

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	12	10	12	2	8%	1	19	.	.	11	68%	57%	.	33%	66%	.	7	71%
#2 Baiduji	.	0
#7 Ushakov	6	3	5	.	0%	.	18	.	16%	44%	22%	15	2	1	5	46%	33%	.	0%	100%	1	7	85%
#8 Shchipko	8	-1	11	2	0%	.	12	.	25%	50%	25%	16	6	1	8	50%	50%	11	100%
#10 Klimov	6	2	9	2	0%	11	1	.	4	45%	36%	1	33%	66%	2	2	100%
#12 Volkov	.	0
#13 Trofimov	9	8	6	.	16%	1	3	.	33%	66%	66%	13	1	.	7	53%	53%	.	0%	100%	1	3	100%
#14 Ahmadullin	3	0	12	2	16%	1	5	1	.	.	0%	0%	.	16%	83%	2	8	87%
#15 Lyashenko	3	3	11	.	9%	3	.	.	2	100%	66%	.	50%	50%	1	5	80%
#16 Pyanov	7	4	7	1	0%	6	1	.	4	66%	66%	1	14%	85%	3	.	.
#17 Fedunov	.	-1	17	.	29%	41%	29%	8	50%
#18 Ziva	.	0
#24 Scherbakov	.	0
Total	54	28	73	9	6%	3	50	.	24%	46%	28%	88	12	2	41	53%	46%	2	25%	74%	10	51	82%

Player #1

Vasilchenko

Dmitrii

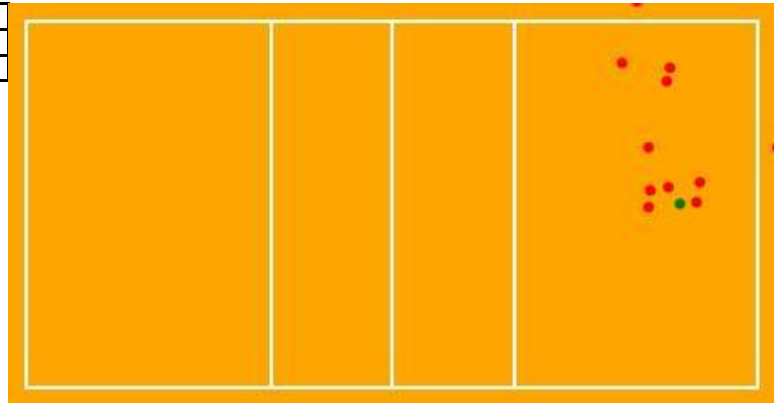
Serve

Player #1 Vasilchenko Dmitrii

Glider

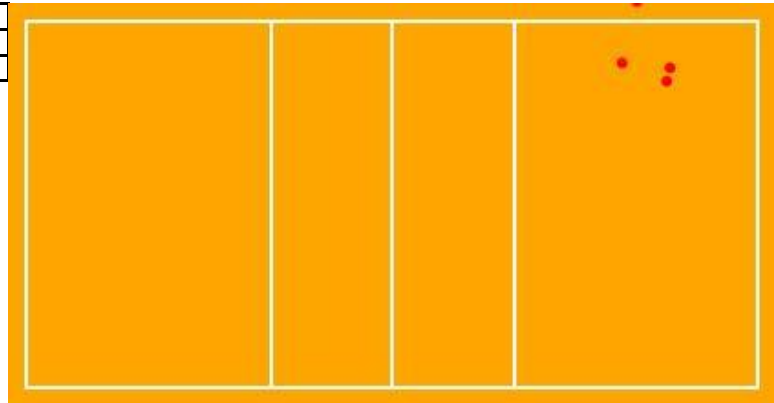
Total Glider

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



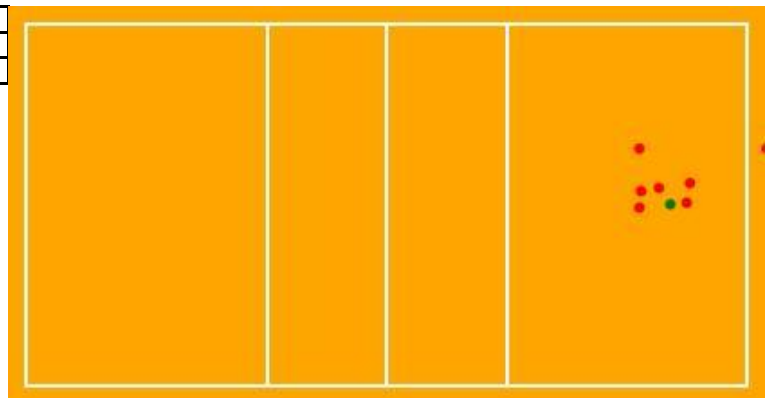
Glider Direction 1

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



Glider Direction 6

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



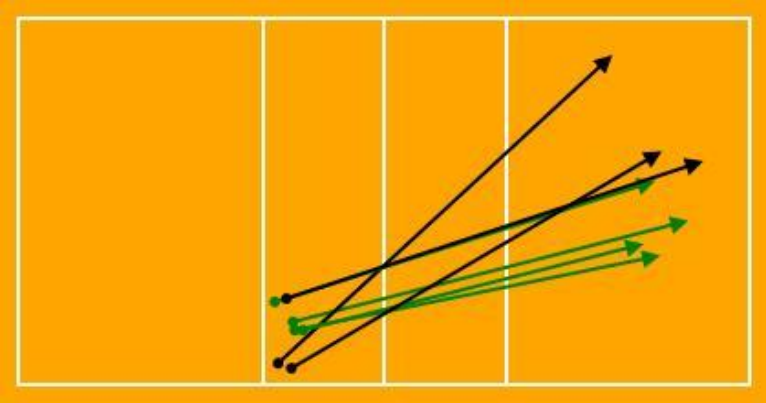
Attack

Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

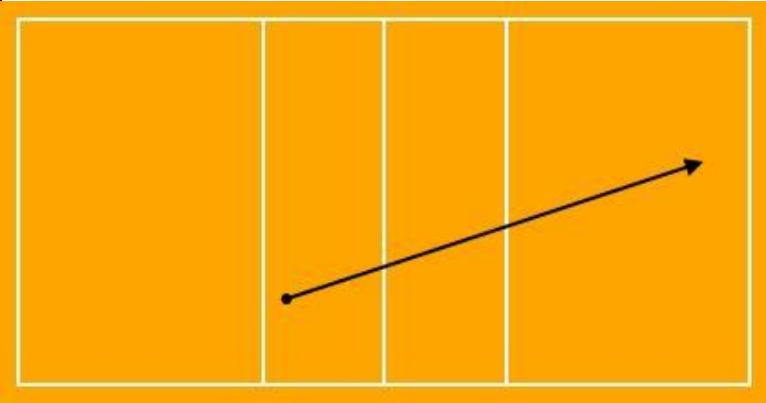
Total	#	+	!	/	-	=
	57%	0%	0%	42%	0%	0%
7	4	.	.	3	.	.



Zone #1 0 blockers

Set quality: /

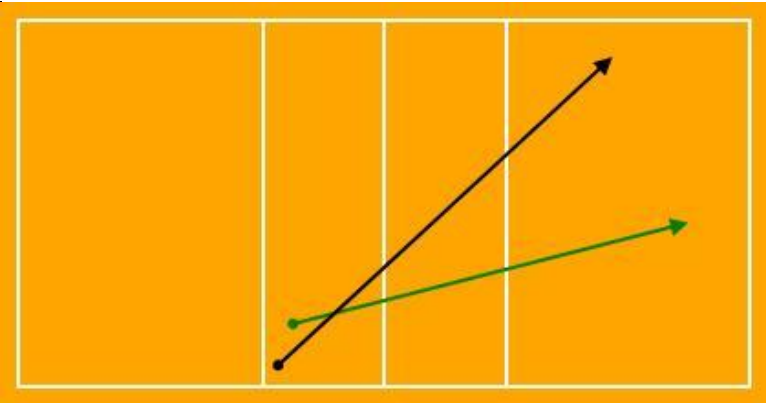
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #1 1 blockers

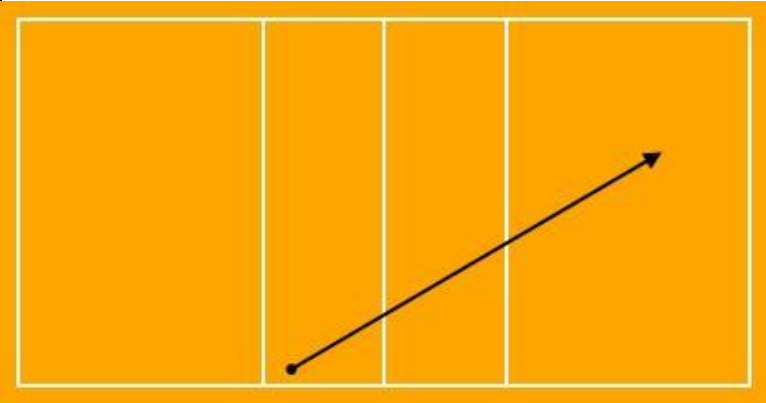
Set quality: !

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



Set quality: +

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



Zone #1 1.5 blockers

Set quality: /

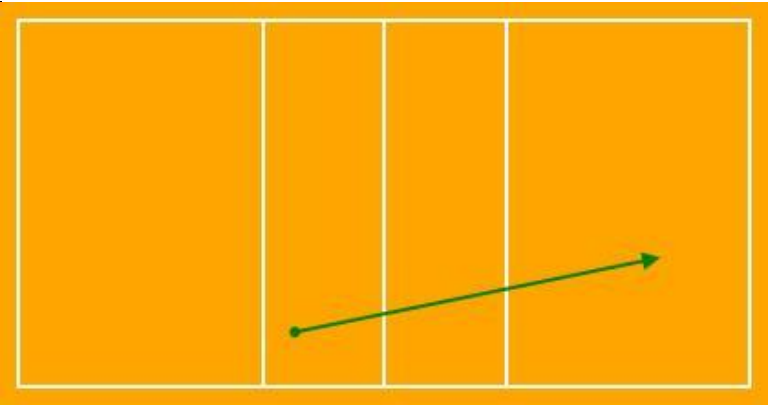
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---



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

Set quality: +

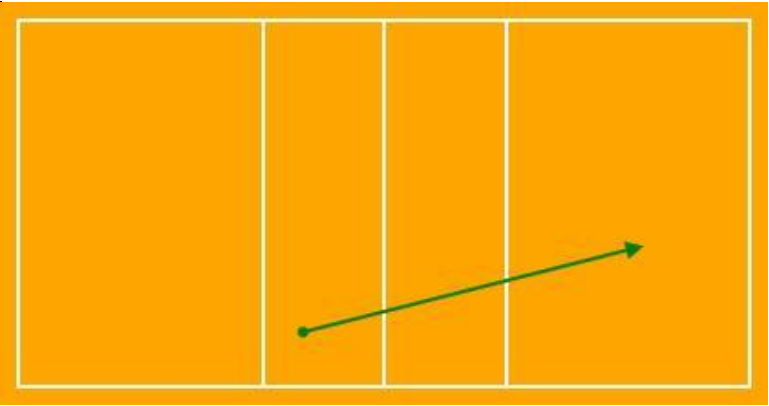
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #1 2 blockers

Set quality: +

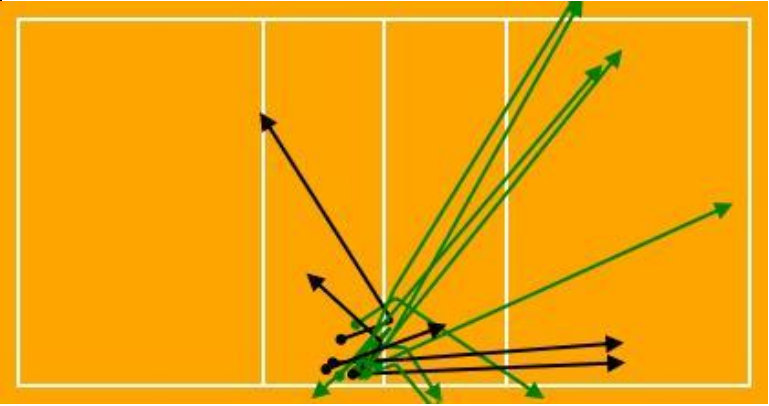
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 2

Total position 2

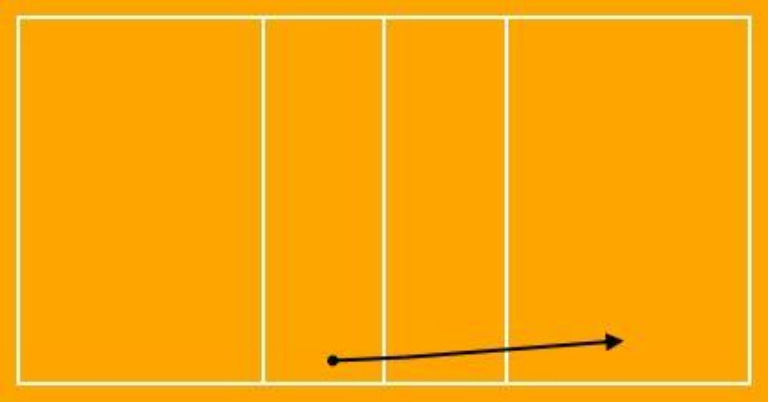
Total	#	+	!	/	-	=
	50%	14%	14%	21%	0%	0%
14	7	2	2	3	.	.



Zone #2 1 blockers

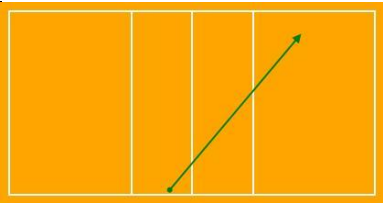
Set quality: /

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



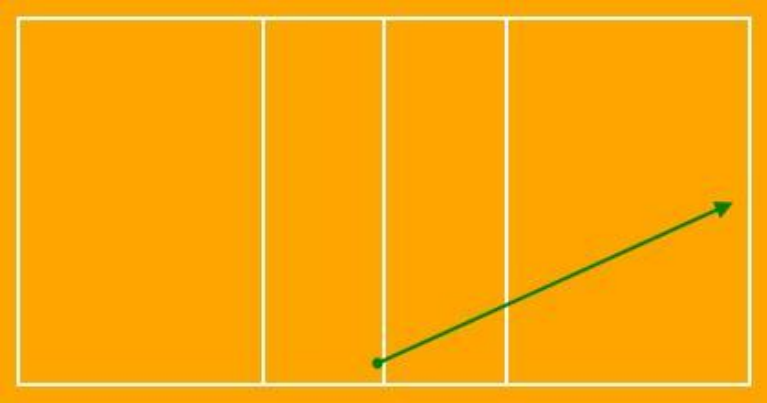
Set quality: !

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



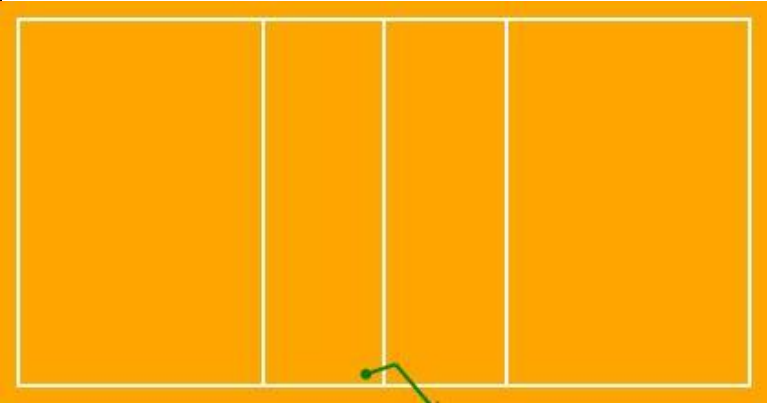
Set quality: +

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



Set quality: #

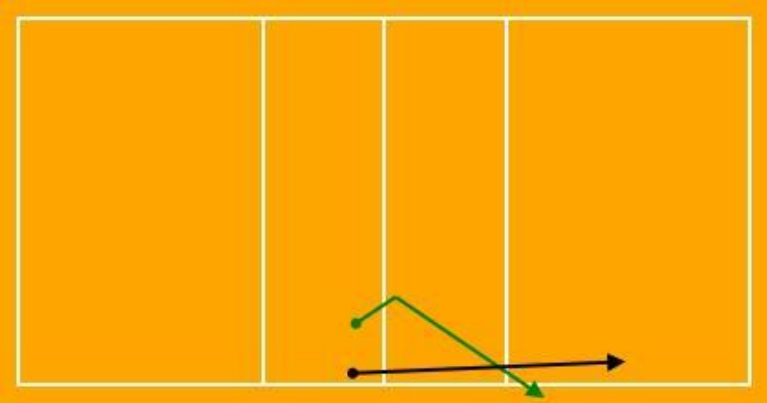
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1.5 blockers

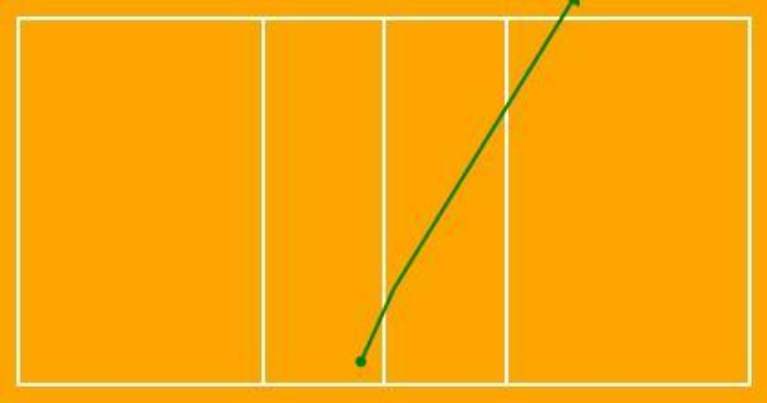
Set quality: !

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



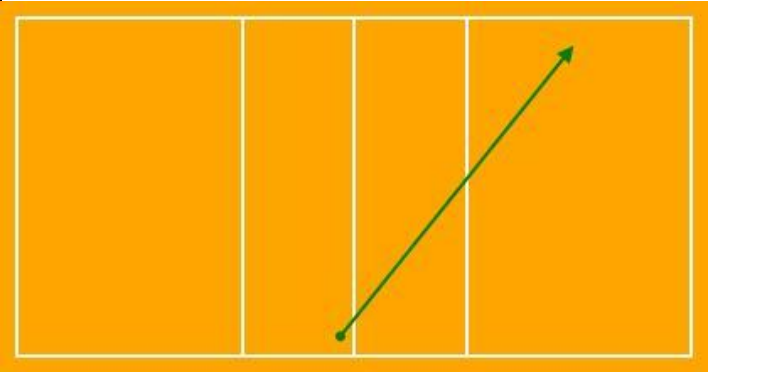
Set quality: +

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



Set quality: #

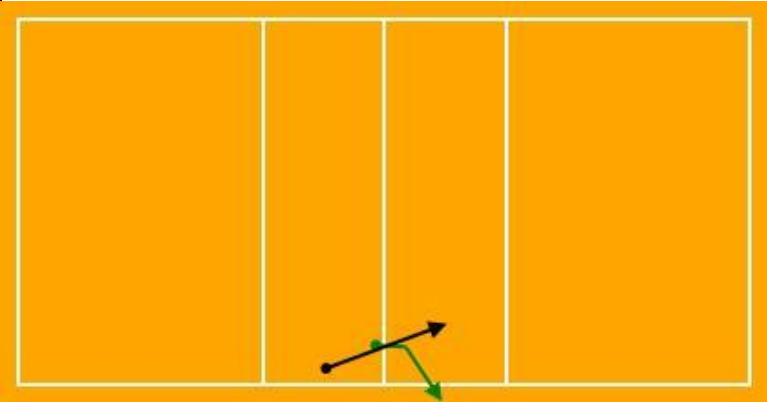
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #2 2 blockers

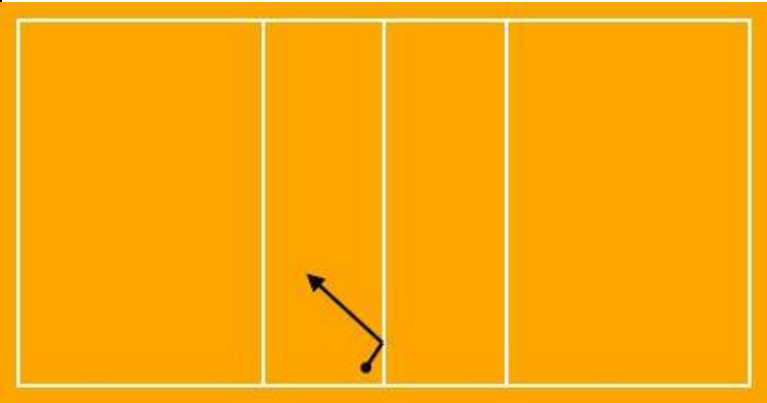
Set quality: /

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



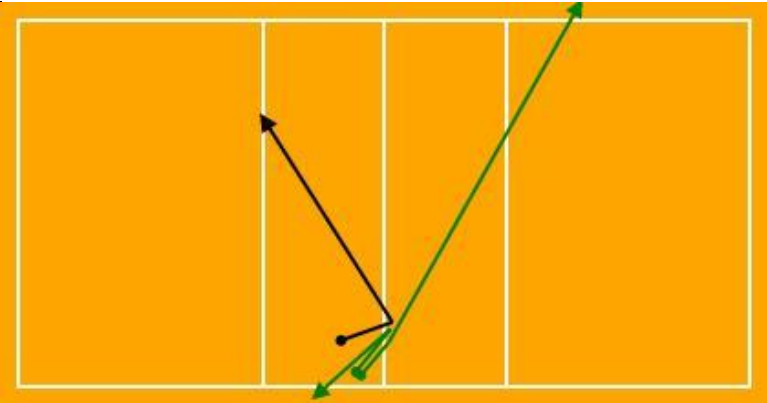
Set quality: !

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



Set quality: +

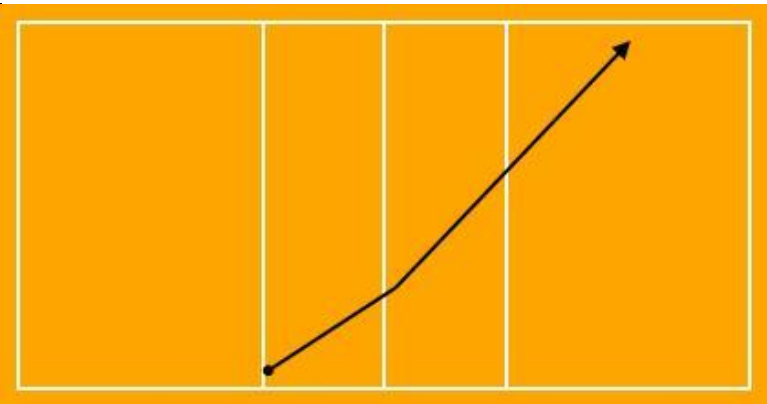
Total	#	+	!	/	-	=
	66%	0%	33%	0%	0%	0%
3	2	.	1	.	.	.



Position 6

Total position 6

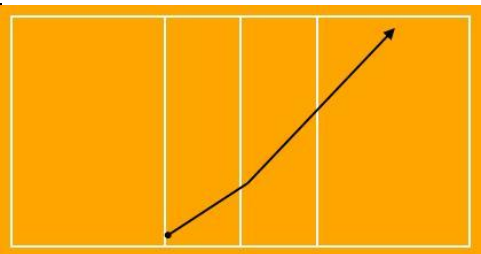
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 1 blockers

Set quality: !

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



Player #7 Ushakov

Vladislav

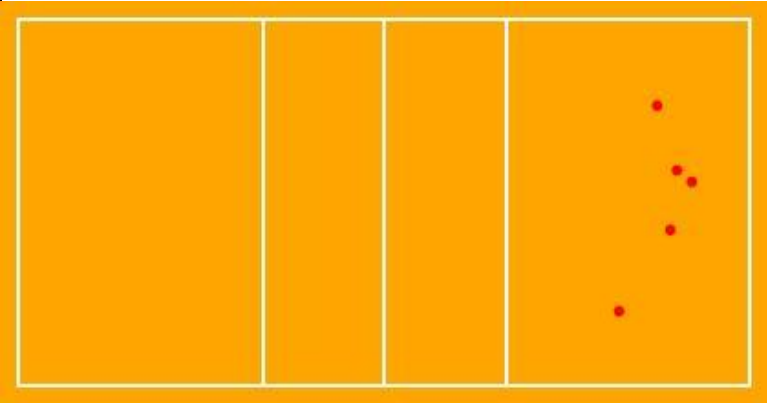
Serve

Player #7 Ushakov Vladislav

Glider

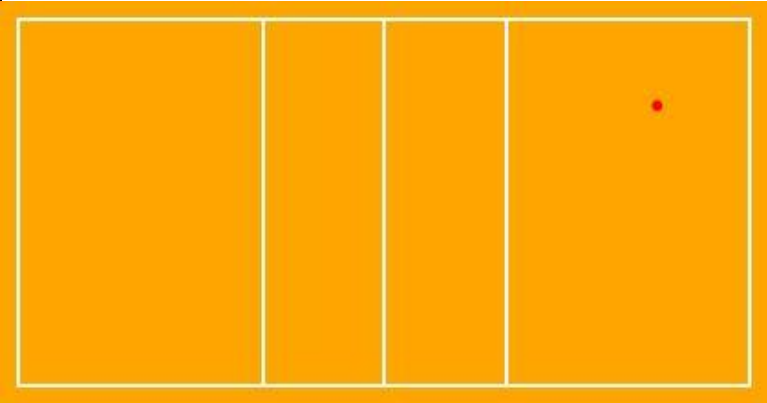
Total Glider

Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
5	5	.



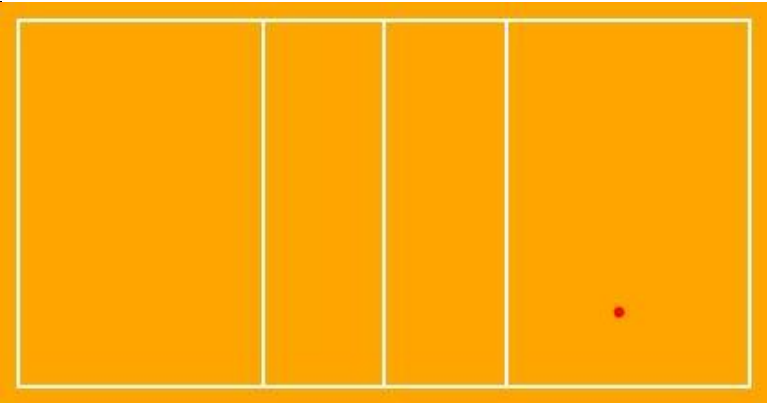
Glider Direction 1

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



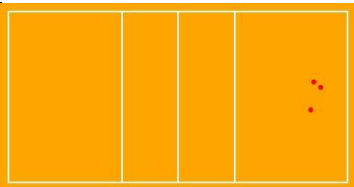
Glider Direction 5

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



Glider Direction 6

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



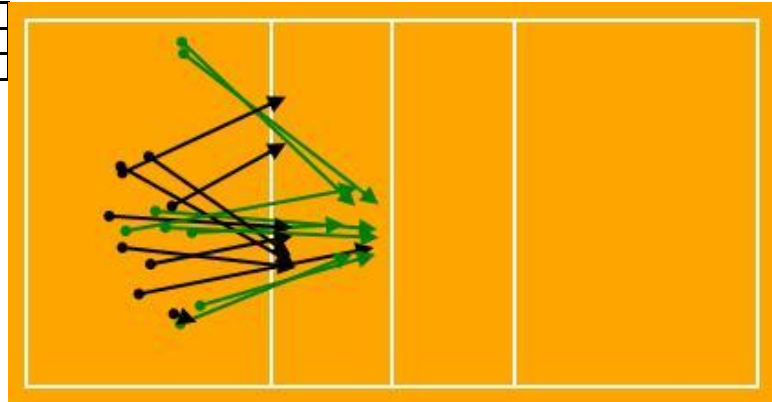
Reception

Player #7 Ushakov Vladislav

Glider

Total Glider

Total	#	+	!	/	-	=
	23%	23%	35%	17%	0%	0%
17	4	4	6	3	.	.

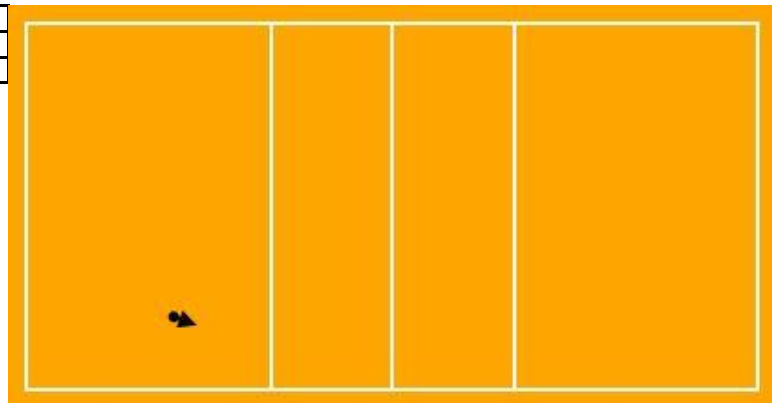


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(17%) #: 33%, #+: 66% !/-: 33%, =: 0%	10(58%) #: 20%, #+: 40% !/-: 60%, =: 0%	4(23%) #: 25%, #+: 50% !/-: 50%, =: 0%

Glider Zone #1

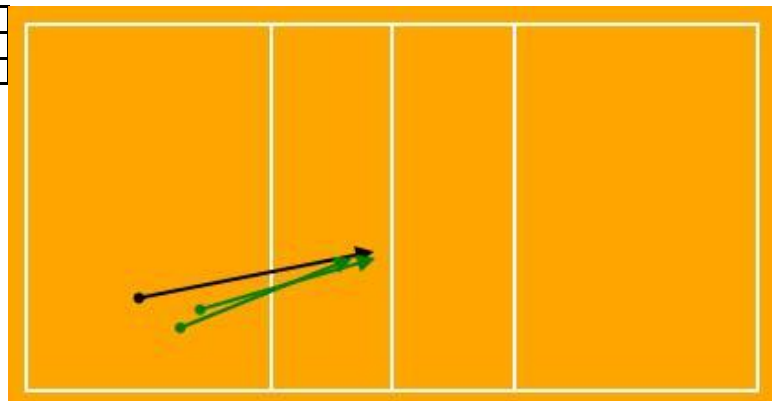
Lower

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



Upper

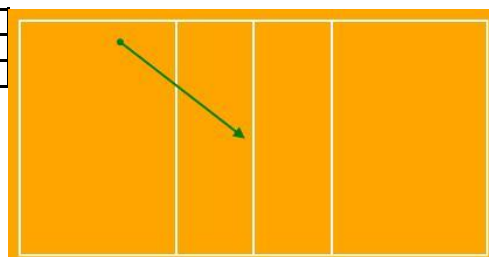
Total	#	+	!	/	-	=
	33%	33%	33%	0%	0%	0%
3	1	1	1	.	.	.



Glider Zone #5

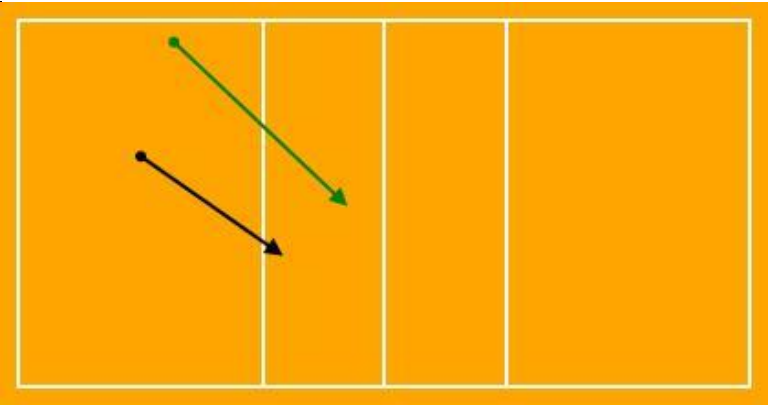
Lower

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



Upper

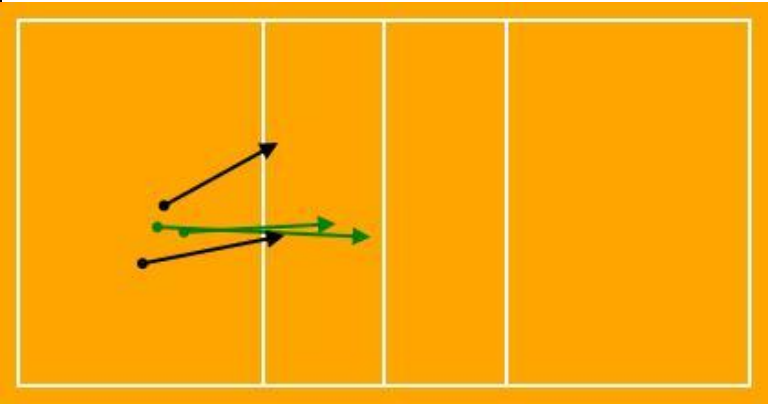
Total	#	+	!	/	-	=
	0%	50%	50%	0%	0%	0%
2	.	1	1	.	.	.



Glider Zone #6

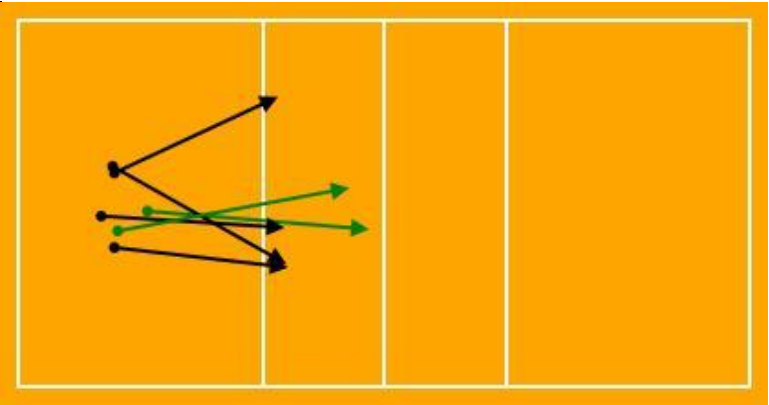
Lower

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



Upper

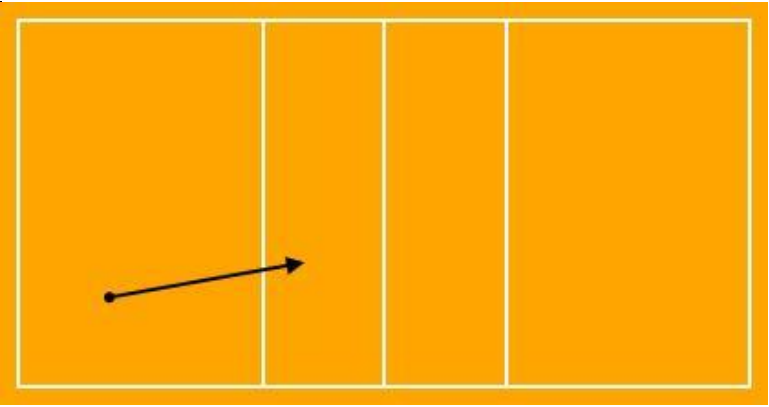
Total	#	+	!	/	-	=
	16%	16%	33%	33%	0%	0%
6	1	1	2	2	.	.



Jump

Total Jump

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

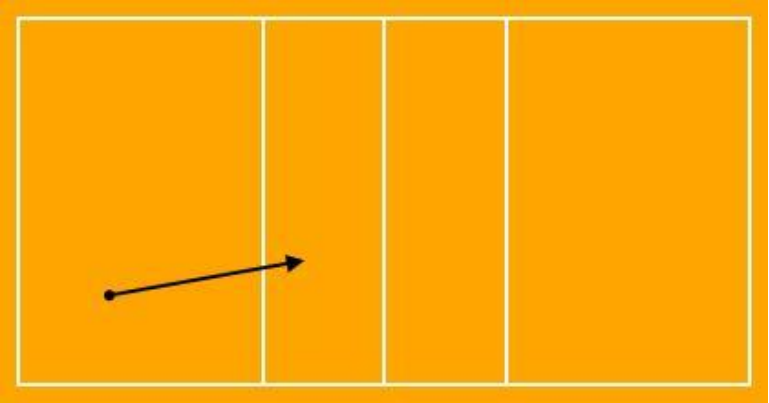


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%

Jump Zone #1

Lower

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



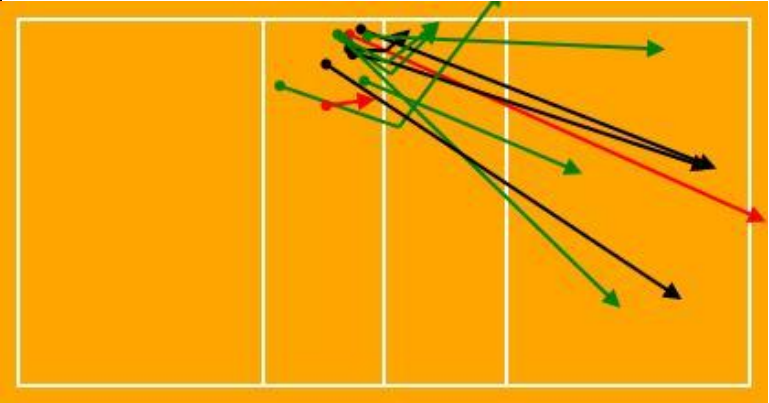
Attack

Player #7 Ushakov Vladislav

Position 4

Total position 4

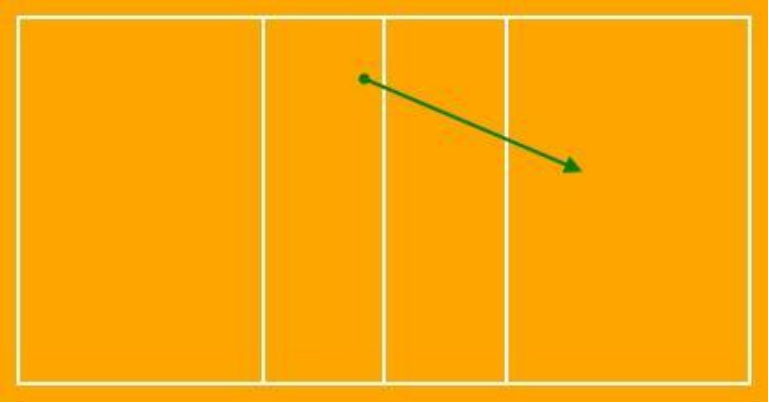
Total	#	+	!	/	-	=
	41%	8%	0%	33%	0%	16%
12	5	1	.	4	.	2



Zone #4 1 blockers

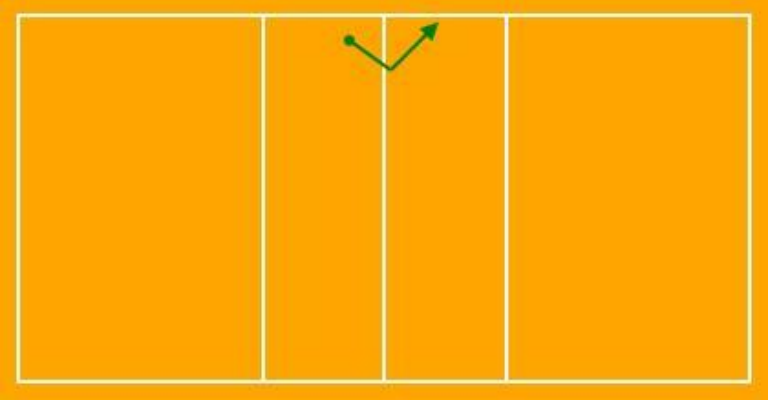
Set quality: /

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: +

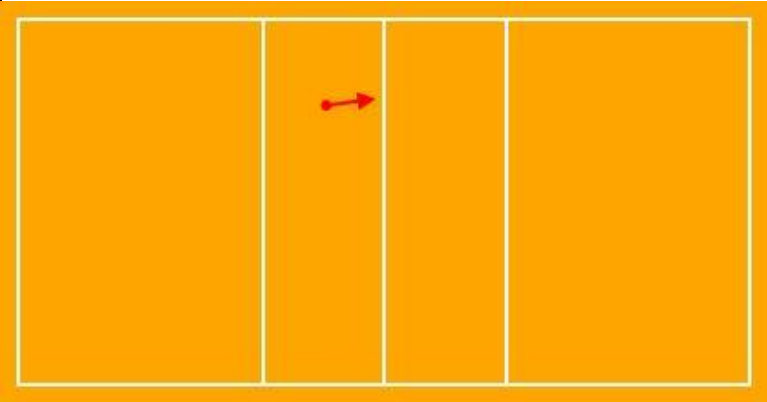
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

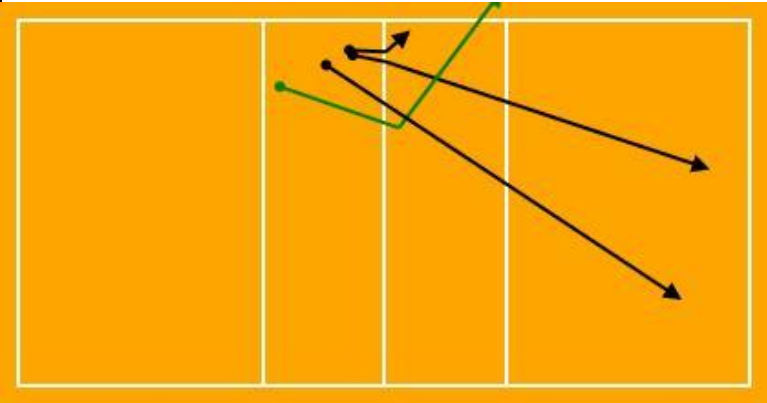
Set quality: /

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



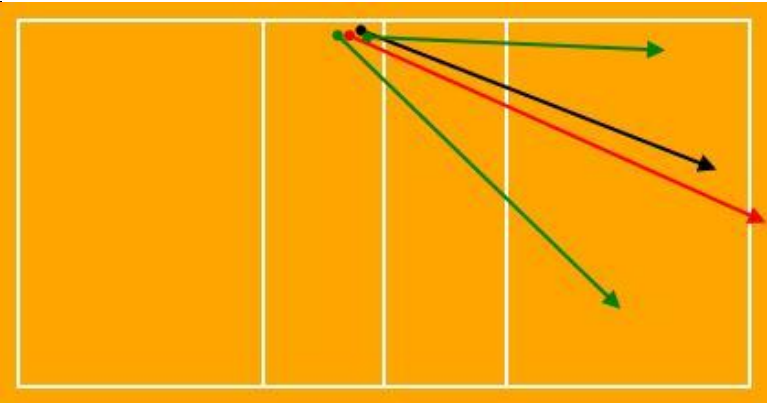
Set quality: !

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



Set quality: +

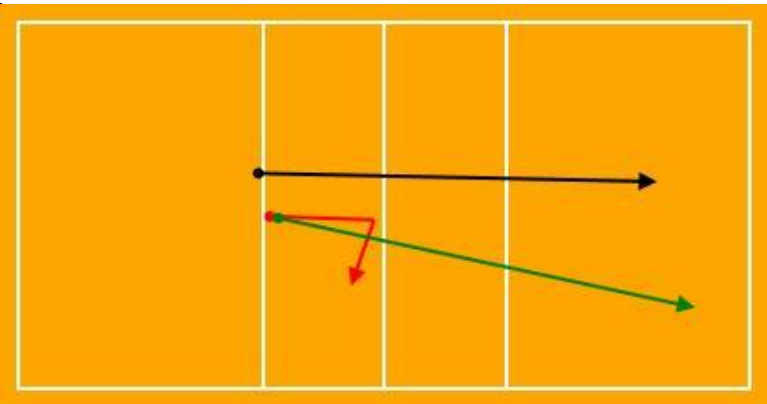
Total	#	+	!	/	-	=
	25%	25%	0%	25%	0%	25%
4	1	1	.	1	.	1



Position 6

Total position 6

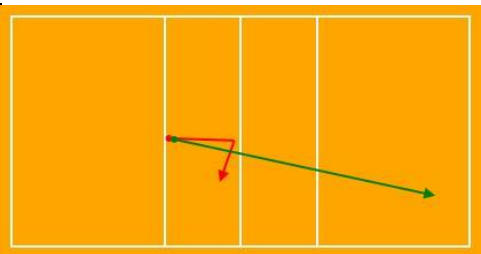
Total	#	+	!	/	-	=
	0%	33%	0%	33%	33%	0%
3	.	1	.	1	1	.



Zone #6 1 blockers

Set quality: +

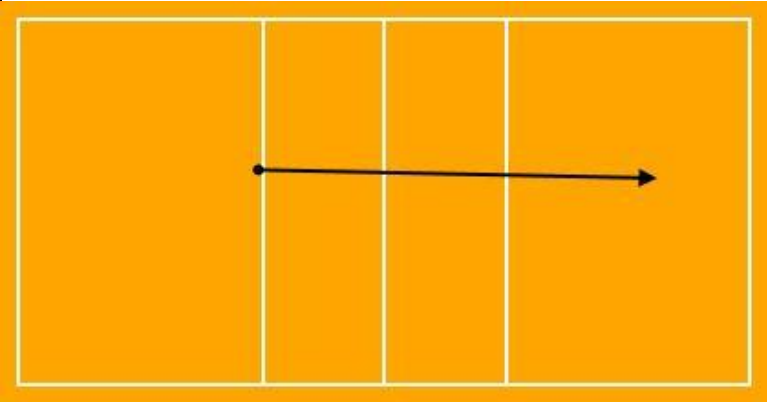
Total	#	+	!	/	-	=
	0%	50%	0%	0%	50%	0%
2	.	1	.	.	1	.



Zone #6 2 blockers

Set quality: !

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



Player #8

Shchipko Sergei

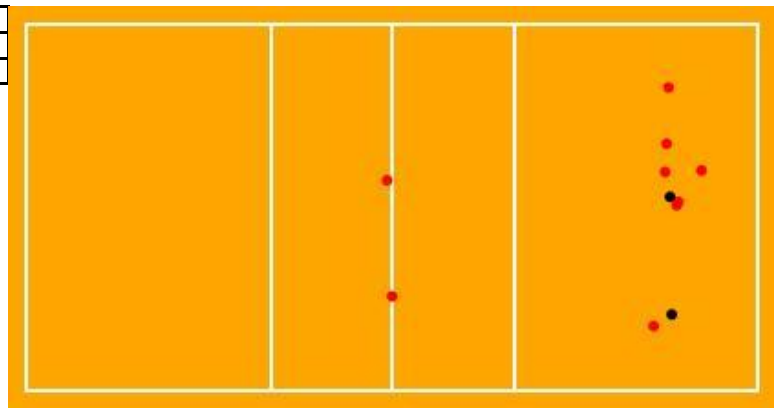
Serve

Player #8 Shchipko Sergei

Glider

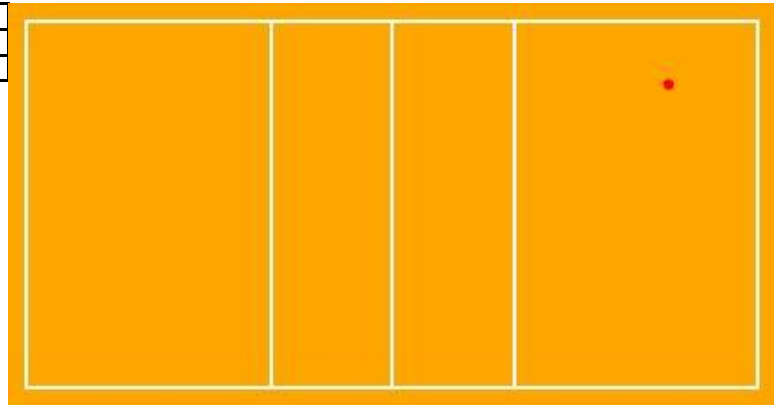
Total Glider

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



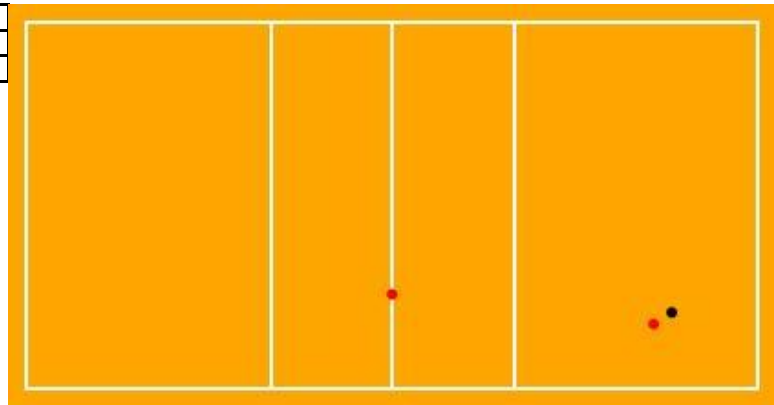
Glider Direction 1

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



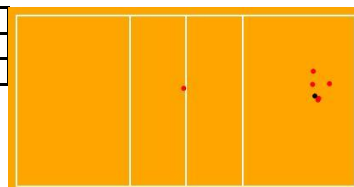
Glider Direction 5

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



Glider Direction 6

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



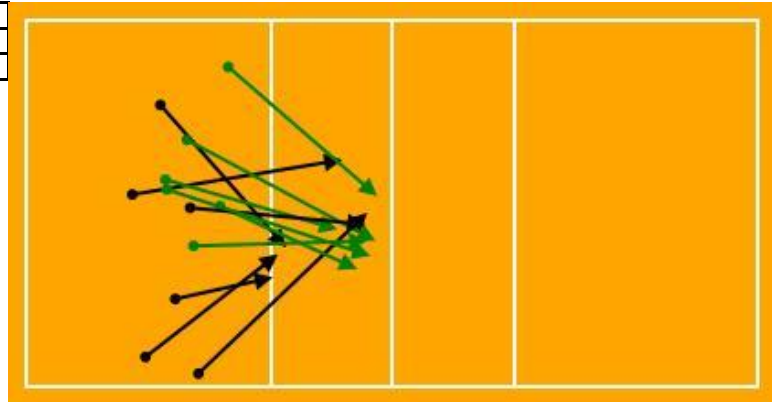
Reception

Player #8 Shchipko Sergei

Glider

Total Glider

Total	#	+	!	/	-	=
	25%	25%	25%	25%	0%	0%
12	3	3	3	3	.	.

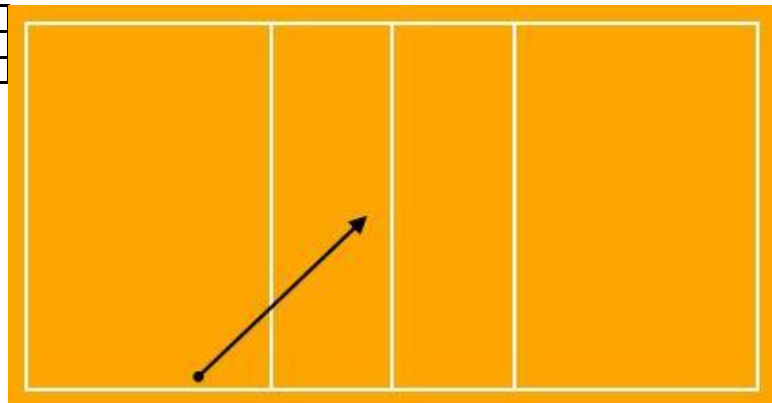


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(25%) #: 66%, #+: 66% !/-: 33%, =: 0%	6(50%) #: 16%, #+: 66% !/-: 33%, =: 0%	3(25%) #: 0%, #+: 0% !/-: 100%, =: 0%

Glider Zone #1

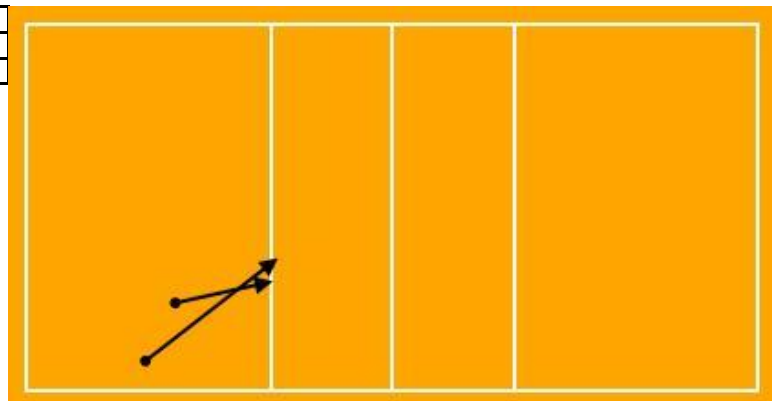
Lower

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



Upper

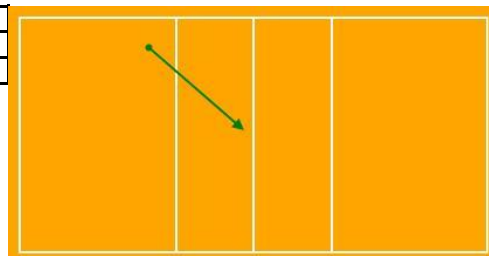
Total	#	+	!	/	-	=
	0%	0%	50%	50%	0%	0%
2	.	.	1	1	.	.



Glider Zone #5

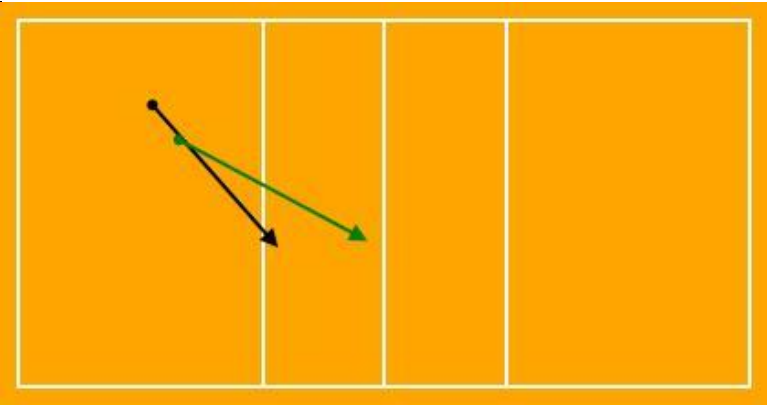
Lower

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



Upper

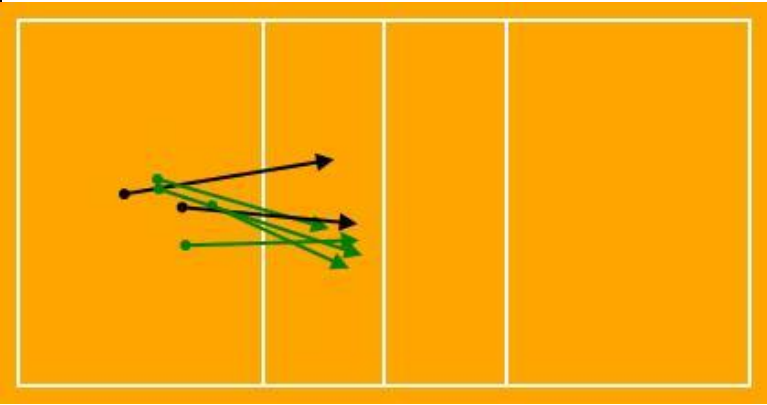
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



Glider Zone #6

Upper

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

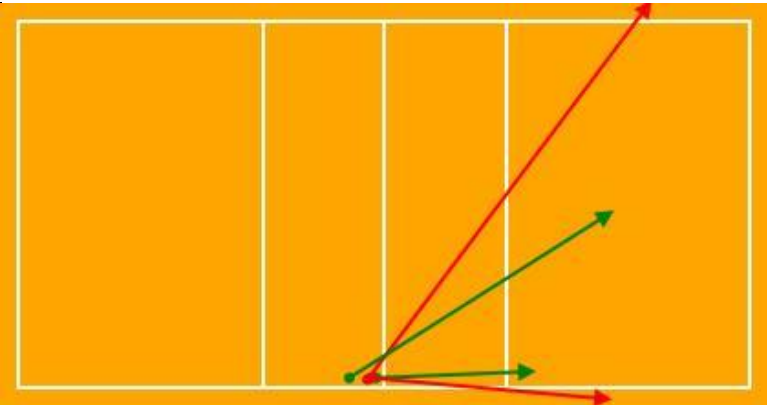


Attack
Player #8 Shchipko Sergei

Position 2

Total position 2

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



Zone #2 0 blockers

Set quality: #

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



Zone #2 1 blockers

Set quality: +

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

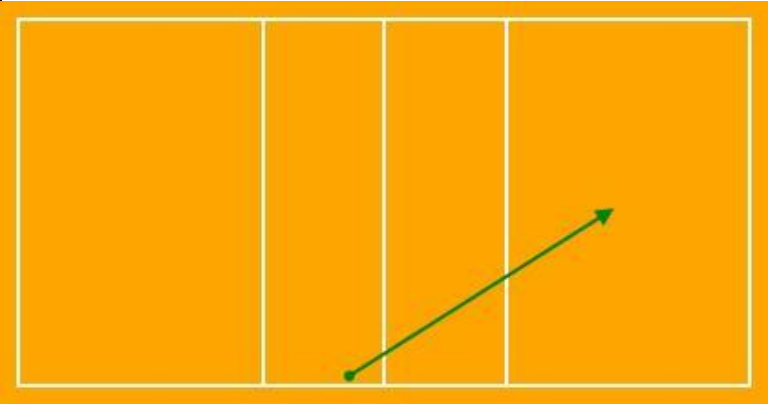


	0%	0%	0%	0%	0%	100%
1	1

Zone #2 2 blockers

Set quality: +

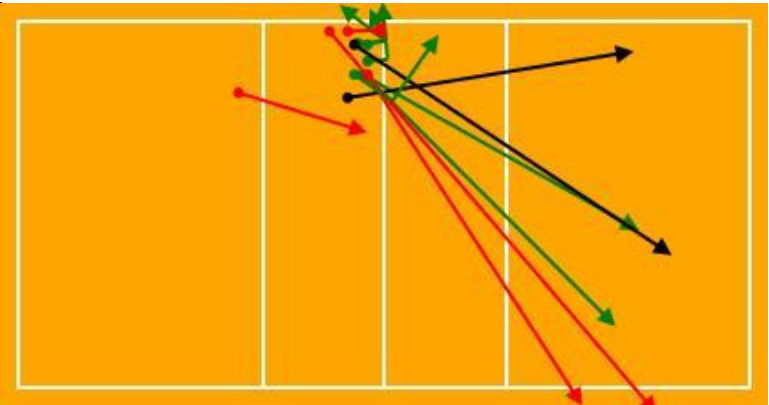
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

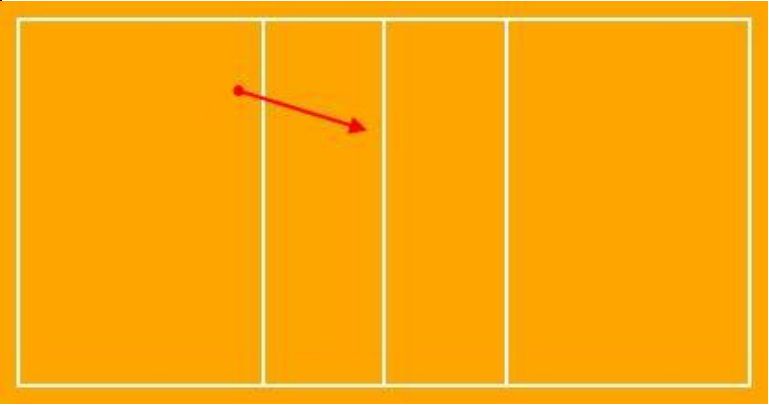
Total	#	+	!	/	-	=
	50%	0%	0%	16%	8%	25%
12	6	.	.	2	1	3



Zone #4 0 blockers

Set quality: /

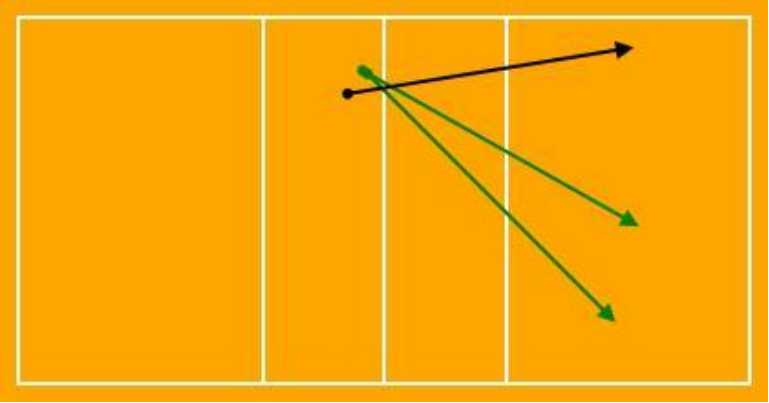
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 1 blockers

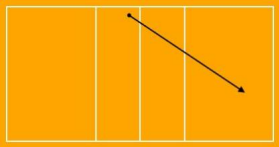
Set quality: /

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



Set quality: #

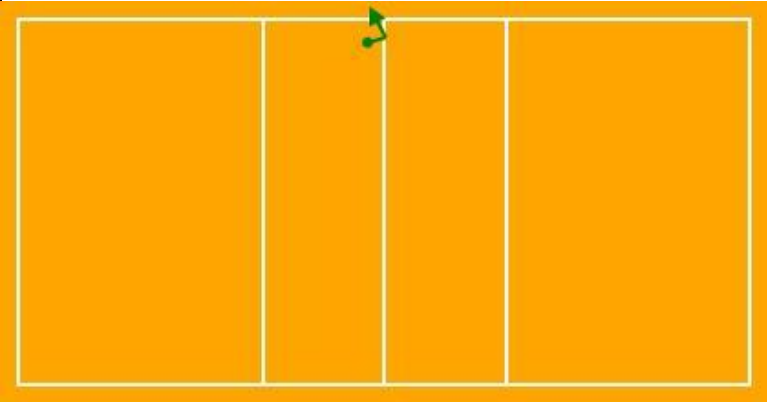
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 2 blockers

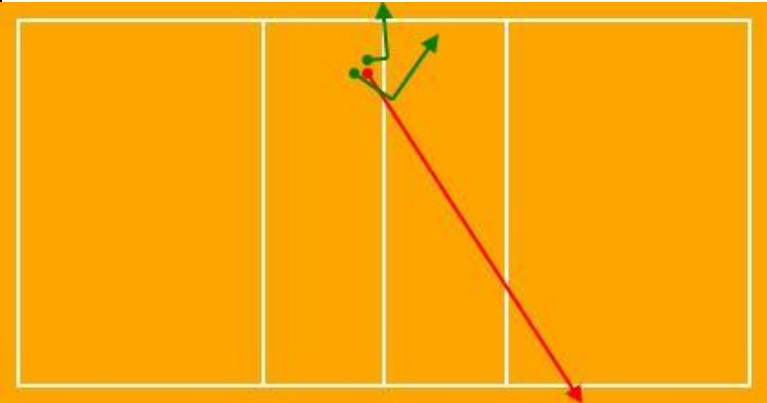
Set quality: -

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



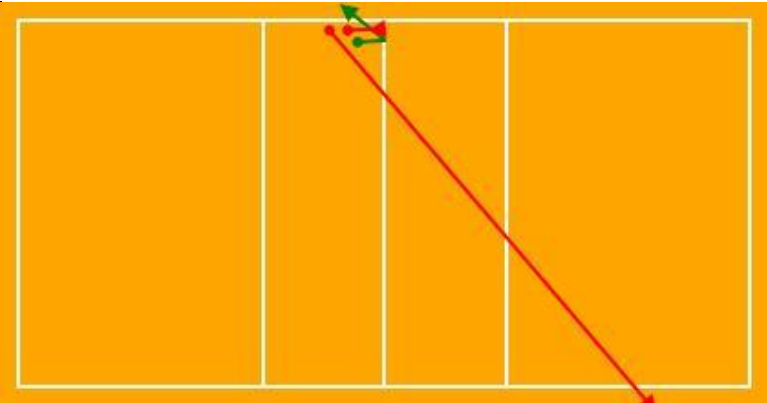
Set quality: !

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



Set quality: +

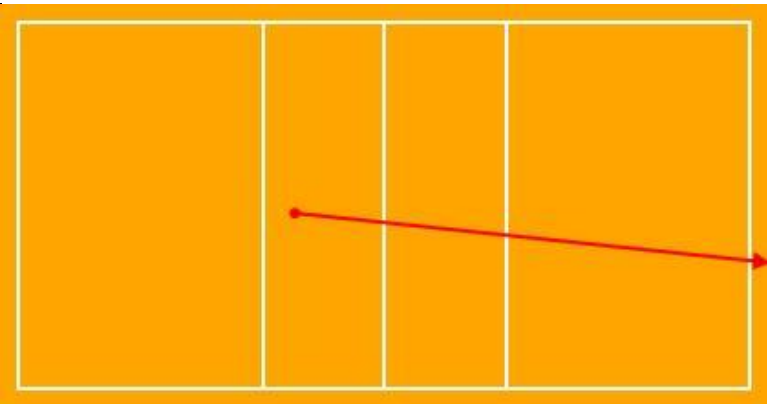
Total	#	+	!	/	-	=
	33%	0%	0%	0%	33%	33%
3	1	.	.	.	1	1



Position 6

Total position 6

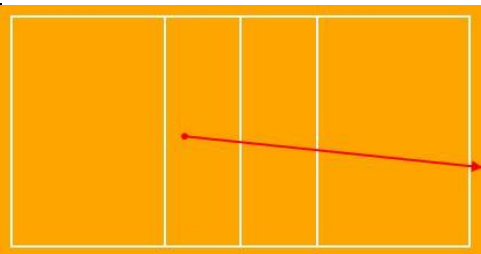
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #6 0 blockers

Set quality: #

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



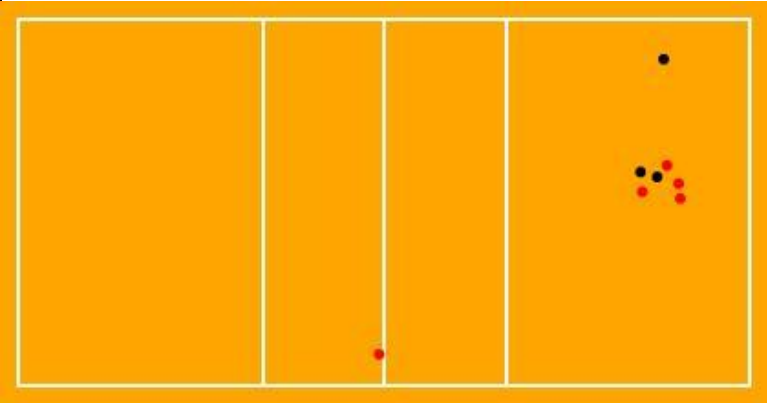
Player #10 Klimov Alexey

Serve Player #10 Klimov Alexey

Glider

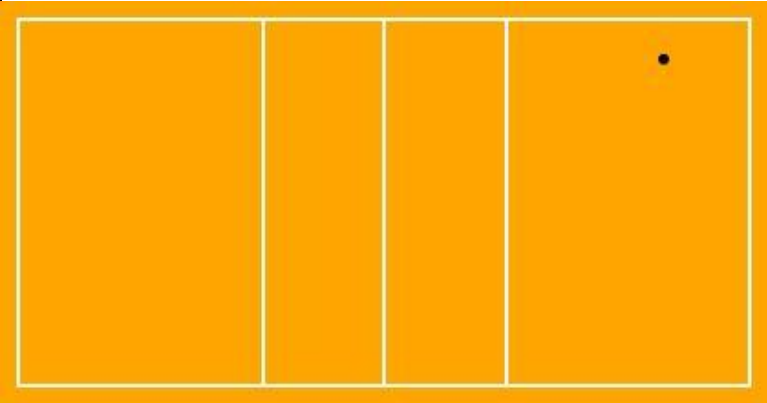
Total Glider

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



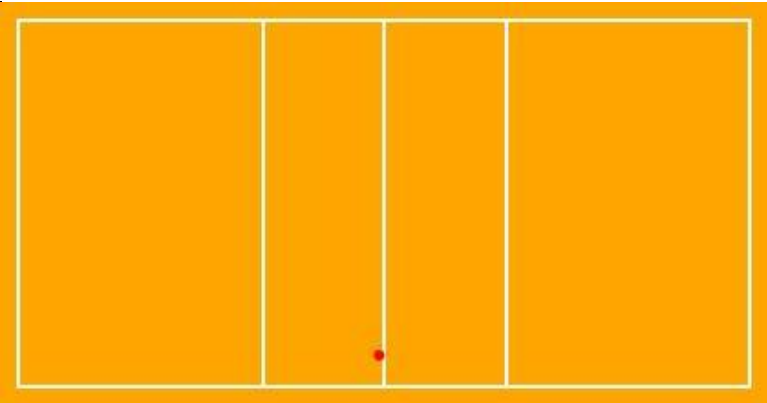
Glider Direction 1

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



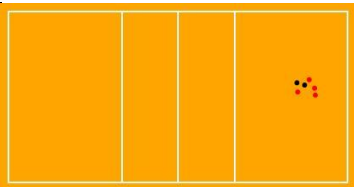
Glider Direction 5

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



Glider Direction 6

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



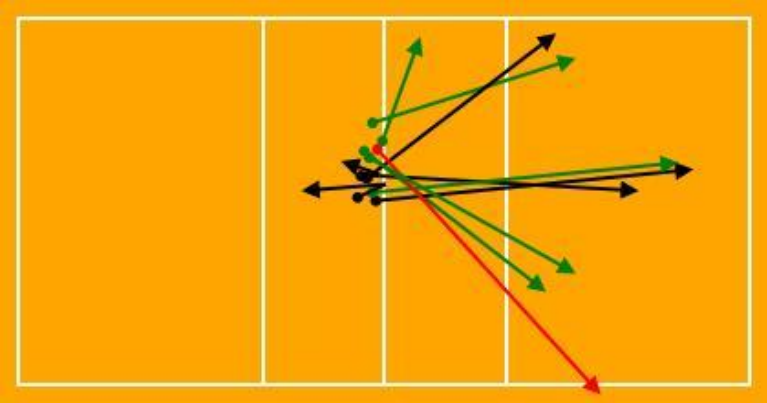
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

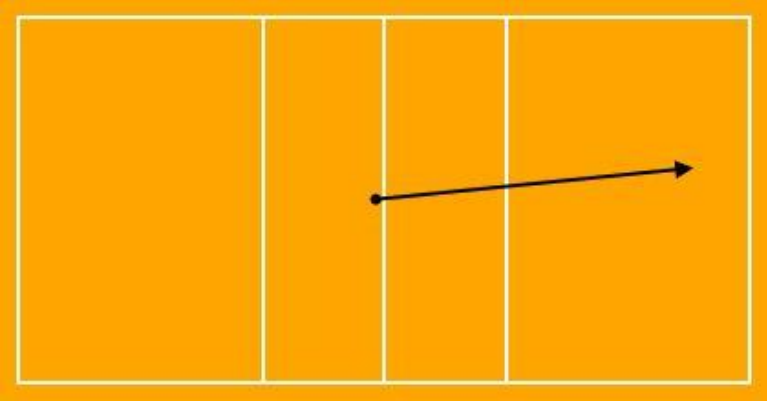
Total	#	+	!	/	-	=
	36%	9%	0%	45%	0%	9%
11	4	1	.	5	.	1



Zone #3 0 blockers

Set quality: !

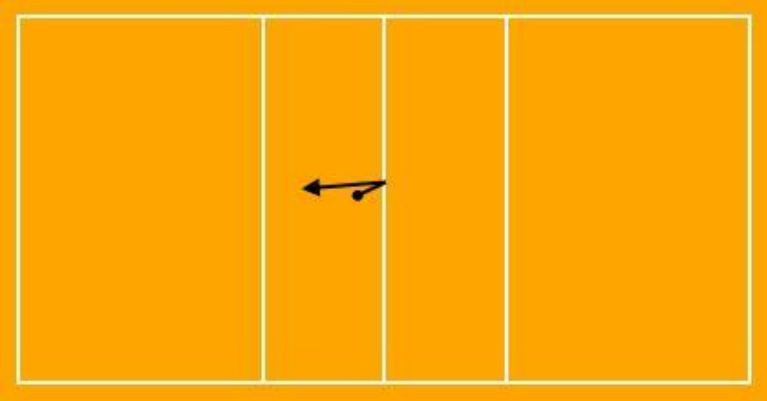
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 1 blockers

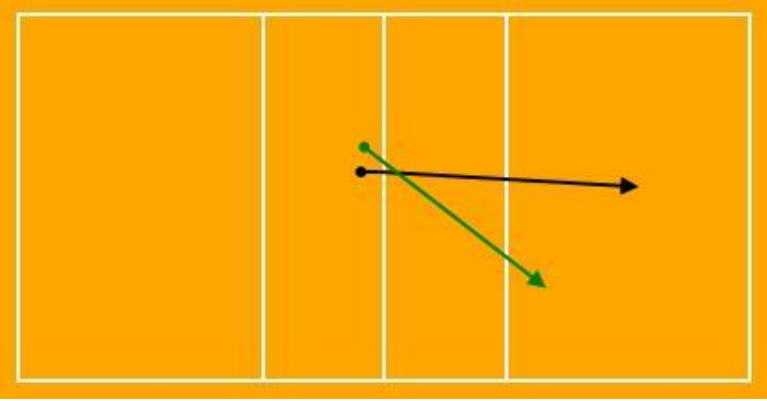
Set quality: !

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



Set quality: +

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



Set quality: #

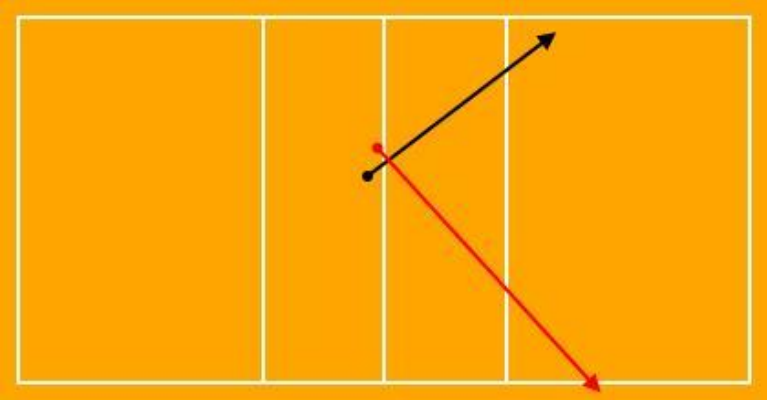
Total	#	+	!	/	-	=
	50%	25%	0%	25%	0%	0%
4	2	1	.	1	.	.



Zone #3 1.5 blockers

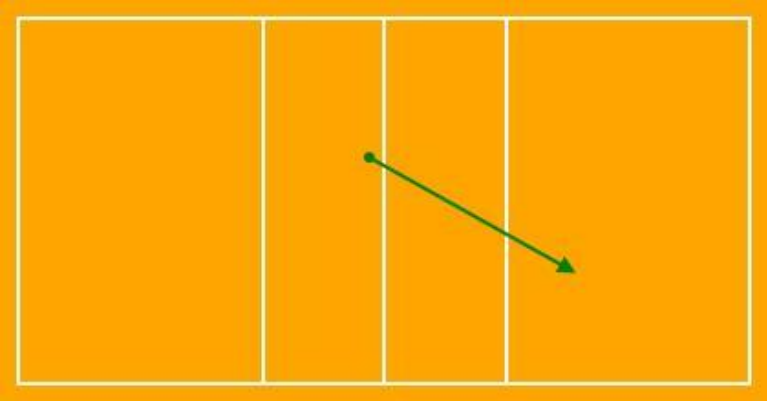
Set quality: !

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



Set quality: #

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



Player #13

Trofimov Lev

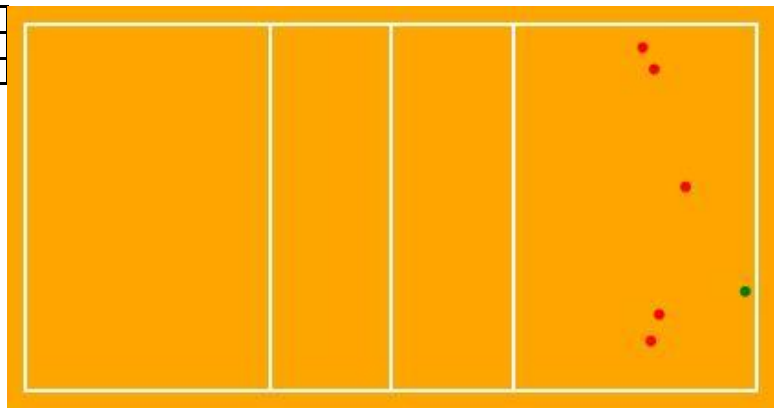
Serve

Player #13 Trofimov Lev

Jump

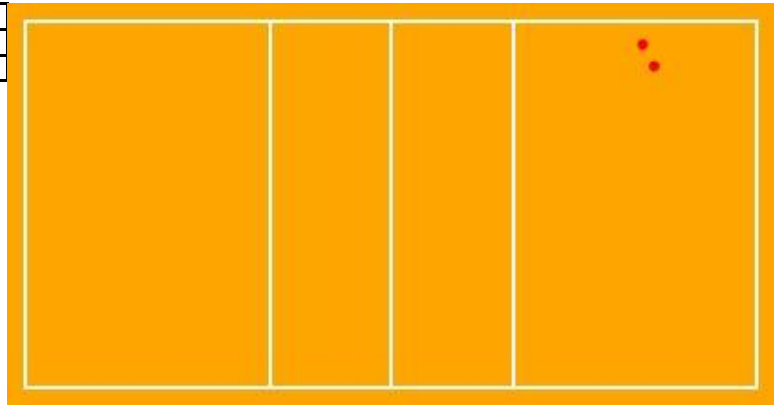
Total Jump

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



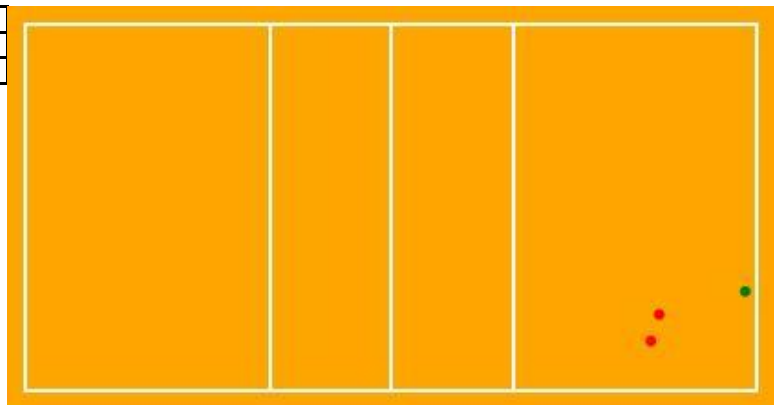
Jump Direction 1

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



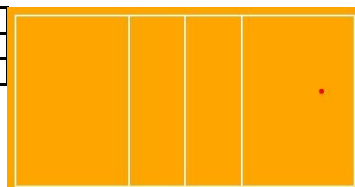
Jump Direction 5

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



Jump Direction 6

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



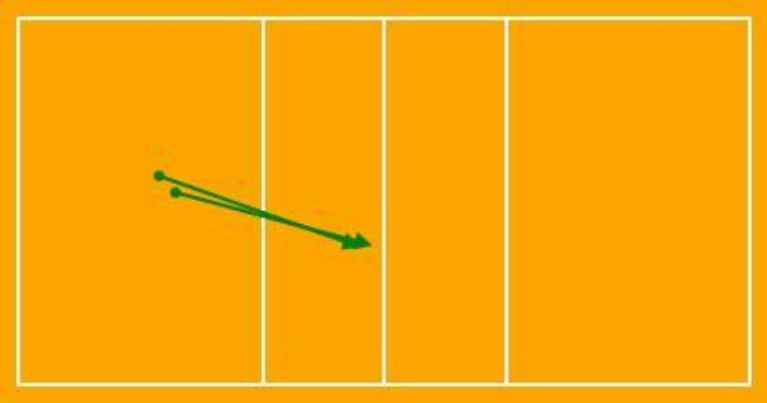
Reception

Player #13 Trofimov Lev

Glider

Total Glider

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

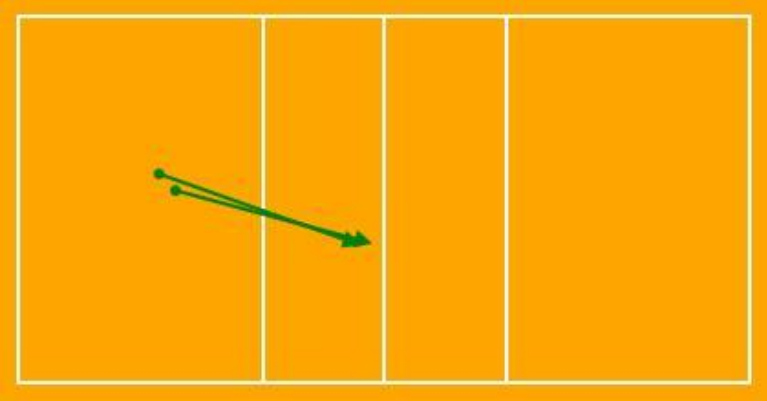


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	2(100%) #: 100%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #6

Upper

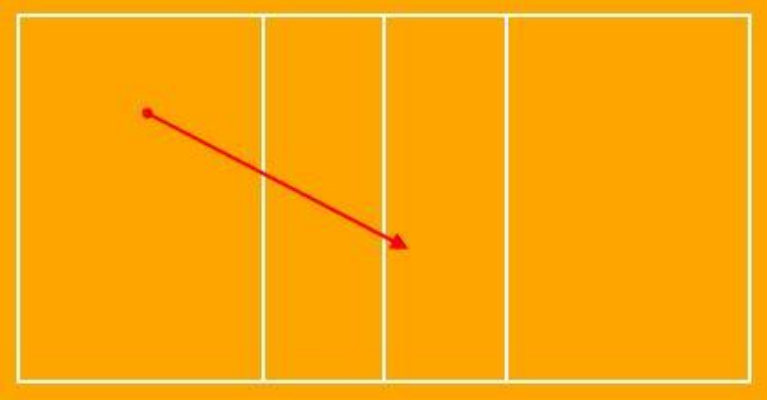
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Jump

Total Jump

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

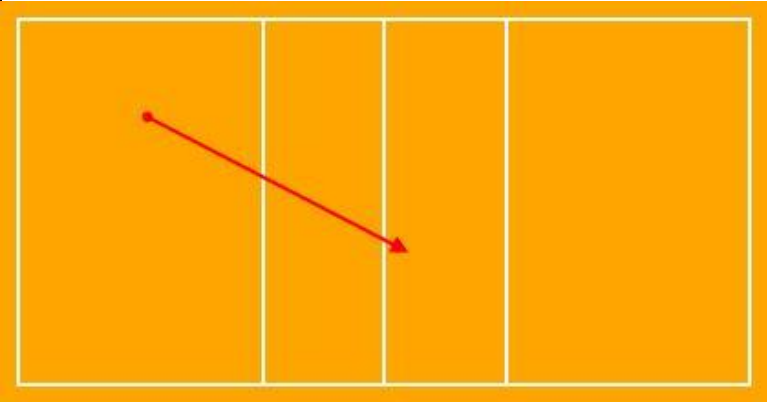


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

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

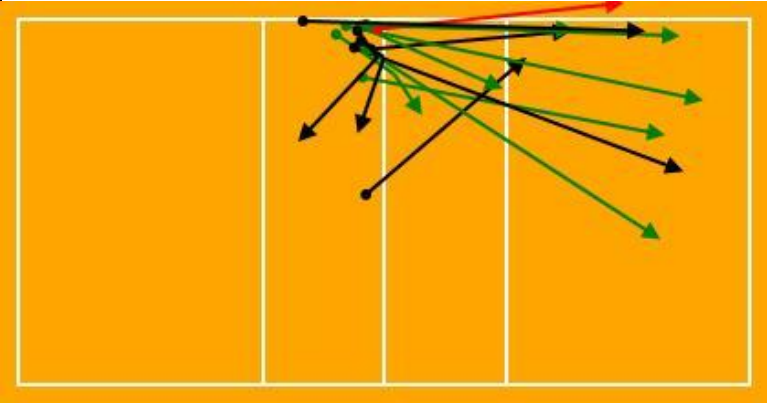


Attack Player #13 Trofimov Lev

Position 4

Total position 4

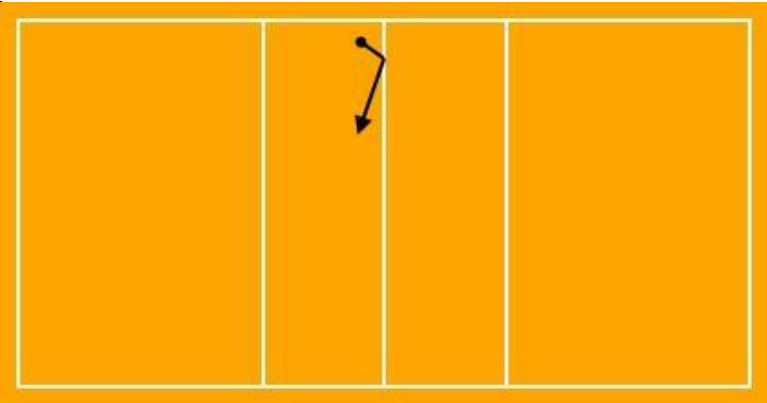
Total	#	+	!	/	-	=
	50%	0%	14%	28%	0%	7%
14	7	.	2	4	.	1



Zone #4 1 blockers

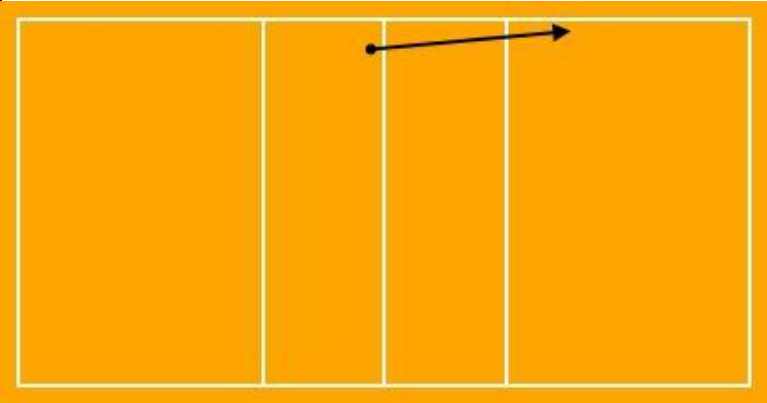
Set quality: -

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



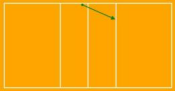
Set quality: /

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



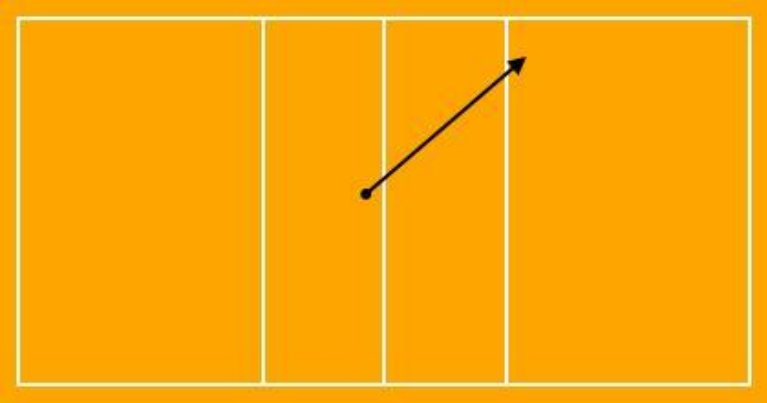
Set quality: !

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



Set quality: +

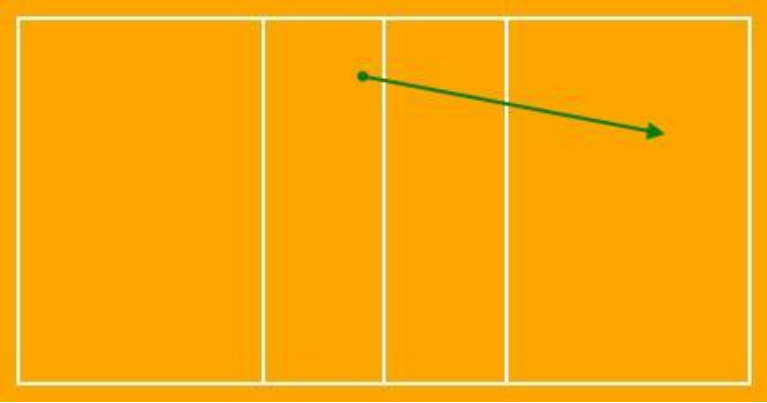
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 1.5 blockers

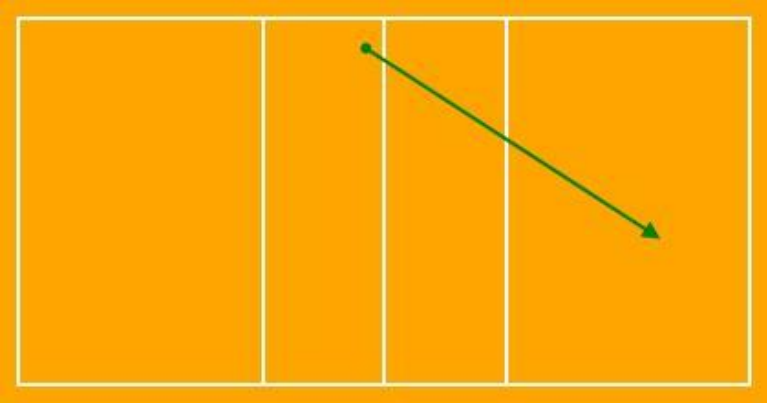
Set quality: !

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



Set quality: +

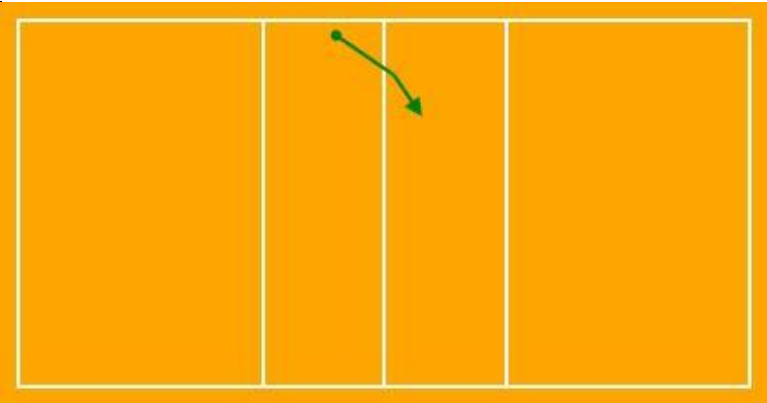
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

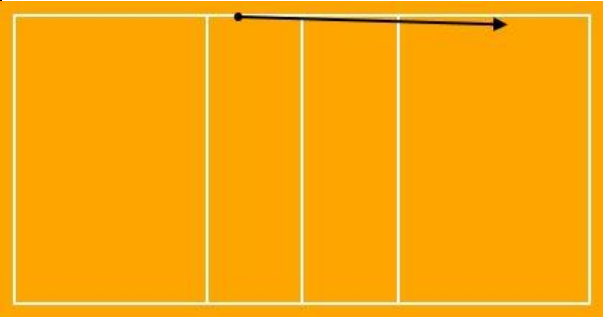
Set quality: /

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



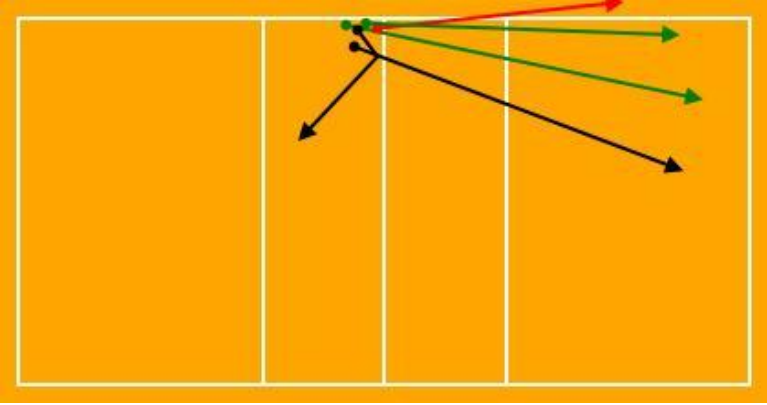
Set quality: !

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



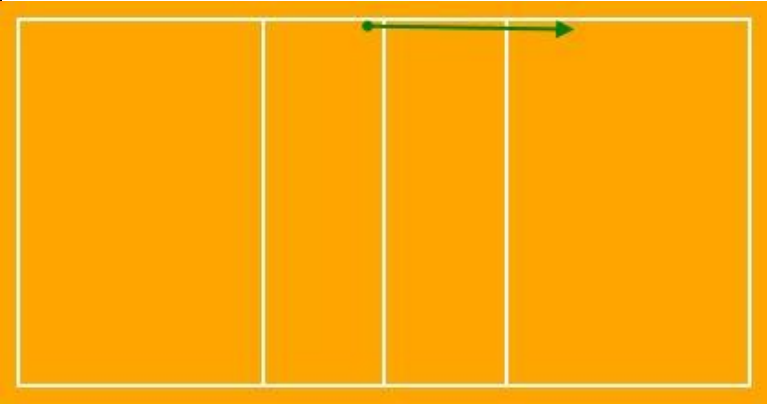
Set quality: +

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



Set quality: #

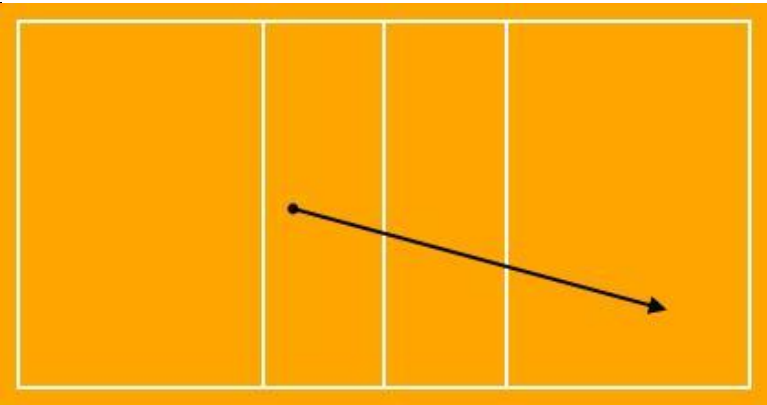
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

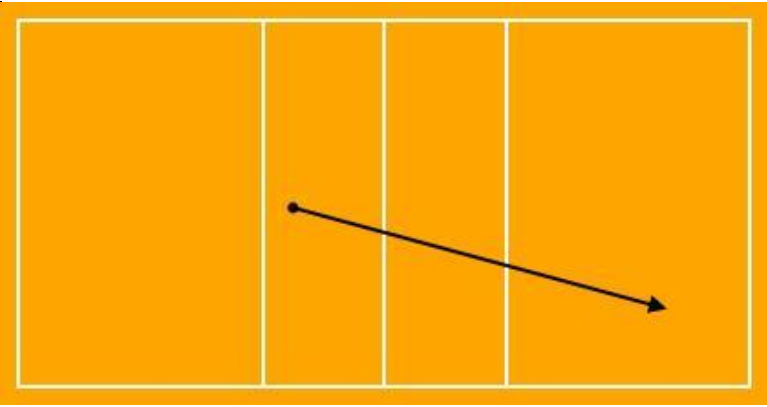
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 1 blockers

Set quality: #

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



Player #14

Ahmadullin Timur

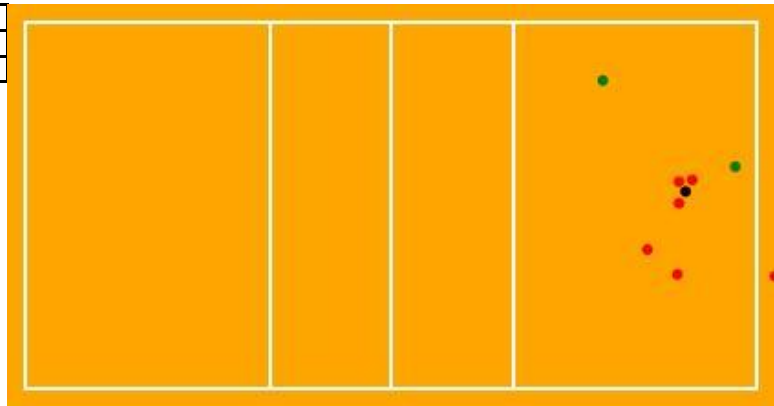
Serve

Player #14 Ahmadullin Timur

Glider

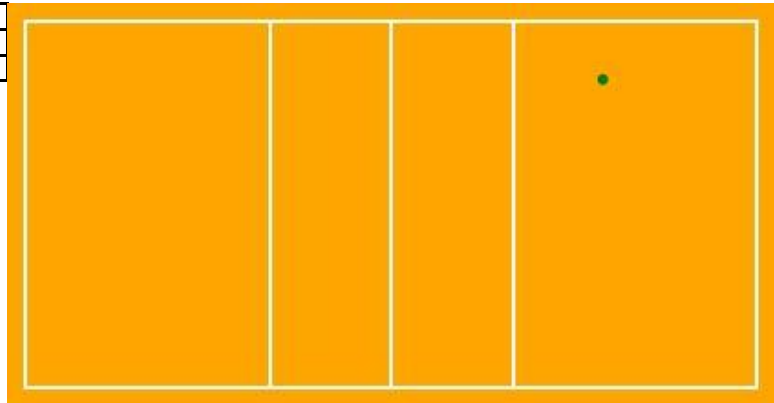
Total Glider

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



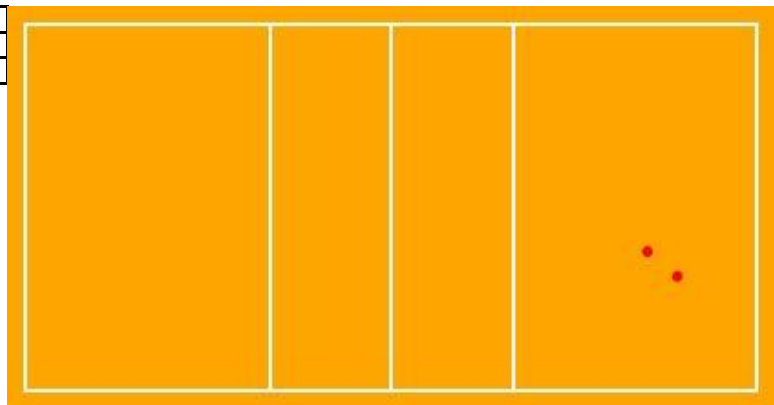
Glider Direction 1

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



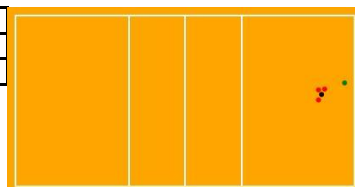
Glider Direction 5

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



Glider Direction 6

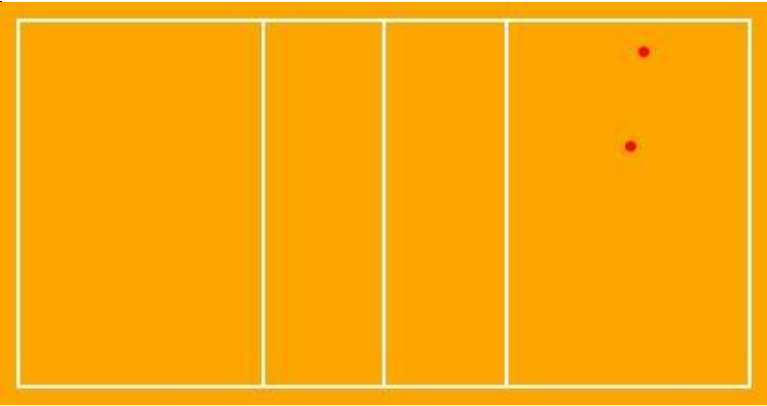
Total	#	+	!	/	-	=
	16%	0%	0%	16%	50%	16%
6	1	.	.	1	3	1



Jump

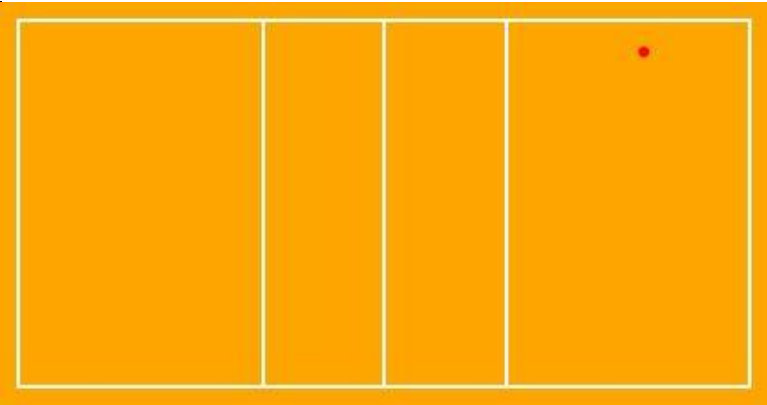
Total Jump

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



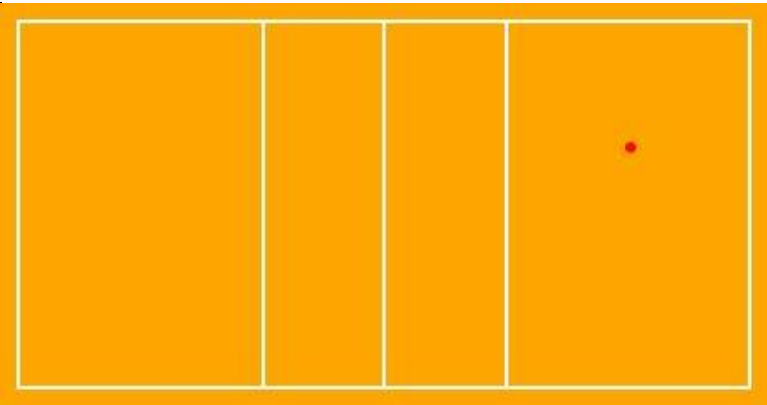
Jump Direction 1

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



Jump Direction 6

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



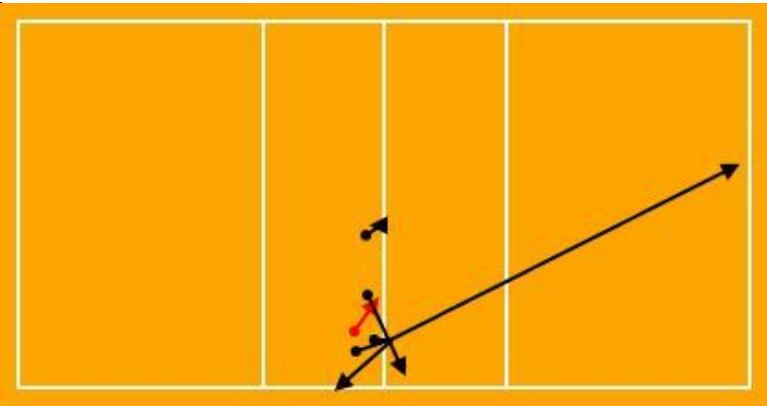
Attack

Player #14 Ahmadullin Timur

Position 2

Total position 2

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



Zone #2 0 blockers

Set quality: #

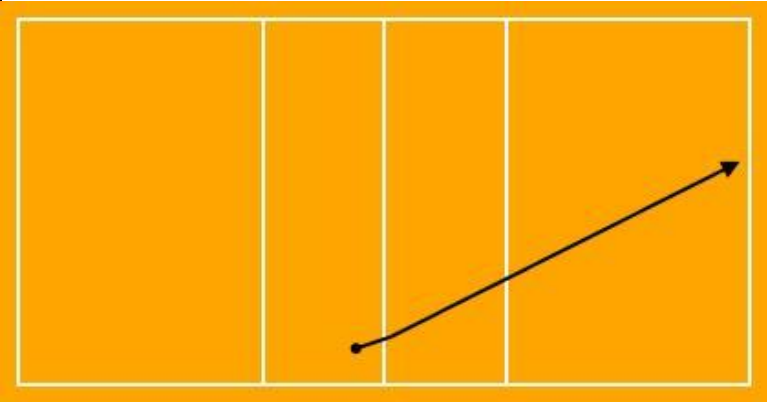
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



Zone #2 1 blockers

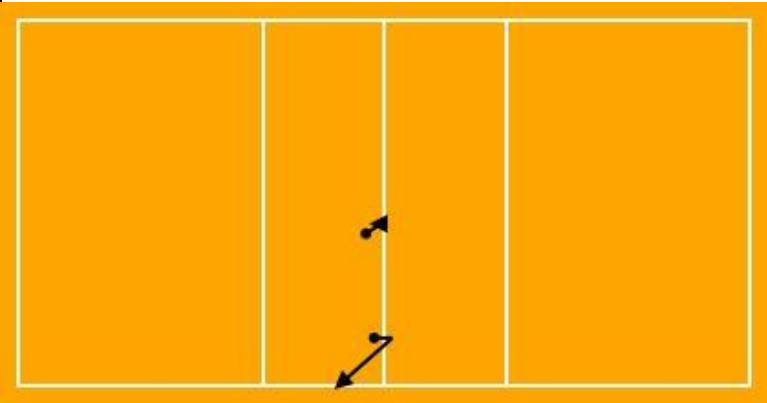
Set quality: +

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



Set quality: #

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



Player #15

Lyashenko Andron

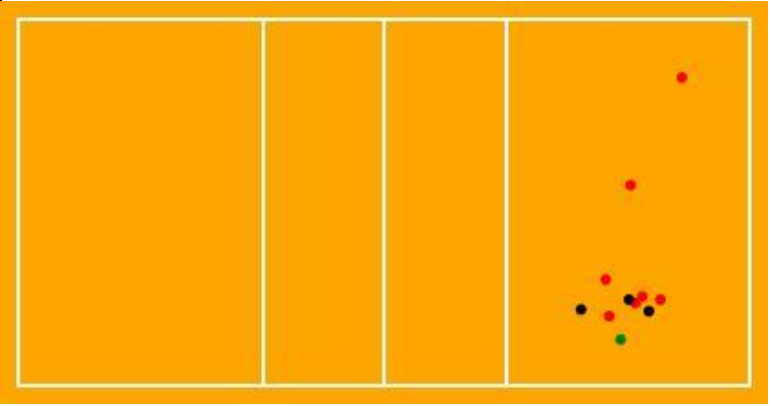
Serve

Player #15 Lyashenko Andron

Glider

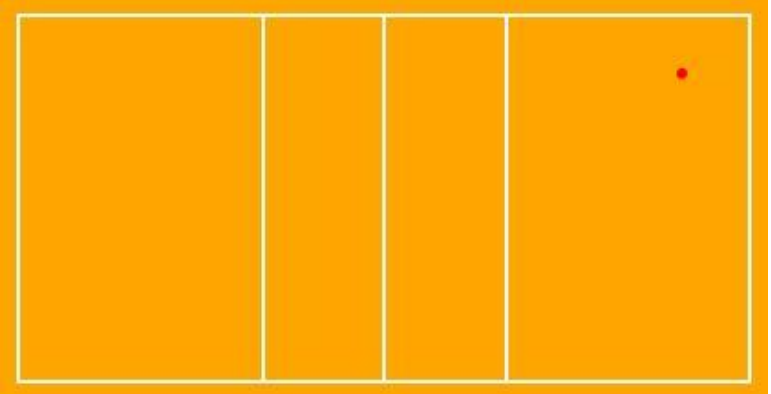
Total Glider

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



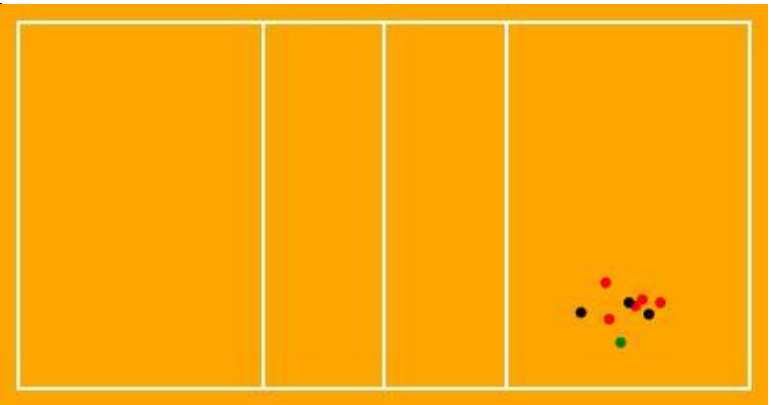
Glider Direction 1

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



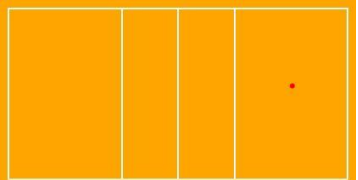
Glider Direction 5

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



Glider Direction 6

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



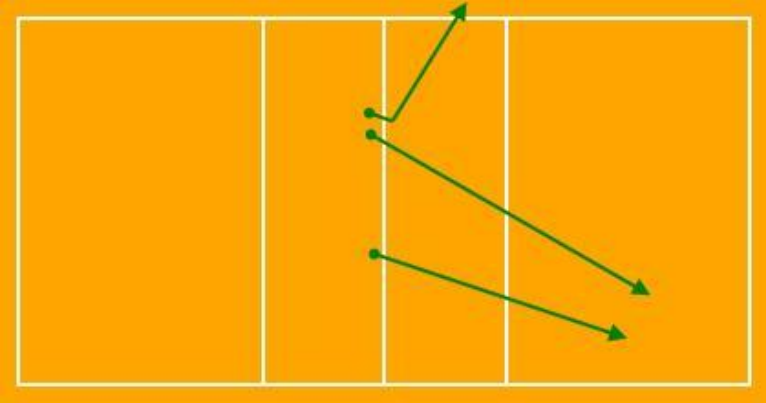
Attack

Player #15 Lyashenko Andron

Position 3

Total position 3

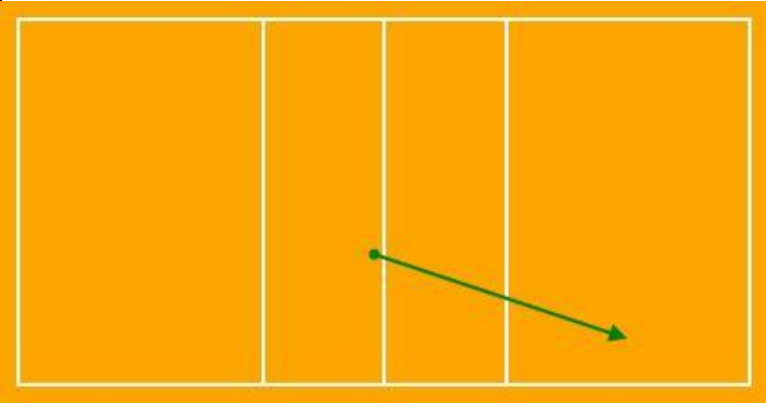
Total	#	+	!	/	-	=
	66%	33%	0%	0%	0%	0%
3	2	1



Zone #3 0.5 blockers

Set quality: #

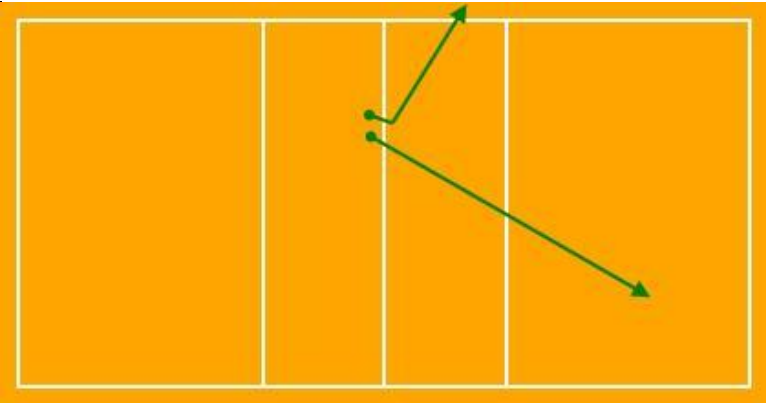
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

Set quality: +

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



Player #16

Pyanov Maxim

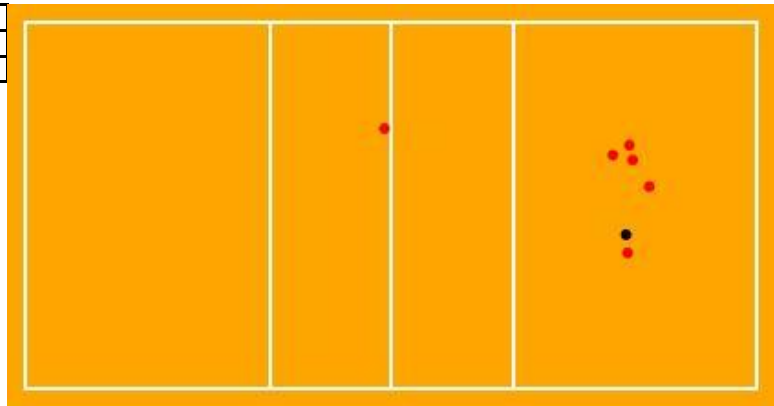
Serve

Player #16 Pyanov Maxim

Glider

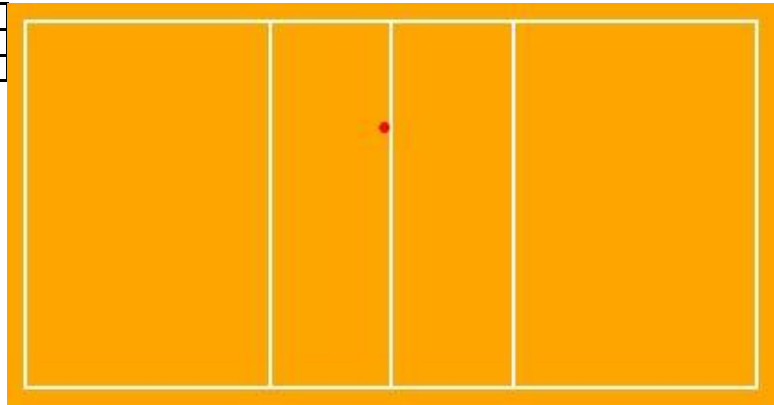
Total Glider

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



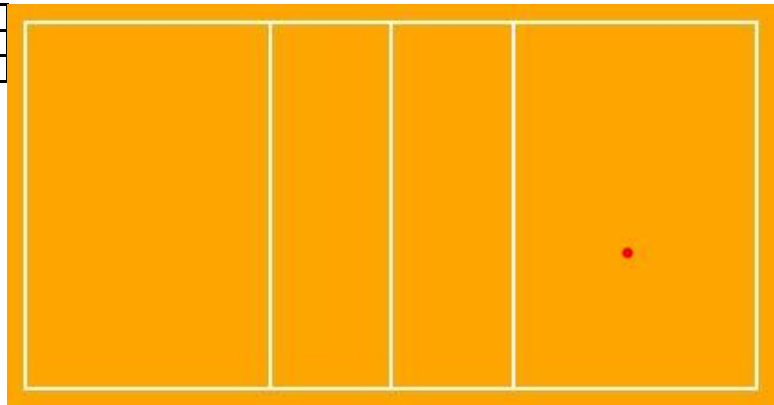
Glider Direction 1

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



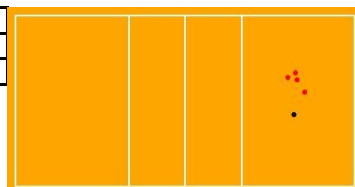
Glider Direction 5

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



Glider Direction 6

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



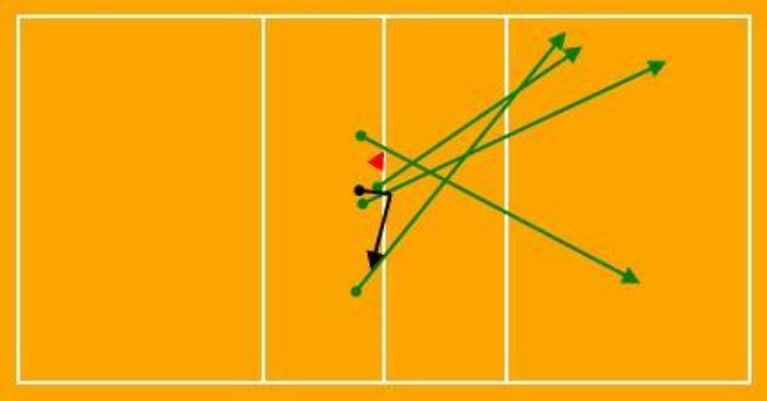
Attack

Player #16 Pyanov Maxim

Position 3

Total position 3

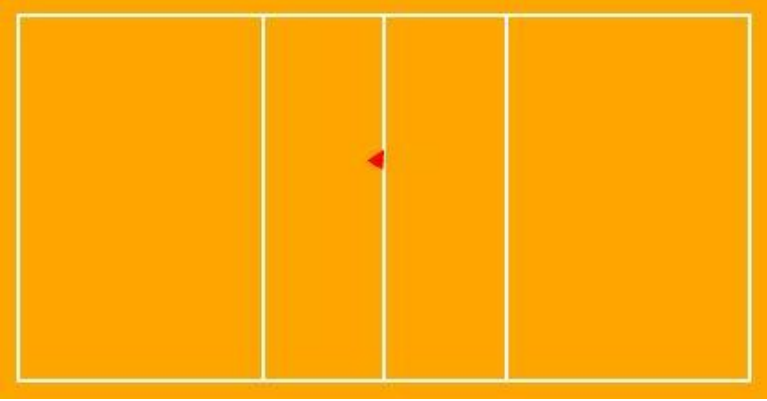
Total	#	+	!	/	-	=
	66%	0%	0%	16%	0%	16%
6	4	.	.	1	.	1



Zone #3 1 blockers

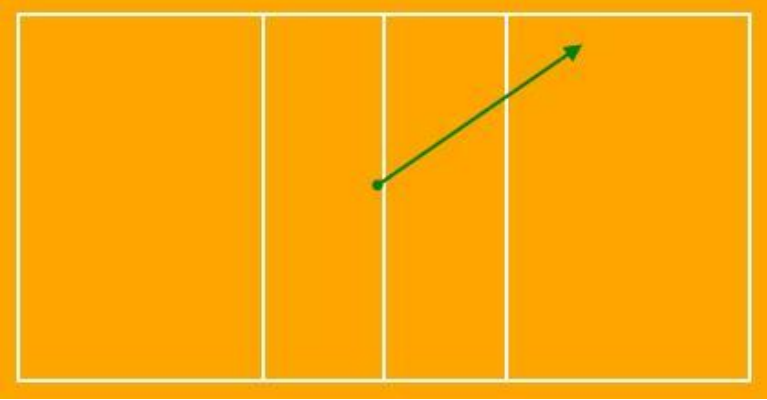
Set quality: /

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



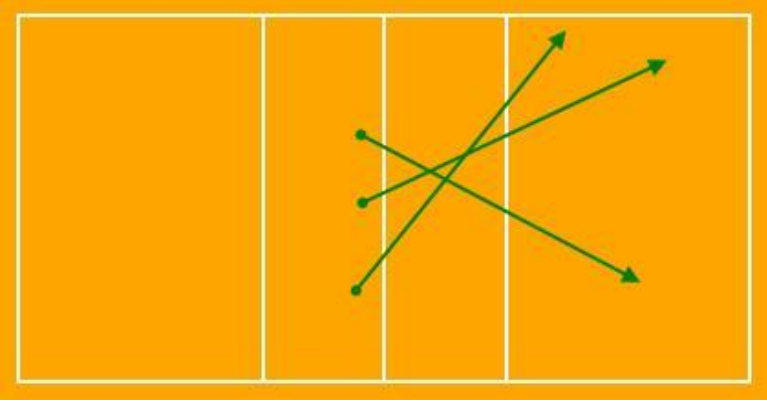
Set quality: !

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



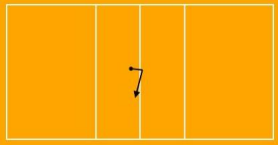
Set quality: +

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



Set quality: #

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



Player #17

Fedunov Daniil

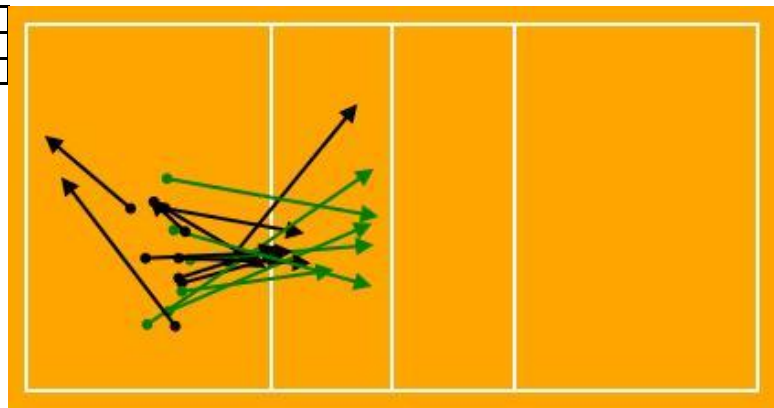
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	25%	12%	31%	31%	0%	0%
16	4	2	5	5	.	.

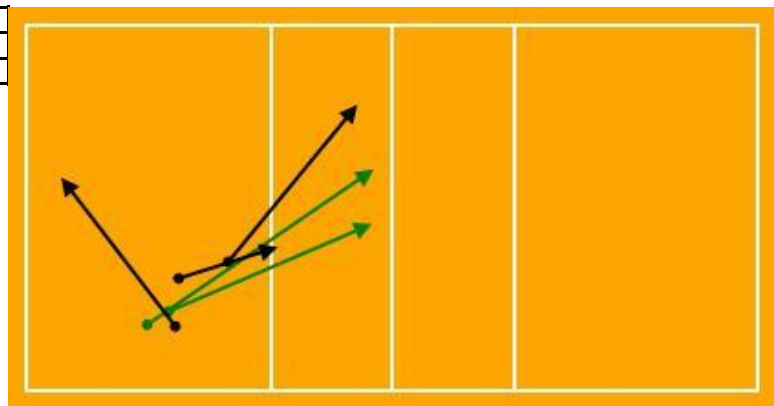


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	9(56%) #: 33%, #+: 33% !/-: 66%, =: 0%	7(43%) #: 14%, #+: 42% !/-: 57%, =: 0%

Glider Zone #1

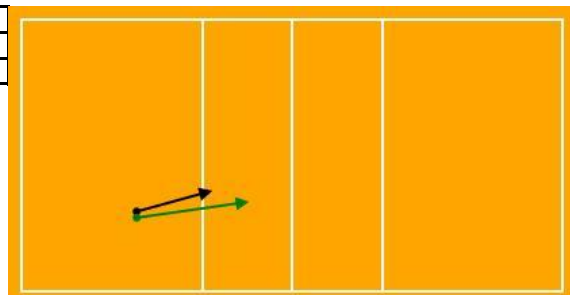
Lower

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



Upper

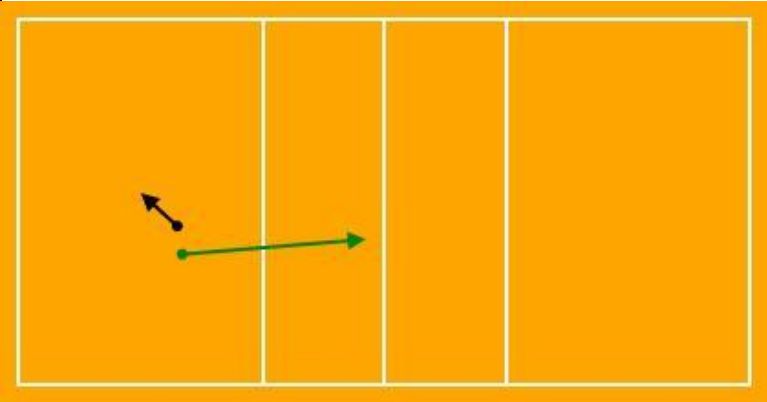
Total	#	+	!	/	-	=
	0%	50%	50%	0%	0%	0%
2	.	1	1	.	.	.



Glider Zone #6

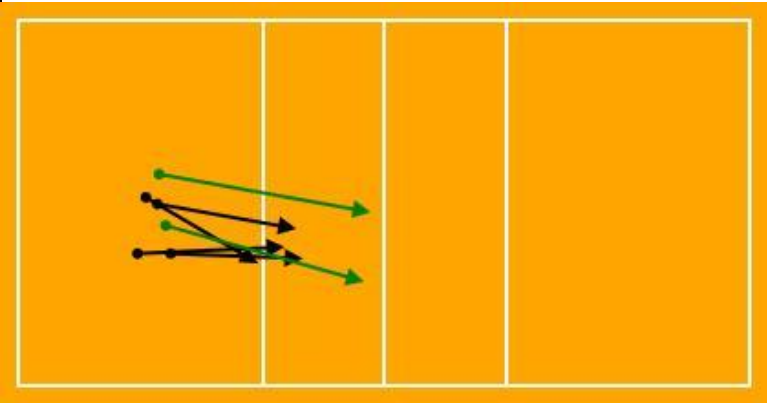
Lower

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



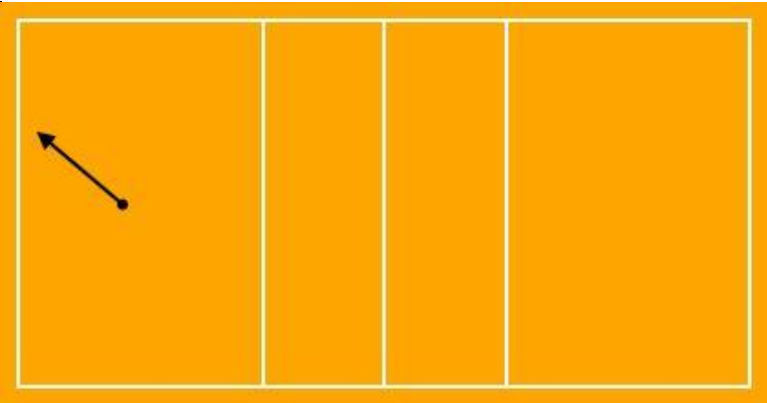
Upper

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



OneHanded

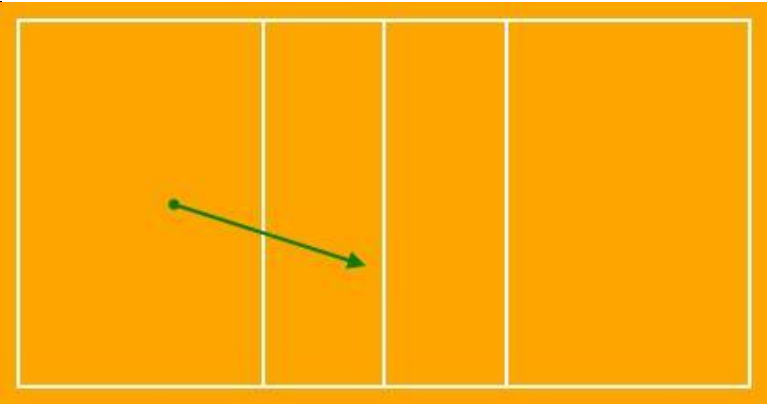
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump

Total Jump

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



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

Jump Zone #6

Lower

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

