

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	10	6	6	.	16%	1	.	.	.	.	.	18	3	1	8	61%	44%	.	50%	50%	1	3	66%
#2 Baiduji	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#7 Ushakov	6	3	8	2	25%	1	12	.	33%	58%	50%	9	1	.	5	55%	55%	.	.	.	.	3	100%
#8 Shchipko	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#10 Klimov	5	4	7	1	14%	.	.	.	.	.	.	3	.	.	3	100%	100%	.	25%	75%	2	1	0%
#12 Volkov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#13 Trofimov	7	1	5	1	0%	.	12	2	58%	8%	0%	13	2	.	7	61%	53%	1	66%	33%	.	6	66%
#14 Ahmadullin	5	2	14	2	42%	3	.	.	.	.	.	3	.	.	2	66%	66%	.	66%	33%	.	5	40%
#15 Lyashenko	.	-1	7	1	0%	.	.	.	.	.	.	1	.	.	.	0%	0%	.	50%	50%	.	.	.
#16 Pyanov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#17 Fedunov	.	-2	.	.	.	.	15	1	33%	40%	33%	.	.	.	.	.	.	.	.	.	.	6	33%
#18 Ziva	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#24 Scherbakov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Total	33	13	47	7	21%	5	39	3	41%	35%	28%	47	6	1	25	61%	53%	1	50%	50%	3	24	54%

# Player #1

# Vasilchenko

# Dmitrii

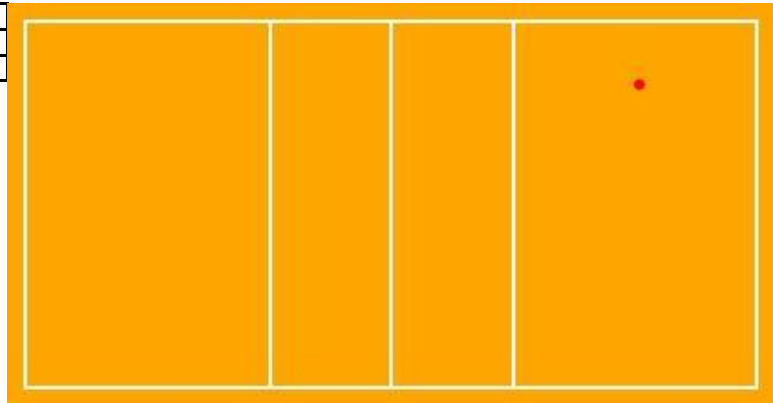
Serve

Player #1 Vasilchenko Dmitrii

## Glider

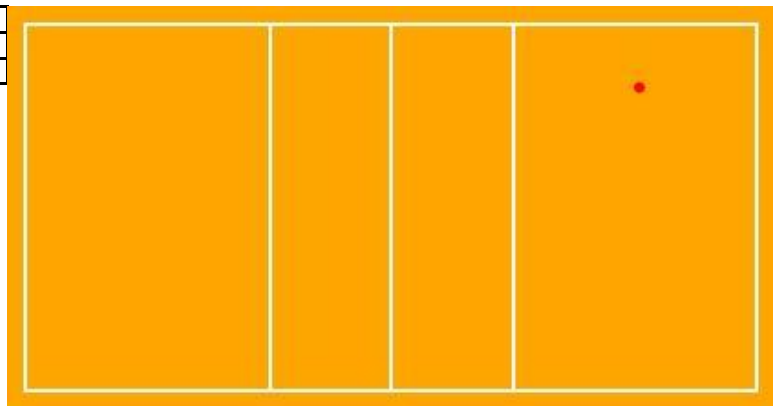
Total Glider

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



Glider Direction 1

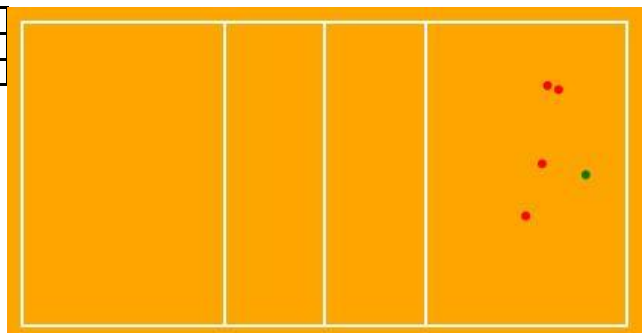
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	.	.	.	.	1	.



## Jump

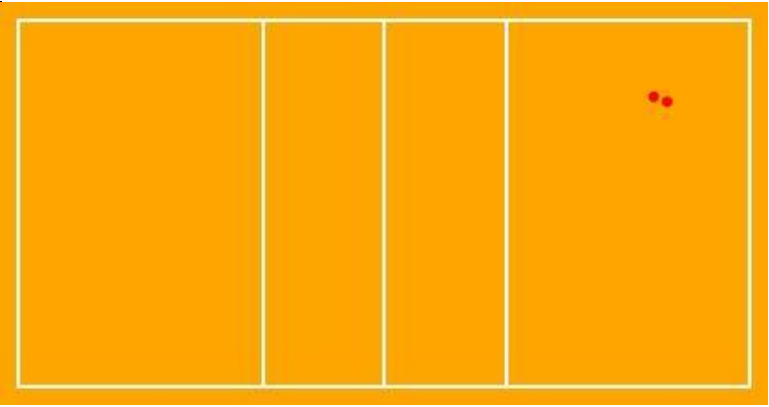
Total Jump

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



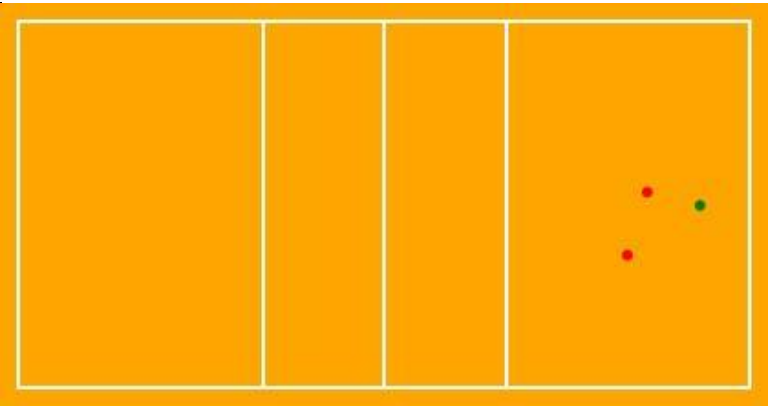
Jump Direction 1

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



Jump Direction 6

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

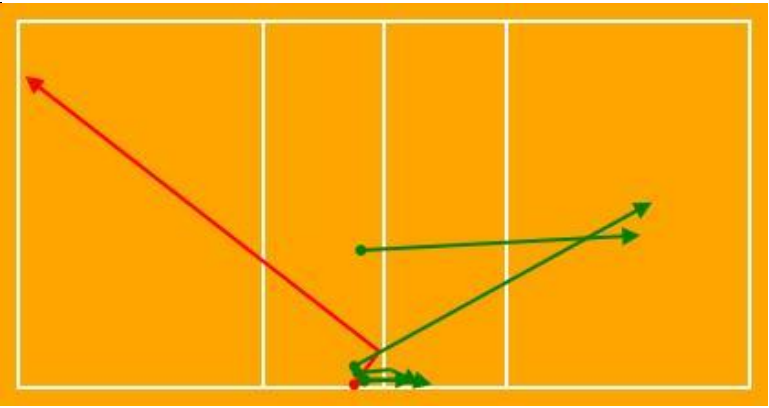


Attack  
Player #1 Vasilchenko Dmitrii

Position 2

Total position 2

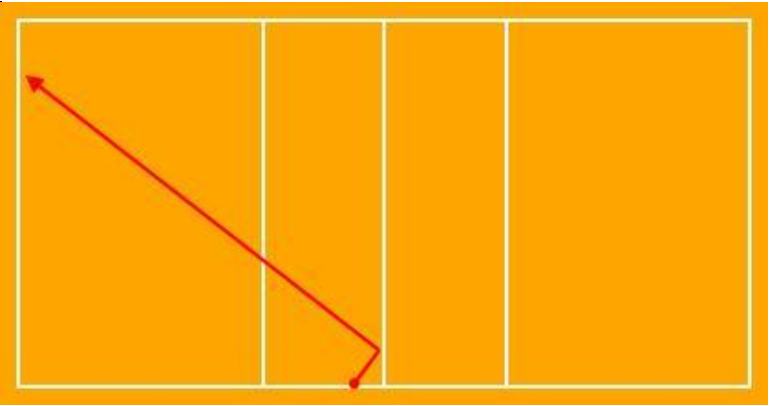
Total	#	+	!	/	-	=
	66%	16%	0%	0%	16%	0%
6	4	1	.	.	1	.



Zone #2 1 blockers

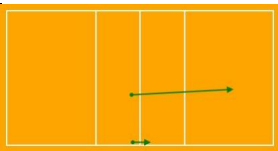
Set quality: /

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



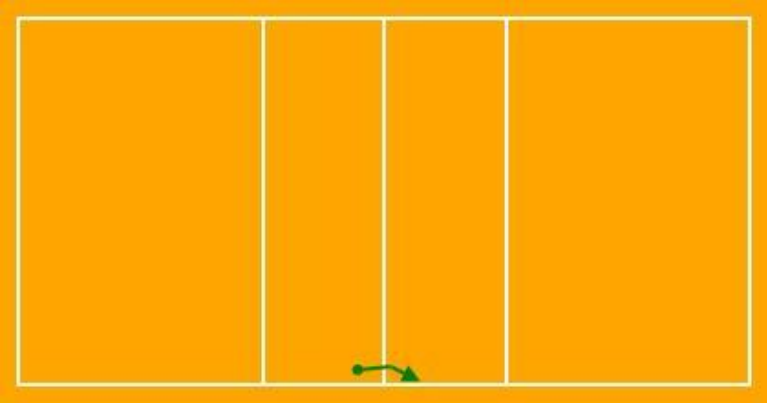
Set quality: !

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



Set quality: #

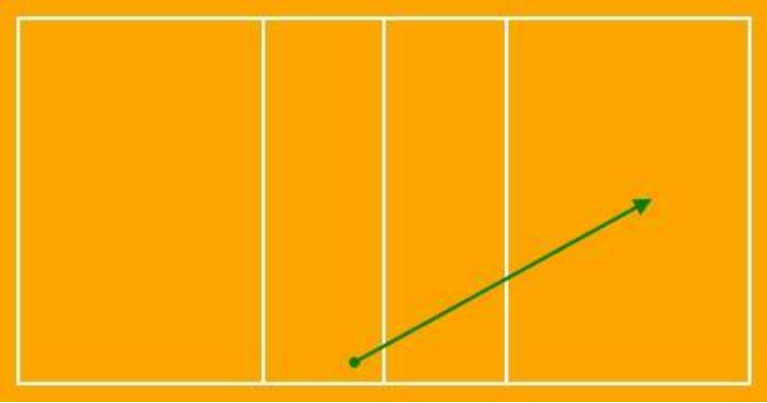
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Zone #2 1.5 blockers

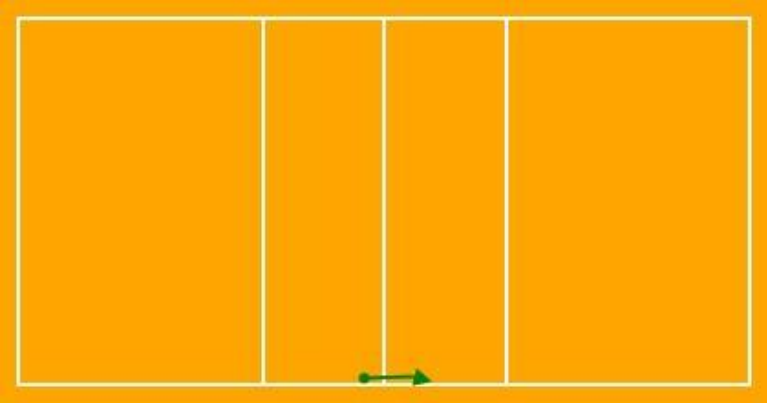
Set quality: !

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



Set quality: #

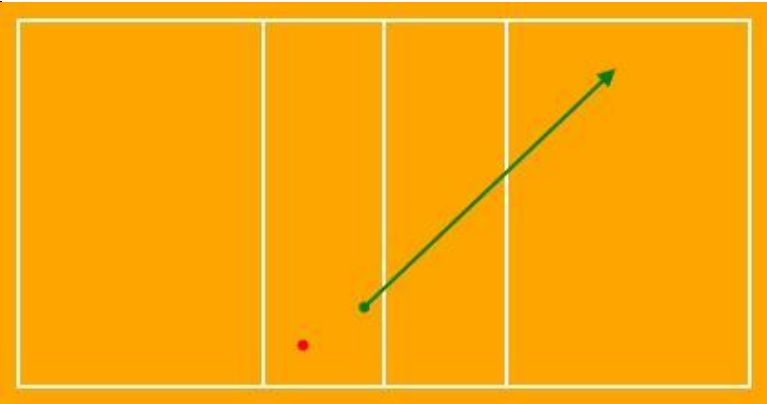
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Position 3

Total position 3

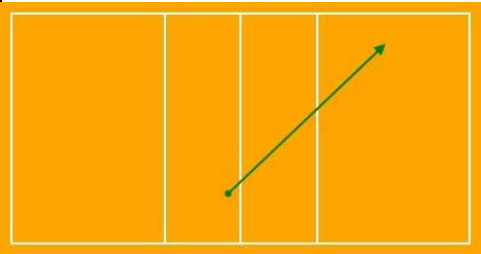
Total	#	+	!	/	-	=
	0%	50%	0%	0%	0%	50%
2	.	1	.	.	.	1



Zone #3 1 blockers

Set quality: !

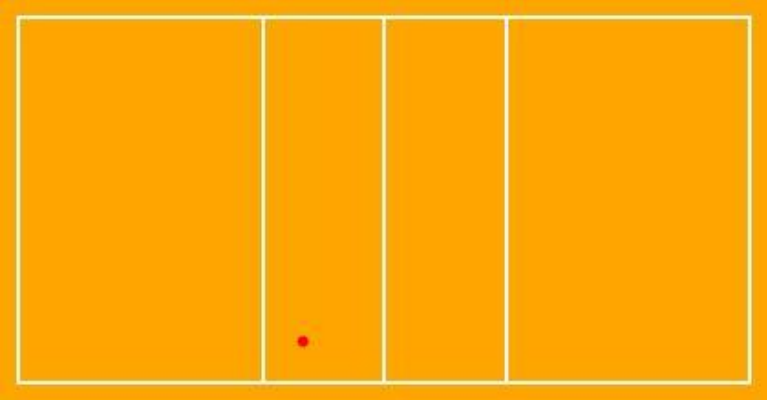
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



## Zone #3 1.5 blockers

Set quality: /

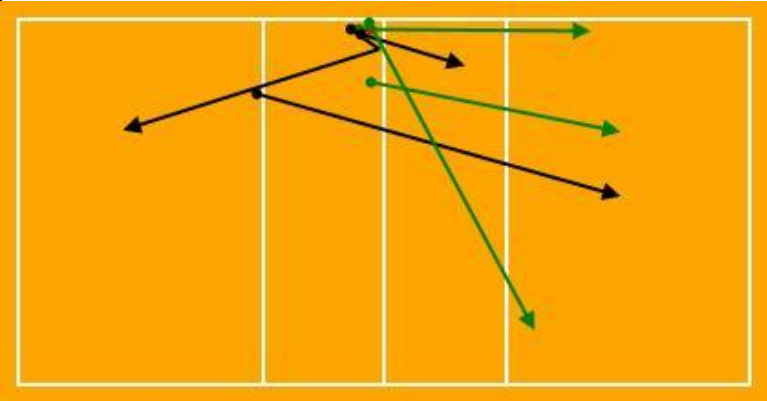
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



## Position 4

Total position 4

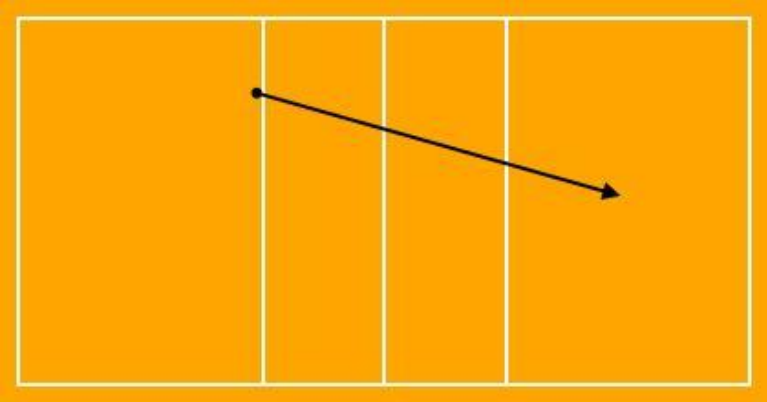
Total	#	+	!	/	-	=
	28%	14%	14%	28%	0%	14%
7	2	1	1	2	.	1



## Zone #4 0 blockers

Set quality: !

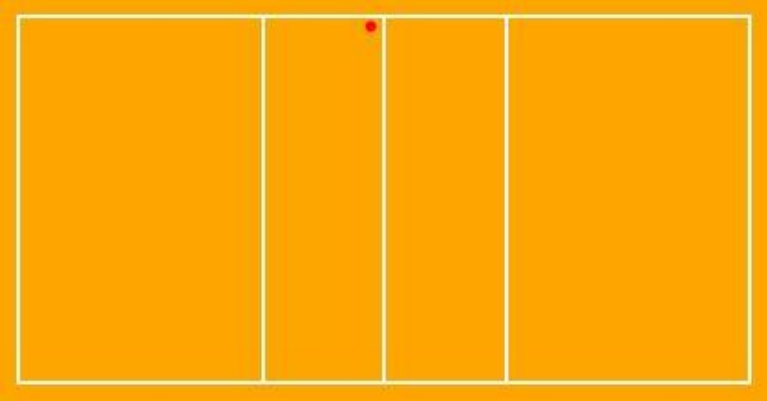
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #4 1 blockers

Set quality: +

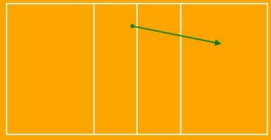
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



## Zone #4 1.5 blockers

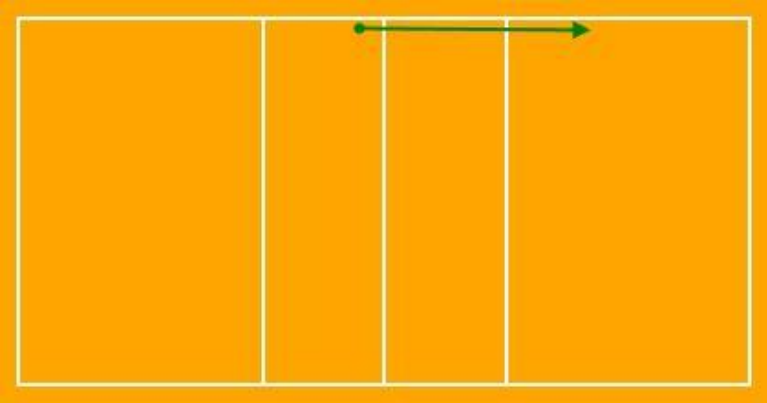
Set quality: !

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



Set quality: +

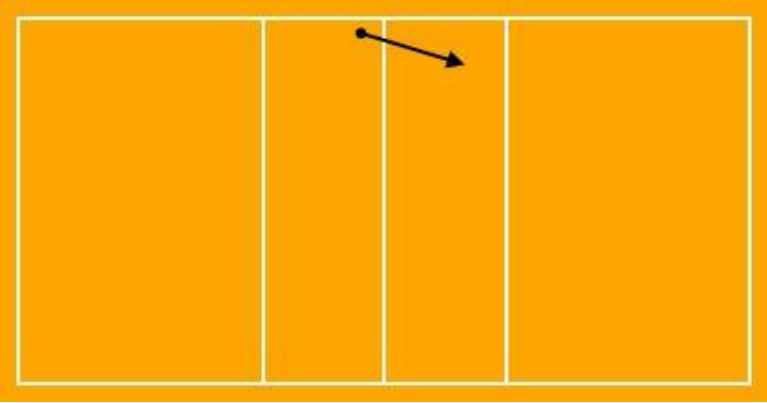
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



Zone #4 2 blockers

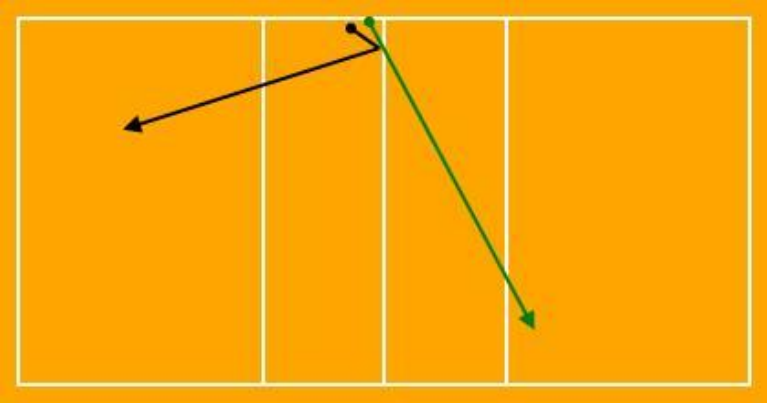
Set quality: !

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



Set quality: +

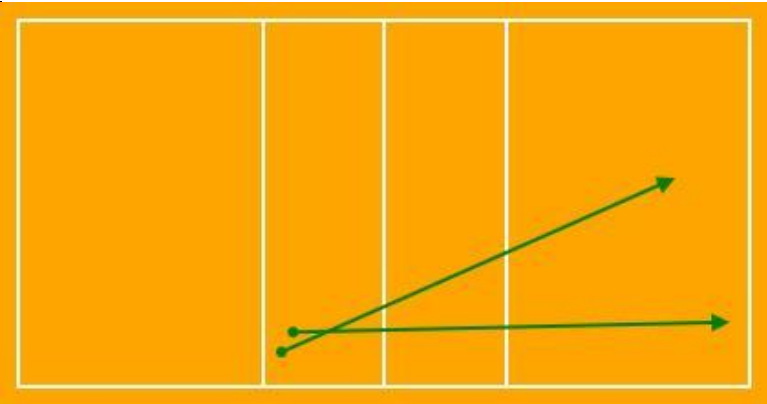
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



Position 5

Total position 5

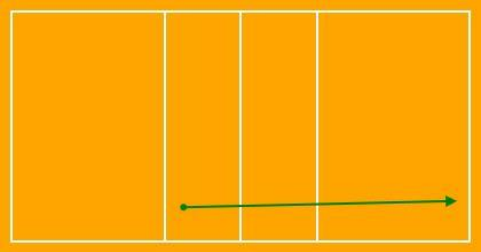
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



Zone #5 1 blockers

Set quality: +

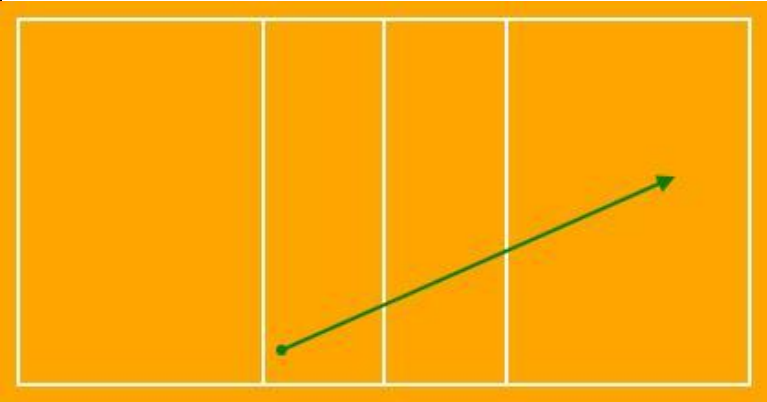
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Zone #5 1.5 blockers

Set quality: #

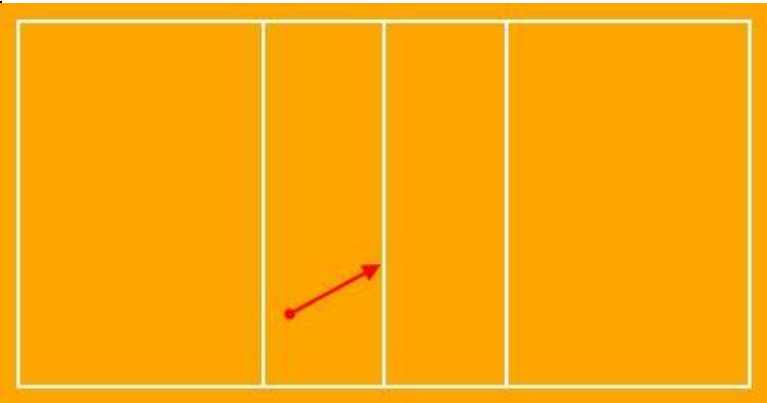
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Position 6

Total position 6

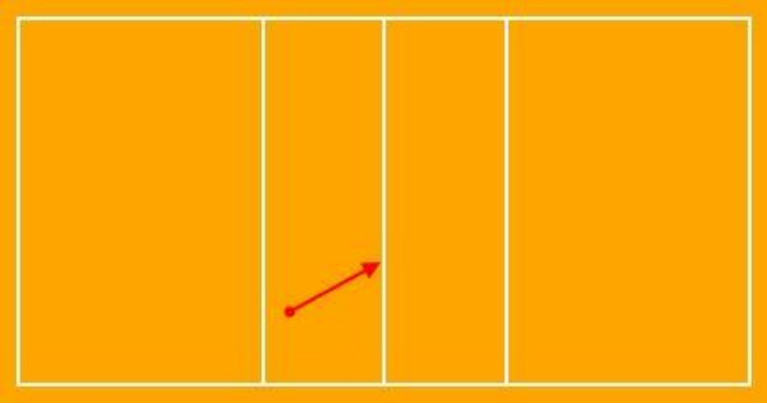
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



# Zone #6 0 blockers

Set quality: !

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



# Player #7 Ushakov Vladislav

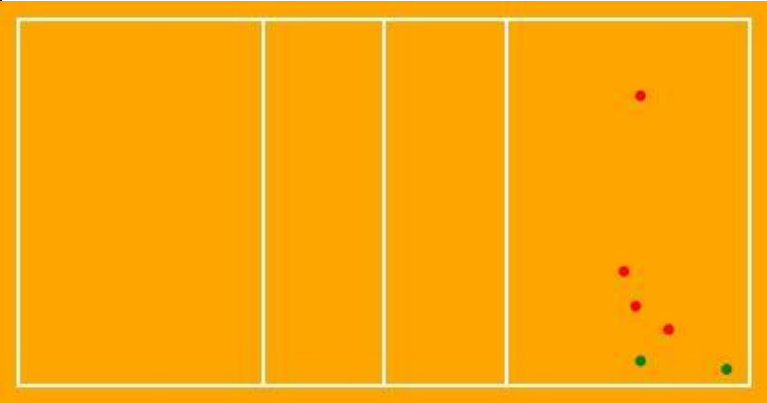
Serve

Player #7 Ushakov Vladislav

Glider

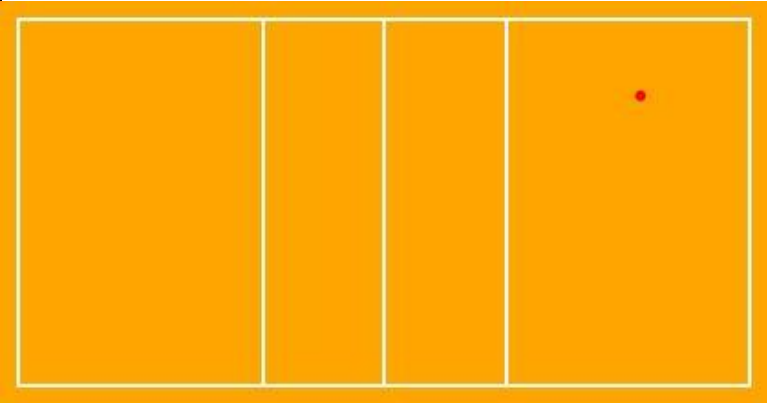
Total Glider

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



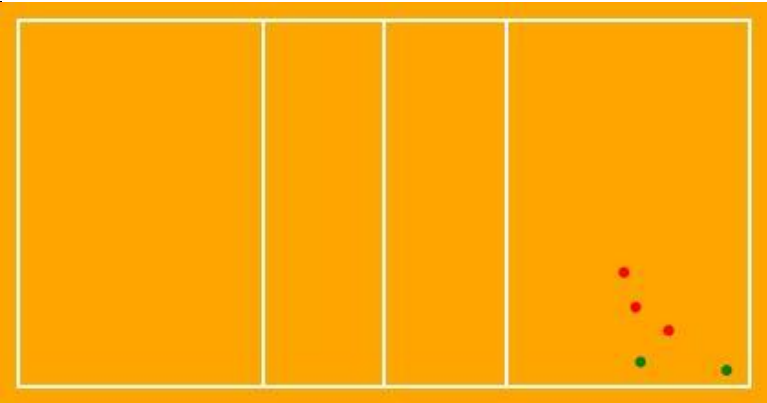
Glider Direction 1

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



Glider Direction 5

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



Reception

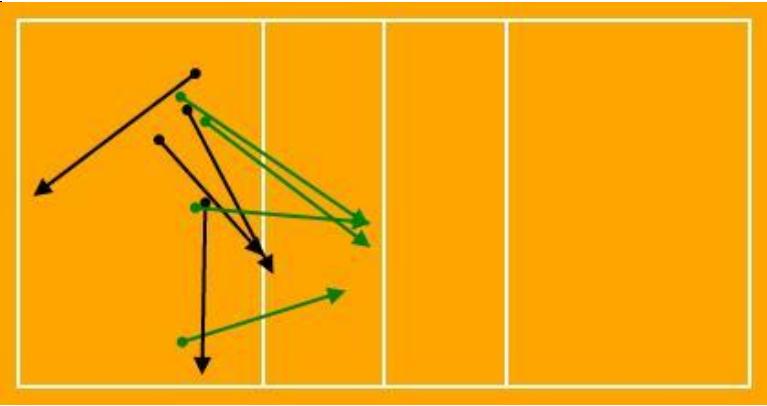
Player #7 Ushakov Vladislav



# Glider

Total Glider

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

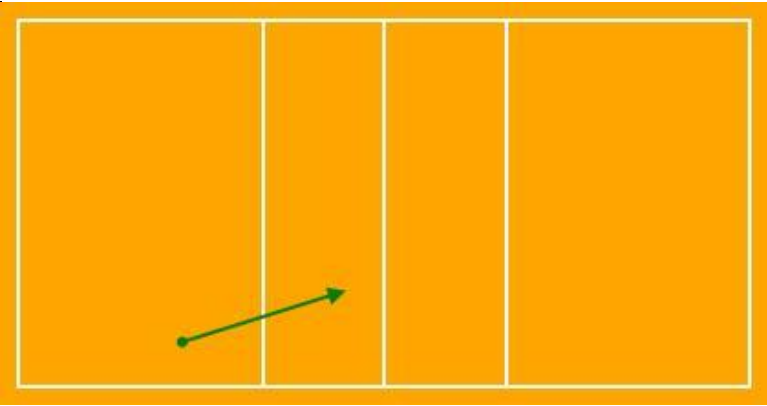


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
5(62%) #: 40%, #+: 40% !/-: 60%, =: 0%	2(25%) #: 50%, #+: 50% !/-: 50%, =: 0%	1(12%) #: 0%, #+: 100% !/-: 0%, =: 0%

## Glider Zone #1

Upper

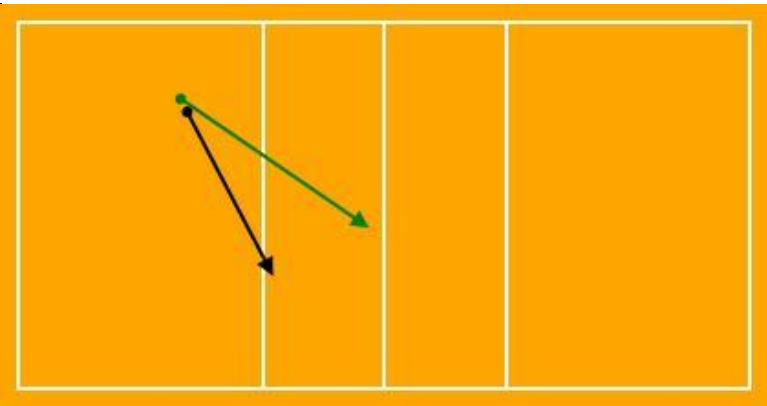
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



## Glider Zone #5

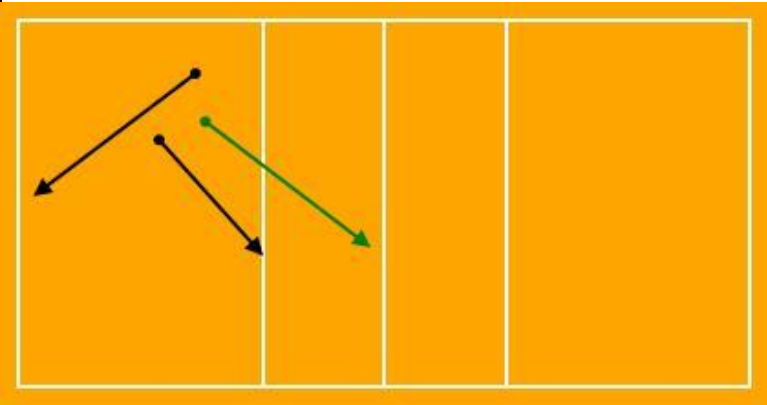
Lower

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



Upper

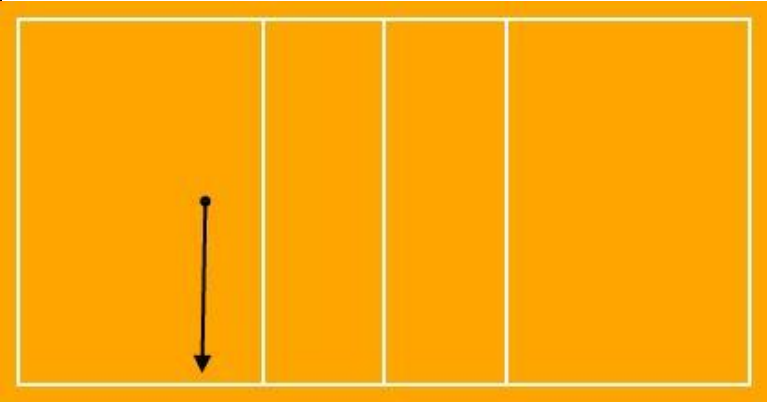
Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1	.	.	2	.	.



# Glider Zone #6

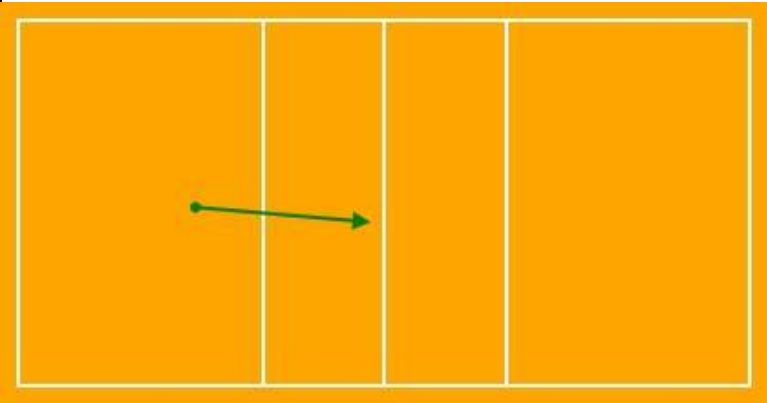
Lower

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



Upper

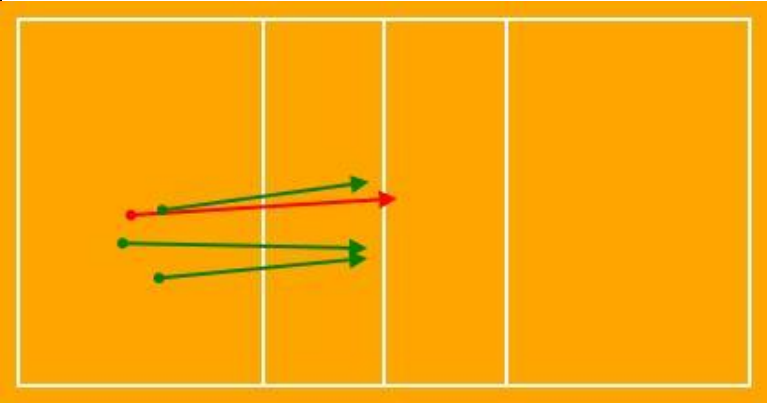
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Jump

Total Jump

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

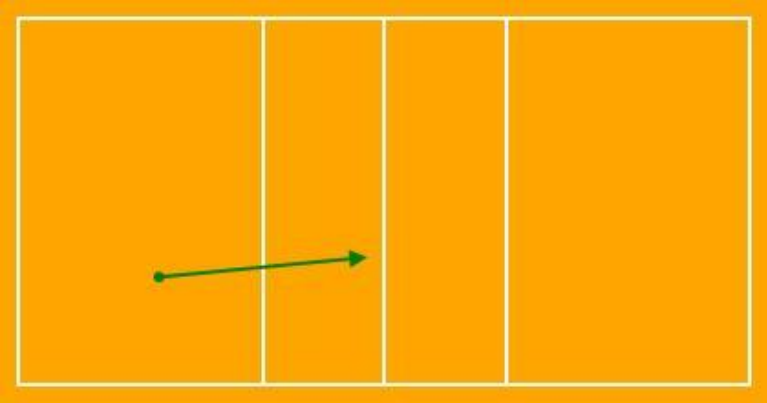


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	3(75%) #: 66%, #+: 66% !/-: 33%, =: 0%	1(25%) #: 100%, #+: 100% !/-: 0%, =: 0%

# Jump Zone #1

Lower

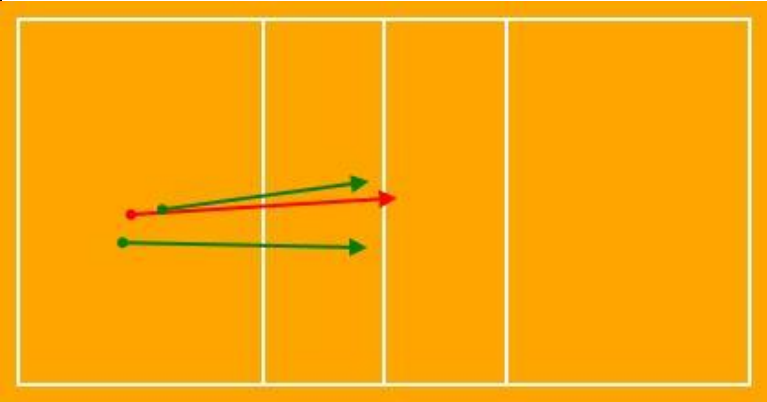
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Jump Zone #6

Lower

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

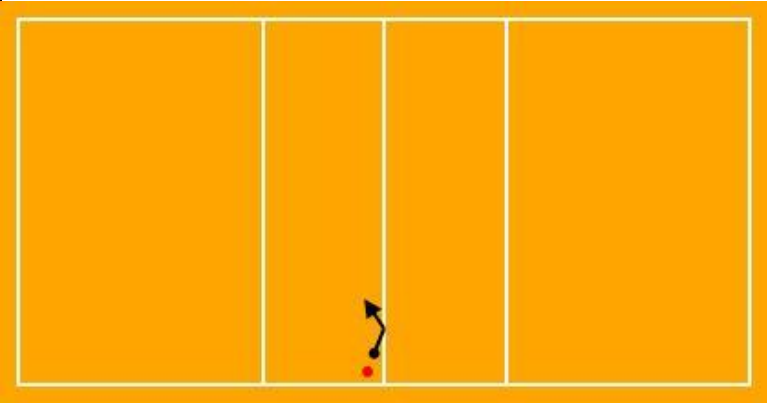


## Attack Player #7 Ushakov Vladislav

### Position 1

Total position 1

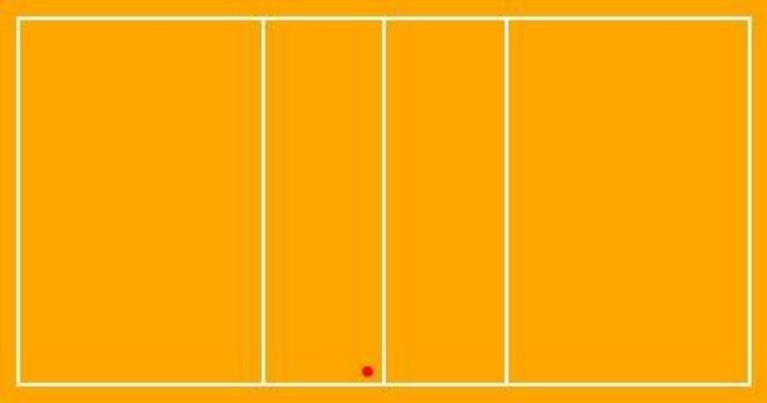
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



### Zone #1 1 blockers

Set quality: #

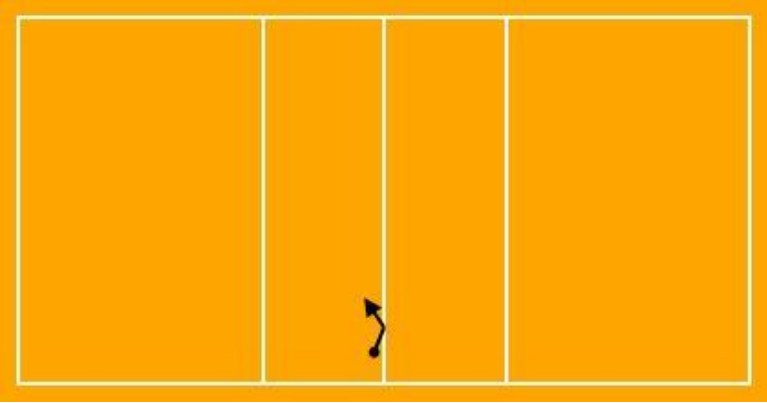
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



### Zone #1 1.5 blockers

Set quality: +

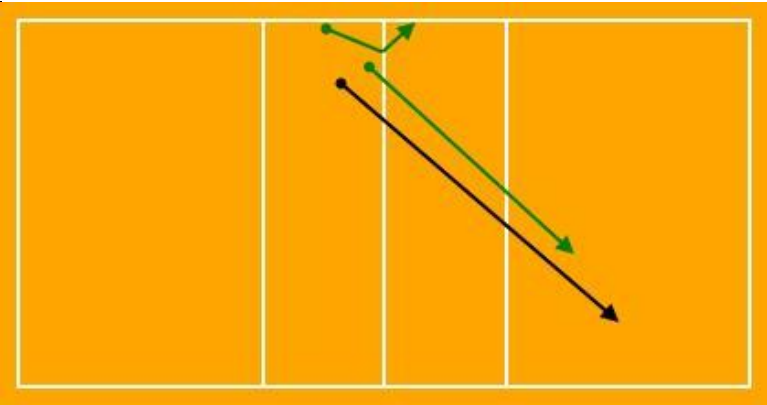
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



### Position 4

Total position 4

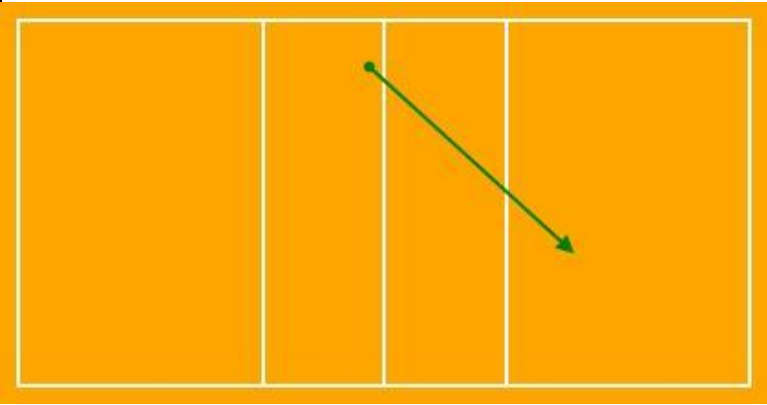
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #4 0 blockers

Set quality: #

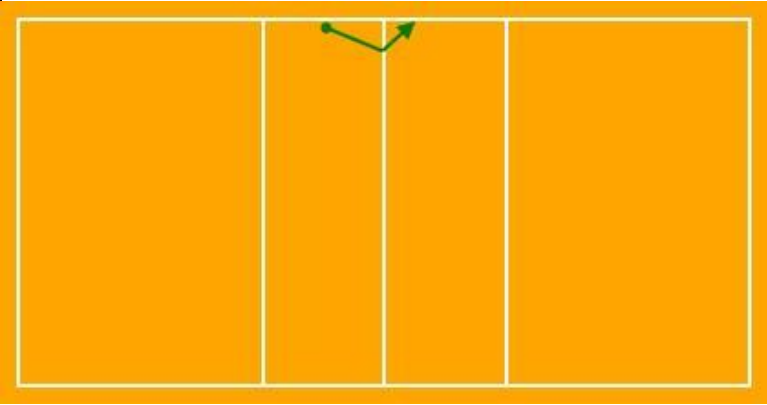
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Zone #4 1 blockers

Set quality: +

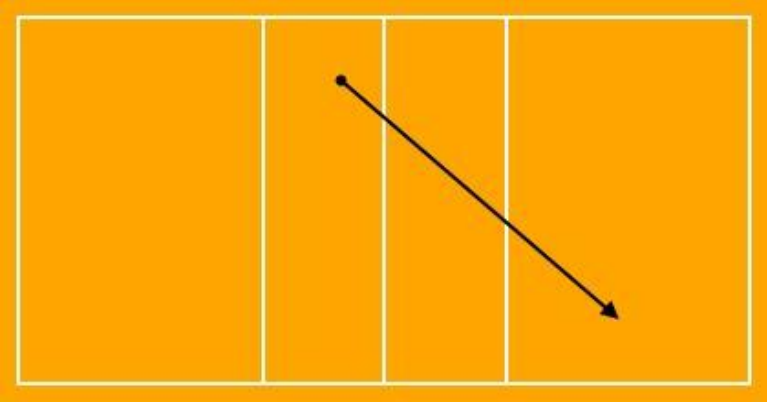
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Zone #4 2 blockers

Set quality: !

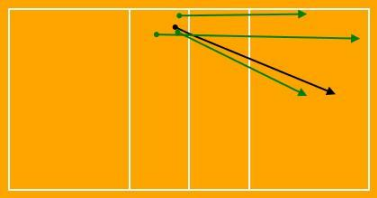
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 5

Total position 5

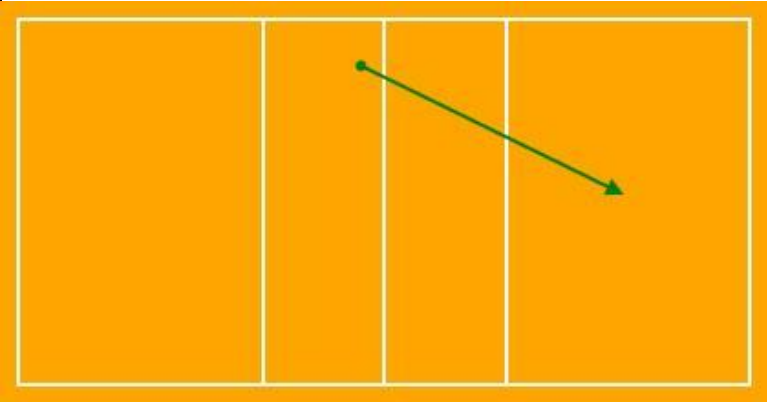
Total	#	+	!	/	-	=
	75%	0%	0%	25%	0%	0%
4	3	.	.	1	.	.



# Zone #5 1 blockers

Set quality: +

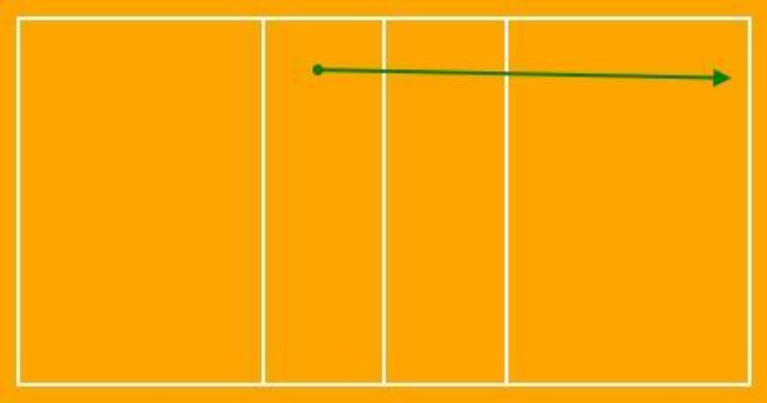
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Zone #5 2 blockers

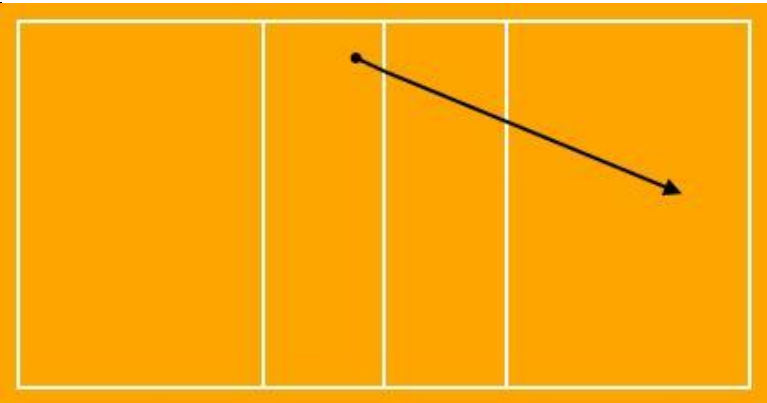
Set quality: /

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



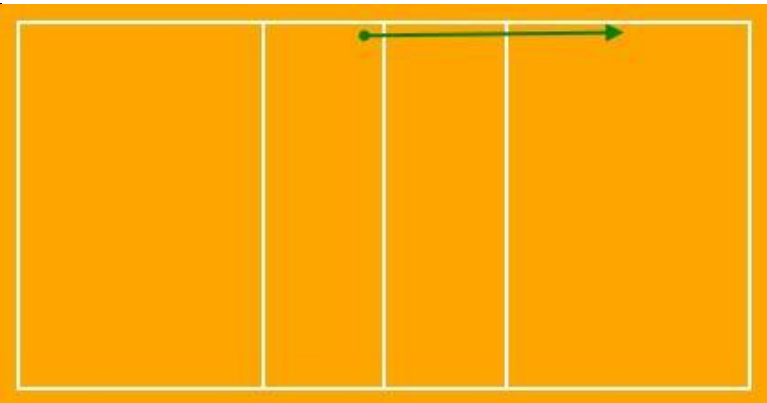
Set quality: !

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



Set quality: #

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



# Player #10 Klimov Alexey

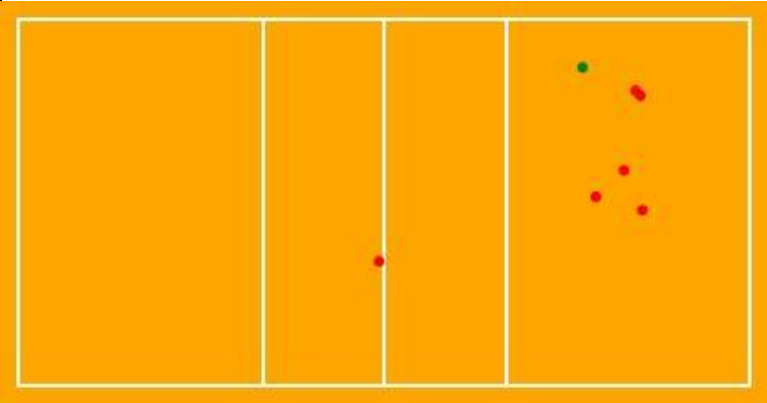
Serve

Player #10 Klimov Alexey

Glider

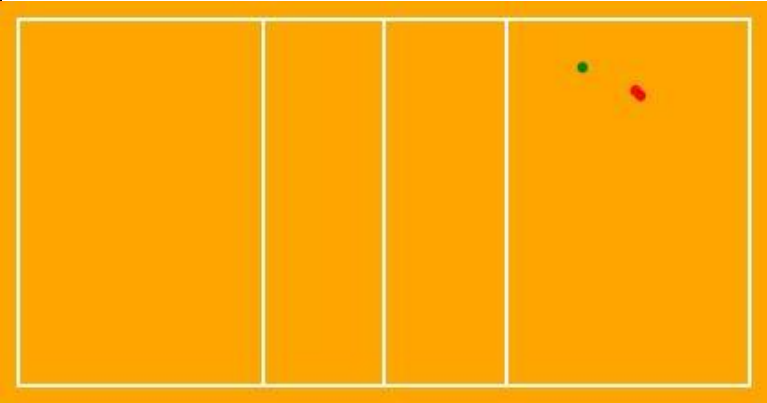
Total Glider

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



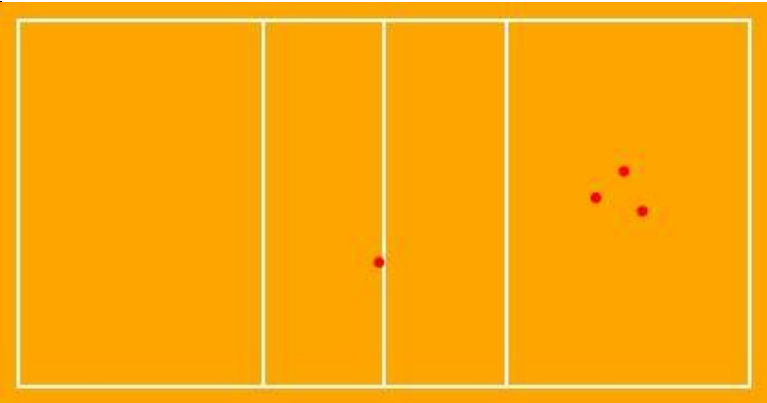
Glider Direction 1

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



Glider Direction 6

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



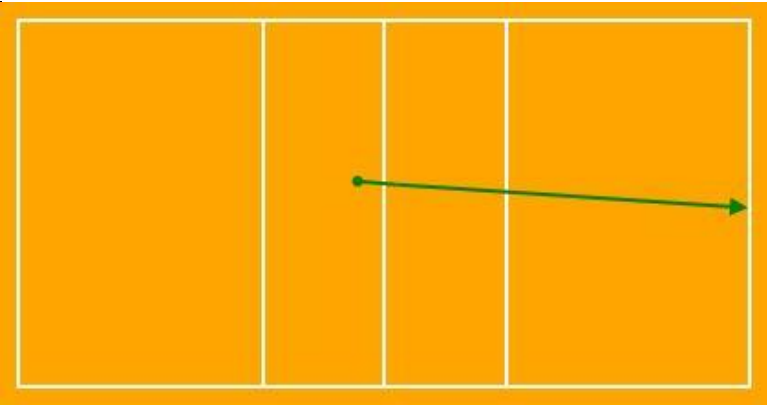
Attack

Player #10 Klimov Alexey

# Position 2

Total position 2

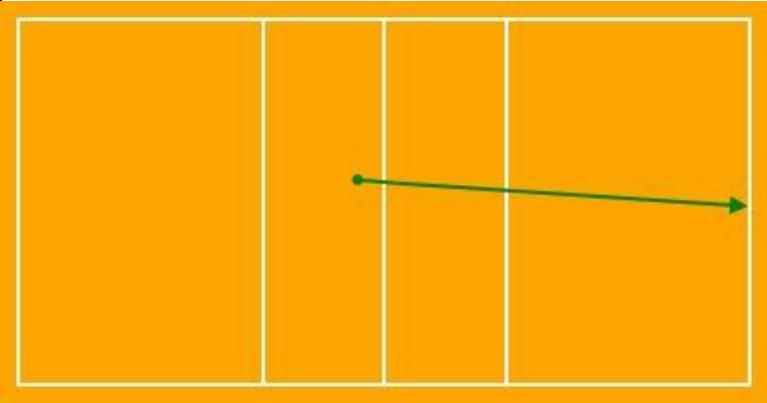
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #2 2.5 blockers

Set quality: !

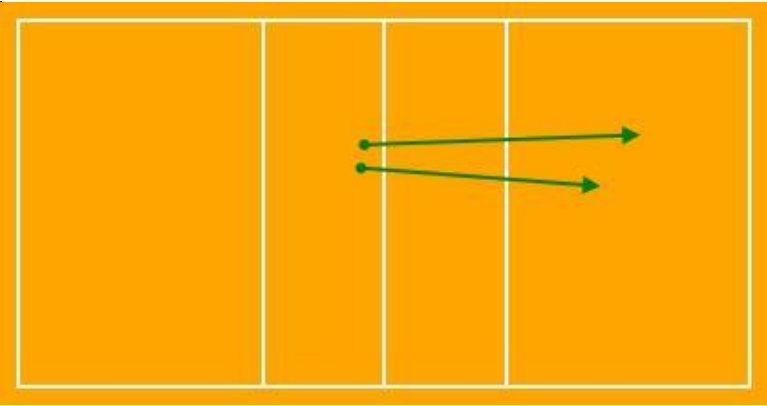
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Position 3

Total position 3

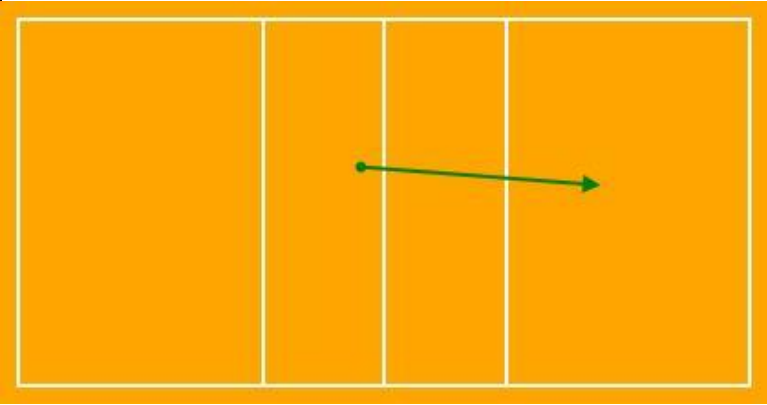
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



## Zone #3 1 blockers

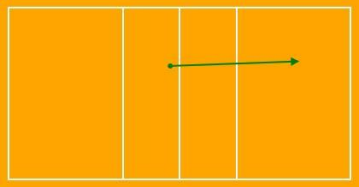
Set quality: !

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



Set quality: +

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



# Player #13

# Trofimov Lev

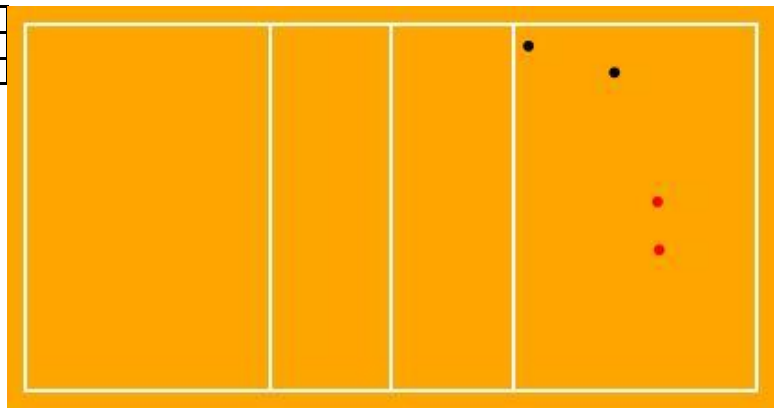
Serve

Player #13 Trofimov Lev

Glider

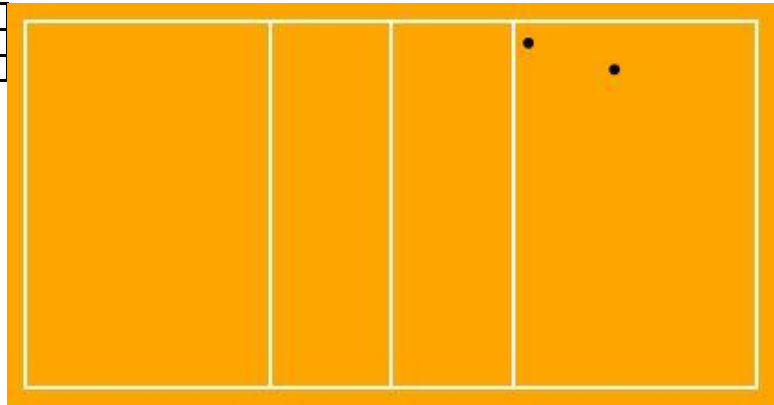
Total Glider

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



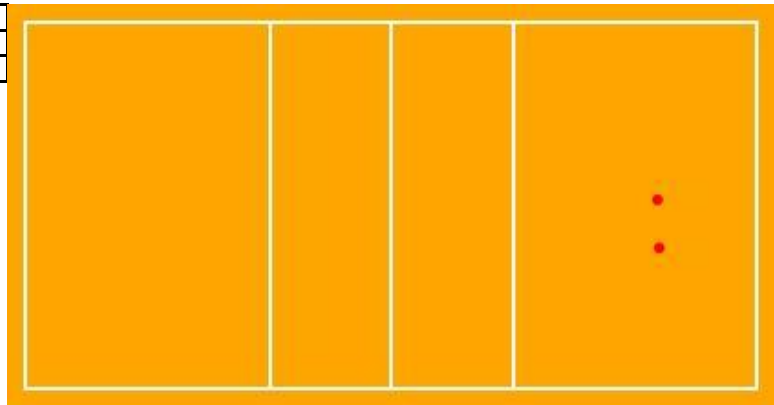
Glider Direction 1

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



Glider Direction 6

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



Reception

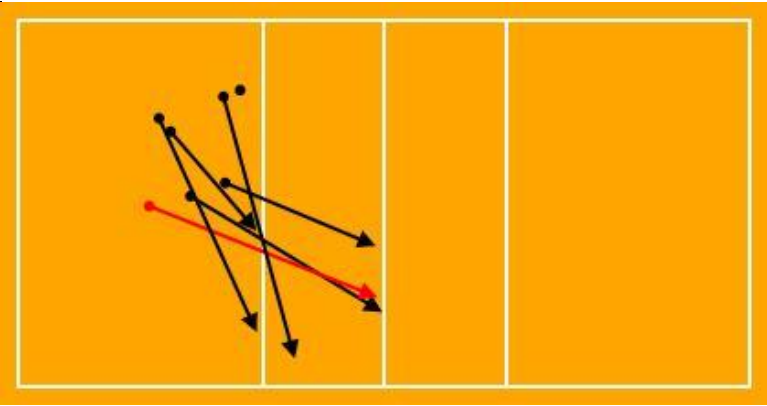
Player #13 Trofimov Lev



# Glider

Total Glider

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

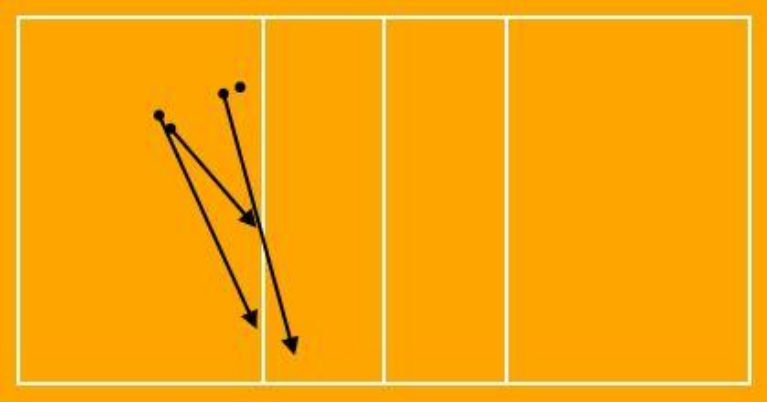


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
4(57%) #: 0%, #+: 0% !/-: 100%, =: 0%	3(42%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

## Glider Zone #5

Lower

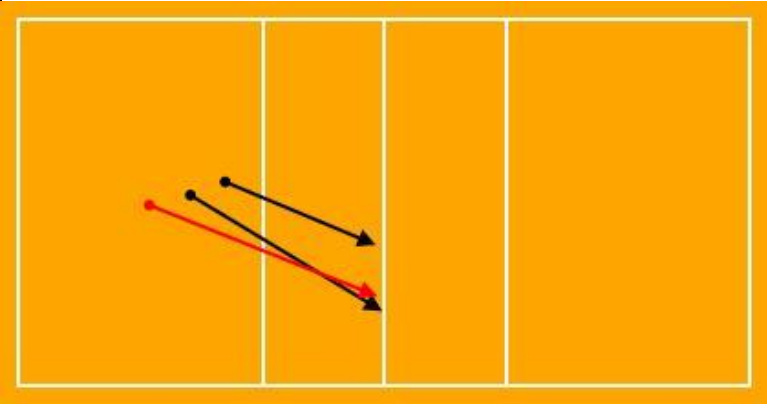
Total	#	+	!	/	-	=
	0%	0%	75%	25%	0%	0%
4	.	.	3	1	.	.



## Glider Zone #6

Upper

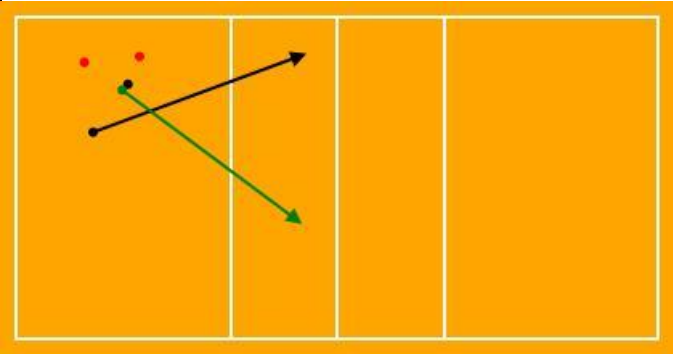
Total	#	+	!	/	-	=
	0%	0%	33%	33%	33%	0%
3	.	.	1	1	1	.



# Jump

Total Jump

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

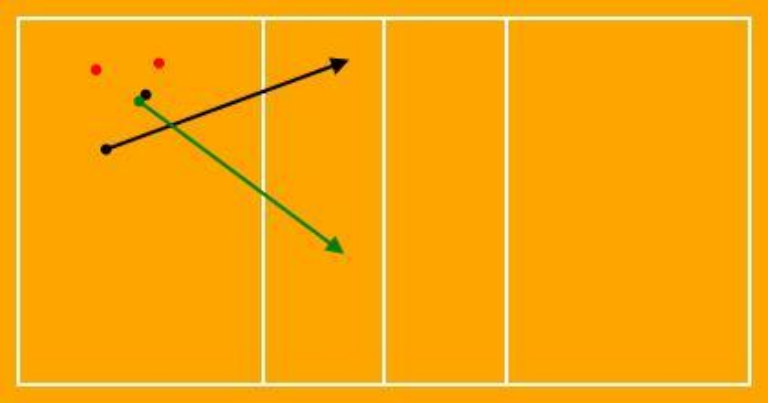


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
5(100%)	.(0%)	.(0%)
#: 0%, #+: 20%	#: ., #+: .	#: ., #+: .
!/-: 40%, =:	!/-: ., =: .	!/-: ., =: .
40%		

## Jump Zone #5

Lower

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



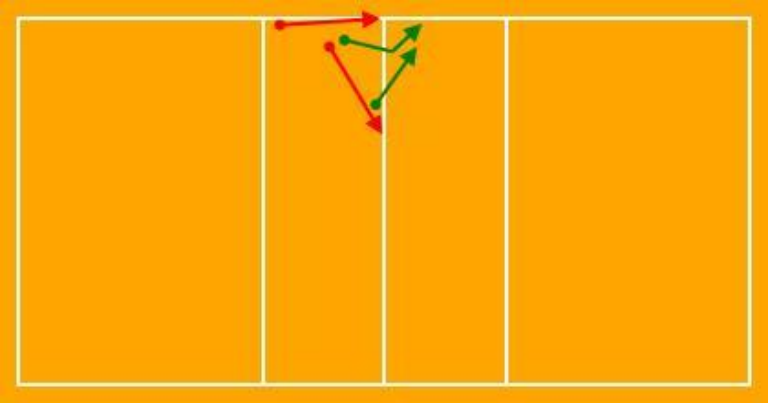
# Attack

## Player #13 Trofimov Lev

## Position 4

Total position 4

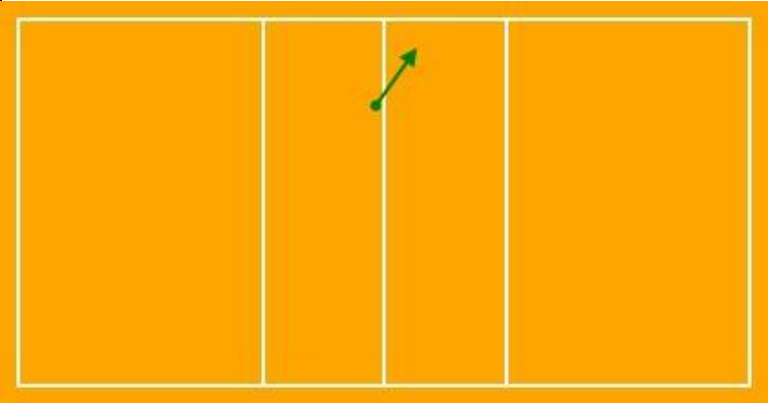
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
4	2	.	.	.	.	2



## Zone #4 0 blockers

Set quality: #

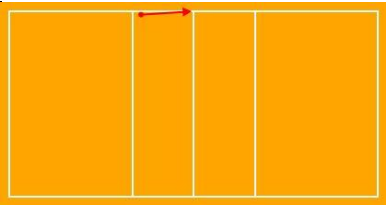
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 1 blockers

Set quality: /

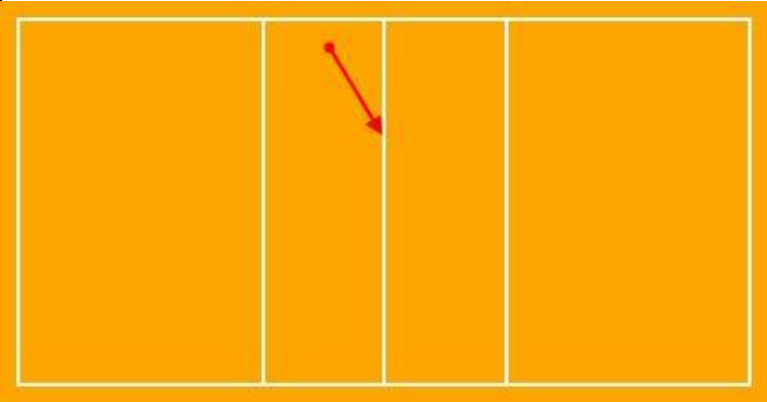
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



## Zone #4 2 blockers

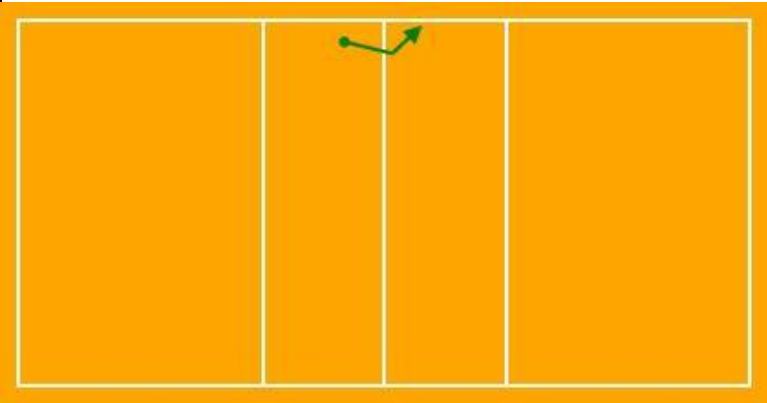
Set quality: !

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



Set quality: +

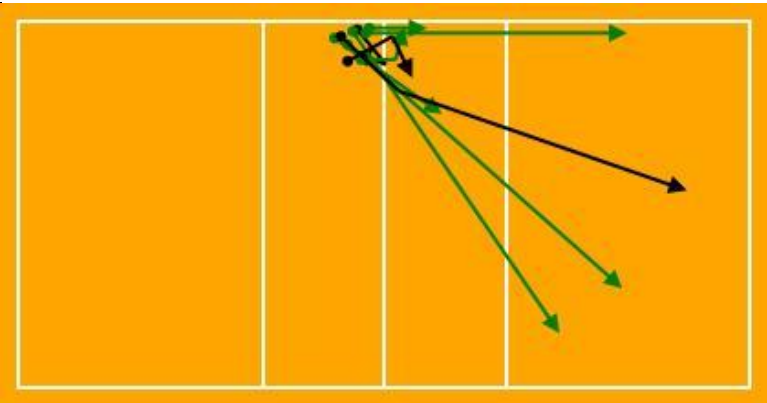
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Position 5

Total position 5

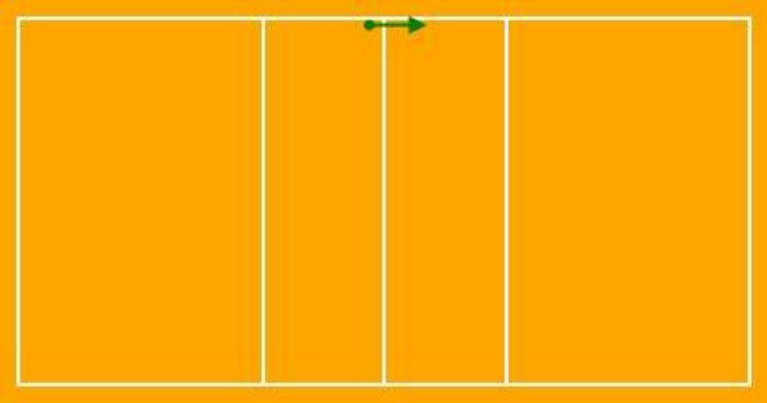
Total	#	+	!	/	-	=
	55%	11%	0%	33%	0%	0%
9	5	1	.	3	.	.



## Zone #5 0 blockers

Set quality: !

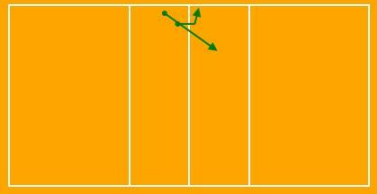
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #5 1 blockers

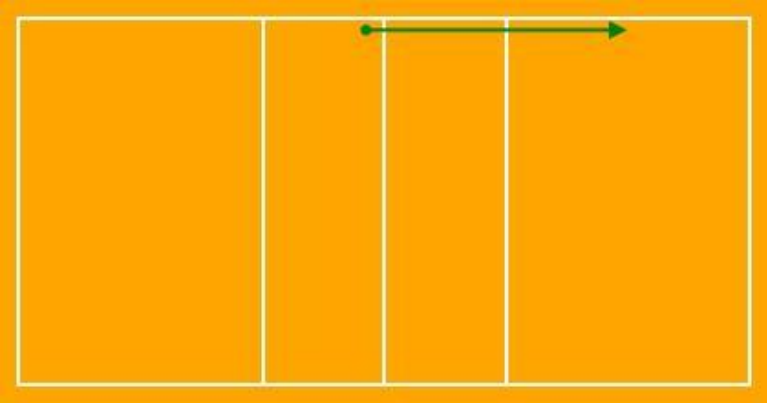
Set quality: !

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



Set quality: #

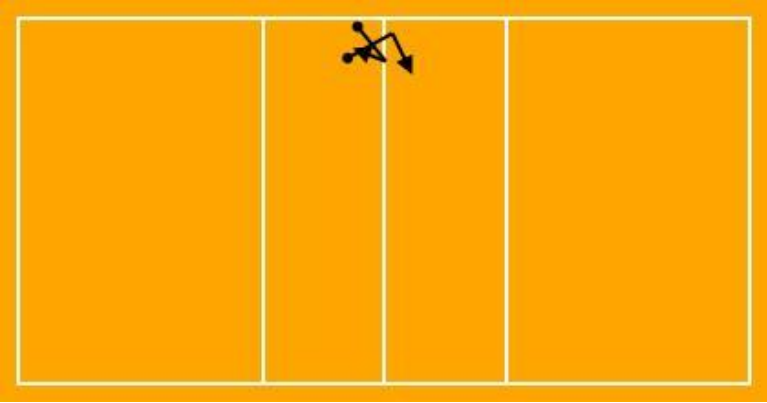
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Zone #5 2 blockers

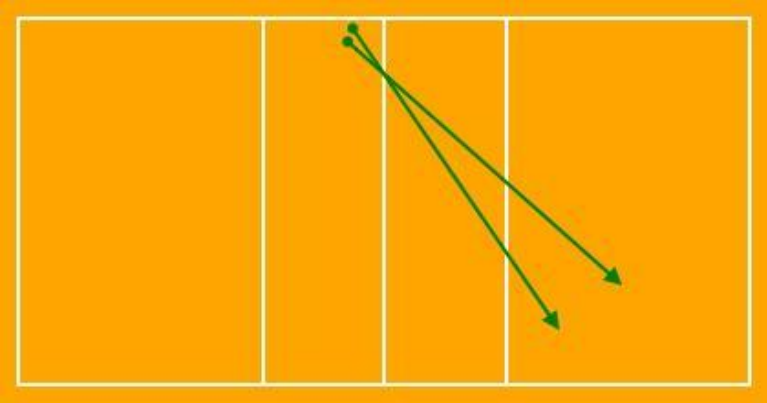
Set quality: !

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



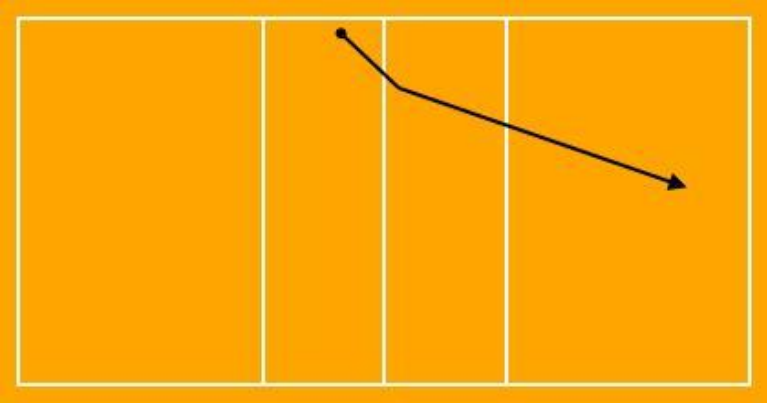
Set quality: +

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



Set quality: #

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



# Player #14

# Ahmadullin Timur

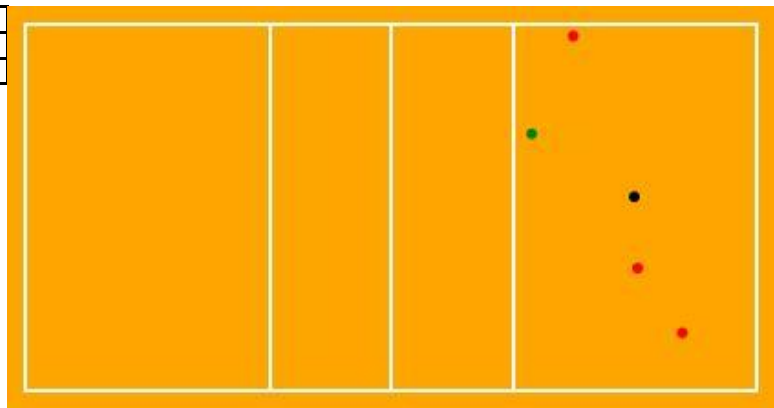
Serve

Player #14 Ahmadullin Timur

## Glider

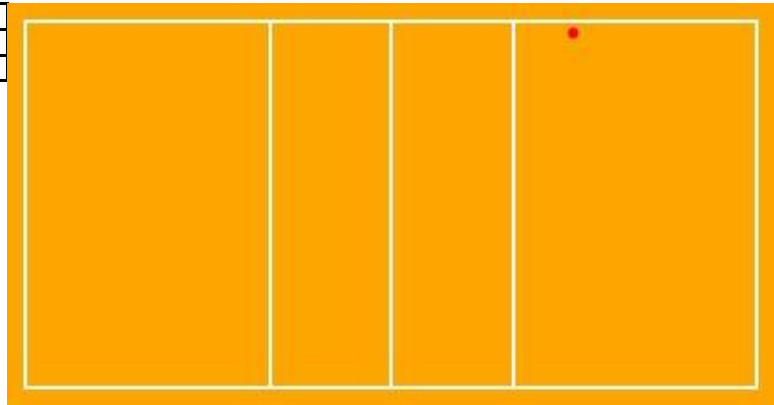
Total Glider

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



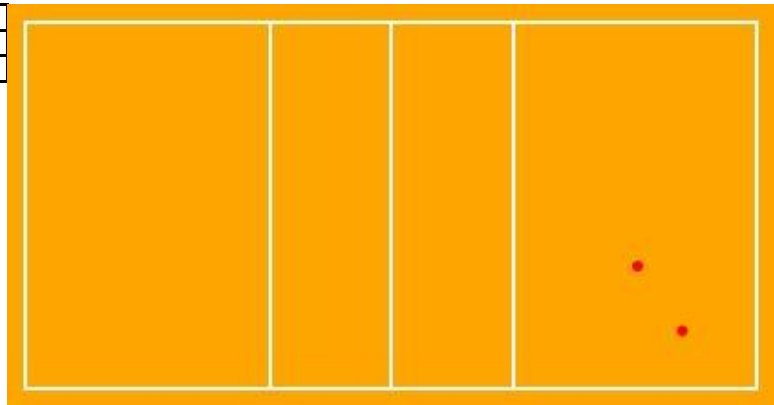
## Glider Direction 1

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



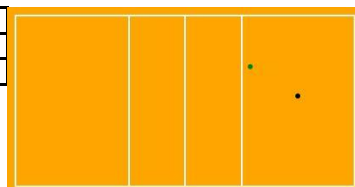
## Glider Direction 5

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



## Glider Direction 6

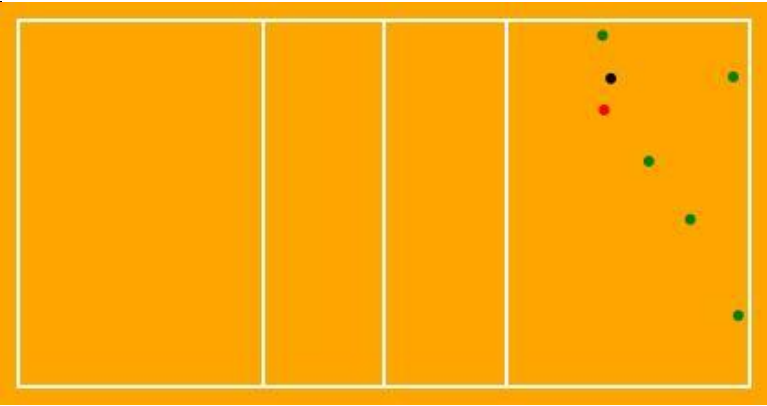
Total	#	+	!	/	-	=
	0%	50%	0%	50%	0%	0%
2	.	1	.	1	.	.



# Jump

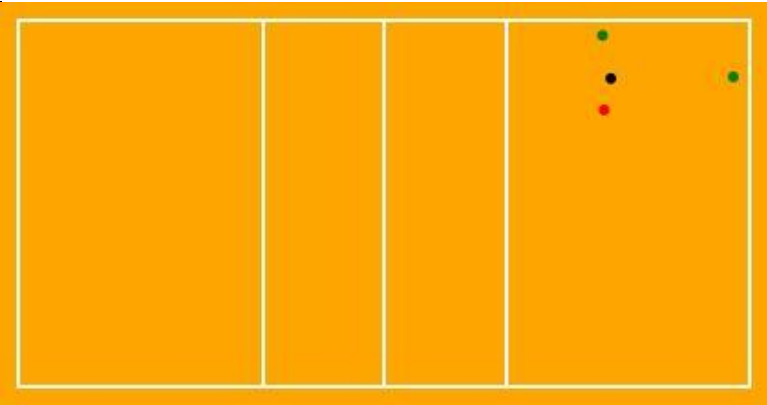
Total Jump

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



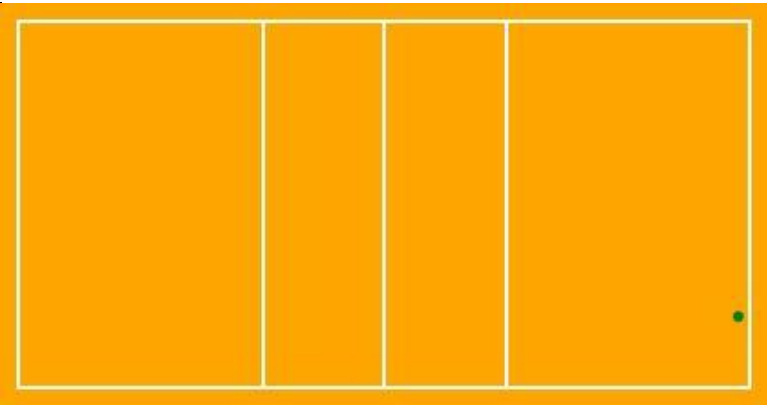
Jump Direction 1

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



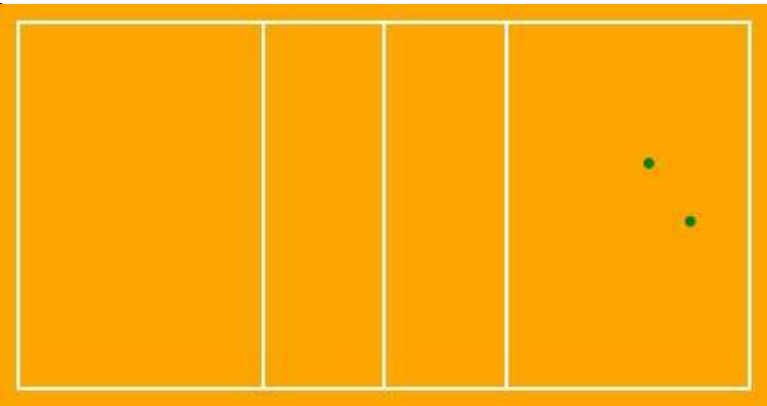
Jump Direction 5

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



Jump Direction 6

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



# Attack

## Player #14 Ahmadullin Timur

### Position 2

Total position 2

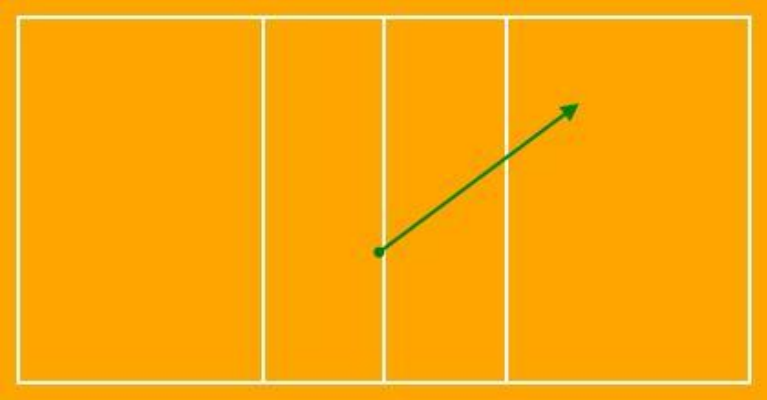
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



## Zone #2 0 blockers

Set quality: #

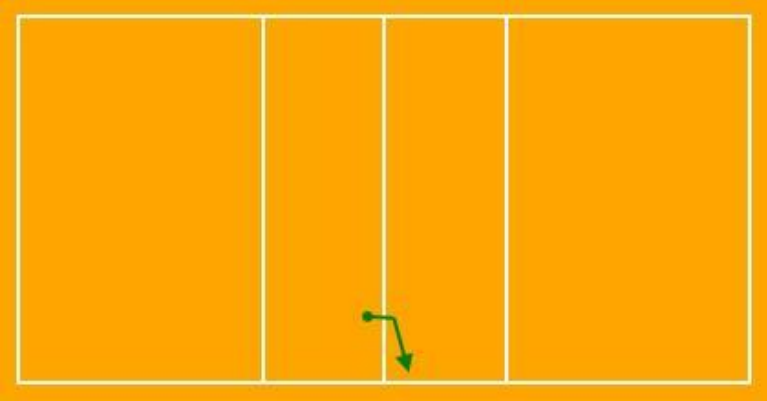
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #2 1 blockers

Set quality: #

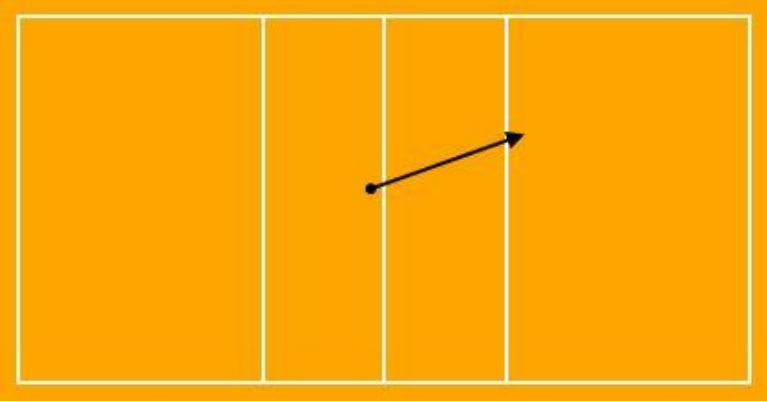
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Position 4

Total position 4

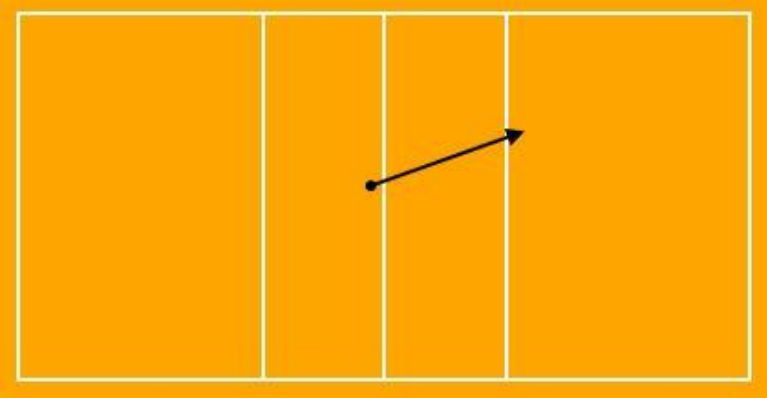
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #4 0 blockers

Set quality: #

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



# Player #15

# Lyashenko Andron

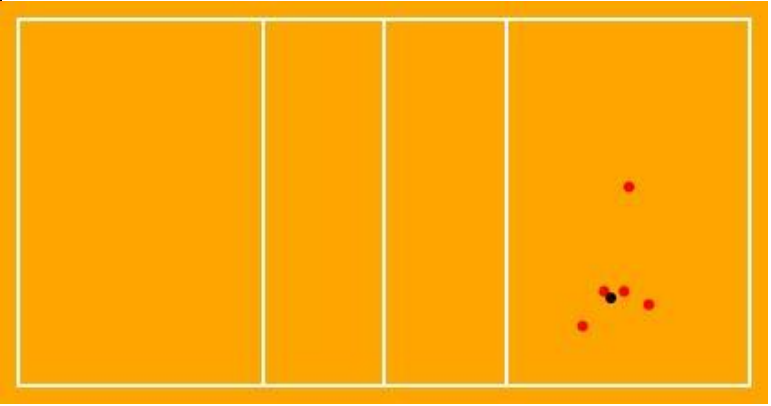
Serve

Player #15 Lyashenko Andron

Glider

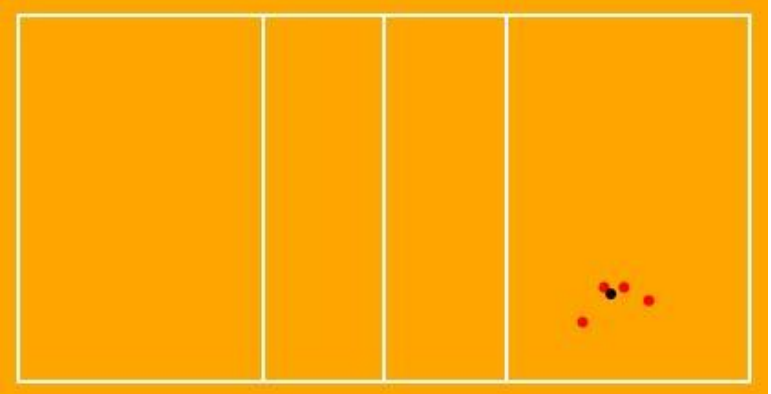
Total Glider

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



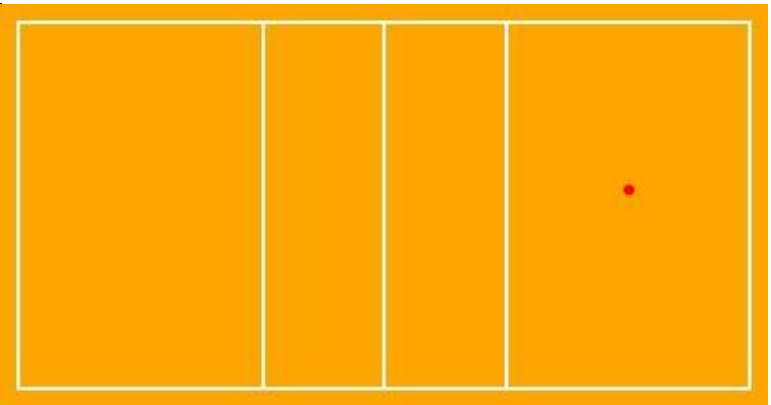
Glider Direction 5

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



Glider Direction 6

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



Attack

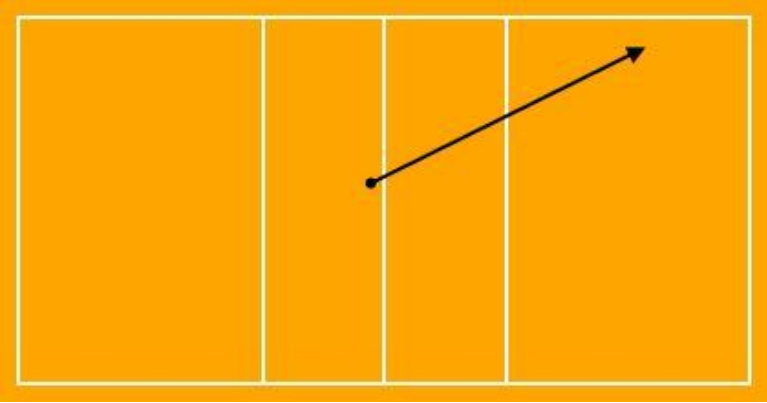
Player #15 Lyashenko Andron



# Position 2

Total position 2

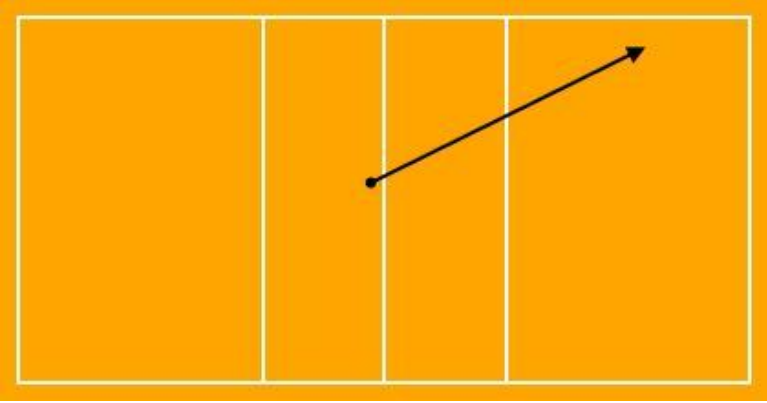
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #2 1 blockers

Set quality: +

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



# Player #17

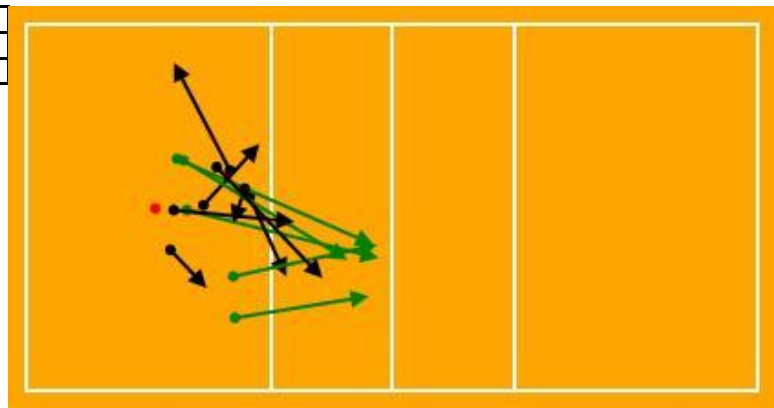
## Fedunov Daniil

Reception  
Player #17 Fedunov Daniil

### Glider

Total Glider

Total	#	+	!	/	-	=
	30%	7%	23%	30%	0%	7%
13	4	1	3	4	.	1

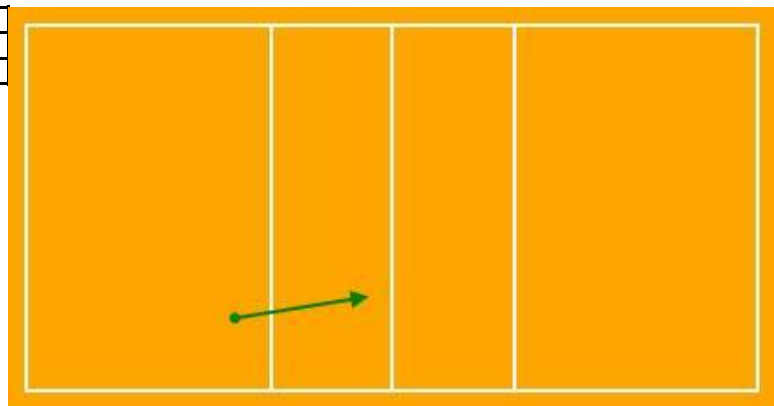


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	12(92%) #: 25%, #+: 33% !/-: 58%, =: 8%	1(7%) #: 100%, #+: 100% !/-: 0%, =: 0%

### Glider Zone #1

Lower

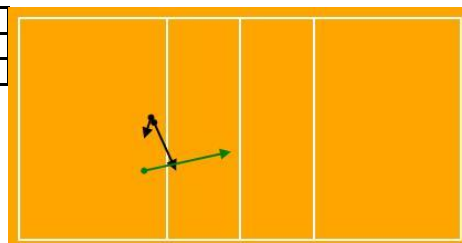
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Glider Zone #6

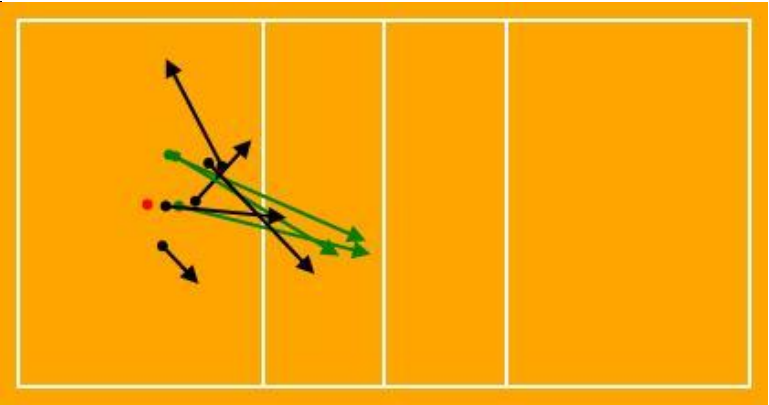
Lower

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



Upper

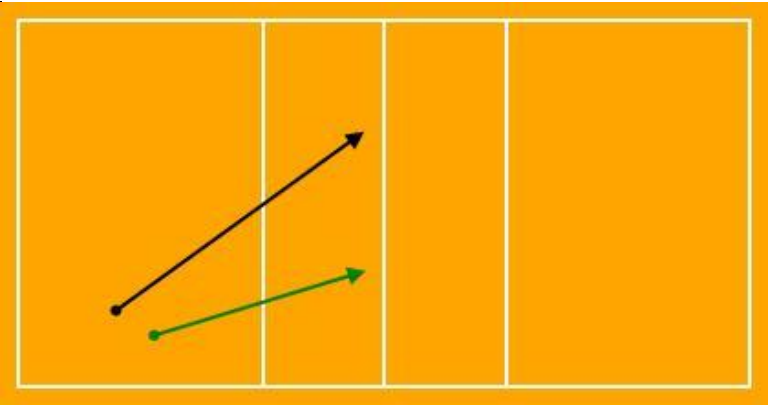
Total	#	+	!	/	-	=
	22%	11%	22%	33%	0%	11%
9	2	1	2	3	.	1



Jump

Total Jump

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



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

Jump Zone #1

Lower

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

