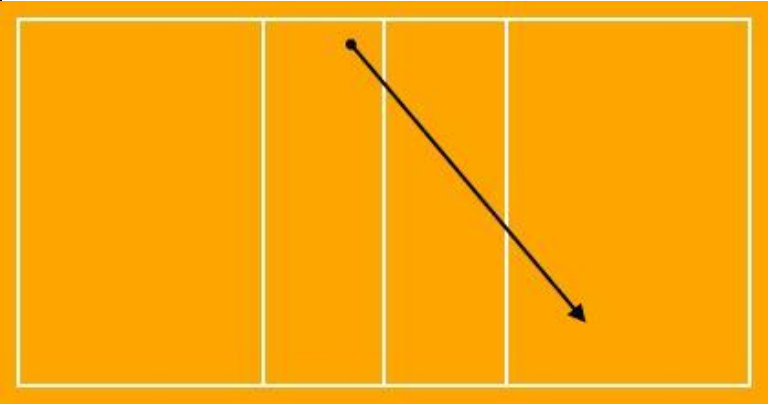
Total	#	+	!	/	-	=
	26%	13%	13%	33%	0%	13%
15	4	2	2	5	.	2



## Zone #4 1 blockers

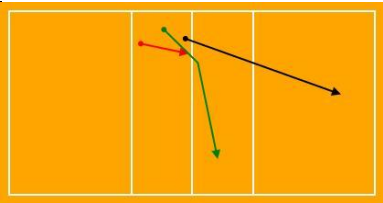
Set quality: /

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



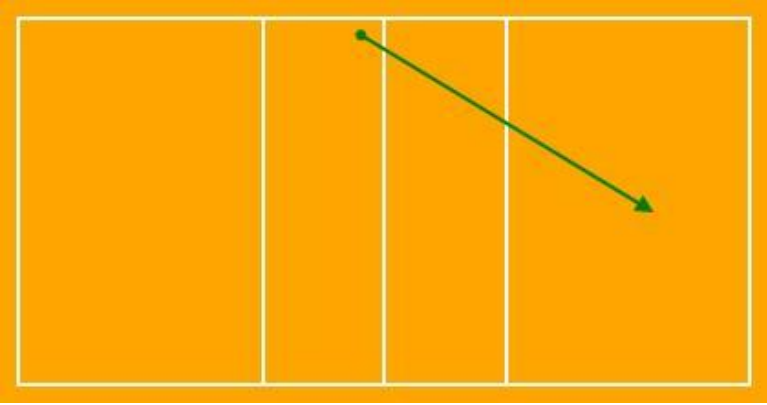
Set quality: !

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



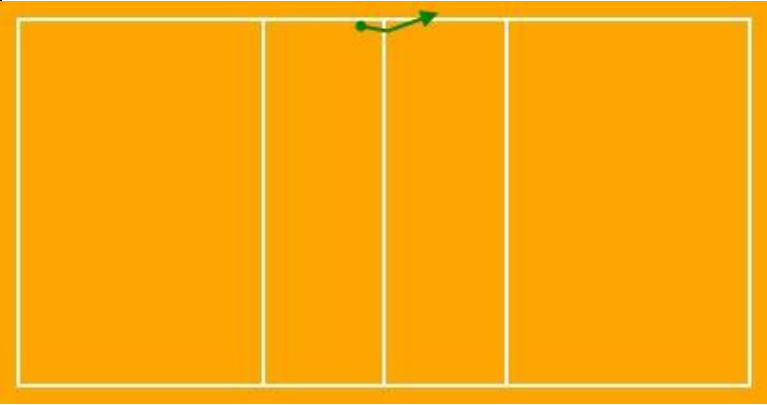
Set quality: +

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



Set quality: #

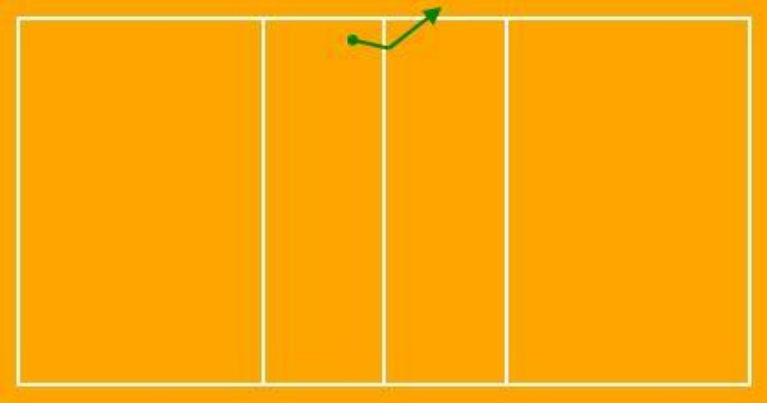
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 1.5 blockers

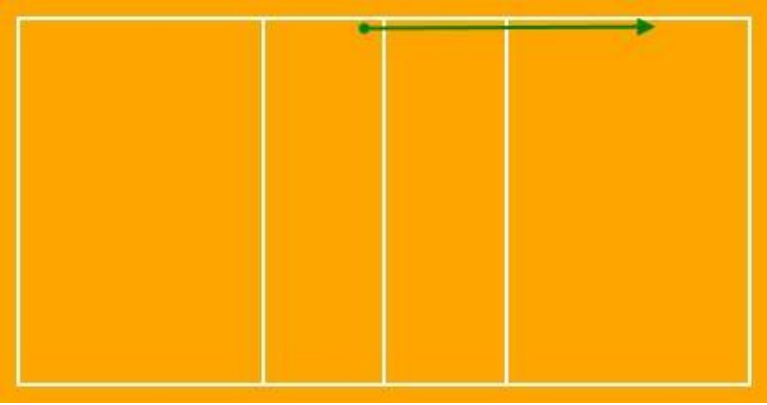
Set quality: +

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



Set quality: #

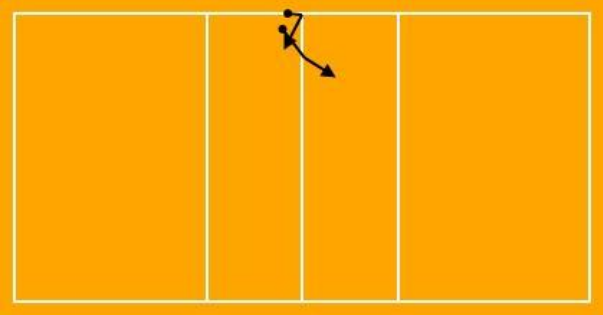
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 2 blockers

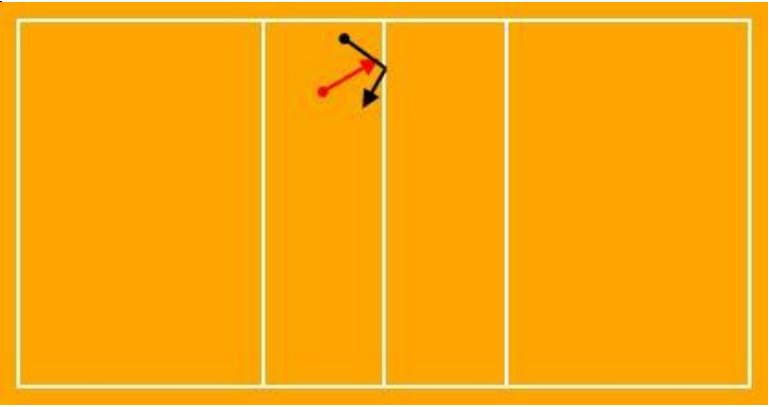
Set quality: /

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



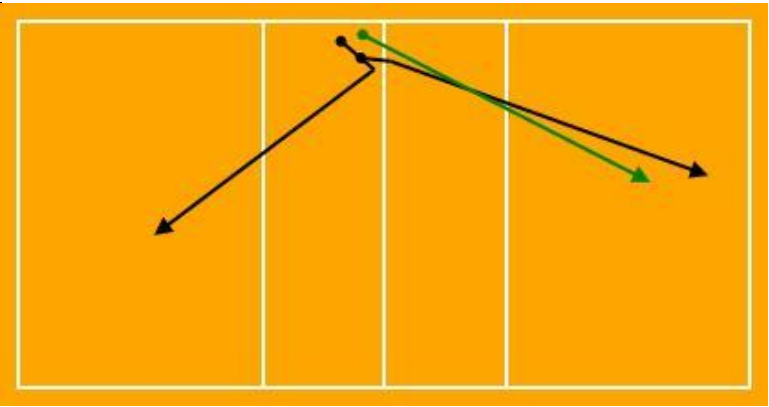
Set quality: !

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



Set quality: +

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





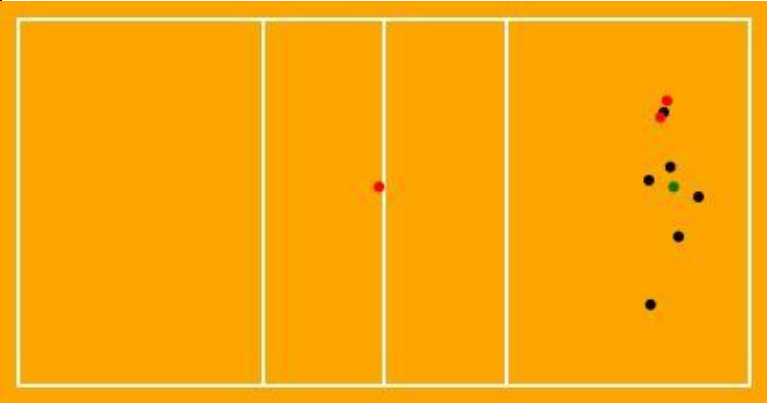
# Player #10 Klimov Alexey

Serve  
Player #10 Klimov Alexey

## Glider

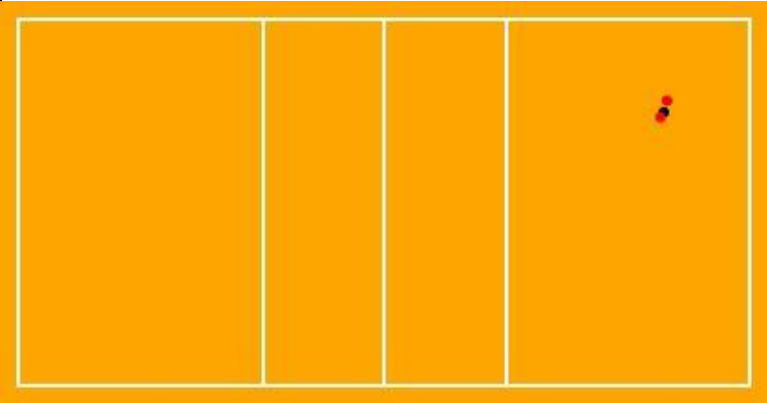
Total Glider

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



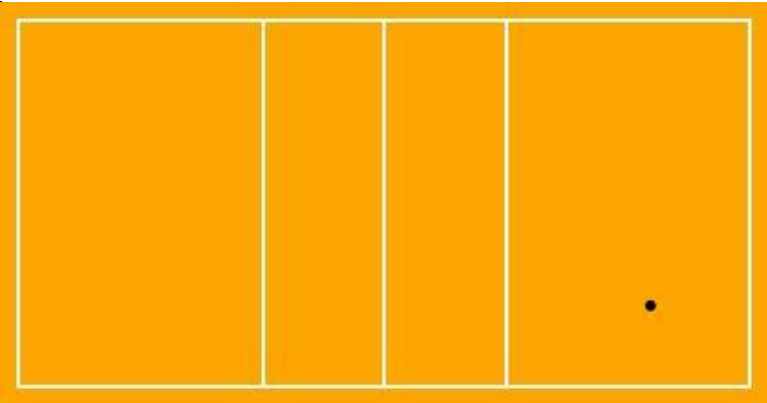
Glider Direction 1

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



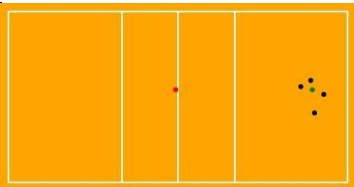
Glider Direction 5

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



Glider Direction 6

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



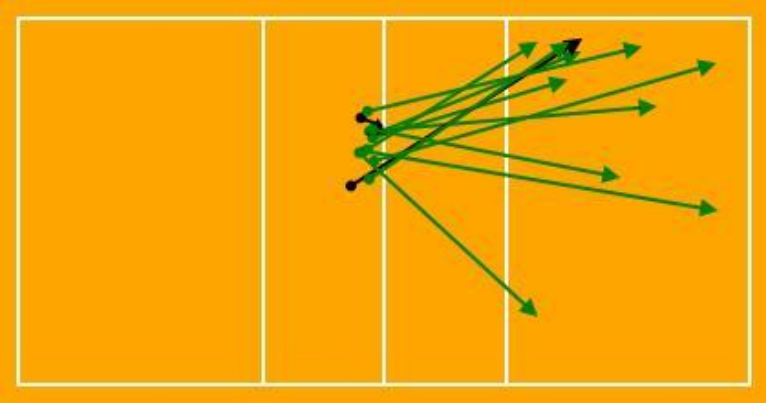
# Attack

## Player #10 Klimov Alexey

### Position 3

Total position 3

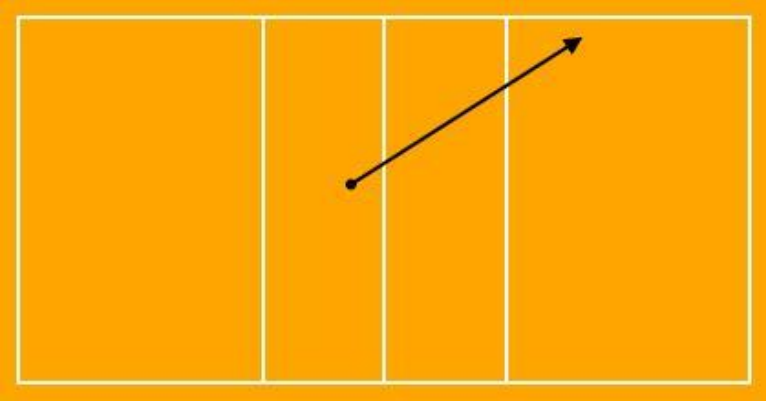
Total	#	+	!	/	-	=
	66%	16%	8%	8%	0%	0%
12	8	2	1	1	.	.



### Zone #3 0 blockers

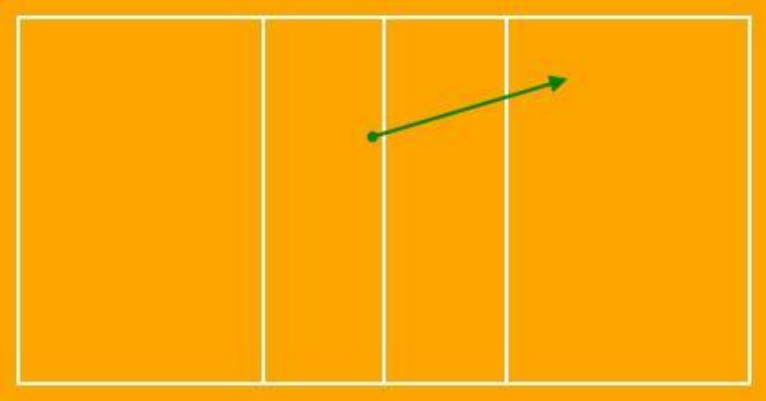
Set quality: /

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



Set quality: !

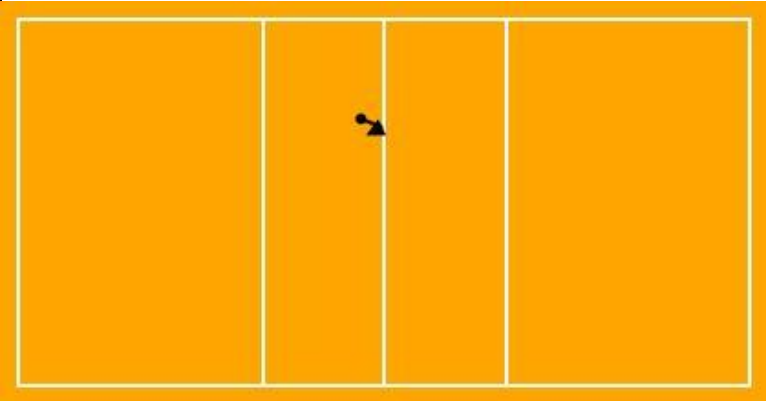
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Zone #3 1 blockers

Set quality: /

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



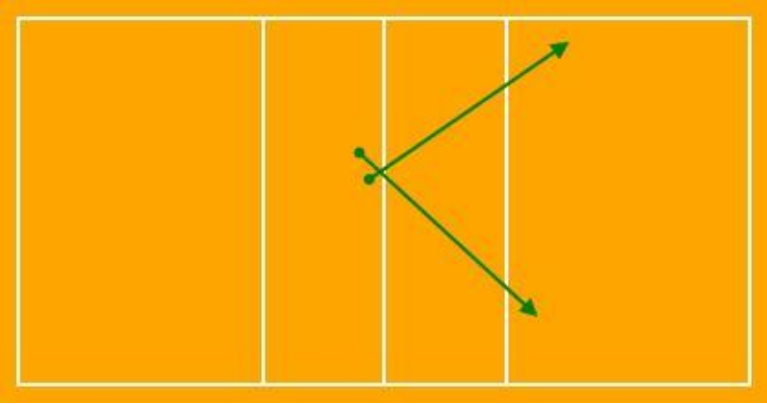
Set quality: !

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



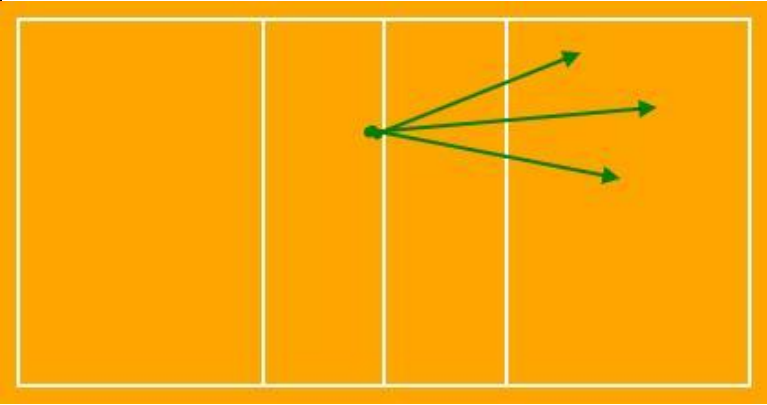
Set quality: +

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



Set quality: #

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



# Player #13

# Trofimov Lev

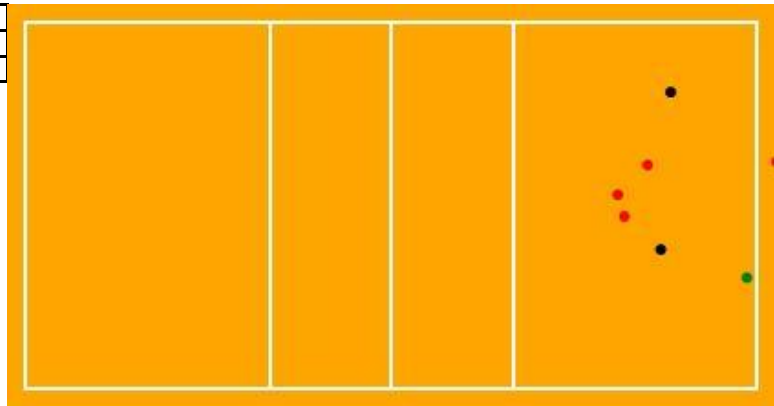
Serve

Player #13 Trofimov Lev

## Glider

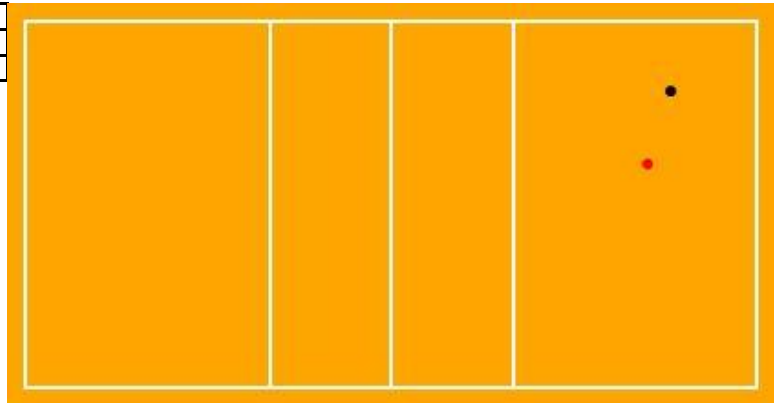
Total Glider

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



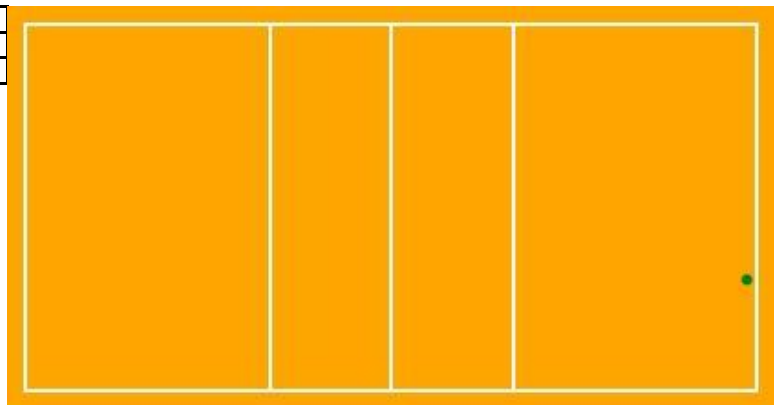
Glider Direction 1

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



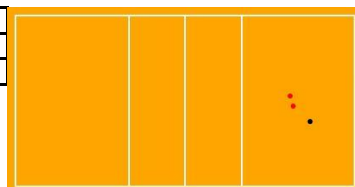
Glider Direction 5

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



Glider Direction 6

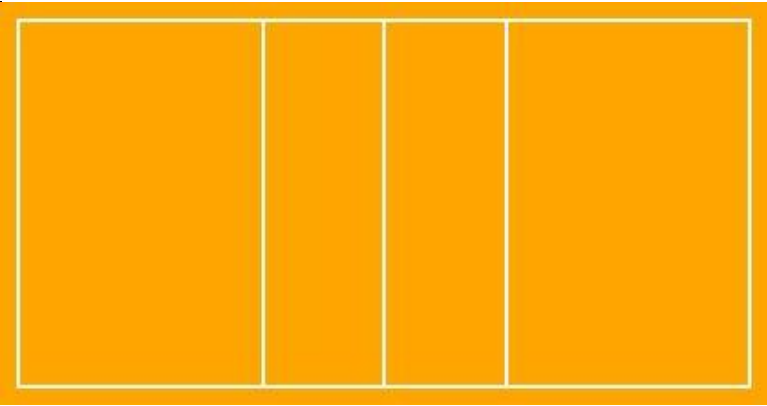
Total	#	+	!	/	-	=
	0%	0%	0%	25%	50%	25%
4	.	.	.	1	2	1



# Jump

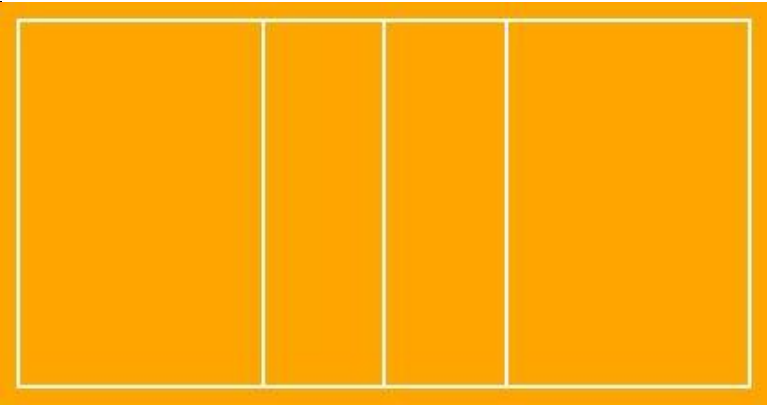
Total Jump

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



Jump Direction 6

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

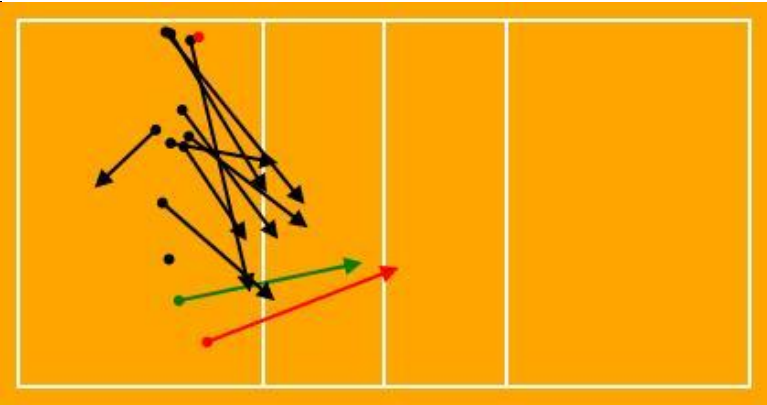


## Reception Player #13 Trofimov Lev

# Glider

Total Glider

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

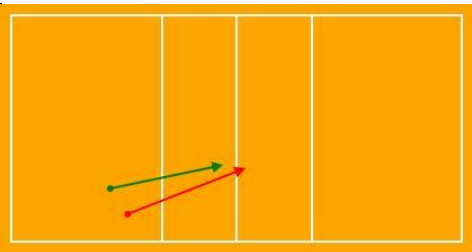


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
8(61%) #: 0%, #+: 0% !/-: 87%, =: 12%	3(23%) #: 0%, #+: 0% !/-: 100%, =: 0%	2(15%) #: 50%, #+: 50% !/-: 50%, =: 0%

## Glider Zone #1

Upper

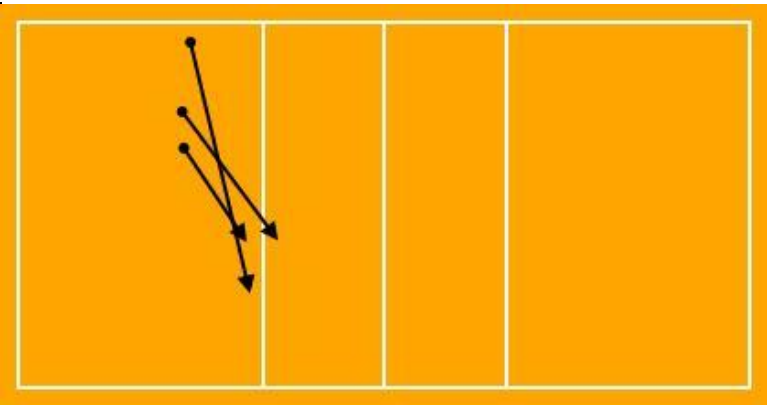
Total	#	+	!	/	-	=
	50%	0%	0%	0%	50%	0%
2	1	.	.	.	1	.



# Glider Zone #5

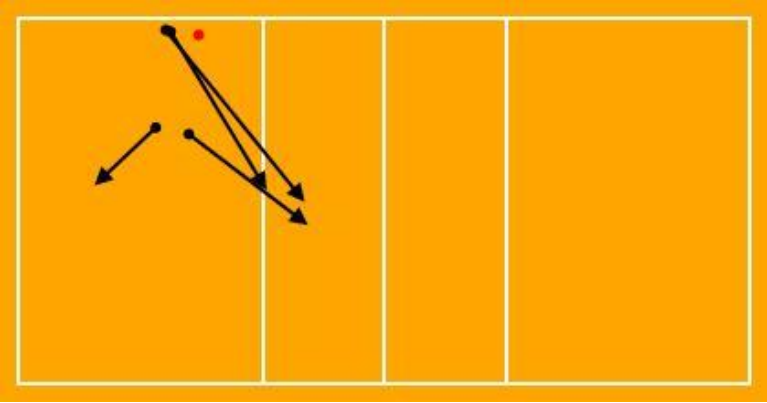
Lower

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



Upper

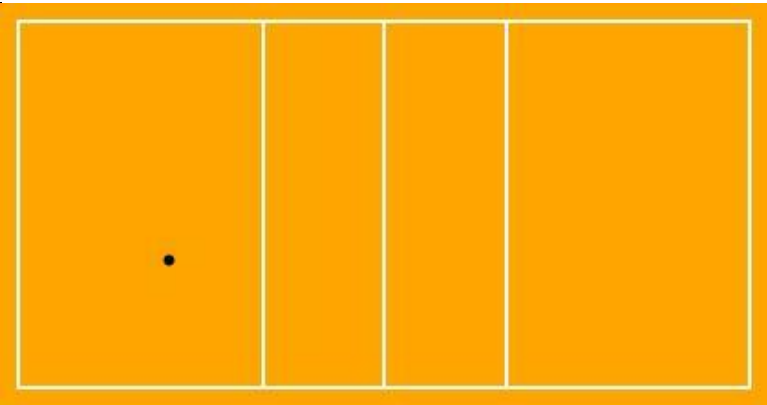
Total	#	+	!	/	-	=
	0%	0%	60%	20%	0%	20%
5	.	.	3	1	.	1



# Glider Zone #6

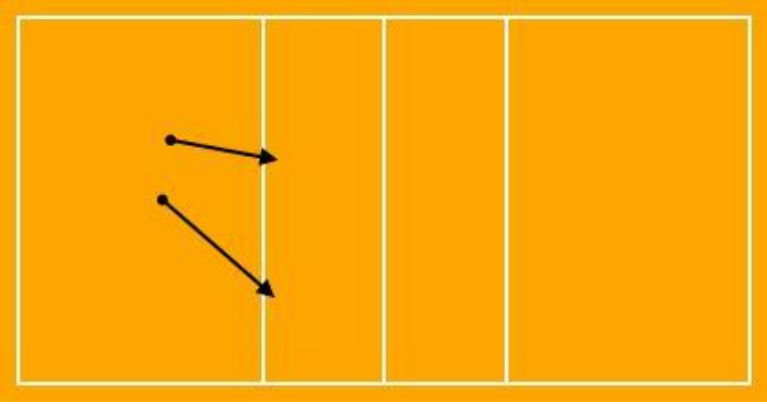
Lower

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



Upper

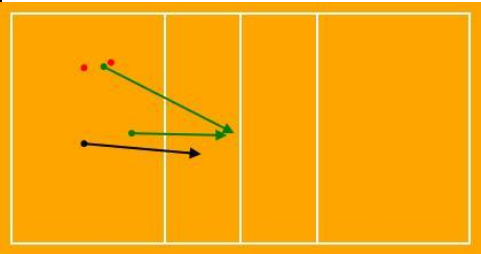
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
2	.	.	2	.	.	.



# Jump

Total Jump

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

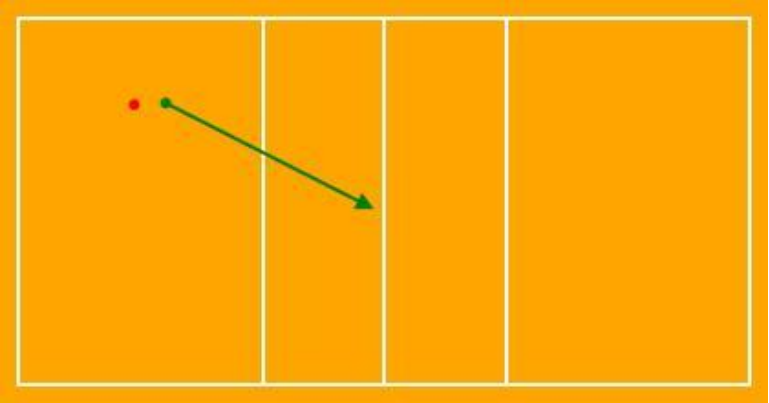


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(60%) #: 33%, #+: 33% !/-: 0%, =: 66%	2(40%) #: 0%, #+: 50% !/-: 50%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

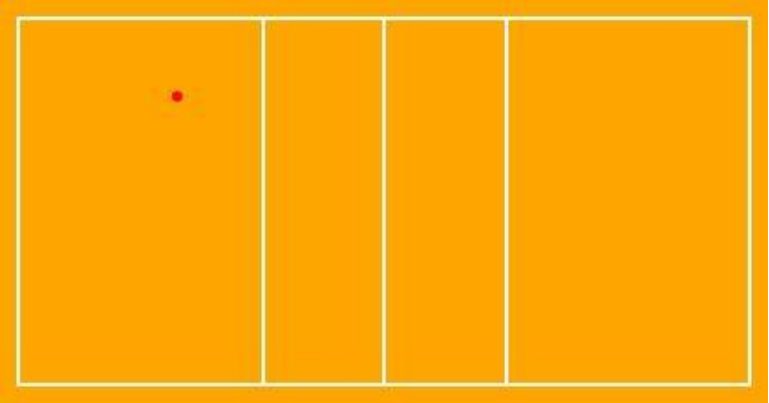
Lower

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



Upper

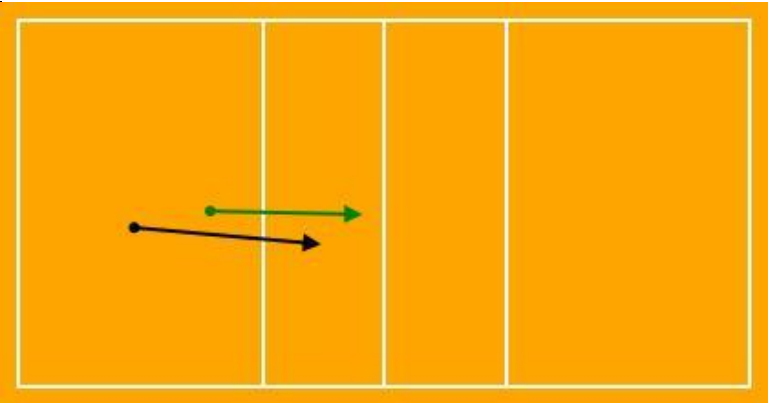
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



Jump Zone #6

Upper

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

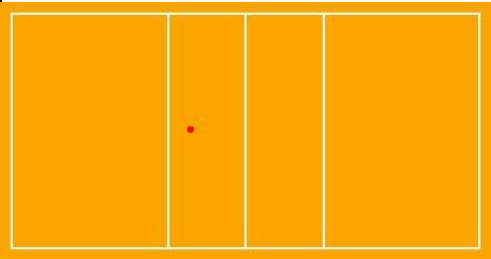


Attack  
Player #13 Trofimov Lev

Position 1

Total position 1

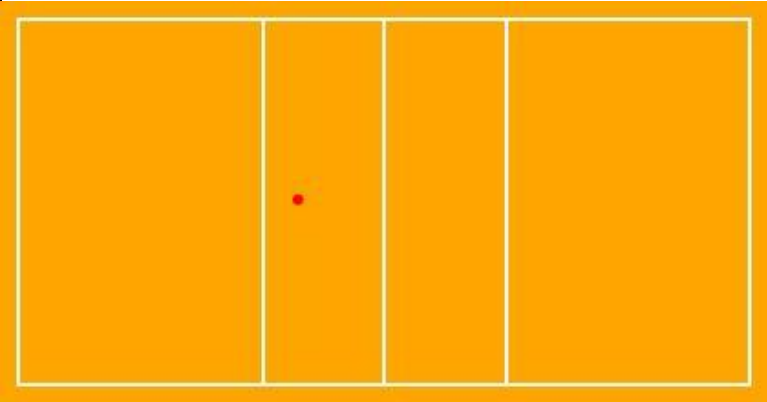
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



# Zone #1 1 blockers

Set quality: /

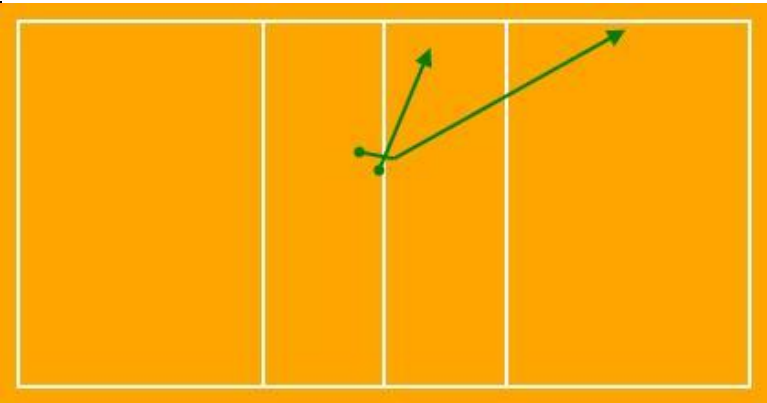
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



# Position 3

Total position 3

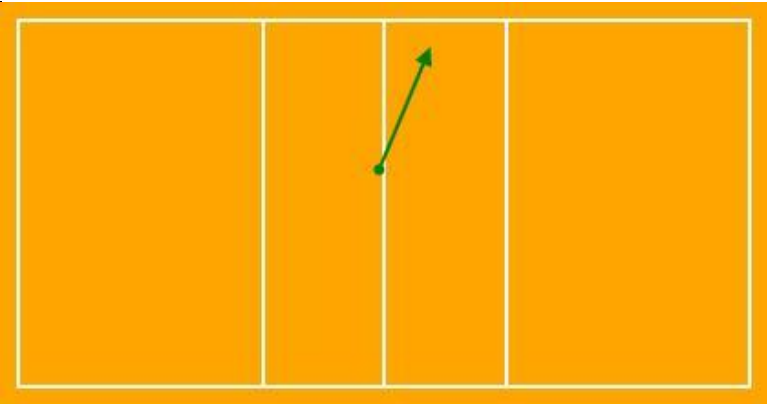
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



# Zone #3 0 blockers

Set quality: #

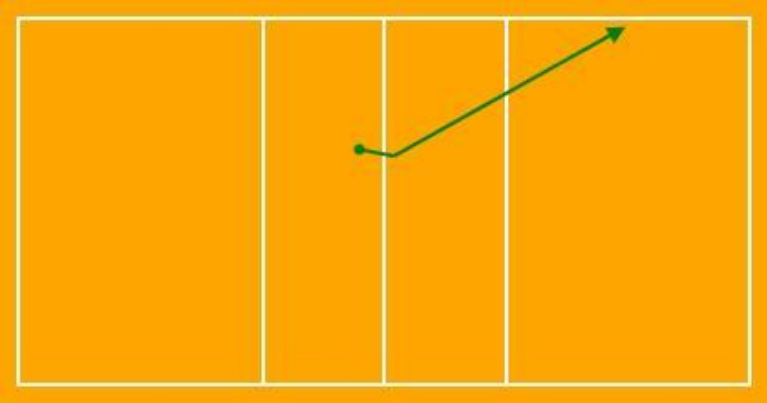
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Zone #3 1 blockers

Set quality: +

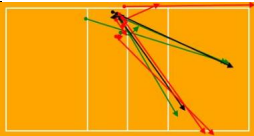
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Position 4

Total position 4

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

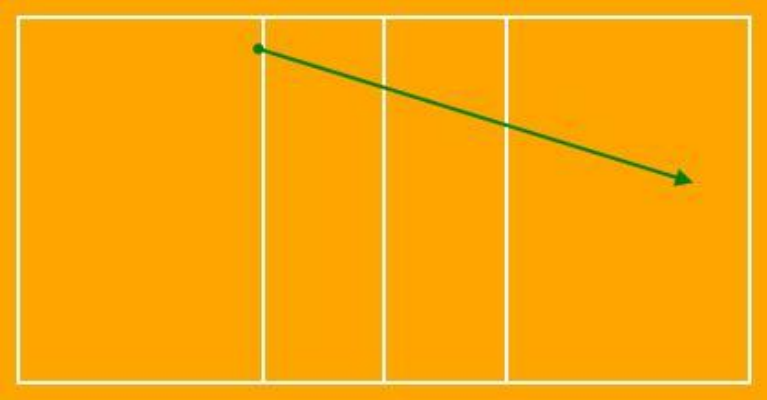




## Zone #4 0 blockers

Set quality: !

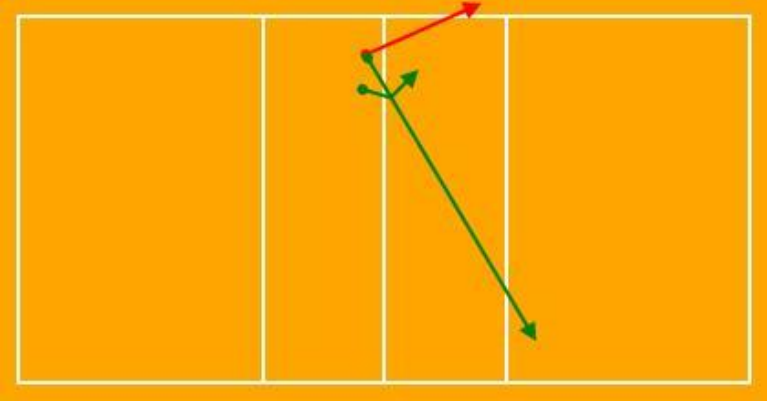
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 1 blockers

Set quality: !

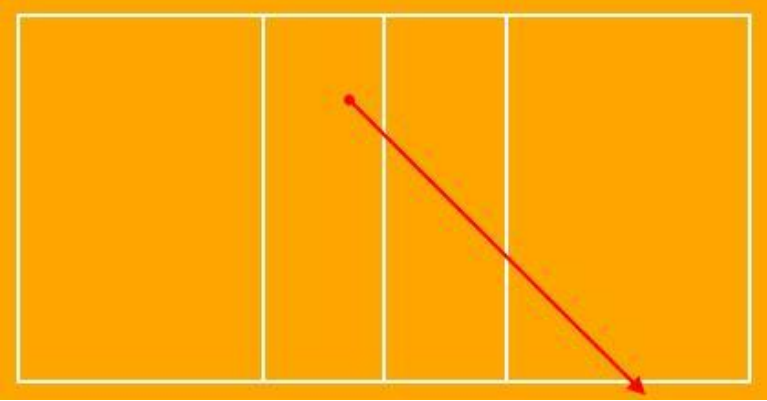
Total	#	+	!	/	-	=
	66%	0%	0%	0%	0%	33%
3	2	.	.	.	.	1



## Zone #4 1.5 blockers

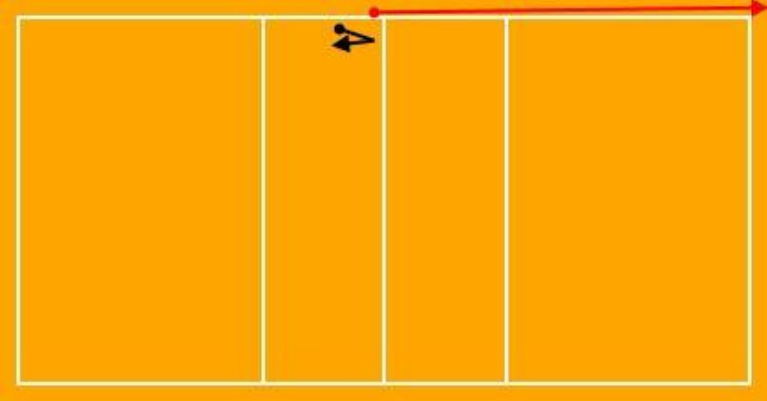
Set quality: /

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



Set quality: +

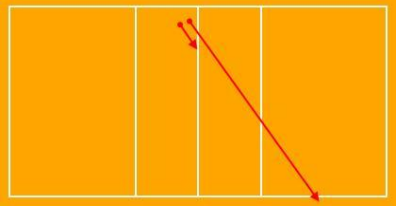
Total	#	+	!	/	-	=
	0%	0%	50%	0%	0%	50%
2	.	.	1	.	.	1



## Zone #4 2 blockers

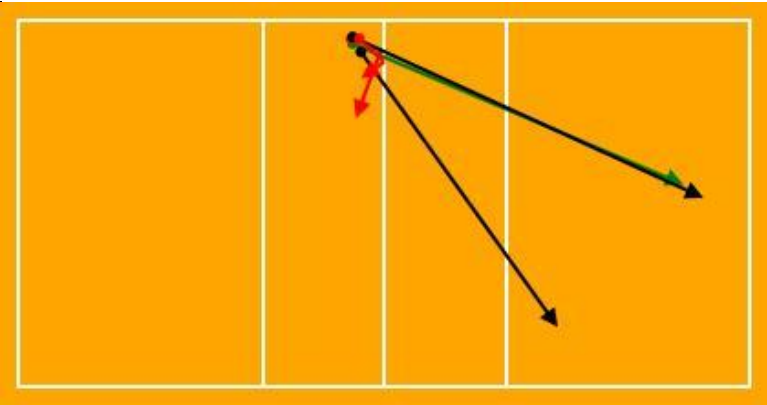
Set quality: !

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



Set quality: +

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



# Player #14

# Ahmadullin Timur

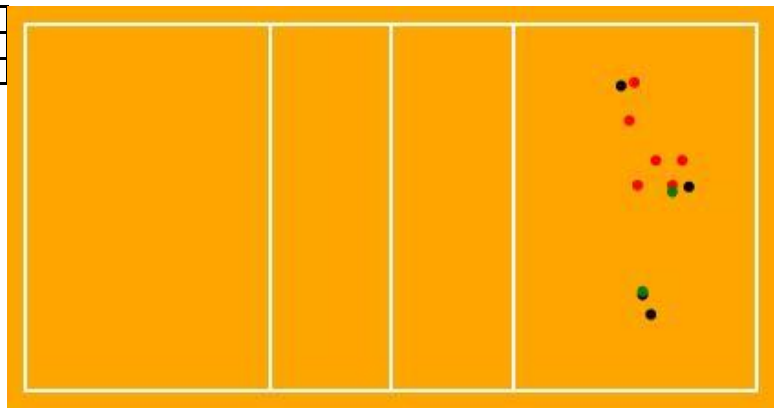
Serve

Player #14 Ahmadullin Timur

## Glider

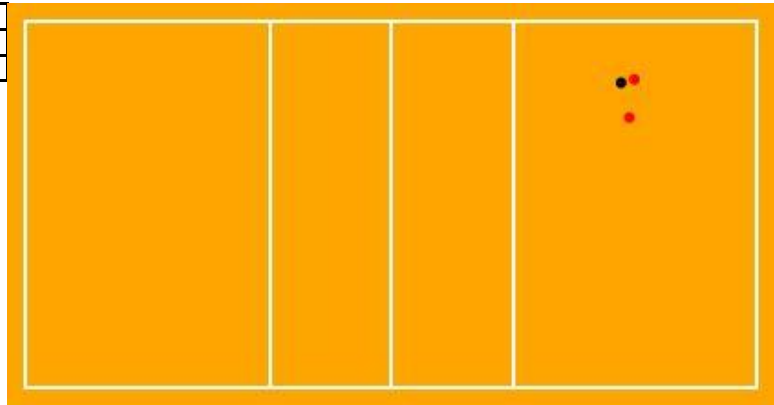
Total Glider

Total	#	+	!	/	-	=
	16%	0%	8%	25%	50%	0%
12	2	.	1	3	6	.



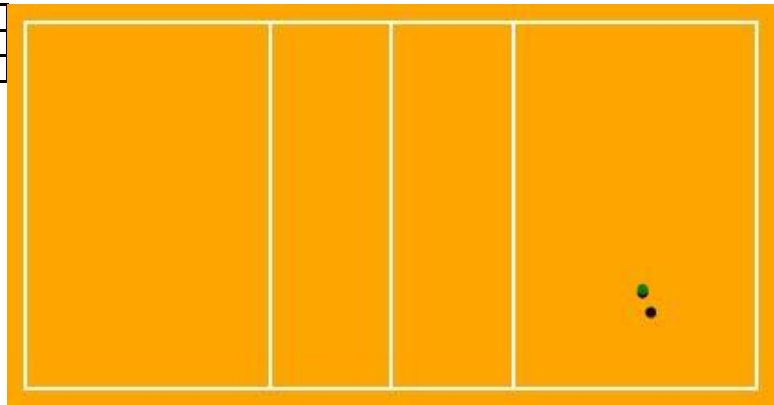
## Glider Direction 1

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



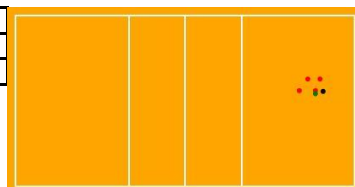
## Glider Direction 5

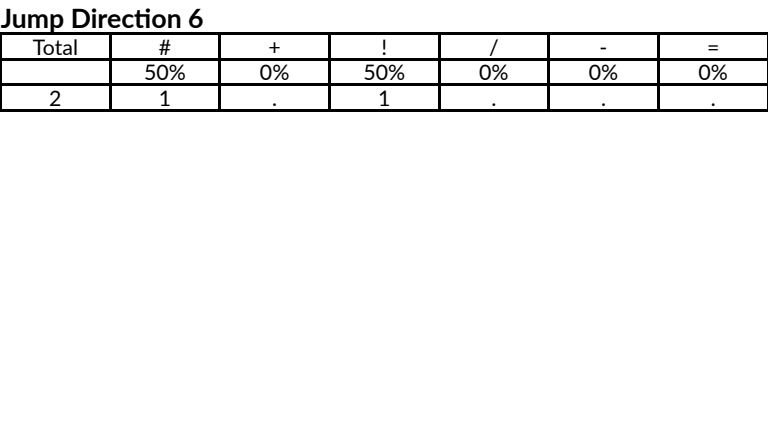
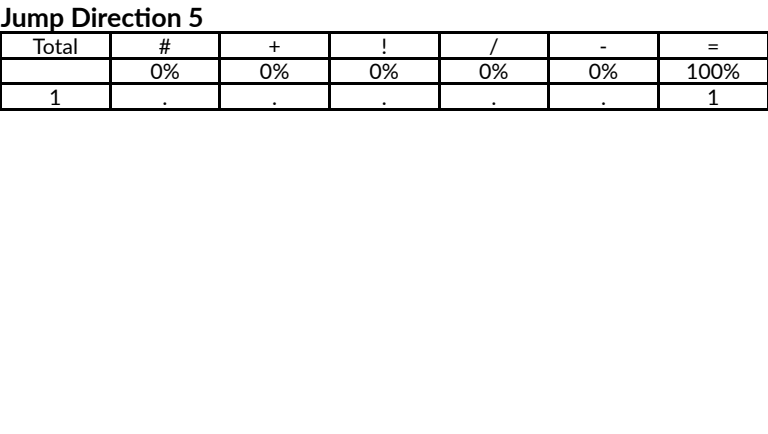
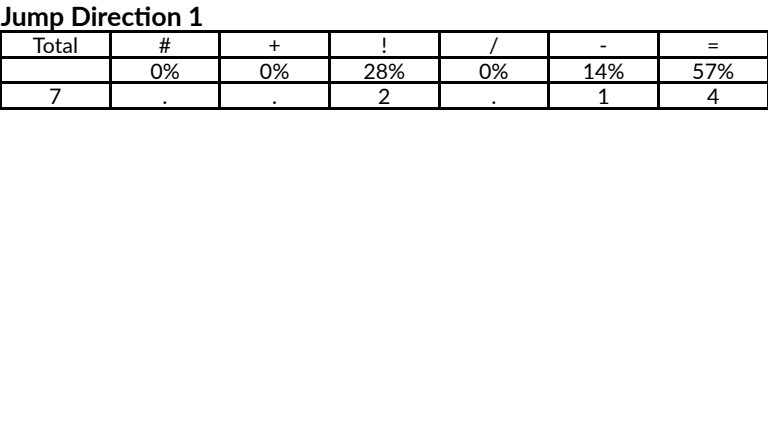
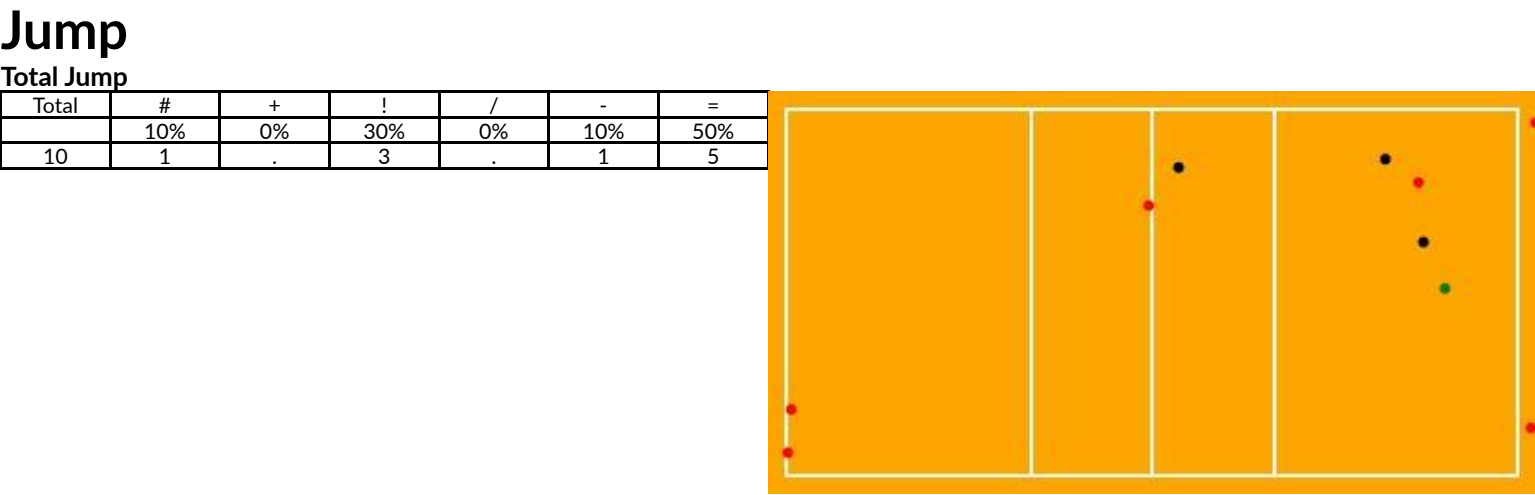
Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1	.	.	2	.	.



## Glider Direction 6

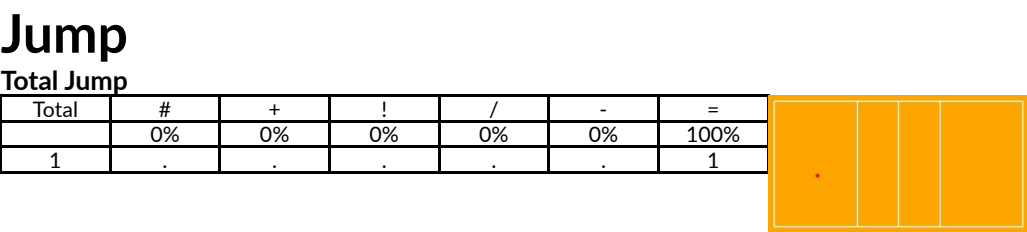
Total	#	+	!	/	-	=
	16%	0%	0%	16%	66%	0%
6	1	.	.	1	4	.





# Reception

## Player #14 Ahmadullin Timur

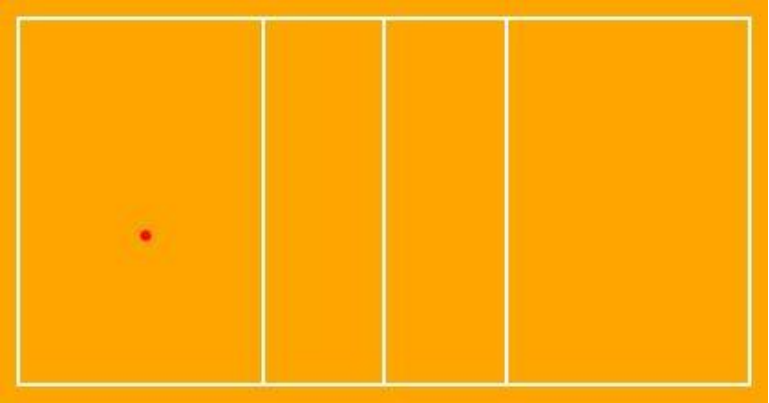


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	.(0%)	1(100%)
#: ., #+: .	#: ., #+: .	#: 0%, #+: 0%
!/-: ., =: .	!/-: ., =: .	!/-: 0%, =: 100%

## Jump Zone #1

Lower

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



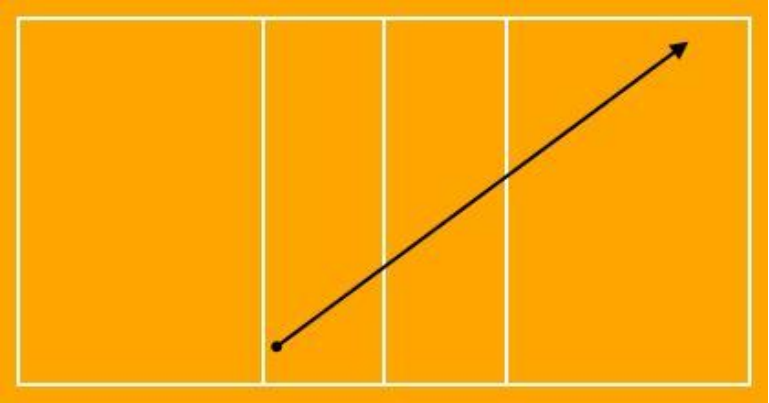
# Attack

## Player #14 Ahmadullin Timur

## Position 1

Total position 1

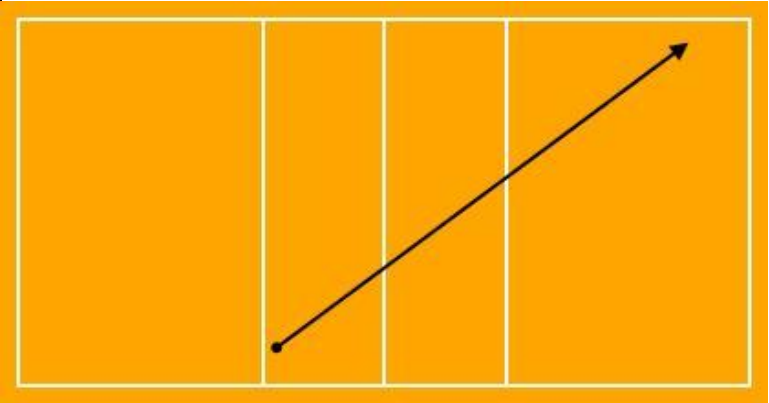
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #1 1.5 blockers

Set quality: +

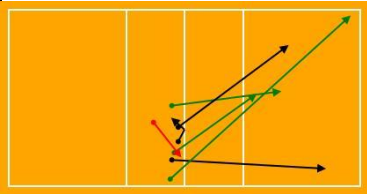
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Position 2

Total position 2

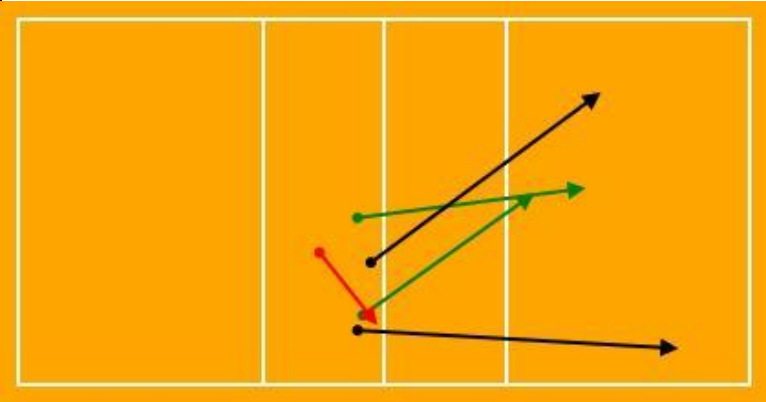
Total	#	+	!	/	-	=
	42%	0%	0%	42%	0%	14%
7	3	.	.	3	.	1



## Zone #2 0 blockers

Set quality: #

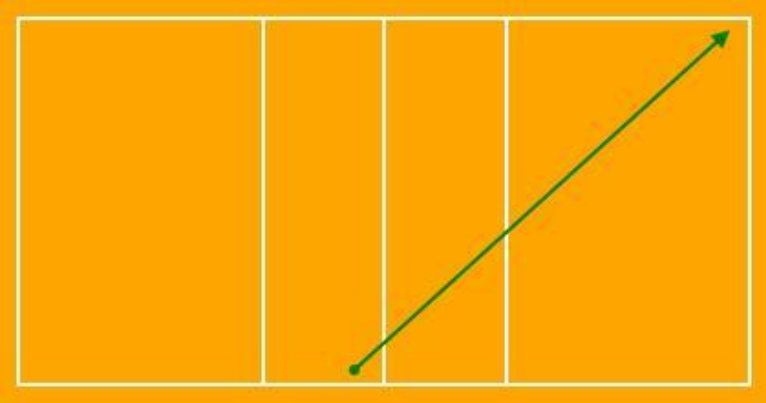
Total	#	+	!	/	-	=
	40%	0%	0%	40%	0%	20%
5	2	.	.	2	.	1



## Zone #2 1 blockers

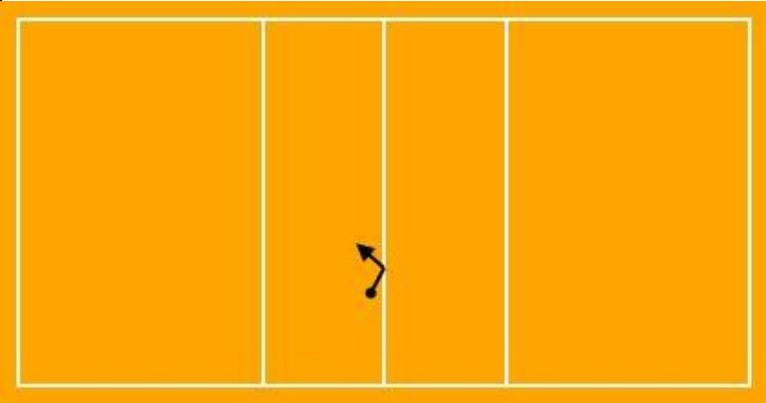
Set quality: +

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



Set quality: #

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



## Set

## Player #14 Ahmadullin Timur

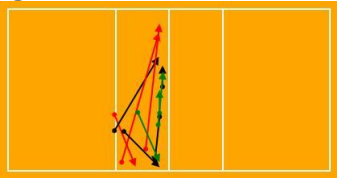
### Blockers count distribution

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(15)	.(0%)	1(6%)	14(93%)	.(0%)	.(0%)	.(0%)	.(0%)
+(12)	1(8%)	.(0%)	5(41%)	1(8%)	5(41%)	.(0%)	.(0%)
!(20)	1(5%)	.(0%)	11(55%)	1(5%)	7(35%)	.(0%)	.(0%)
#+!(47)	2(4%)	1(2%)	30(63%)	2(4%)	12(25%)	.(0%)	.(0%)
/-(7)	1(14%)	.(0%)	.(0%)	3(42%)	3(42%)	.(0%)	.(0%)

### Reception direction distribution

#### P1 arrangement

2(20%)	4(40%)	4(40%)
.	100%	66%
2.00	1.00	1.12
.(0%)	.(0%)	.(0%)



.	.	.
0.00	0.00	0.00

2(20%) 0% 1.75	5(50%) 60% 1.00	.(0%) . 0.00
.(0%) . 0.00	.(0%) . 0.00	3(30%) 33% 1.33

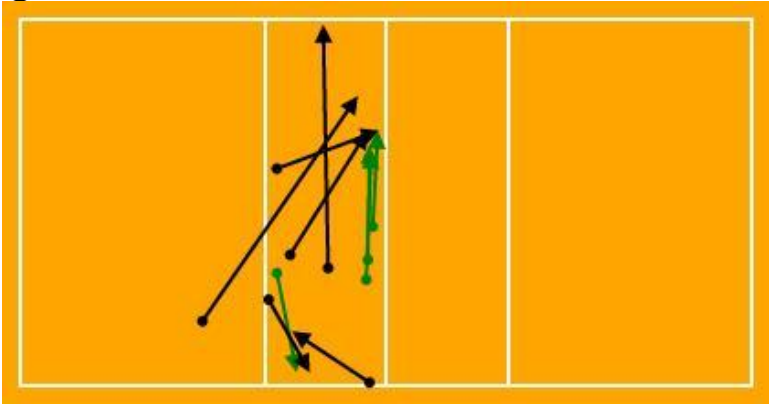
7(70%) 42% 1.57	1(10%) 0% 1.00	.(0%) . 0.00
.(0%) . 0.00	.(0%) . 0.00	2(20%) 50% 0.75

3(33%) 33% 1.67	3(33%) 33% 1.00	.(0%) . 0.00
.(0%) . 0.00	.(0%) . 0.00	3(33%) 100% 1.67

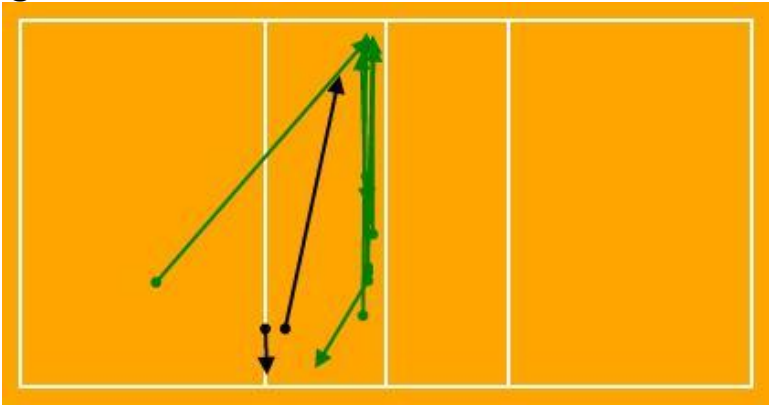
2(25%) 50% 1.50	5(62%) 40% 0.60	1(12%) 0% 1.00
.(0%) . 0.00	.(0%) . 0.00	.(0%) . 0.00

4(57%) 0% 1.88	2(28%) 50% 0.50	1(14%) 0% 1.00
.(0%) . 0.00	.(0%) . 0.00	.(0%) . 0.00

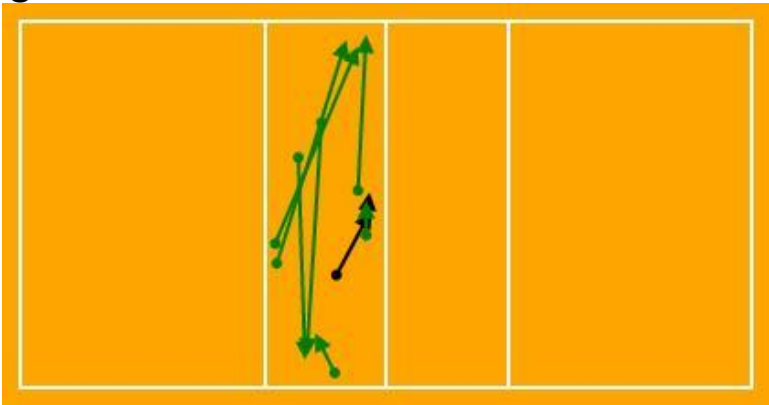
P2 arrangement



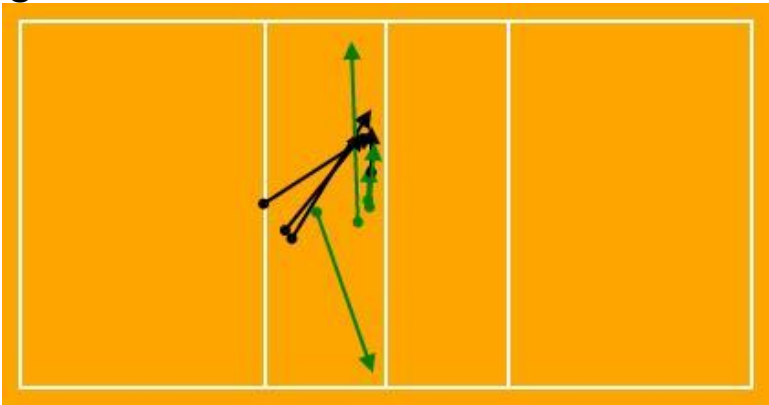
P3 arrangement



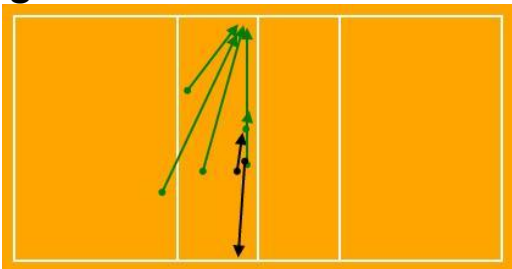
P4 arrangement



P5 arrangement



P6 arrangement



# Player #15

# Lyashenko Andron

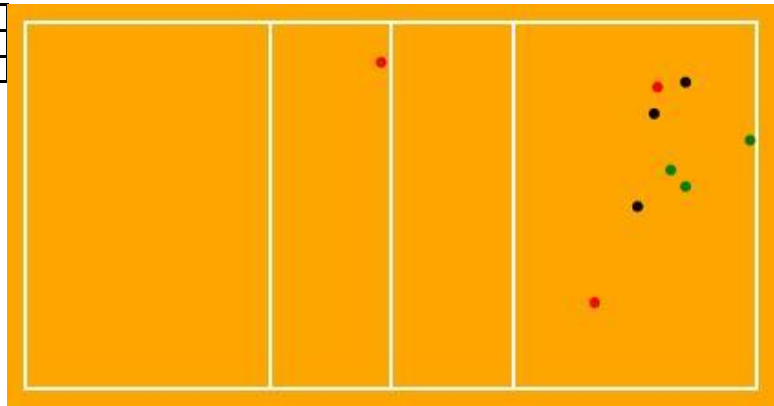
Serve

Player #15 Lyashenko Andron

## Glider

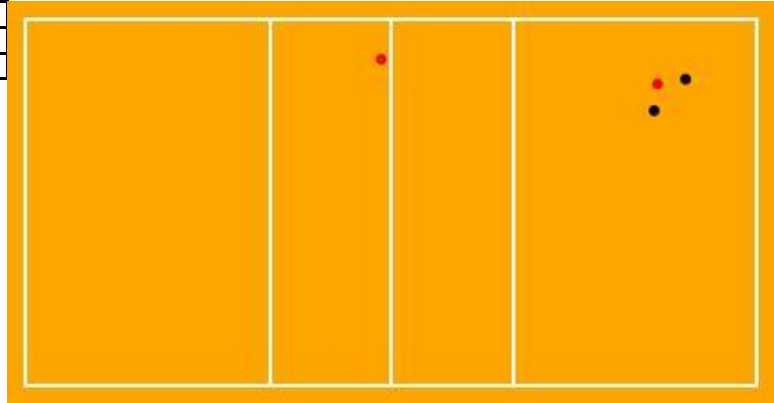
Total Glider

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



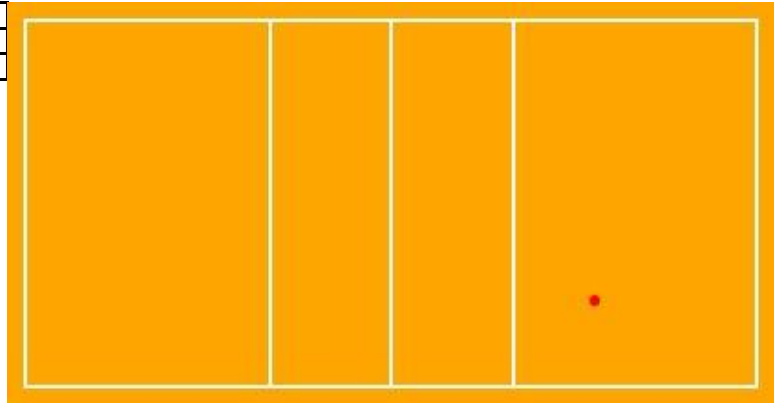
Glider Direction 1

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



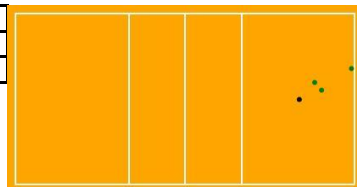
Glider Direction 5

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



Glider Direction 6

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





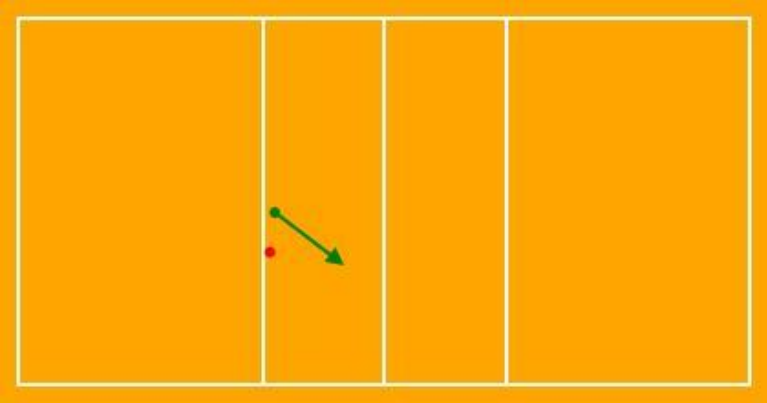
# Reception

## Player #15 Lyashenko Andron

### Glider

Total Glider

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

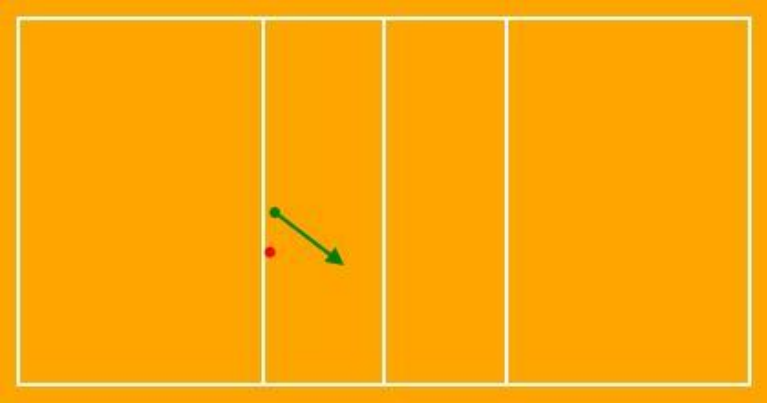


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	2(100%) #: 0%, #+: 50% !/-: 50%, =: 0%
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

### Glider Zone #2

Upper

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



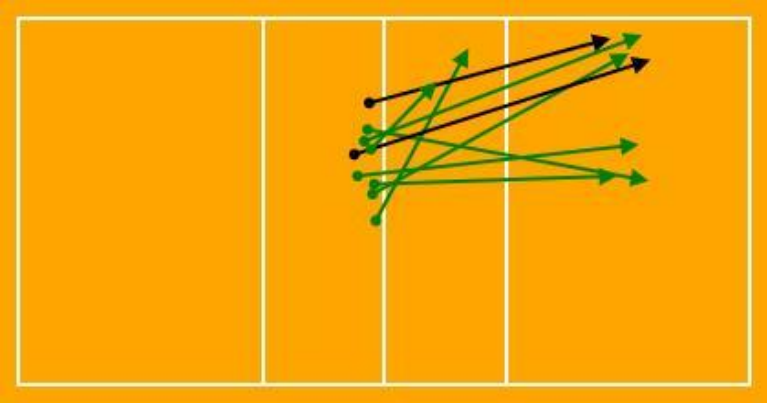
# Attack

## Player #15 Lyashenko Andron

### Position 3

Total position 3

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



### Zone #3 0 blockers

Set quality: !

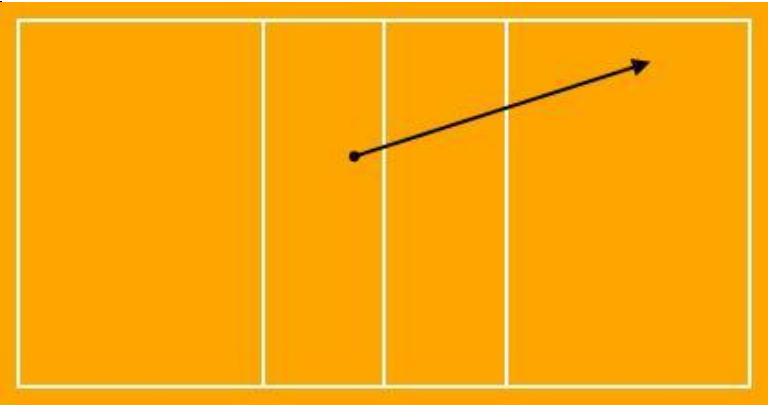
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%



1	.	1	.	.	.	.
---	---	---	---	---	---	---

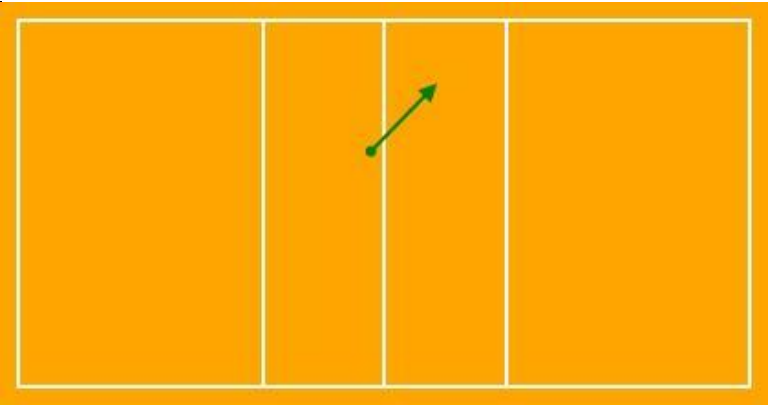
Set quality: +

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



Set quality: #

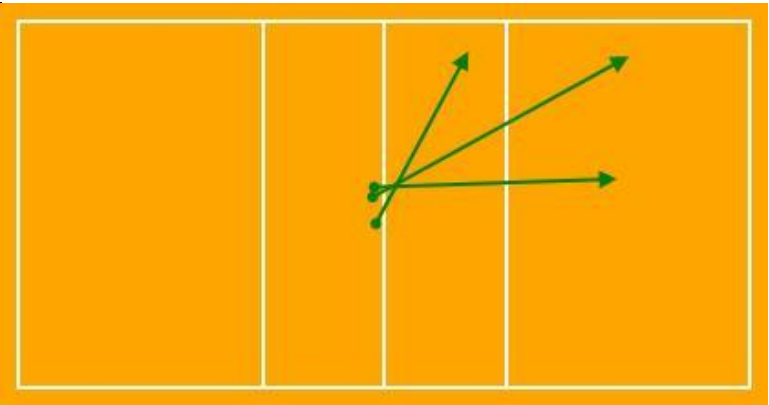
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Zone #3 1 blockers

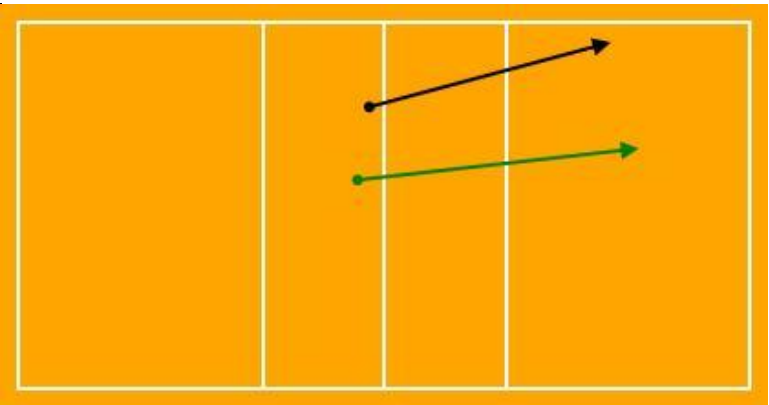
Set quality: !

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



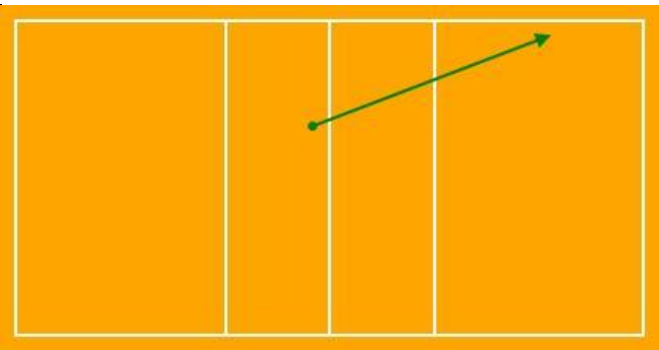
Set quality: +

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



Set quality: #

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



# Player #16

# Pyanov Maxim

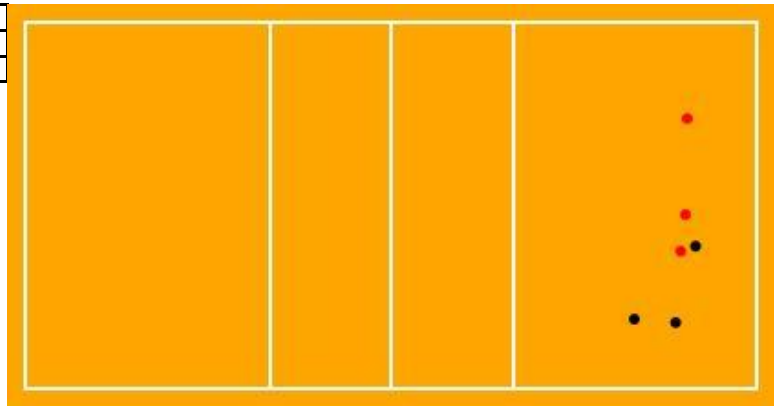
Serve

Player #16 Pyanov Maxim

## Glider

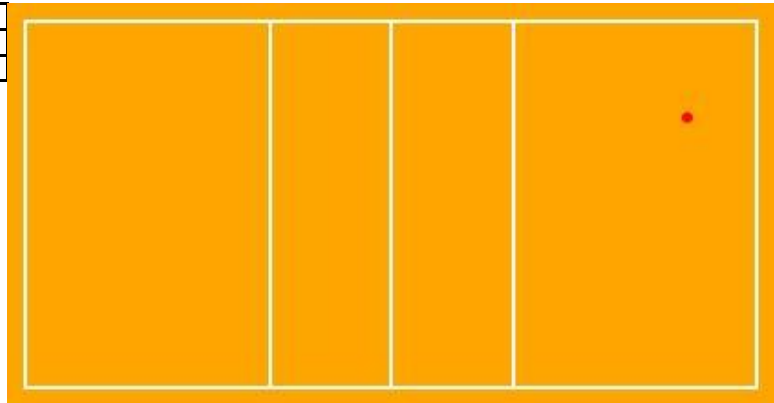
Total Glider

Total	#	+	!	/	-	=
	0%	0%	14%	28%	42%	14%
7	.	.	1	2	3	1



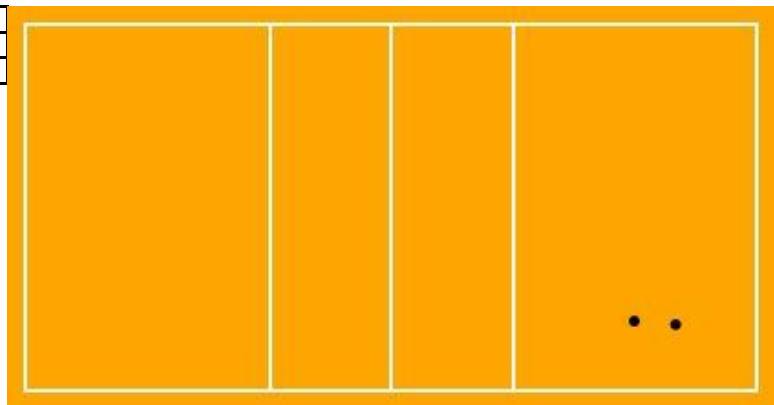
Glider Direction 1

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



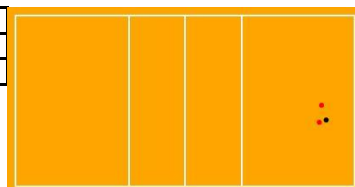
Glider Direction 5

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



Glider Direction 6

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



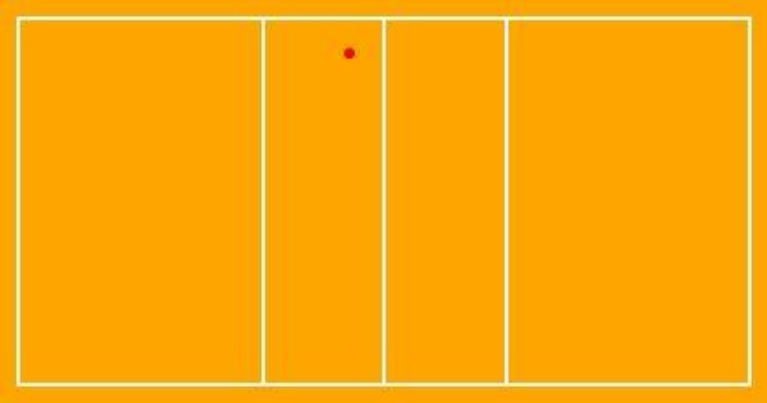
# Reception

## Player #16 Pyanov Maxim

### Glider

Total Glider

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

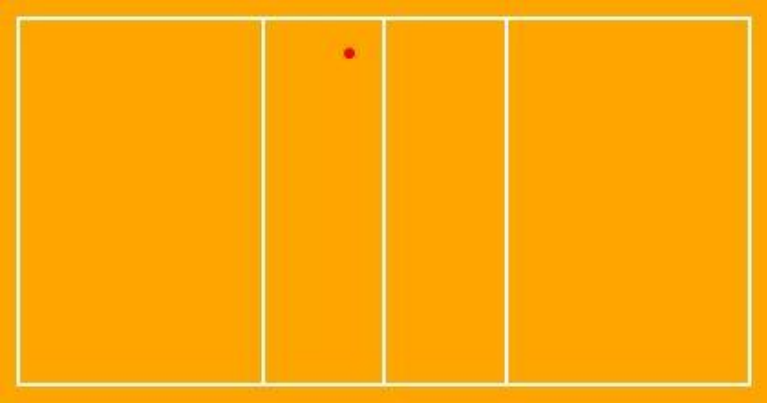


1(100%) #: 0%, #+: 0% !/-: 0%, =: 100%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

### Glider Zone #4

Upper

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



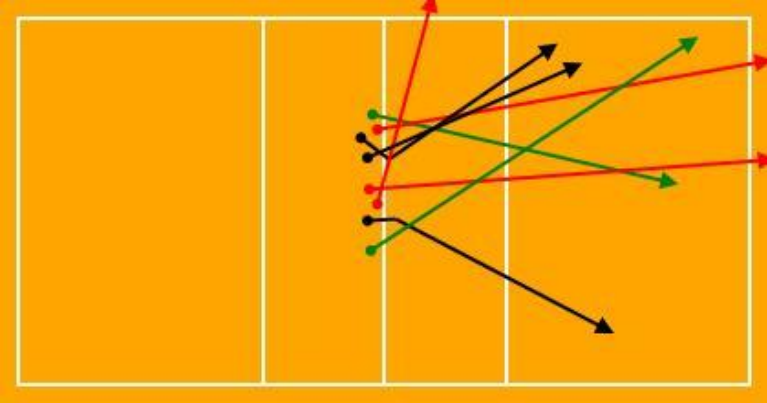
# Attack

## Player #16 Pyanov Maxim

### Position 3

Total position 3

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



### Zone #3 0 blockers

Set quality: /

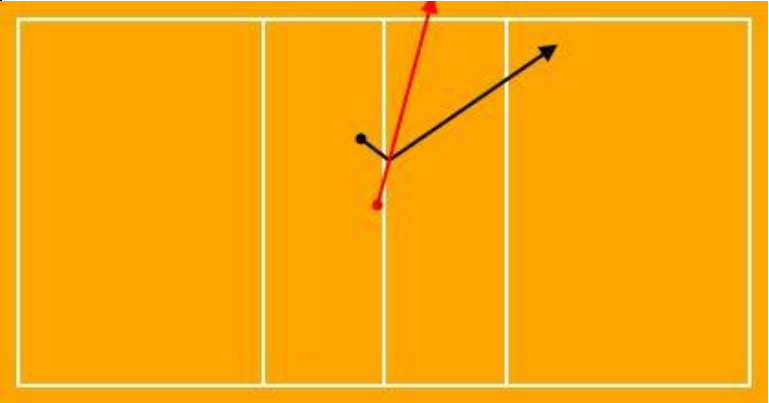
Total	#	+	!	/	-	=

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

## Zone #3 1 blockers

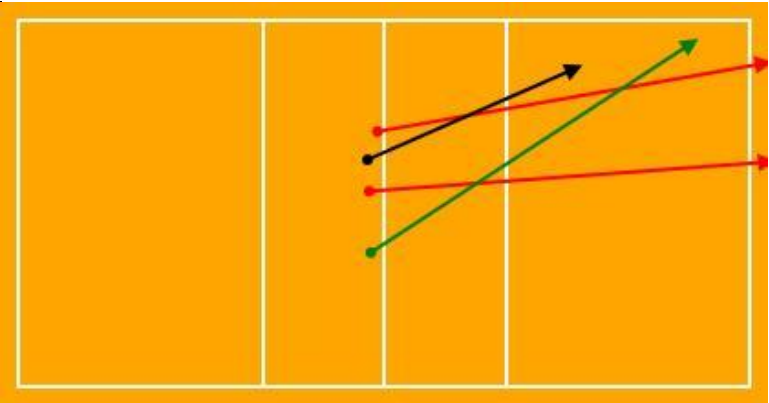
Set quality: !

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



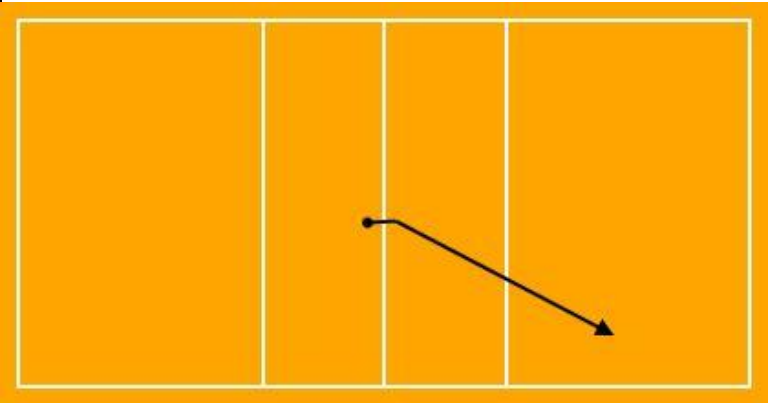
Set quality: +

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



Set quality: #

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



# Player #17

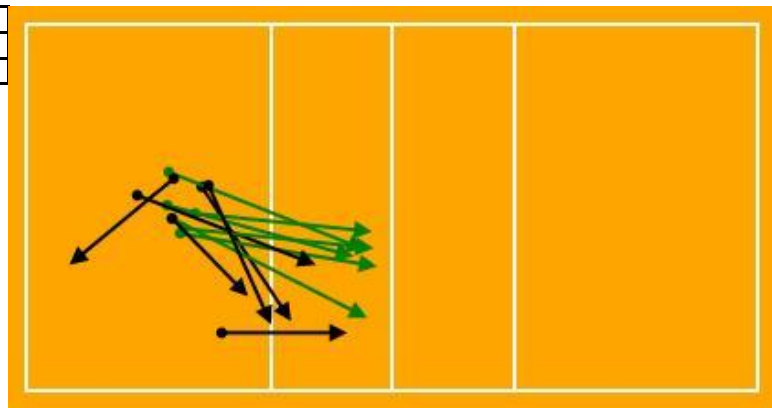
## Fedunov Daniil

Reception  
Player #17 Fedunov Daniil

### Glider

Total Glider

Total	#	+	!	/	-	=
	8%	41%	16%	33%	0%	0%
12	1	5	2	4	.	.

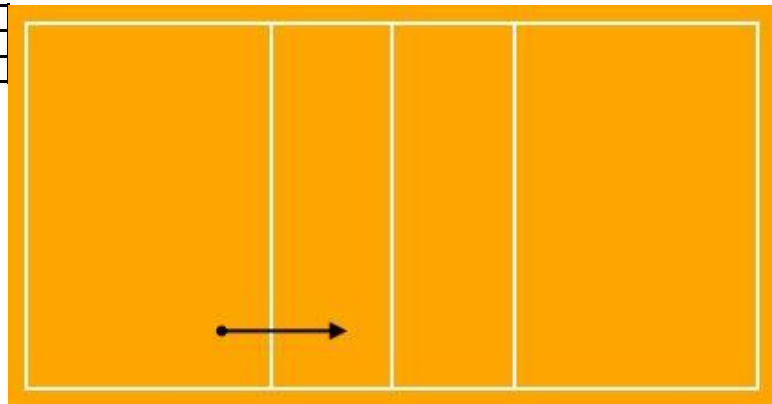


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	11(91%) #: 9%, #+: 54% !/-: 45%, =: 0%	1(8%) #: 0%, #+: 0% !/-: 100%, =: 0%

### Glider Zone #1

Upper

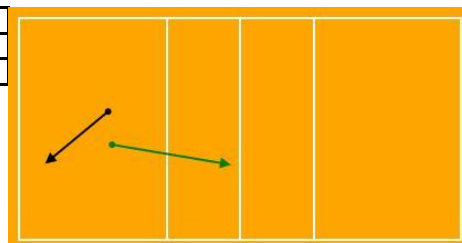
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



### Glider Zone #6

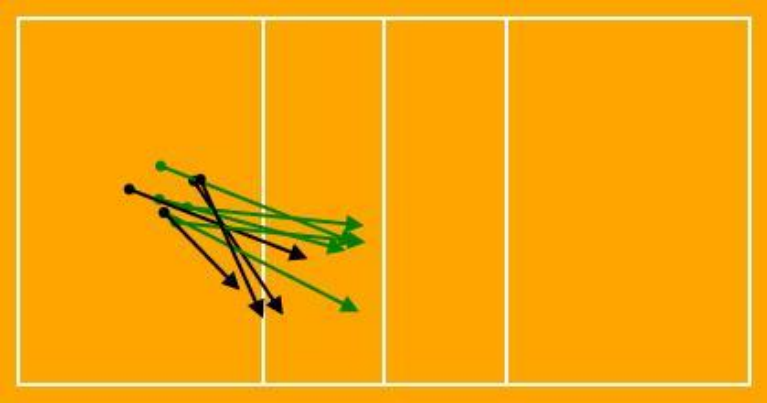
Lower

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



Upper

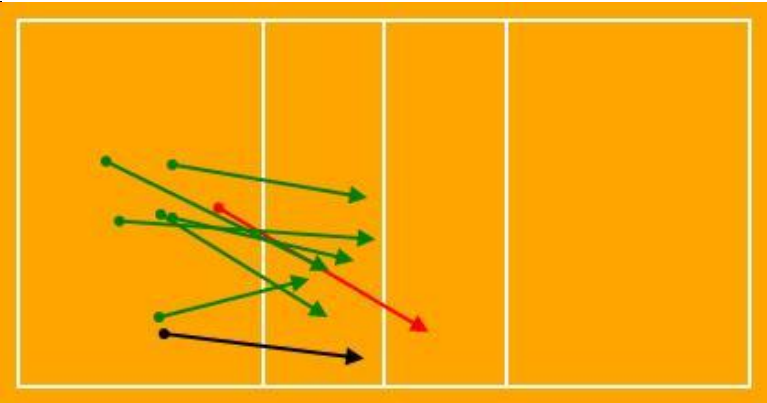
Total	#	+	!	/	-	=
	0%	55%	11%	33%	0%	0%
9	.	5	1	3	.	.



Jump

Total Jump

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

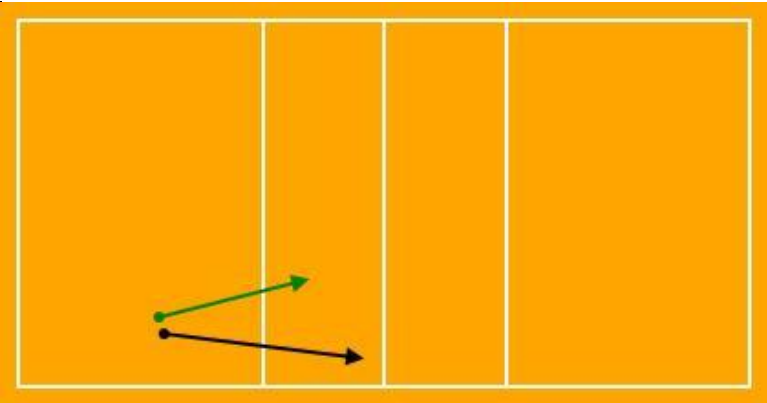


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	6(75%) #: 33%, #+: 83% !/-: 16%, =: 0%	2(25%) #: 0%, #+: 50% !/-: 50%, =: 0%

Jump Zone #1

Lower

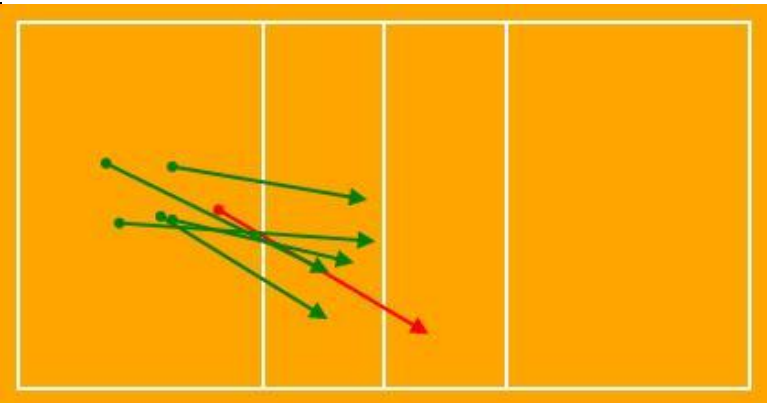
Total	#	+	!	/	-	=
	0%	50%	0%	50%	0%	0%
2	.	1	.	1	.	.



Jump Zone #6

Lower

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



# Player #24

# Scherbakov

# Maxim

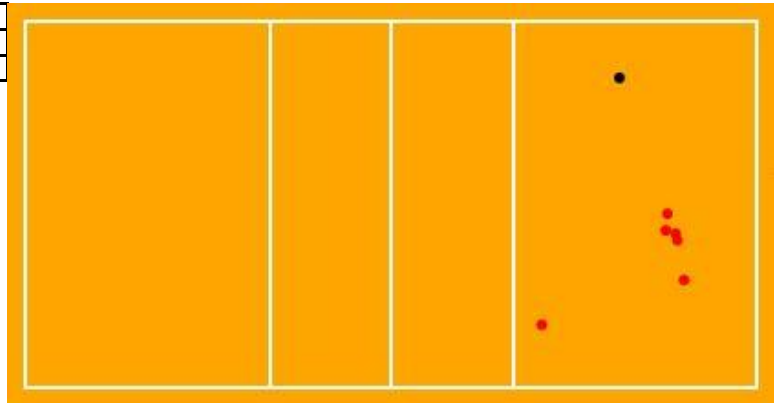
Serve

Player #24 Scherbakov Maxim

## Glider

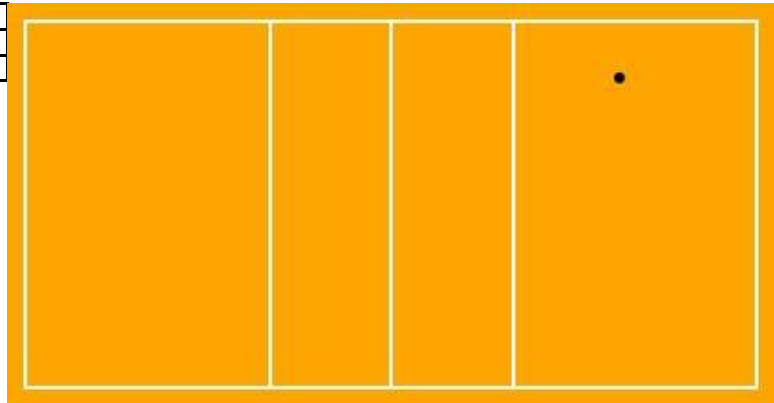
Total Glider

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



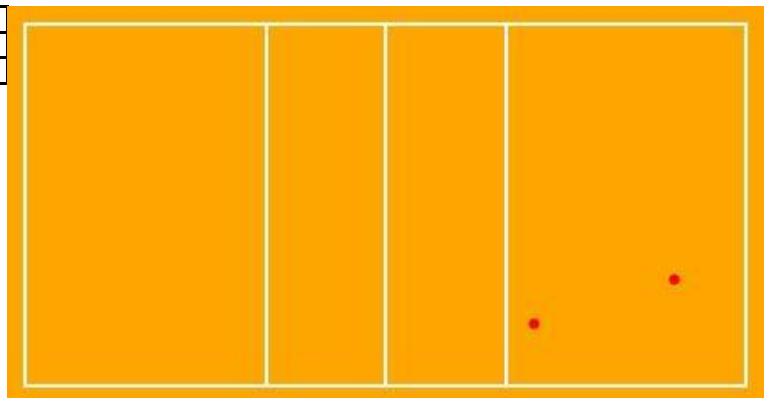
Glider Direction 1

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



Glider Direction 5

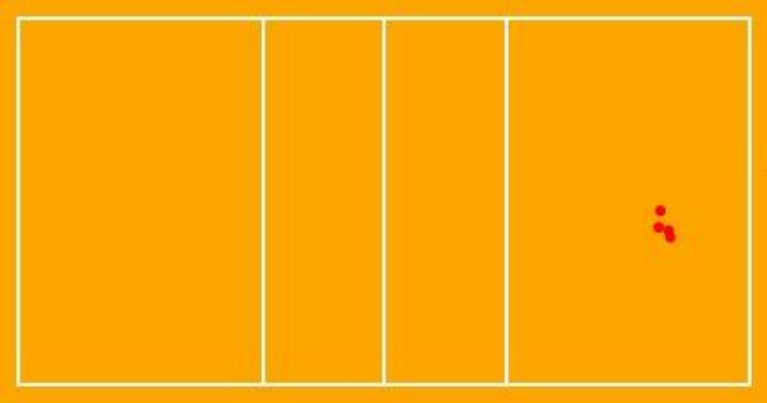
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
2	.	.	.	.	2	.





Glider Direction 6

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

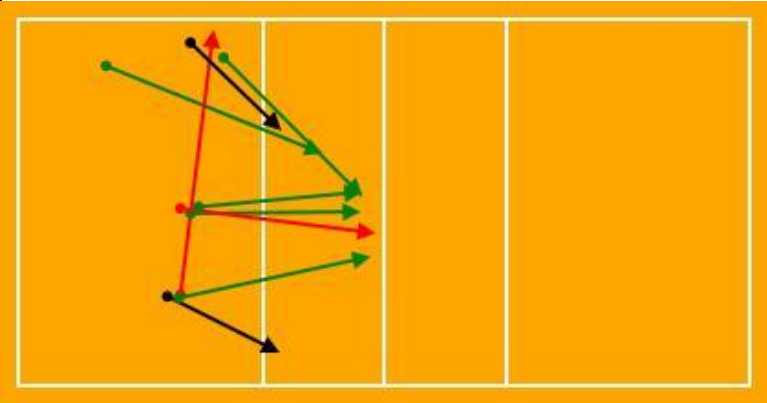


Reception  
Player #24 Scherbakov Maxim

Glider

Total Glider

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

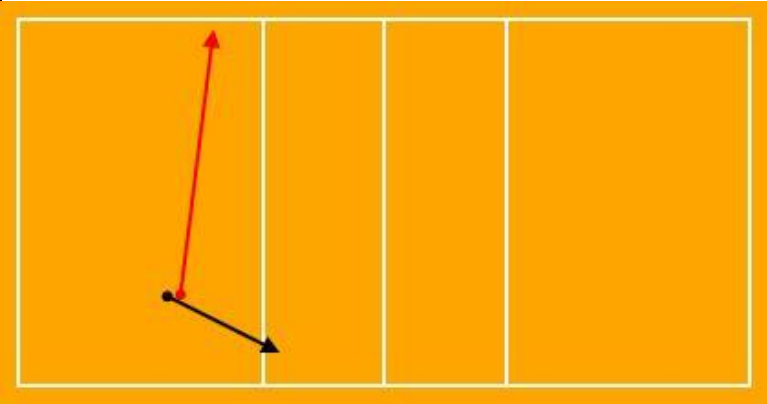


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(33%) #: 33%, #+: 66% !/-: 33%, =: 0%	3(33%) #: 66%, #+: 66% !/-: 33%, =: 0%	3(33%) #: 33%, #+: 33% !/-: 66%, =: 0%

Glider Zone #1

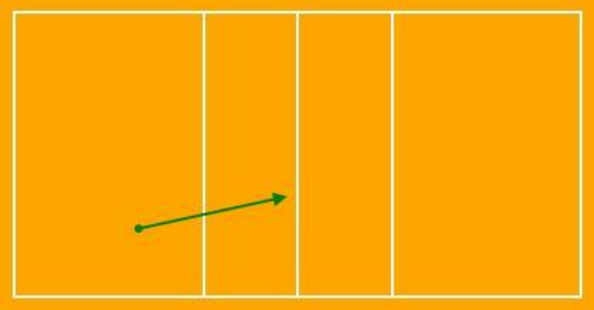
Lower

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



Upper

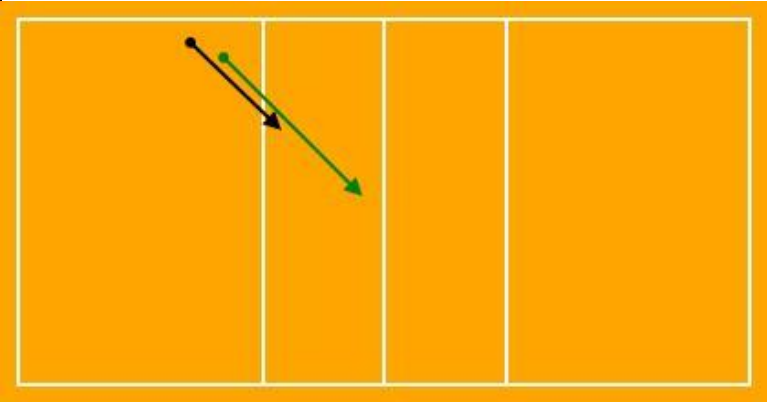
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Glider Zone #5

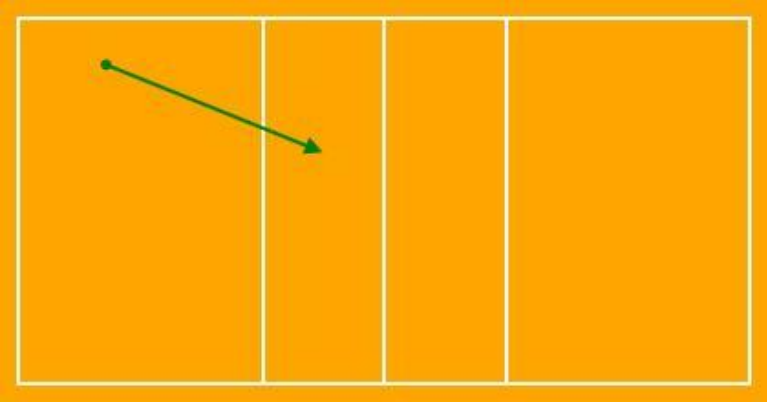
Lower

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



Upper

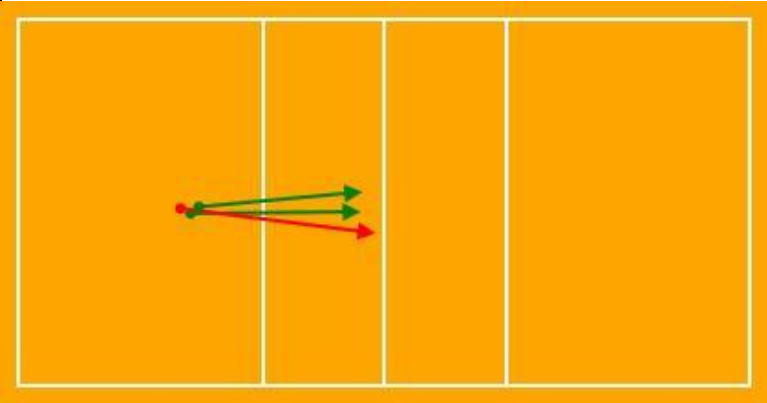
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



## Glider Zone #6

Lower

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



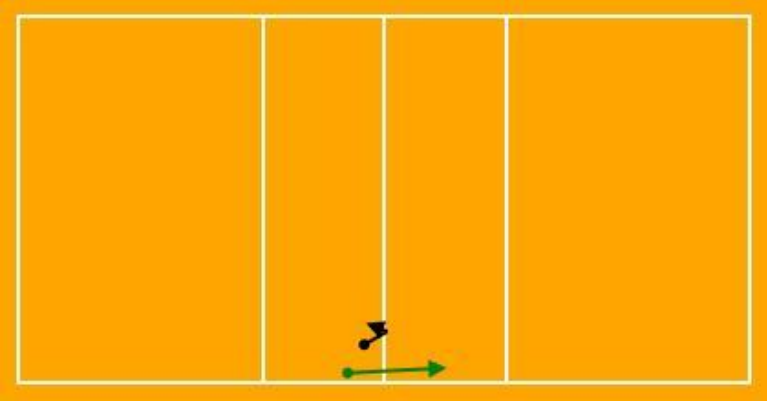
# Attack

## Player #24 Scherbakov Maxim

## Position 2

Total position 2

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



## Zone #2 1.5 blockers

Set quality: !

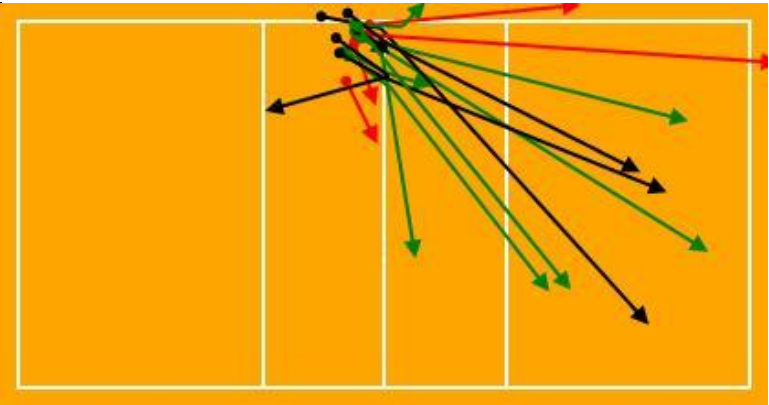
Total	#	+	!	/	-	=

	0%	50%	0%	50%	0%	0%
2	.	1	.	1	.	.

## Position 4

Total position 4

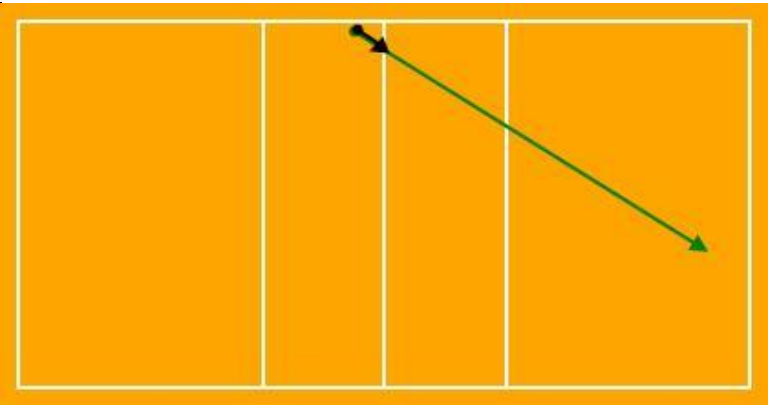
Total	#	+	!	/	-	=
	37%	6%	6%	25%	0%	25%
16	6	1	1	4	.	4



## Zone #4 1 blockers

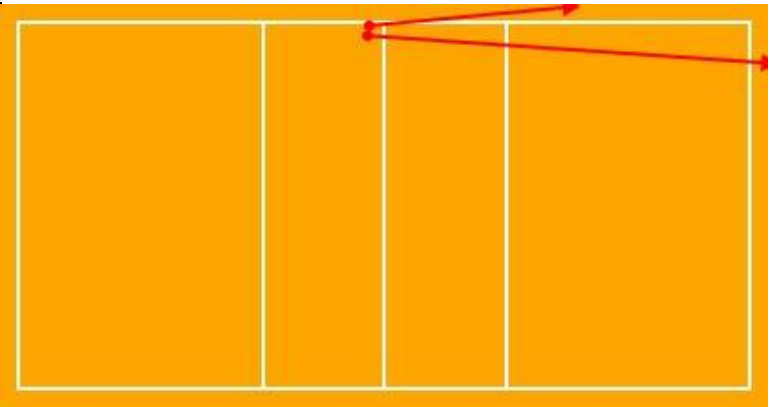
Set quality: +

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



Set quality: #

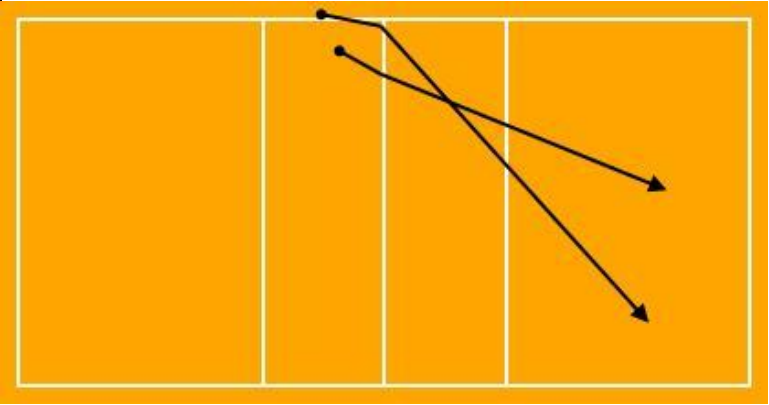
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
2	.	.	.	.	.	2



## Zone #4 1.5 blockers

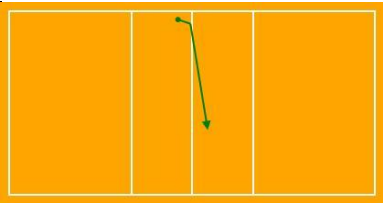
Set quality: !

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



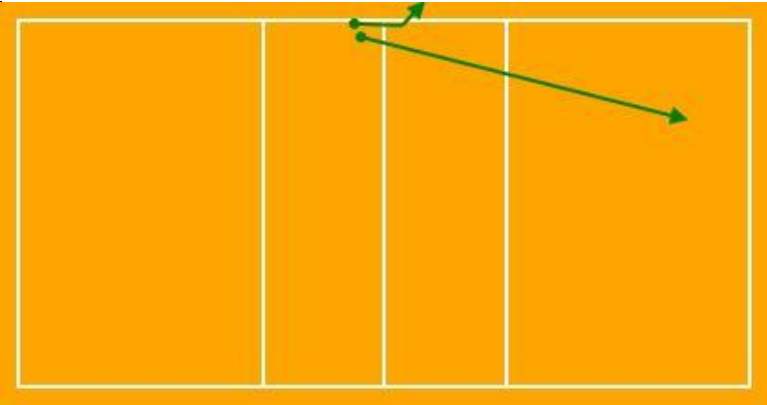
Set quality: +

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



Set quality: #

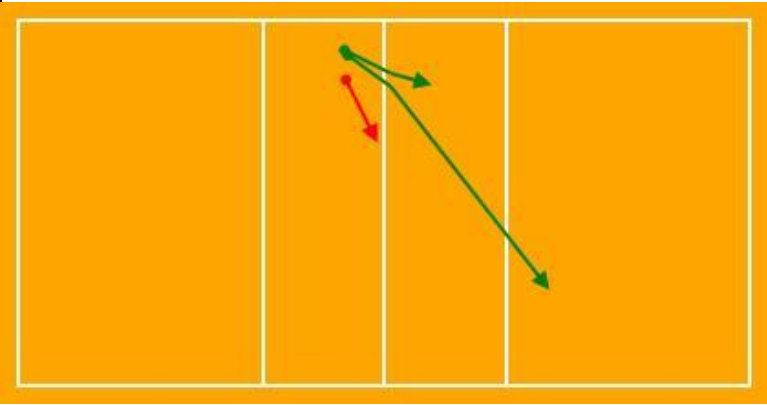
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



Zone #4 2 blockers

Set quality: !

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



Set quality: +

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

