Player	Poin	ts	Serv	e			Rece	eptio	n			Atta	ck					Bloc	k			Defe	ence
	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	11	7	12	2	25%				•			21	1		10	66%	47%		50%	50%	1	10	70%
#2 Baiduji		0							•		•								•				
#7 Ushakov	8	1	11		9%	1	22		40%	27%	4%	18	3	4	6	44%	33%		20%	80%	1	8	87%
#8 Shchipko		0																		•			
#10 Klimov	14	13	24	1	29%	5	1	•	0%	0%	0%	8	•		7	87%	87%		44%	55%	2	2	100%
#12 Volkov		0									•									•			
#13 Trofimov	16	8	12		0%		29	1	37%	37%	17%	30	6	1	16	53%	53%	•	•	•		9	77%
#14 Ahmadullin	2	-1	21	2	0%							4			2	75%	50%		100%	0%		8	75%
#15 Lyashenko	7	6	10		0%			•	•		•	8	1		5	87%	62%	•	33%	66%	2	2	50%
#16 Pyanov		0																	•	•			
#17 Fedunov		-1					15		6%	80%	20%								•	•		14	71%
#18 Ziva		0		•	•			•					•		•			•		•			
#24 Scherbakov	2	-1	3		0%		6	1	16%	50%	16%	13	1	1	2	23%	15%		0%	100%		1	100%
Total	60	32	93	5	11%	6	73	2	30%	43%	13%	102	12	6	48	56%	47%		40%	60%	6	54	75%

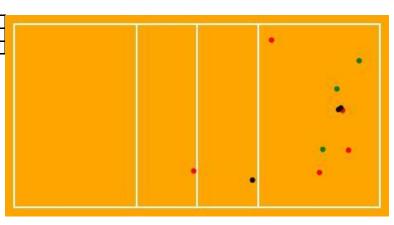
Player #1 Vasilchenko Dmitrii

Serve Player #1 Vasilchenko Dmitrii

Glider

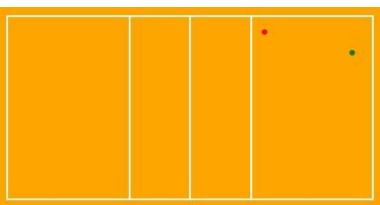
Total Glider

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



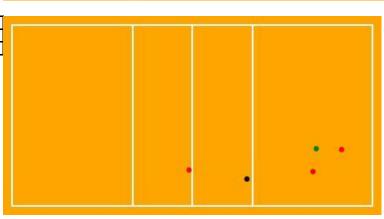
Glider Direction 1

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



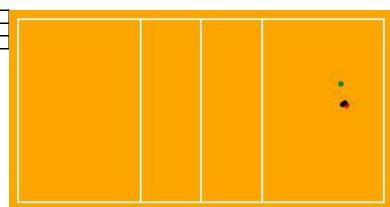
Glider Direction 5

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



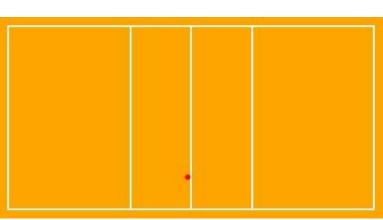
Glider Direction 6

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



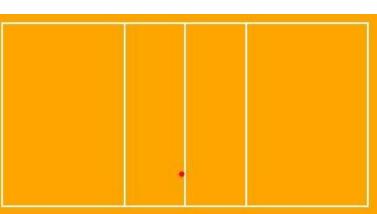
Jump Total Jump

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



Jump Direction 5

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

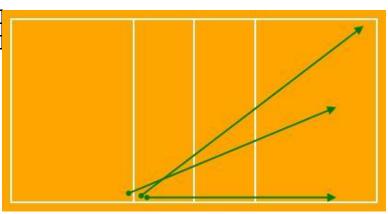


Attack Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

. 	otal position 2									
Total	#	+	!	/	-	=				
	33%	66%	0%	0%	0%	0%				
•	1	2								



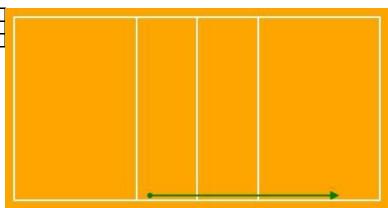
Zone #1 1 blockers

Set quality:!

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

Set quality: +

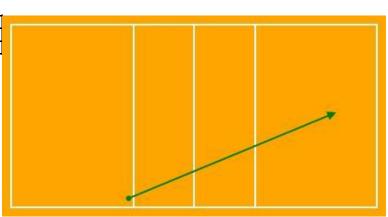
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	•	1				



Zone #1 2 blockers

Set quality:!

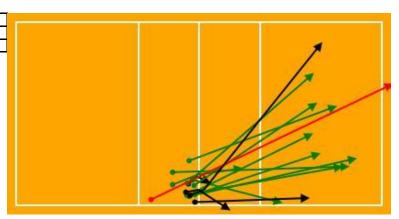
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1		1				



Position 2

Total position 2

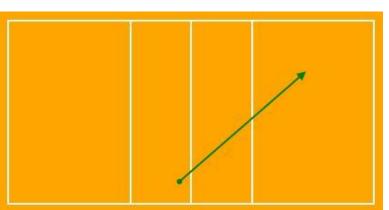
. 						
Total	#	+	!	/	-	=
	60%	6%	0%	26%	0%	6%
15	9	1		1		1



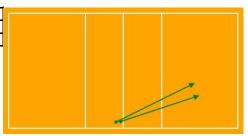
Zone #2 0 blockers

Set quality:!

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

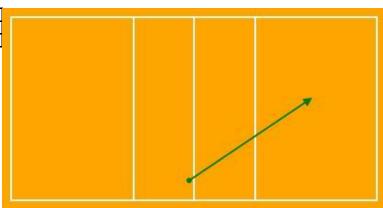


L	Total	#	+	!	/	-	=
		100%	0%	0%	0%	0%	0%
	2	2					



Set quality: #

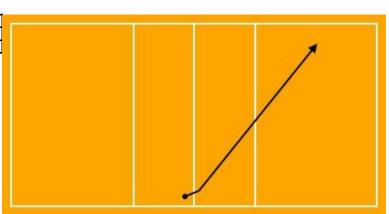
	7					
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1					



Zone #2 1 blockers

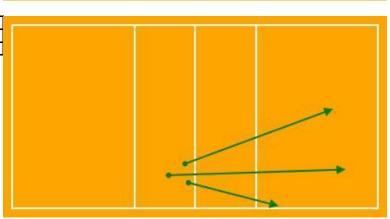
Set quality: /

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



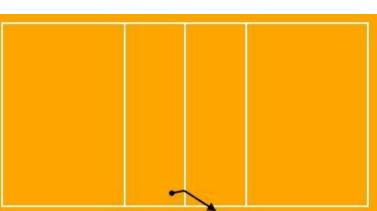
Set quality:!

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

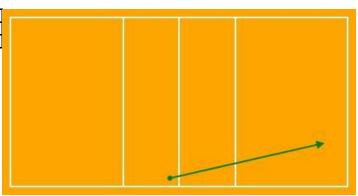


Set quality: +

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



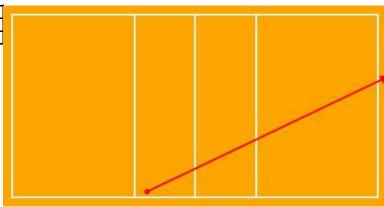
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	•	•		•	



Zone #2 2 blockers

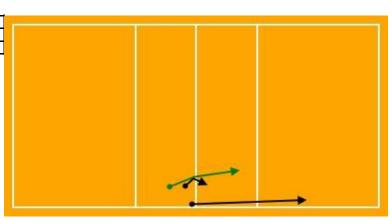
Set quality: /

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



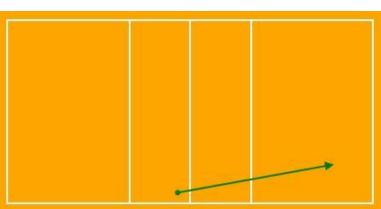
Set quality: +

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



Set quality: #

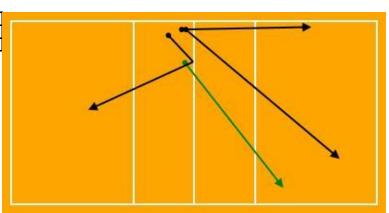
		. ,					
	Total	#	+	!	/	-	=
ı		100%	0%	0%	0%	0%	0%
ı	1	1	_		_	_	



Position 4

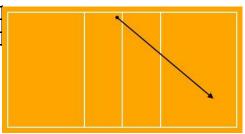
Total position 4

Total	#	+	!	/	-	=
	0%	25%	0%	75%	0%	0%
1		1		2		



Zone #4 1 blockers

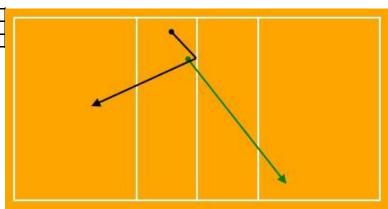
Total	#	+	!	/	1	II
	0%	0%	0%	100%	0%	0%
1				1		



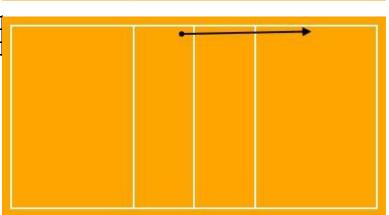
Zone #4 2 blockers

Set quality:!

Total	#	+	ļ.	/	_	=
10 tai	0%	50%	0%	50%	0%	0%
2		1		1		



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



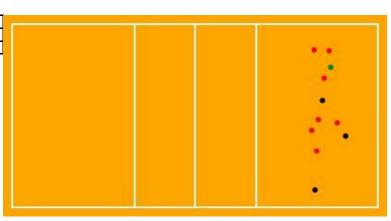
Player #7 Ushakov Vladislav

Serve Player #7 Ushakov Vladislav

Glider

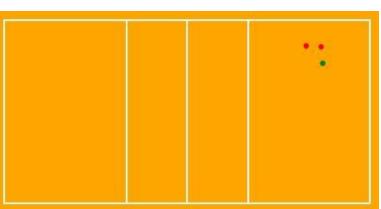
Total Glider

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



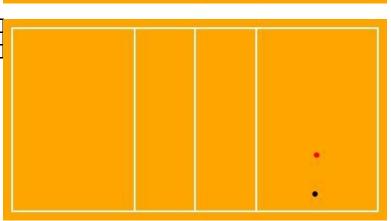
Glider Direction 1

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



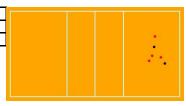
Glider Direction 5

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



Glider Direction 6

Total	#	+	!	/	-	=
	0%	0%	33%	0%	66%	0%
6			2		4	

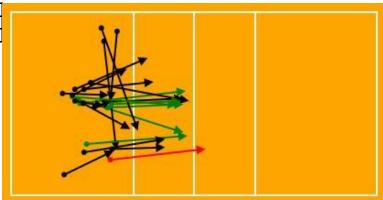


Reception Player #7 Ushakov Vladislav

Glider

Total Glider

Total	#	+	!	/	-	=
	4%	22%	31%	36%	4%	0%
22	1	5	7	8	1	

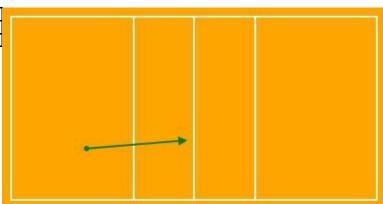


.(0%)	.(0%)	.(0%)
#: ., #+: .	#:.,#+:.	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
3(13%)	14(63%)	5(22%)
#: 0%, #+: 0%	#: 0%, #+: 35%	#: 20%, #+:
!/-: 100%, =:	!/-: 64%, =: 0%	20%
0%		!/-: 80%, =: 0%

Glider Zone #1

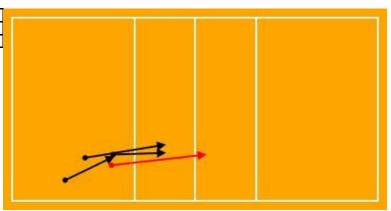
Lower

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



<u>Upper</u>

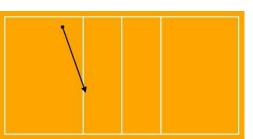
Total	#	+	!	/	1	=
	0%	0%	50%	25%	25%	0%
4			2	1	1	



Glider Zone #5

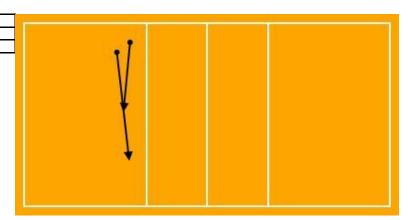
Lower

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



Upper

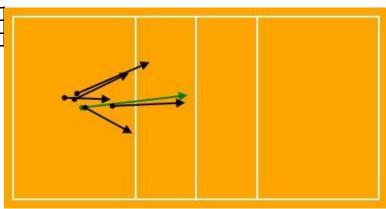
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
2				2		



Glider Zone #6

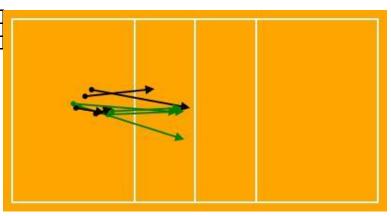
Lower

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



Upper

<u> </u>						
Total	#	+	!	/	-	П
	0%	50%	12%	37%	0%	0%
8		4	1	3		

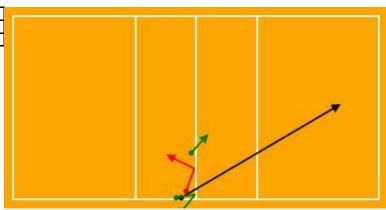


Attack Player #7 Ushakov Vladislav

Position 2

Total position 2

10ta: p00	iotal position 2							
Total	#	+	!	/	-	=		
	50%	0%	0%	25%	25%	0%		
1	2			1	1			



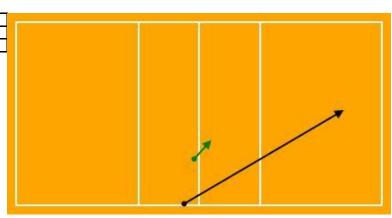
Zone #2 1 blockers

Set quality:!

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

Set quality: +

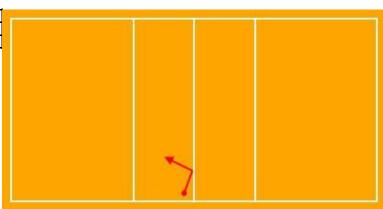
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1			1		



Zone #2 2 blockers

Set quality: +

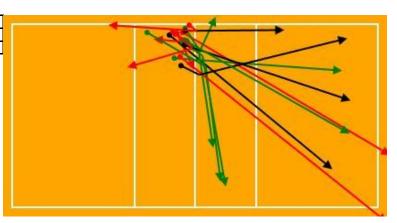
	-, -					
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1					1	



Position 4

Total position 4

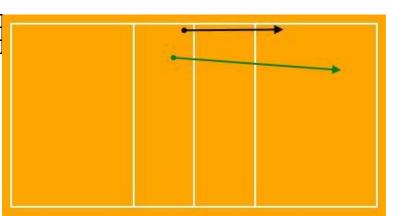
Total	#	+	!	/	1	=
	25%	12%	6%	18%	18%	18%
16	4	2	1	3	3	3



Zone #4 1 blockers

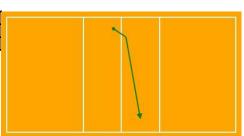
Set quality: /

	-,-,					
Total	#	+	!	/	-	П
	50%	0%	0%	50%	0%	0%
•	4			4		



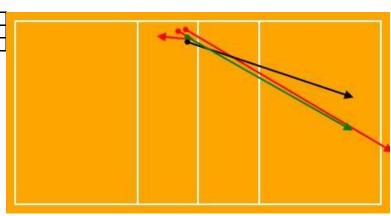
Set quality:!

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



Set quality: +

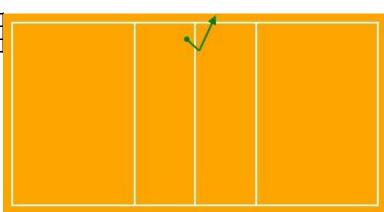
Total	#	+	!	/	-	=
	25%	0%	25%	0%	25%	25%
4	1	•	1		1	1



Zone #4 1.5 blockers

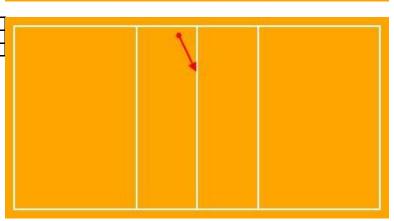
Set quality: /

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



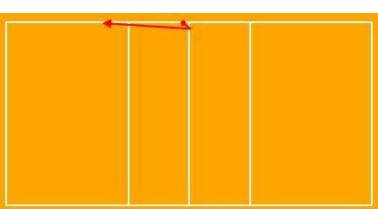
Set quality:!

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



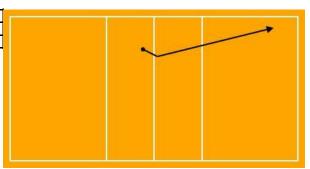
Set quality: +

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



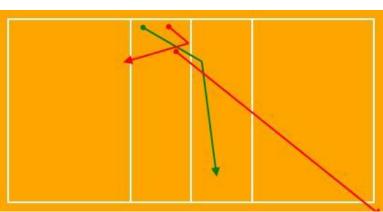
Zone #4 2 blockers

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

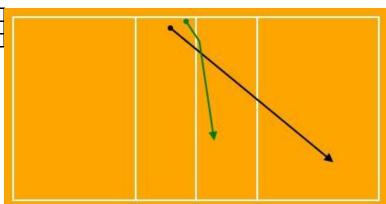


Set quality:!

To	tal	#	+	!	/	-	=
		0%	33%	0%	0%	33%	33%
3	3		1			1	1



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



Player #10 Klimov Alexey

Serve Player #10 Klimov Alexey

Glider

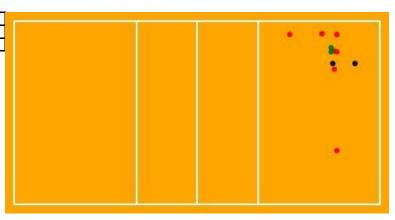
Total Glider

Total	#	+	!	/	-	=
	20%	8%	8%	8%	50%	4%
24	5	2	2	2	12	1



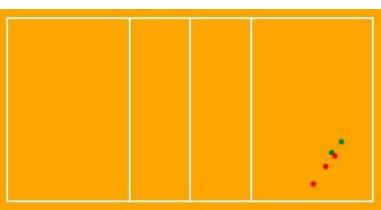
Glider Direction 1

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



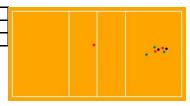
Glider Direction 5

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



Glider Direction 6

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

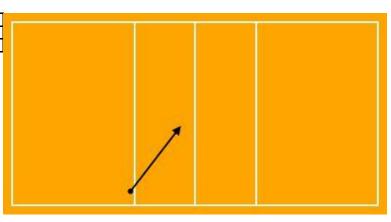


Reception Player #10 Klimov Alexey

Glider

Total Glider

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

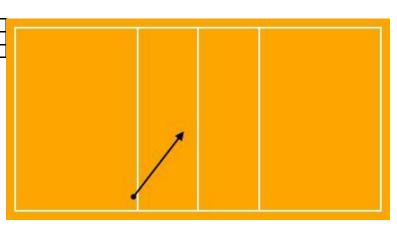


.(0%)	.(0%)	1(100%)
#: ., #+: .	#: ., #+: .	#: 0%, #+: 0%
!/-: ., =: .	!/-: ., =: .	!/-: 100%, =:
		0%
.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .

Glider Zone #2

_ower	

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

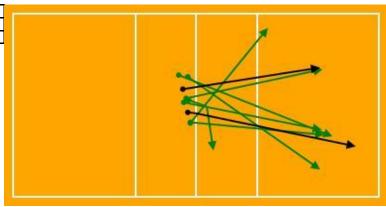


Attack Player #10 Klimov Alexey

Position 3

Total position 3

Total	#	+	!	/	1	=
	77%	0%	0%	22%	0%	0%
0	7			2		



Zone #3 1 blockers

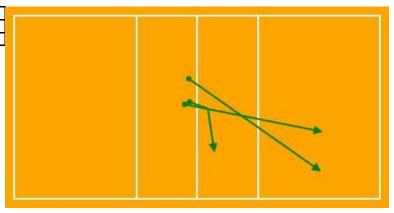
<u>Set</u>	qua	lity:	-

Total	#	+	ļ.	/	_	=

	0%	0%	0%	100%	0%	0%
1	•			1		

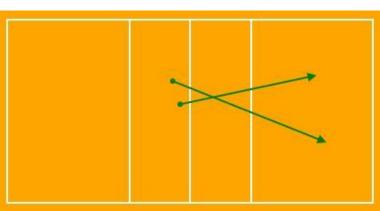
Set quality: !

OCC quali	oct quality									
Total	#	+	!	/	-	=				
	100%	0%	0%	0%	0%	0%				
3	3									

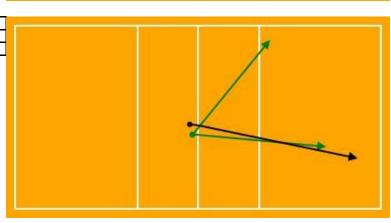


Set quality: +

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



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



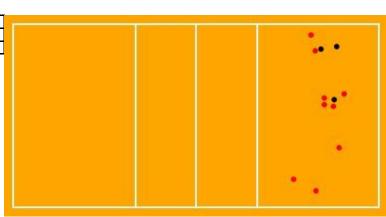
Player #13 Trofimov Lev

Serve Player #13 Trofimov Lev

Glider

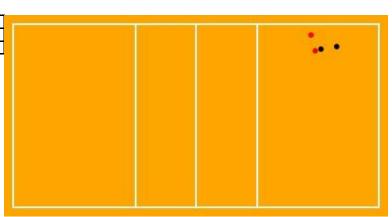
Total Glider

Total	#	+	!	/	-	=
	0%	0%	16%	8%	75%	0%
12			2	1	9	



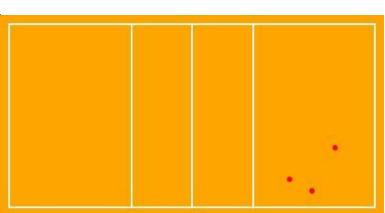
Glider Direction 1

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



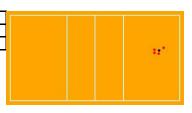
Glider Direction 5

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



Glider Direction 6

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

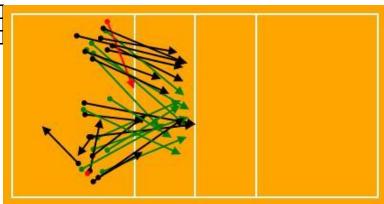


Reception Player #13 Trofimov Lev

Glider

Total Glider

Total	#	+	!	/	-	=
	17%	20%	24%	31%	3%	3%
29	5	6	7	9	1	1

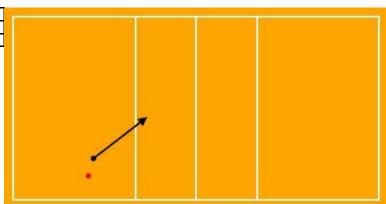


.(0%)	.(0%)	.(0%)
· ·	<i>'</i>	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
13(44%)	4(13%)	12(41%)
#: 7%, #+: 30%	#: 0%, #+: 50%	#: 33%, #+:
!/-: 69%, =: 0%	!/-: 50%, =: 0%	41%
		!/-: 50%, =: 8%

Glider Zone #1

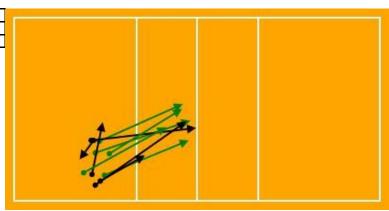
<u>.ower</u>

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



<u>Upper</u>

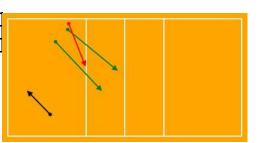
Total	#	+	!	/	1	=
	40%	10%	10%	40%	0%	0%
10	4	1	1	4		



Glider Zone #5

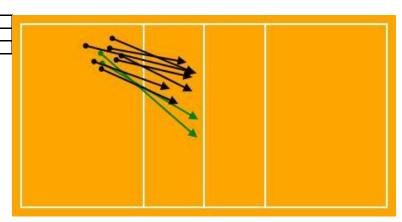
Lower

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



Upper

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



Glider Zone #6

Upper

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

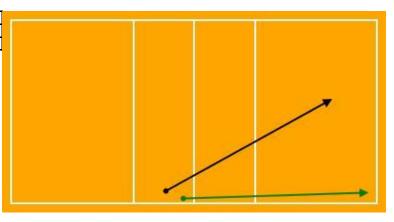


Attack Player #13 Trofimov Lev

Position 2

Total position 2

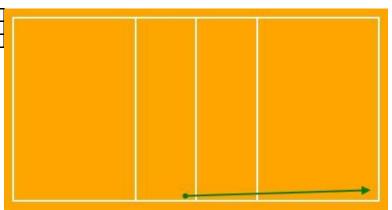
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1			1		



Zone #2 0 blockers

Set quality: #

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



Zone #2 1 blockers

Set	aua	lity:	4

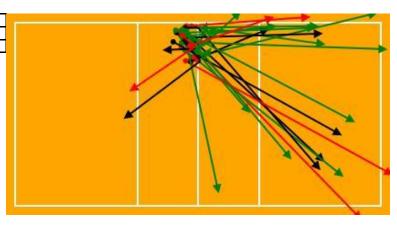
oct quant	· y · ·				
Total	#	+	1	_	_

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

Position 4

Total position 4

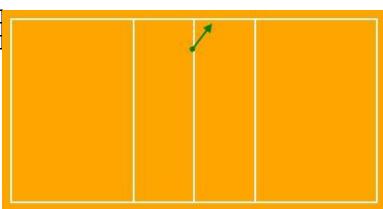
. O ta. p o o	iotal position i							
Total	#	+	!	/	-	=		
	51%	0%	6%	17%	3%	20%		
29	15		2	5	1	6		



Zone #4 0 blockers

Set quality: #

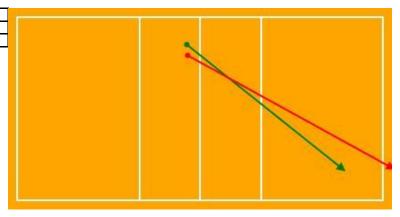
Total	#	+	!	/	-	П
	100%	0%	0%	0%	0%	0%
1	1					



Zone #4 1 blockers

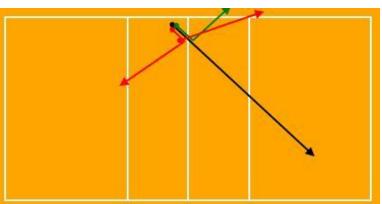
Set quality: /

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



Set quality: !

OCC GUAIN	.,					
Total	#	+	!	/	-	=
	25%	0%	0%	25%	25%	25%
1	1			1	1	1



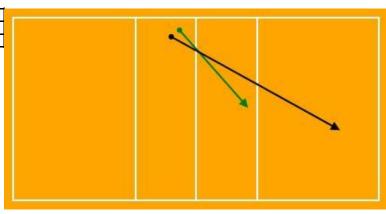
Total	#	+	!	/	-	=
	60%	0%	0%	20%	0%	20%
5	3			1		1



Zone #4 1.5 blockers

Set quality: +

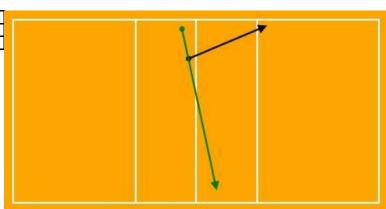
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1			1		



Zone #4 2 blockers

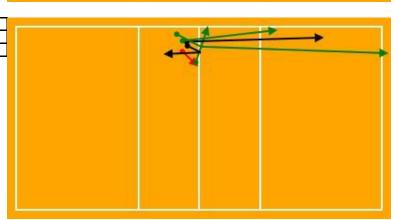
Set quality: /

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



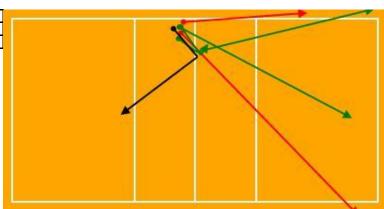
Set quality:!

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

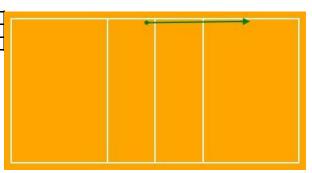


Set quality: +

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



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



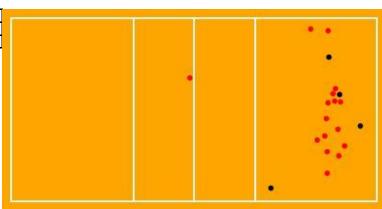
Player #14 Ahmadullin Timur

Serve Player #14 Ahmadullin Timur

Glider

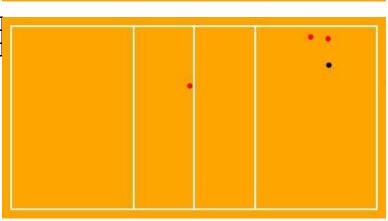
Total Glider

Total	#	+	!	/	-	=
	0%	0%	14%	4%	71%	9%
21			3	1	15	2



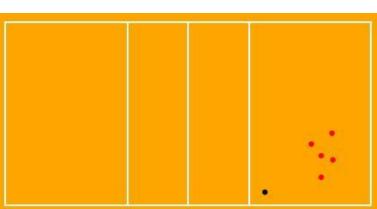
Glider Direction 1

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



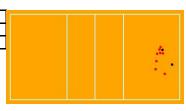
Glider Direction 5

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



Glider Direction 6

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

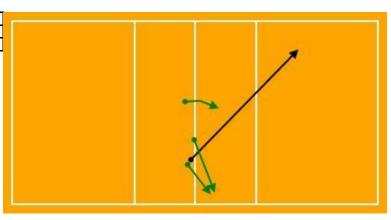


Attack Player #14 Ahmadullin Timur

Position 2

Total position 2

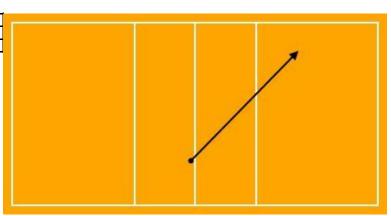
10 tal p 00						
Total	#	+	!	/	-	=
	50%	25%	0%	25%	0%	0%
4	2	1		1		



Zone #2 0 blockers

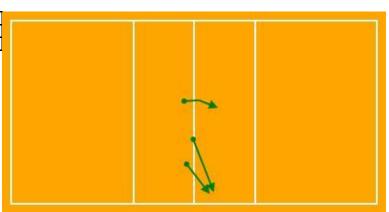
Set quality: #

Tota	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1			_	1		



Zone #2 1 blockers

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



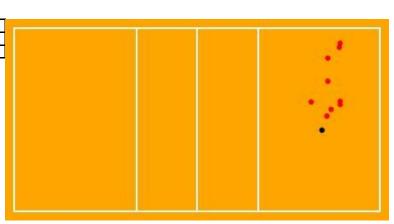
Player #15 Lyashenko Andron

Serve Player #15 Lyashenko Andron

Glider

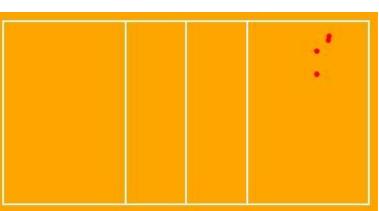
Total Glider

Total	#	+	!	/	-	=
	0%	0%	0%	10%	90%	0%
10				1	Q	



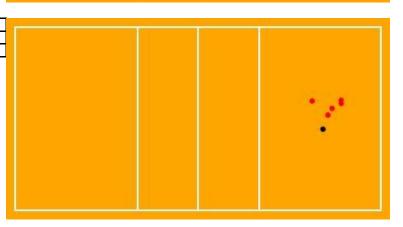
Glider Direction 1

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



Glider Direction 6

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

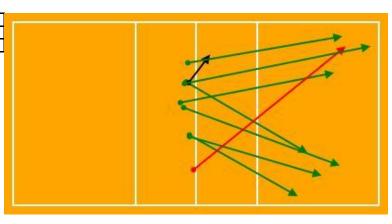


Attack
Player #15 Lyashenko Andron

Position 3

Total position 3

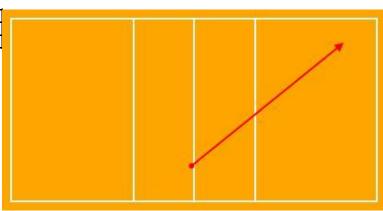
10ta. p00	otal position o								
Total	#	+	!	/	-	=			
	55%	22%	0%	11%	0%	11%			
9	5	2	•	1	•	1			



Zone #3 0 blockers

Set quality: +

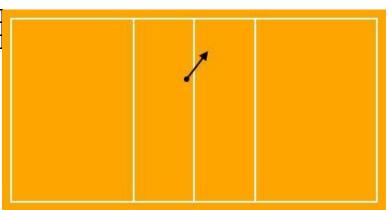
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1						1



Zone #3 1 blockers

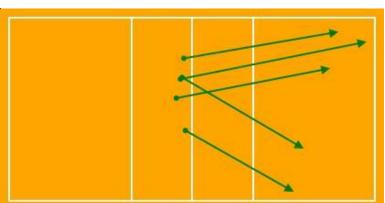
Set quality: /

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

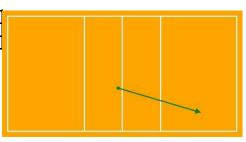


Set quality: +

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

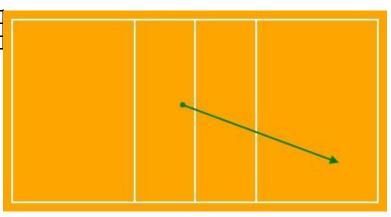


Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1					



Zone #3 2 blockers

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



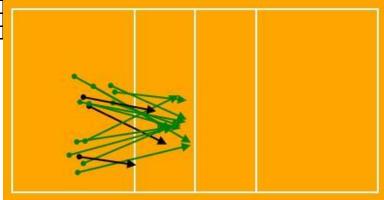
Player #17 Fedunov Daniil

Reception Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	1	=
	20%	60%	13%	6%	0%	0%
15	3	9	2	1		

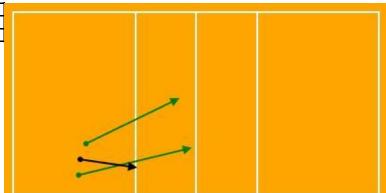


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	9(60%)	6(40%)
#: ., #+: .	#: 22%, #+:	#: 16%, #+:
!/-: ., =: .	77%	83%
	!/-: 22%, =: 0%	!/-: 16%, =: 0%

Glider Zone #1

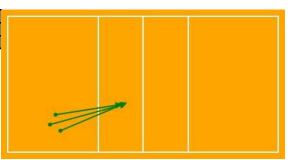
Lower

	_	_	_	_	_	_
Total	#	+	!	/	-	=
	33%	33%	33%	0%	0%	0%
~	1	1	1			



<u>Upper</u>

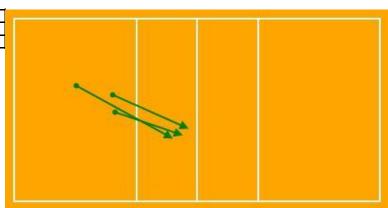
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
3		3				



Glider Zone #6

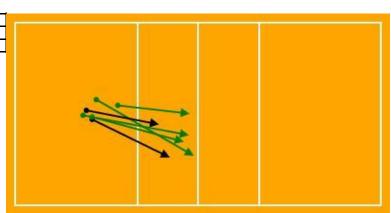
Lower

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



Upper

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



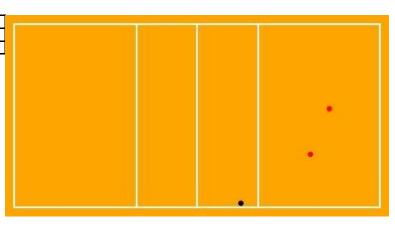
Player #24 Scherbakov Maxim

Serve Player #24 Scherbakov Maxim

Glider

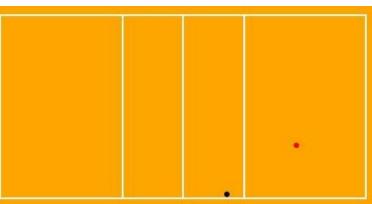
Total Glider

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



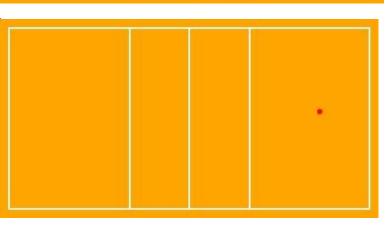
Glider Direction 5

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



Glider Direction 6

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

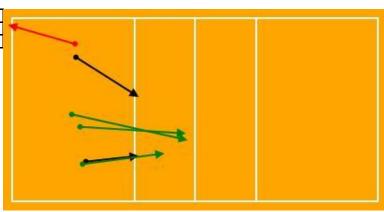


Reception Player #24 Scherbakov Maxim

Glider

Total Glider

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

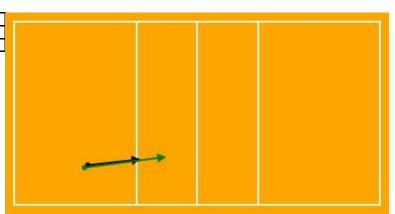


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
2(33%)	2(33%)	2(33%)
#: 0%, #+: 0%	#: 50%, #+:	#: 0%, #+: 50%
!/-: 50%, =:	100%	!/-: 50%, =: 0%
50%	!/-: 0%, =: 0%	

Glider Zone #1

Upper

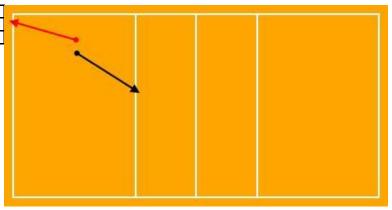
Total	#	+	!	/	-	=
	0%	50%	50%	0%	0%	0%
2		1	1			



Glider Zone #5

Upper

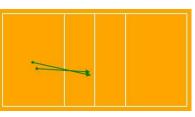
Total	#	+	!	/	-	=
	0%	0%	50%	0%	0%	50%
2			1			1



Glider Zone #6

Upper

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

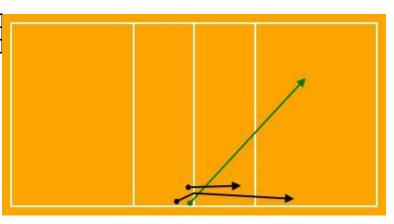


Attack Player #24 Scherbakov Maxim

Position 2

Total position 2

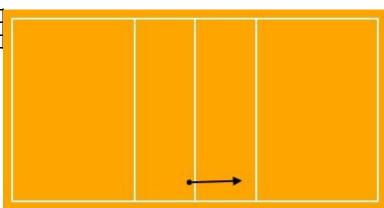
Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1			2		



Zone #2 1 blockers

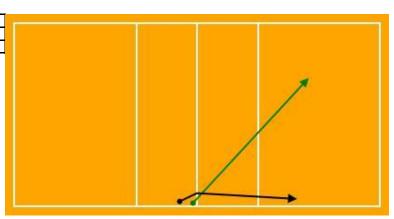
Set quality: !

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



Set quality: +

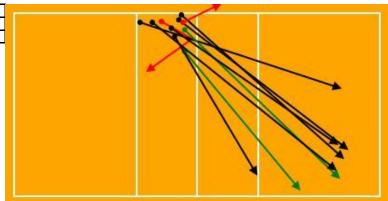
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1			1		



Position 4

Total position 4

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



Zone #4 1 blockers

Set quality:!

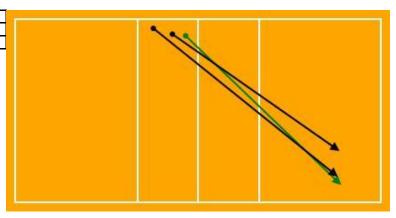
Total	#	+	!	/	-	=	

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

Zone #4 1.5 blockers

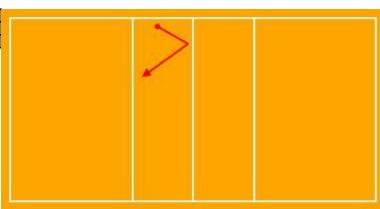
Set quality:!

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



Set quality: +

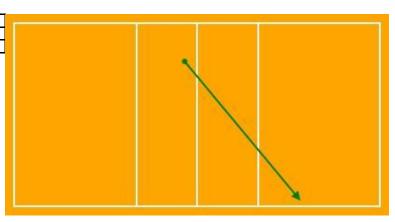
Total	#	+	!	/	-	II
	0%	0%	0%	0%	100%	0%
1	_				1	



Zone #4 2 blockers

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

