

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	11	7	7	.	0%	.	.	.	.	.	.	19	4	.	9	52%	47%	.	33%	66%	2	6	50%
#2 Baiduji	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#7 Ushakov	2	-2	7	.	14%	1	5	.	20%	40%	40%	9	2	2	1	33%	11%	.	0%	100%	.	.	.
#8 Shchipko	9	4	9	1	11%	1	22	2	31%	36%	18%	11	.	1	8	81%	72%	.	.	.	.	6	100%
#10 Klimov	12	12	12	.	8%	.	.	.	.	.	.	11	.	.	7	63%	63%	.	33%	66%	5	2	0%
#12 Volkov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#13 Trofimov	6	0	7	1	14%	.	5	.	0%	80%	40%	17	3	1	5	35%	29%	1	80%	20%	1	4	100%
#14 Ahmadullin	2	-4	15	5	13%	.	1	.	0%	100%	100%	1	.	.	1	100%	100%	.	0%	100%	1	4	100%
#15 Lyashenko	3	3	10	.	20%	2	.	.	.	.	.	2	.	.	.	0%	0%	.	0%	100%	1	.	.
#16 Pyanov	2	0	3	1	0%	.	.	.	.	.	.	3	.	.	1	33%	33%	1	50%	50%	1	.	.
#17 Fedunov	.	-1	.	.	.	.	15	1	20%	60%	46%	.	.	.	.	.	.	.	.	.	.	6	100%
#18 Ziva	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#24 Scherbakov	2	-1	2	2	0%	.	6	1	16%	50%	50%	4	.	.	2	50%	50%	.	.	.	.	1	100%
Total	49	18	72	10	11%	4	54	4	22%	50%	35%	77	9	4	34	50%	44%	2	36%	63%	11	29	82%

# Player #1

# Vasilchenko

# Dmitrii

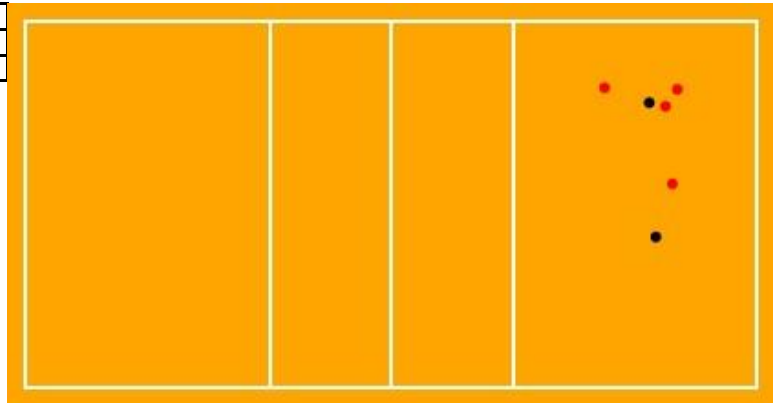
Serve

Player #1 Vasilchenko Dmitrii

## Glider

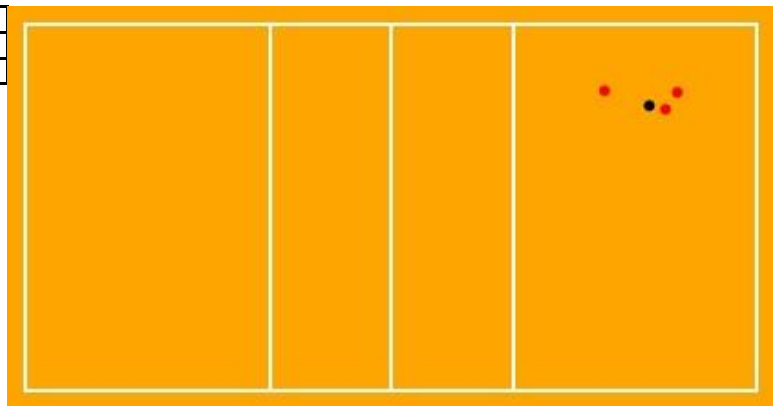
### Total Glider

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



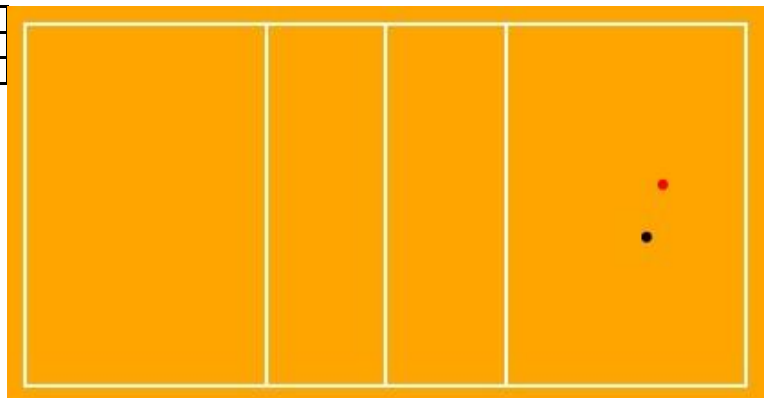
### Glider Direction 1

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



### Glider Direction 6

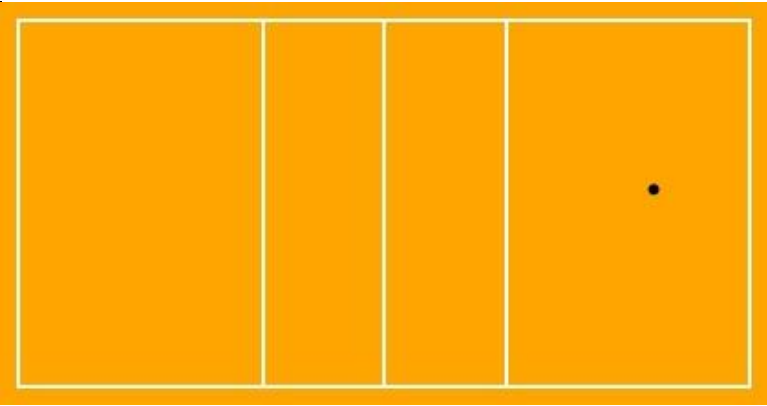
Total	#	+	!	/	-	=
	0%	0%	50%	0%	50%	0%
2	.	.	1	.	1	.



# Jump

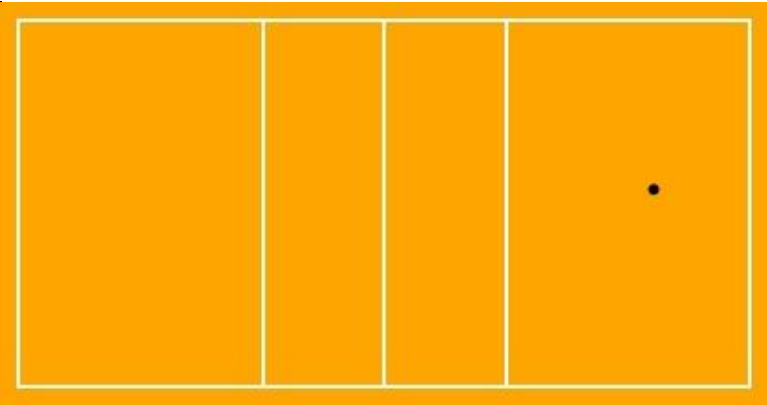
Total Jump

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



Jump Direction 6

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

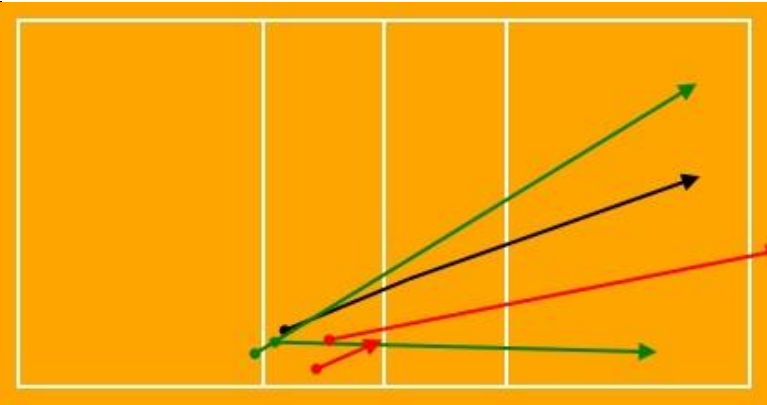


## Attack Player #1 Vasilchenko Dmitrii

### Position 1

Total position 1

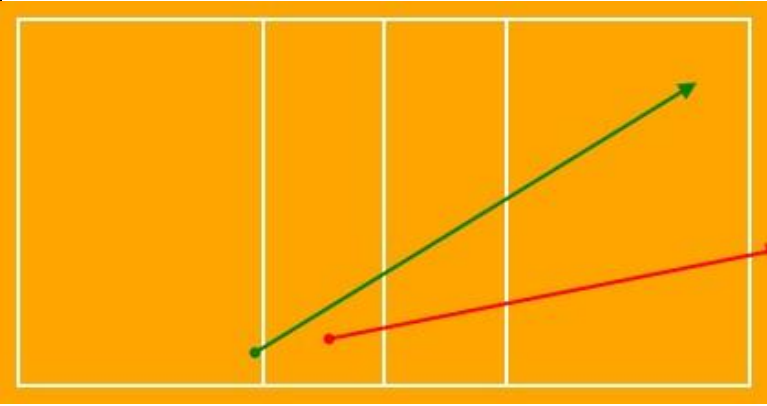
Total	#	+	!	/	-	=
	40%	0%	0%	20%	0%	40%
5	2	.	.	1	.	2



### Zone #1 0 blockers

Set quality: !

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



### Zone #1 1 blockers

Set quality: !

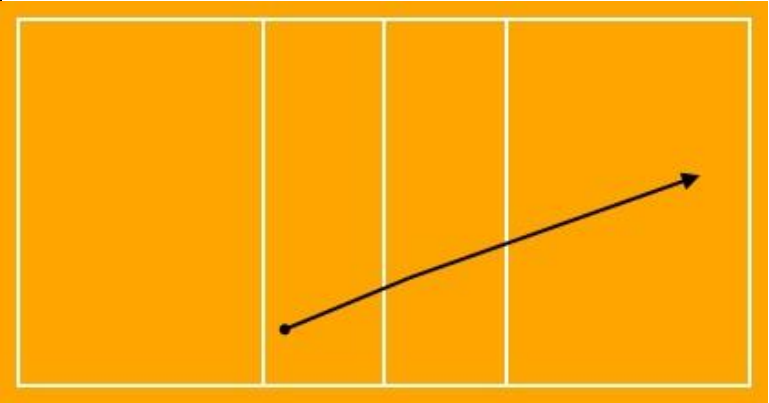
Total	#	+	!	/	-	=

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

## Zone #1 1.5 blockers

Set quality: !

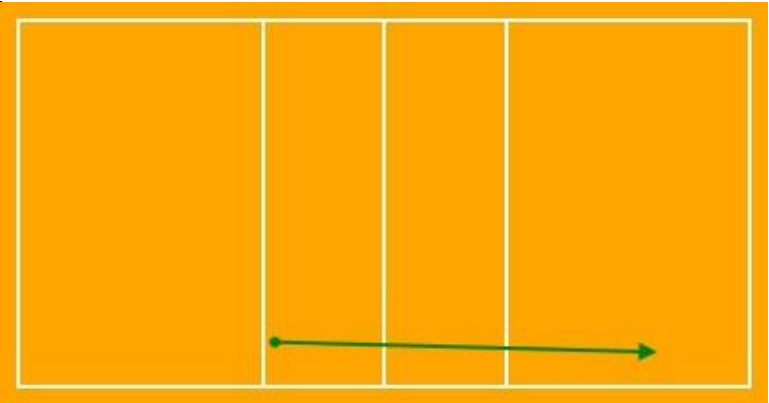
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #1 2 blockers

Set quality: #

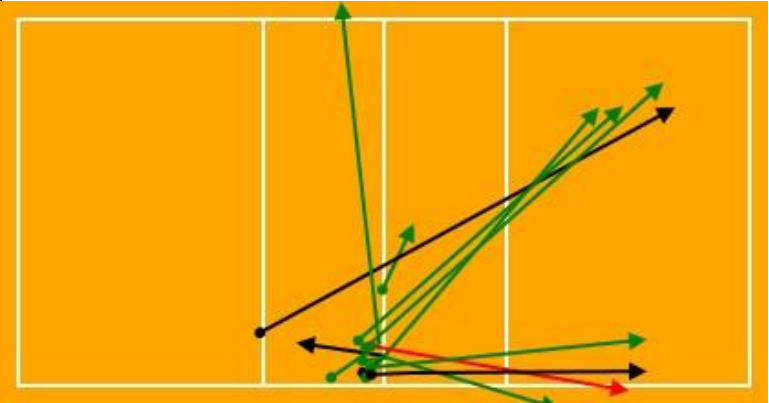
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Position 2

Total position 2

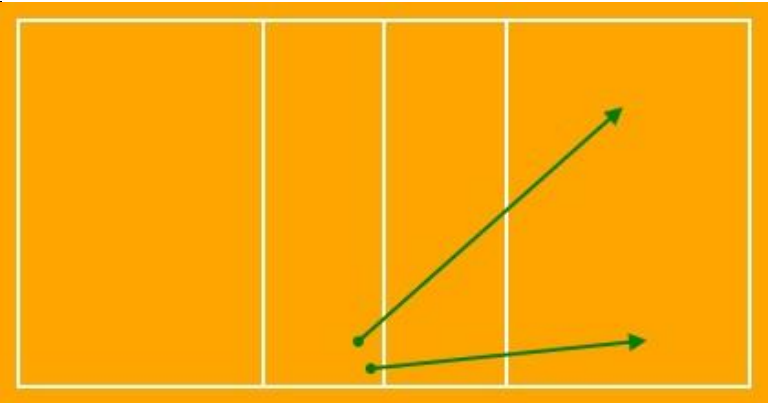
Total	#	+	!	/	-	=
	54%	9%	0%	27%	0%	9%
11	6	1	.	3	.	1



## Zone #2 0 blockers

Set quality: #

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



## Zone #2 1 blockers

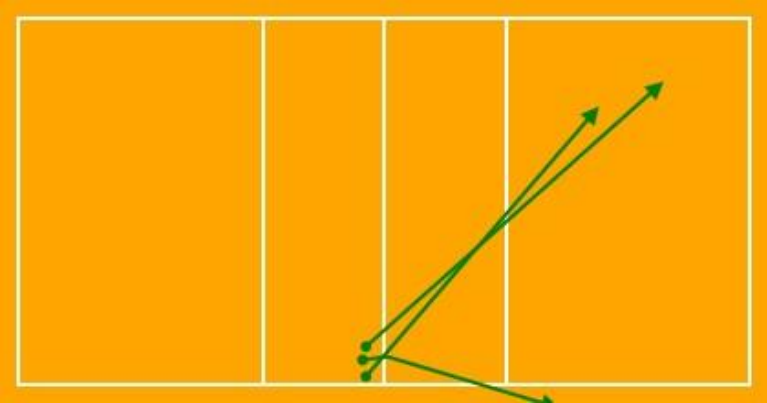
Set quality: !

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



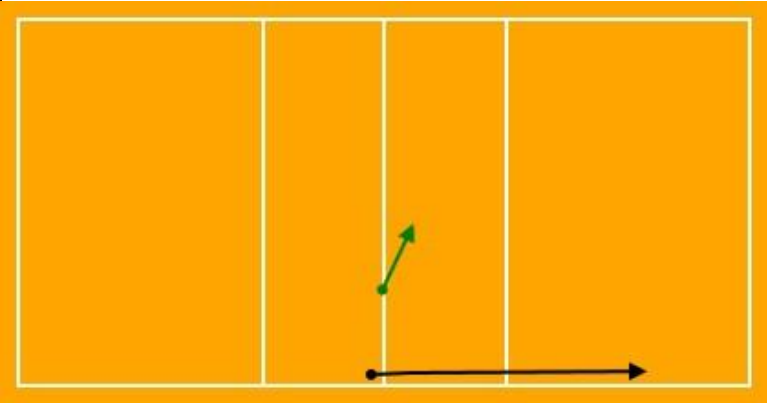
Set quality: +

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



Set quality: #

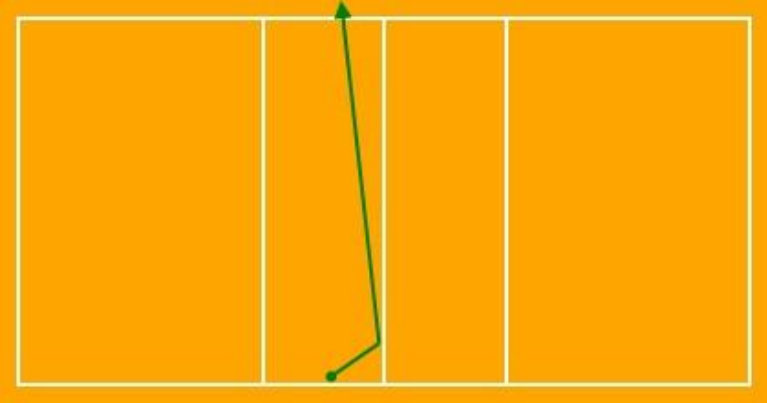
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #2 1.5 blockers

Set quality: +

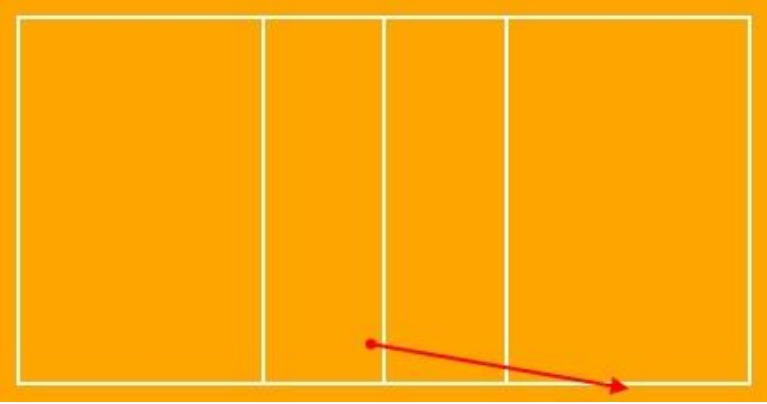
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



Zone #2 2 blockers

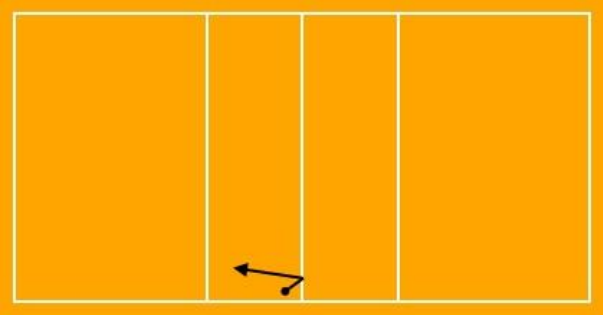
Set quality: !

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



Set quality: #

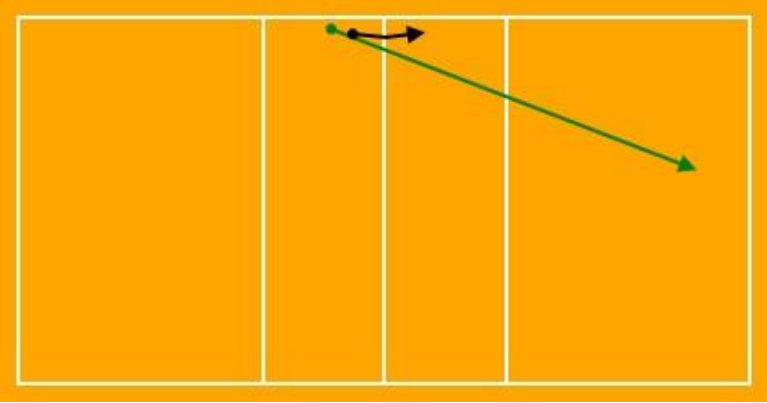
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



# Position 4

Total position 4

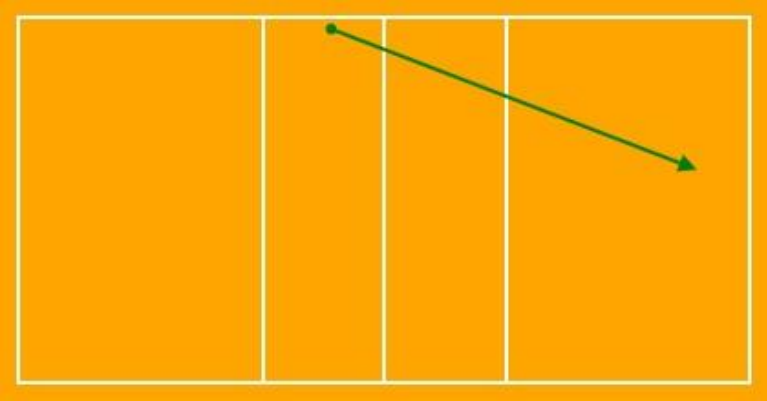
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



## Zone #4 1 blockers

Set quality: +

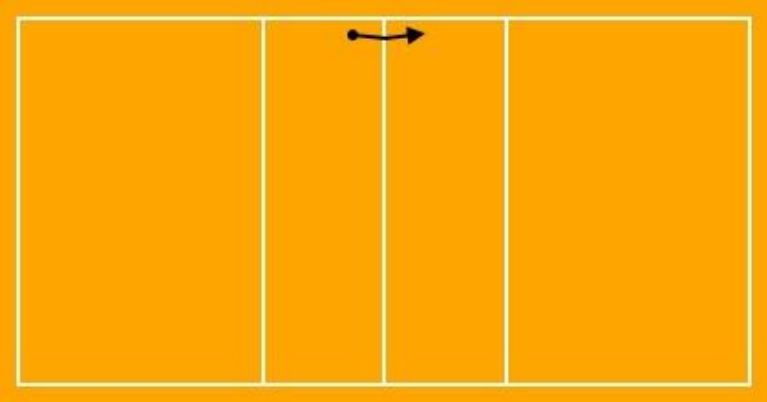
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 2 blockers

Set quality: +

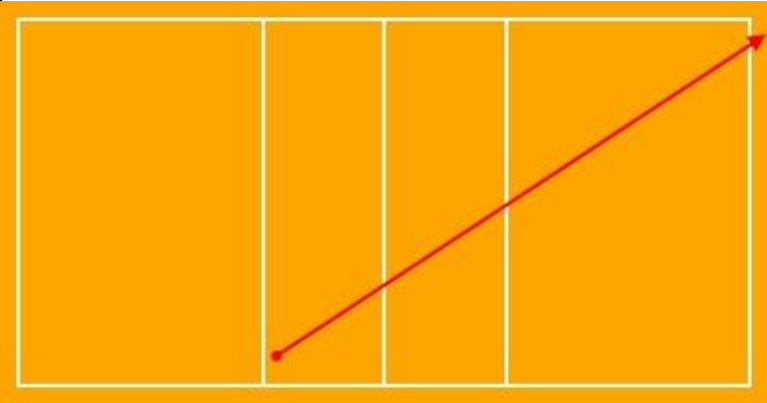
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



# Position 6

Total position 6

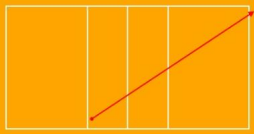
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



## Zone #6 1 blockers

Set quality: +

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



**Set**

# Player #7 Ushakov

# Vladislav

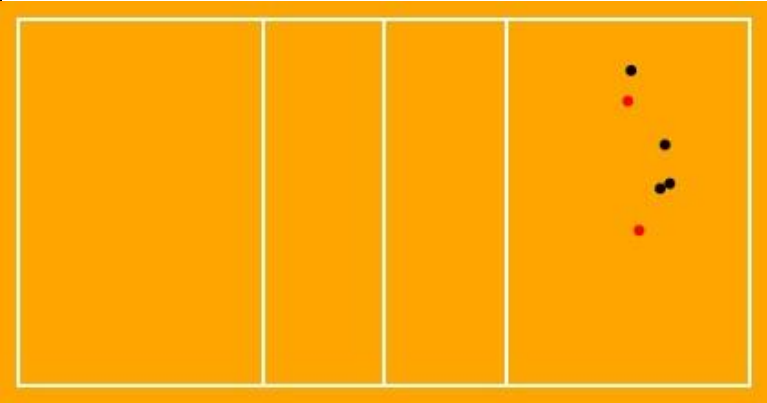
Serve

Player #7 Ushakov Vladislav

Glider

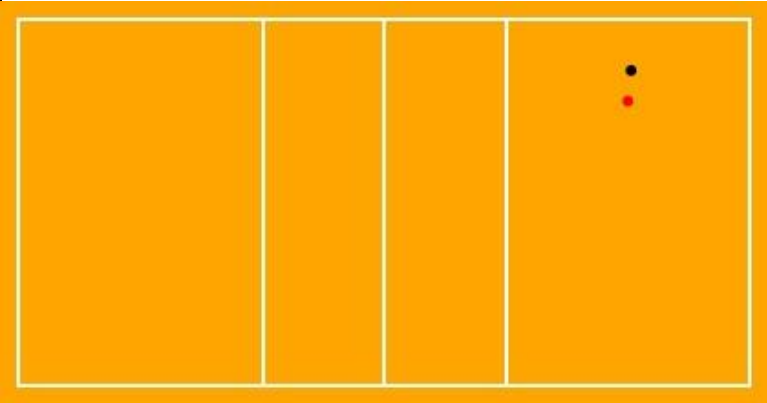
Total Glider

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



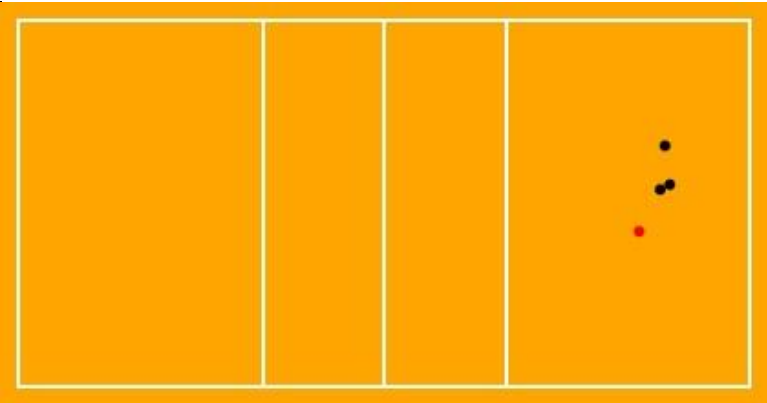
Glider Direction 1

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



Glider Direction 6

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



Reception

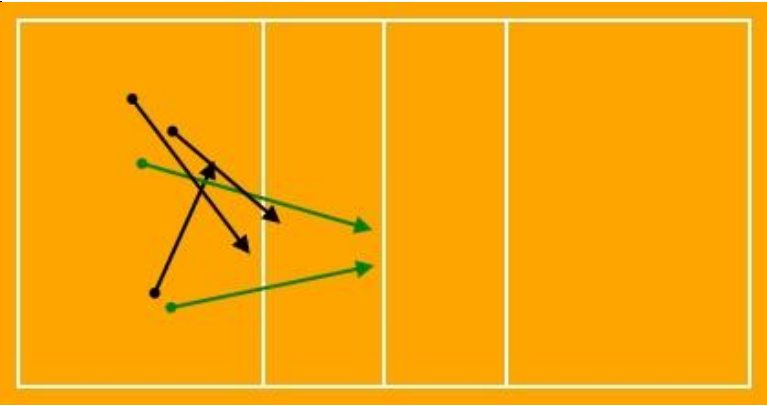
Player #7 Ushakov Vladislav



# Glider

Total Glider

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

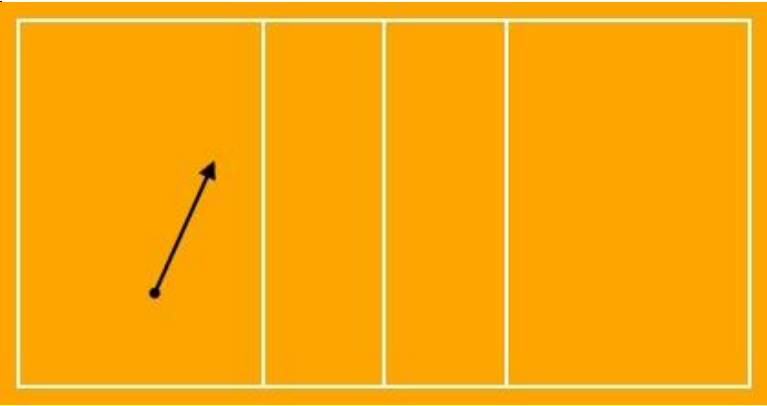


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
2(40%) #: 0%, #+: 0% !/-: 100%, =: 0%	1(20%) #: 100%, #+: 100% !/-: 0%, =: 0%	2(40%) #: 50%, #+: 50% !/-: 50%, =: 0%

## Glider Zone #1

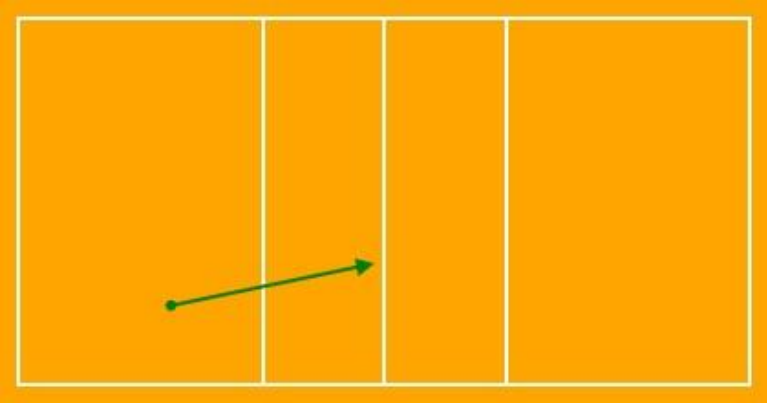
Lower

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



Upper

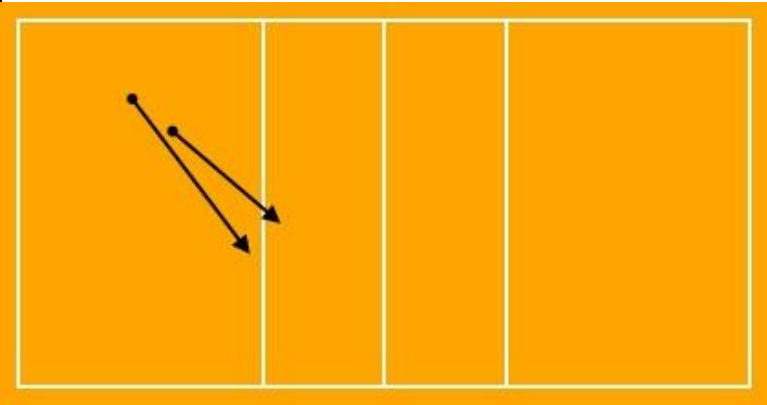
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Glider Zone #5

Upper

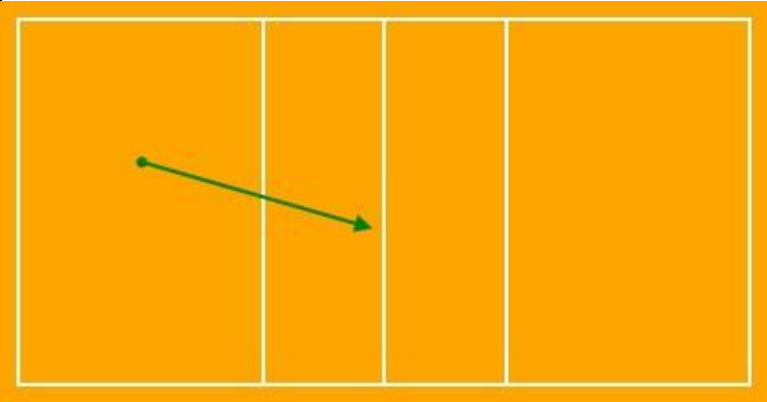
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
2	.	.	2	.	.	.



# Glider Zone #6

Upper

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

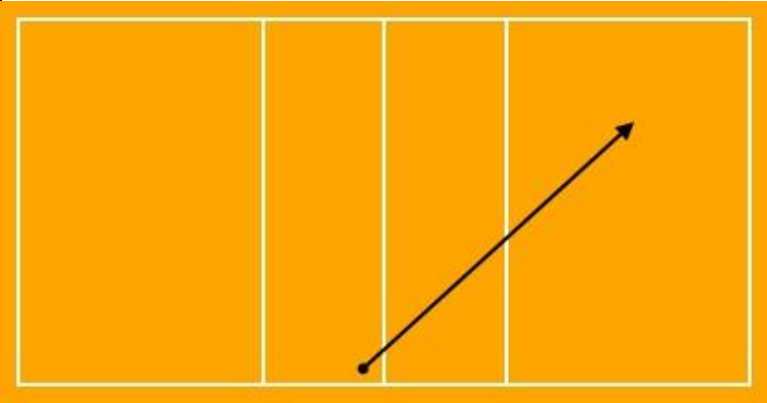


## Attack Player #7 Ushakov Vladislav

### Position 2

Total position 2

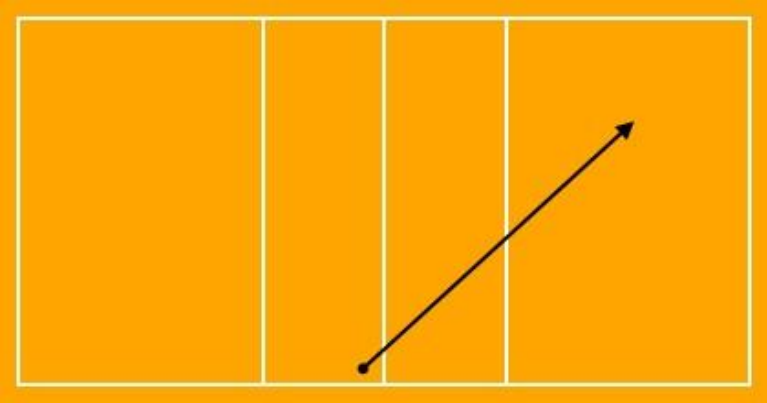
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



### Zone #2 1 blockers

Set quality: +

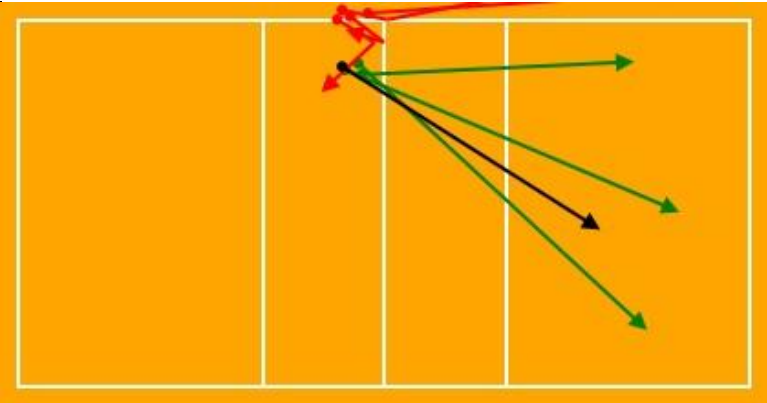
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



### Position 4

Total position 4

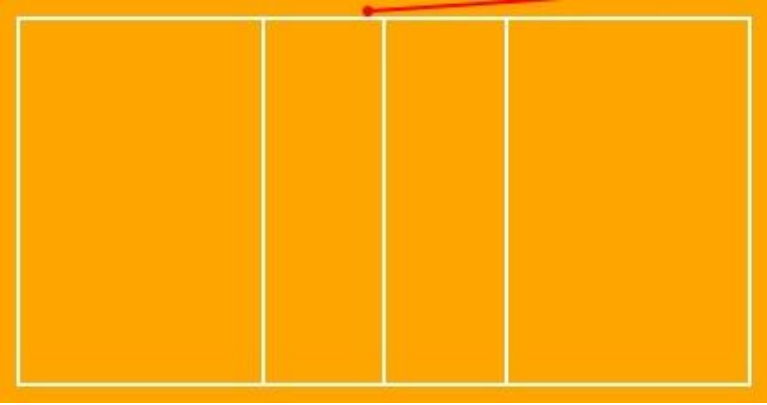
Total	#	+	!	/	-	=
	12%	25%	0%	12%	25%	25%
8	1	2	.	1	2	2



### Zone #4 1 blockers

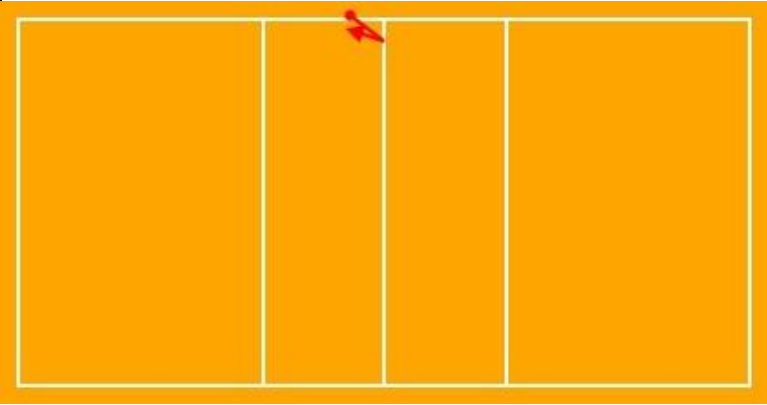
Set quality: /

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



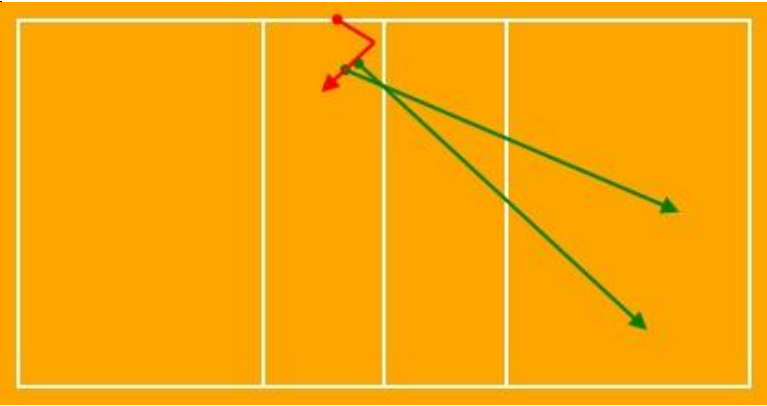
Set quality: !

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



Set quality: +

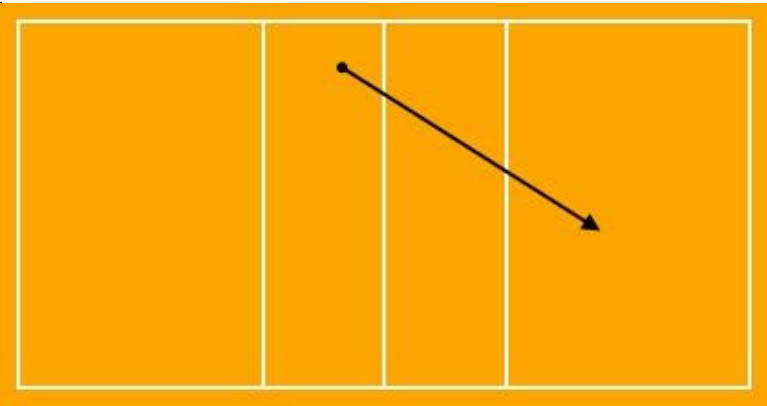
Total	#	+	!	/	-	=
	33%	33%	0%	0%	33%	0%
3	1	1	.	.	1	.



## Zone #4 1.5 blockers

Set quality: /

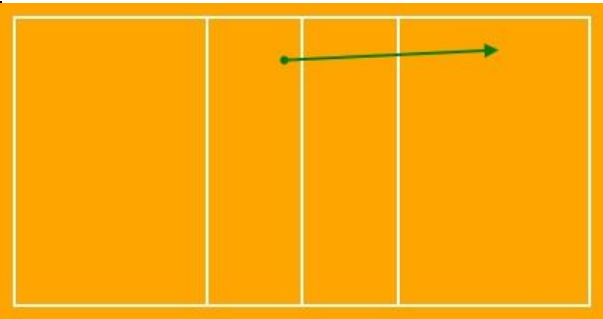
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #4 2 blockers

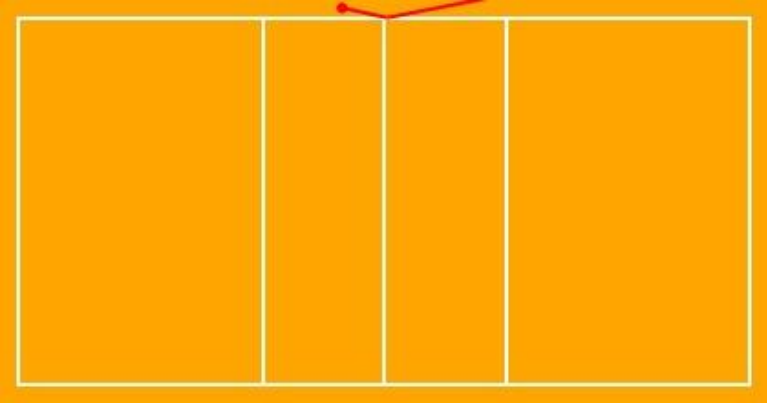
Set quality: !

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



Set quality: +

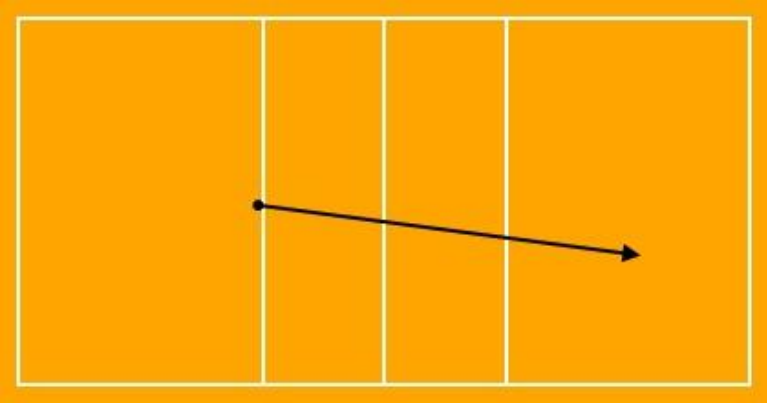
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



## Position 6

Total position 6

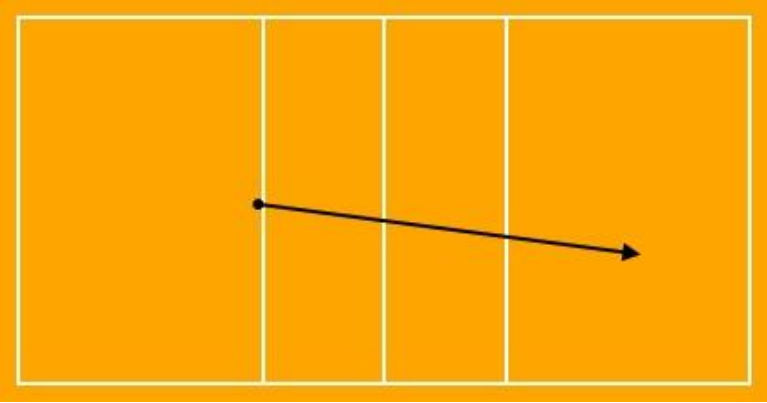
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #6 1 blockers

Set quality: #

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



Set

# Player #8

# Shchipko Sergei

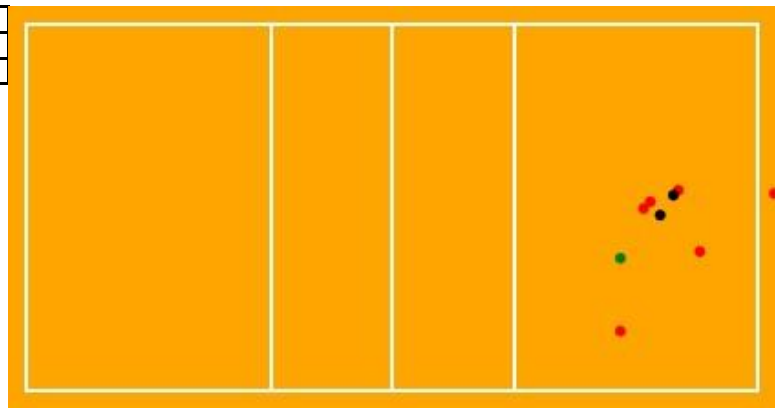
Serve

Player #8 Shchipko Sergei

Glider

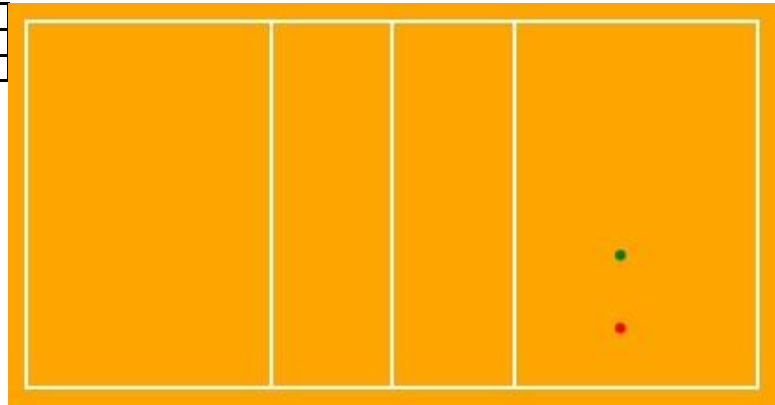
Total Glider

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



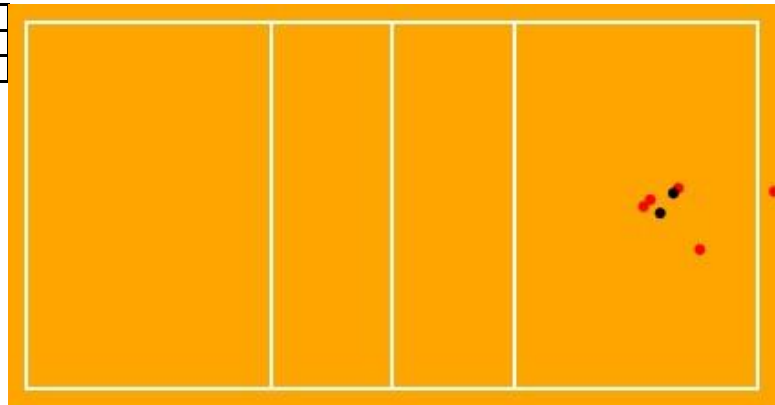
Glider Direction 5

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



Glider Direction 6

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



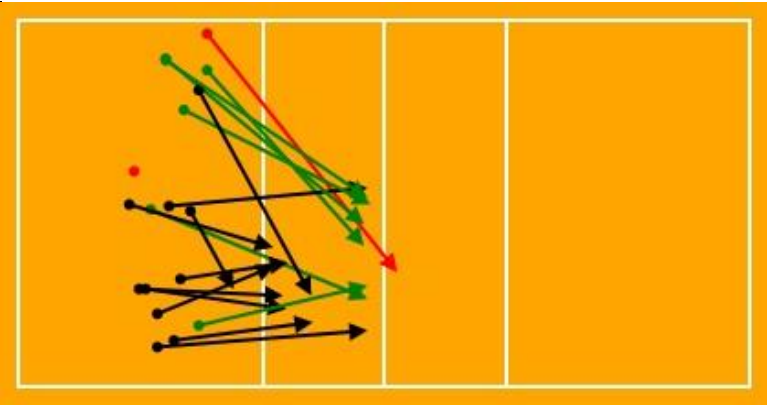
Reception

Player #8 Shchipko Sergei

# Glider

Total Glider

Total	#	+	!	/	-	=
	16%	16%	33%	22%	5%	5%
18	3	3	6	4	1	1

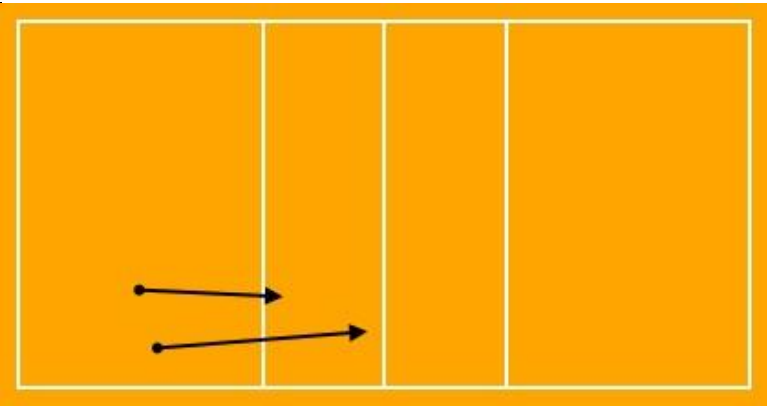


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
6(33%) #: 33%, #+: 66% !/-: 33%, =: 0%	5(27%) #: 20%, #+: 20% !/-: 60%, =: 20%	7(38%) #: 0%, #+: 14% !/-: 85%, =: 0%

## Glider Zone #1

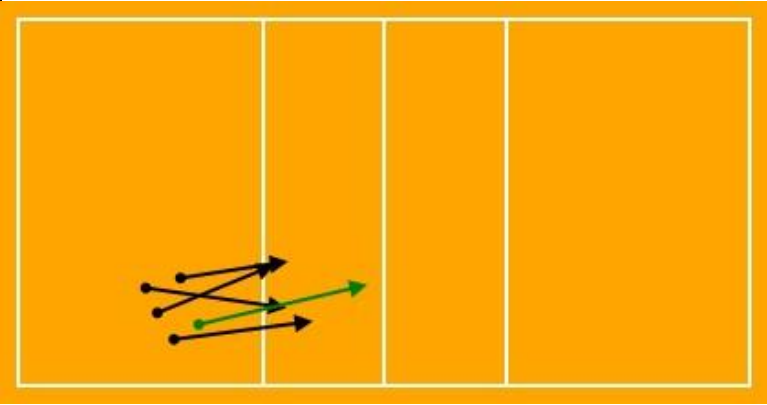
Lower

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



Upper

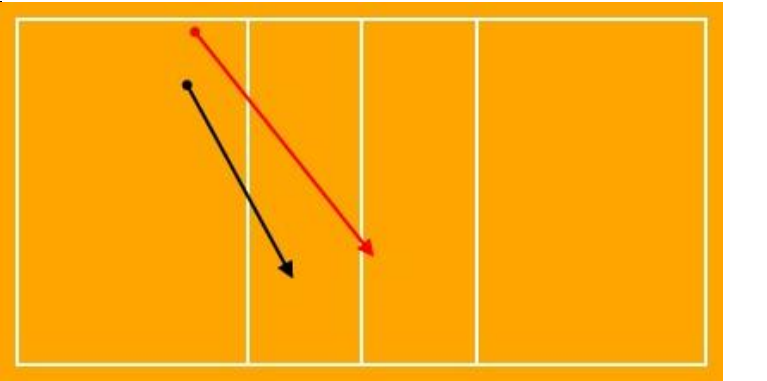
Total	#	+	!	/	-	=
	0%	20%	60%	20%	0%	0%
5	.	1	3	1	.	.



## Glider Zone #5

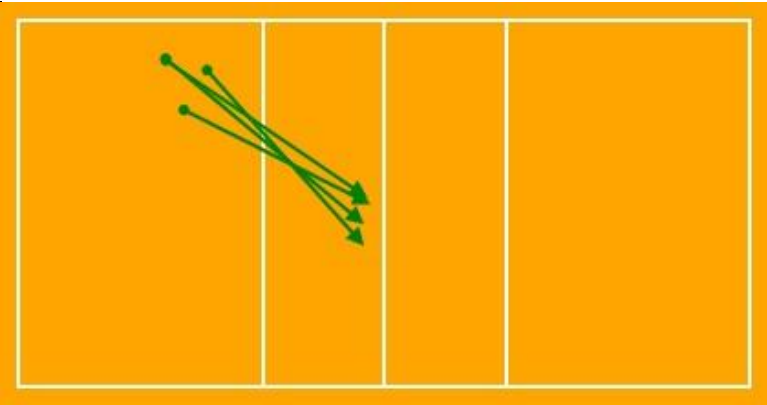
Lower

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



Upper

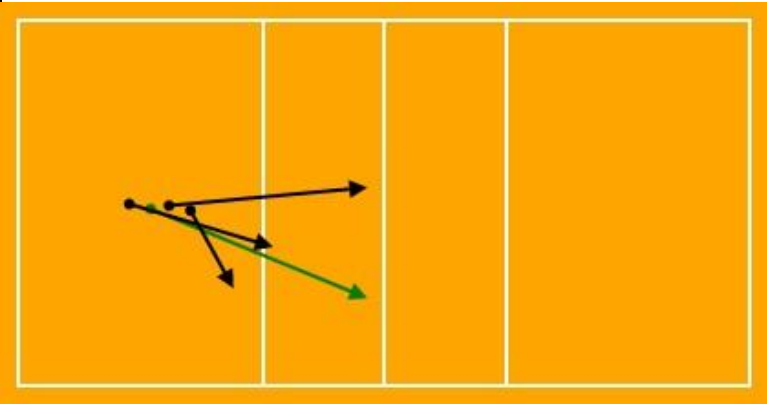
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
4	2	2	.	.	.	.



Glider Zone #6

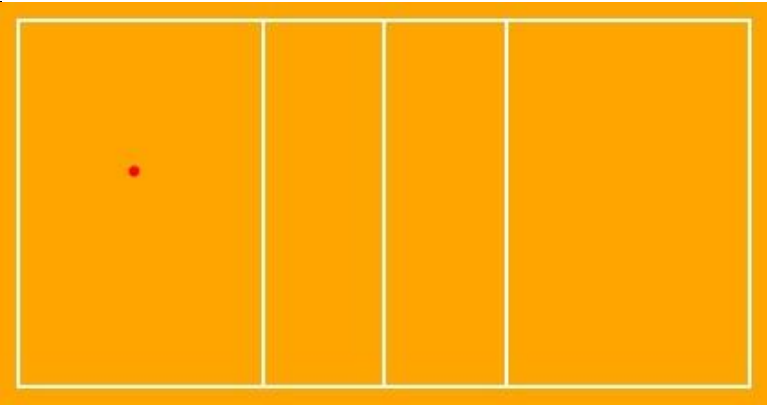
Upper

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



OneHanded

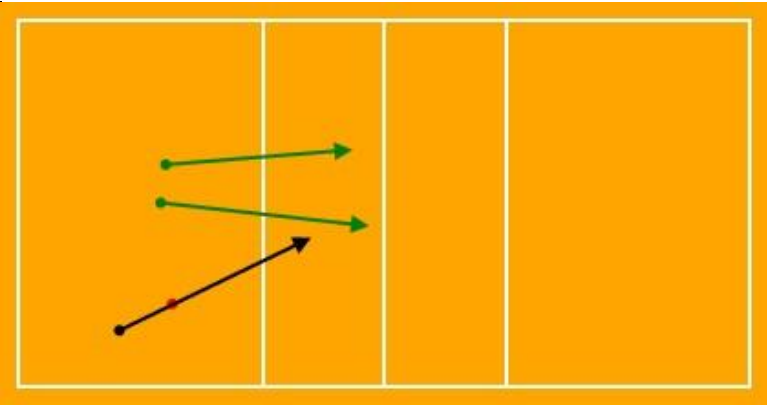
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



Jump

Total Jump

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

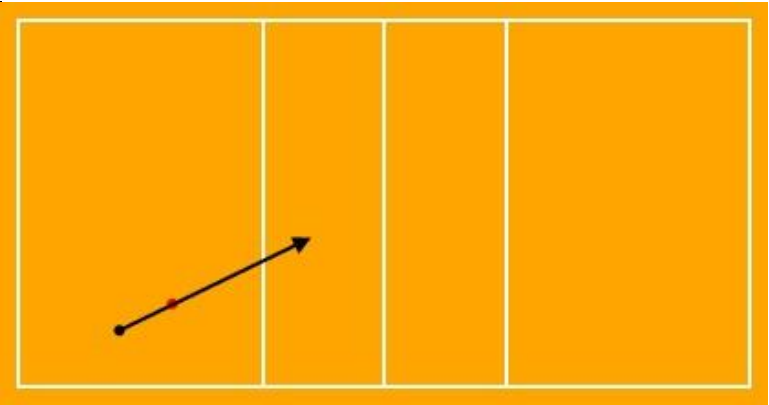


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	2(50%) #: 50%, #+: 100% !/-: 0%, =: 0%	2(50%) #: 0%, #+: 0% !/-: 50%, =: 50%

Jump Zone #1

Lower

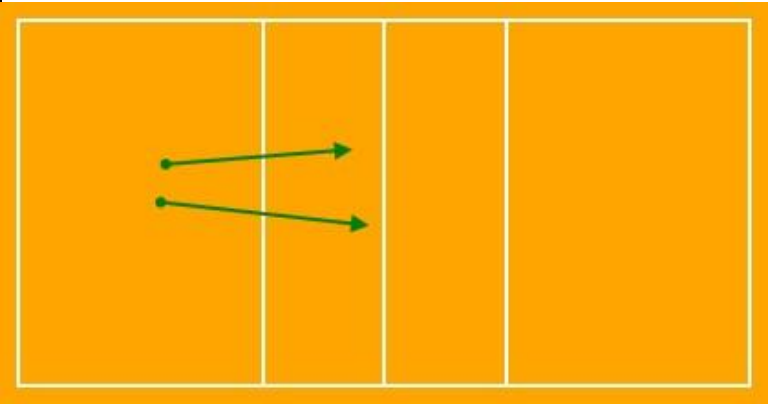
Total	#	+	!	/	-	=
	0%	0%	50%	0%	0%	50%
2	.	.	1	.	.	1



Jump Zone #6

Lower

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

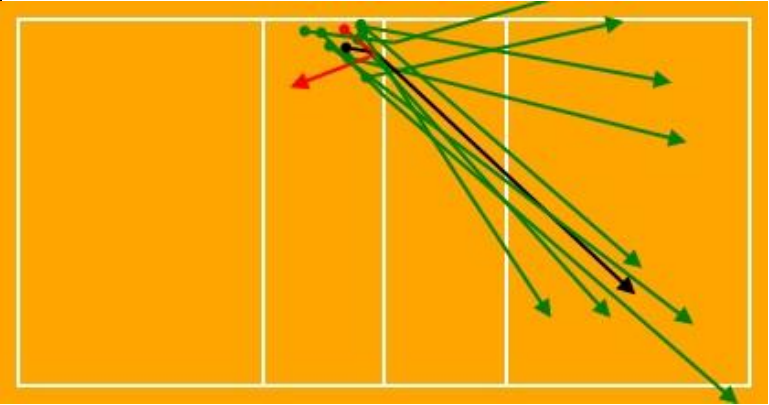


Attack  
Player #8 Shchipko Sergei

Position 4

Total position 4

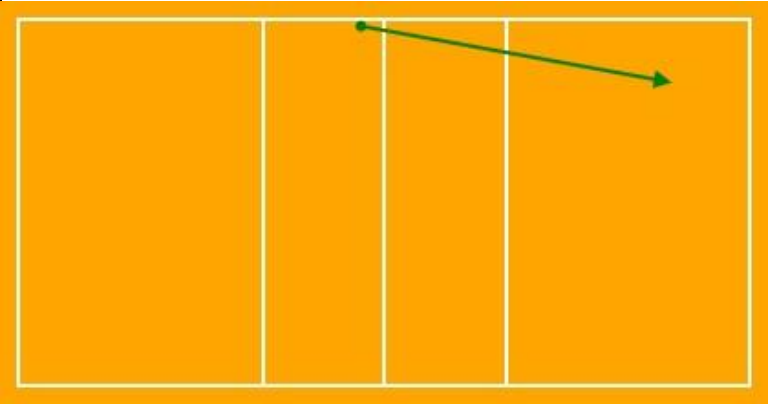
Total	#	+	!	/	-	=
	72%	9%	0%	9%	9%	0%
11	8	1	.	1	1	.



Zone #4 0.5 blockers

Set quality: #

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



Zone #4 1 blockers

Set quality: /

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

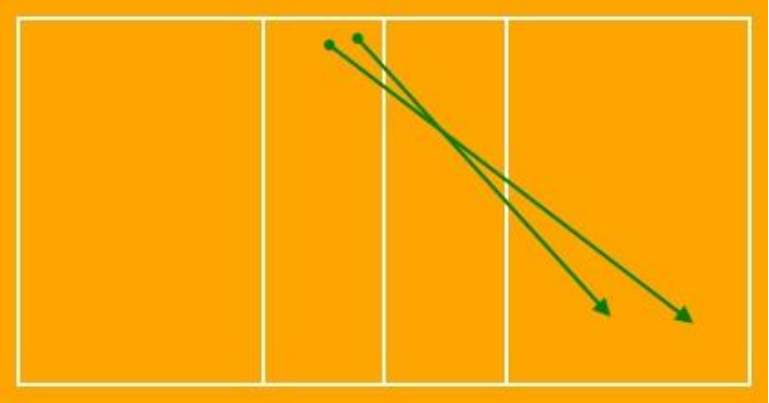




	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.

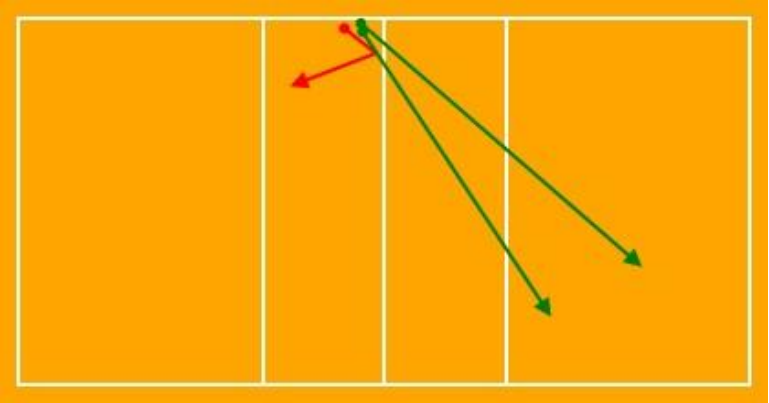
Set quality: +

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



Set quality: #

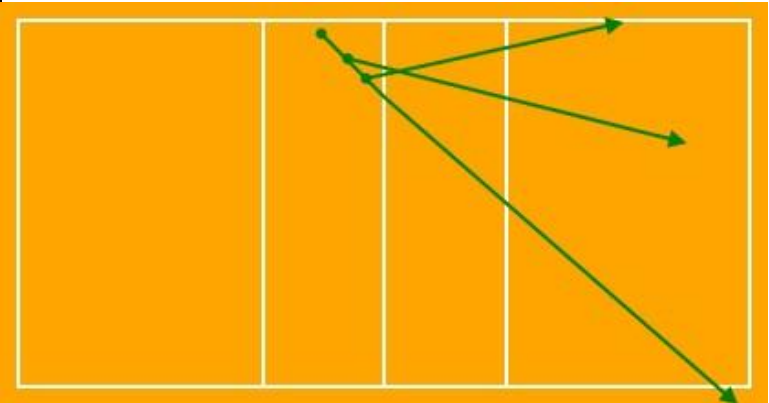
Total	#	+	!	/	-	=
	66%	0%	0%	0%	33%	0%
3	2	.	.	.	1	.



## Zone #4 2 blockers

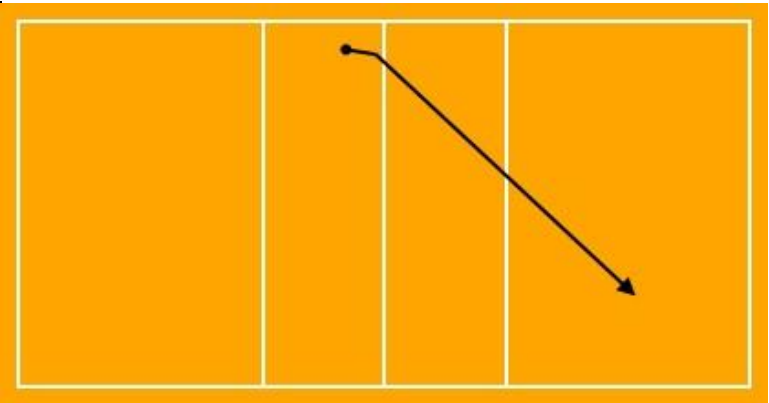
Set quality: !

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



Set quality: +

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



Set

# Player #10 Klimov Alexey

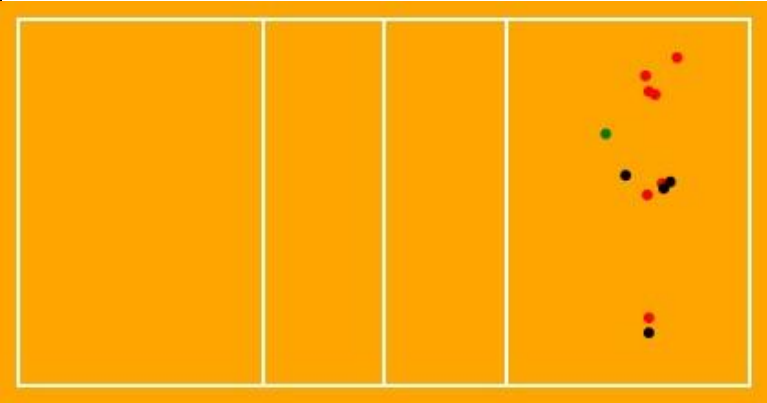
Serve

Player #10 Klimov Alexey

## Glider

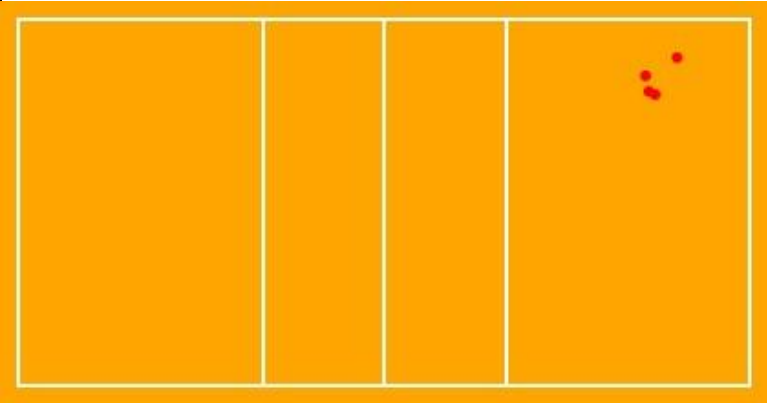
Total Glider

Total	#	+	!	/	-	=
	0%	8%	16%	16%	58%	0%
12	.	1	2	2	7	.



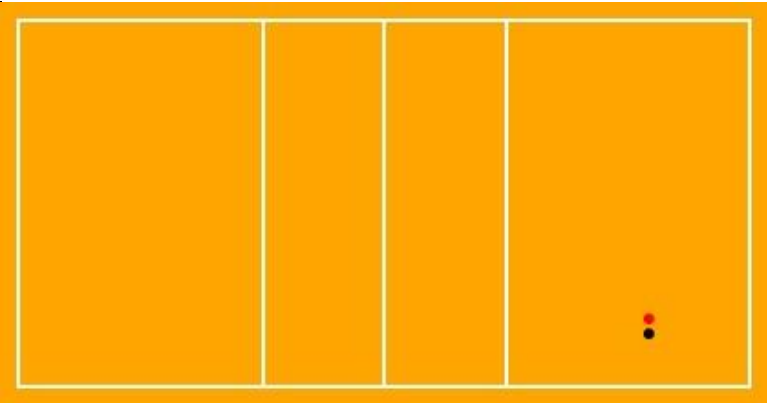
Glider Direction 1

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



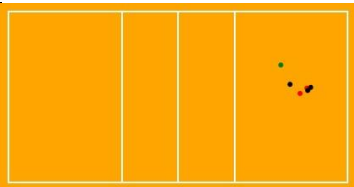
Glider Direction 5

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



Glider Direction 6

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



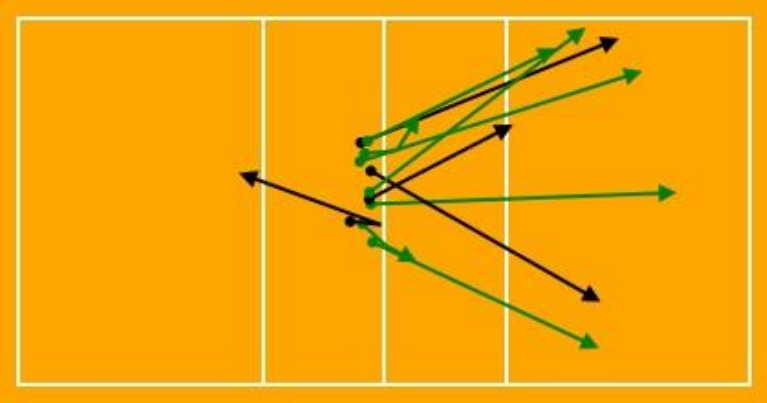
# Attack

## Player #10 Klimov Alexey

### Position 3

Total position 3

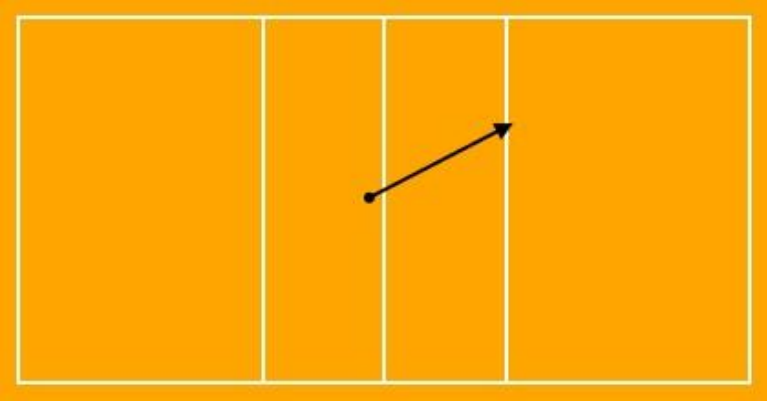
Total	#	+	!	/	-	=
	63%	0%	0%	36%	0%	0%
11	7	.	.	4	.	.



### Zone #3 0 blockers

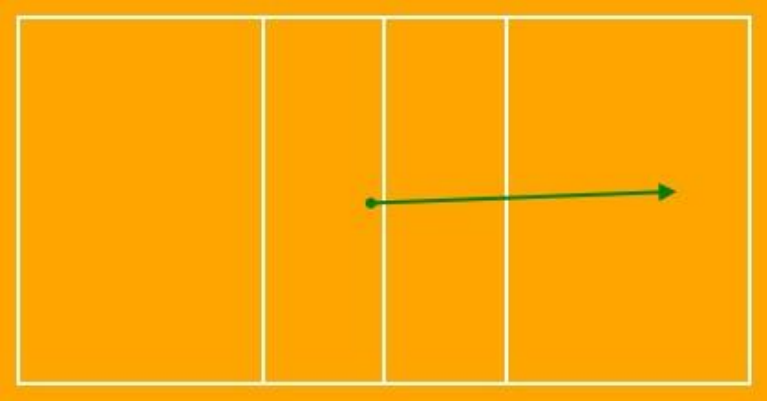
Set quality: !

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



Set quality: #

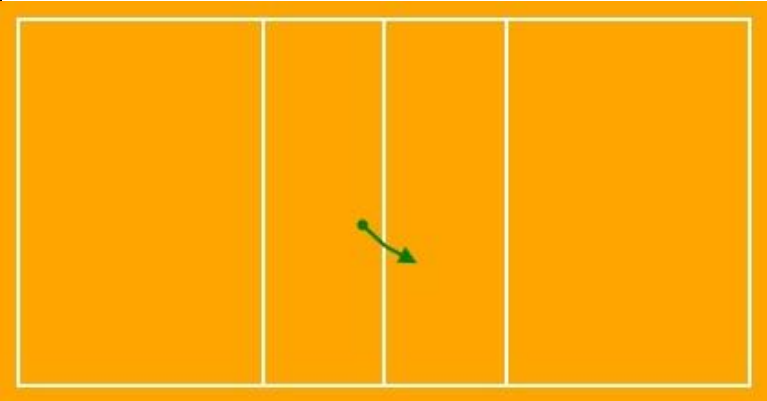
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Zone #3 0.5 blockers

Set quality: !

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



### Zone #3 1 blockers

Set quality: +

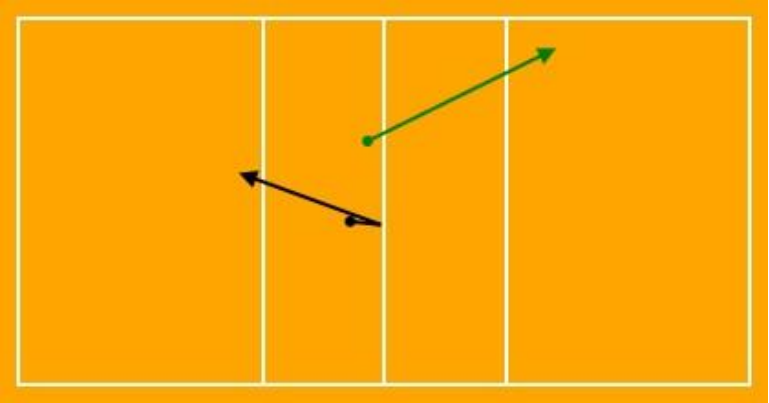
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---



	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.

Set quality: #

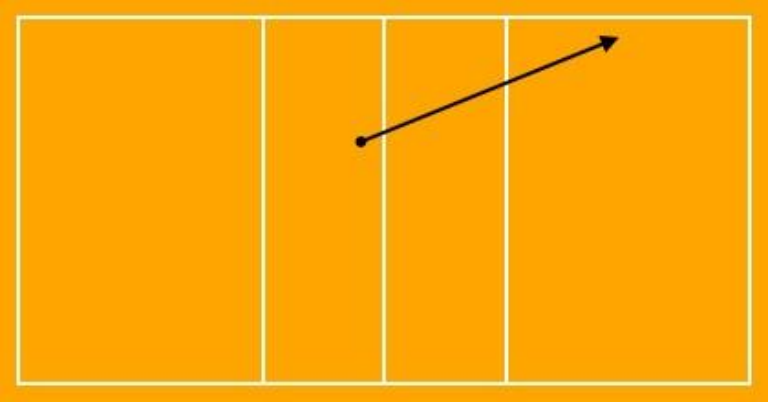
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



## Zone #3 1.5 blockers

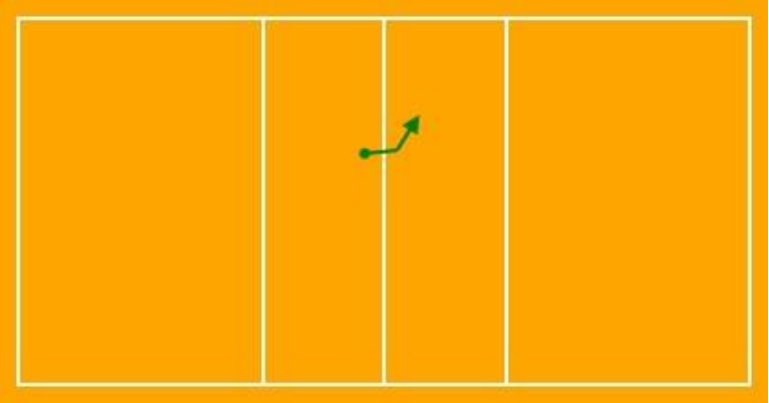
Set quality: !

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



Set quality: +

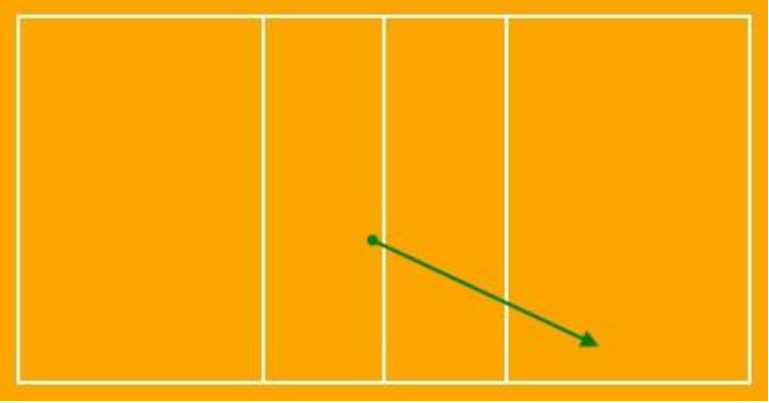
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #3 2 blockers

Set quality: +

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



# Player #13

# Trofimov Lev

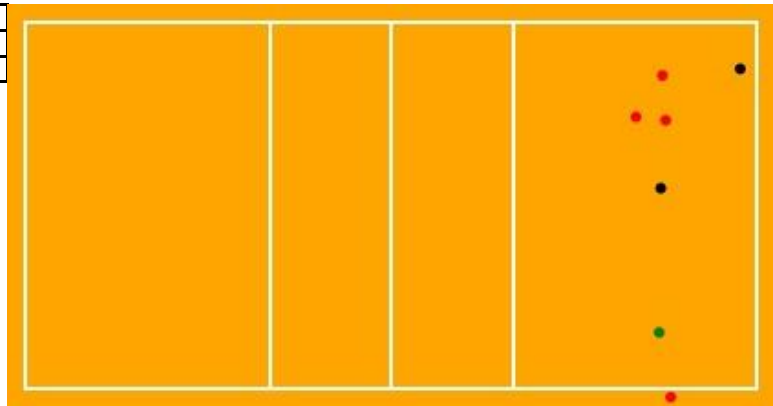
Serve

Player #13 Trofimov Lev

## Glider

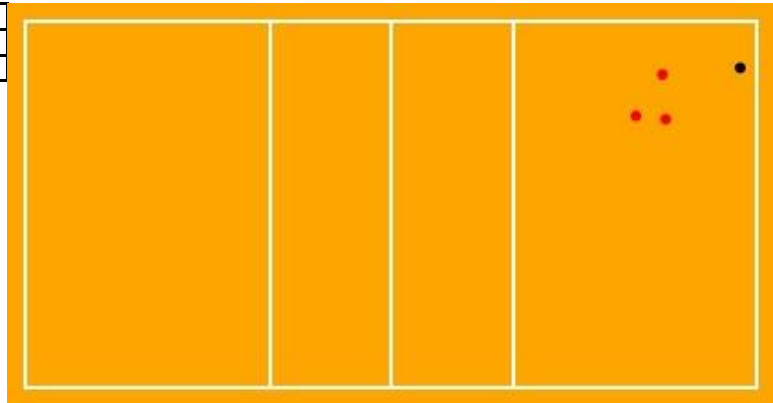
Total Glider

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



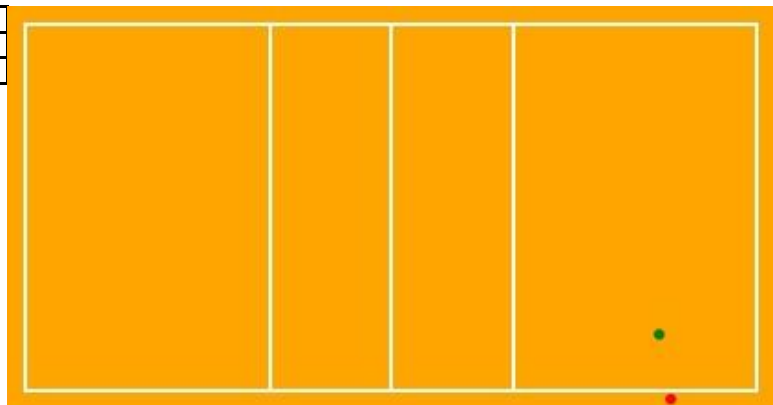
Glider Direction 1

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



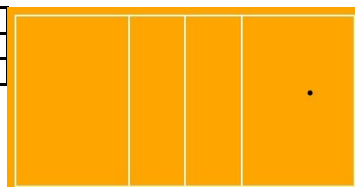
Glider Direction 5

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



Glider Direction 6

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



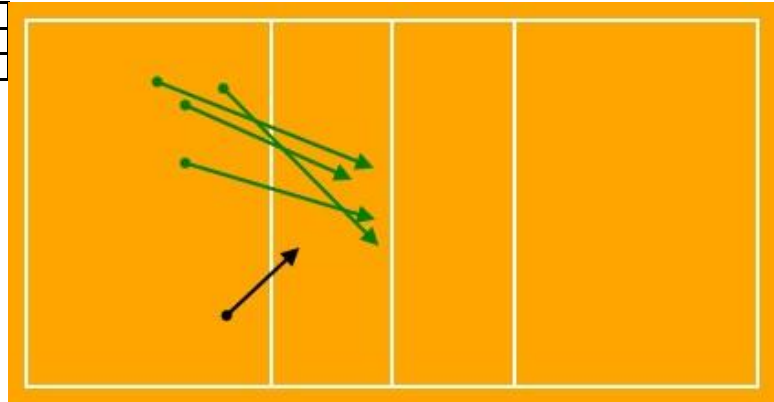
# Reception

## Player #13 Trofimov Lev

### Glider

Total Glider

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

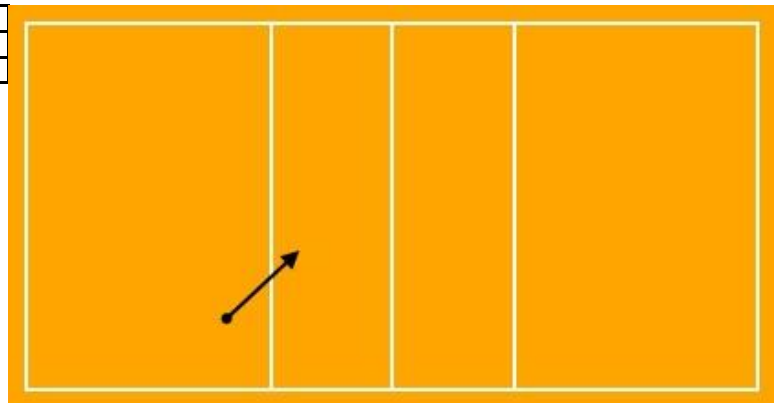


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(60%) #: 33%, #+: 100% !/-: 0%, =: 0%	1(20%) #: 100%, #+: 100% !/-: 0%, =: 0%	1(20%) #: 0%, #+: 0% !/-: 100%, =: 0%

### Glider Zone #1

Upper

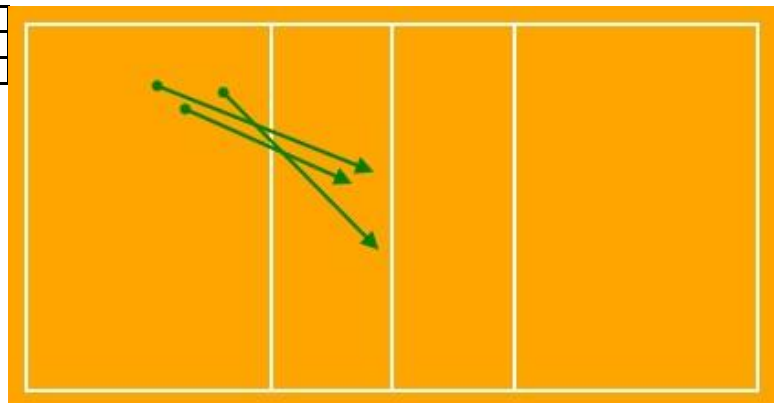
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



### Glider Zone #5

Upper

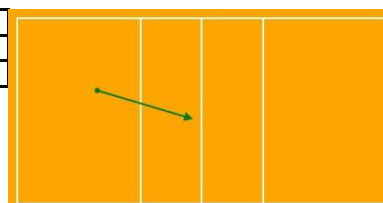
Total	#	+	!	/	-	=
	33%	66%	0%	0%	0%	0%
3	1	2	.	.	.	.



### Glider Zone #6

Upper

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



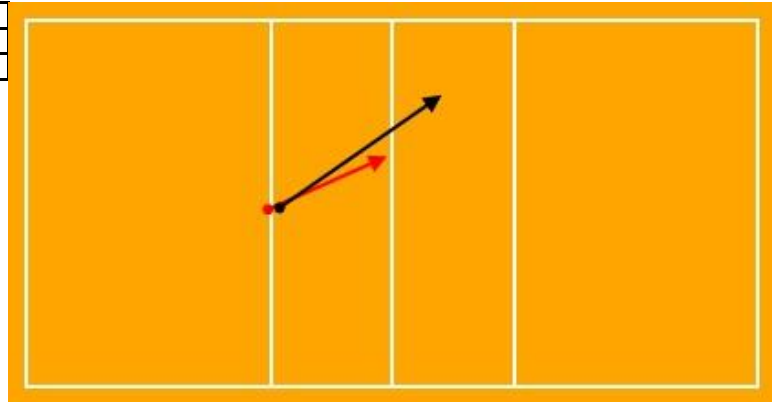
# Attack

## Player #13 Trofimov Lev

### Position 1

Total position 1

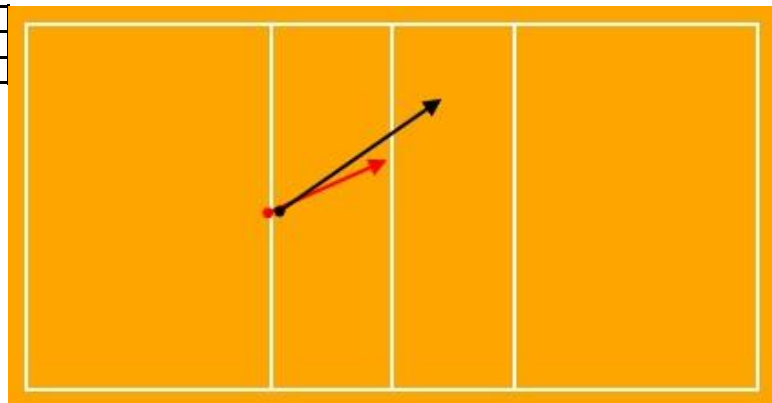
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



### Zone #1 1 blockers

Set quality: !

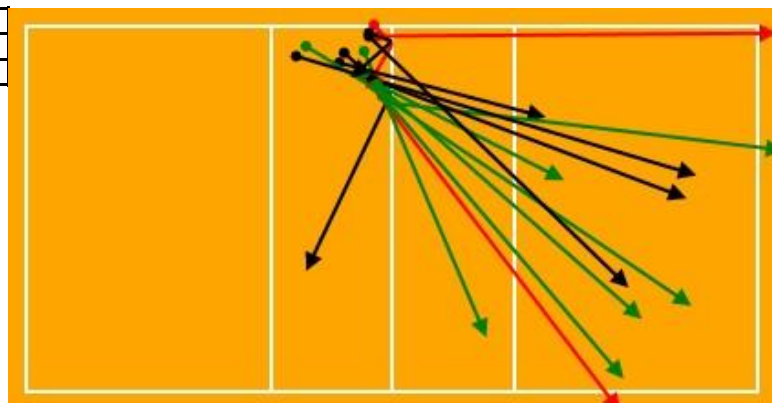
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



### Position 4

Total position 4

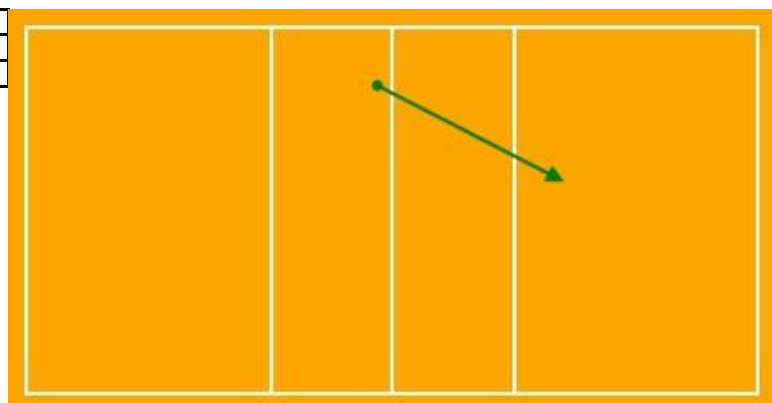
Total	#	+	!	/	-	=
	33%	6%	6%	33%	6%	13%
15	5	1	1	5	1	2



### Zone #4 1 blockers

Set quality: /

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



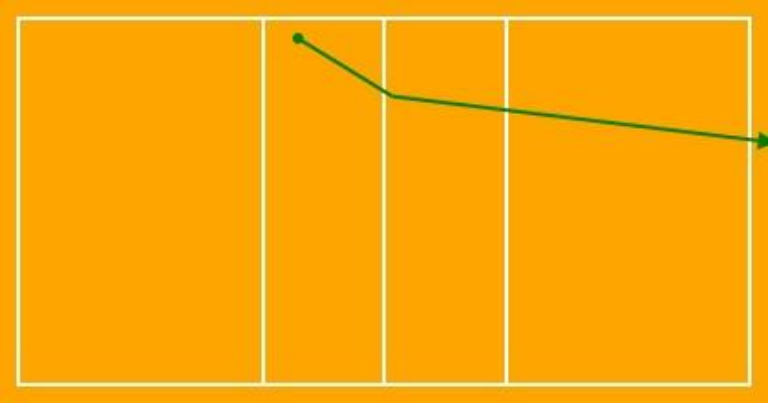
Set quality: !

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

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

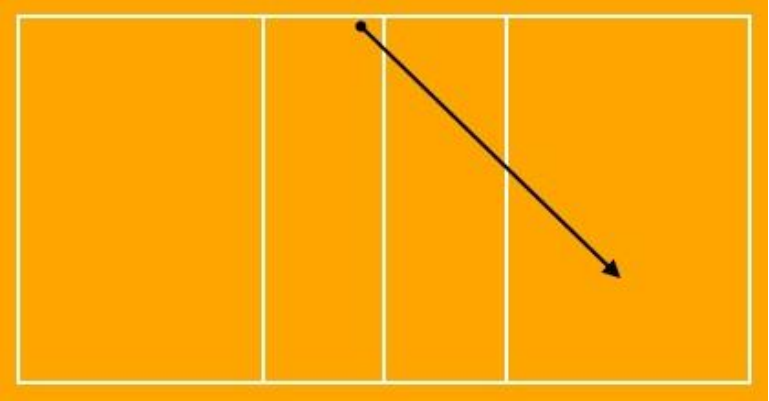
Set quality: +

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



Set quality: #

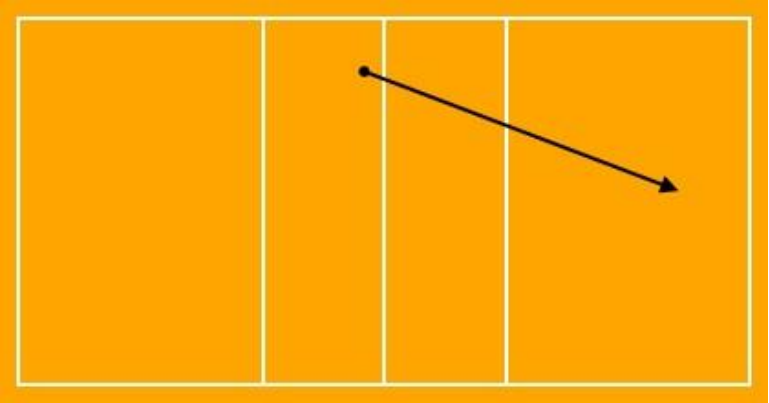
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #4 1.5 blockers

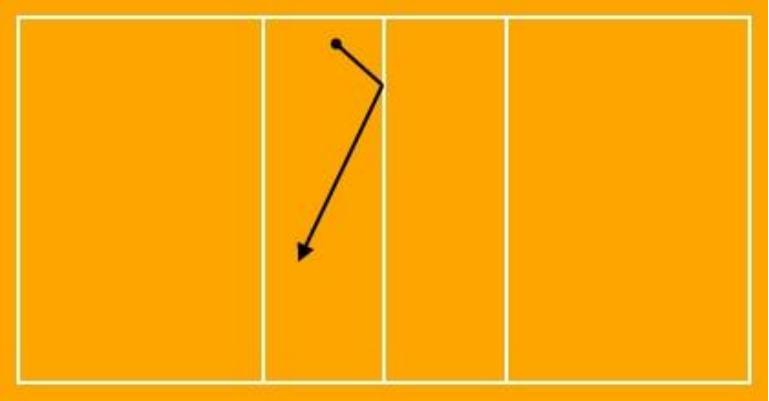
Set quality: !

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



Set quality: +

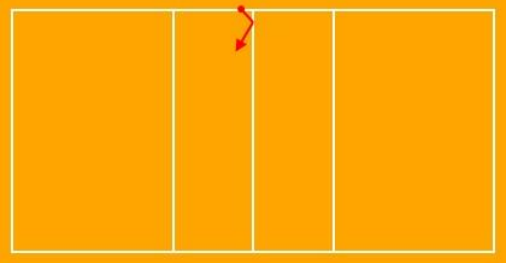
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #4 2 blockers

Set quality: -

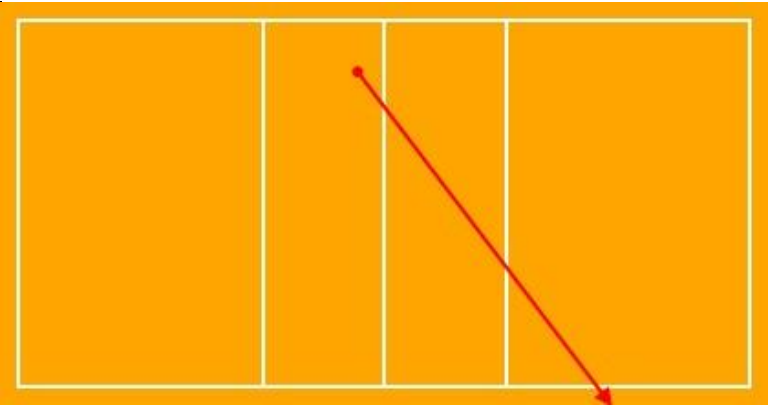
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	.	.	.	.	1	.





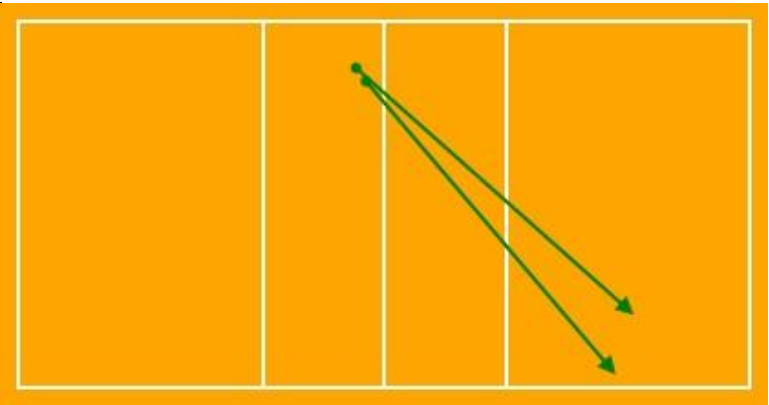
Set quality: /

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



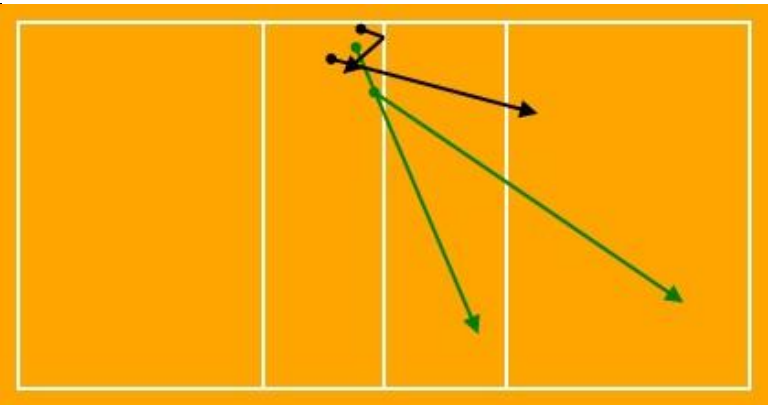
Set quality: !

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



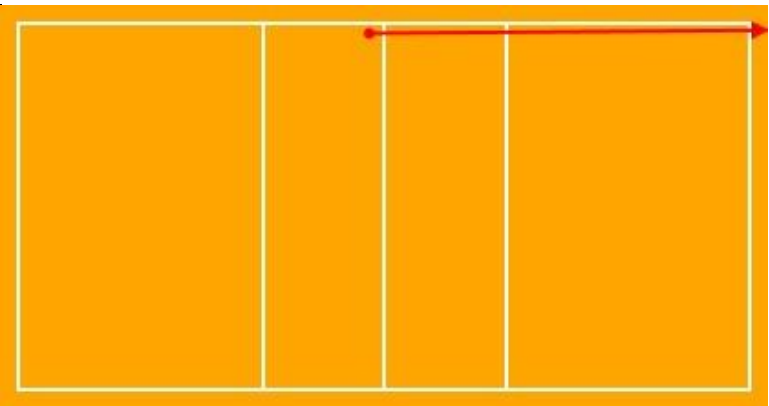
Set quality: +

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



Set quality: #

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



Set

# Player #14

# Ahmadullin Timur

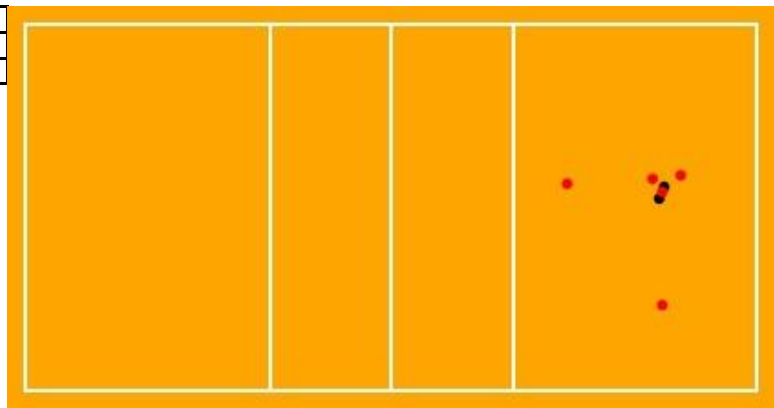
Serve

Player #14 Ahmadullin Timur

## Glider

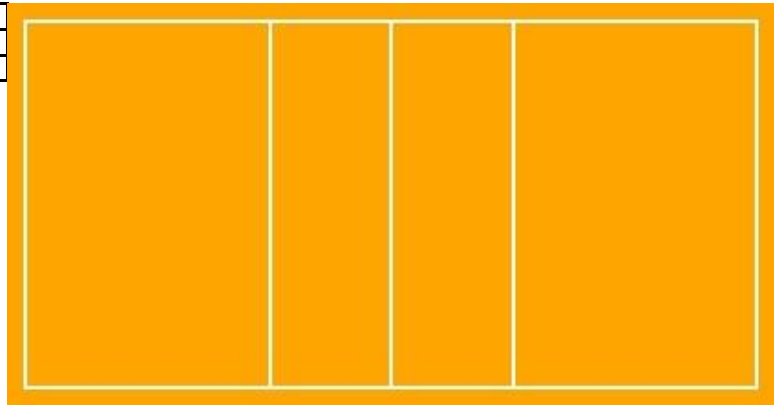
Total Glider

Total	#	+	!	/	-	=
	0%	0%	12%	12%	62%	12%
8	.	.	1	1	5	1



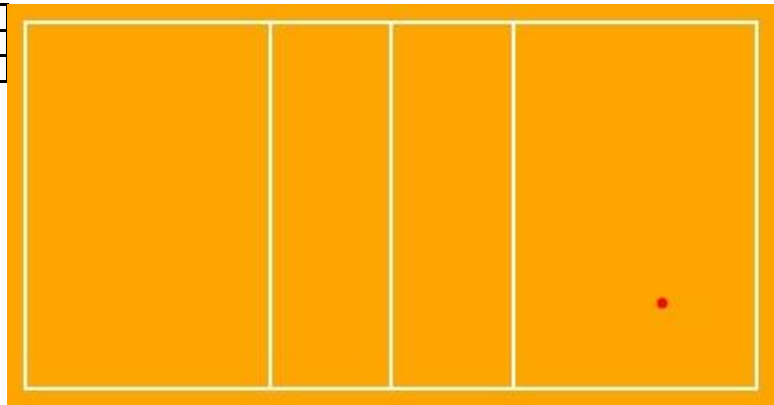
## Glider Direction 1

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



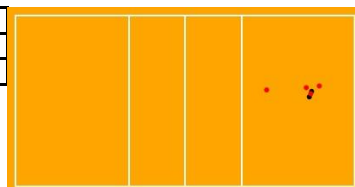
## Glider Direction 5

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



## Glider Direction 6

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



# Jump

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

## Jump Direction 1

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

## Jump Direction 5

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

## Jump Direction 6

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

Reception

Player #14 Ahmadullin Timur

# Glider

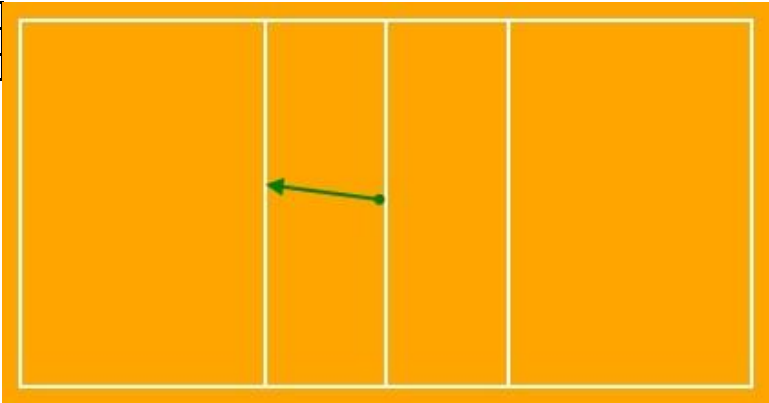
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.

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

### Glider Zone #3

Lower

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



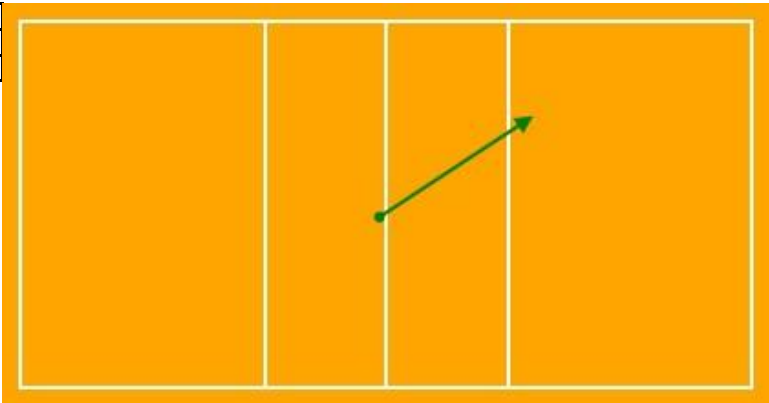
## Attack

### Player #14 Ahmadullin Timur

### Position 2

Total position 2

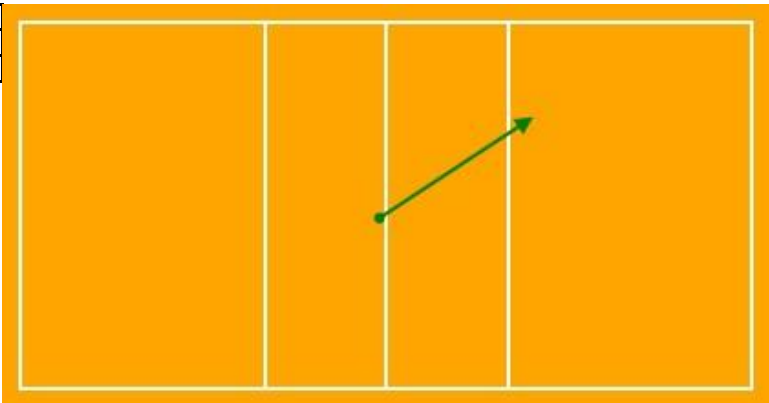
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Zone #2 0 blockers

Set quality: #

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



## Set

### Player #14 Ahmadullin Timur

### Blockers count distribution

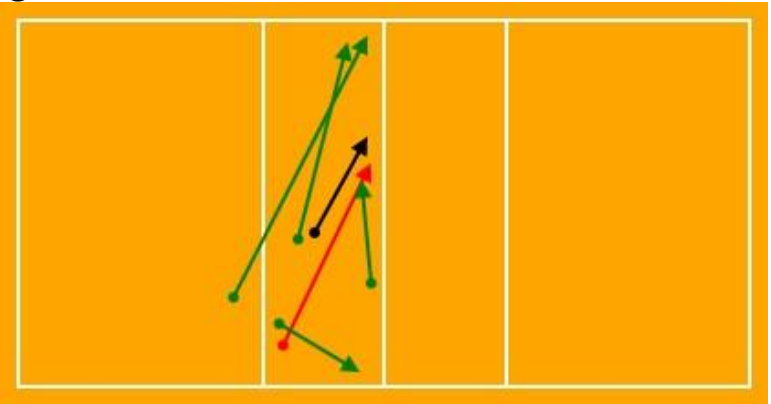
rec.qual/	0	0.5	1	1.5	2	2.5	3
-----------	---	-----	---	-----	---	-----	---

bl.count							
#(17)	2(11%)	.(0%)	13(76%)	.(0%)	2(11%)	.(0%)	.(0%)
+(8)	.(0%)	.(0%)	4(50%)	1(12%)	3(37%)	.(0%)	.(0%)
!(15)	.(0%)	1(6%)	4(26%)	3(20%)	7(46%)	.(0%)	.(0%)
#+!(40)	2(5%)	1(2%)	21(52%)	4(10%)	12(30%)	.(0%)	.(0%)
/-(3)	.(0%)	.(0%)	3(100%)	.(0%)	.(0%)	.(0%)	.(0%)

Reception direction distribution

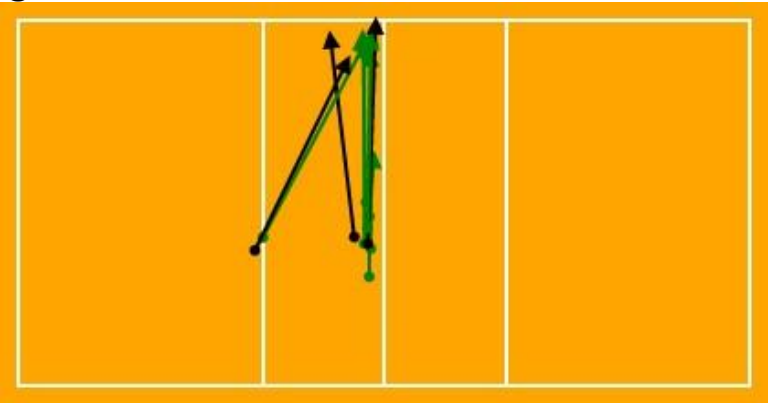
P1 arrangement

2(33%)	3(50%)	1(16%)
50%	50%	0%
1.50	1.17	1.00
.(0%)	.(0%)	.(0%)
. 0.00	. 0.00	. 0.00



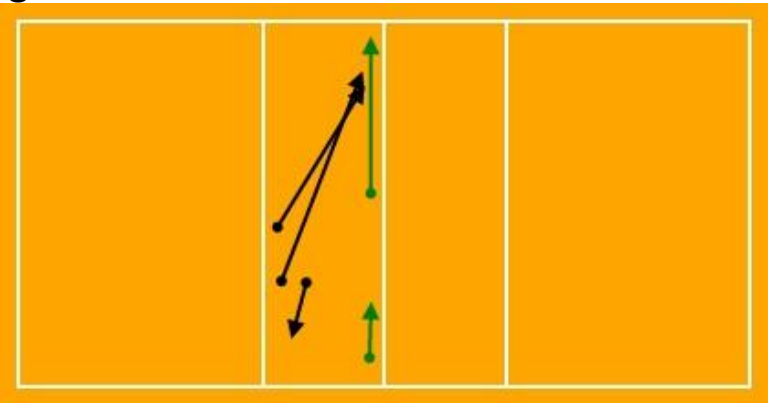
P2 arrangement

9(90%)	1(10%)	.(0%)
33%	100%	.
1.39	1.00	0.00
.(0%)	.(0%)	.(0%)
. 0.00	. 0.00	. 0.00



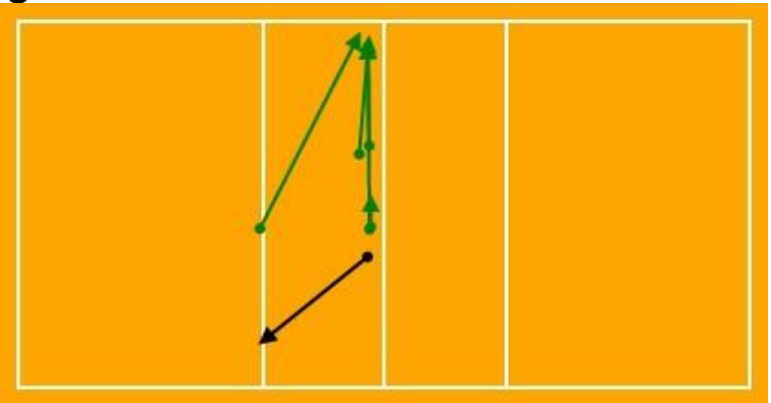
P3 arrangement

3(60%)	1(20%)	.(0%)
66%	0%	.
1.67	1.00	0.00
.(0%)	.(0%)	1(20%)
. 0.00	. 0.00	0% 1.50



P4 arrangement

4(66%)	1(16%)	.(0%)
50%	0%	.
1.75	0.00	0.00
.(0%)	.(0%)	1(16%)
. 0.00	. 0.00	100% 0.00



P5 arrangement

3(37%)	3(37%)	2(25%)
--------	--------	--------





# Player #15

# Lyashenko Andron

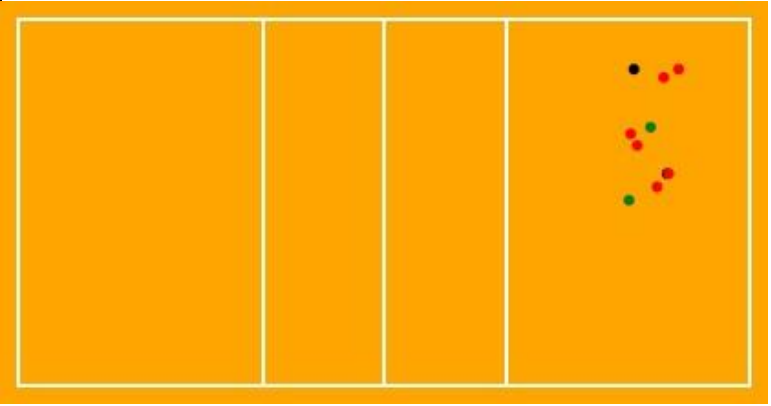
Serve

Player #15 Lyashenko Andron

Glider

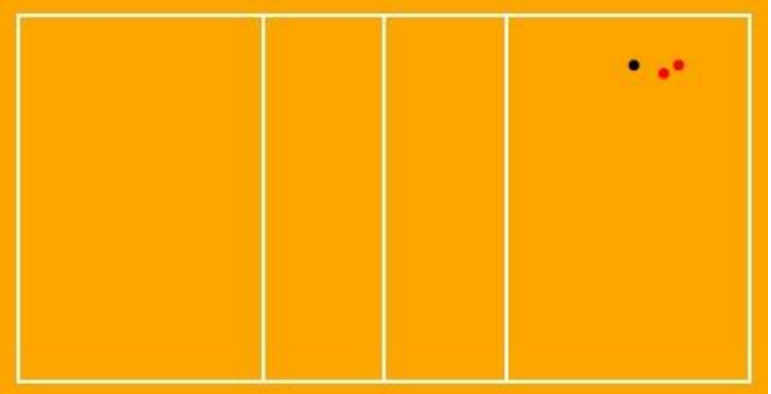
Total Glider

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



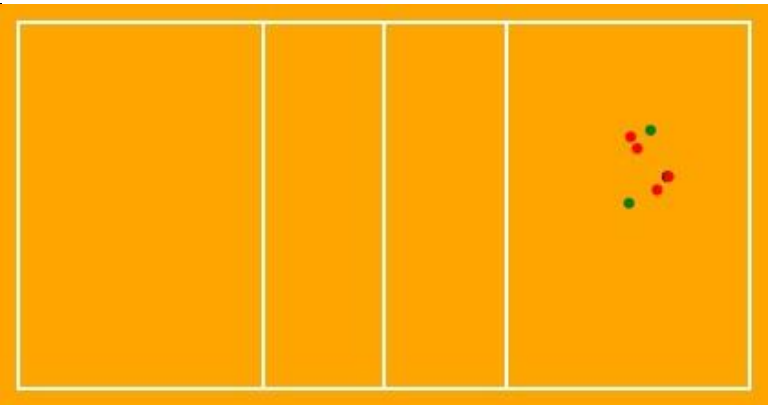
Glider Direction 1

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



Glider Direction 6

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



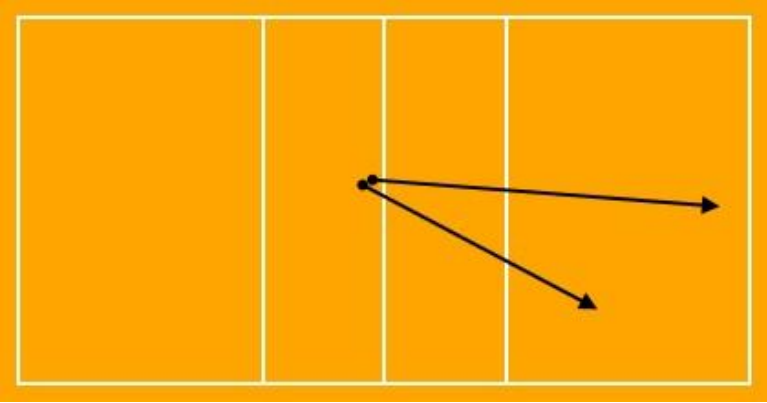
Attack

Player #15 Lyashenko Andron

# Position 3

Total position 3

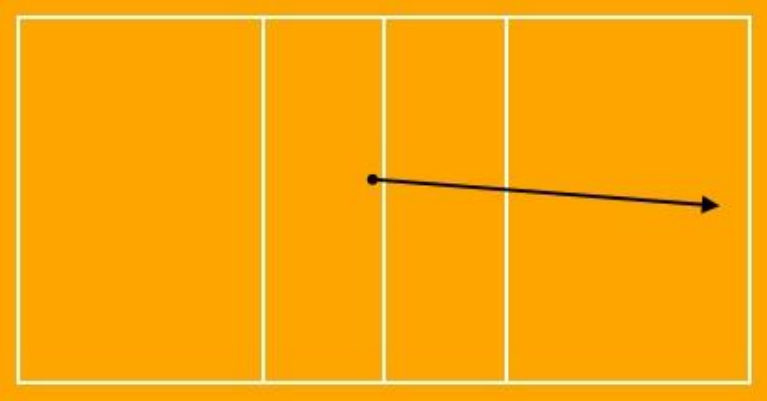
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
2	.	.	.	2	.	.



## Zone #3 0 blockers

Set quality: +

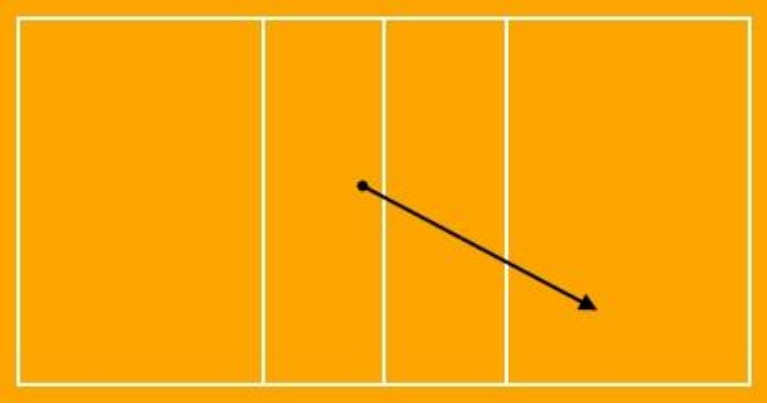
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #3 1 blockers

Set quality: +

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





# Player #16

# Pyanov Maxim

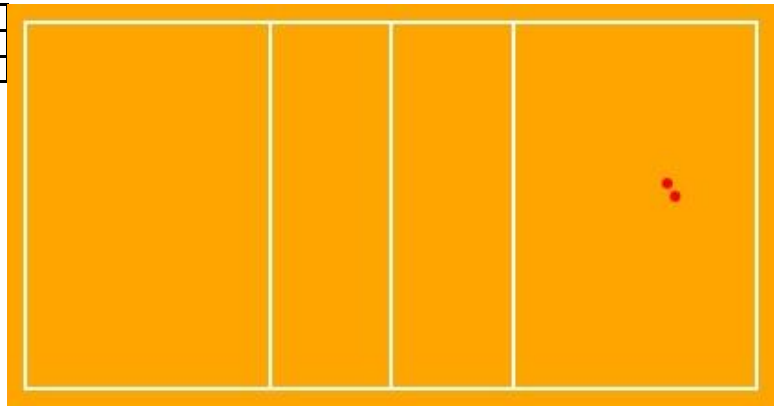
Serve

Player #16 Pyanov Maxim

## Glider

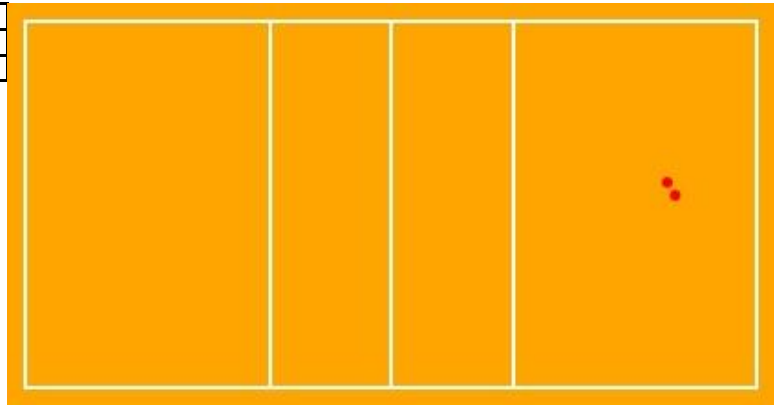
Total Glider

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



Glider Direction 6

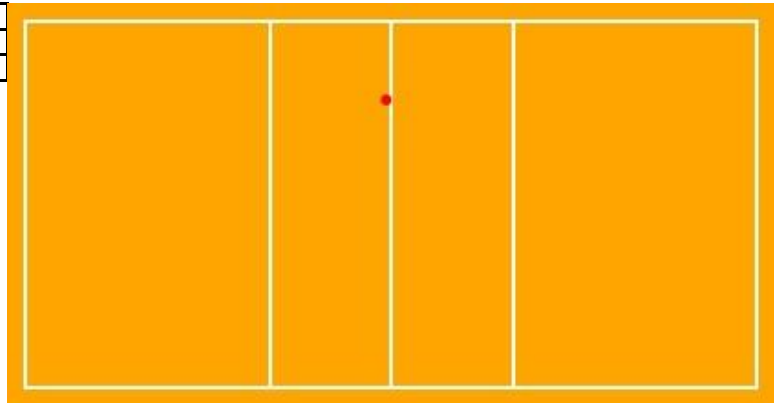
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
2	.	.	.	.	2	.



## Jump

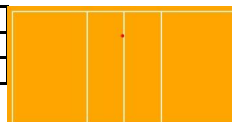
Total Jump

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



Jump Direction 1

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



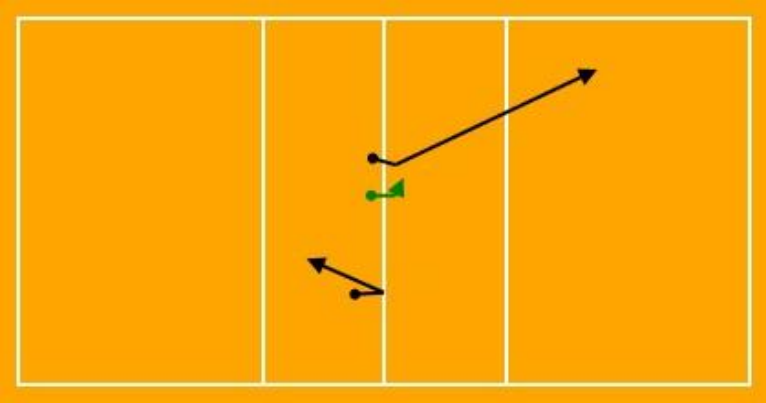
# Attack

## Player #16 Pyanov Maxim

### Position 3

Total position 3

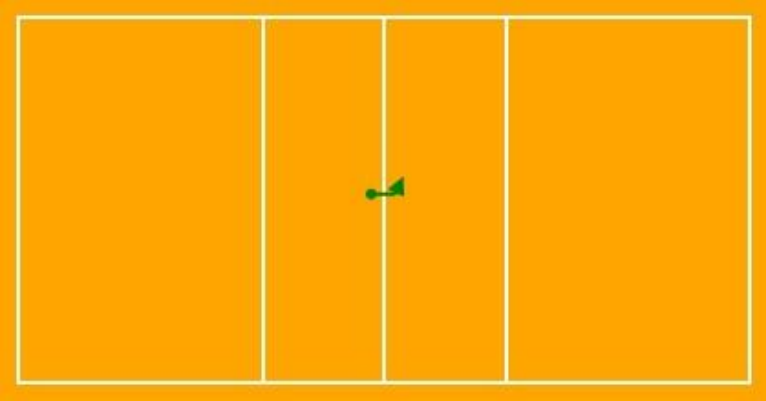
Total	#	+	!	/	-	=
	33%	0%	33%	33%	0%	0%
3	1	.	1	1	.	.



### Zone #3 1 blockers

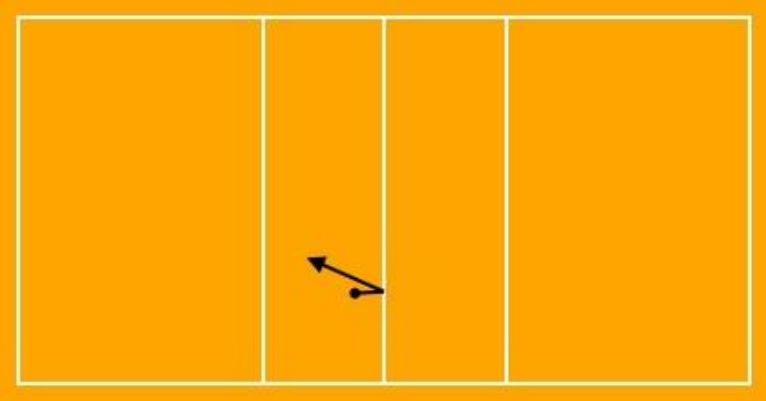
Set quality: !

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



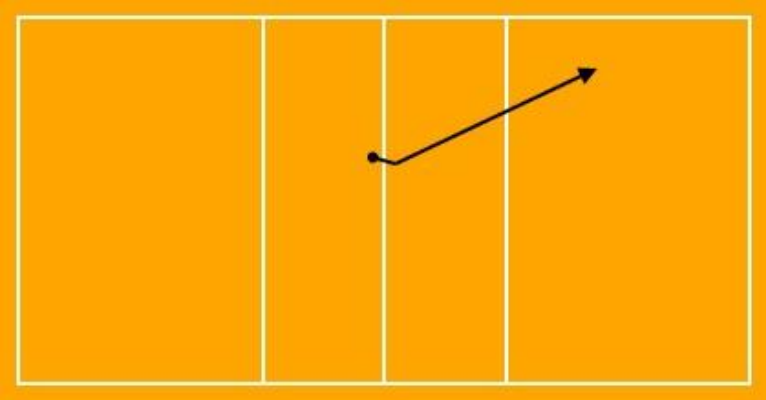
Set quality: +

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



Set quality: #

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



# Player #17

## Fedunov Daniil

Reception

Player #17 Fedunov Daniil

### Glider

Total Glider

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

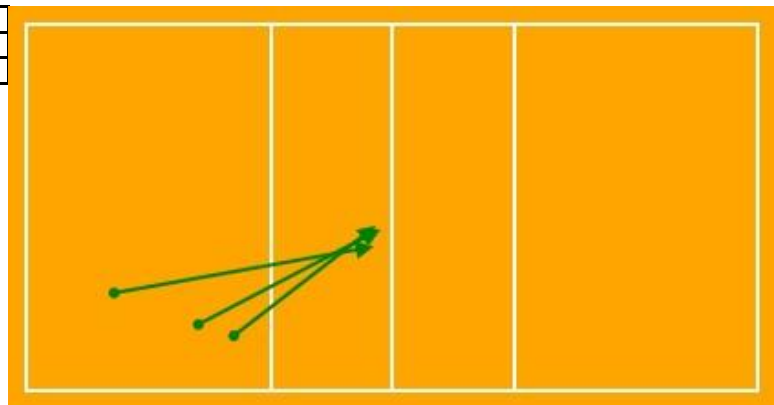


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	6(54%) #: 33%, #+: 50% !/-: 33%, =: 16%	5(45%) #: 100%, #+: 100% !/-: 0%, =: 0%

### Glider Zone #1

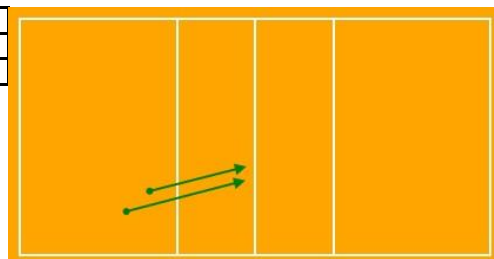
Lower

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



Upper

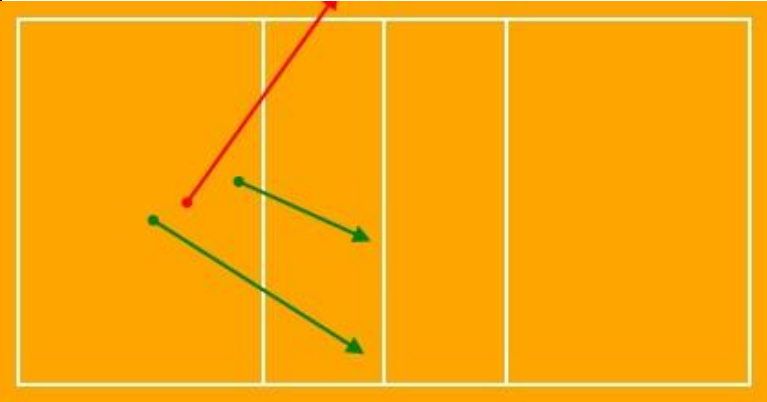
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



# Glider Zone #6

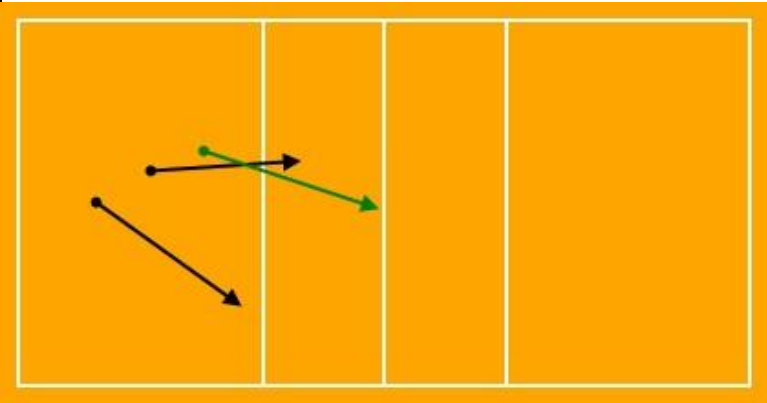
Lower

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



Upper

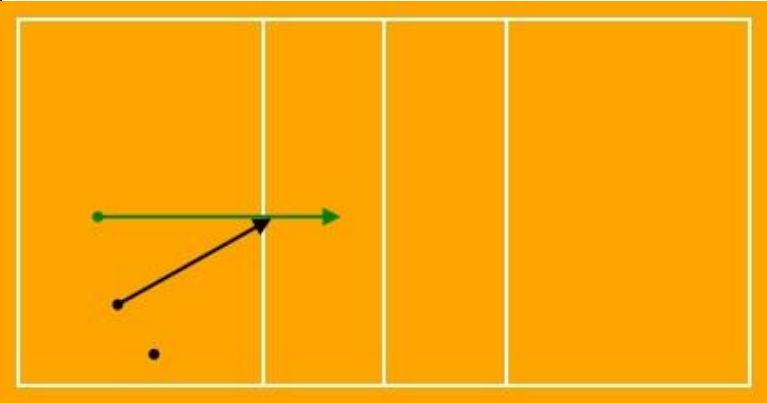
Total	#	+	!	/	-	=
	33%	0%	66%	0%	0%	0%
3	1	.	2	.	.	.



# Jump

Total Jump

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

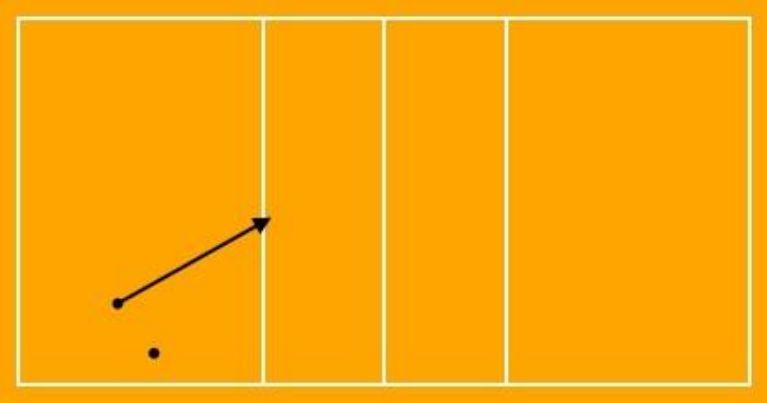


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(33%) #: 0%, #+: 100% !/-: 0%, =: 0%	2(66%) #: 0%, #+: 0% !/-: 100%, =: 0%

# Jump Zone #1

Lower

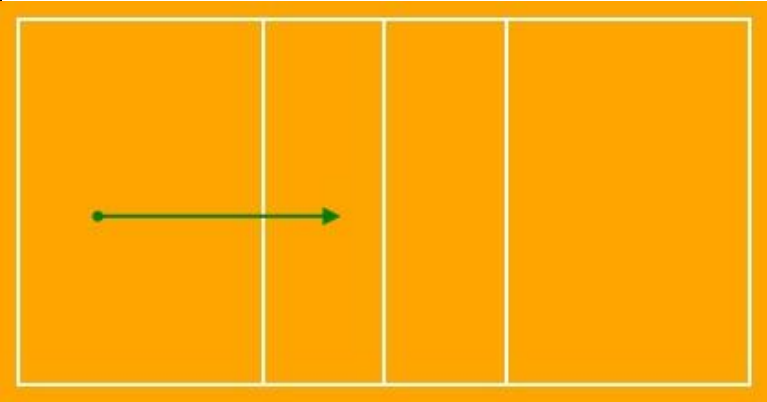
Total	#	+	!	/	-	=
	0%	0%	50%	50%	0%	0%
2	.	.	1	1	.	.



Jump Zone #6

Upper

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



Set

Player #17 Fedunov Daniil

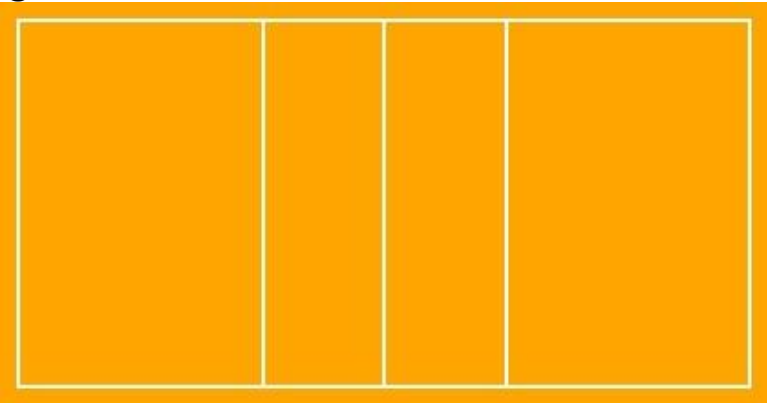
Blockers count distribution

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
#+!(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
/-(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)

Reception direction distribution

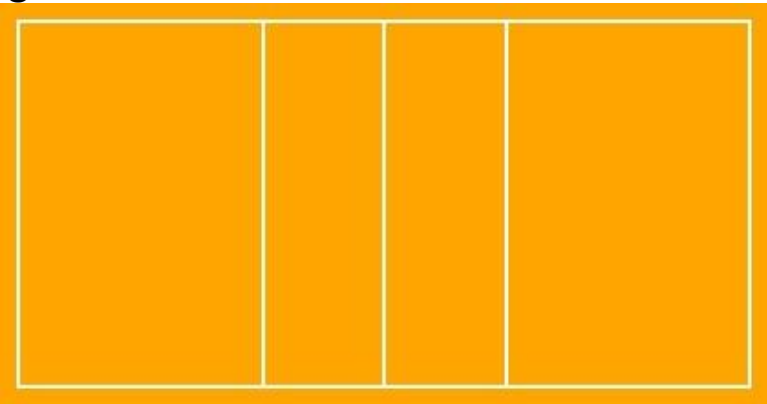
P1 arrangement

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



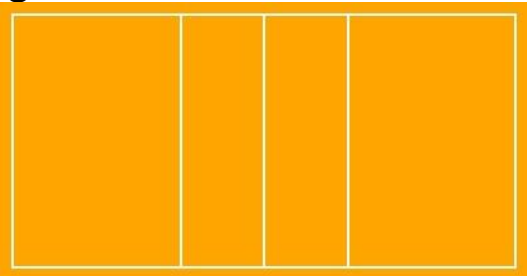
P2 arrangement

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



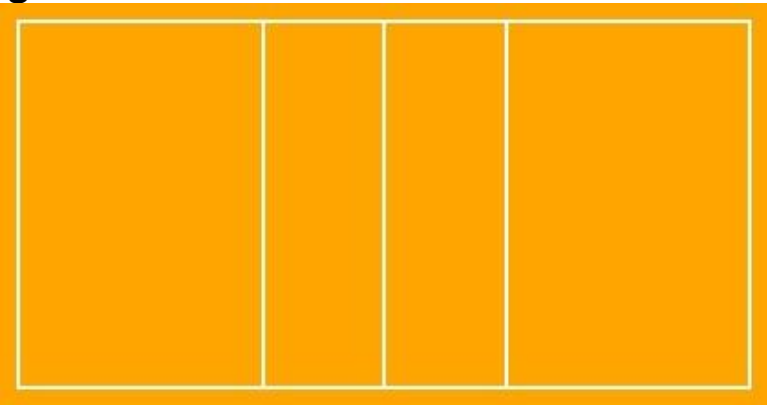
P3 arrangement

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



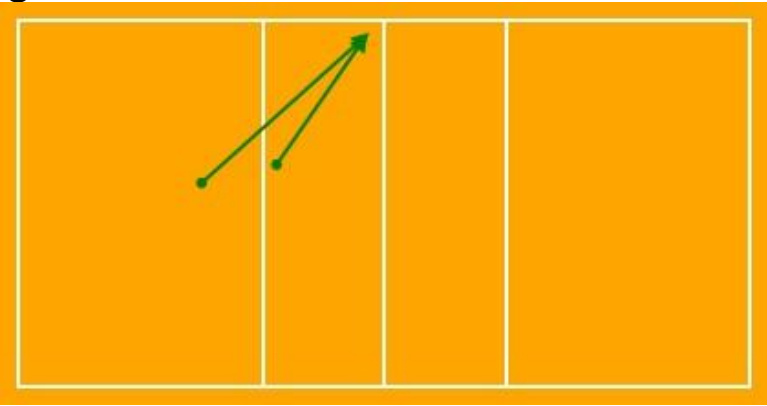
.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00
.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00

P4 arrangement



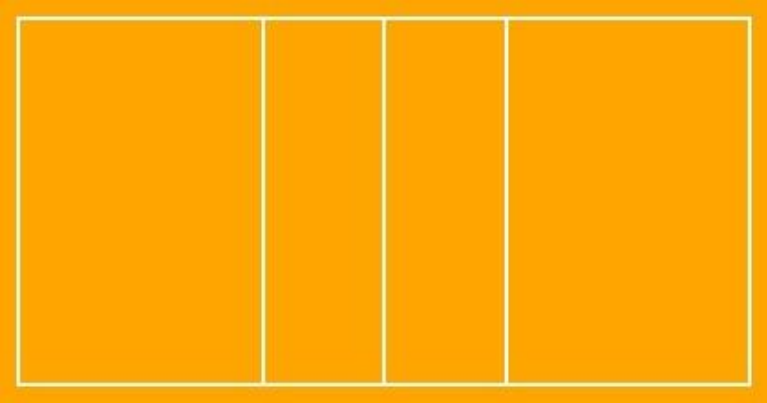
2(100%)	.(0%)	.(0%)
0%	·	·
2.00	0.00	0.00
.(0%)	.(0%)	.(0%)
·	·	·
0.00	0.00	0.00

P5 arrangement



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

P6 arrangement



# Player #24

# Scherbakov

# Maxim

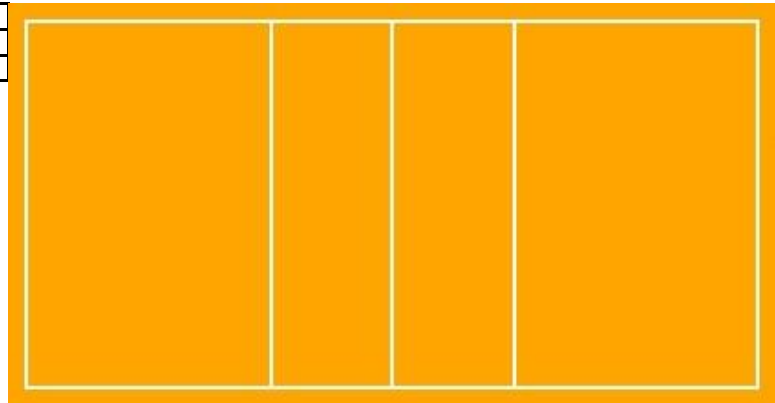
Serve

Player #24 Scherbakov Maxim

## Jump

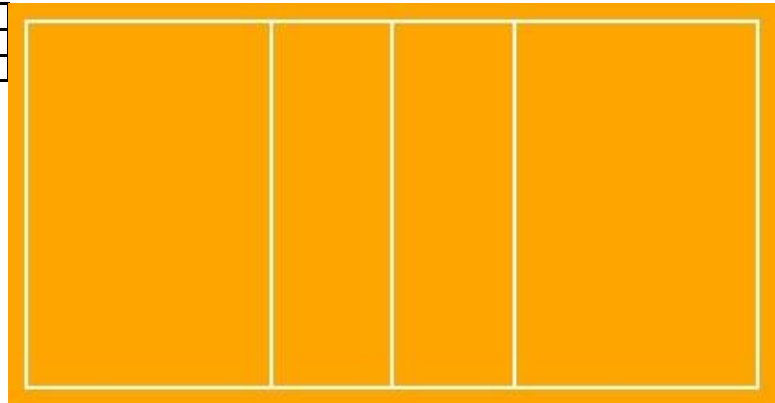
Total Jump

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



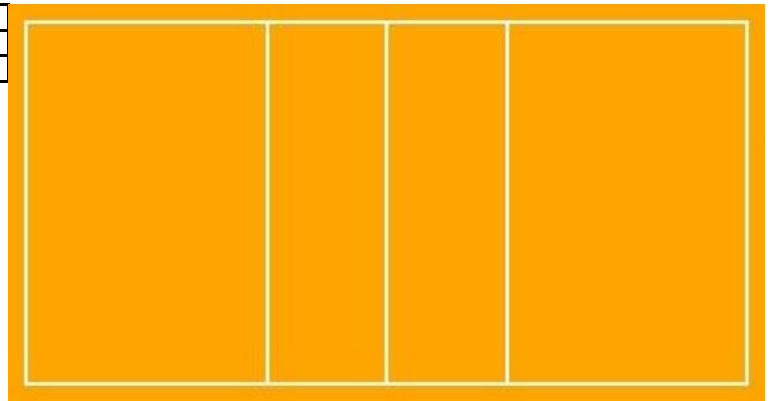
## Jump Direction 5

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



## Jump Direction 6

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



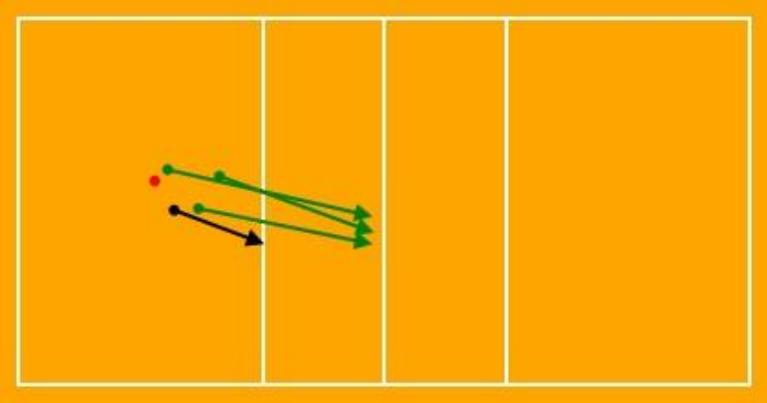
# Reception

## Player #24 Scherbakov Maxim

### Glider

Total Glider

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

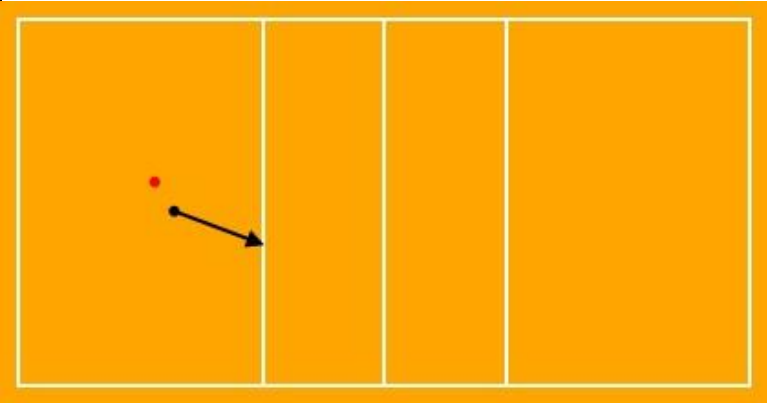


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	5(100%) #: 60%, #+: 60% !/-: 20%, =: 20%	.(0%) #: ., #+: . !/-: ., =: .

### Glider Zone #6

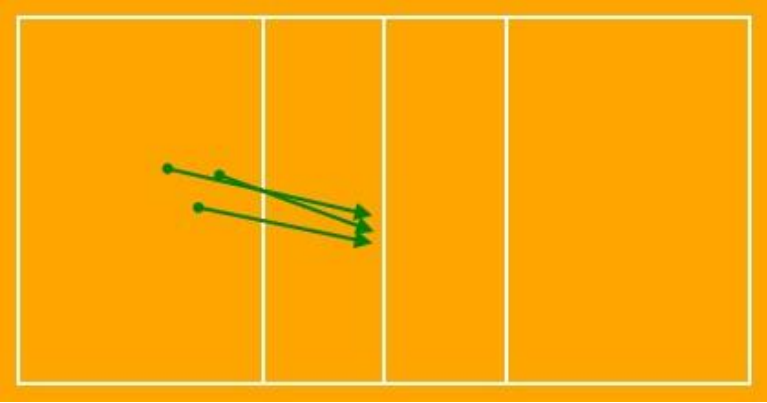
Lower

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



Upper

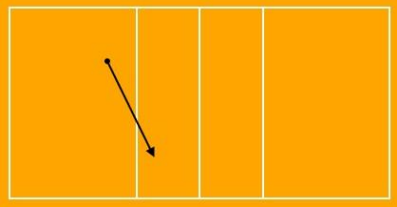
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
3	3	.	.	.	.	.



### Jump

Total Jump

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



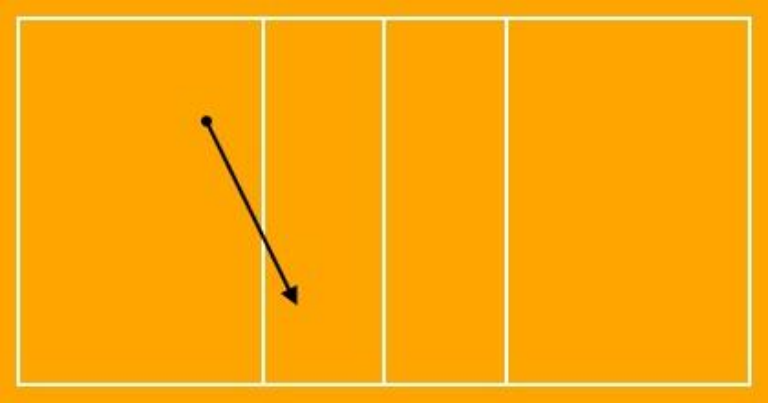


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(100%) #: 0%, #+: 0% !/-: 100%, =:	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

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

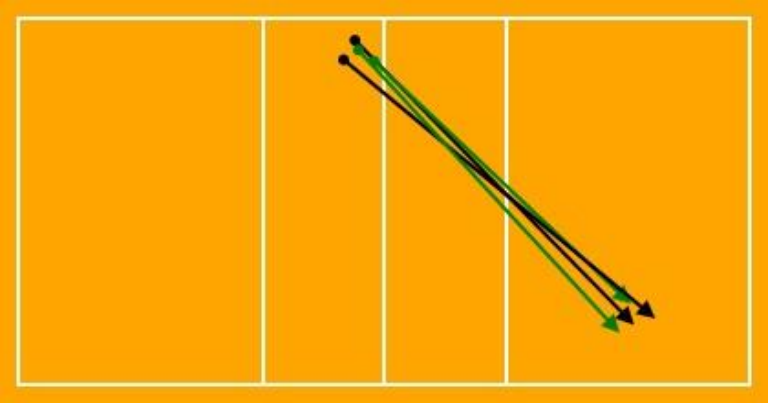


Attack  
Player #24 Scherbakov Maxim

Position 4

Total position 4

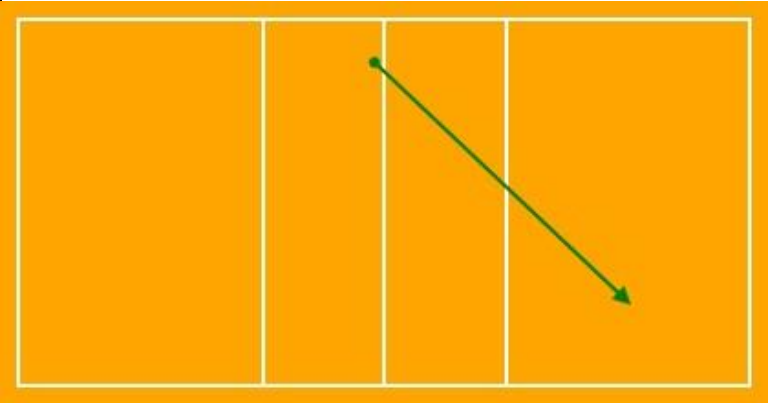
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
4	2	.	.	2	.	.



Zone #4 1 blockers

Set quality: !

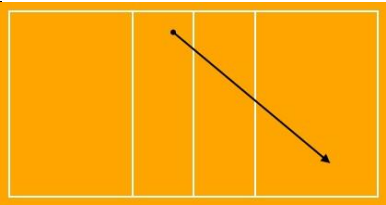
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Zone #4 2 blockers

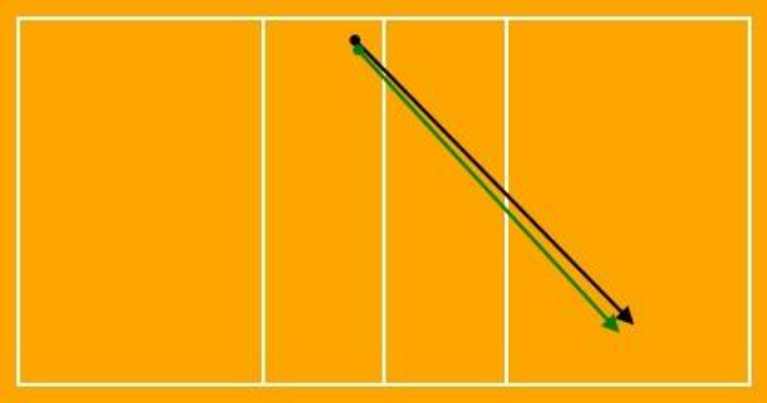
Set quality: !

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



Set quality: +

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



Set

