

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	16	8	12	2	8%	29	4	2	13	62%	44%	.	11%	88%	3	9	100%
#2 Baiduji	.	0
#7 Ushakov	.	0
#8 Shchipko	9	-3	19	2	0%	.	21	2	19%	52%	38%	24	1	5	9	45%	37%	1	100%	0%	.	11	100%
#10 Klimov	17	11	20	4	25%	3	15	1	.	7	46%	46%	1	21%	78%	7	3	100%
#12 Volkov	.	0
#13 Trofimov	19	10	8	2	12%	1	30	2	16%	60%	36%	31	2	3	14	48%	45%	.	14%	85%	4	1	100%
#14 Ahmadullin	4	3	14	1	14%	5	.	.	4	80%	80%	.	75%	25%	.	11	81%
#15 Lyashenko	.	0
#16 Pyanov	3	0	18	1	11%	5	1	.	2	40%	40%	1	25%	75%	1	2	50%
#17 Fedunov	.	-2	17	2	11%	70%	35%	13	84%
#18 Ziva	.	0
#24 Scherbakov	.	0
Total	68	27	91	12	12%	4	68	6	16%	60%	36%	109	9	10	49	52%	44%	3	29%	70%	15	50	90%

Player #1

Vasilchenko

Dmitrii

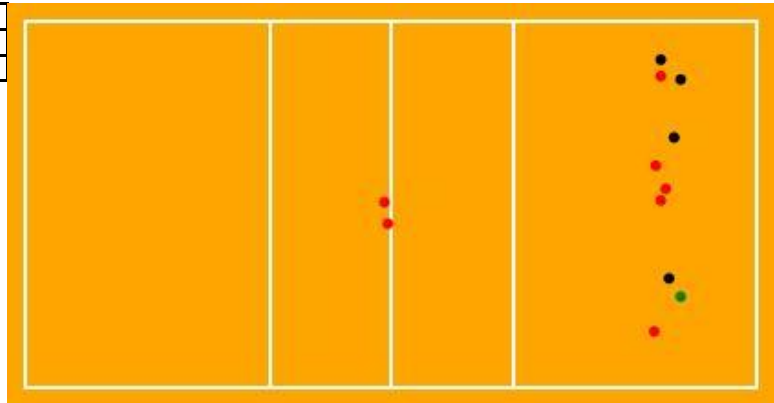
Serve

Player #1 Vasilchenko Dmitrii

Jump

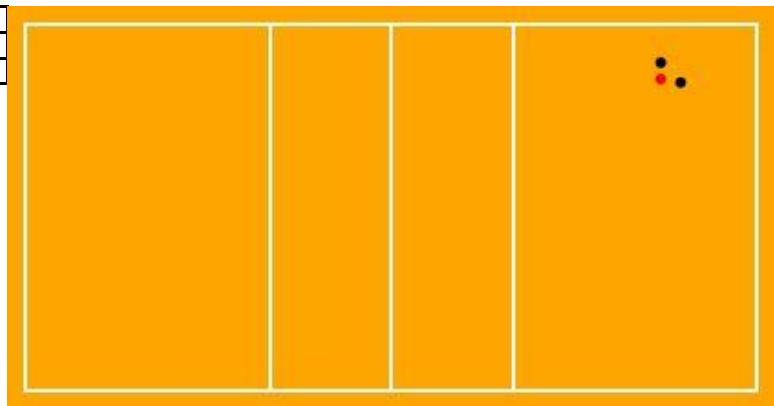
Total Jump

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



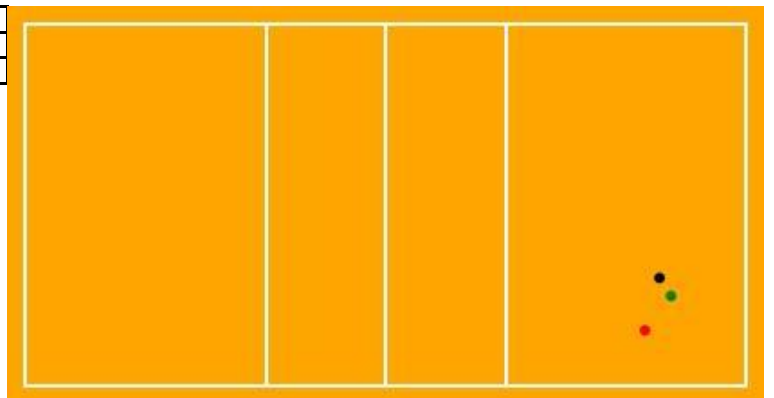
Jump Direction 1

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



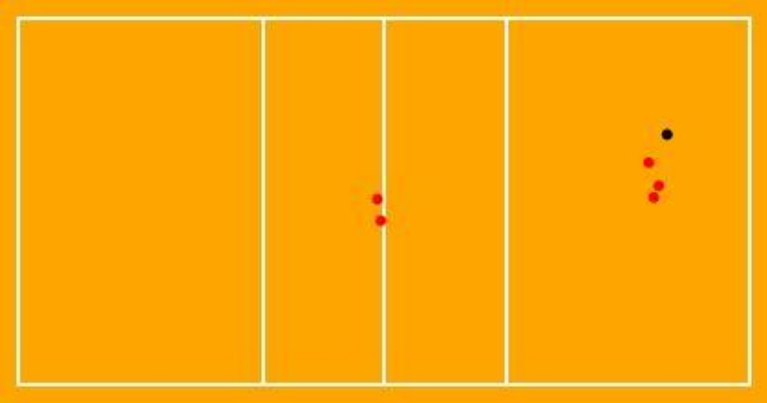
Jump Direction 5

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



Jump Direction 6

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

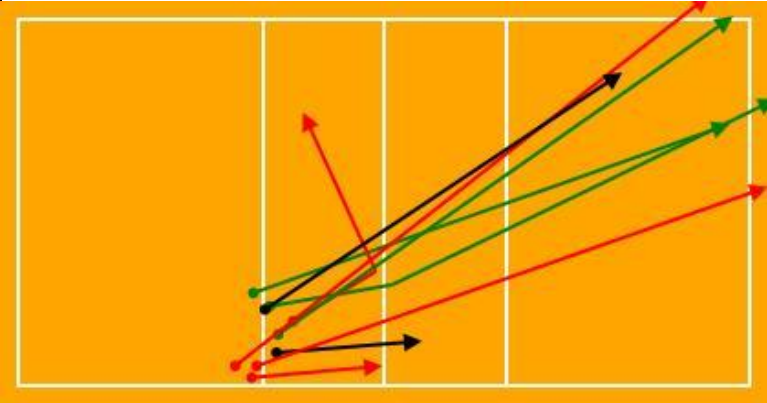


Attack
Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

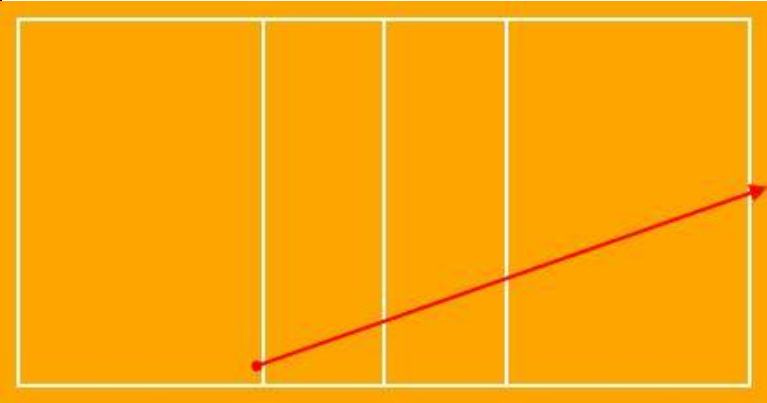
Total	#	+	!	/	-	=
	33%	0%	0%	22%	11%	33%
9	3	.	.	2	1	3



Zone #1 1 blockers

Set quality: +

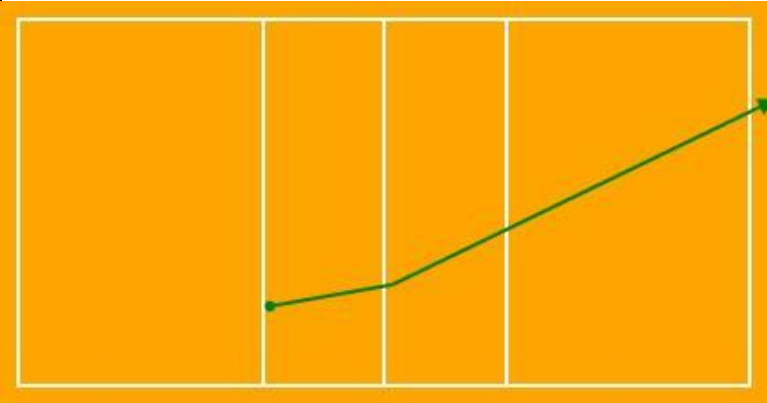
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #1 1.5 blockers

Set quality: /

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



Set quality: !

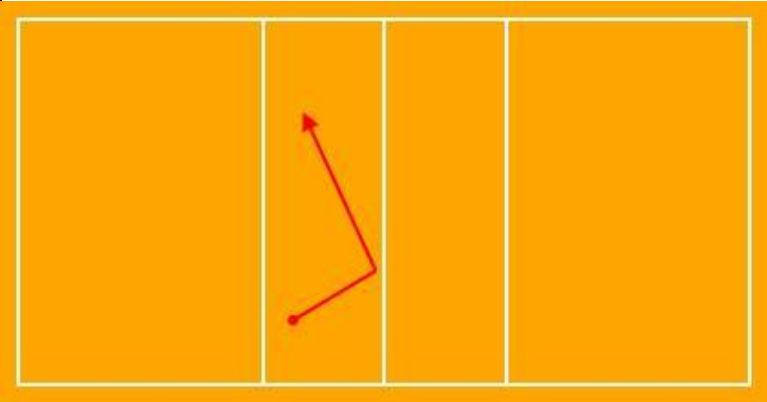
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #1 2 blockers

Set quality: /

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



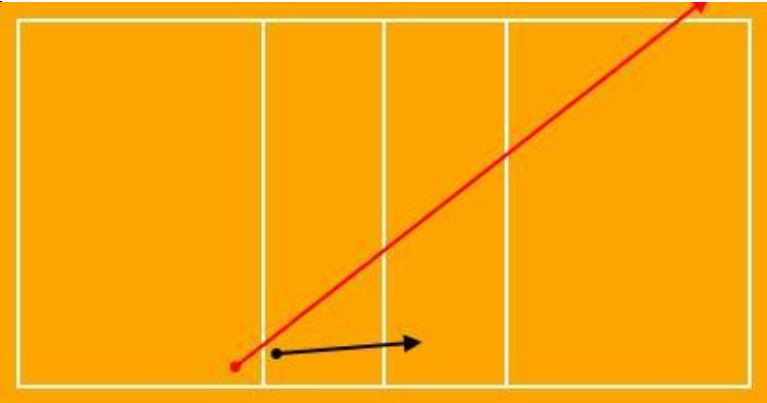
Set quality: !

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



Set quality: +

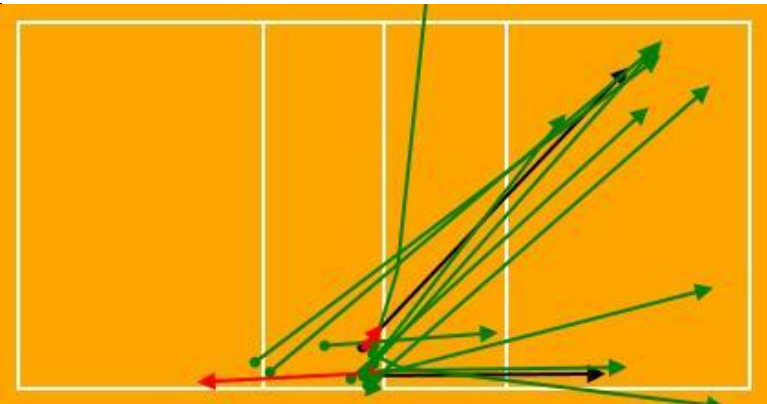
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



Position 2

Total position 2

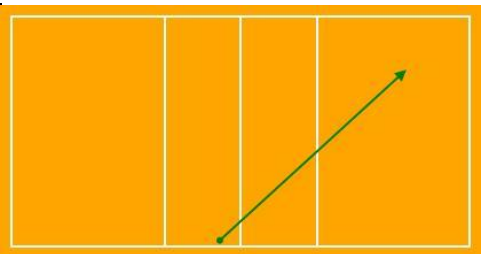
Total	#	+	!	/	-	=
	50%	25%	0%	12%	6%	6%
16	8	4	.	2	1	1



Zone #2 0 blockers

Set quality: +

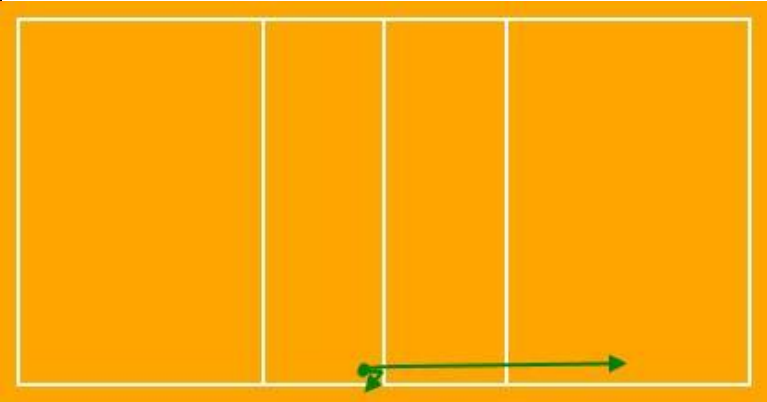
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

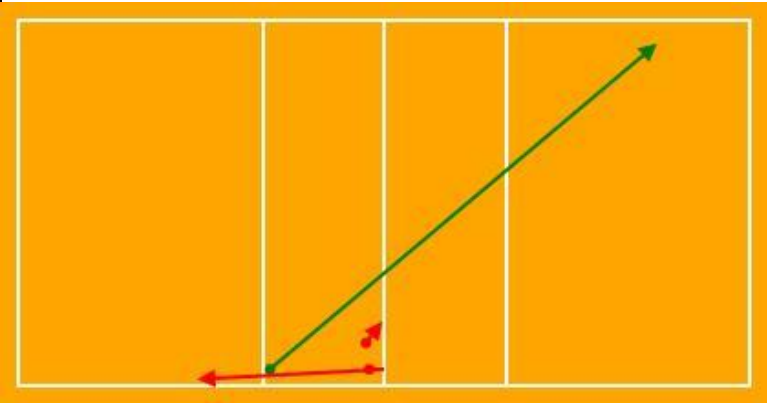
Set quality: -

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



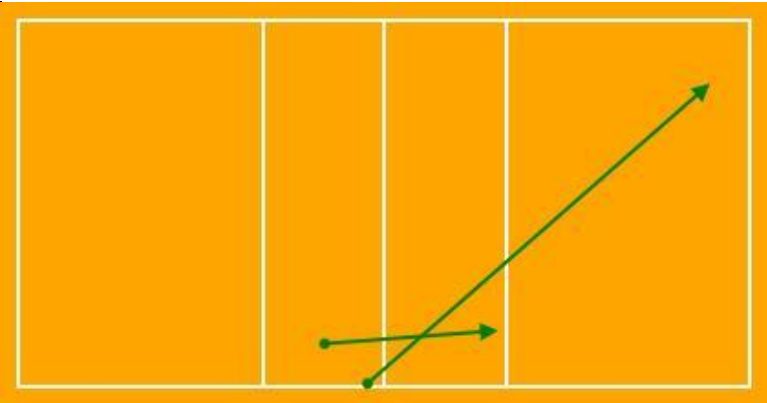
Set quality: /

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



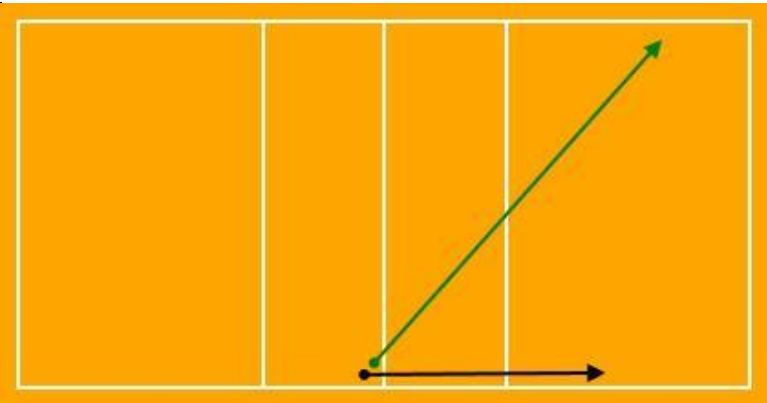
Set quality: !

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



Set quality: +

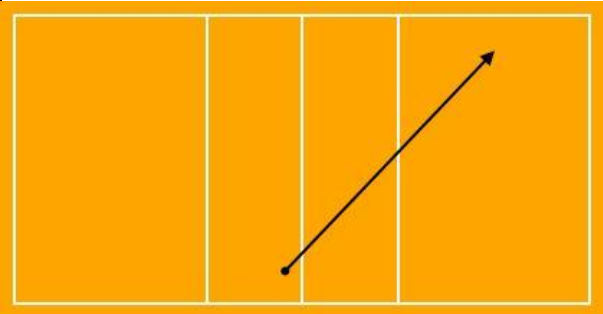
Total	#	+	!	/	-	=
	0%	50%	0%	50%	0%	0%
2	.	1	.	1	.	.



Zone #2 1.5 blockers

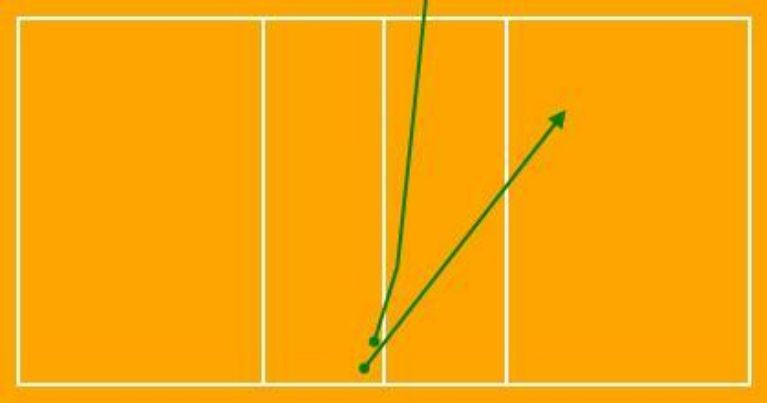
Set quality: !

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



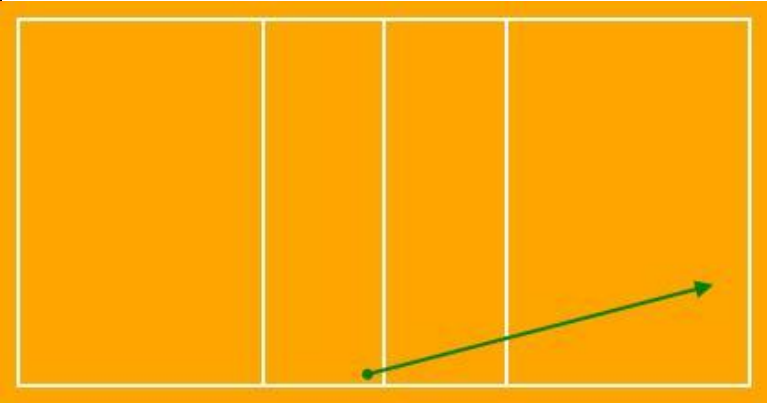
Set quality: +

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



Set quality: #

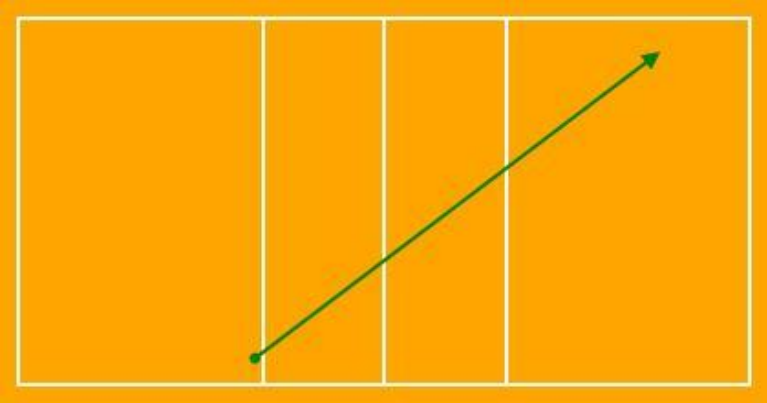
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 2 blockers

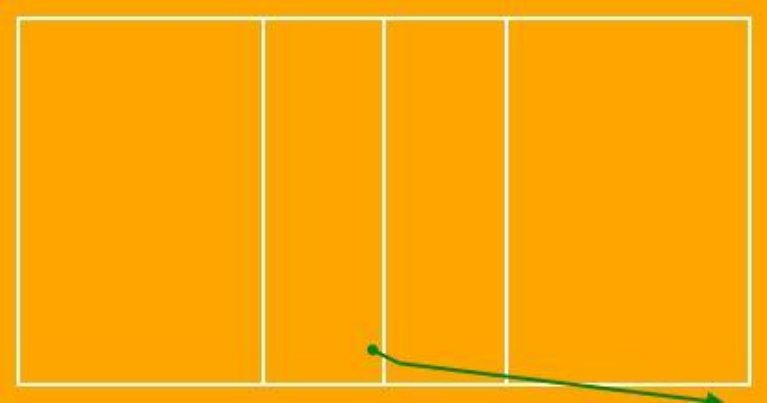
Set quality: /

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



Set quality: +

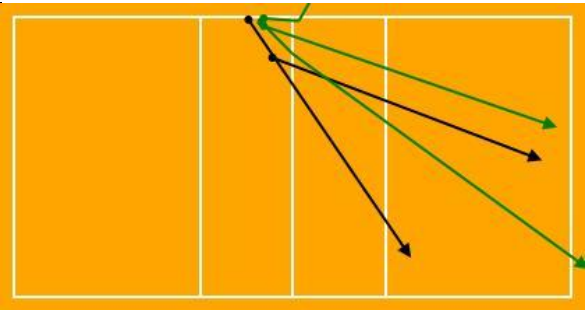
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

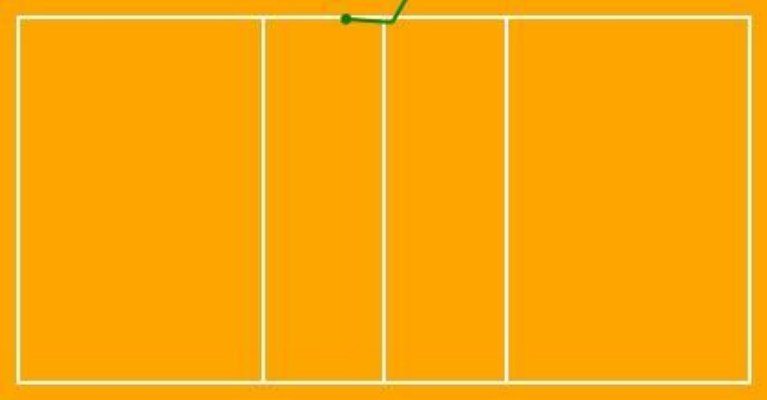
Total	#	+	!	/	-	=
	40%	20%	0%	40%	0%	0%
5	2	1	.	2	.	.



Zone #4 1.5 blockers

Set quality: #

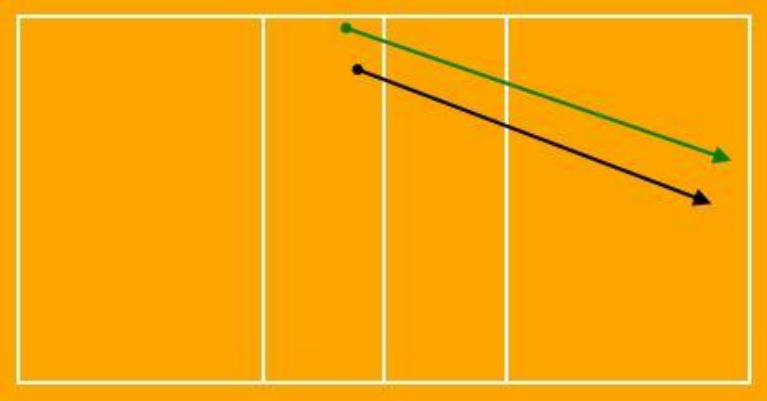
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

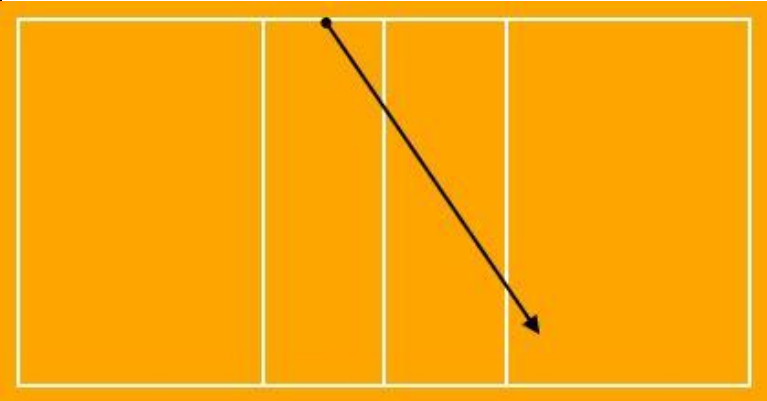
Set quality: /

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



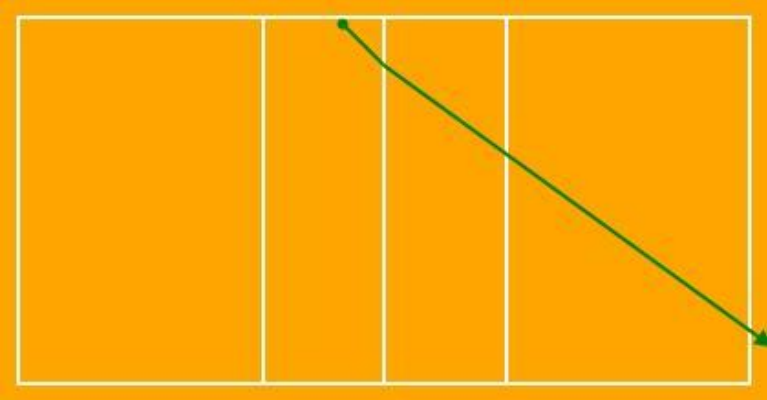
Set quality: !

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



Set quality: +

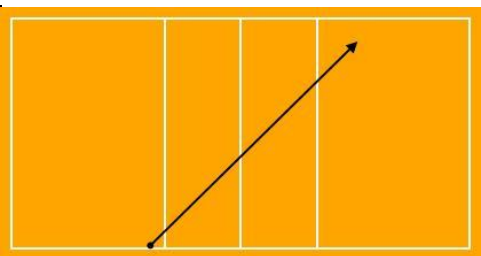
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

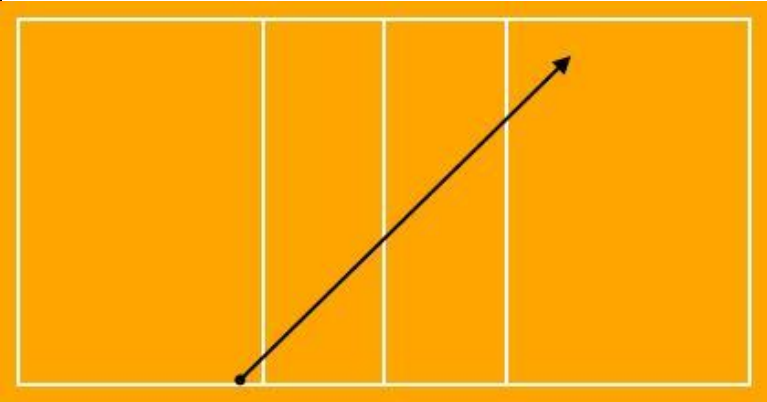
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 2 blockers

Set quality: /

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



Set

Player #8

Shchipko Sergei

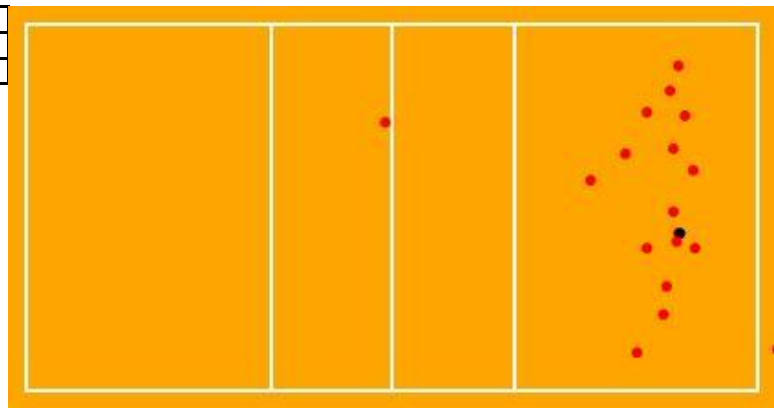
Serve

Player #8 Shchipko Sergei

Glider

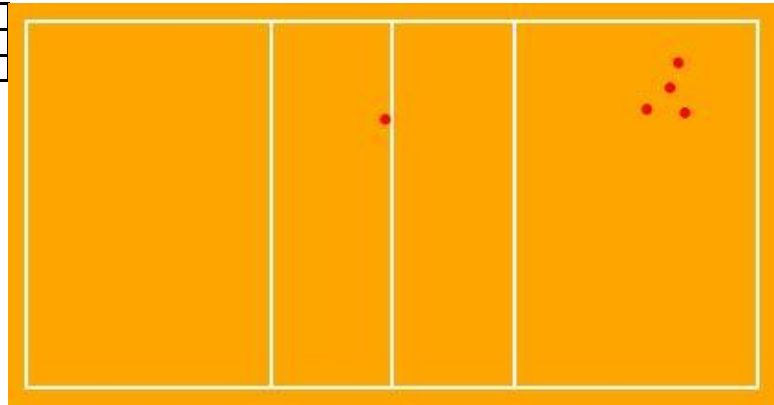
Total Glider

Total	#	+	!	/	-	=
	0%	0%	0%	5%	84%	10%
19	.	.	.	1	16	2



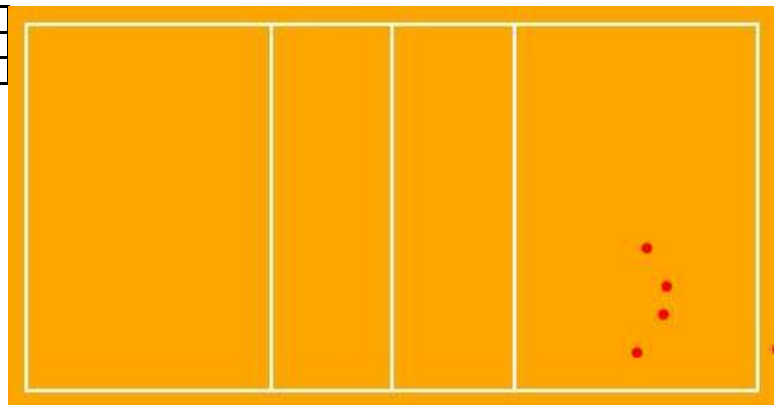
Glider Direction 1

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



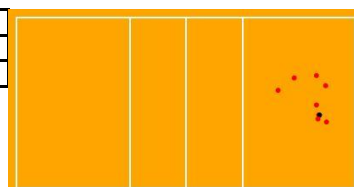
Glider Direction 5

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



Glider Direction 6

Total	#	+	!	/	-	=
	0%	0%	0%	11%	88%	0%
9	.	.	.	1	8	.



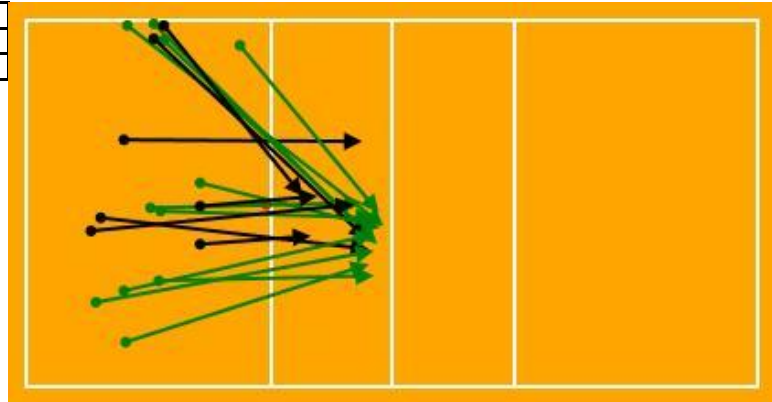
Reception

Player #8 Shchipko Sergei

Glider

Total Glider

Total	#	+	!	/	-	=
	42%	15%	26%	10%	0%	5%
19	8	3	5	2	.	1

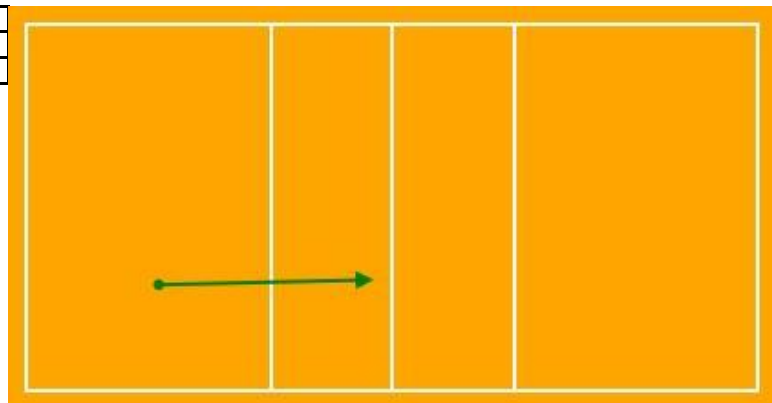


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
6(31%) #: 50%, #+: 66% !/-: 33%, =: 0%	9(47%) #: 22%, #+: 33% !/-: 55%, =: 11%	4(21%) #: 75%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

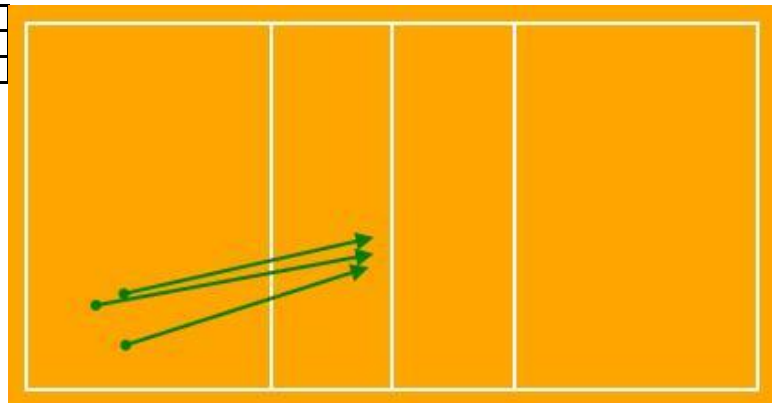
Lower

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



Upper

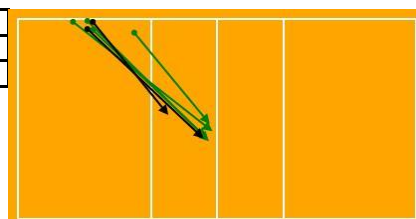
Total	#	+	!	/	-	=
	66%	33%	0%	0%	0%	0%
3	2	1



Glider Zone #5

Upper

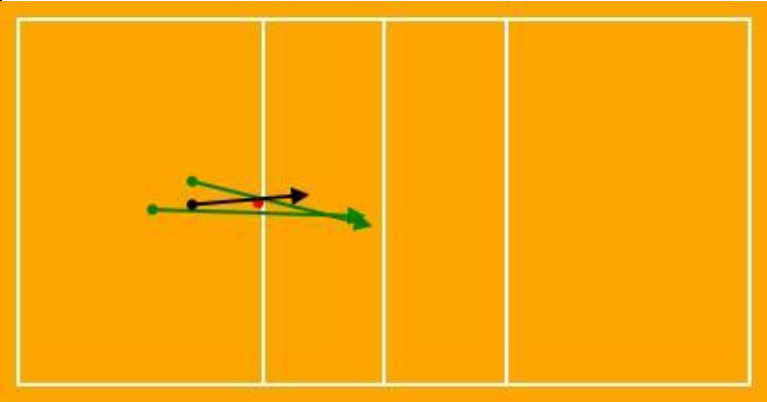
Total	#	+	!	/	-	=
	50%	16%	33%	0%	0%	0%
6	3	1	2	.	.	.



Glider Zone #6

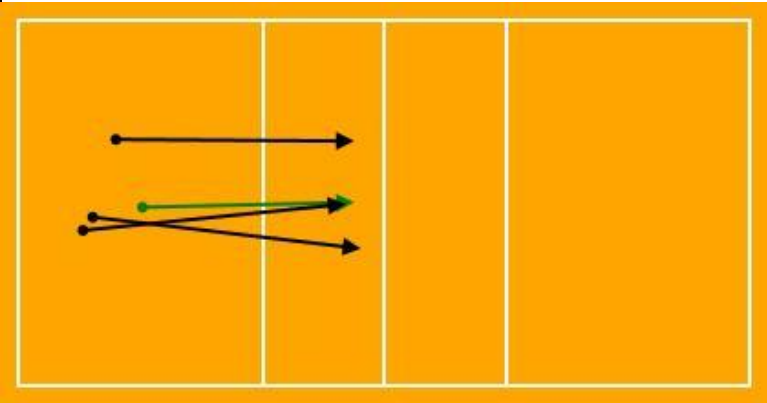
Lower

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



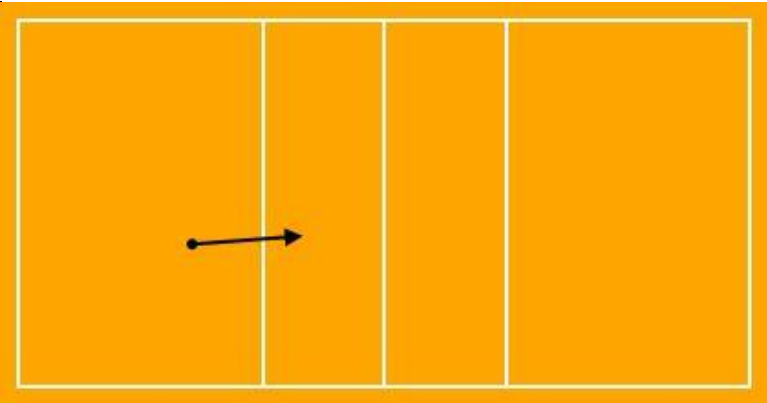
Upper

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



OneHanded

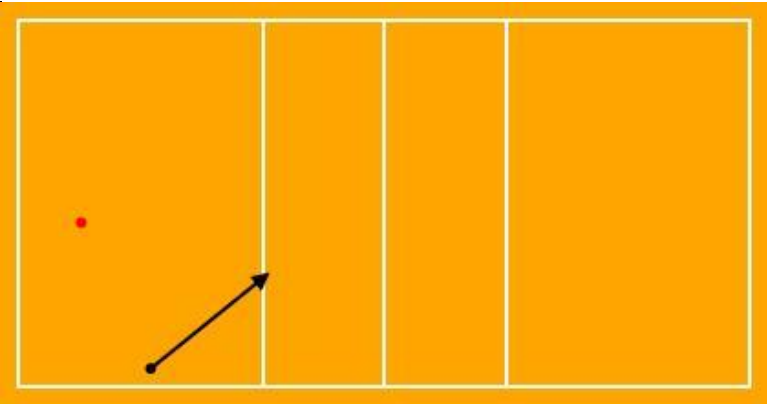
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump

Total Jump

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

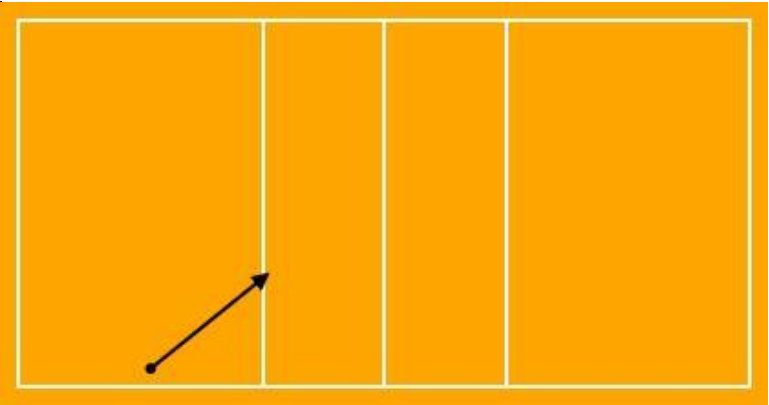


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(50%) #: 0%, #+: 0% !/-: 0%, =: 100%	1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%

Jump Zone #1

Lower

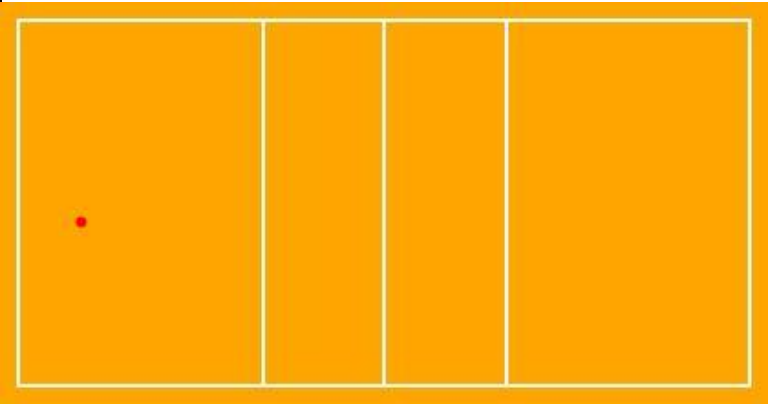
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Jump Zone #6

Lower

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

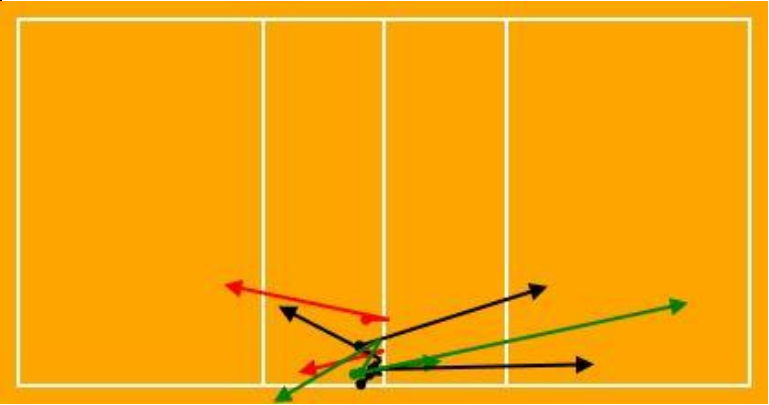


Attack
Player #8 Shchipko Sergei

Position 2

Total position 2

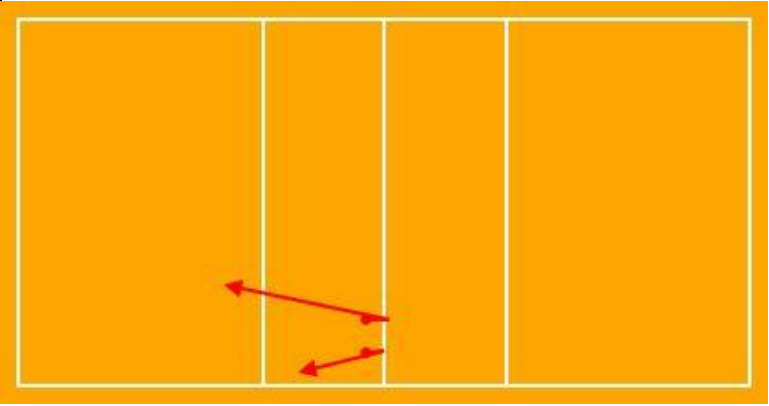
Total	#	+	!	/	-	=
	22%	11%	0%	44%	22%	0%
9	2	1	.	4	2	.



Zone #2 1 blockers

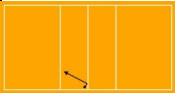
Set quality: /

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



Set quality: +

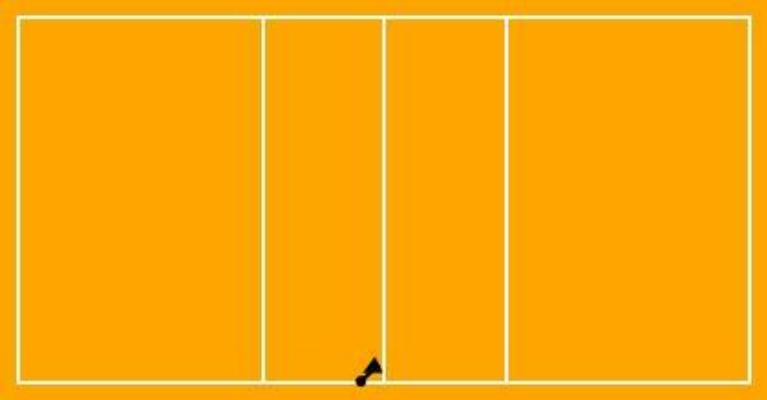
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #2 1.5 blockers

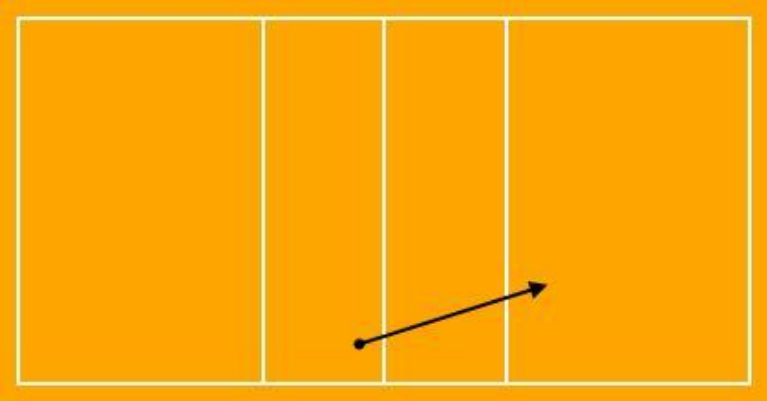
Set quality: /

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



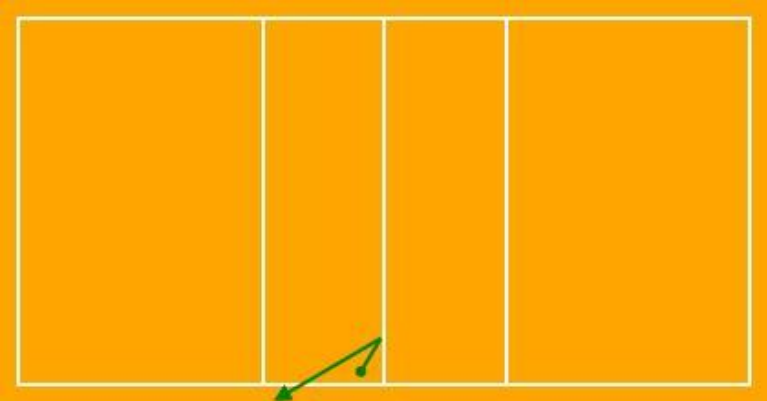
Set quality: !

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



Set quality: +

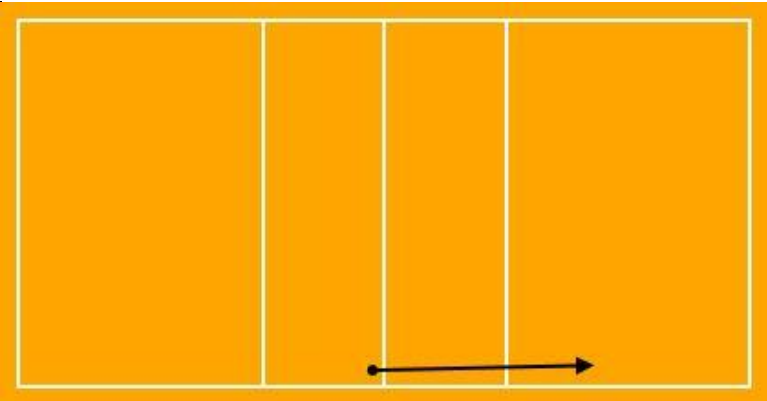
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 2 blockers

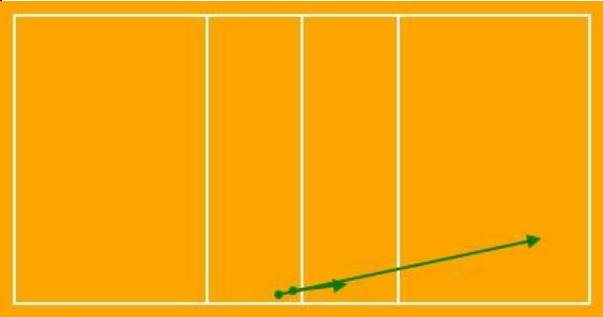
Set quality: /

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



Set quality: +

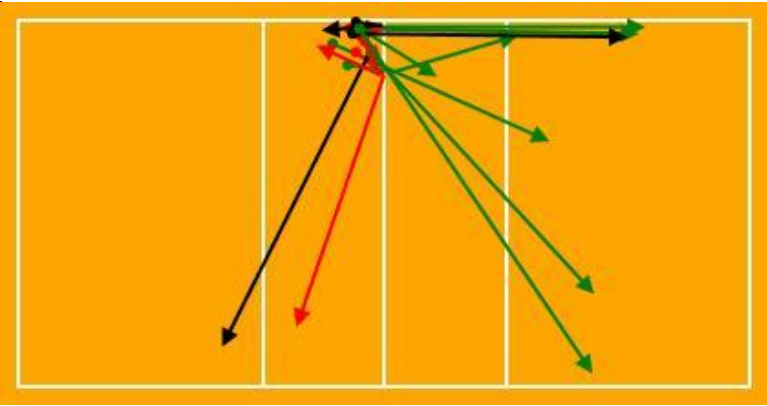
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
2	1	1



Position 4

Total position 4

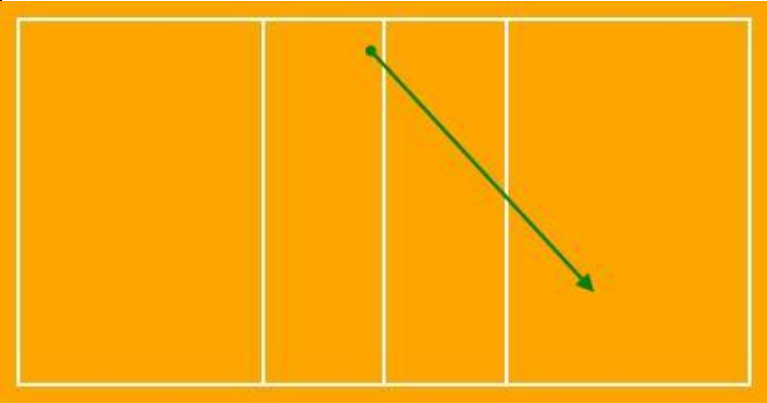
Total	#	+	!	/	-	=
	42%	7%	7%	14%	21%	7%
14	6	1	1	2	3	1



Zone #4 1 blockers

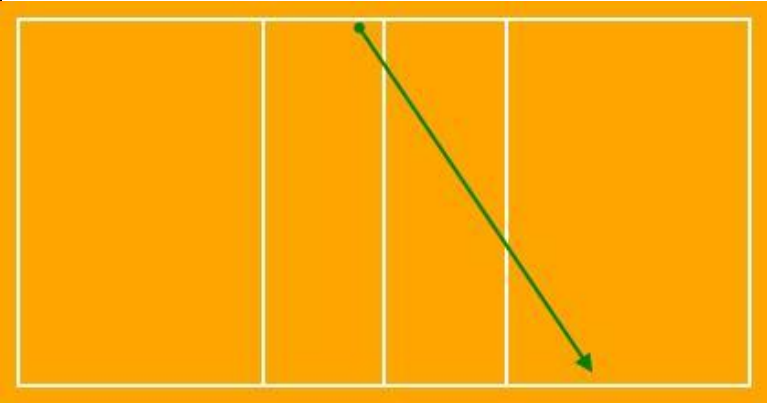
Set quality: !

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



Set quality: +

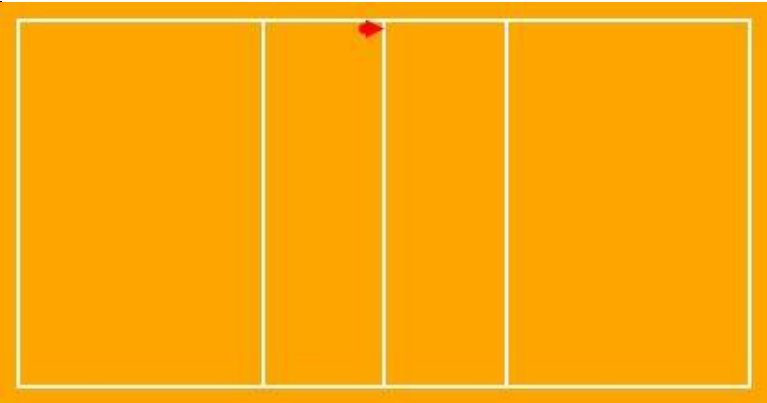
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

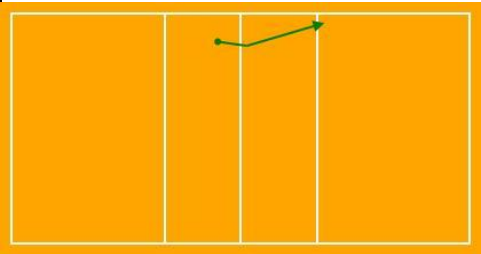
Set quality: /

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



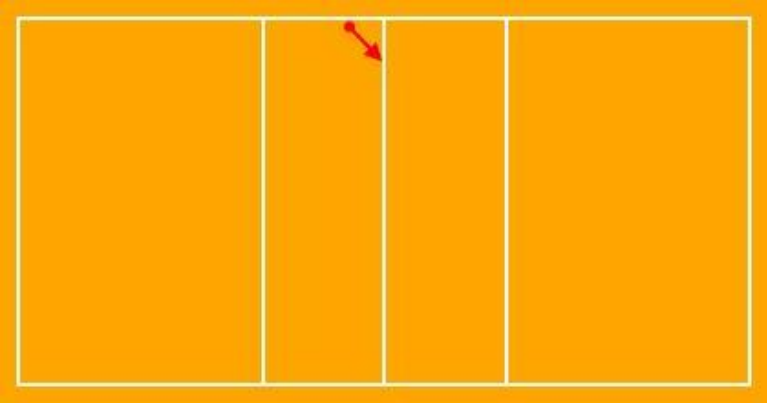
Set quality: !

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



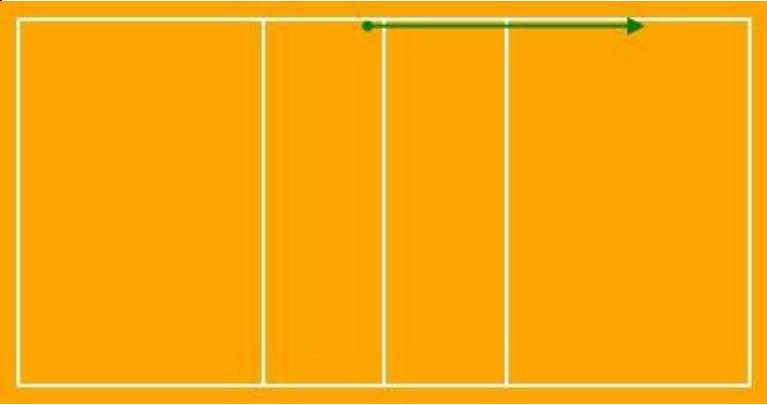
Set quality: +

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



Set quality: #

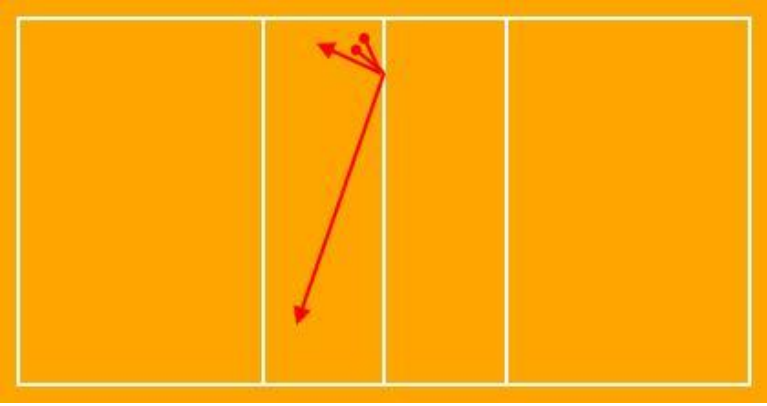
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

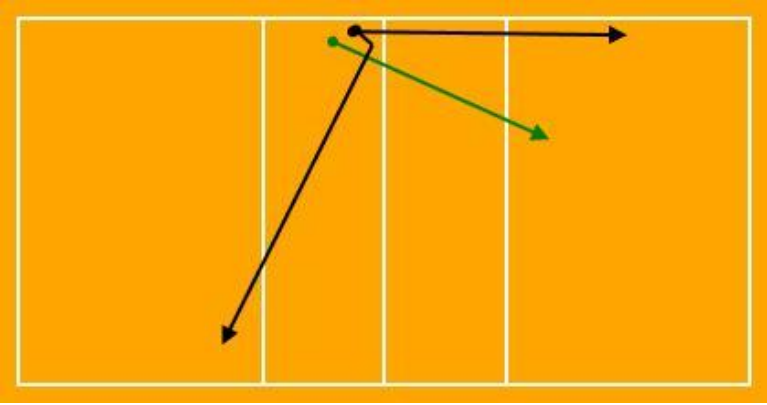
Set quality: /

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



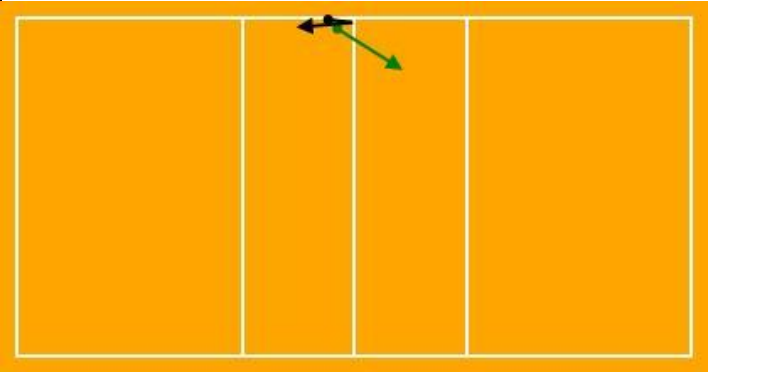
Set quality: !

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



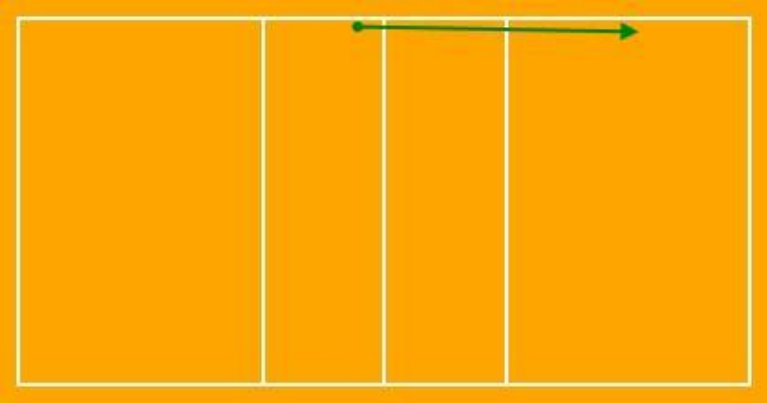
Set quality: +

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



Set quality: #

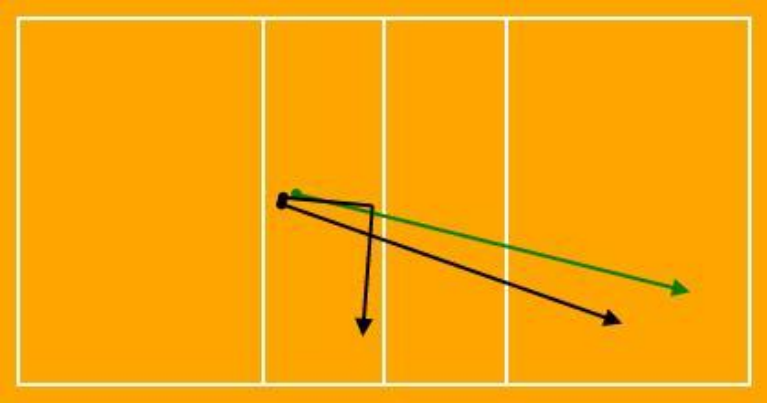
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

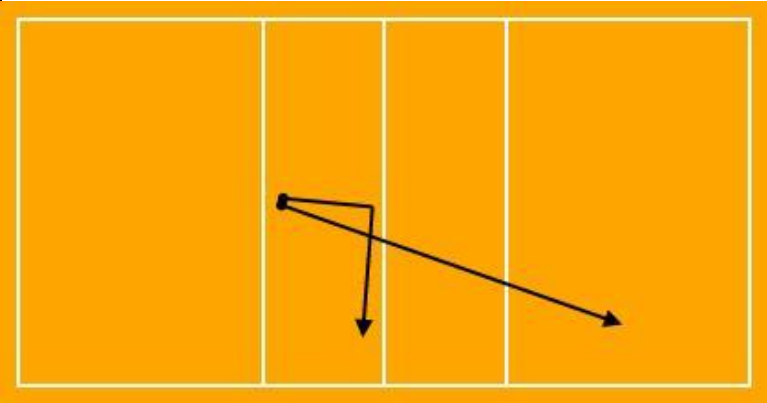
Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1	.	.	2	.	.



Zone #6 1 blockers

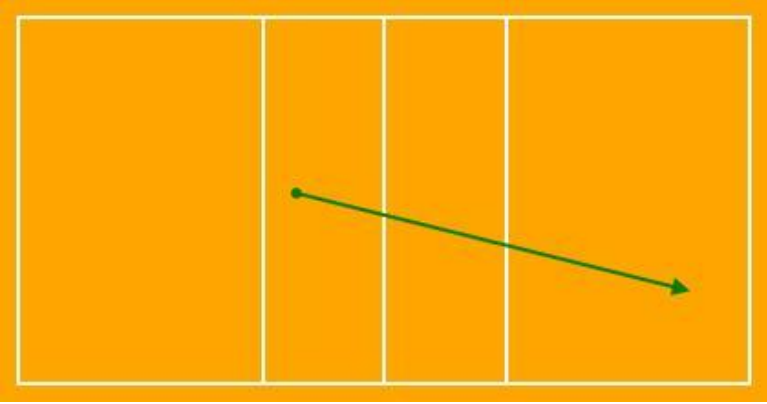
Set quality: +

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



Set quality: #

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



Set

Player #10 Klimov Alexey

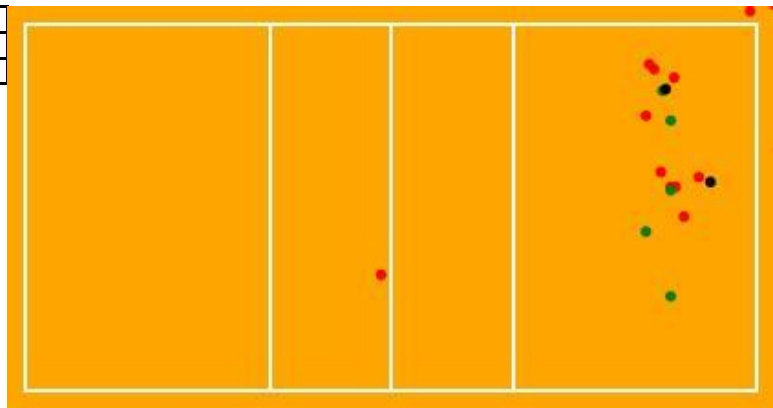
Serve

Player #10 Klimov Alexey

Glider

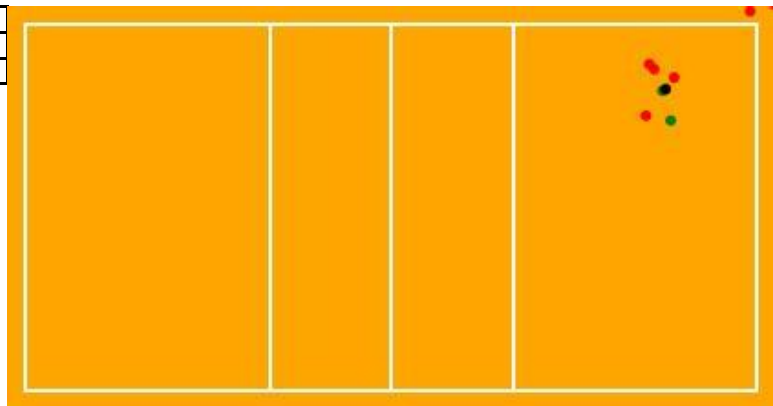
Total Glider

Total	#	+	!	/	-	=
	15%	10%	10%	0%	45%	20%
20	3	2	2	.	9	4



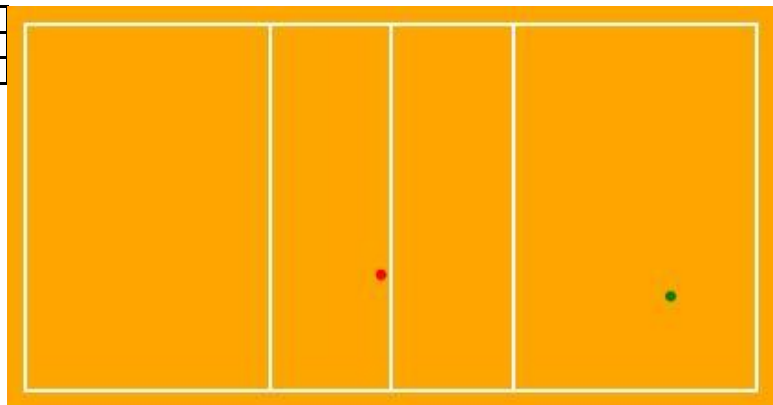
Glider Direction 1

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



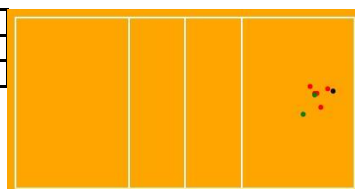
Glider Direction 5

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



Glider Direction 6

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



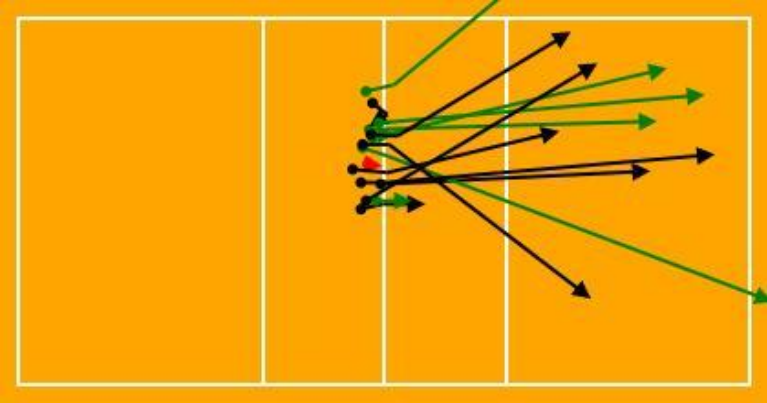
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

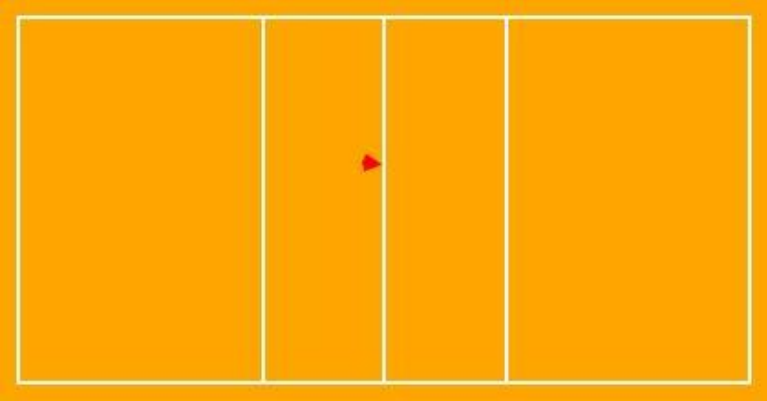
Total	#	+	!	/	-	=
	43%	0%	0%	50%	0%	6%
16	7	.	.	8	.	1



Zone #3 1 blockers

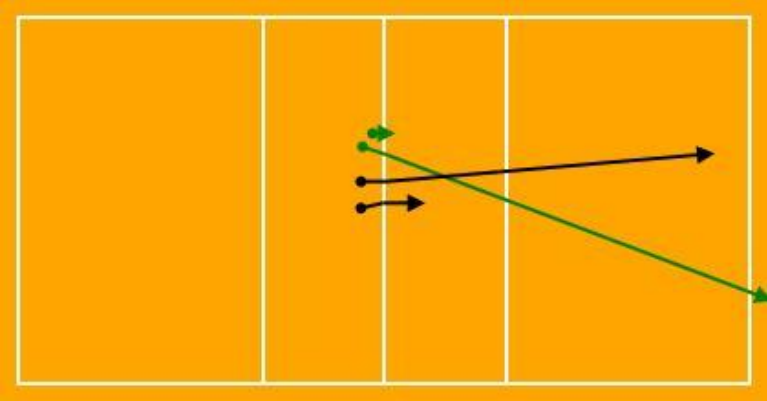
Set quality: /

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



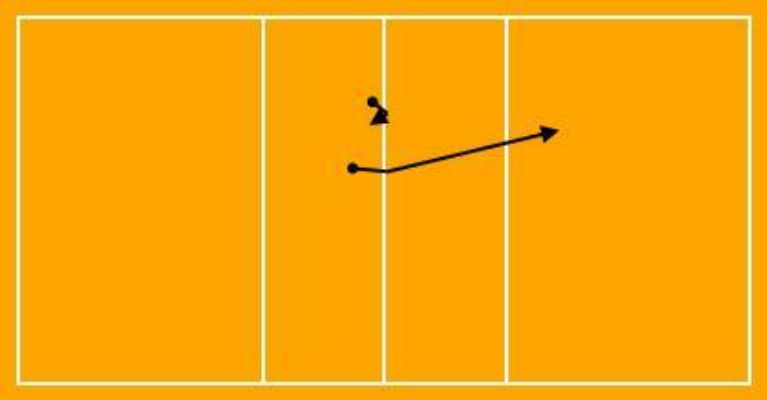
Set quality: !

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



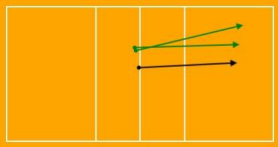
Set quality: +

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



Set quality: #

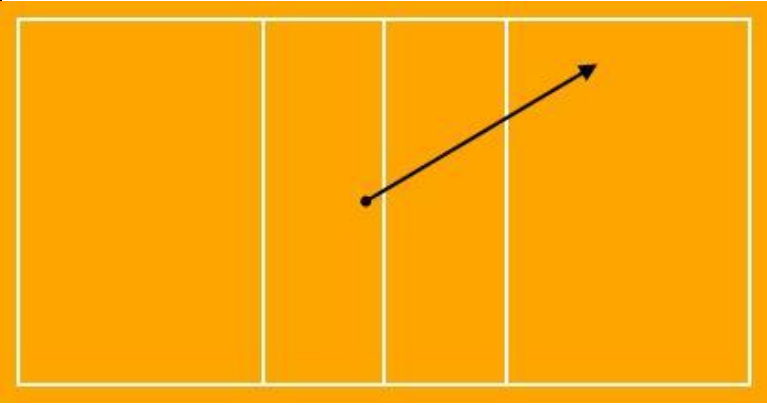
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #3 2 blockers

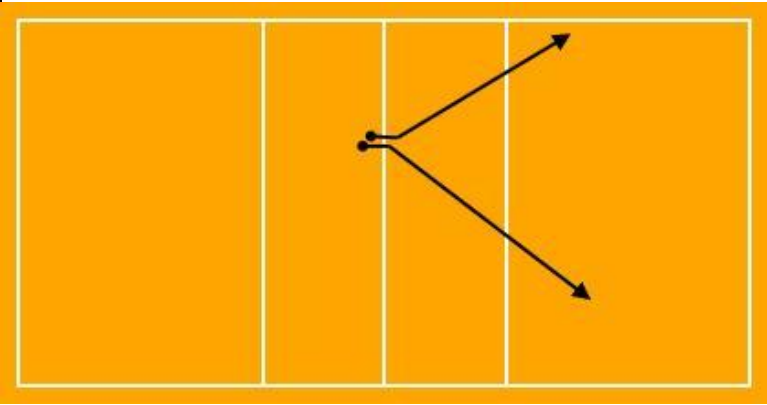
Set quality: /

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



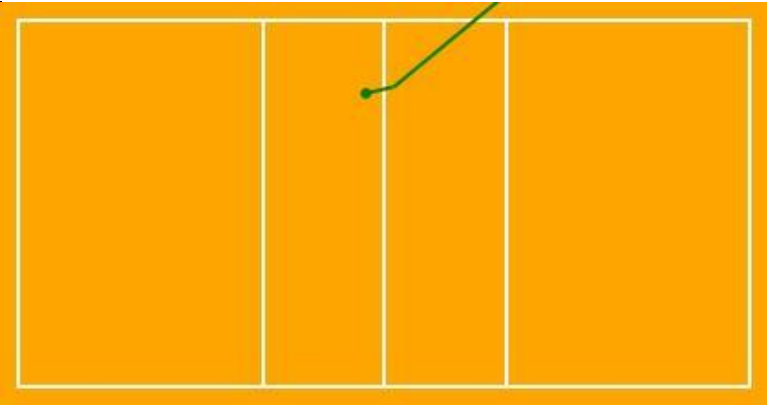
Set quality: !

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



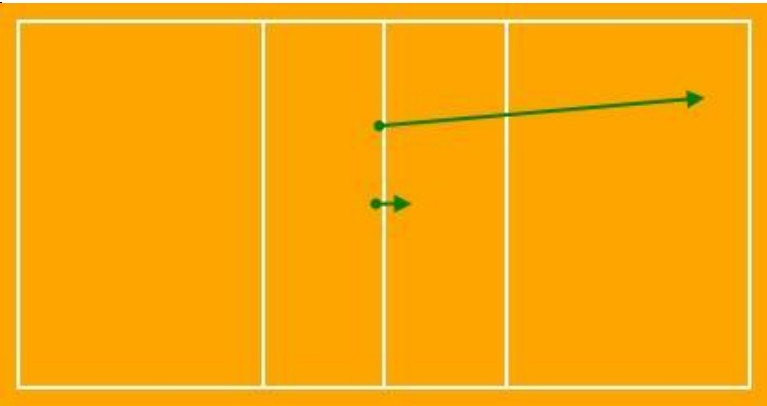
Set quality: +

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



Set quality: #

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



Set

Player #13

Trofimov Lev

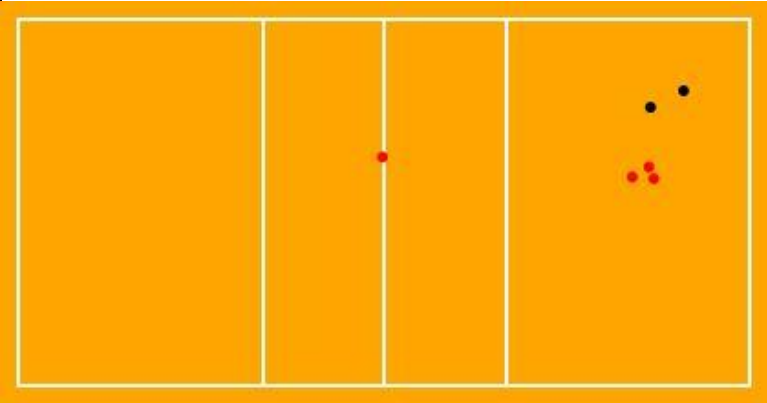
Serve

Player #13 Trofimov Lev

Glider

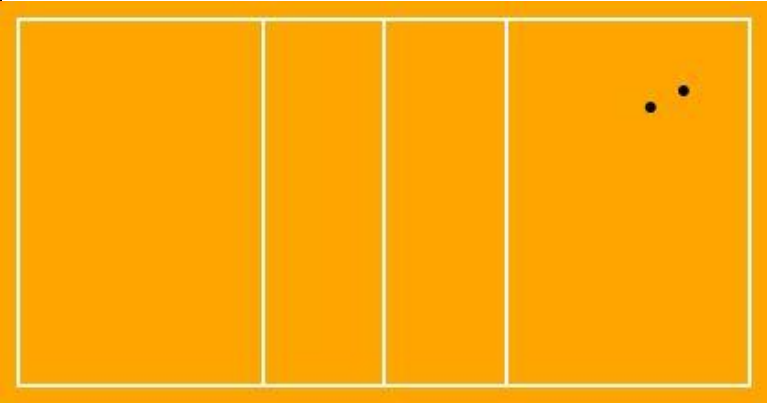
Total Glider

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



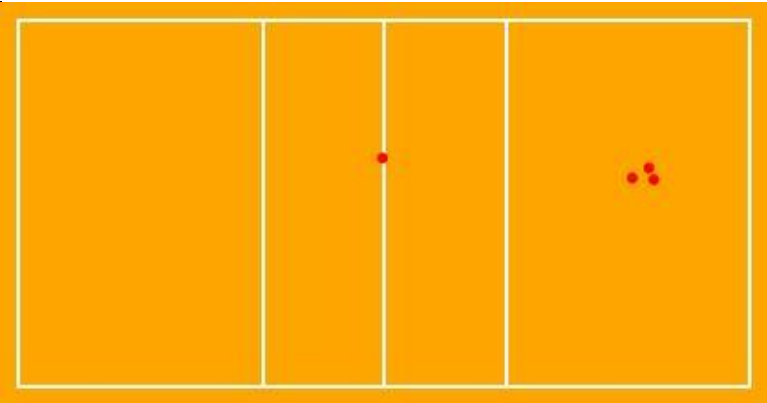
Glider Direction 1

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



Glider Direction 6

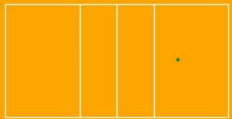
Total	#	+	!	/	-	=
	0%	0%	0%	0%	75%	25%
4	3	1



Jump

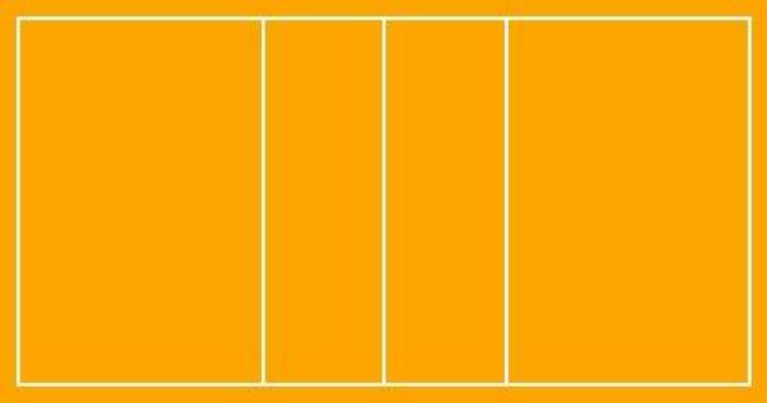
Total Jump

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



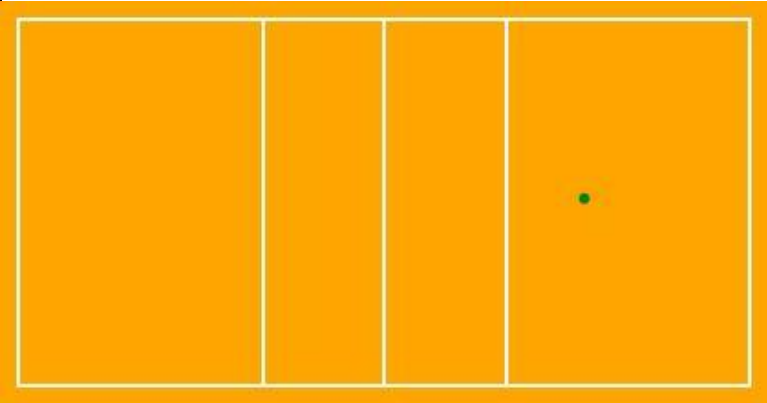
Jump Direction 5

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



Jump Direction 6

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

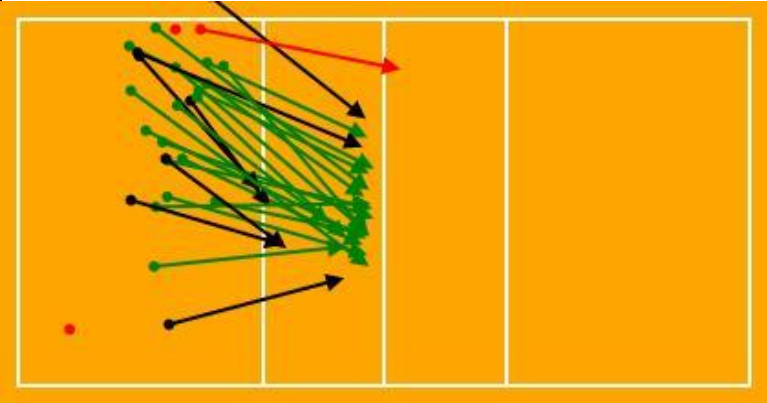


Reception
Player #13 Trofimov Lev

Glider

Total Glider

Total	#	+	!	/	-	=
	39%	25%	21%	3%	3%	7%
28	11	7	6	1	1	2

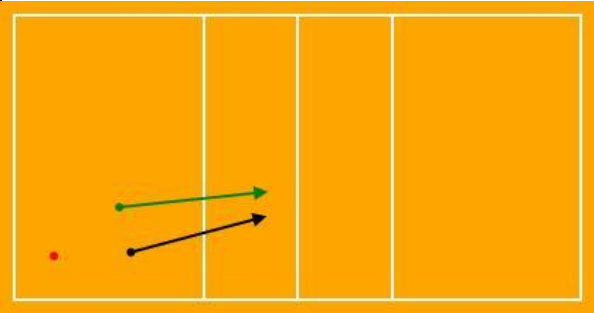


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
16(57%) #: 31%, #+: 62% !/-: 31%, =: 6%	9(32%) #: 66%, #+: 77% !/-: 22%, =: 0%	3(10%) #: 0%, #+: 33% !/-: 33%, =: 33%

Glider Zone #1

Upper

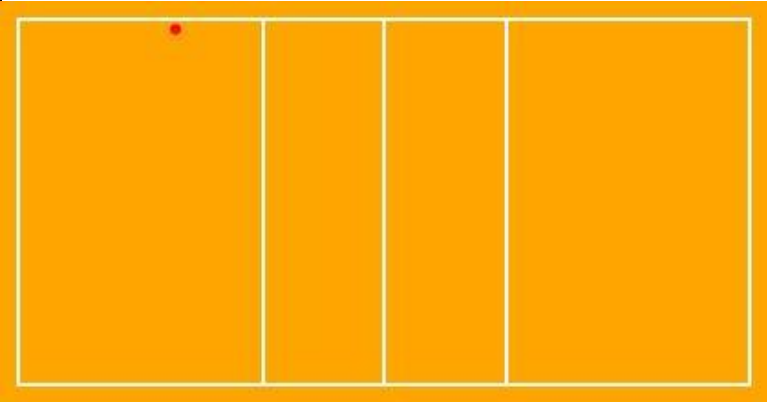
Total	#	+	!	/	-	=
	0%	33%	33%	0%	0%	33%
3	.	1	1	.	.	1



Glider Zone #5

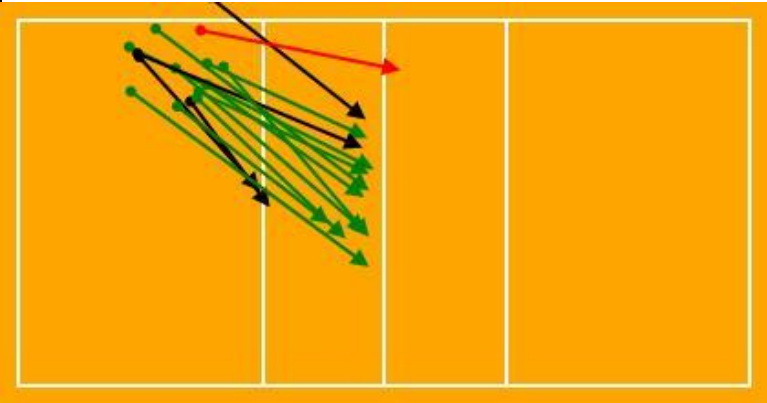
Lower

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



Upper

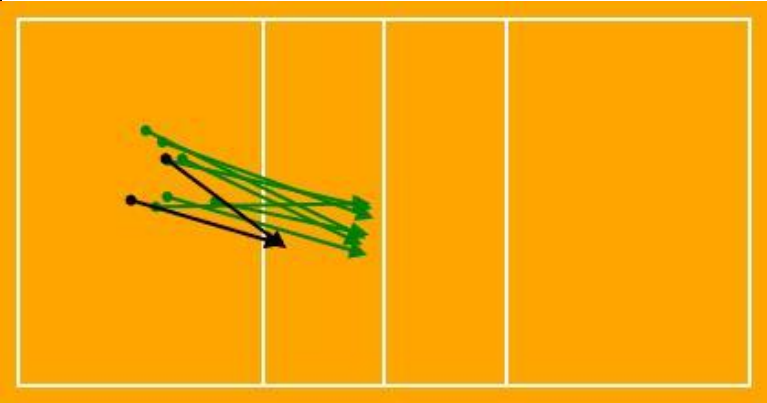
Total	#	+	!	/	-	=
	33%	33%	20%	6%	6%	0%
15	5	5	3	1	1	.



Glider Zone #6

Upper

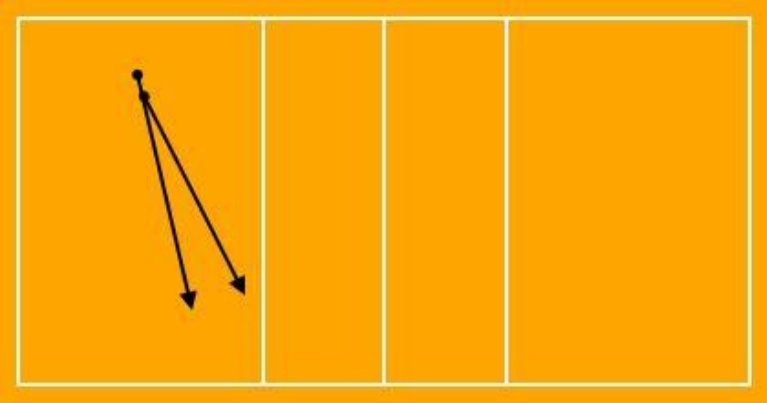
Total	#	+	!	/	-	=
	66%	11%	22%	0%	0%	0%
9	6	1	2	.	.	.



Jump

Total Jump

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

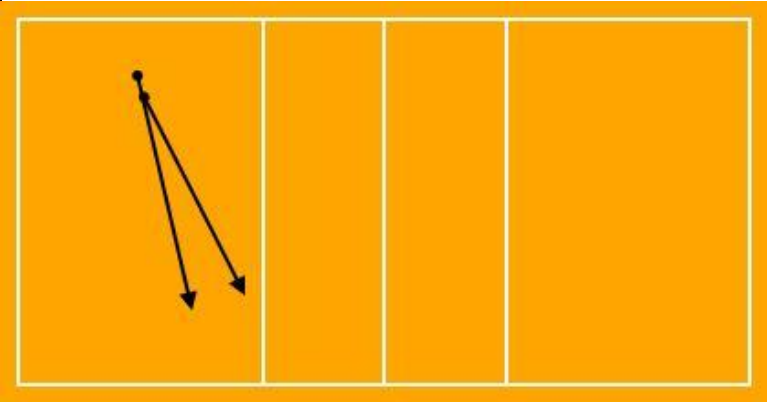


.(0%) #: ., #+: . !/-: ., =: . 2(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: . .(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: . .(0%) #: ., #+: . !/-: ., =: .
--	--	--

Jump Zone #5

Lower

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

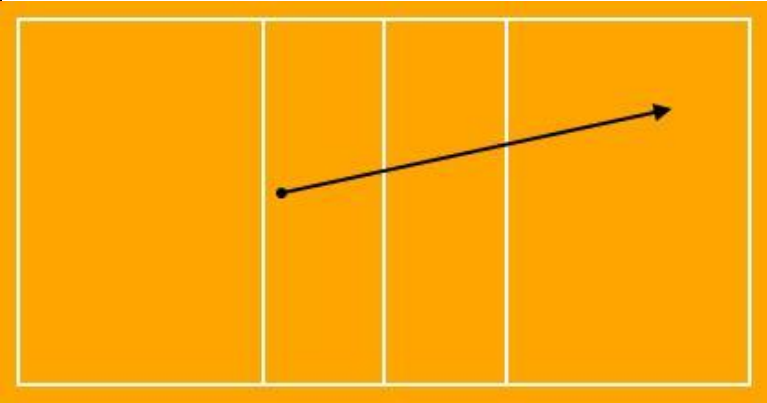


Attack
Player #13 Trofimov Lev

Position 1

Total position 1

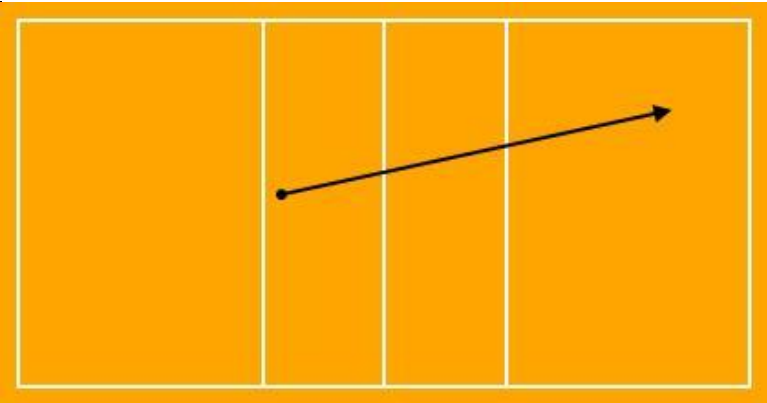
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #1 1 blockers

Set quality: +

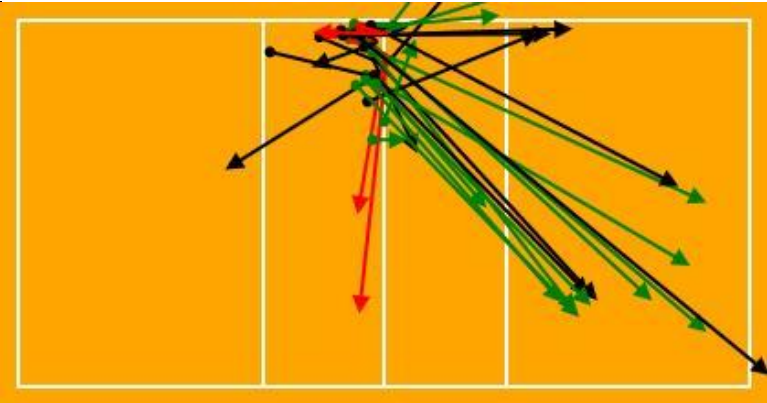
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

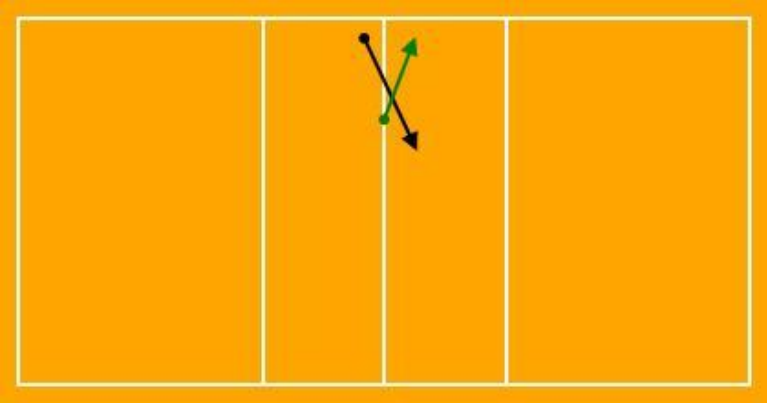
Total	#	+	!	/	-	=
	44%	3%	6%	34%	10%	0%
29	13	1	2	10	3	.



Zone #4 1 blockers

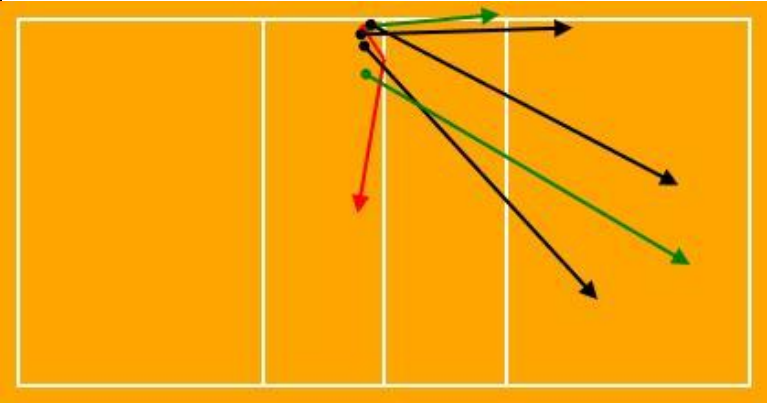
Set quality: /

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



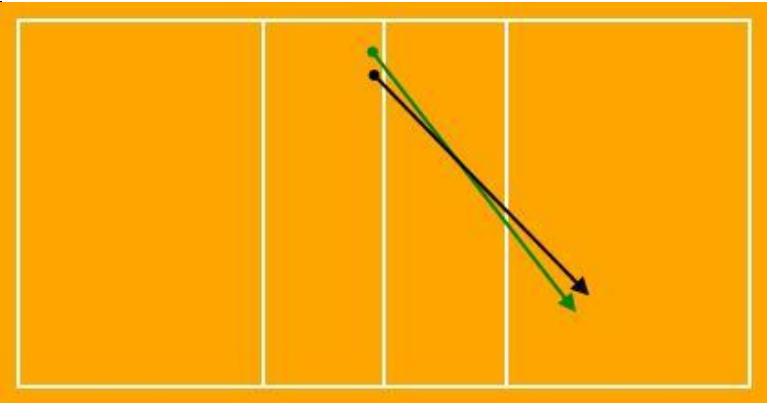
Set quality: !

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



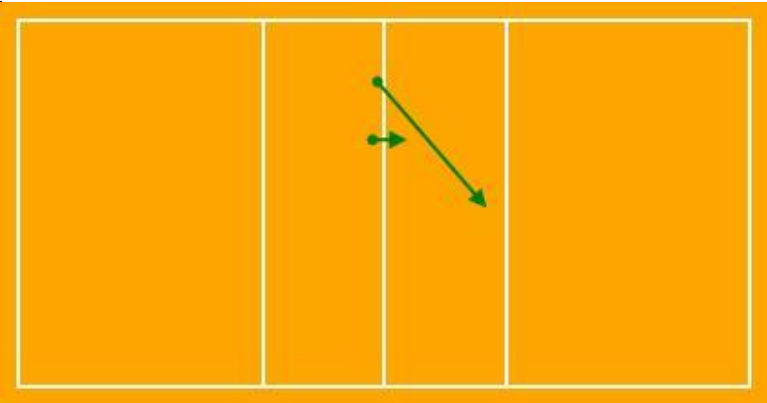
Set quality: +

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



Set quality: #

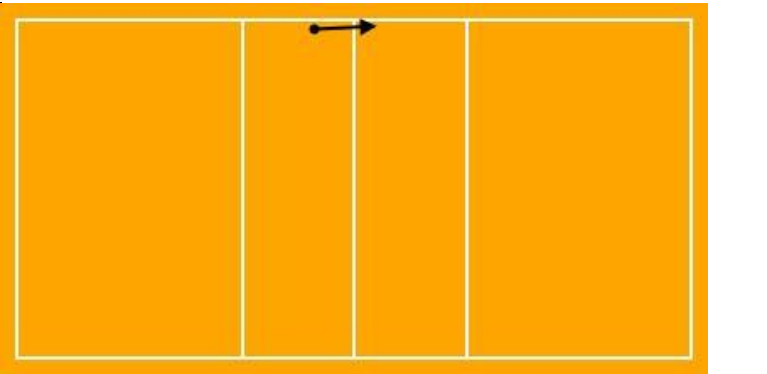
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #4 1.5 blockers

Set quality: !

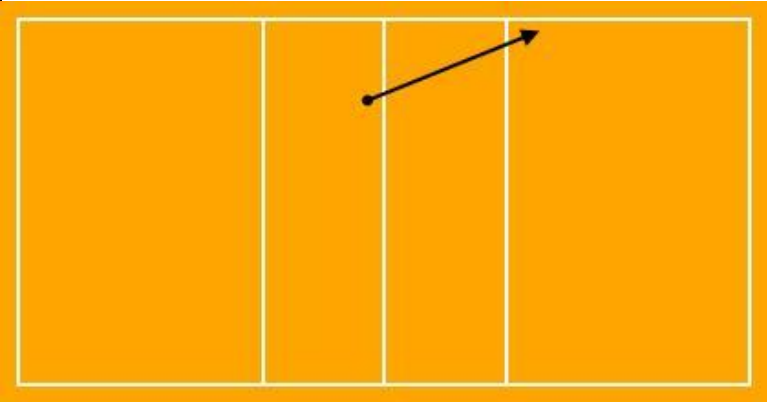
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 2 blockers

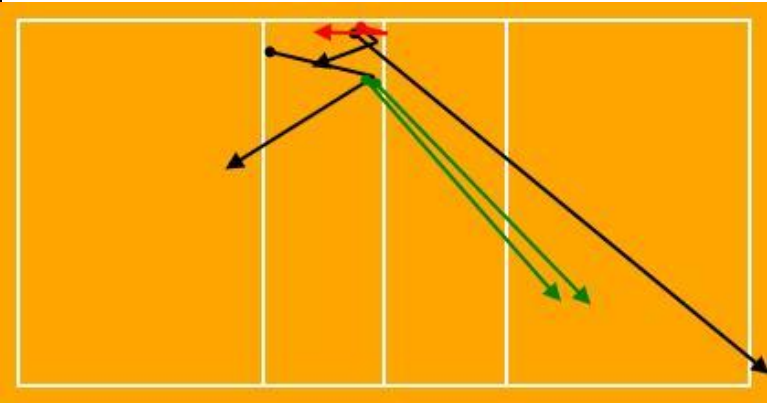
Set quality: /

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



Set quality: !

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



Set quality: +

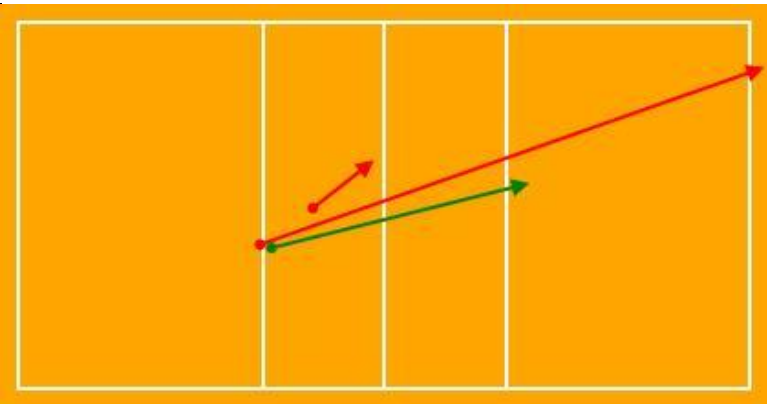
Total	#	+	!	/	-	=
	55%	11%	0%	22%	11%	0%
9	5	1	.	2	1	.



Position 6

Total position 6

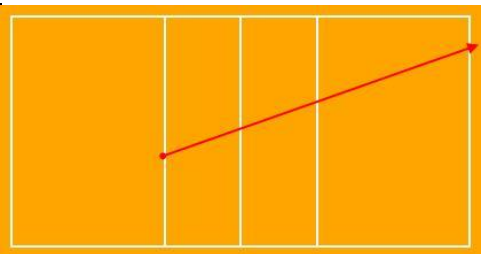
Total	#	+	!	/	-	=
	33%	0%	0%	0%	0%	66%
3	1	2



Zone #6 0 blockers

Set quality: -

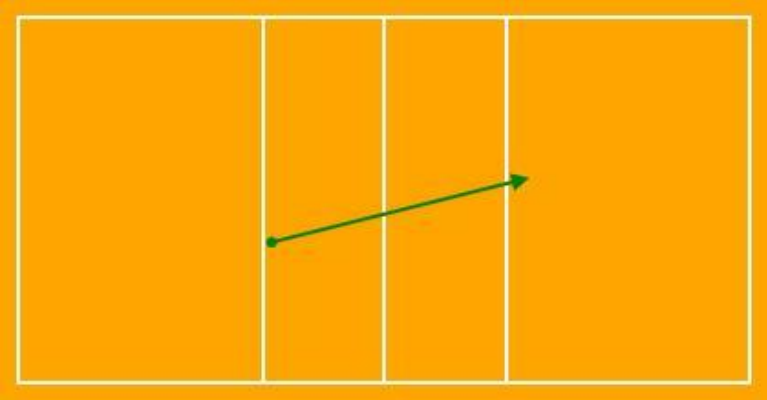
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #6 0.5 blockers

Set quality: !

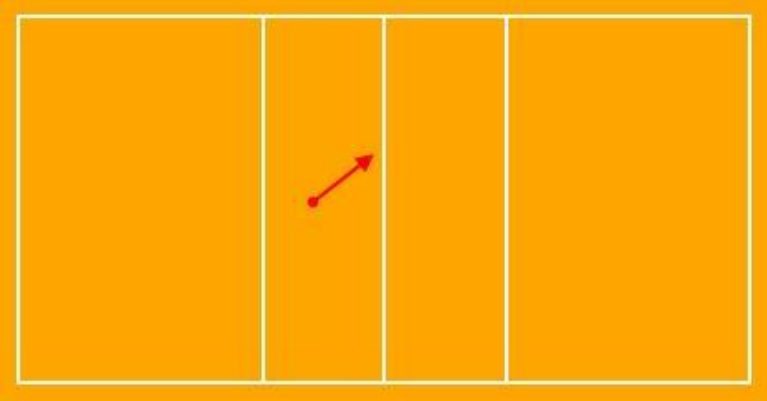
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #6 1 blockers

Set quality: /

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



Player #14

Ahmadullin Timur

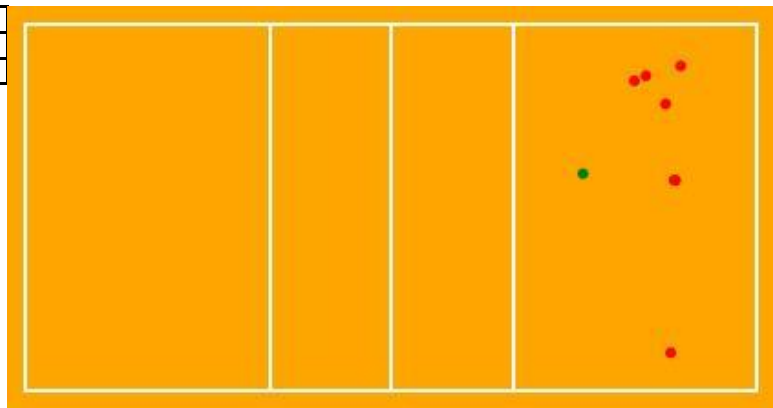
Serve

Player #14 Ahmadullin Timur

Glider

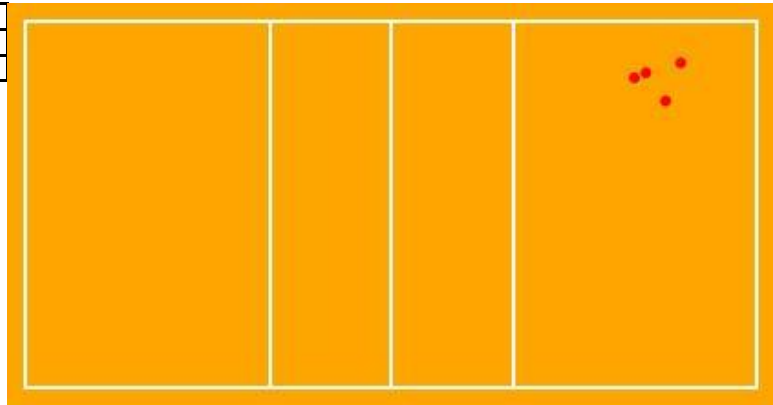
Total Glider

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



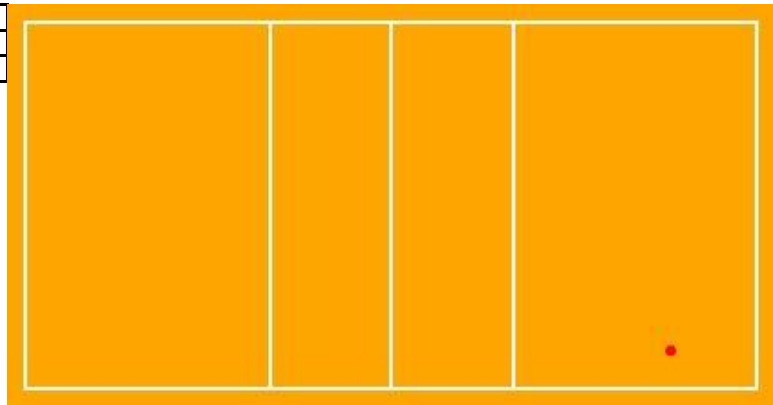
Glider Direction 1

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



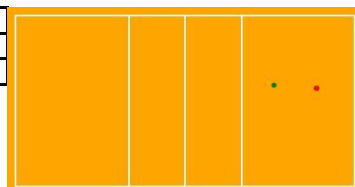
Glider Direction 5

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



Glider Direction 6

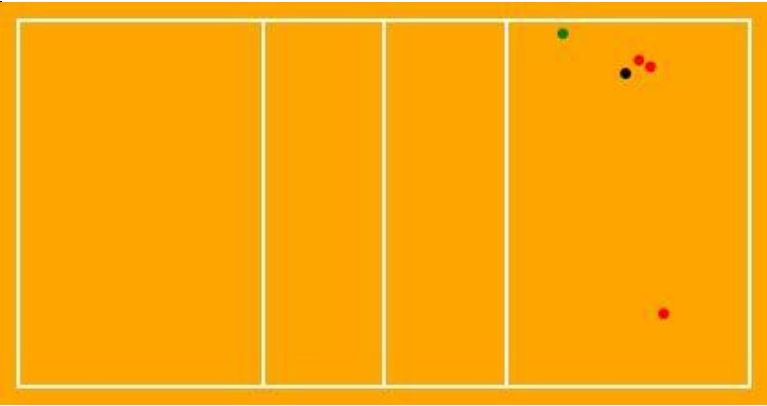
Total	#	+	!	/	-	=
	0%	33%	0%	0%	66%	0%
3	.	1	.	.	2	.



Jump

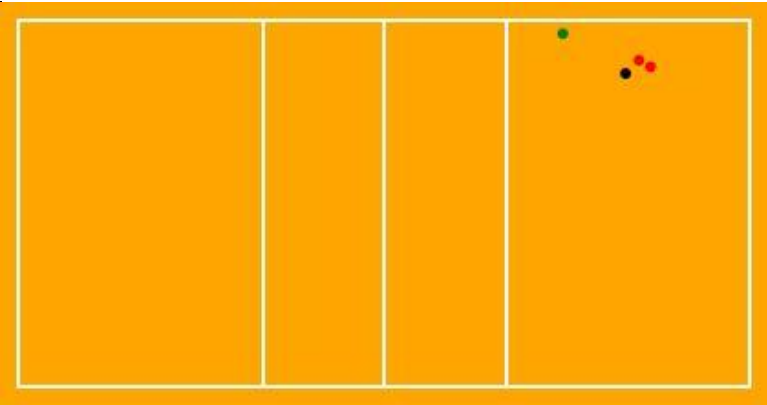
Total Jump

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



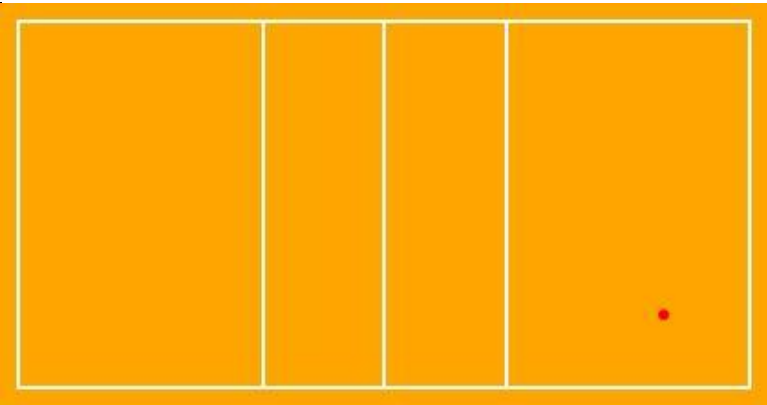
Jump Direction 1

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



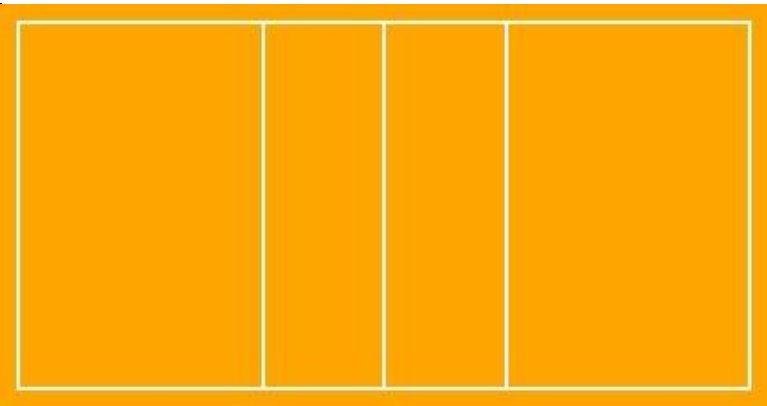
Jump Direction 5

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



Jump Direction 6

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



Attack Player #14 Ahmadullin Timur

Position 2

Total position 2

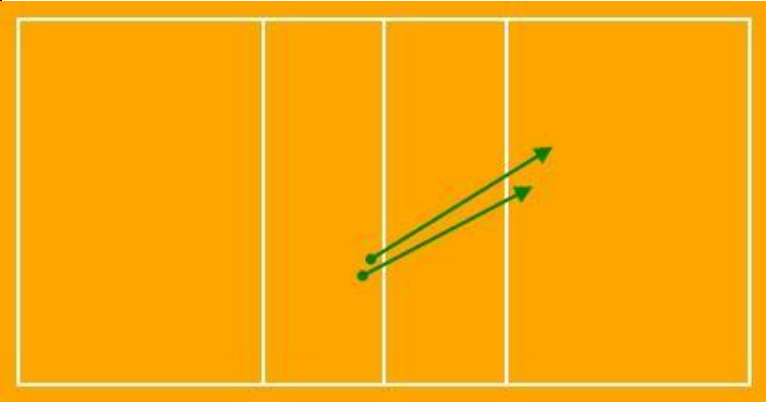
Total	#	+	!	/	-	=
	80%	0%	0%	20%	0%	0%
5	4	.	.	1	.	.



Zone #2 0 blockers

Set quality: #

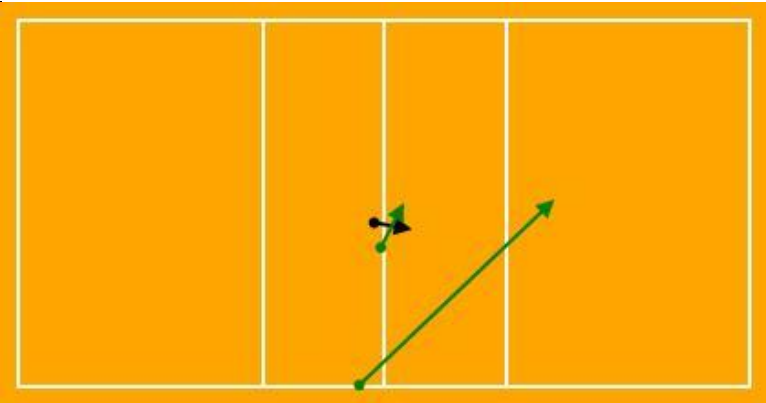
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #2 1 blockers

Set quality: #

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



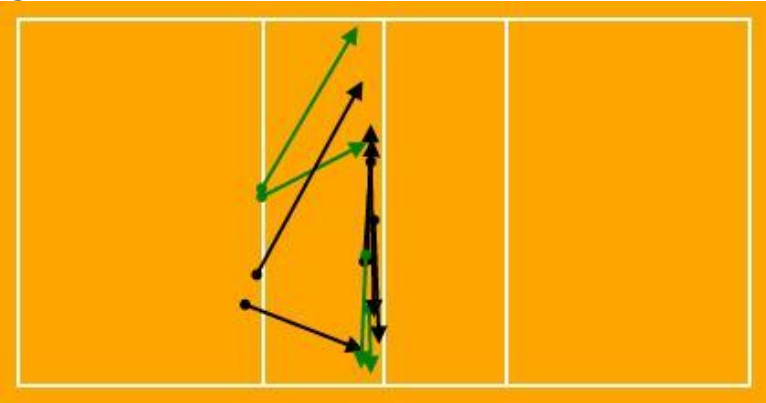
Set Player #14 Ahmadullin Timur Blockers count distribution

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(23)	.(0%)	.(0%)	13(56%)	5(21%)	5(21%)	.(0%)	.(0%)
+(16)	1(6%)	.(0%)	11(68%)	1(6%)	3(18%)	.(0%)	.(0%)
!(16)	.(0%)	1(6%)	2(12%)	3(18%)	10(62%)	.(0%)	.(0%)
#+!(55)	1(1%)	1(1%)	26(47%)	9(16%)	18(32%)	.(0%)	.(0%)
/-(3)	.(0%)	.(0%)	1(33%)	.(0%)	2(66%)	.(0%)	.(0%)

Reception direction distribution

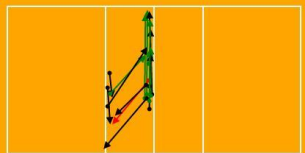
P1 arrangement

2(20%)	3(30%)	5(50%)
50%	66%	20%
2.00	1.33	1.30
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00



P2 arrangement

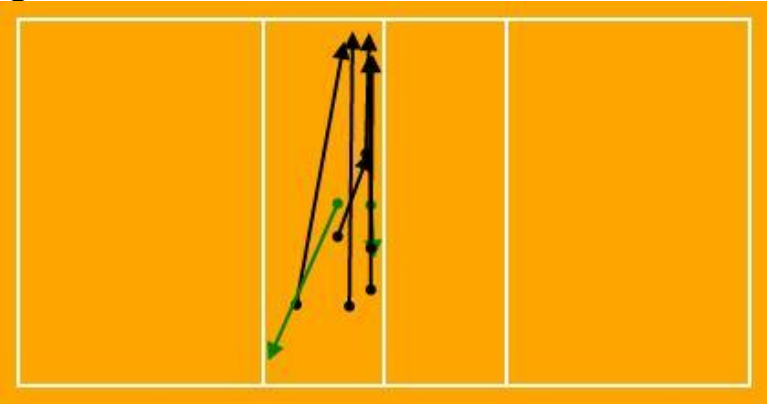
5(33%)	5(33%)	.(0%)
40%	60%	.
1.50	1.40	0.00
.(0%)	1(6%)	4(26%)



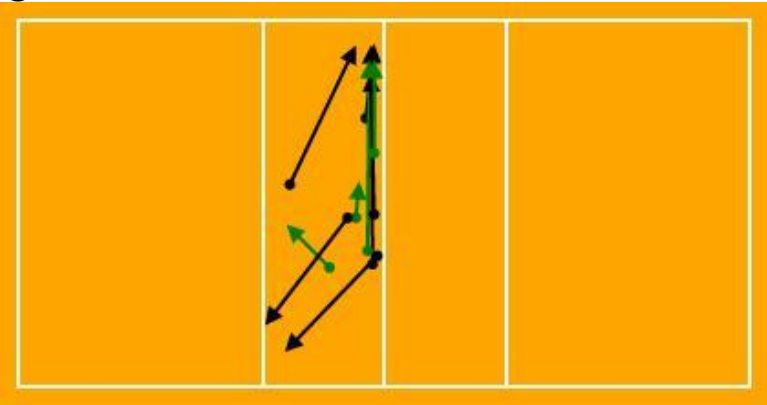
.	100%	33%
0.00	0.50	1.25

5(62%)	2(25%)	.(0%)
40%	100%	.
1.80	1.00	0.00
.(0%)	.(0%)	1(12%)
.	.	0%
0.00	0.00	1.00

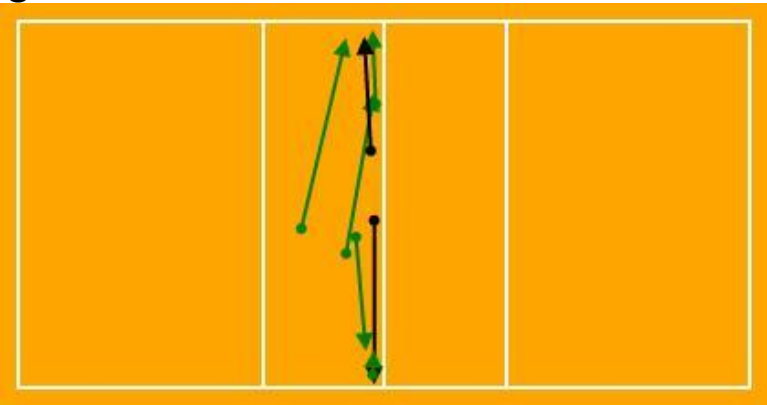
P3 arrangement



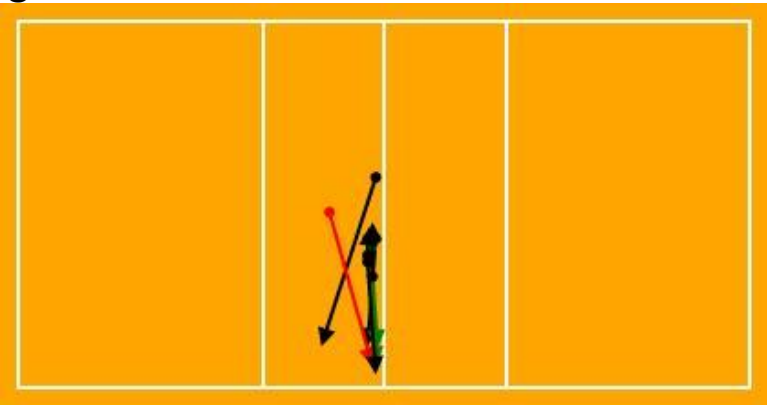
P4 arrangement



P5 arrangement



P6 arrangement



Player #16

Pyanov Maxim

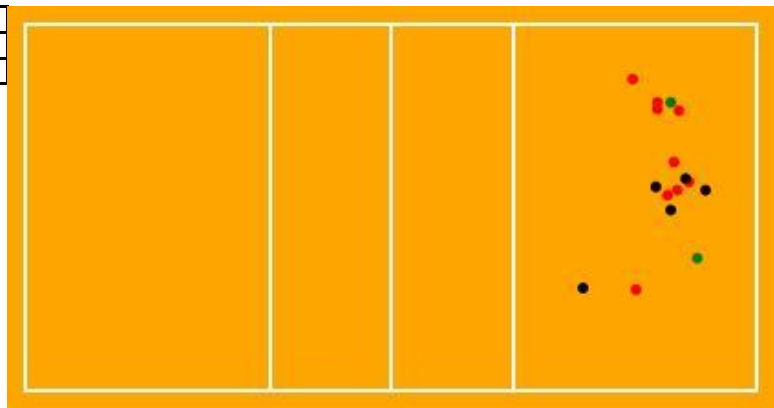
Serve

Player #16 Pyanov Maxim

Glider

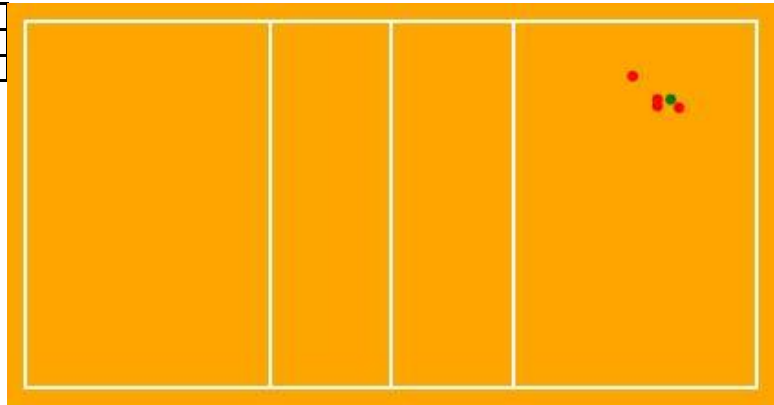
Total Glider

Total	#	+	!	/	-	=
	0%	11%	17%	11%	52%	5%
17	.	2	3	2	9	1



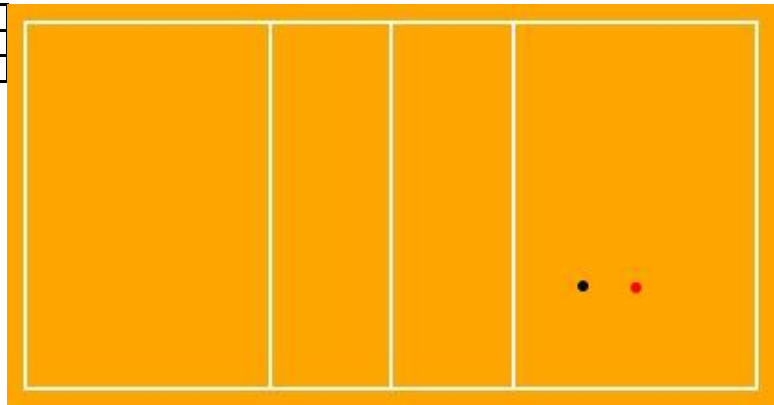
Glider Direction 1

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



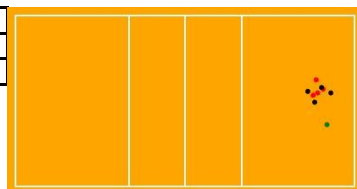
Glider Direction 5

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



Glider Direction 6

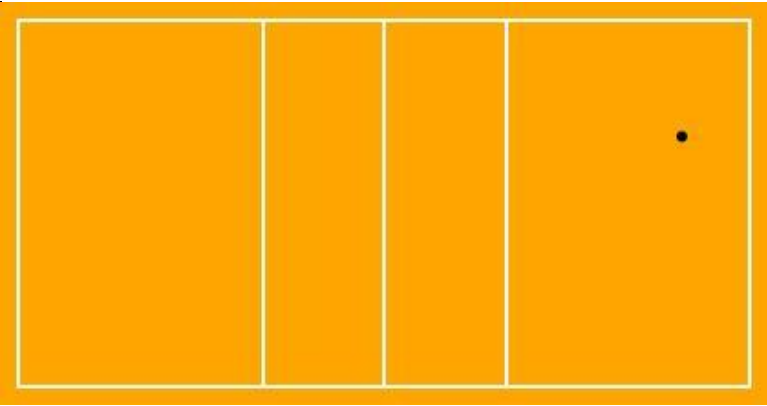
Total	#	+	!	/	-	=
	0%	11%	33%	11%	44%	0%
9	.	1	3	1	4	.



Jump

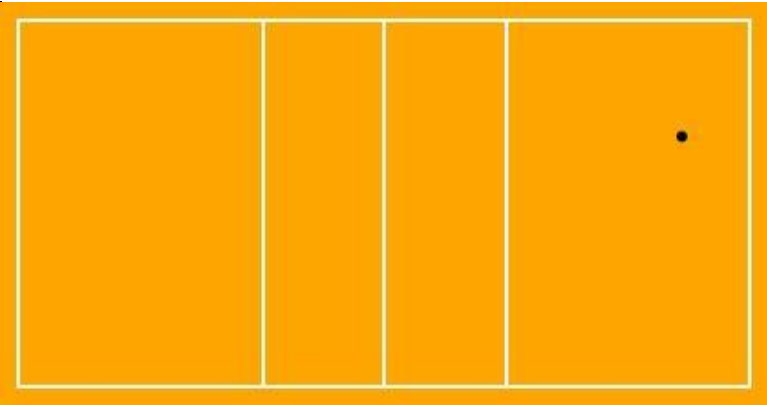
Total Jump

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



Jump Direction 6

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

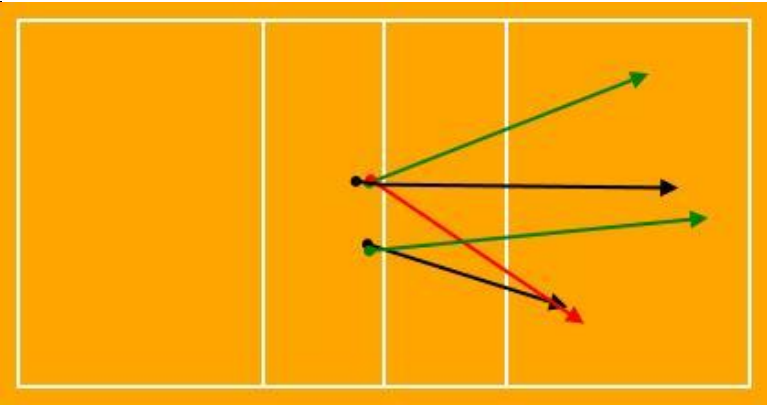


Attack Player #16 Pyanov Maxim

Position 3

Total position 3

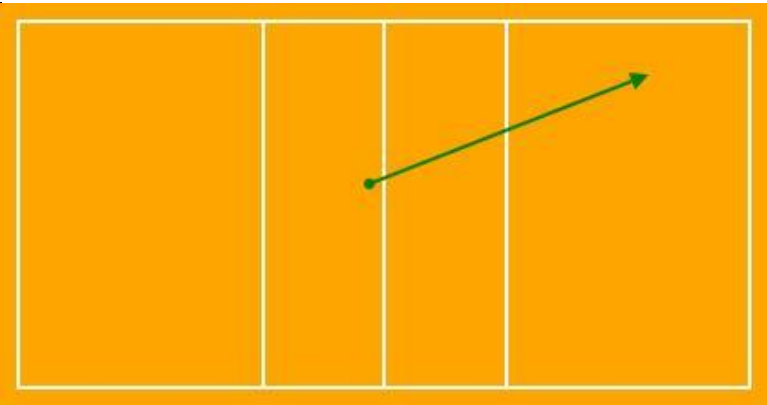
Total	#	+	!	/	-	=
	40%	0%	0%	40%	0%	20%
5	2	.	.	2	.	1



Zone #3 0 blockers

Set quality: #

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



Zone #3 1 blockers

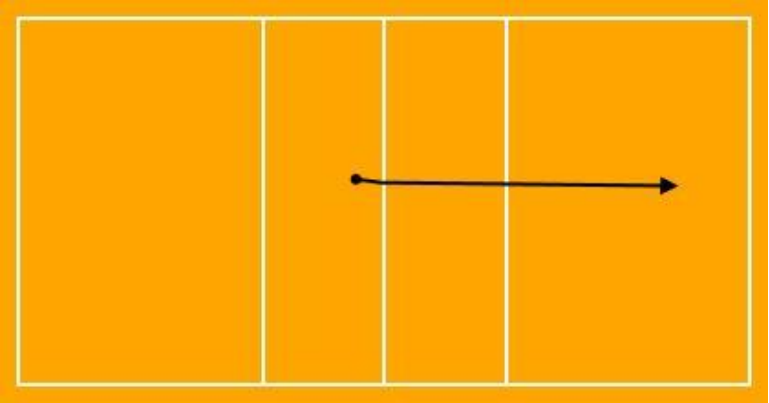
Set quality: !

Total	#	+	!	/	-	=

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

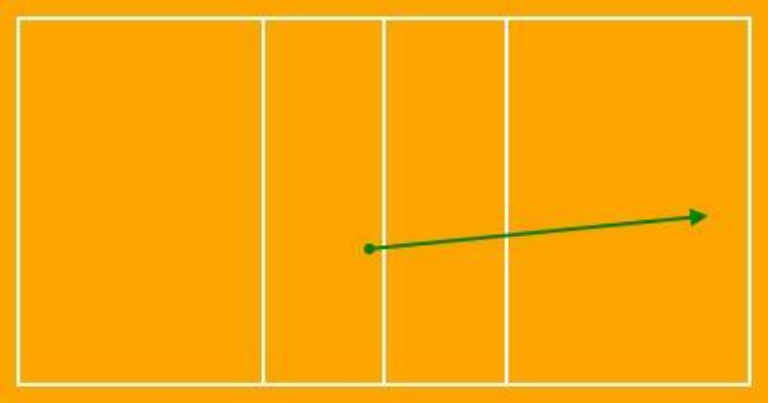
Set quality: +

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



Set quality: #

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



Set

Player #17

Fedunov Daniil

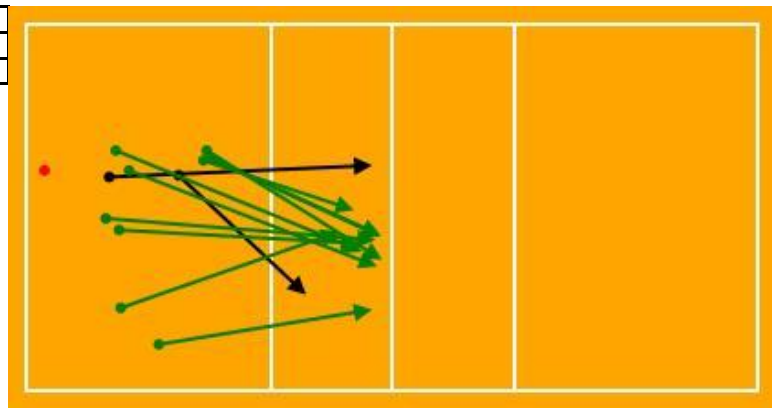
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

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

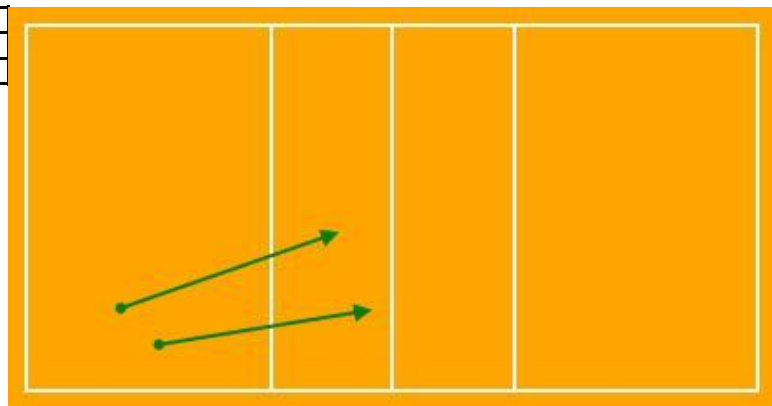


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	11(84%) #: 45%, #+: 72% !/-: 18%, =: 9%	2(15%) #: 0%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

Upper

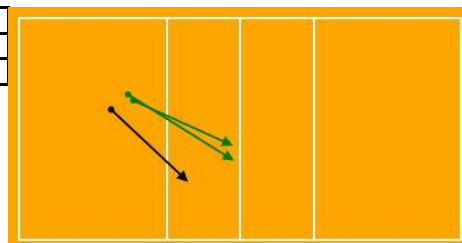
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
2	.	2



Glider Zone #6

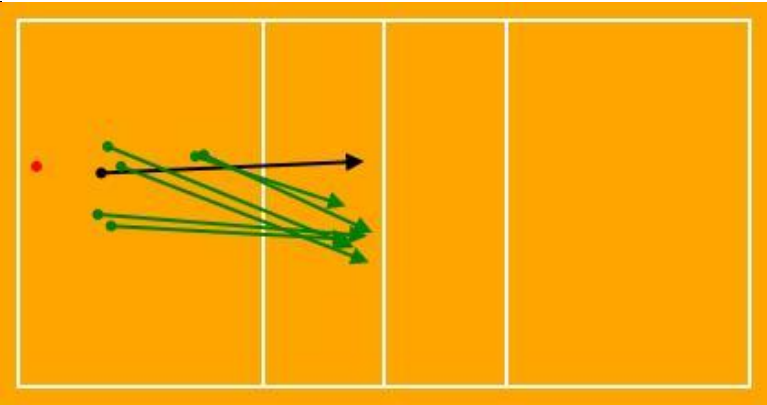
Lower

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



Upper

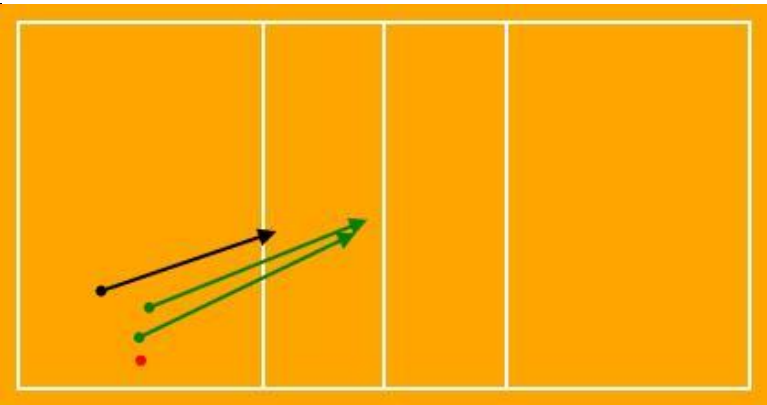
Total	#	+	!	/	-	=
	37%	37%	12%	0%	0%	12%
8	3	3	1	.	.	1



Jump

Total Jump

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

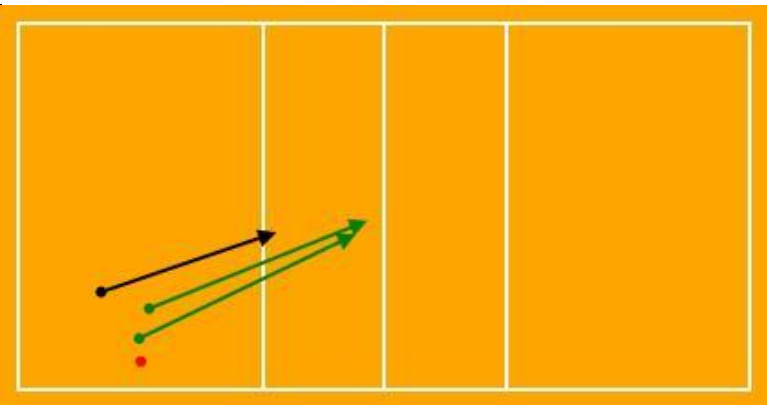


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	4(100%) #: 25%, #+: 50% !/-: 25%, =: 25%

Jump Zone #1

Lower

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



Set

Player #17 Fedunov Daniil

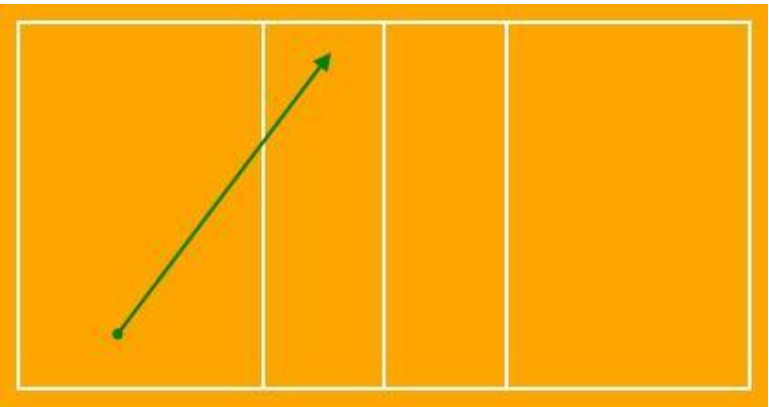
Blockers count distribution

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

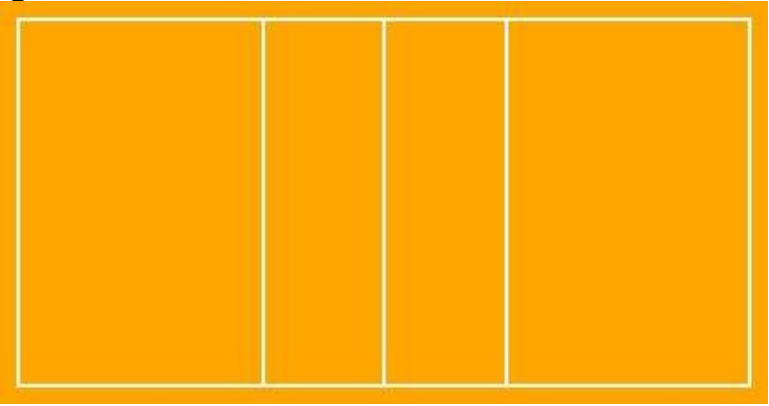
P1 arrangement

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



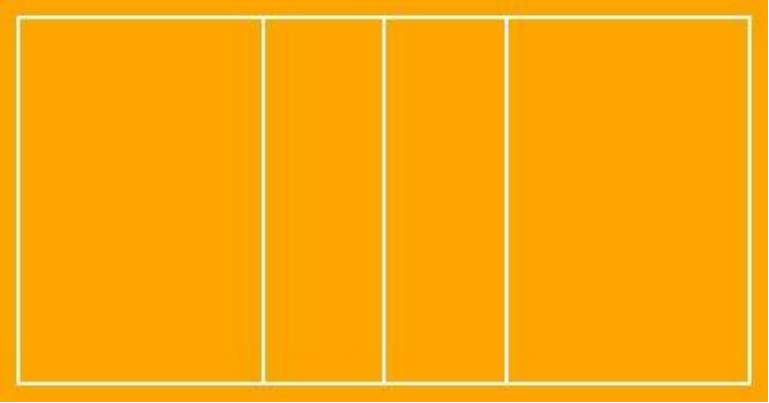
P2 arrangement

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



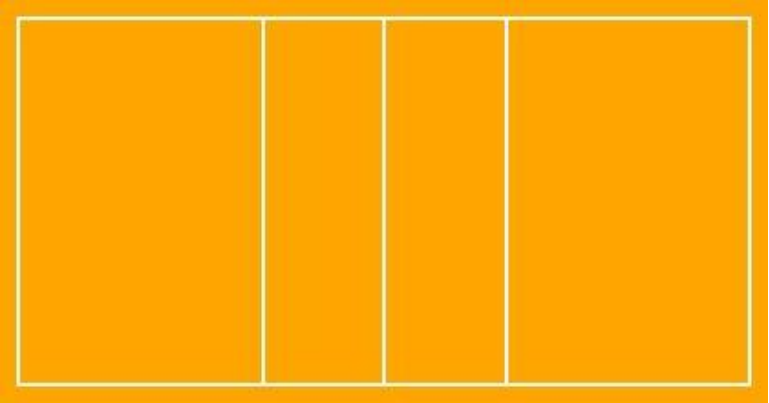
P3 arrangement

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



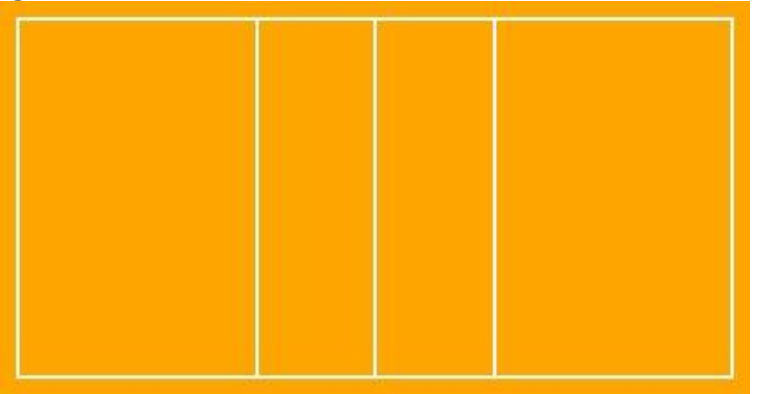
P4 arrangement

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



P5 arrangement

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



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

P6 arrangement

