

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	15	13	17	1	23%	4	15	.	.	11	80%	73%	1	100%	0%	.	5	80%
#2 Baiduji	.	0
#7 Ushakov	3	0	7	2	42%	1	8	.	25%	25%	25%	6	1	.	2	50%	33%	.	0%	100%	.	2	0%
#8 Shchipko	6	5	10	1	10%	.	11	.	36%	36%	27%	7	.	.	6	85%	85%	.	0%	100%	.	3	66%
#10 Klimov	6	5	9	.	44%	1	1	.	0%	100%	100%	8	1	.	5	62%	62%	.	66%	33%	.	3	100%
#12 Volkov	.	0
#13 Trofimov	5	-1	5	2	20%	.	10	.	10%	60%	50%	12	3	1	5	58%	41%	.	100%	0%	.	6	83%
#14 Ahmadullin	2	-4	12	3	25%	1	5	1	.	1	20%	20%	1	100%	0%	.	3	100%
#15 Lyashenko	2	1	2	.	0%	3	.	.	1	66%	33%	1	50%	50%	1	.	.
#16 Pyanov	8	2	10	3	10%	12	3	.	6	58%	50%	.	33%	66%	2	1	100%
#17 Fedunov	.	0	10	.	10%	60%	60%	5	100%
#18 Ziva	.	0
#24 Scherbakov	.	0
Total	47	21	72	12	23%	7	40	.	20%	47%	42%	68	9	1	37	63%	54%	3	55%	44%	3	28	82%

Player #1

Vasilchenko

Dmitrii

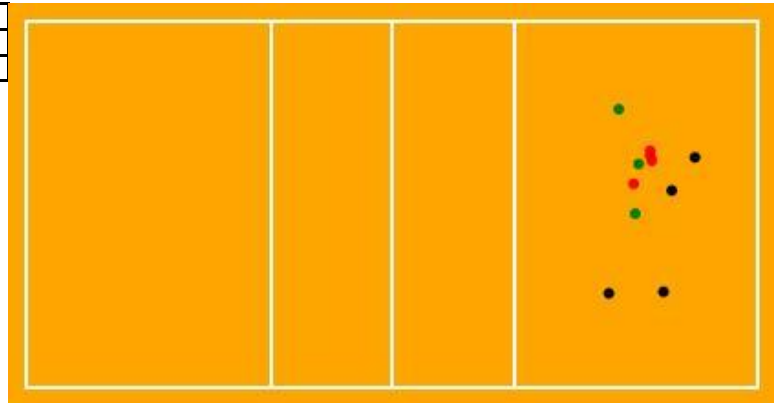
Serve

Player #1 Vasilchenko Dmitrii

Glider

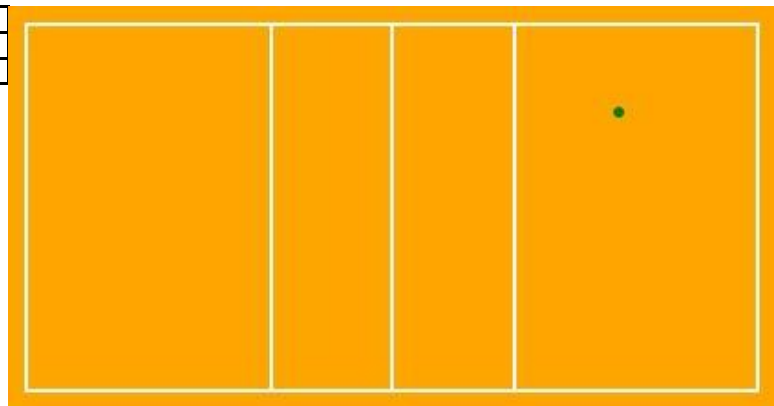
Total Glider

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



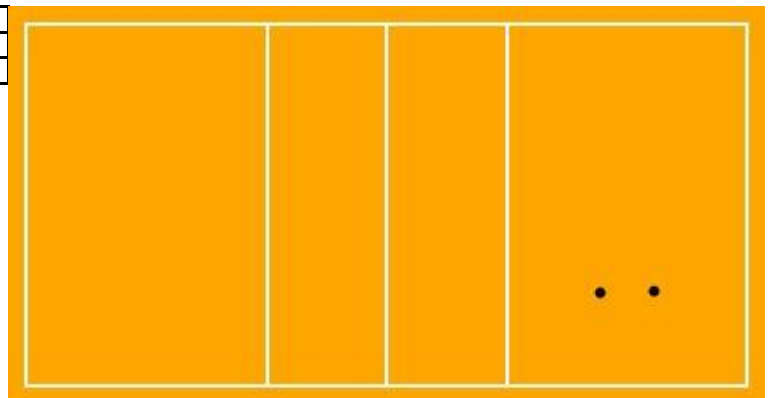
Glider Direction 1

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



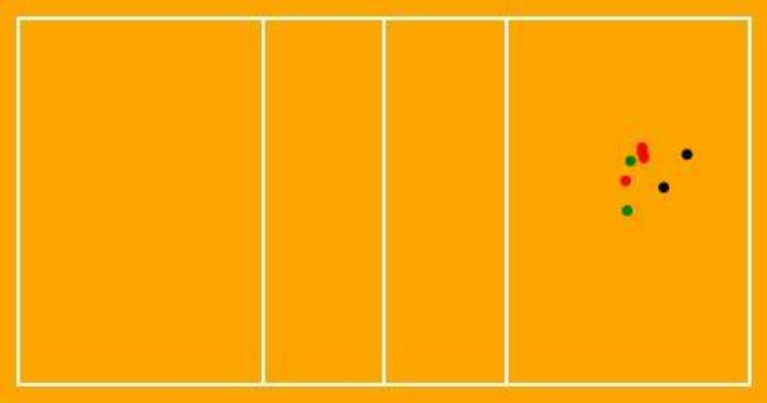
Glider Direction 5

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



Glider Direction 6

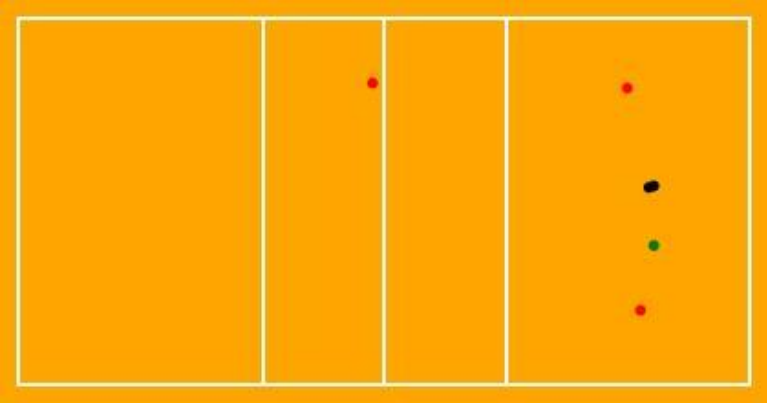
Total	#	+	!	/	-	=
	25%	0%	25%	0%	50%	0%
8	2	.	2	.	4	.



Jump

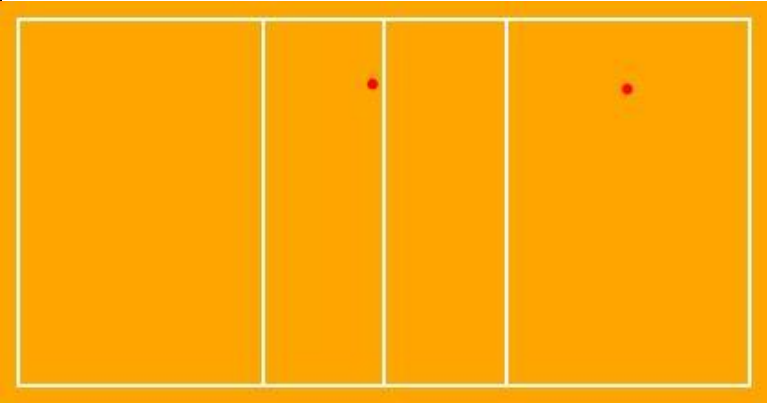
Total Jump

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



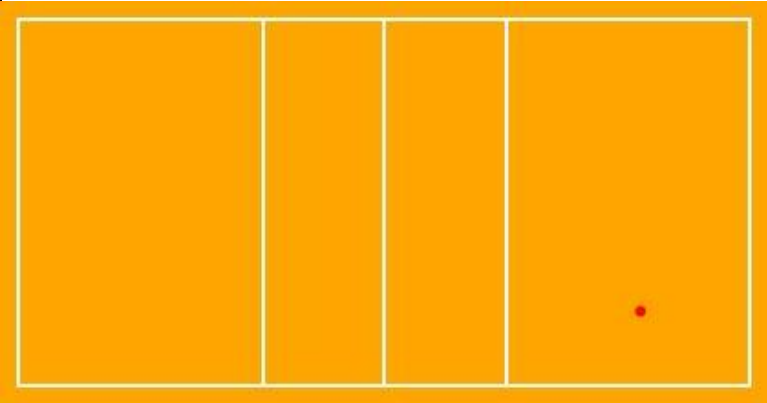
Jump Direction 1

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



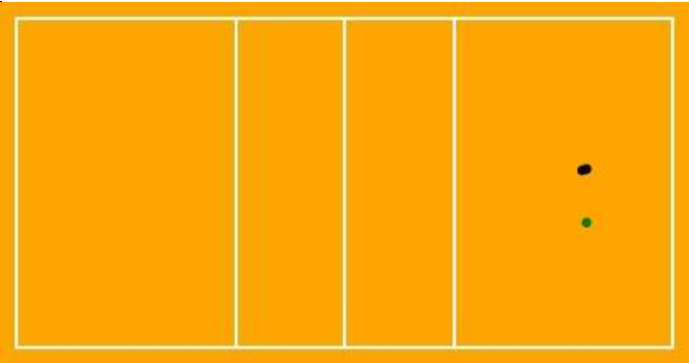
Jump Direction 5

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



Jump Direction 6

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



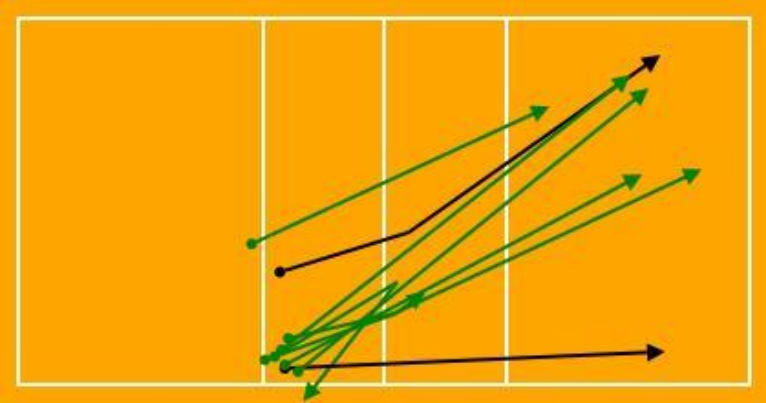
Attack

Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

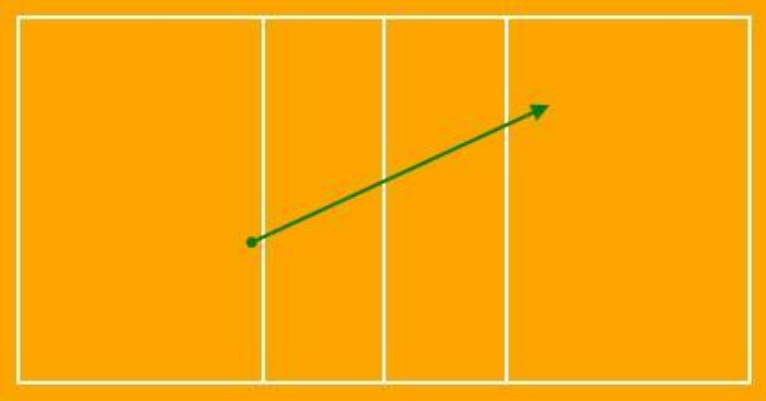
Total	#	+	!	/	-	=
	66%	11%	0%	22%	0%	0%
9	6	1	.	2	.	.



Zone #1 0 blockers

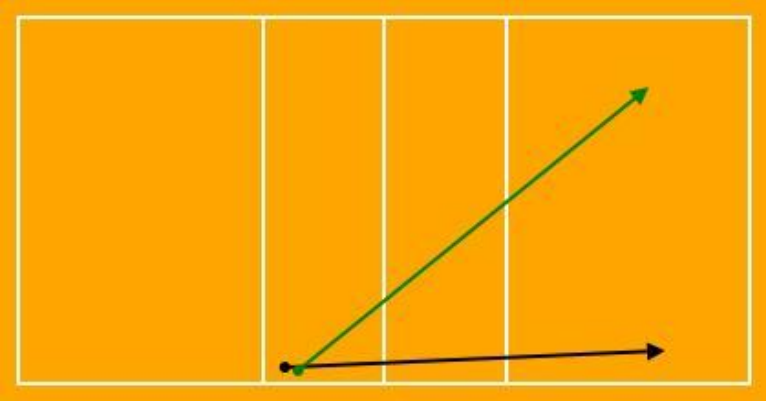
Set quality: -

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



Set quality: +

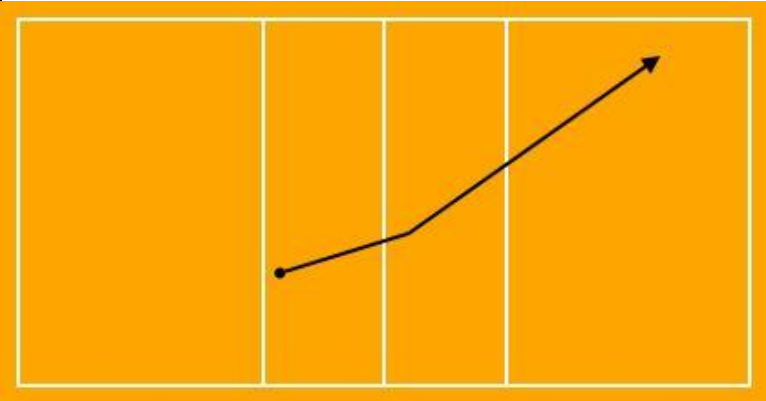
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #1 1.5 blockers

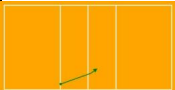
Set quality: /

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



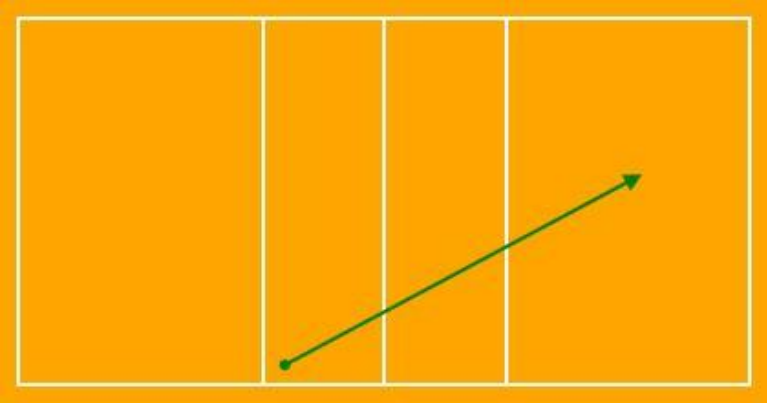
Set quality: +

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



Set quality: #

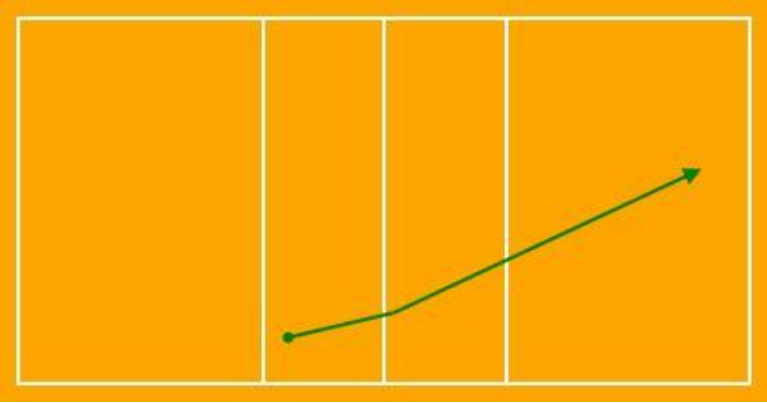
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #1 2 blockers

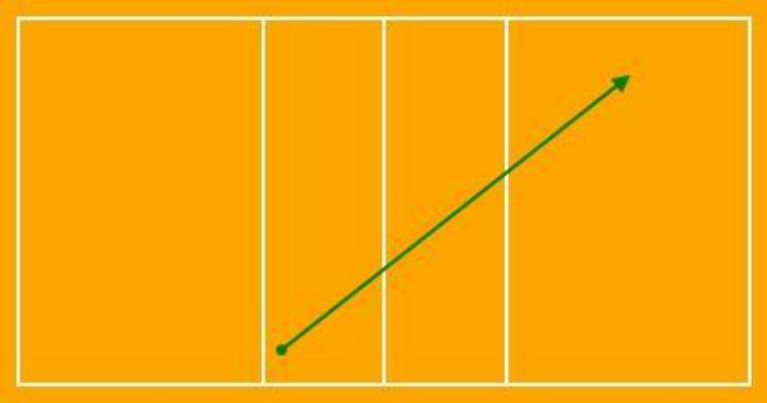
Set quality: !

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



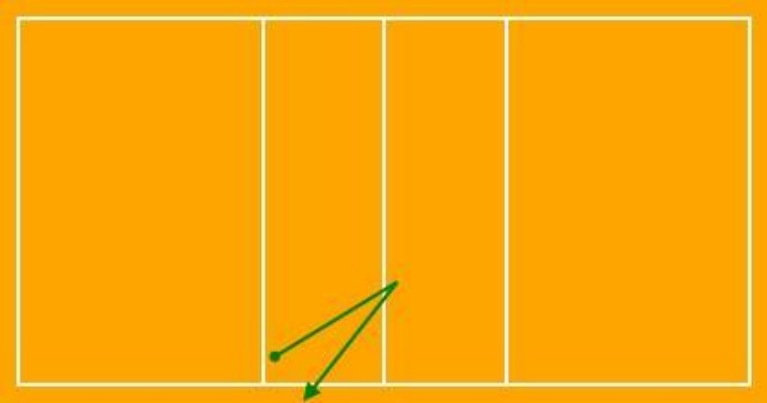
Set quality: +

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



Set quality: #

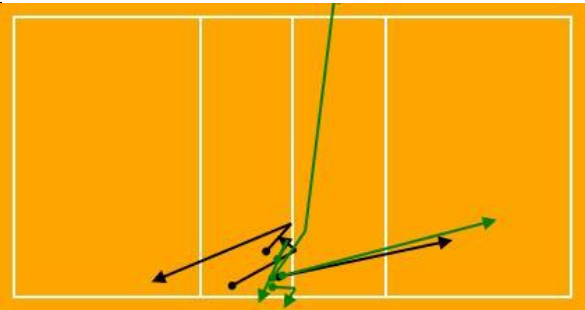
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 2

Total position 2

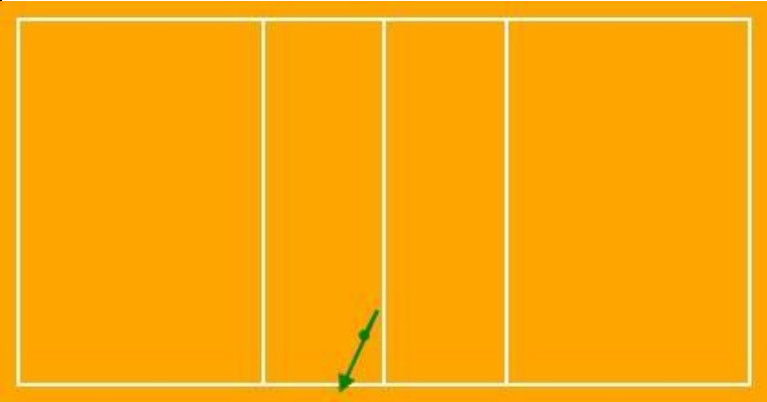
Total	#	+	!	/	-	=
	57%	0%	14%	28%	0%	0%
7	4	.	1	2	.	.



Zone #2 1 blockers

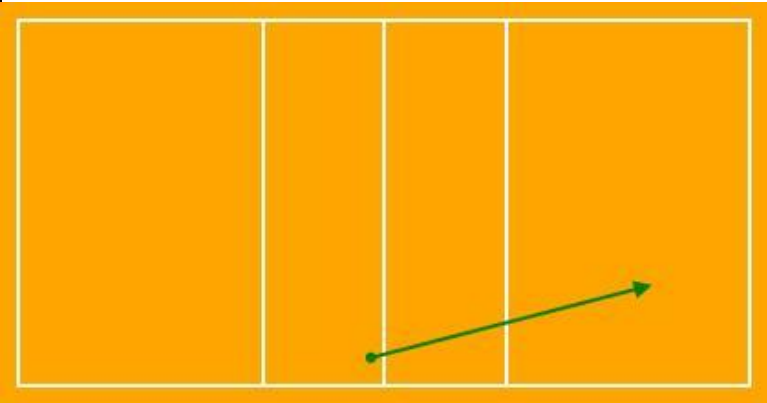
Set quality: !

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



Set quality: +

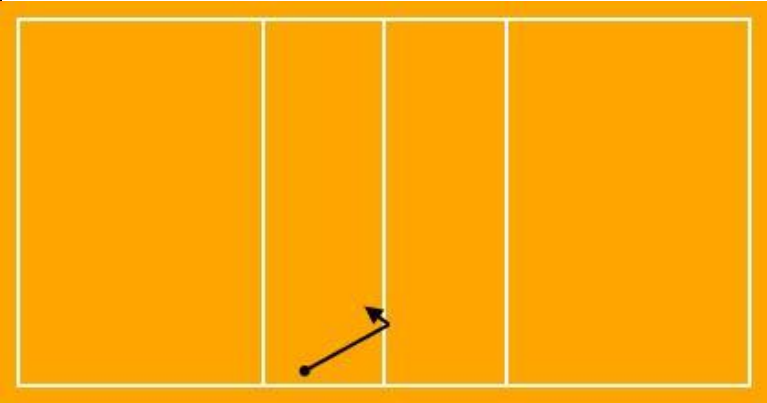
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1.5 blockers

Set quality: /

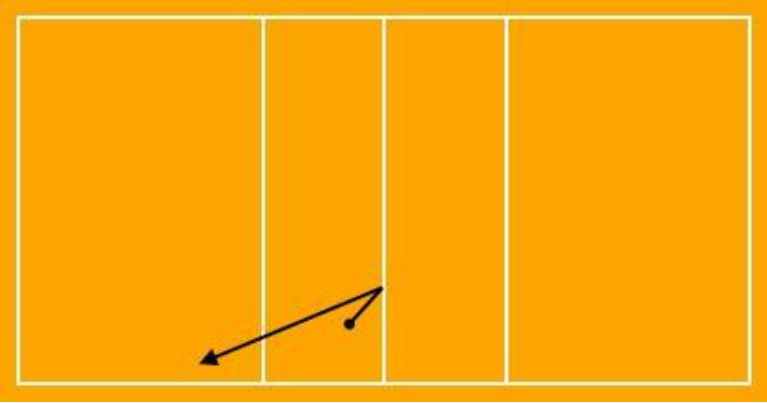
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Zone #2 2 blockers

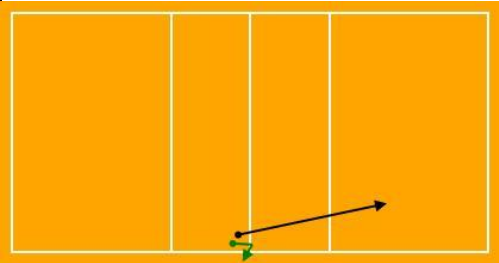
Set quality: !

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



Set quality: #

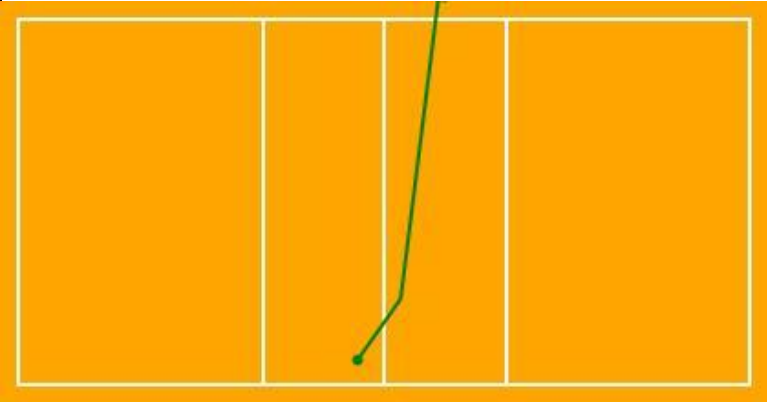
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #2 3 blockers

Set quality: #

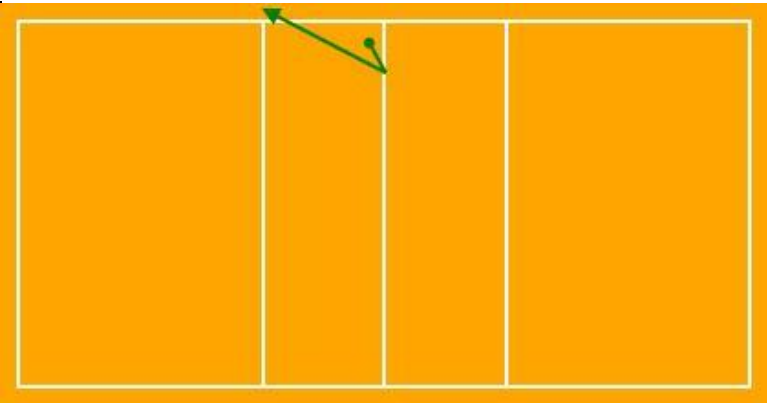
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

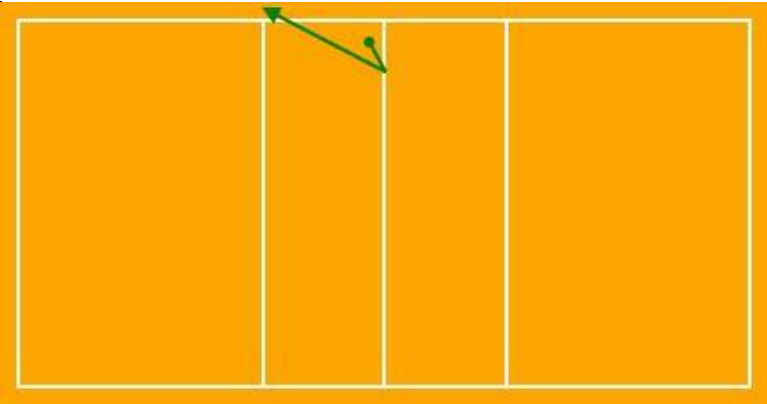
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

Set quality: !

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



Set

Player #1 Vasilchenko Dmitrii

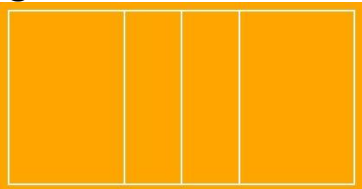
Blockers count distribution

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

Reception direction distribution

P1 arrangement

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



$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$
--------------	--------------	--------------

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

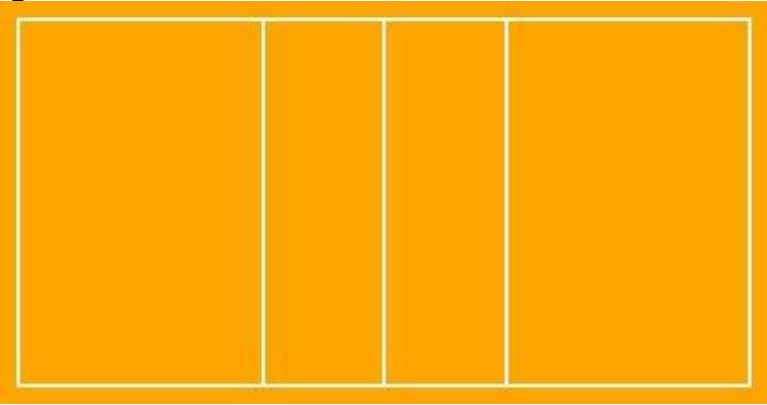
$\dot{.()0\%}$	$\dot{.()0\%}$	$\dot{.()0\%}$
$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$
$\dot{.()0\%}$	$\dot{.()0\%}$	$\dot{1(100\%)}0\%$
$\dot{0.00}$	$\dot{0.00}$	$\dot{1.00}$

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

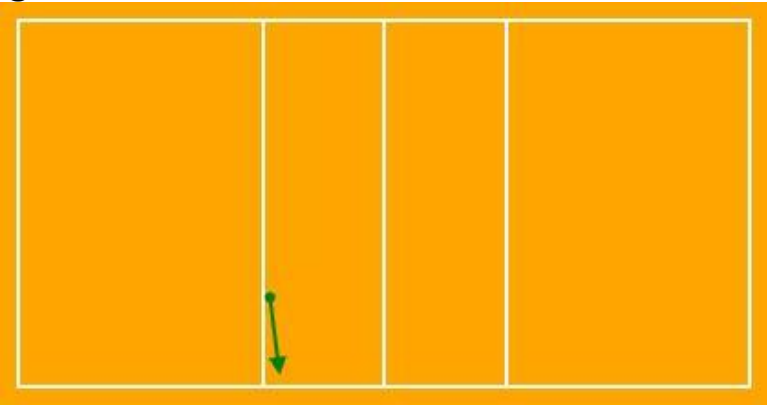
$\dot{1(100\%)}0\%$	$\dot{.()0\%}$	$\dot{.()0\%}$
$\dot{2.00}$	$\dot{0.00}$	$\dot{0.00}$
$\dot{.()0\%}$	$\dot{.()0\%}$	$\dot{.()0\%}$
$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$

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

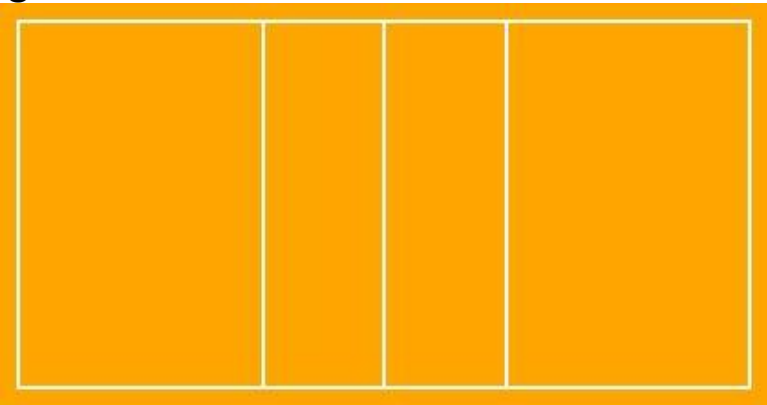
P2 arrangement



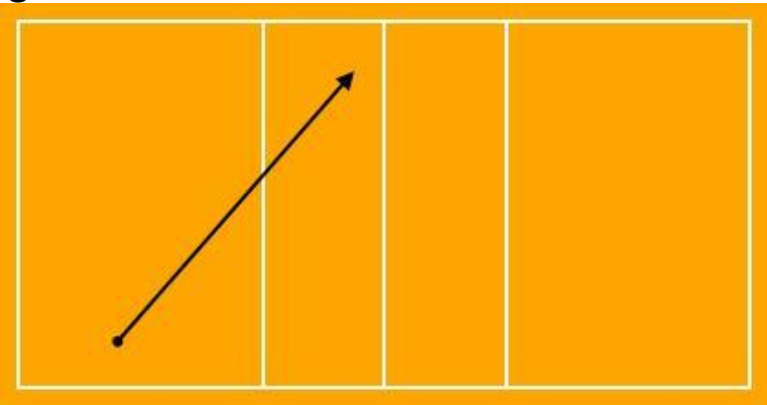
P3 arrangement



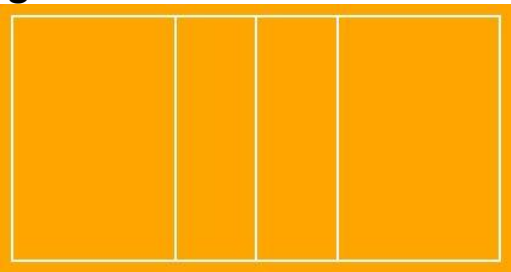
P4 arrangement



P5 arrangement



P6 arrangement



Player #7 Ushakov

Vladislav

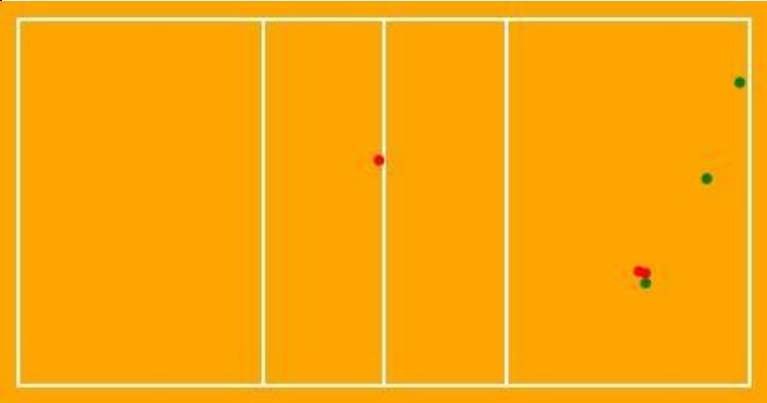
Serve

Player #7 Ushakov Vladislav

Glider

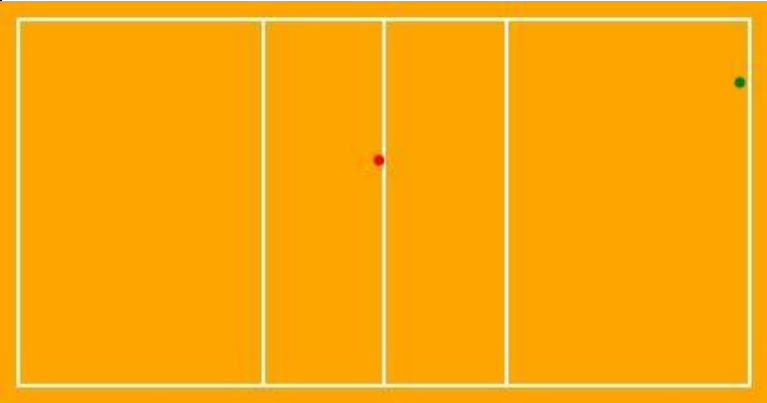
Total Glider

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



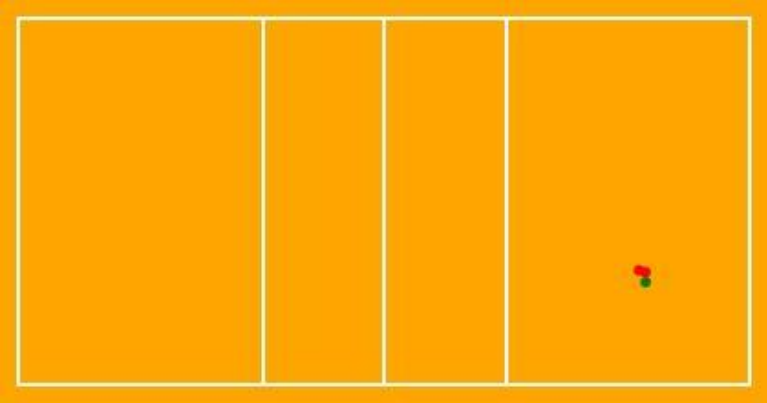
Glider Direction 1

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



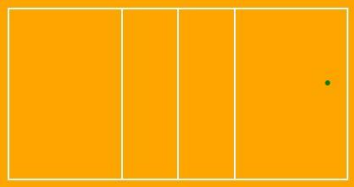
Glider Direction 5

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



Glider Direction 6

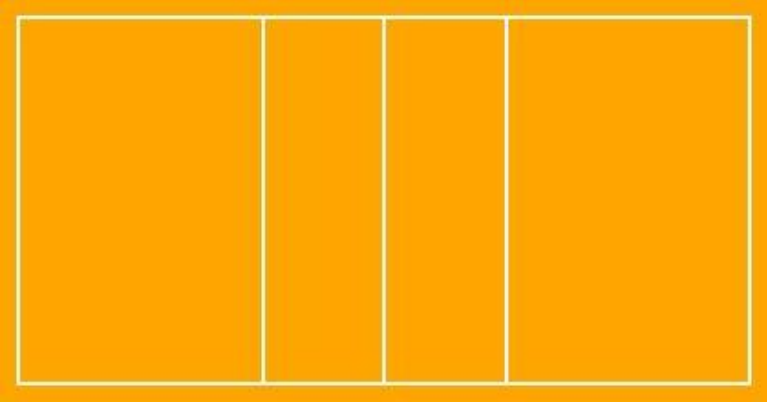
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Jump

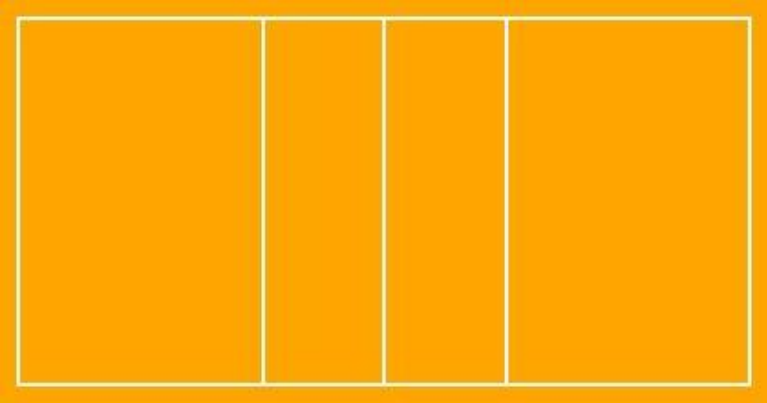
Total Jump

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



Jump Direction 6

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

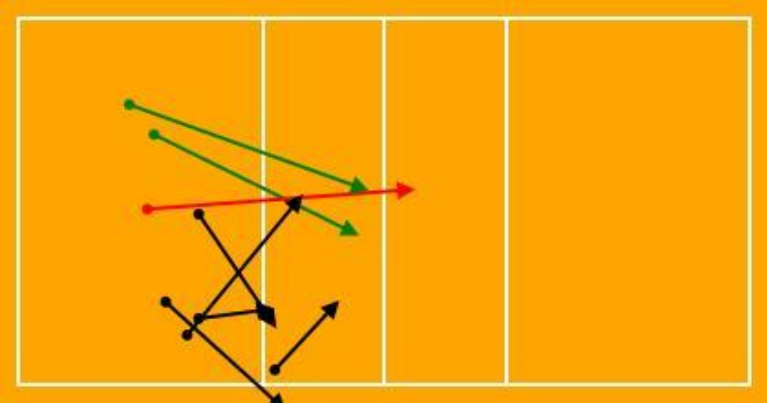


Reception Player #7 Ushakov Vladislav

Glider

Total Glider

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

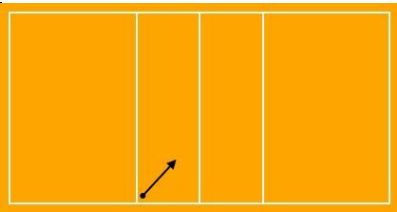


1(12%) #: 100%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(12%) #: 100%, #+: 100% !/-: 0%, =: 0%	2(25%) #: 0%, #+: 0% !/-: 100%, =: 0%	4(50%) #: 0%, #+: 0% !/-: 100%, =: 0%

Glider Zone #1

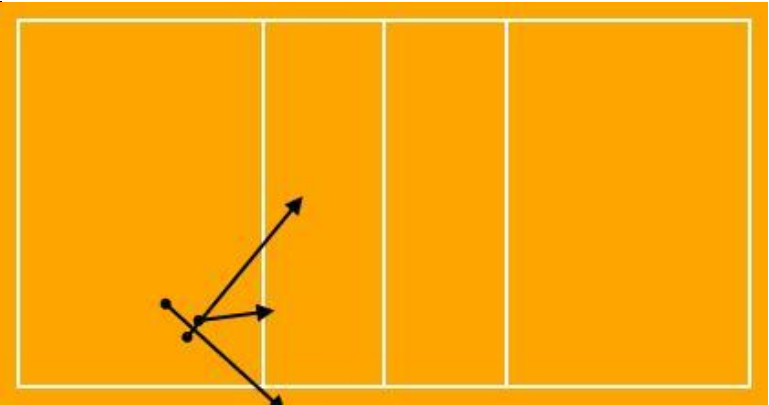
Lower

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



Upper

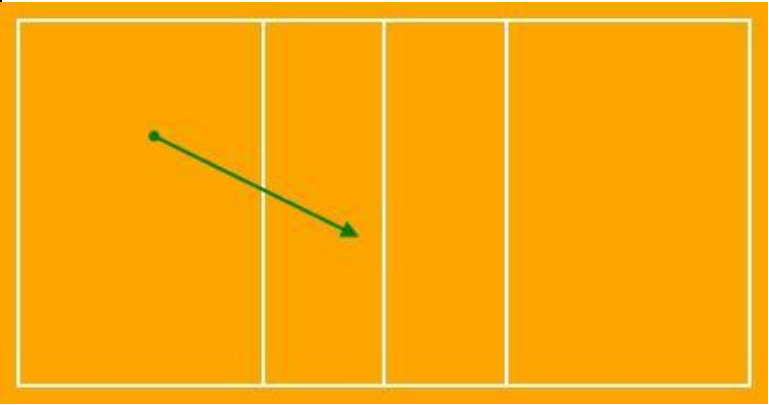
Total	#	+	!	/	-	=
	0%	0%	66%	33%	0%	0%
3	.	.	2	1	.	.



Glider Zone #4

Upper

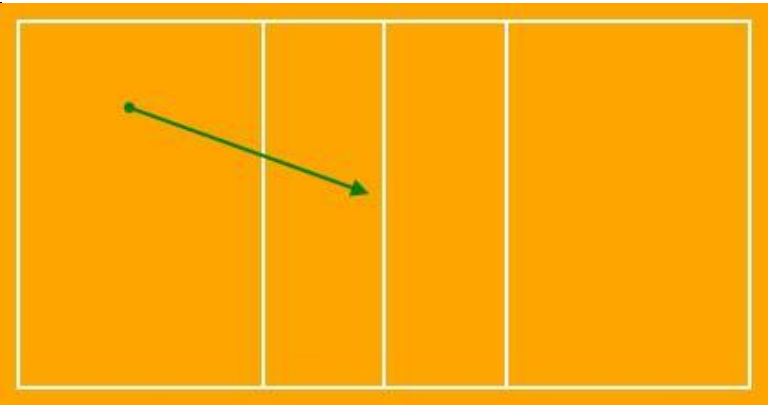
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #5

Upper

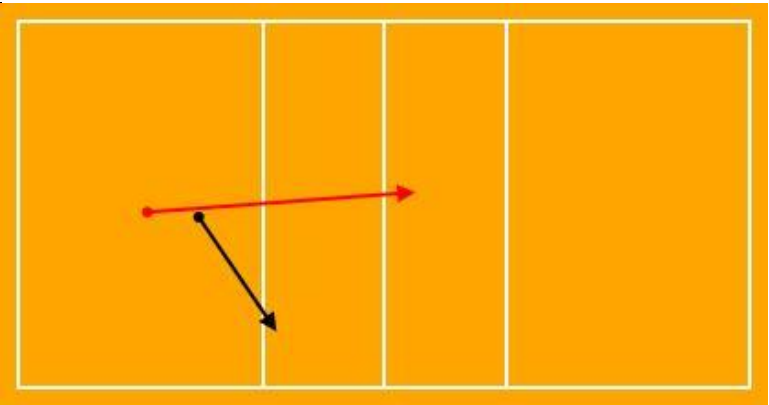
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #6

Lower

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



Attack
Player #7 Ushakov Vladislav

Position 2

Total position 2

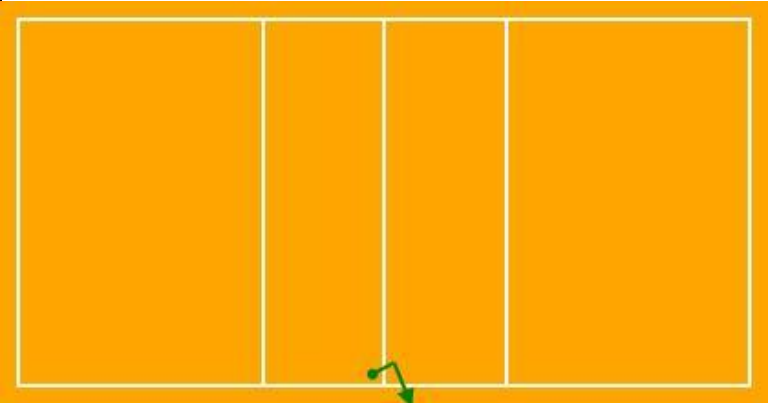
Total	#	+	!	/	-	=

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

Zone #2 1 blockers

Set quality: #

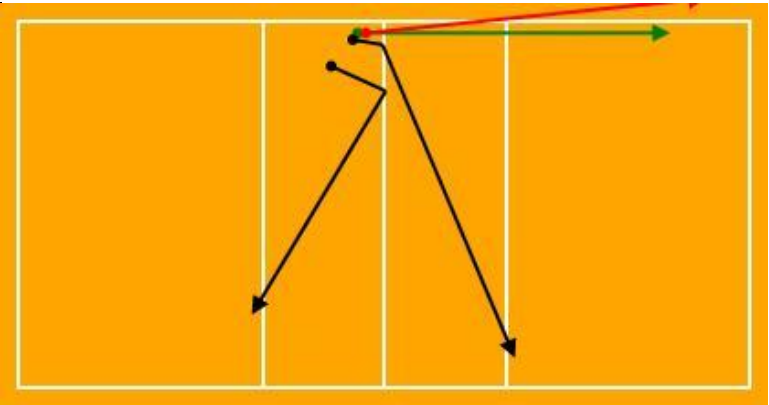
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

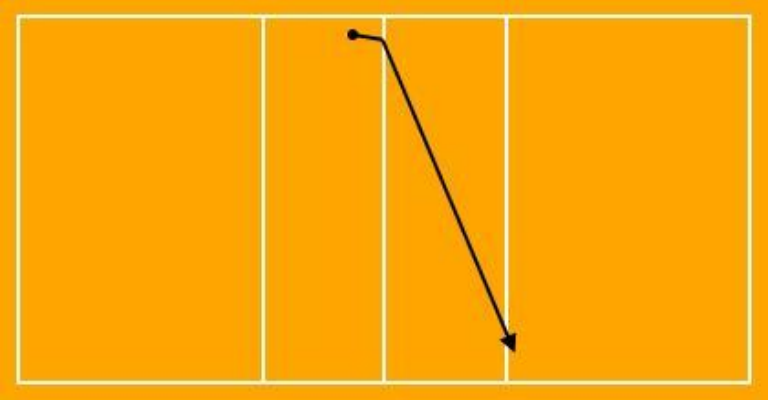
Total	#	+	!	/	-	=
	25%	0%	25%	25%	0%	25%
4	1	.	1	1	.	1



Zone #4 1 blockers

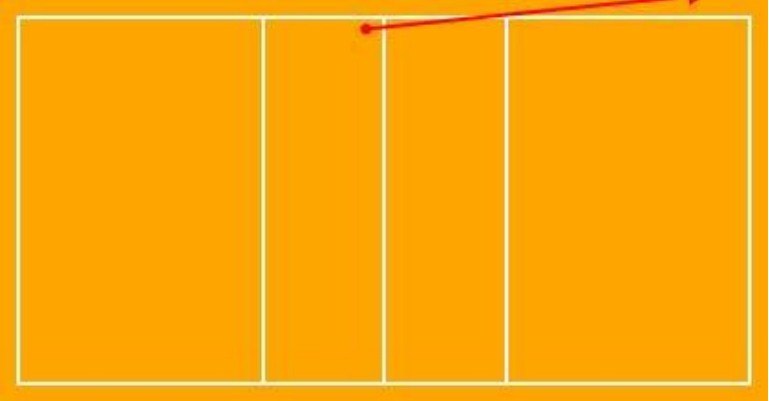
Set quality: +

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



Set quality: #

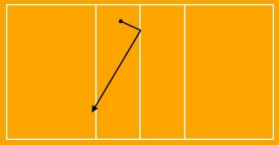
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 2 blockers

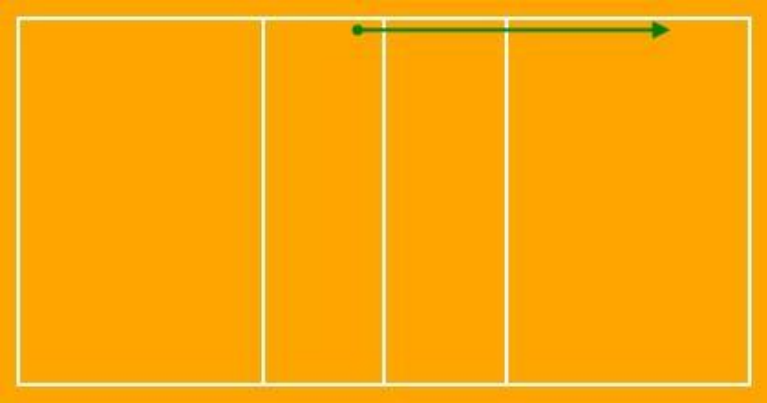
Set quality: !

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



Set quality: #

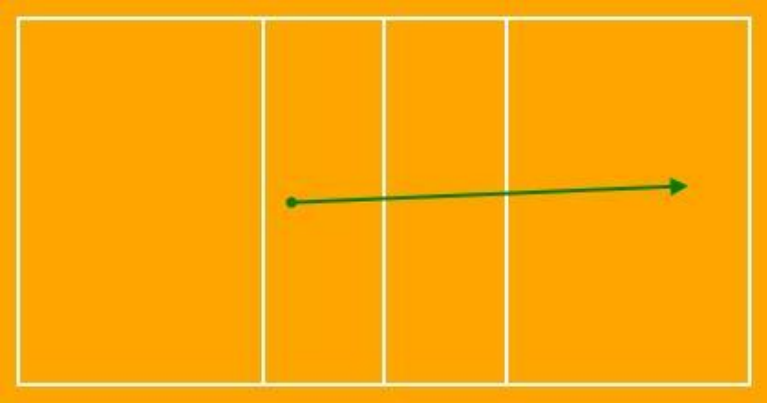
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

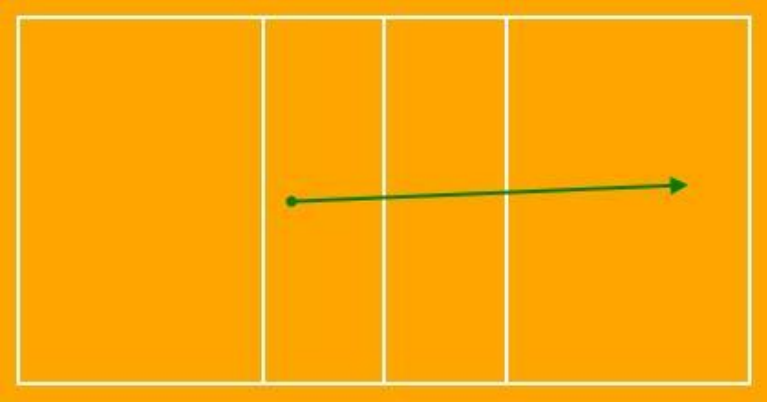
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #6 0 blockers

Set quality: +

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



Set

Player #8

Shchipko Sergei

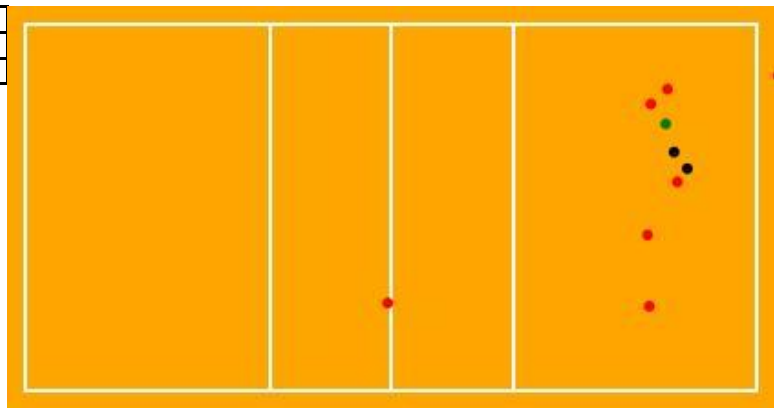
Serve

Player #8 Shchipko Sergei

Glider

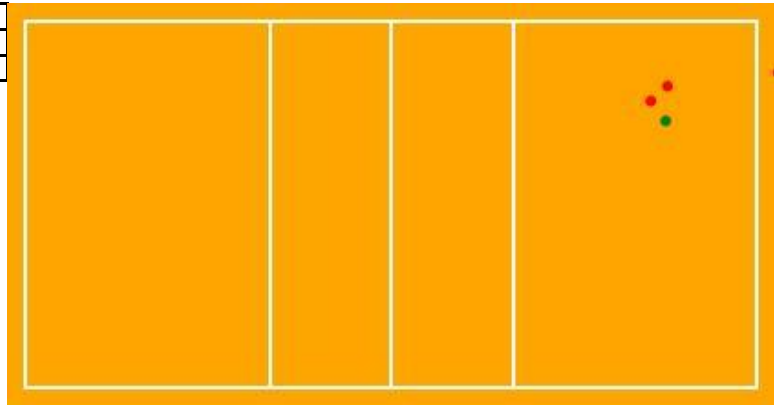
Total Glider

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



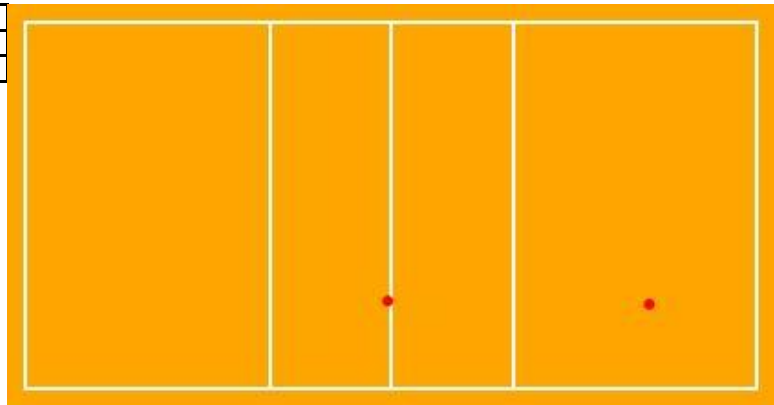
Glider Direction 1

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



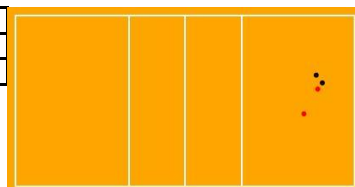
Glider Direction 5

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



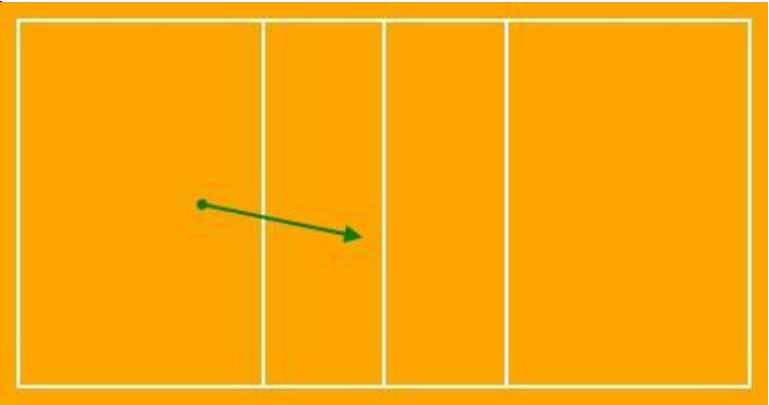
Glider Direction 6

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



Upper

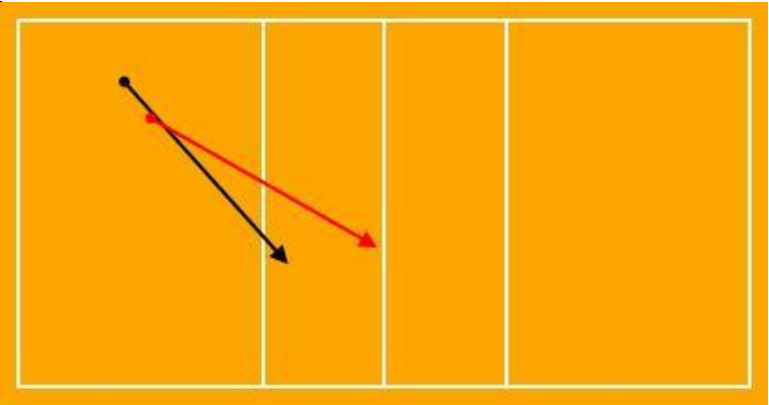
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Jump

Total Jump

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

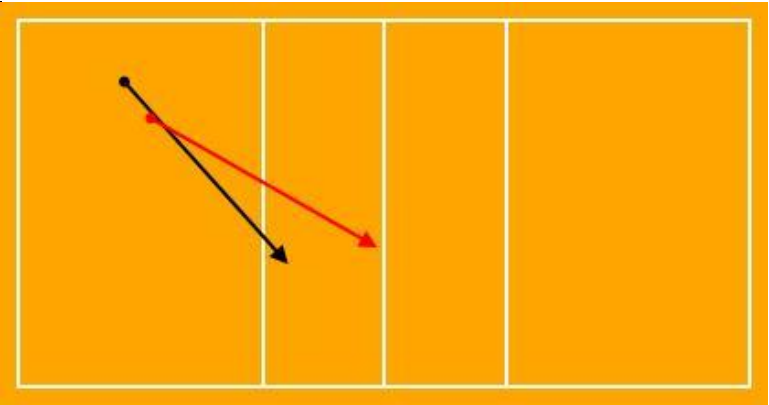


.(0%) #:. , #+: . !/-: . , =: .	.(0%) #:. , #+: . !/-: . , =: .	.(0%) #:. , #+: . !/-: . , =: .
2(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #:. , #+: . !/-: . , =: .	.(0%) #:. , #+: . !/-: . , =: .

Jump Zone #5

Lower

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

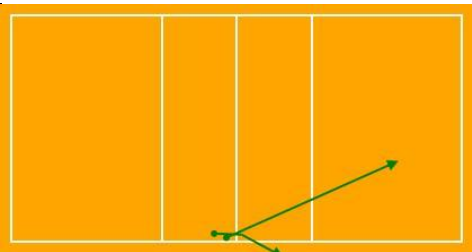


Attack
Player #8 Shchipko Sergei

Position 2

Total position 2

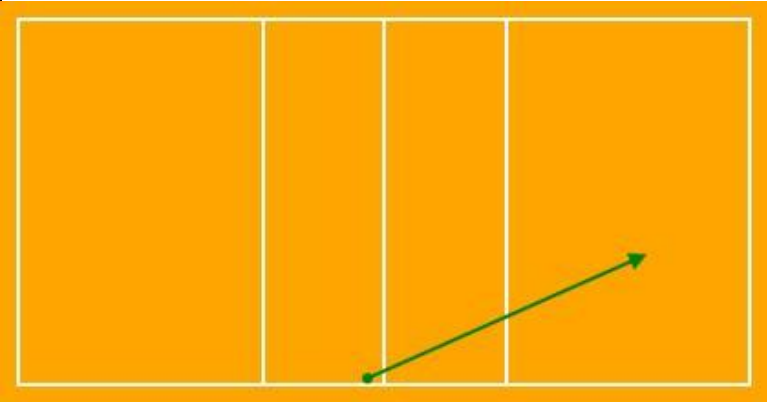
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #2 1 blockers

Set quality: +

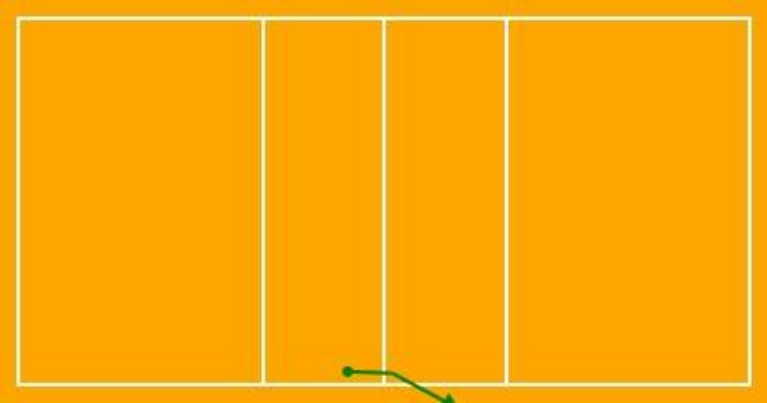
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1.5 blockers

Set quality: #

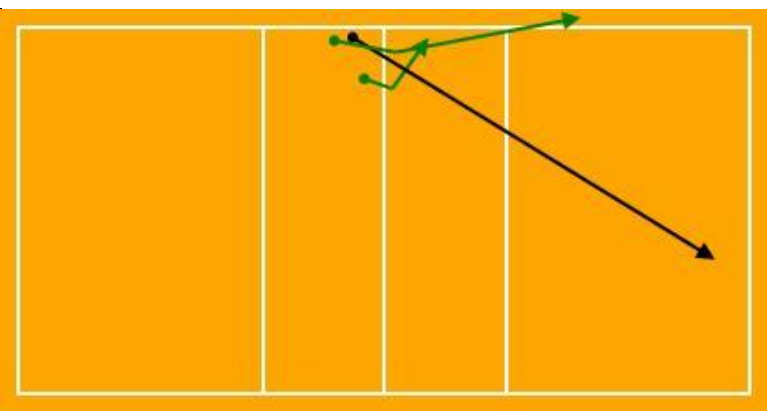
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

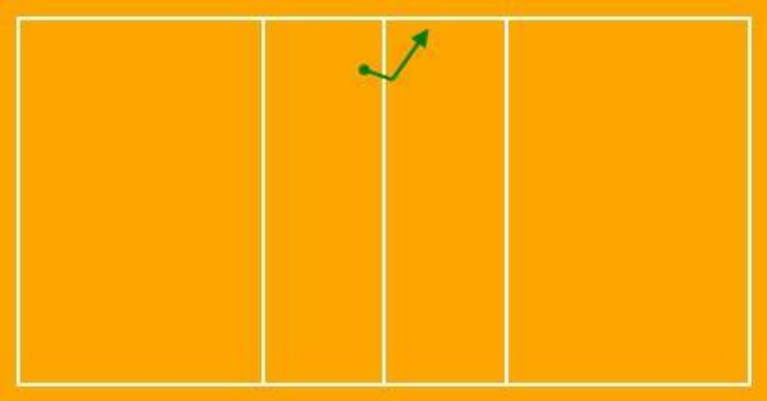
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #4 1 blockers

Set quality: !

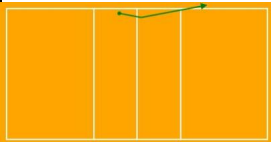
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

Set quality: +

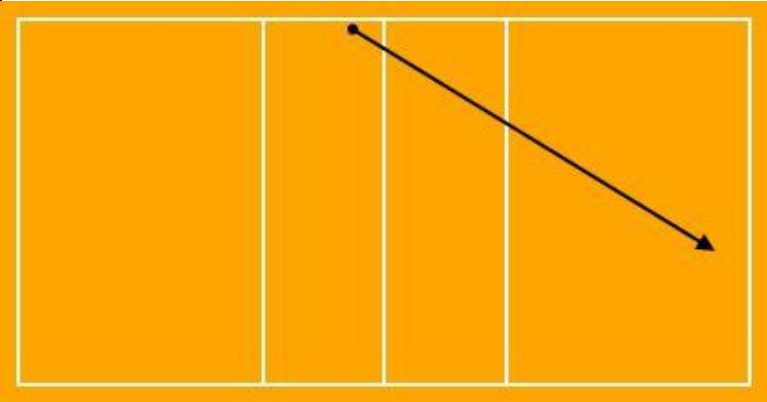
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

Set quality: +

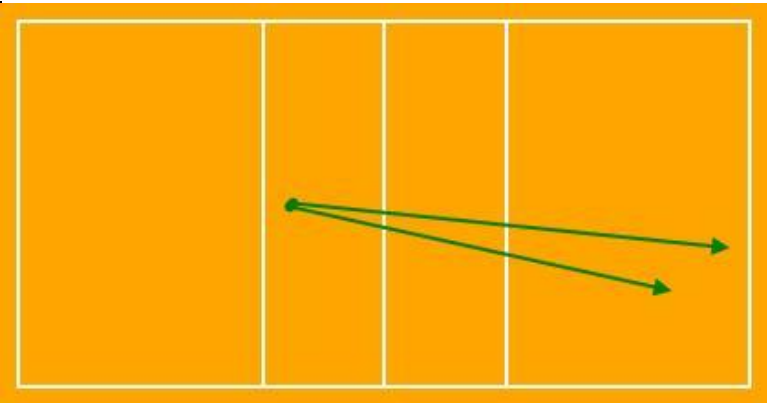
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 6

Total position 6

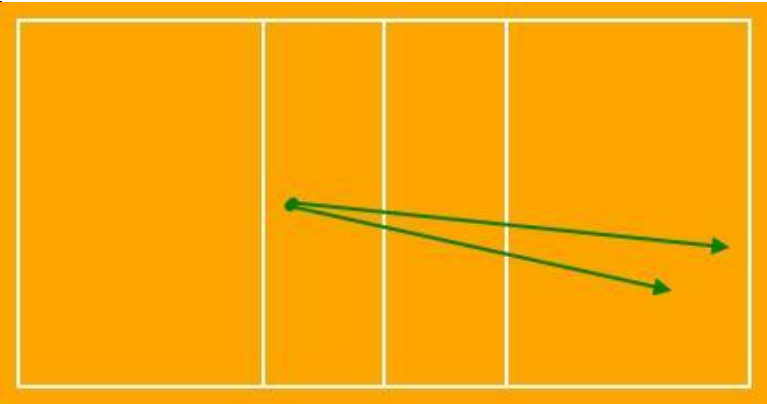
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #6 1 blockers

Set quality: #

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



Player #10 Klimov Alexey

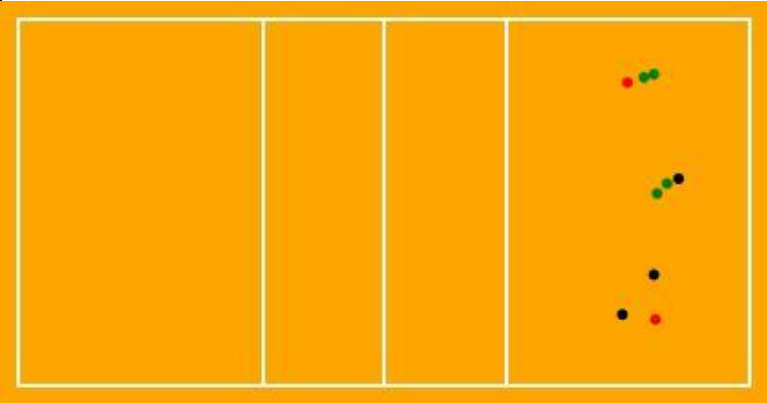
Serve

Player #10 Klimov Alexey

Glider

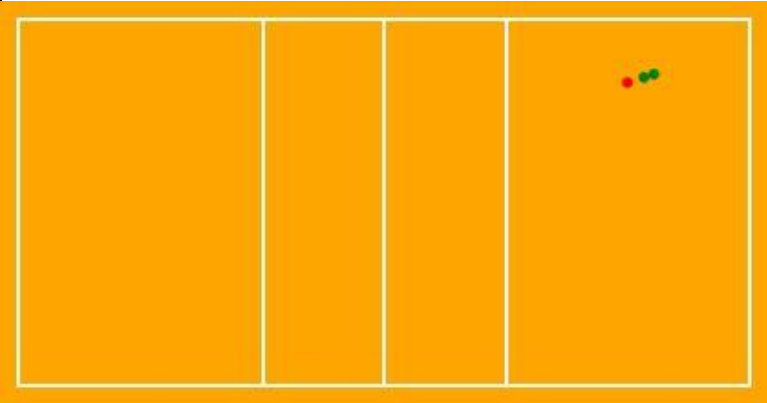
Total Glider

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



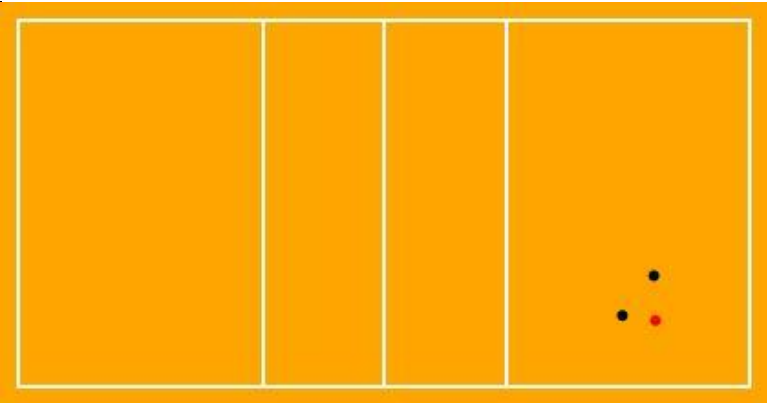
Glider Direction 1

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



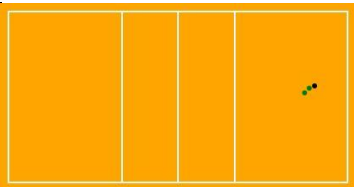
Glider Direction 5

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



Glider Direction 6

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



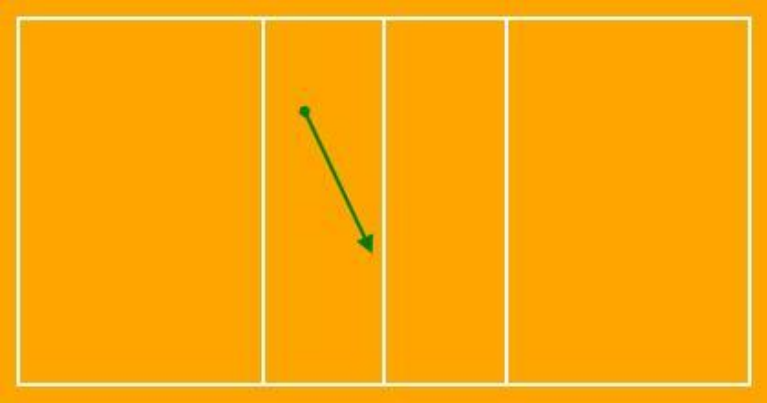
Reception

Player #10 Klimov Alexey

Glider

Total Glider

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

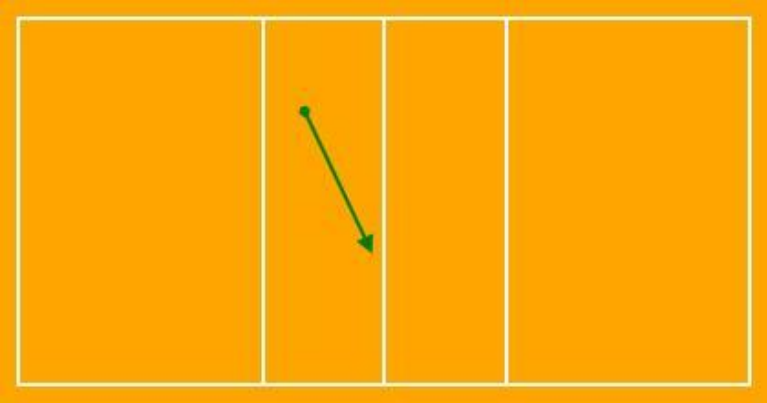


.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 100%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #3

Lower

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



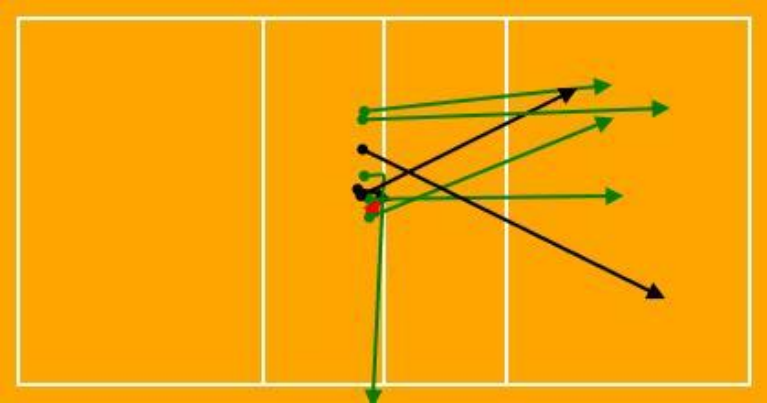
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

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



Zone #3 0 blockers

Set quality: /

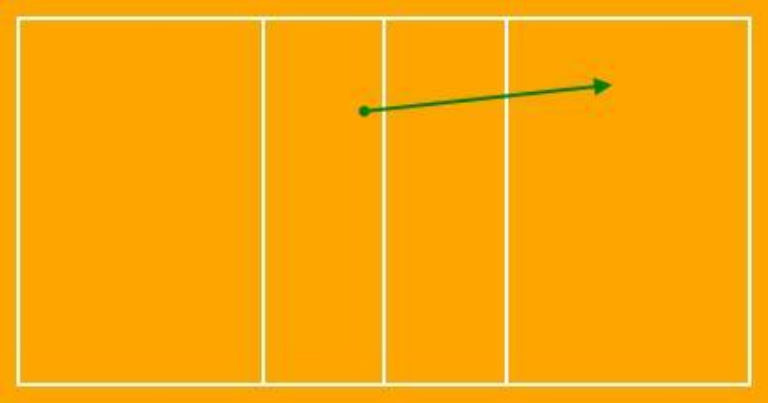
Total	#	+	!	/	-	=



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

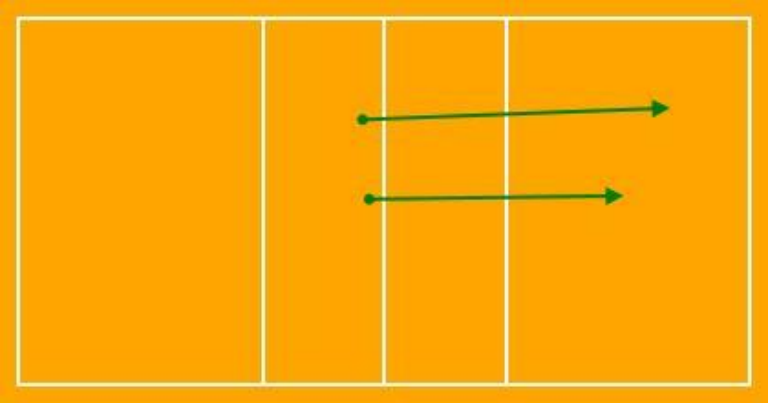
Set quality: +

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



Set quality: #

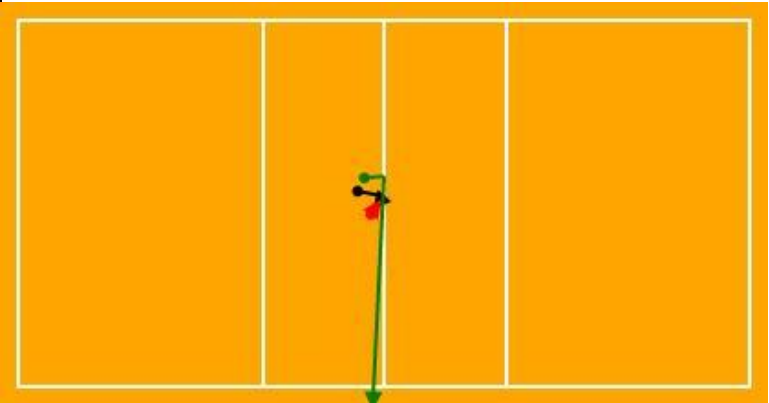
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #3 1 blockers

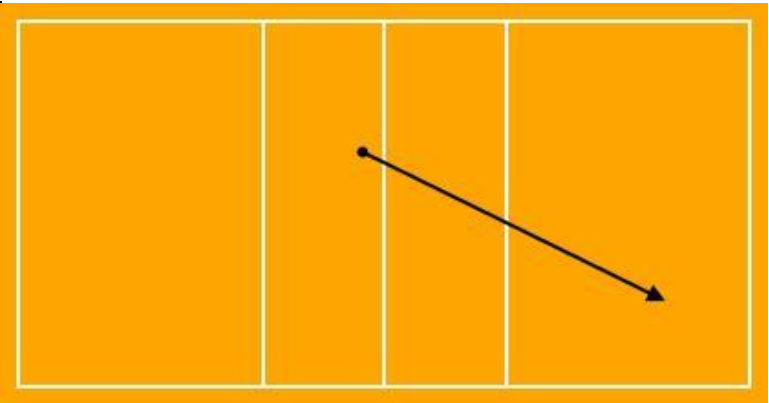
Set quality: !

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



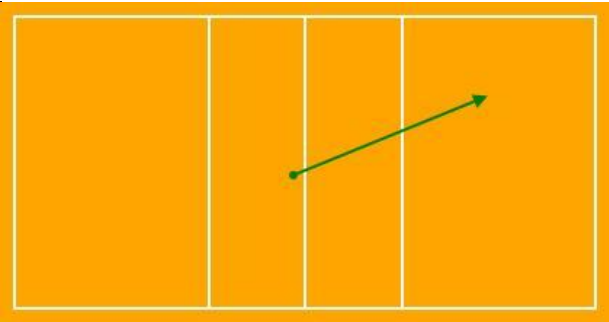
Set quality: +

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



Set quality: #

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



Player #13

Trofimov Lev

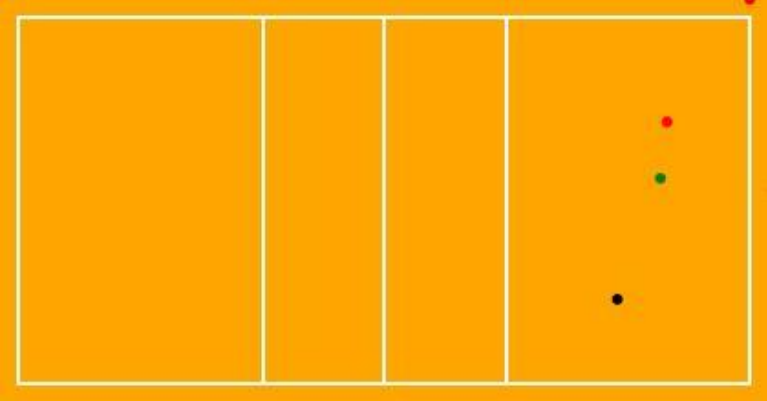
Serve

Player #13 Trofimov Lev

Glider

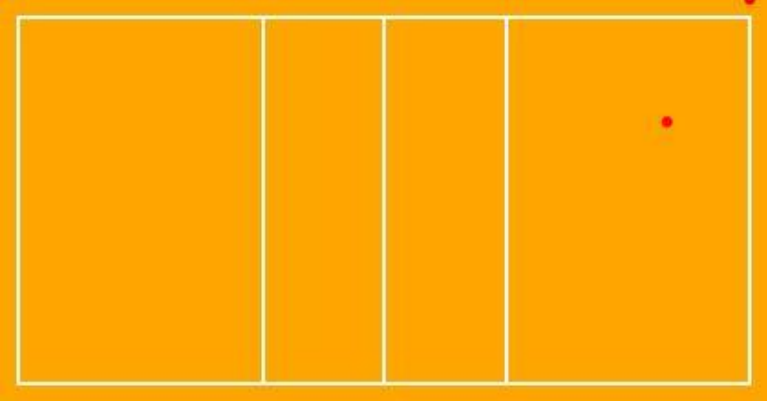
Total Glider

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



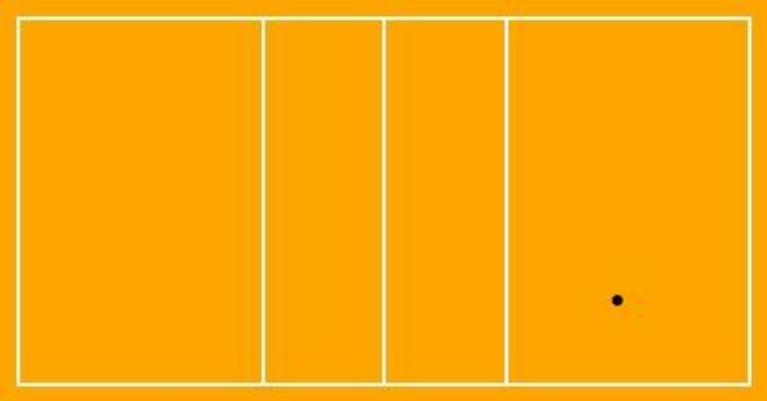
Glider Direction 1

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



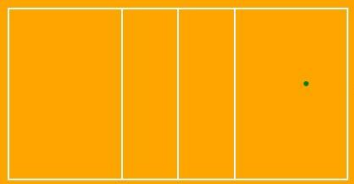
Glider Direction 5

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



Glider Direction 6

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



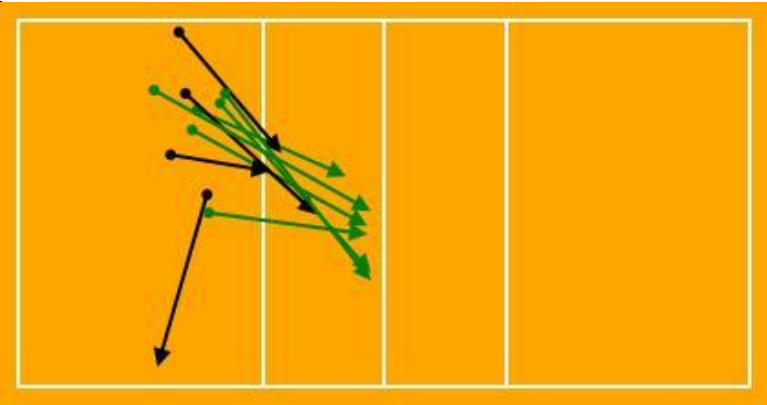
Reception

Player #13 Trofimov Lev

Glider

Total Glider

Total	#	+	!	/	-	=
	50%	10%	30%	10%	0%	0%
10	5	1	3	1	.	.

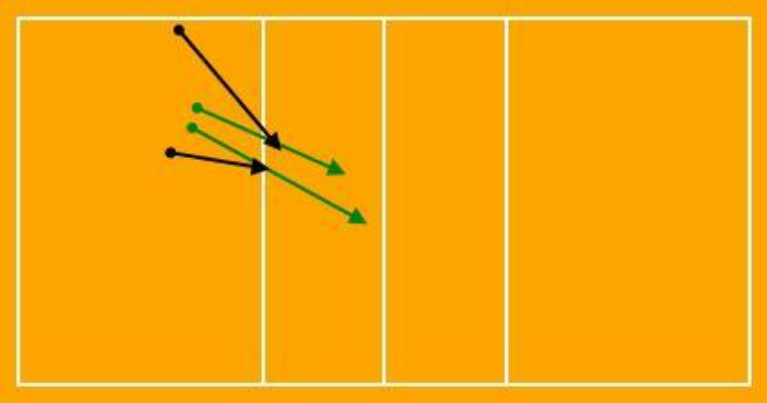


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
8(80%) #: 50%, #+: 62% !/-: 37%, =: 0%	2(20%) #: 50%, #+: 50% !/-: 50%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #5

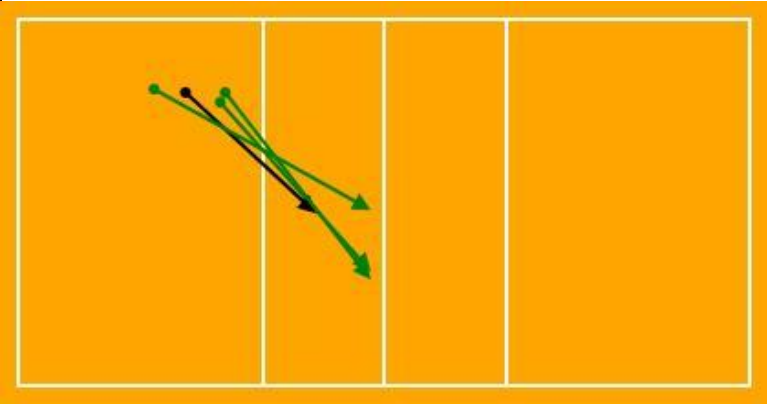
Lower

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



Upper

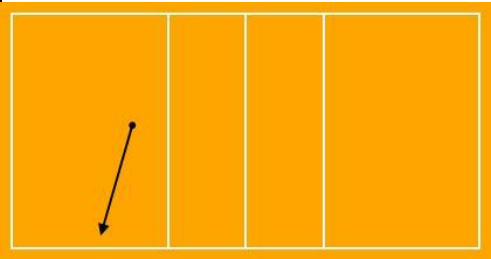
Total	#	+	!	/	-	=
	75%	0%	25%	0%	0%	0%
4	3	.	1	.	.	.



Glider Zone #6

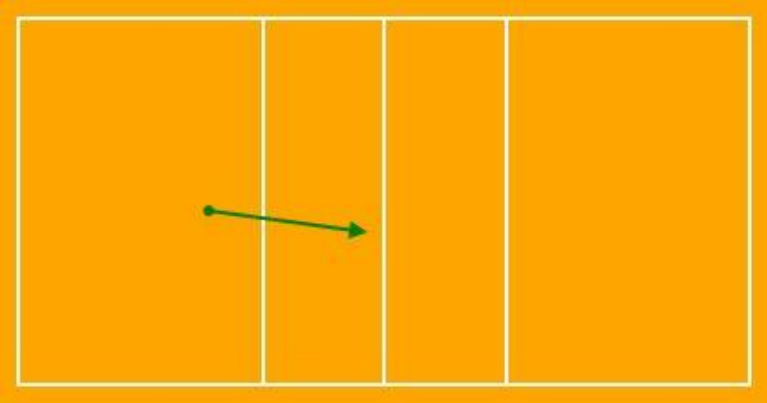
Lower

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



Upper

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

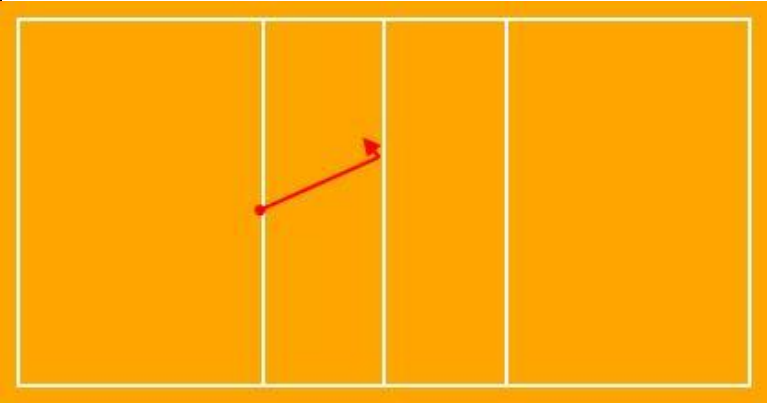


Attack
Player #13 Trofimov Lev

Position 1

Total position 1

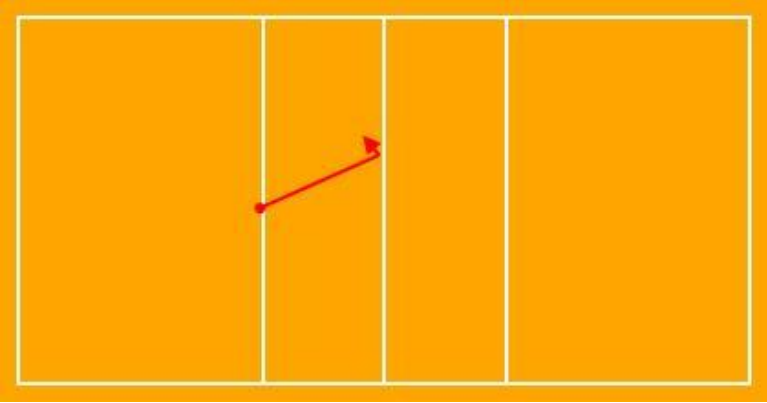
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Zone #1 1 blockers

Set quality: +

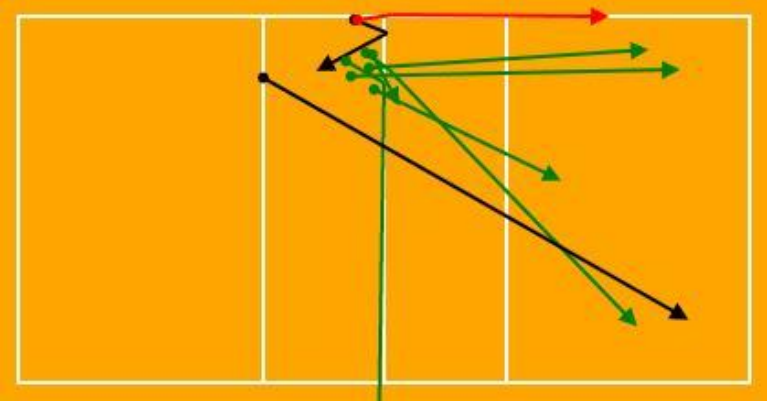
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Position 4

Total position 4

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



Zone #4 0 blockers

Set quality: #

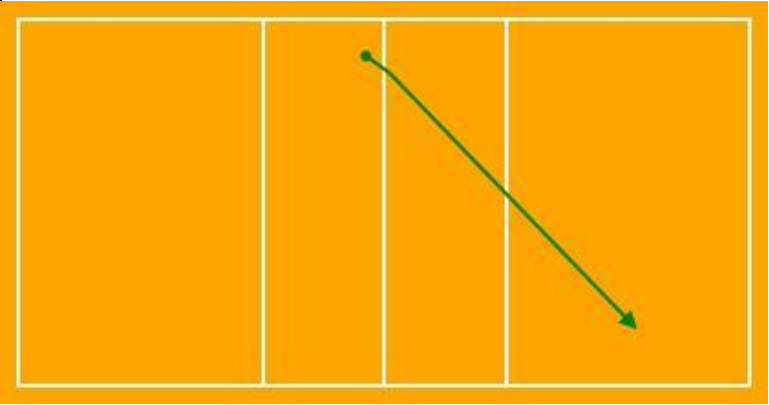
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---

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

Zone #4 1 blockers

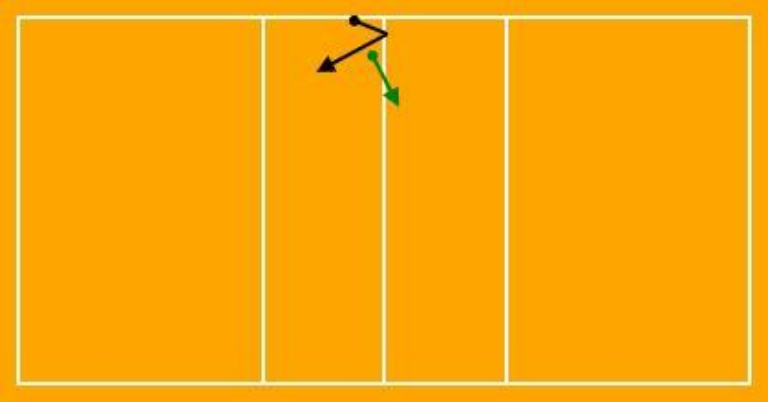
Set quality: !

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



Set quality: +

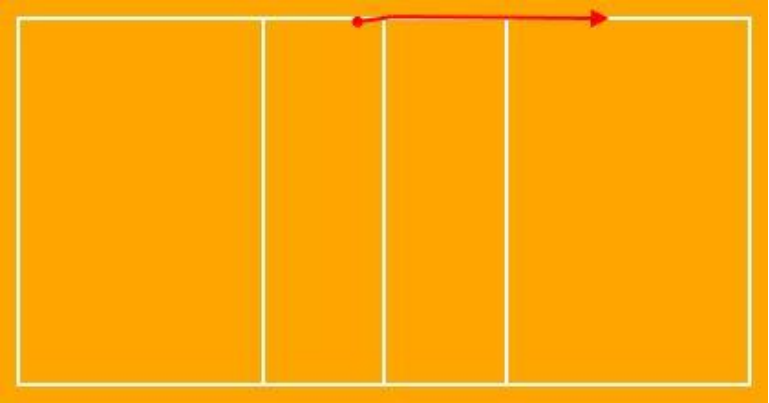
Total	#	+	!	/	-	=
	0%	50%	0%	50%	0%	0%
2	.	1	.	1	.	.



Zone #4 1.5 blockers

Set quality: !

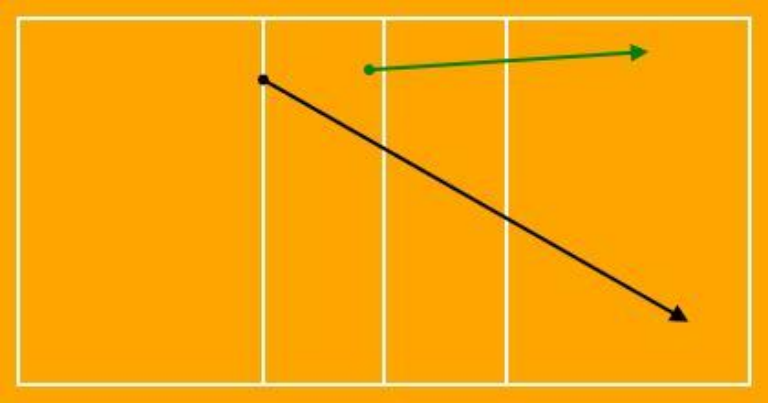
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 2 blockers

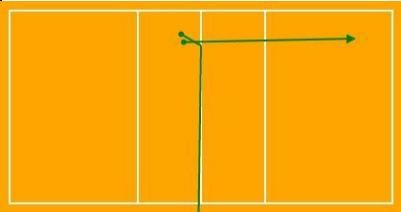
Set quality: /

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



Set quality: !

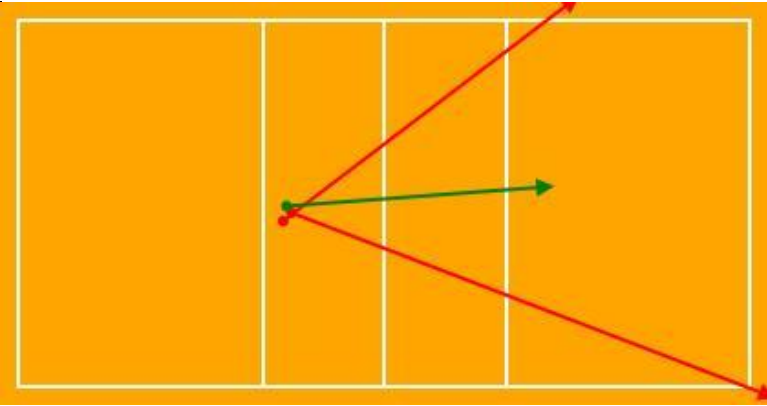
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Position 6

Total position 6

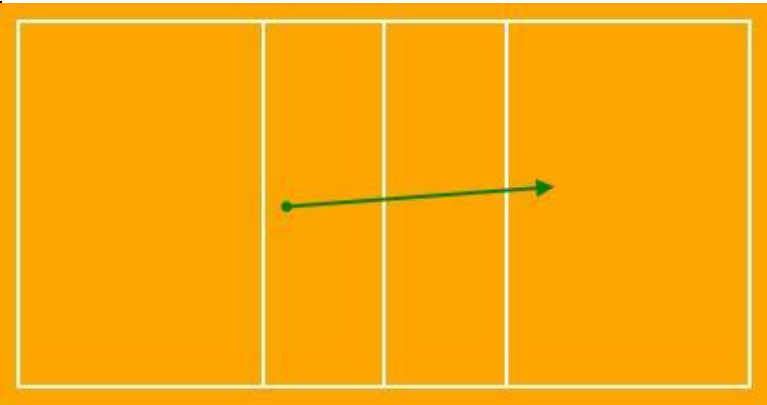
Total	#	+	!	/	-	=
	33%	0%	0%	0%	0%	66%
3	1	2



Zone #6 0 blockers

Set quality: !

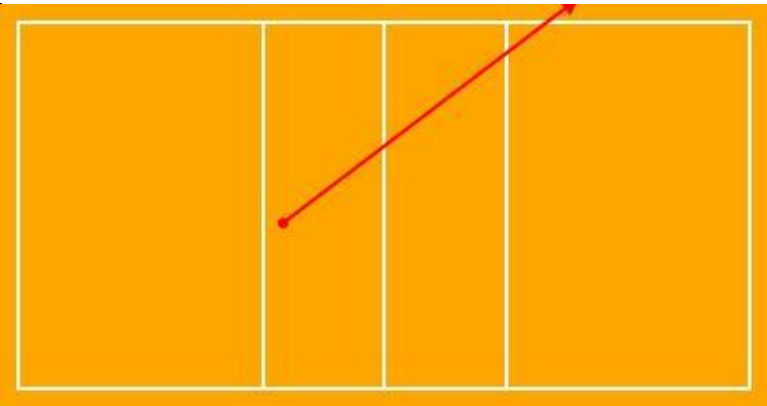
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #6 2 blockers

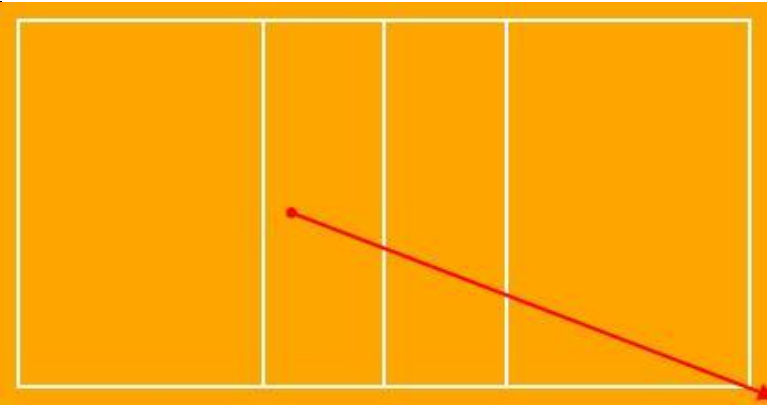
Set quality: +

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



Set quality: #

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



Set

Player #13 Trofimov Lev
Blockers count distribution

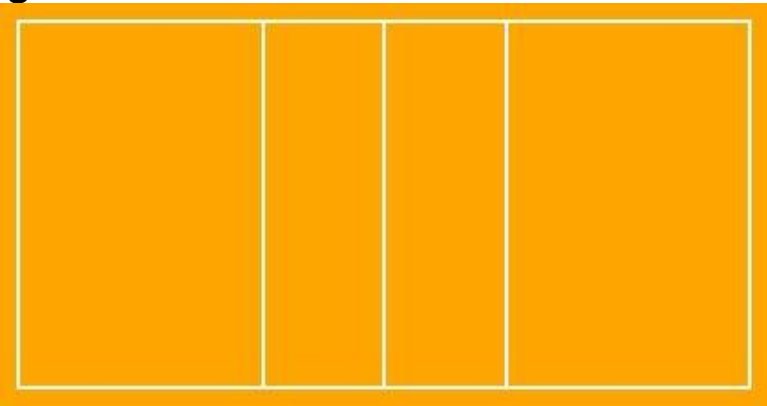
rec.qual/	0	0.5	1	1.5	2	2.5	3
-----------	---	-----	---	-----	---	-----	---

bl.count							
/-(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)

Reception direction distribution

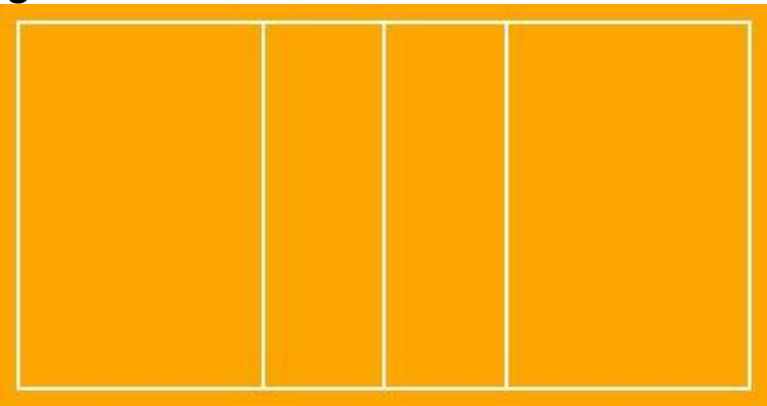
P1 arrangement

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



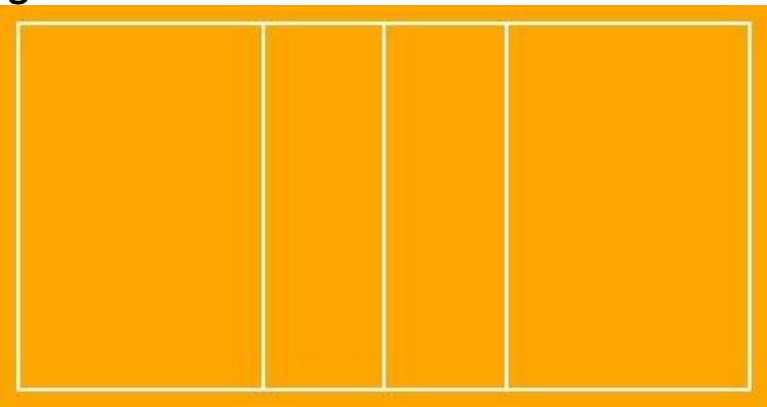
P2 arrangement

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



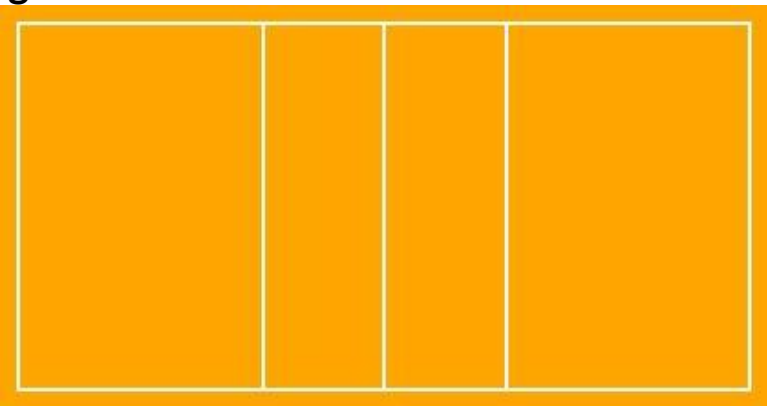
P3 arrangement

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



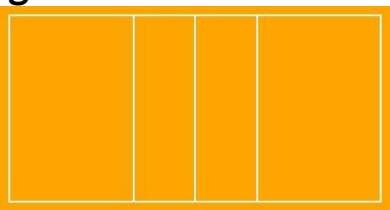
P4 arrangement

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



P5 arrangement

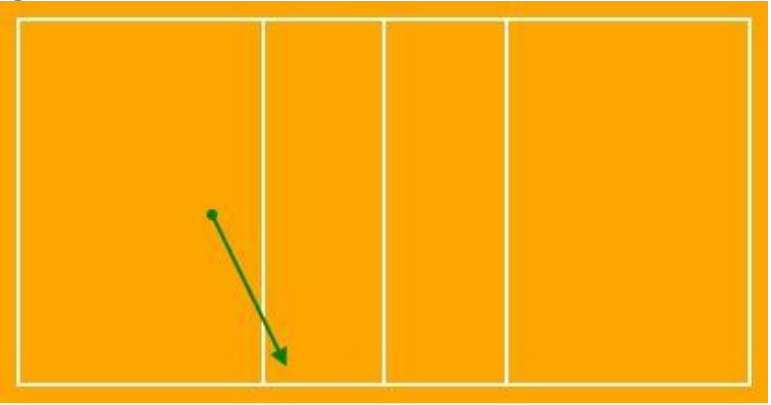
.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00
.(.)	.(.)	.(.)
·	·	·



0.00	0.00	0.00
------	------	------

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

P6 arrangement



Player #14

Ahmadullin Timur

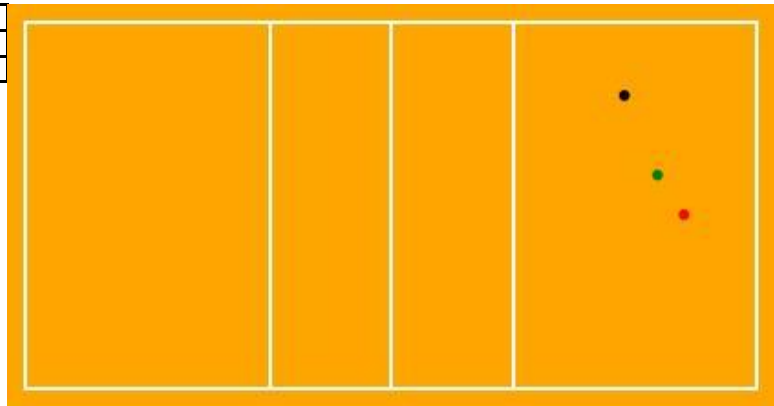
Serve

Player #14 Ahmadullin Timur

Glider

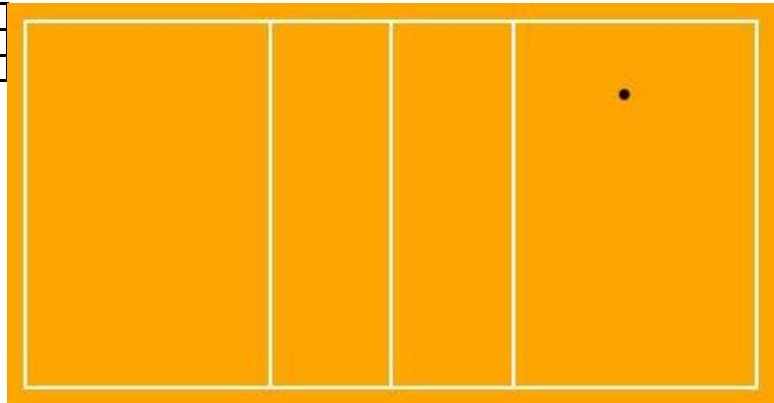
Total Glider

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



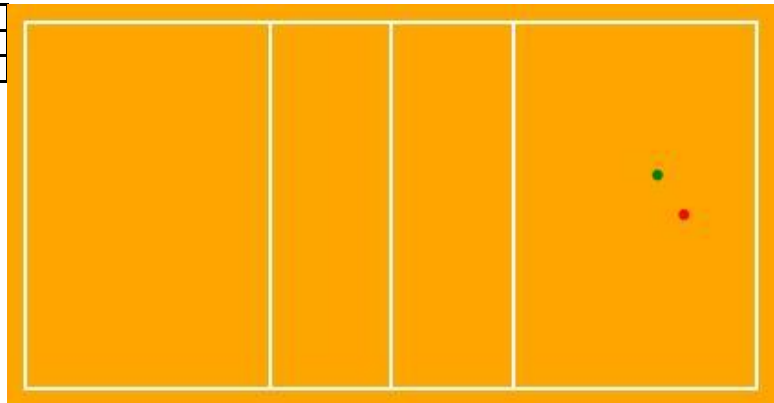
Glider Direction 1

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



Glider Direction 6

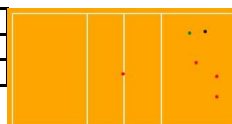
Total	#	+	!	/	-	=
	50%	0%	0%	0%	50%	0%
2	1	.	.	.	1	.



Jump

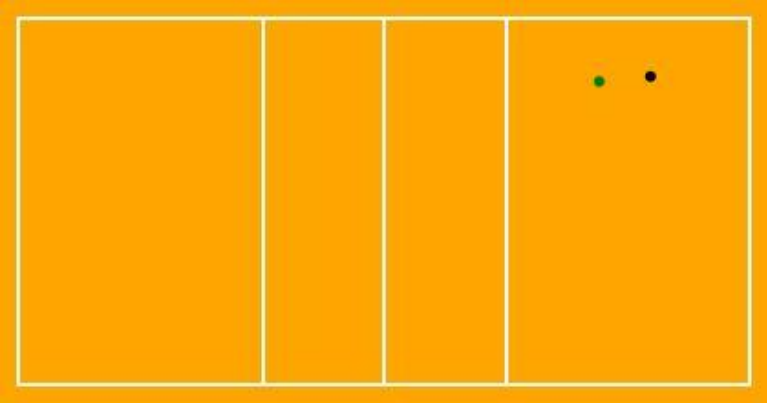
Total Jump

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



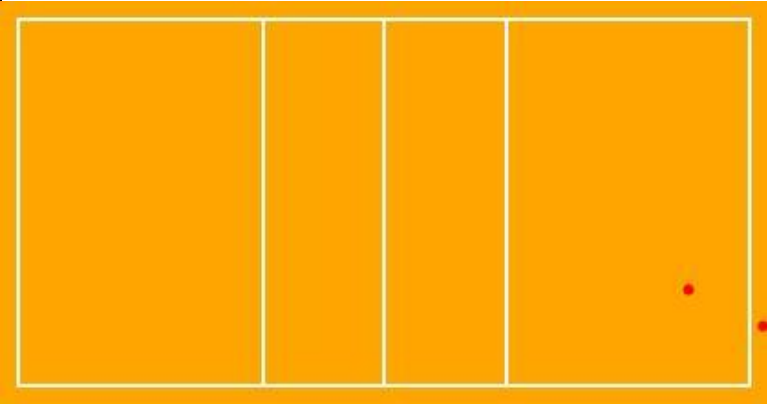
Jump Direction 1

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



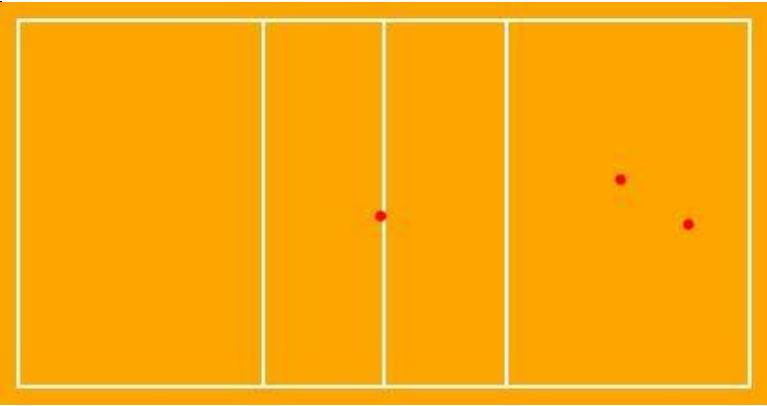
Jump Direction 5

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



Jump Direction 6

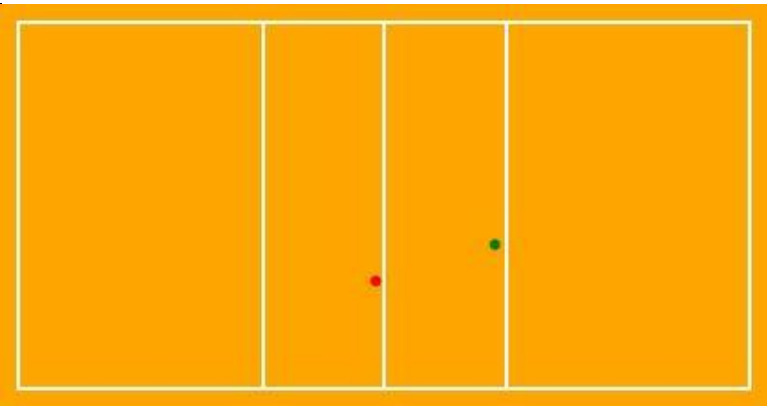
Total	#	+	!	/	-	=
	0%	0%	0%	0%	66%	33%
3	2	1



Short

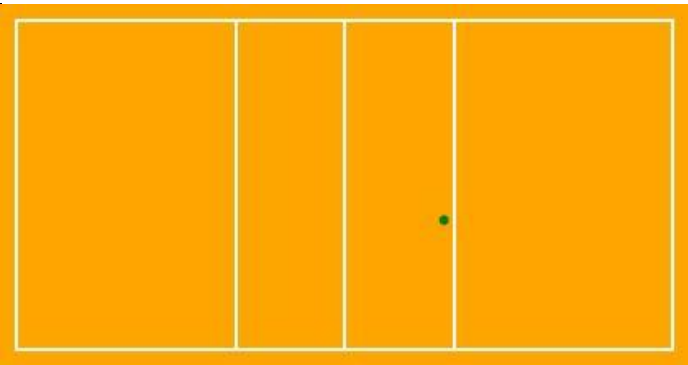
Total Short

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



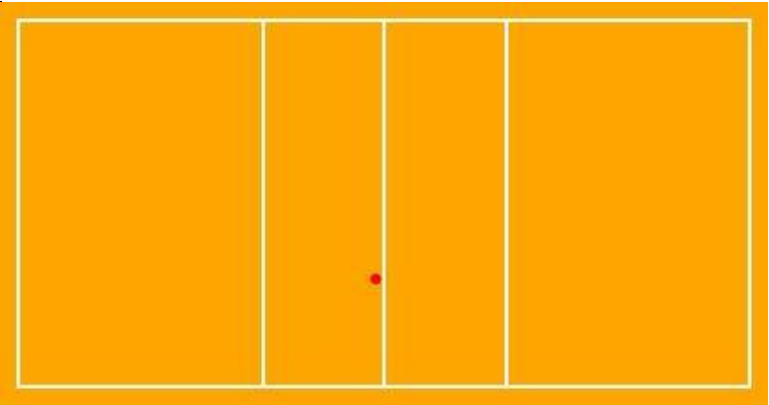
Short Direction 3

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



Short Direction 6

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

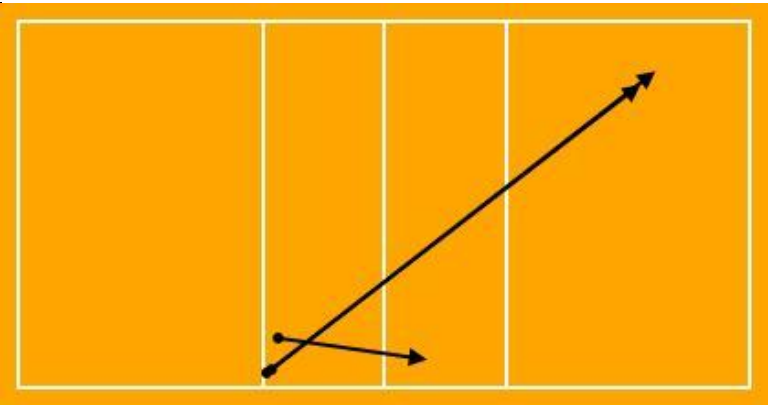


Attack
Player #14 Ahmadullin Timur

Position 1

Total position 1

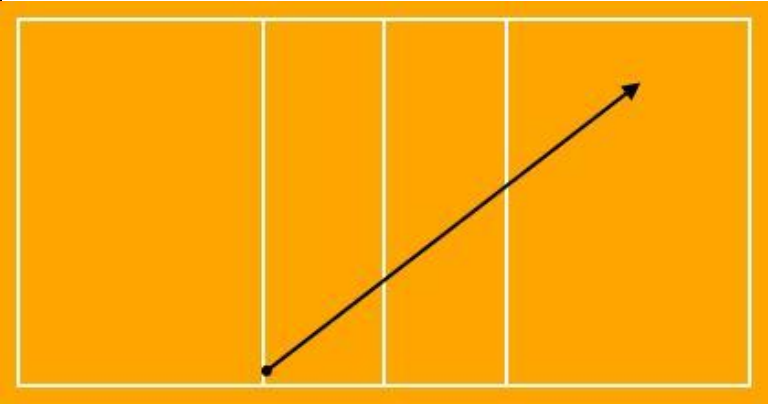
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
3	.	.	.	3	.	.



Zone #1 1 blockers

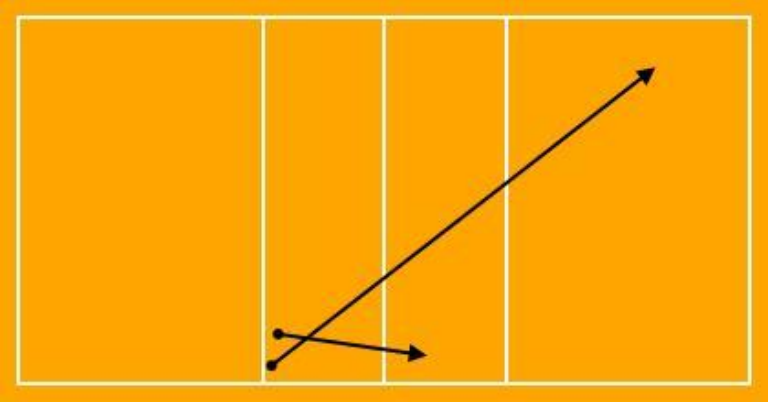
Set quality: !

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



Set quality: +

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



Position 2

Total position 2

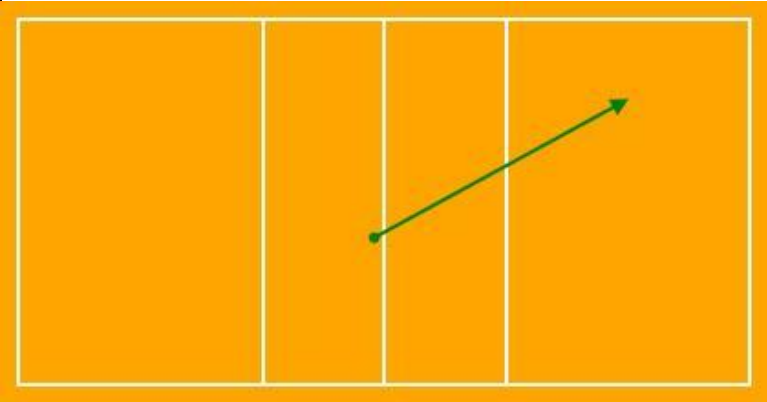
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
2	1	1



Zone #2 0 blockers

Set quality: #

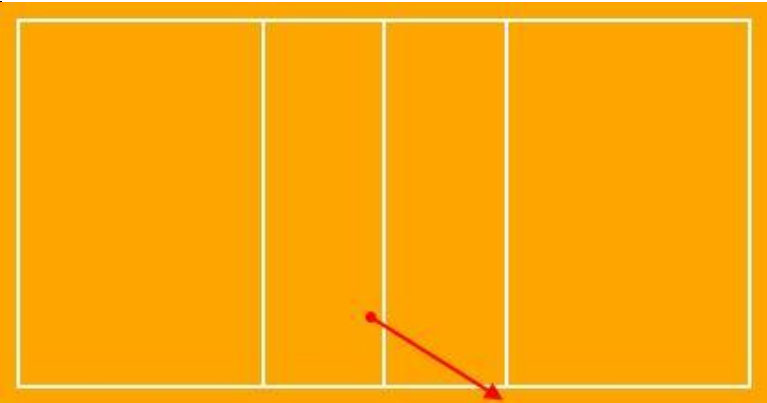
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

Set quality: +

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



Set

Player #14 Ahmadullin Timur

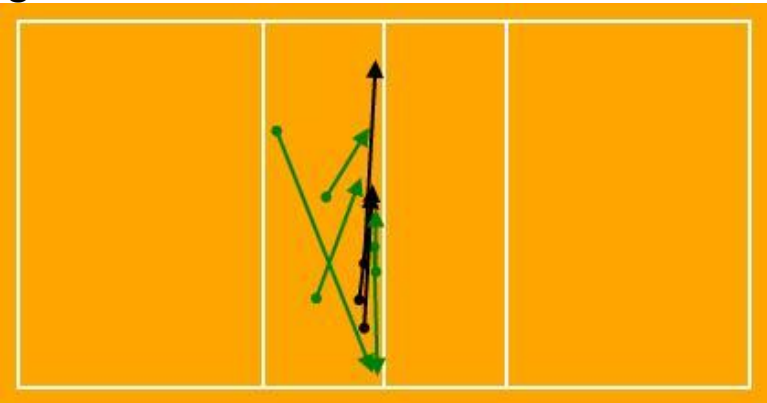
Blockers count distribution

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(17)	3(17%)	.(0%)	11(64%)	1(5%)	2(11%)	.(0%)	.(0%)
+(2)	1(50%)	.(0%)	.(0%)	.(0%)	1(50%)	.(0%)	.(0%)
!(12)	3(25%)	.(0%)	5(41%)	.(0%)	4(33%)	.(0%)	.(0%)
#+!(31)	7(22%)	.(0%)	16(51%)	1(3%)	7(22%)	.(0%)	.(0%)
/-(3)	1(33%)	.(0%)	.(0%)	1(33%)	1(33%)	.(0%)	.(0%)

Reception direction distribution

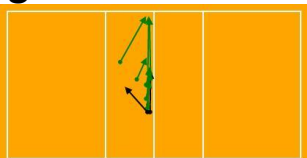
P1 arrangement

1(12%)	5(62%)	2(25%)
100%	60%	100%
1.50	0.40	1.00
.(0%)	.(0%)	.(0%)
0.00	0.00	0.00



P2 arrangement

3(33%)	5(55%)	.(0%)
0%	80%	.
1.33	0.80	0.00
.(0%)	1(11%)	.(0%)



.	100%	.
0.00	0.00	0.00

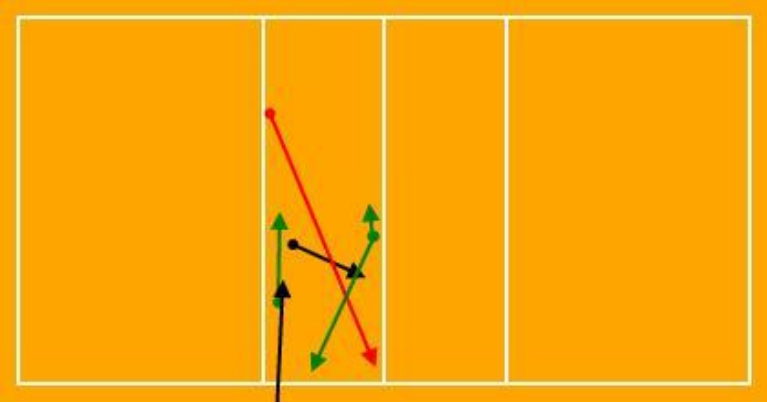
.(0%)	2(33%)	1(16%)
.	50%	.
0.00	1.00	0.00
.(0%)	1(16%)	2(33%)
.	0%	50%
0.00	2.00	0.75

2(50%)	.(0%)	.(0%)
50%	.	.
1.50	0.00	0.00
.(0%)	.(0%)	2(50%)
.	.	50%
0.00	0.00	2.00

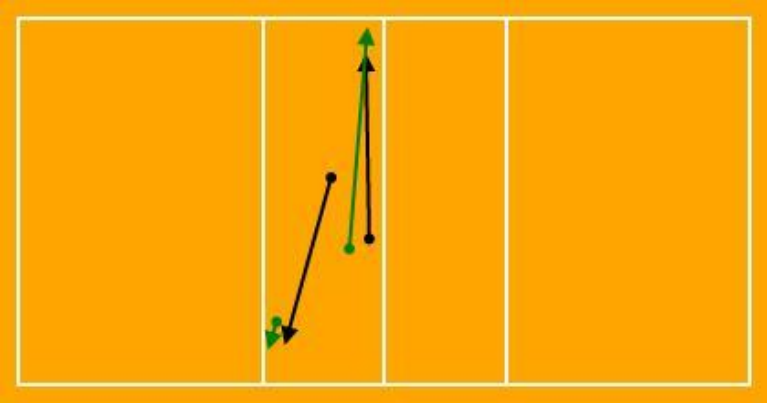
1(50%)	.(0%)	1(50%)
100%	.	100%
2.00	0.00	2.00
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

3(60%)	1(20%)	1(20%)
33%	.	.
1.00	1.00	1.00
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

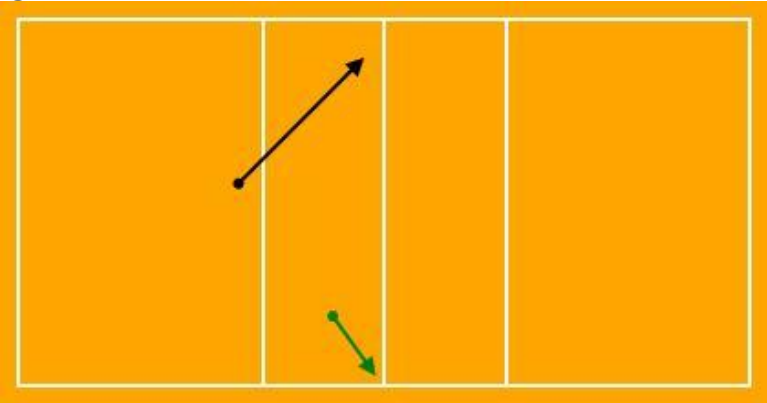
P3 arrangement



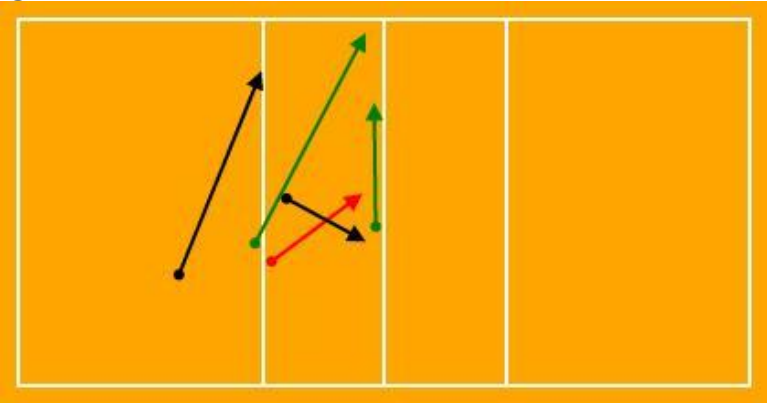
P4 arrangement



P5 arrangement



P6 arrangement



Player #15

Lyashenko Andron

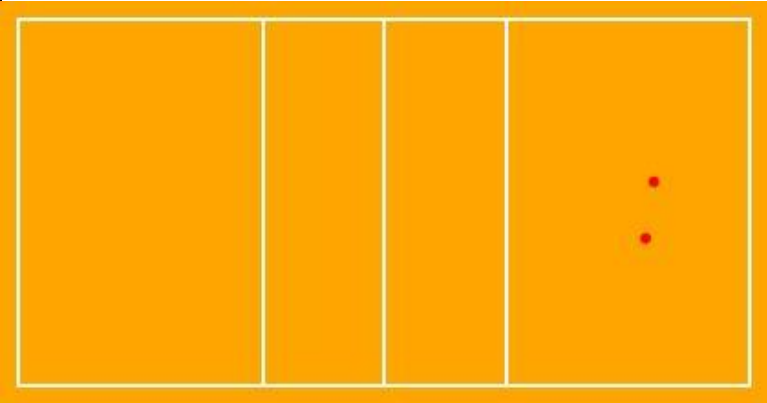
Serve

Player #15 Lyashenko Andron

Glider

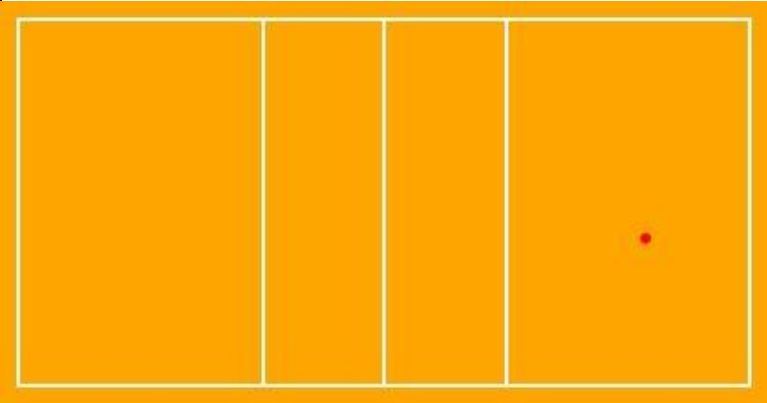
Total Glider

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



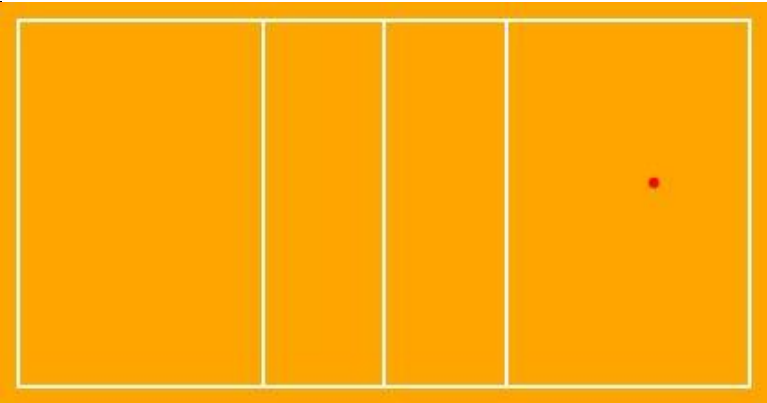
Glider Direction 5

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



Glider Direction 6

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



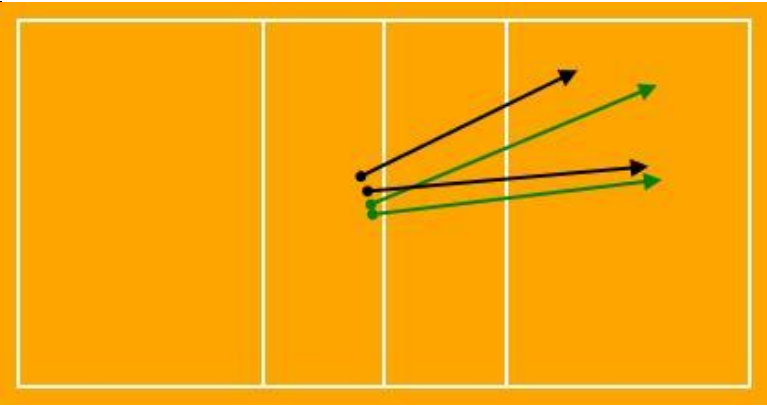
Attack

Player #15 Lyashenko Andron

Position 3

Total position 3

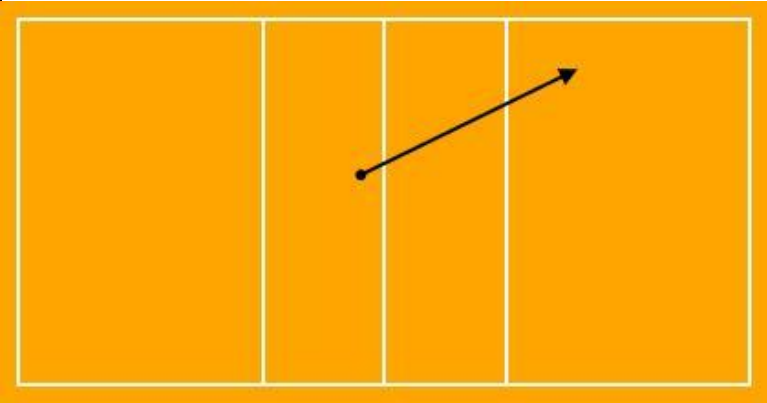
Total	#	+	!	/	-	=
	25%	25%	0%	50%	0%	0%
4	1	1	.	2	.	.



Zone #3 1 blockers

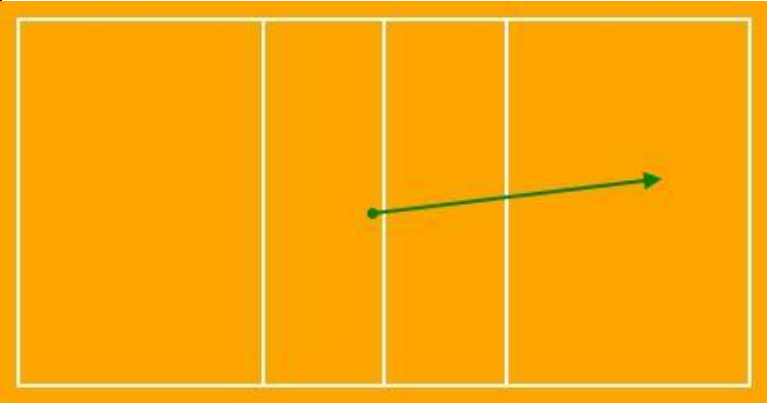
Set quality: /

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



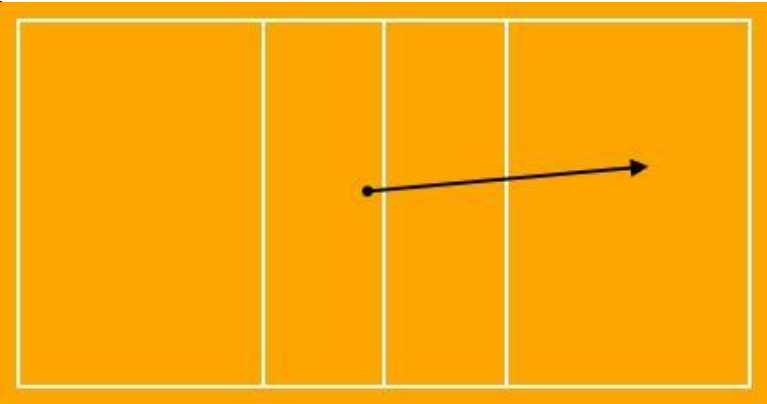
Set quality: !

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



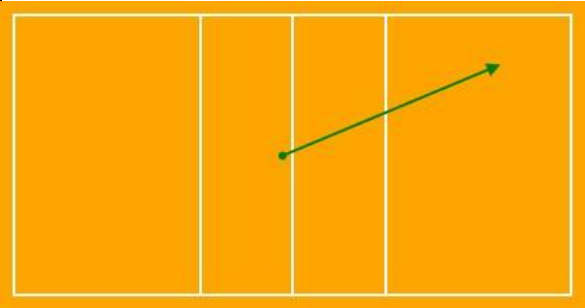
Set quality: +

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



Set quality: #

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



Player #16

Pyanov Maxim

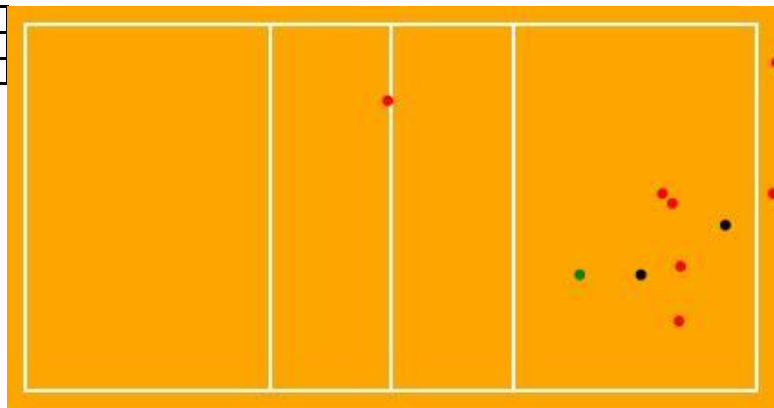
Serve

Player #16 Pyanov Maxim

Glider

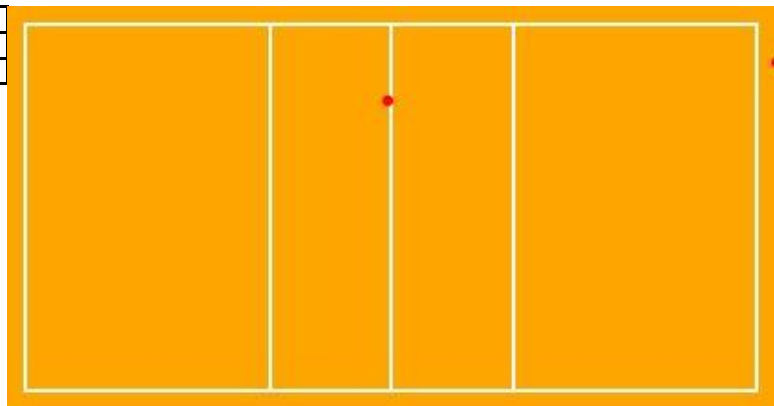
Total Glider

Total	#	+	!	/	-	=
	0%	10%	20%	0%	40%	30%
10	.	1	2	.	4	3



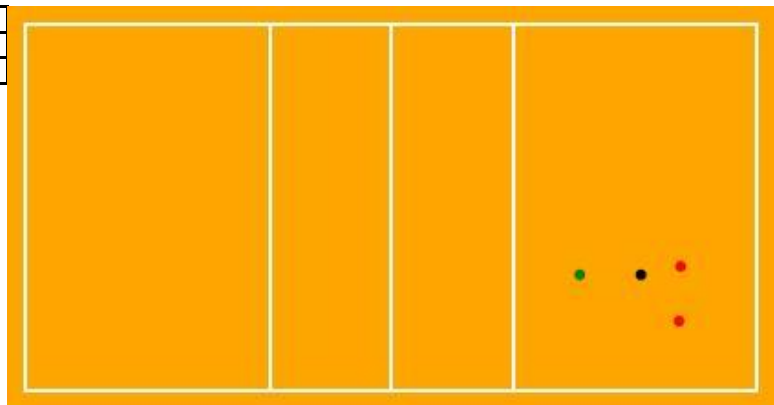
Glider Direction 1

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



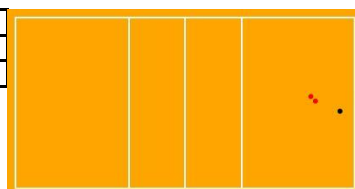
Glider Direction 5

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



Glider Direction 6

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



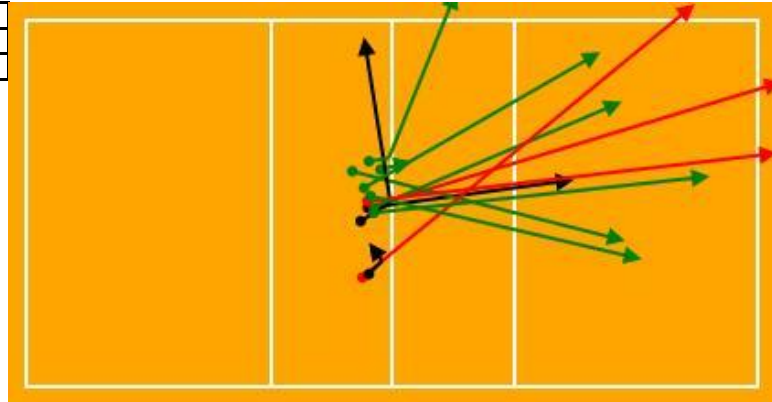
Attack

Player #16 Pyanov Maxim

Position 3

Total position 3

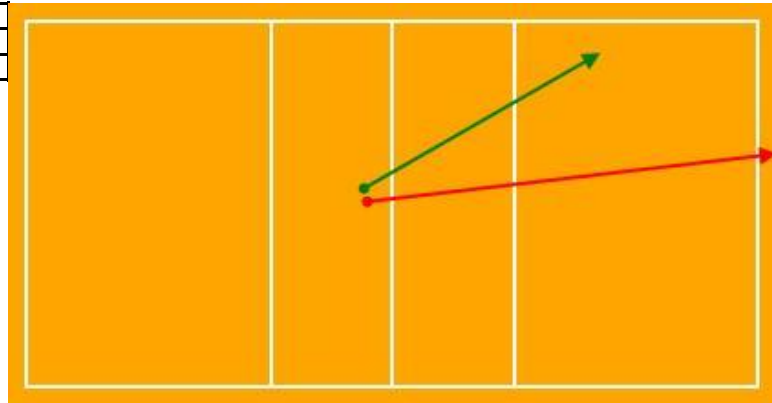
Total	#	+	!	/	-	=
	46%	7%	0%	23%	0%	23%
13	6	1	.	3	.	3



Zone #3 0 blockers

Set quality: #

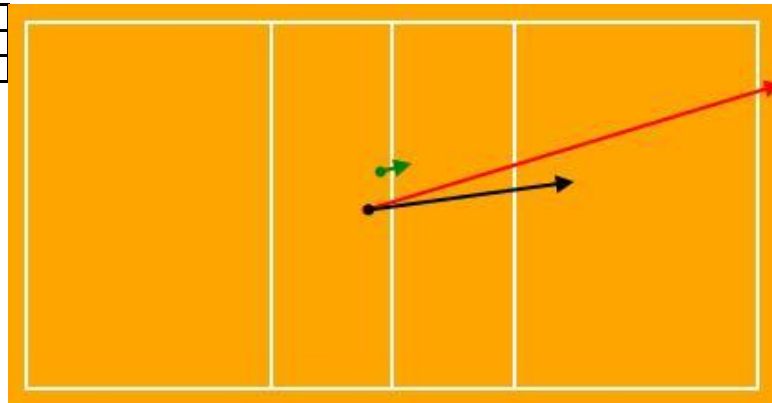
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
2	1	1



Zone #3 1 blockers

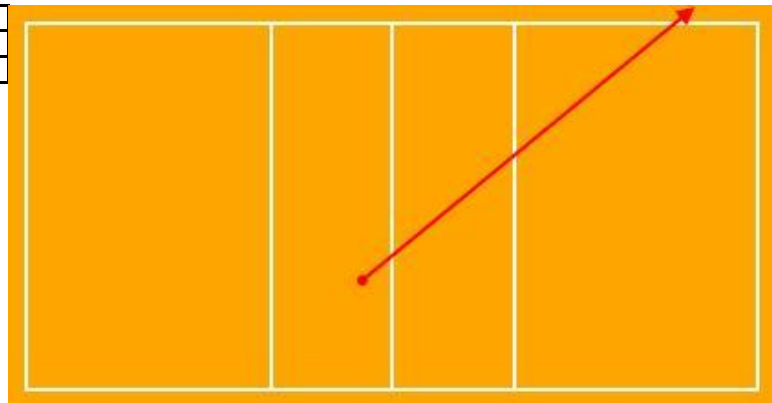
Set quality: /

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



Set quality: !

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



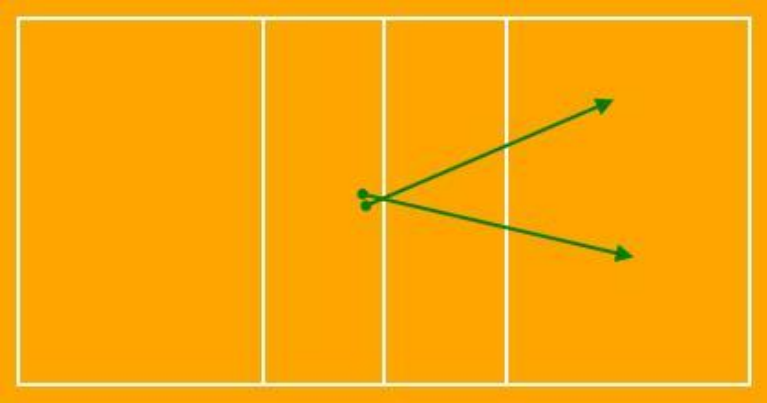
Set quality: +

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



Set quality: #

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



Player #17

Fedunov Daniil

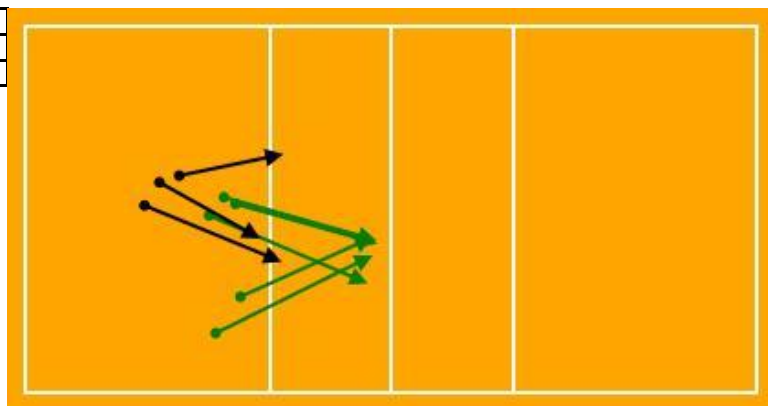
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	62%	0%	37%	0%	0%	0%
8	5	.	3	.	.	.

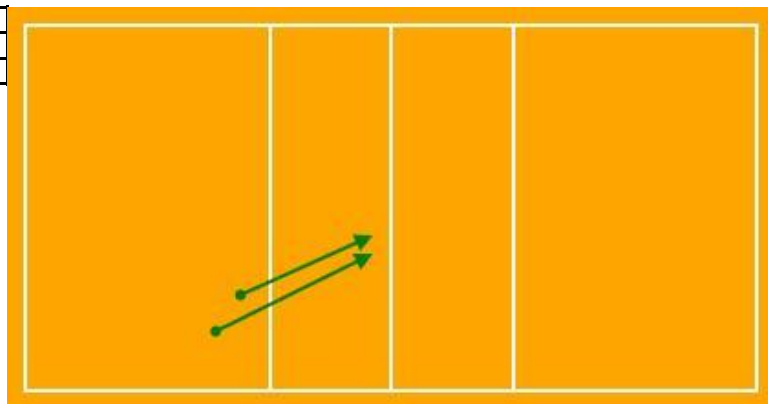


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	6(75%) #: 50%, #+: 50% !/-: 50%, =: 0%	2(25%) #: 100%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

Upper

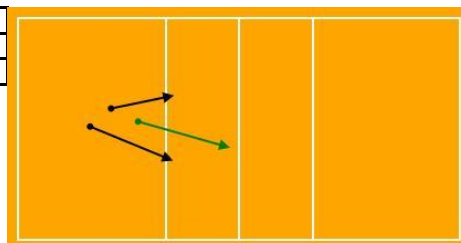
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Glider Zone #6

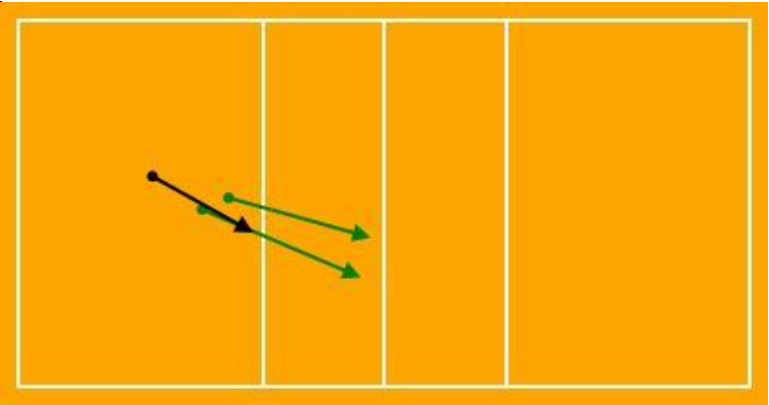
Lower

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



Upper

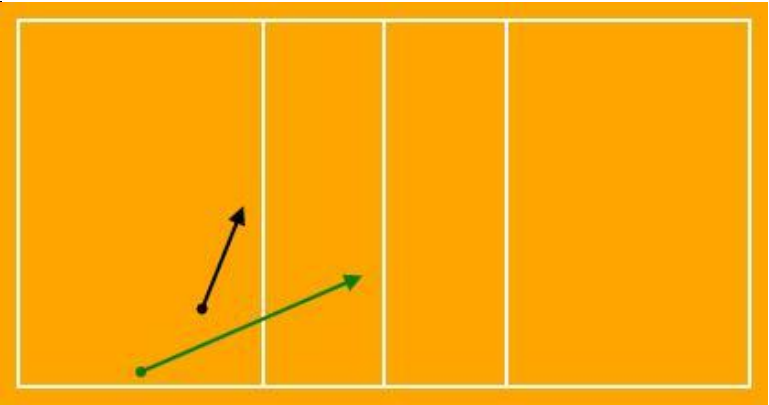
Total	#	+	!	/	-	=
	66%	0%	33%	0%	0%	0%
3	2	.	1	.	.	.



Jump

Total Jump

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

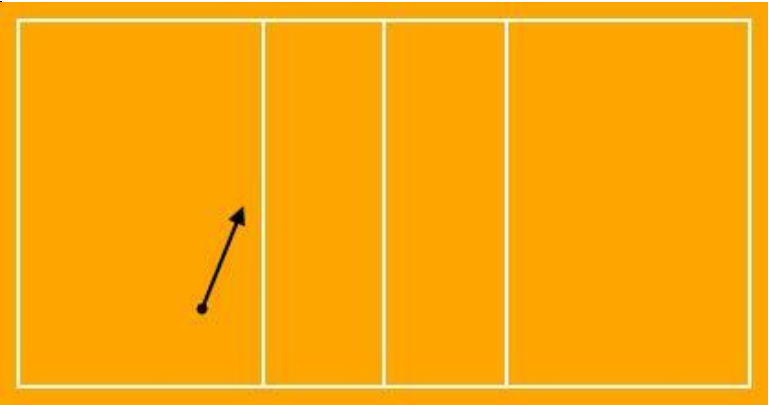


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	2(100%) #: 50%, #+: 50% !/-: 50%, =: 0%

Jump Zone #1

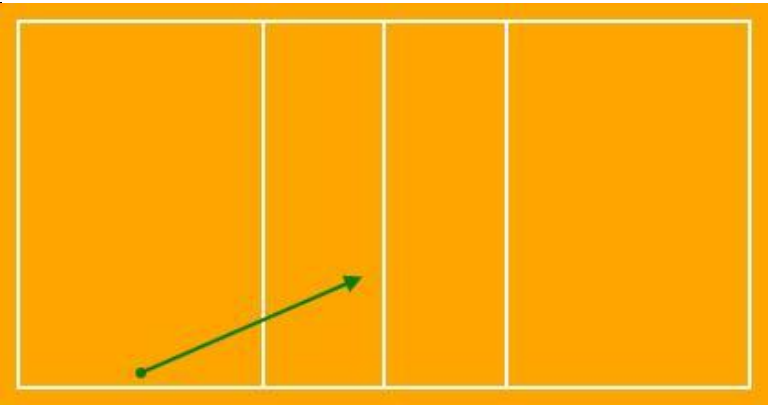
Lower

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



OneHanded

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



Set

