

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	9	12	1	33%	4	.	.	.	.	.	10	.	.	7	70%	70%	1	100%	0%	.	2	100%
#2 Baiduji	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#7 Ushakov	1	1	1	.	100%	.	1	.	100%	0%	0%	2	.	.	1	100%	50%	.	.	.	.	.	.
#8 Shchipko	6	5	10	1	10%	.	11	.	36%	36%	27%	7	.	.	6	85%	85%	.	0%	100%	.	3	66%
#10 Klimov	6	5	9	.	44%	1	1	.	0%	100%	100%	8	1	.	5	62%	62%	.	66%	33%	.	3	100%
#12 Volkov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#13 Trofimov	2	-2	2	1	0%	.	4	.	0%	75%	50%	7	2	1	2	42%	28%	.	100%	0%	.	4	75%
#14 Ahmadullin	1	-2	7	1	28%	1	.	.	.	.	.	1	1	.	.	0%	0%	.	.	.	.	2	100%
#15 Lyashenko	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#16 Pyanov	4	-1	7	2	14%	.	.	.	.	.	.	7	3	.	3	42%	42%	.	25%	75%	1	1	100%
#17 Fedunov	.	0	.	.	.	.	6	.	16%	50%	50%	.	.	.	.	.	.	.	.	.	.	4	100%
#18 Ziva	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#24 Scherbakov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Total	31	15	48	6	27%	6	23	.	26%	47%	39%	42	7	1	24	61%	57%	1	54%	45%	1	19	89%

# Player #1

# Vasilchenko

# Dmitrii

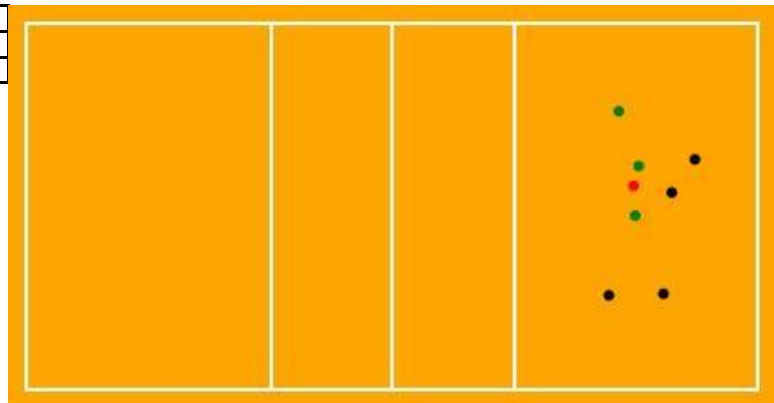
Serve

Player #1 Vasilchenko Dmitrii

## Glider

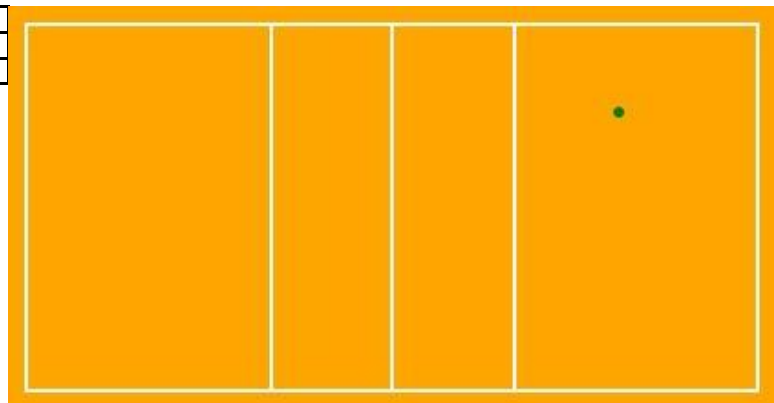
Total Glider

Total	#	+	!	/	-	=
	37%	0%	50%	0%	12%	0%
8	3	.	4	.	1	.



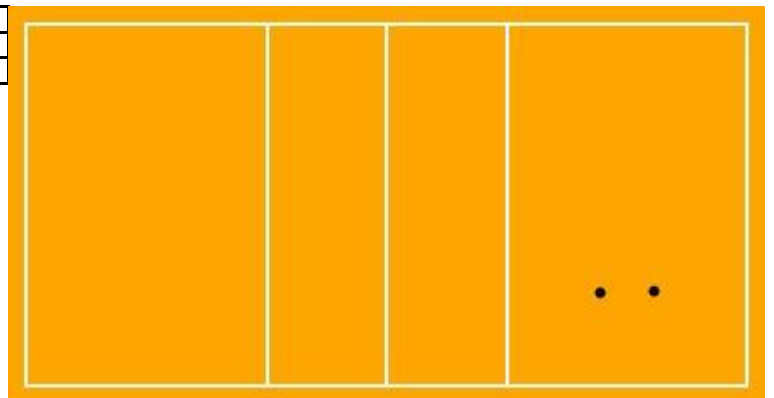
Glider Direction 1

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



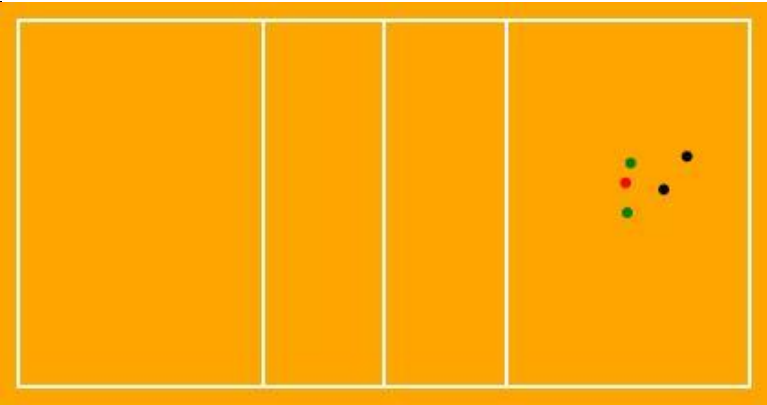
Glider Direction 5

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



Glider Direction 6

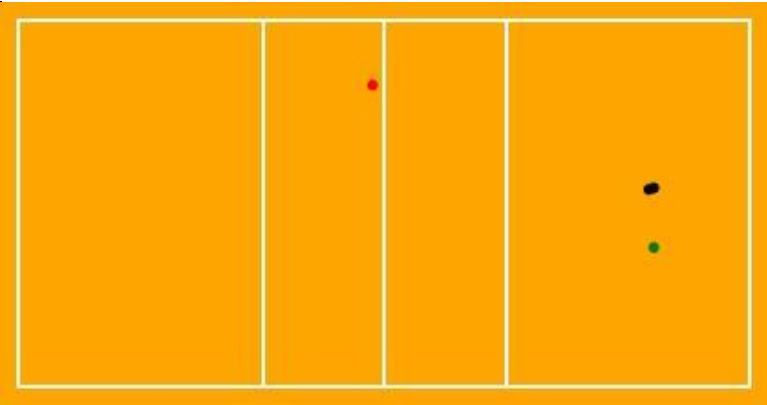
Total	#	+	!	/	-	=
	40%	0%	40%	0%	20%	0%
5	2	.	2	.	1	.



Jump

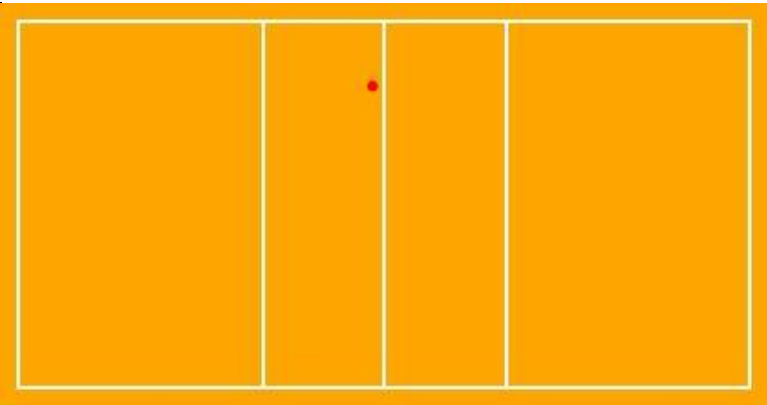
Total Jump

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



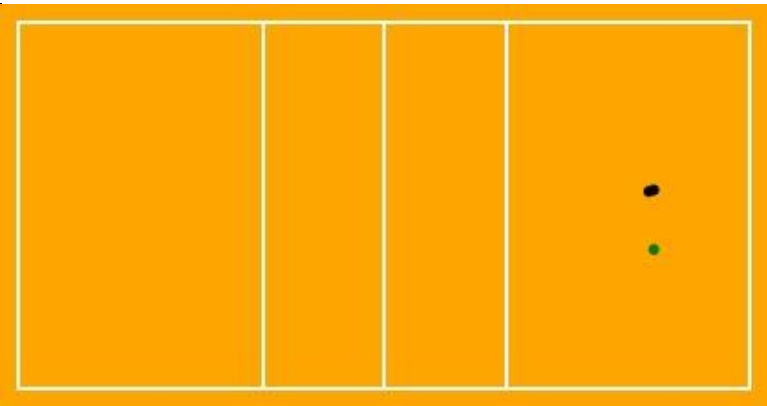
Jump Direction 1

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



Jump Direction 6

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



Attack  
Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

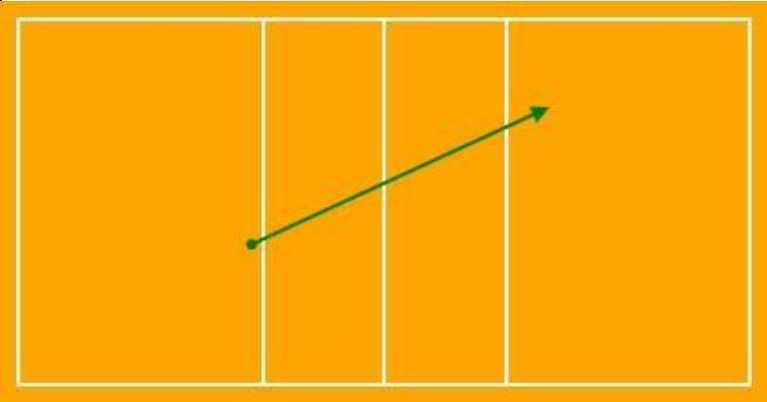
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
6	4	.	.	2	.	.



# Zone #1 0 blockers

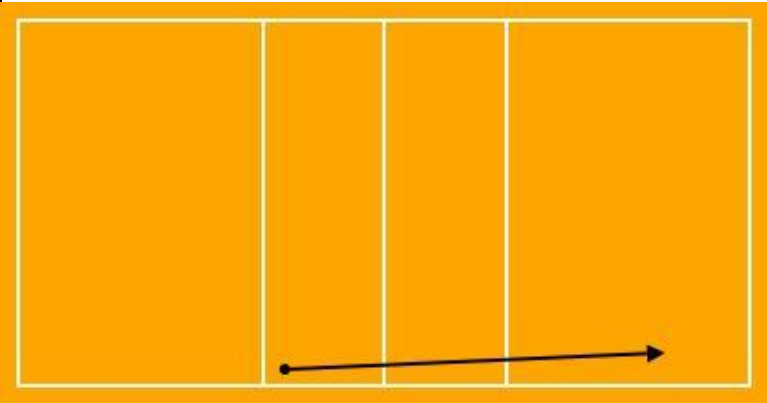
Set quality: -

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



Set quality: +

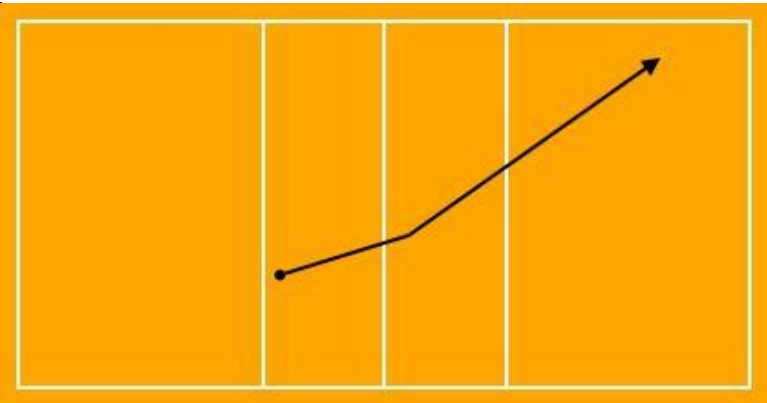
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



# Zone #1 1.5 blockers

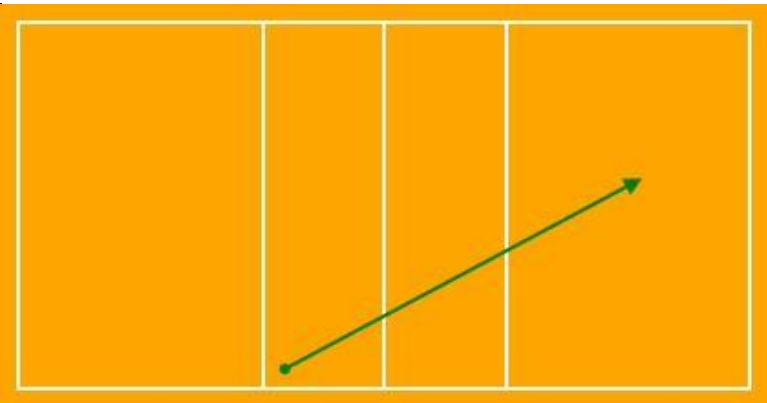
Set quality: /

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



Set quality: #

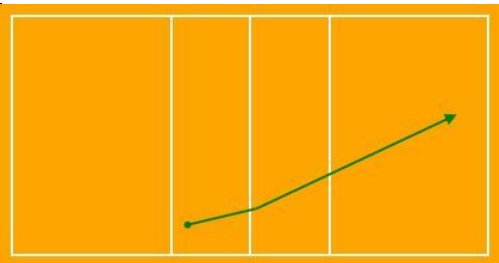
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Zone #1 2 blockers

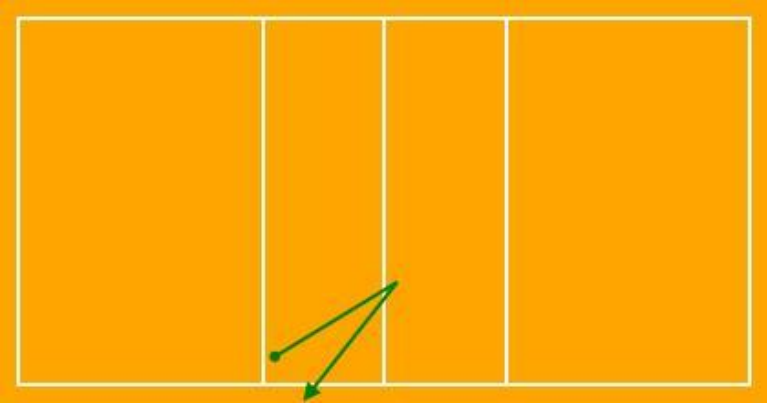
Set quality: !

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



Set quality: #

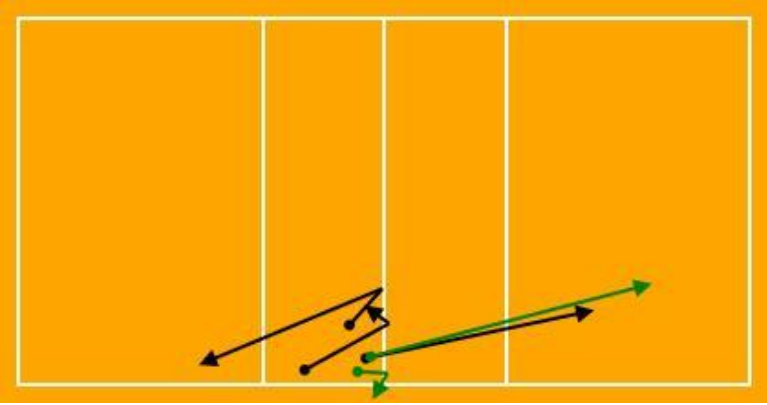
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Position 2

Total position 2

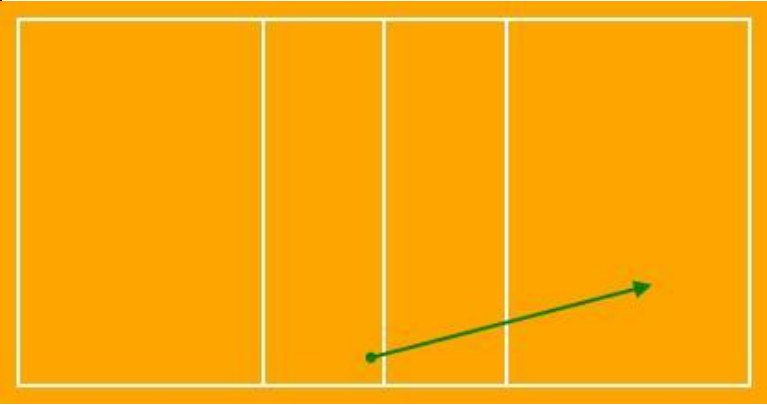
Total	#	+	!	/	-	=
	40%	0%	20%	40%	0%	0%
5	2	.	1	2	.	.



Zone #2 1 blockers

Set quality: +

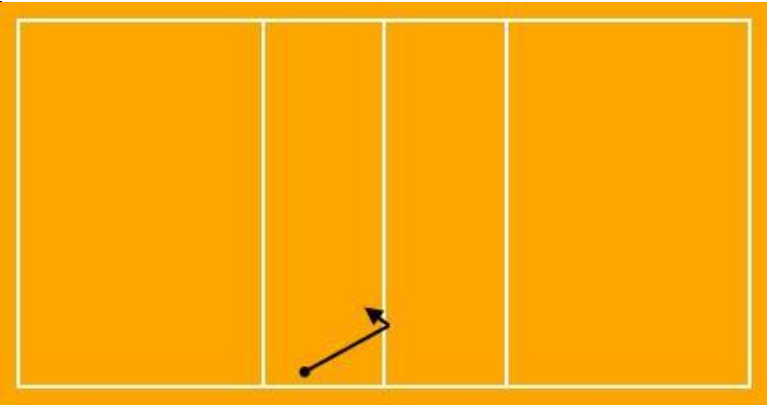
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Zone #2 1.5 blockers

Set quality: /

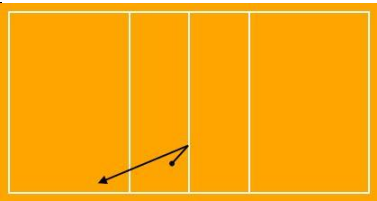
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Zone #2 2 blockers

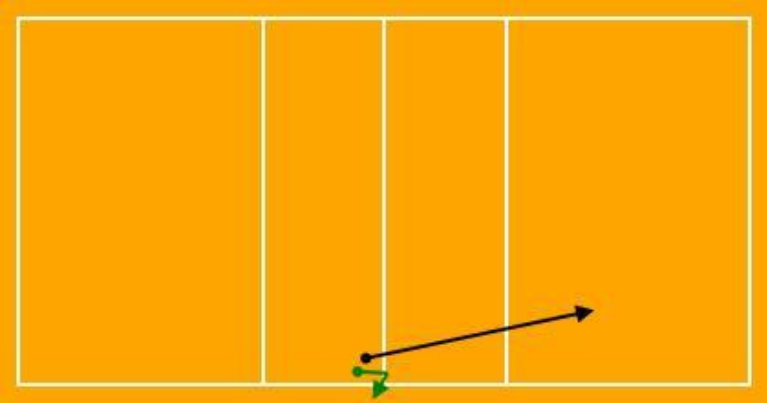
Set quality: !

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



Set quality: #

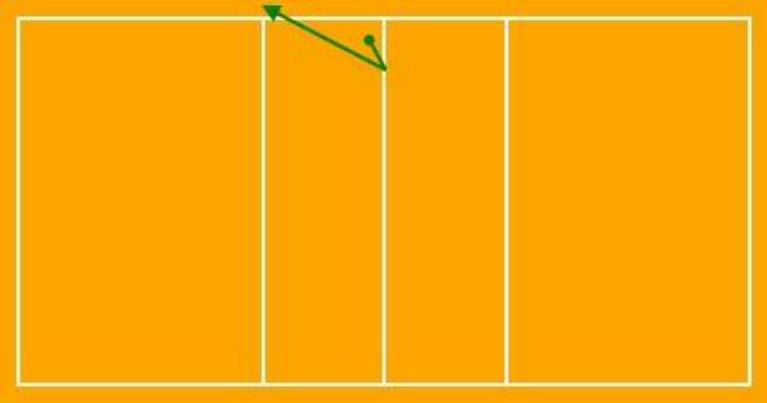
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



# Position 4

Total position 4

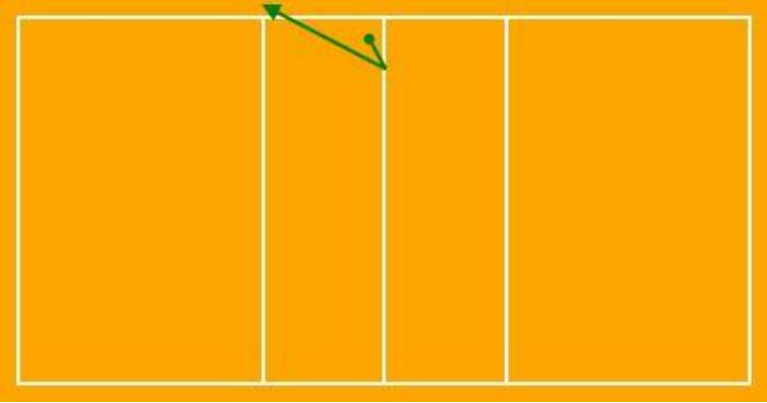
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 1.5 blockers

Set quality: !

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



# Player #7 Ushakov Vladislav

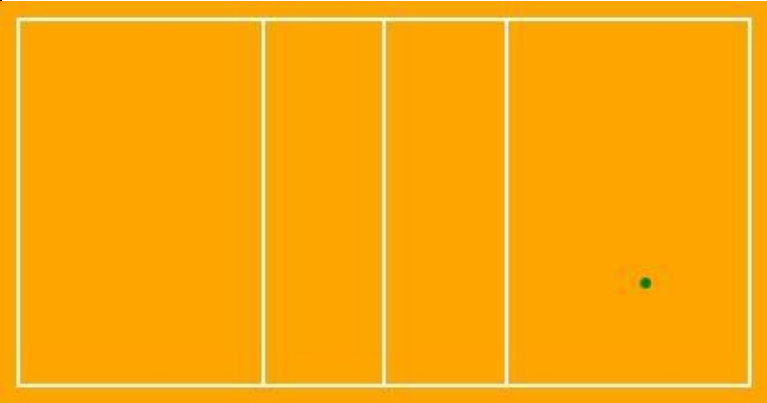
Serve

Player #7 Ushakov Vladislav

Glider

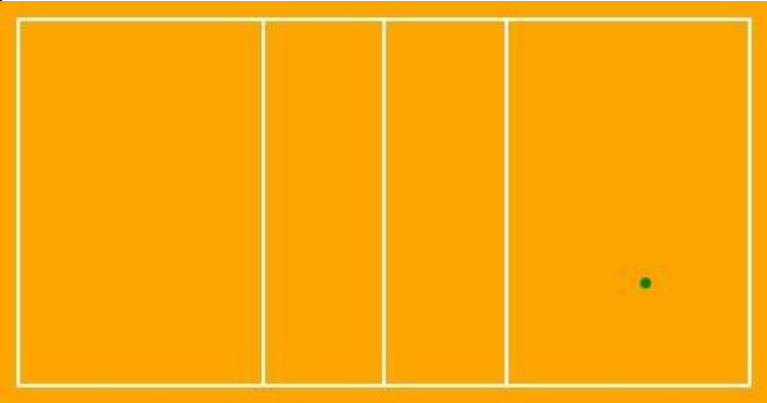
Total Glider

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



Glider Direction 5

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



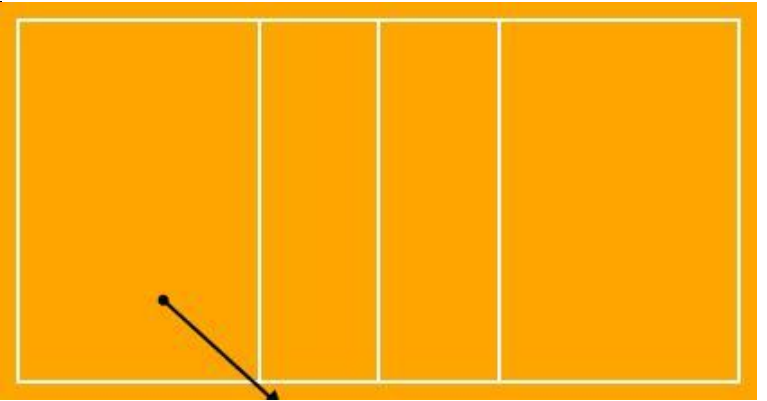
Reception

Player #7 Ushakov Vladislav

Glider

Total Glider

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

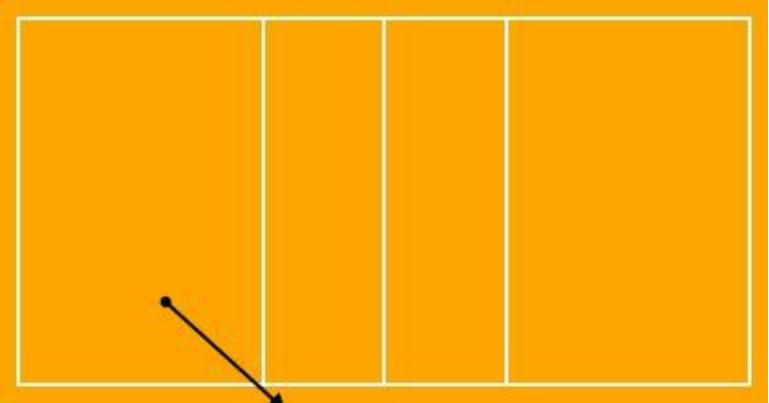


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	.(0%)	1(100%)
#: ., #+: .	#: ., #+: .	#: 0%, #+: 0%
!/-: ., =: .	!/-: ., =: .	!/-: 100%, =: 0%

## Glider Zone #1

Upper

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



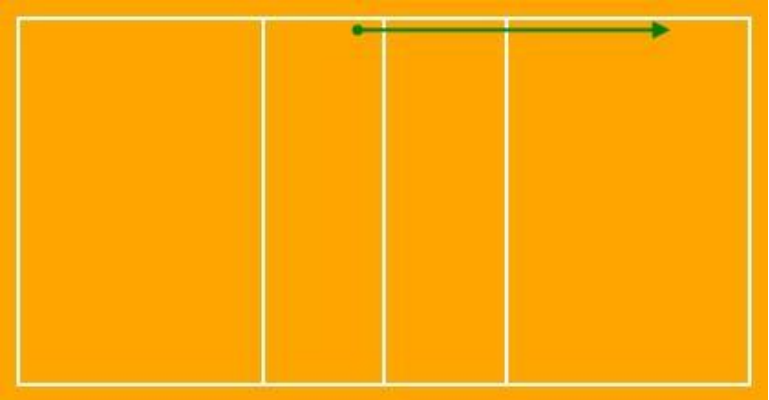
# Attack

## Player #7 Ushakov Vladislav

## Position 4

Total position 4

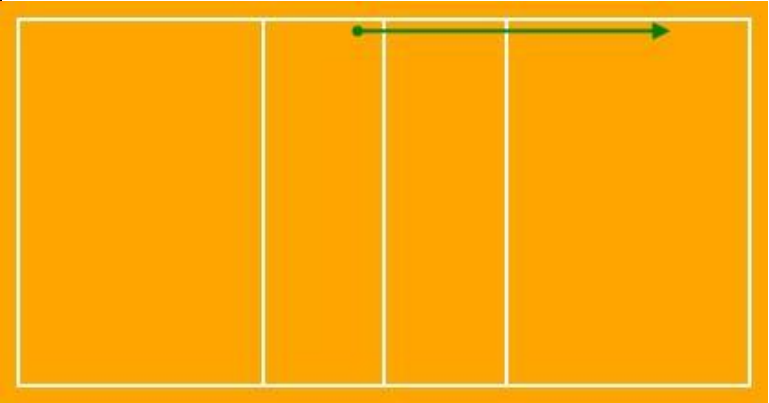
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 2 blockers

Set quality: #

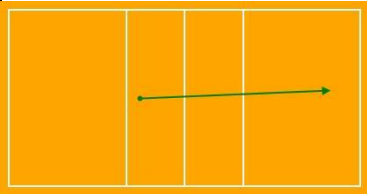
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Position 6

Total position 6

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

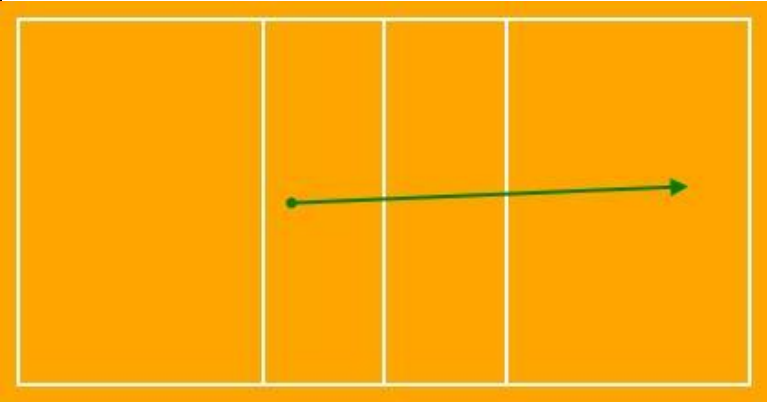




# Zone #6 0 blockers

Set quality: +

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



# Player #8

# Shchipko Sergei

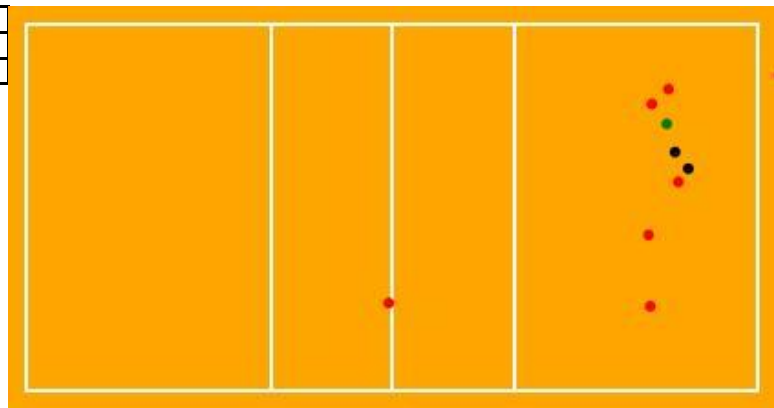
Serve

Player #8 Shchipko Sergei

## Glider

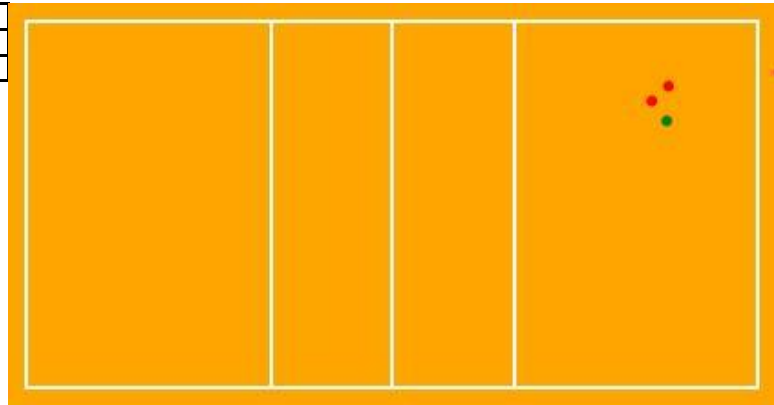
Total Glider

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



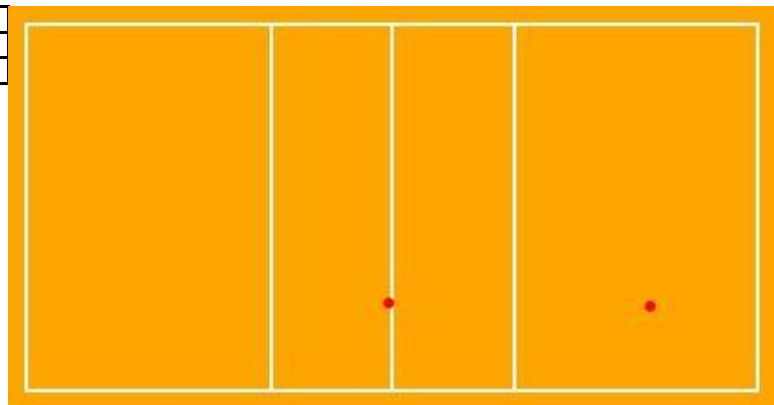
Glider Direction 1

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



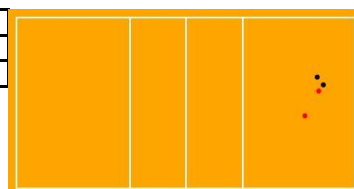
Glider Direction 5

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



Glider Direction 6

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



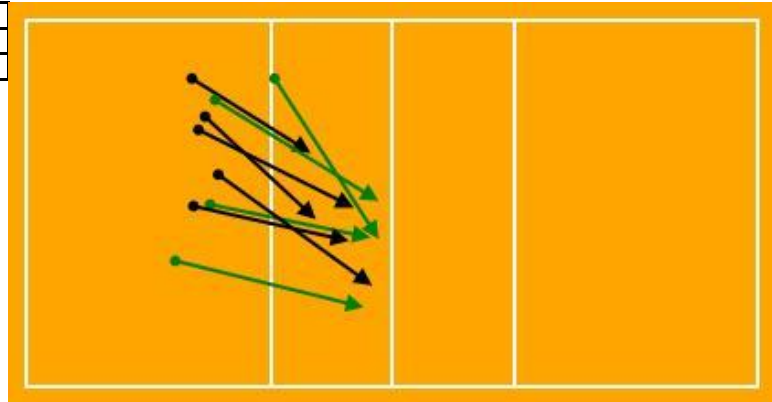
# Reception

## Player #8 Shchipko Sergei

### Glider

#### Total Glider

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

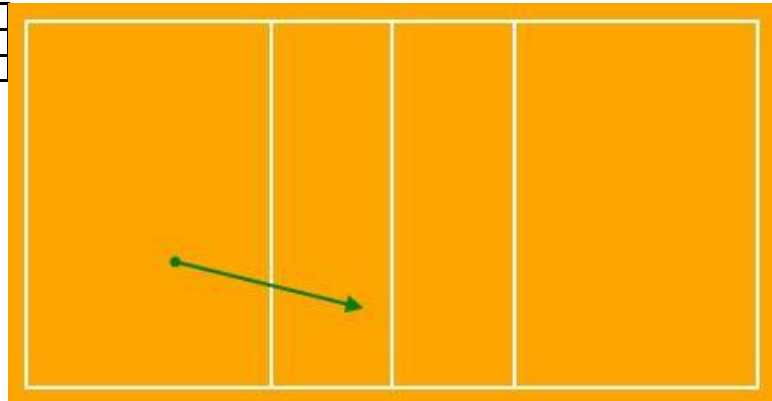


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
5(55%) #: 40%, #+: 40% !/-: 60%, =: 0%	3(33%) #: 33%, #+: 33% !/-: 66%, =: 0%	1(11%) #: 0%, #+: 100% !/-: 0%, =: 0%

### Glider Zone #1

#### Upper

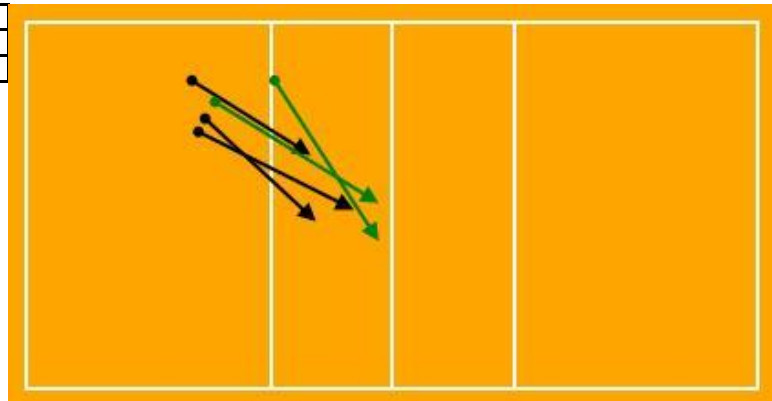
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



### Glider Zone #5

#### Upper

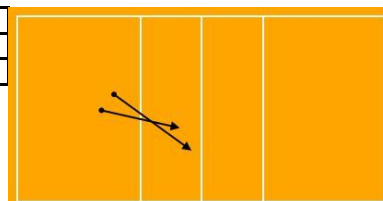
Total	#	+	!	/	-	=
	40%	0%	40%	20%	0%	0%
5	2	.	2	1	.	.



### Glider Zone #6

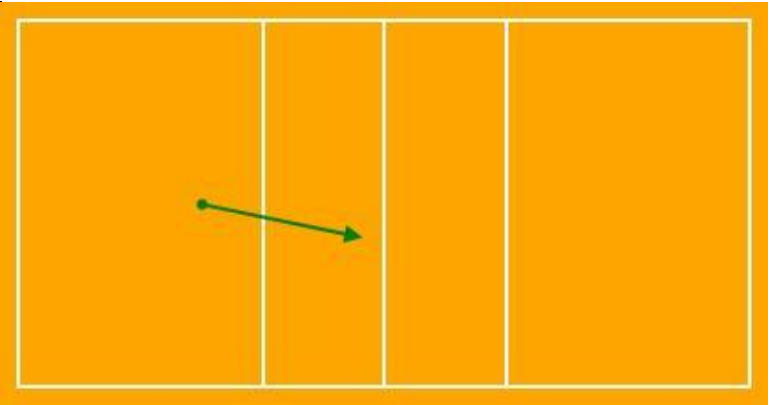
#### Lower

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



Upper

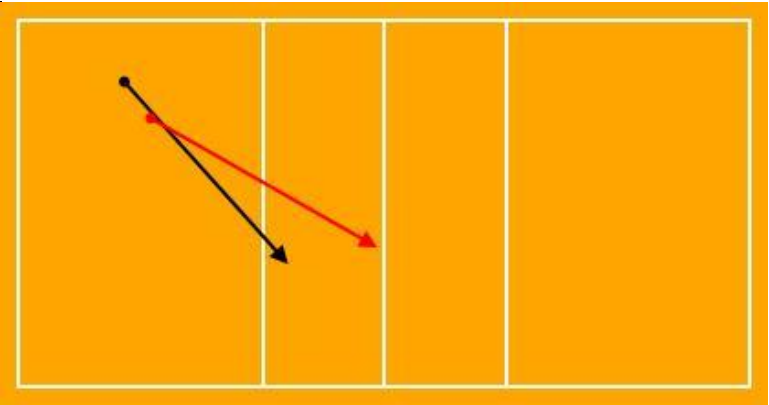
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Jump

Total Jump

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

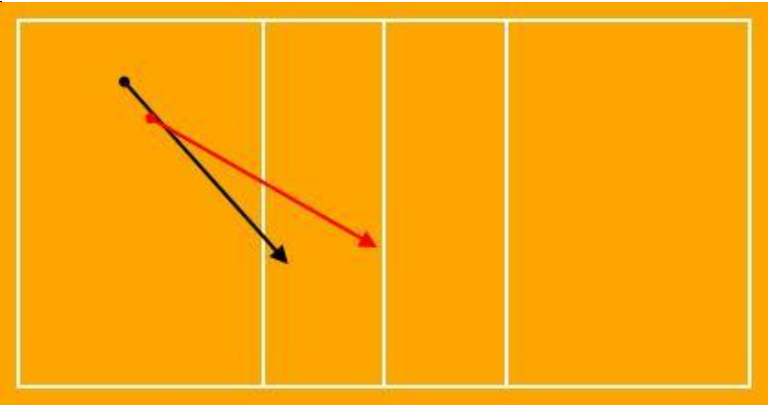


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
2(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

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

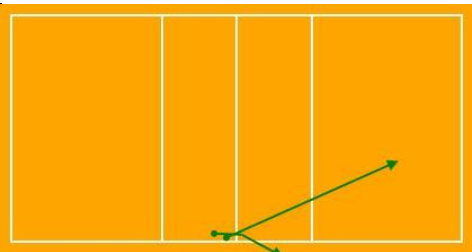


Attack  
Player #8 Shchipko Sergei

Position 2

Total position 2

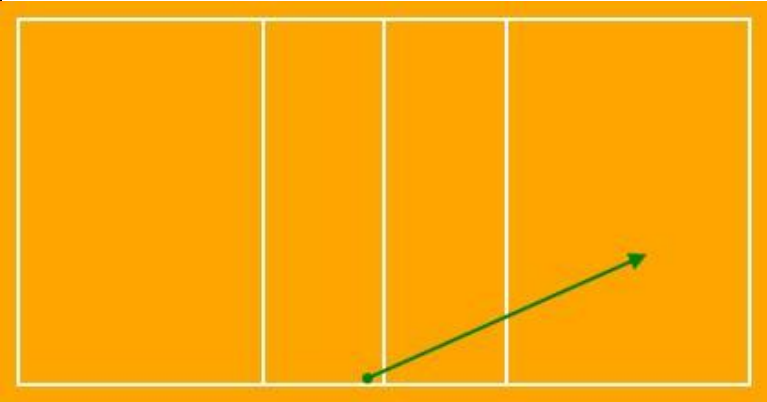
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



## Zone #2 1 blockers

Set quality: +

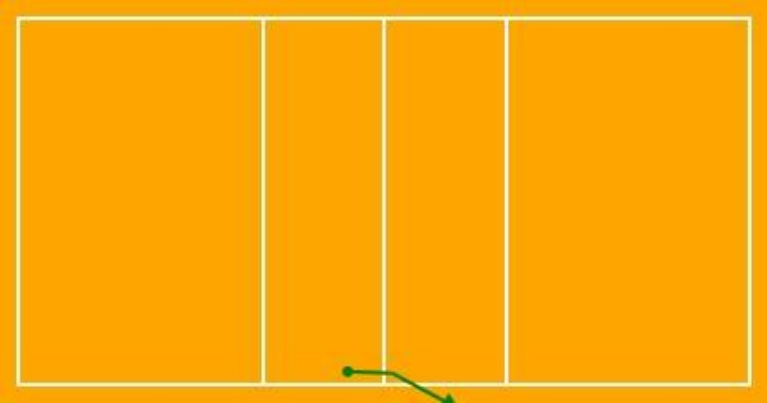
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #2 1.5 blockers

Set quality: #

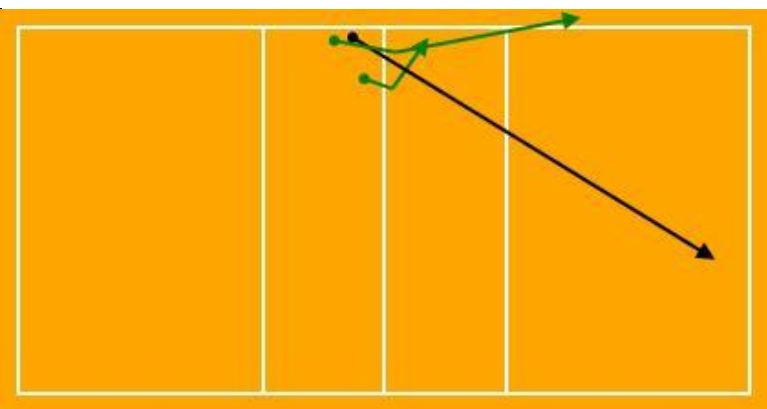
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Position 4

Total position 4

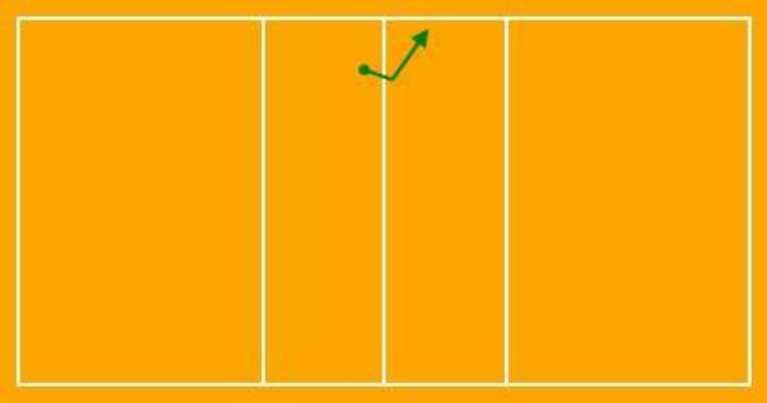
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



## Zone #4 1 blockers

Set quality: !

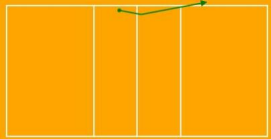
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 1.5 blockers

Set quality: +

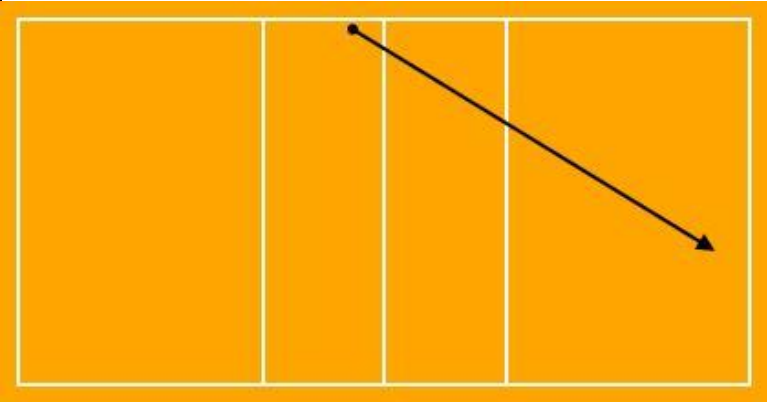
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 2 blockers

Set quality: +

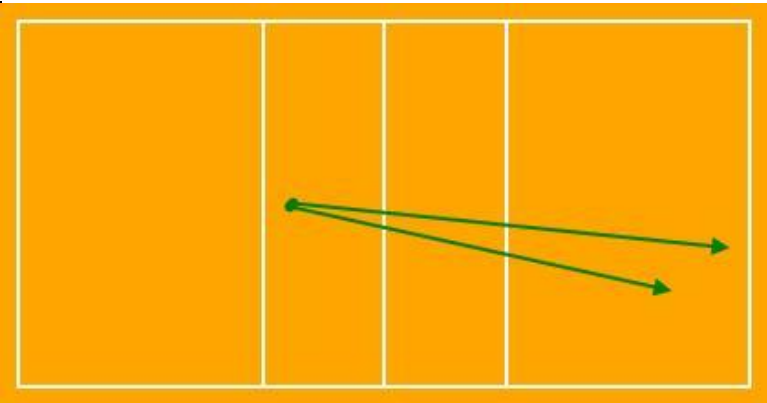
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Position 6

Total position 6

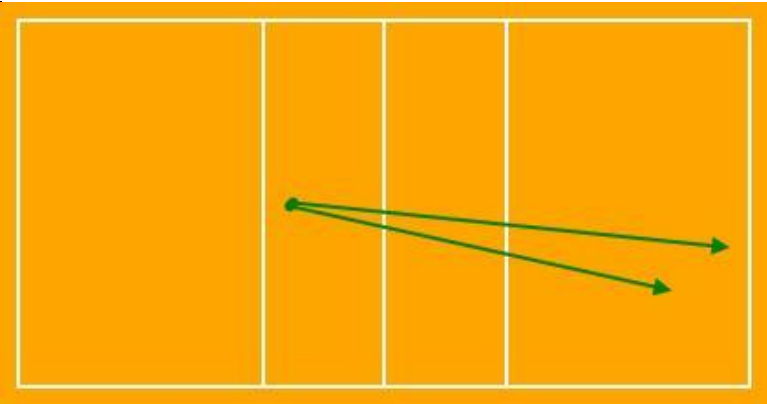
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



## Zone #6 1 blockers

Set quality: #

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



# Player #10 Klimov Alexey

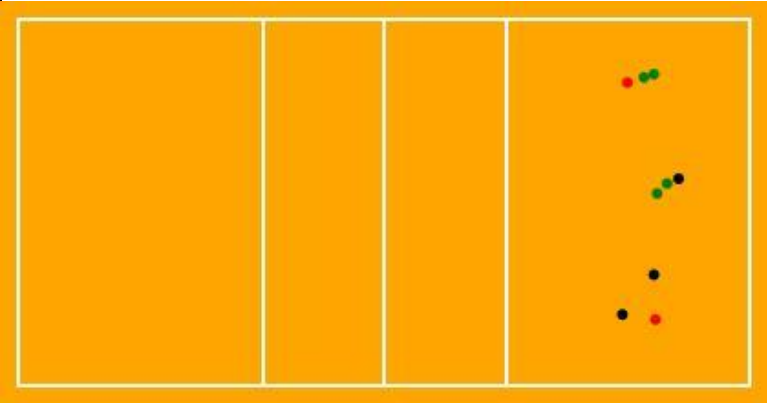
Serve

Player #10 Klimov Alexey

## Glider

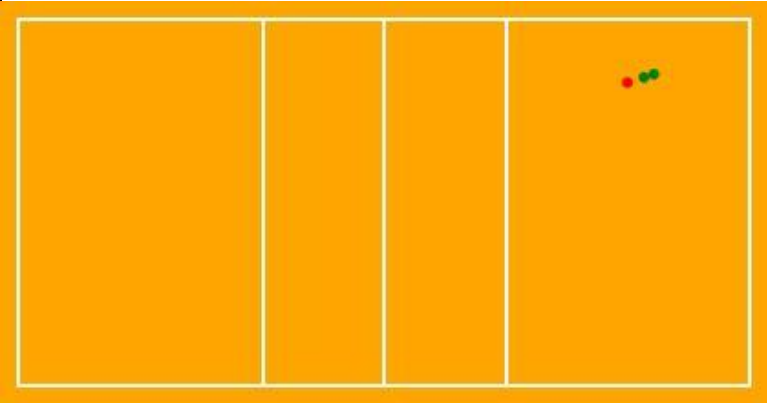
Total Glider

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



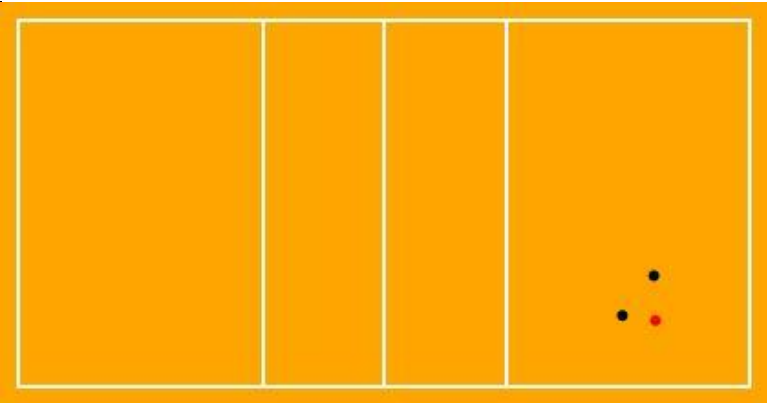
Glider Direction 1

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



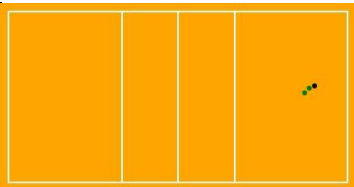
Glider Direction 5

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



Glider Direction 6

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



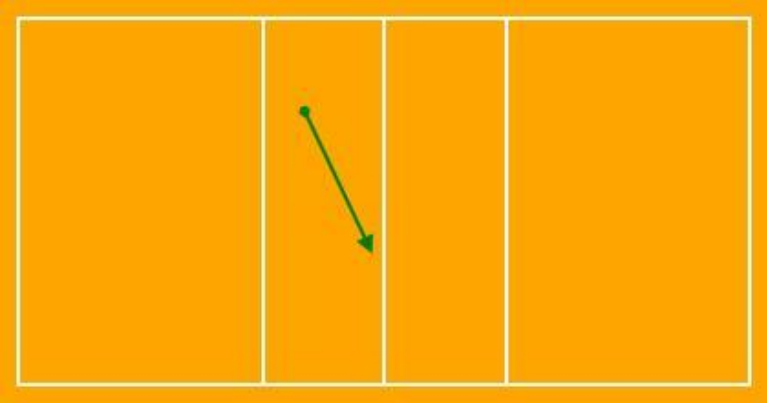
# Reception

## Player #10 Klimov Alexey

### Glider

Total Glider

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

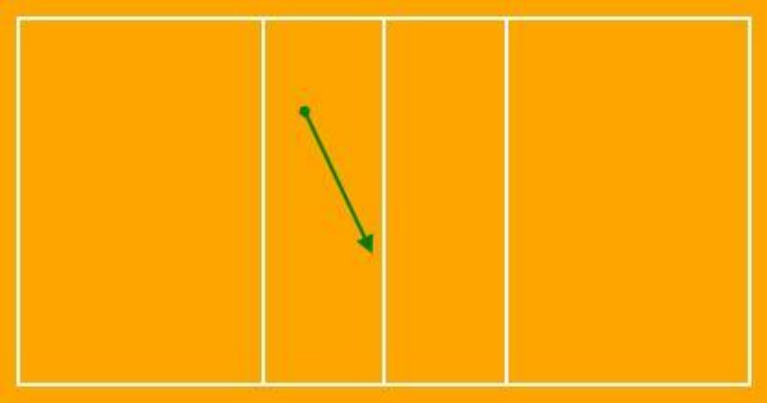


.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 100%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

### Glider Zone #3

Lower

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



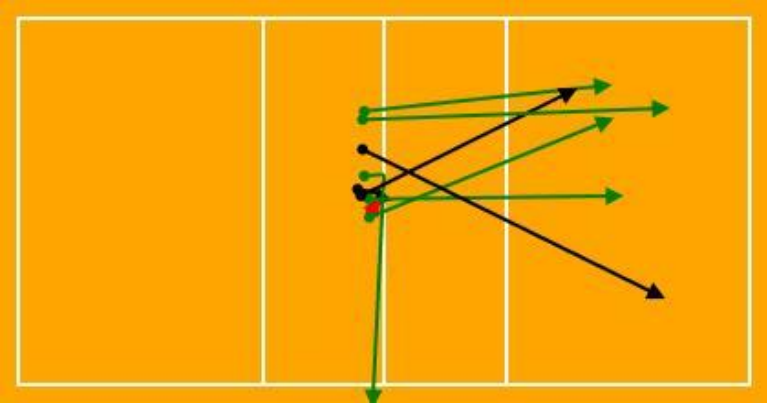
# Attack

## Player #10 Klimov Alexey

### Position 3

Total position 3

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



### Zone #3 0 blockers

Set quality: /

Total	#	+	!	/	-	=

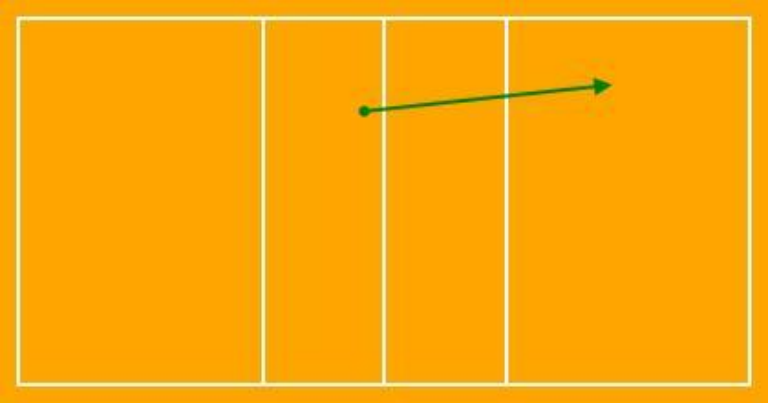




	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.

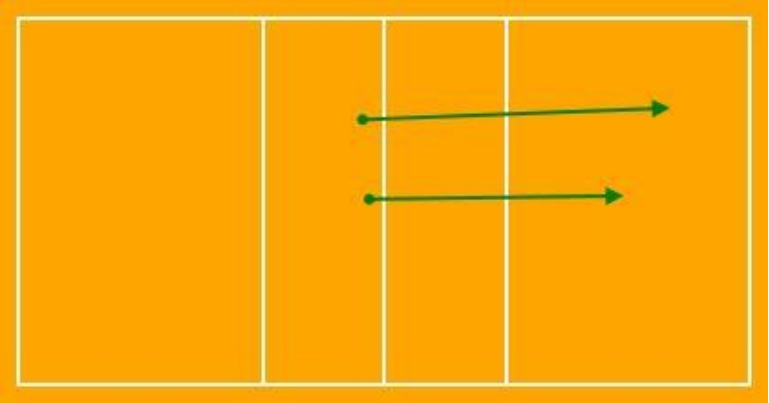
Set quality: +

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



Set quality: #

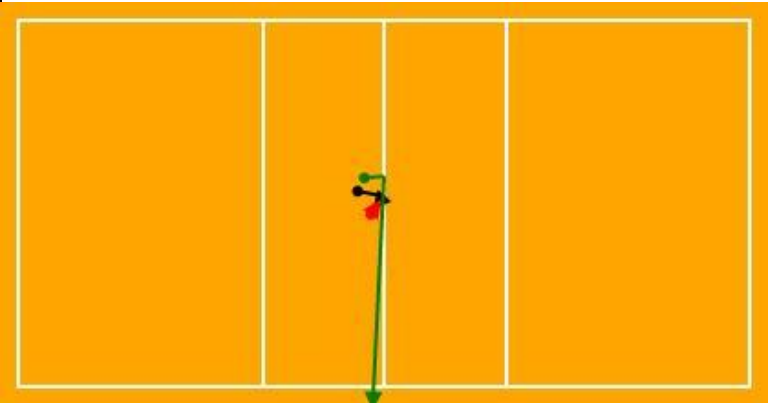
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



## Zone #3 1 blockers

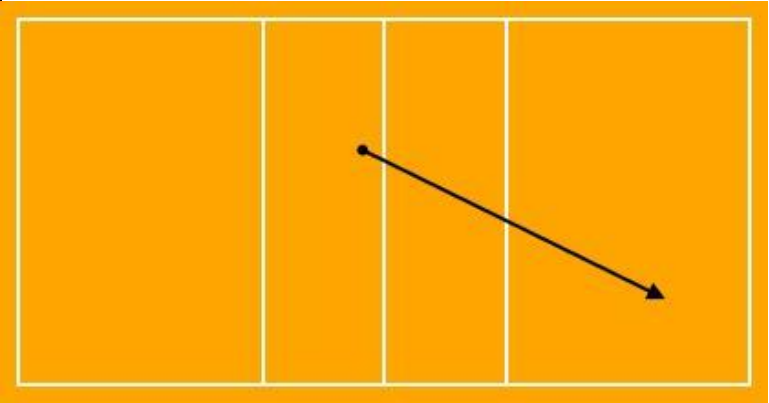
Set quality: !

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



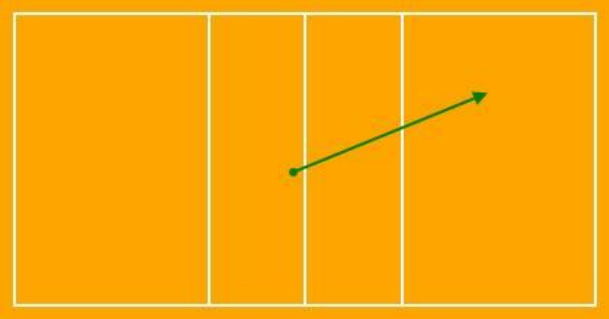
Set quality: +

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



Set quality: #

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



# Player #13

# Trofimov Lev

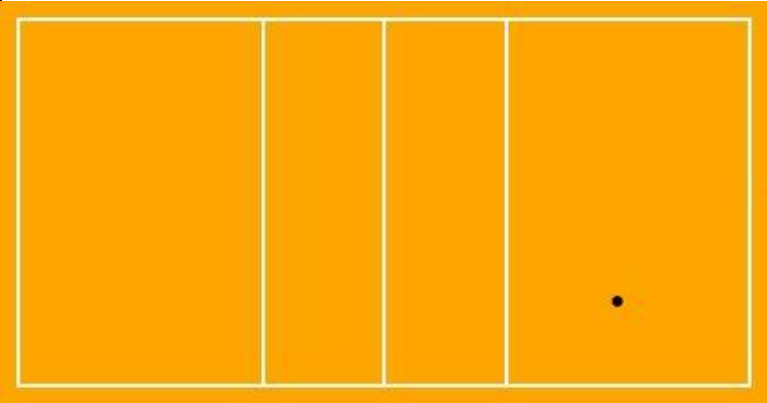
Serve

Player #13 Trofimov Lev

Glider

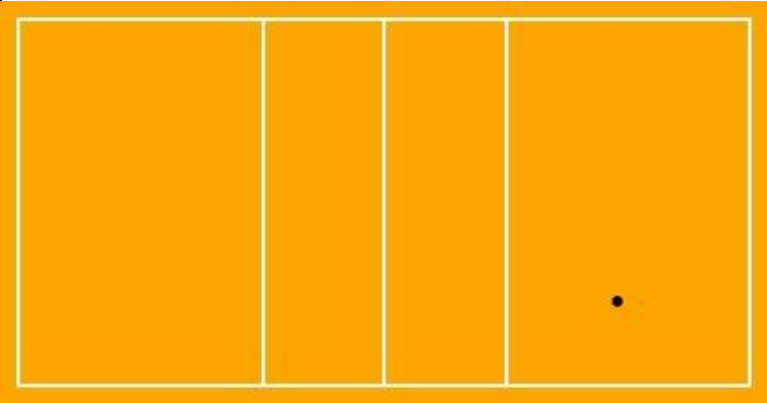
Total Glider

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



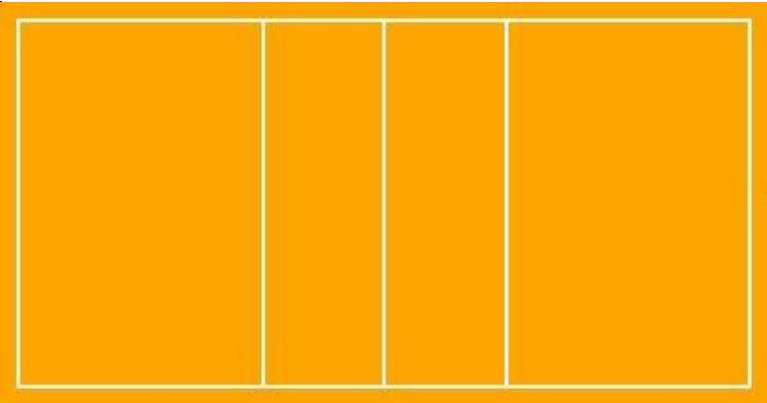
Glider Direction 5

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



Glider Direction 6

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



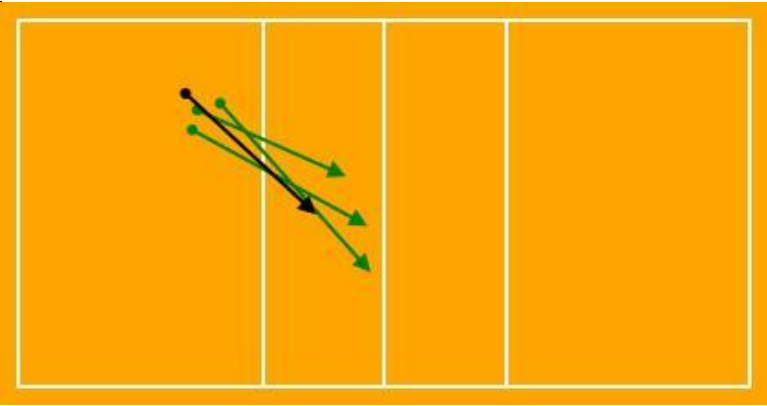
Reception

Player #13 Trofimov Lev

# Glider

Total Glider

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

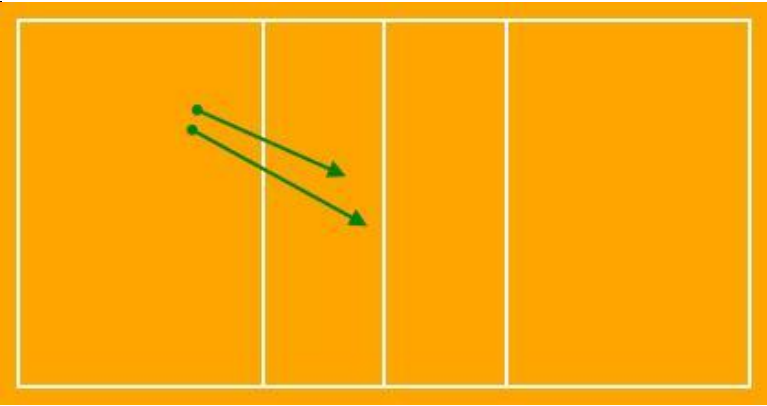


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
4(100%) #: 50%, #+: 75% !/-: 25%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

## Glider Zone #5

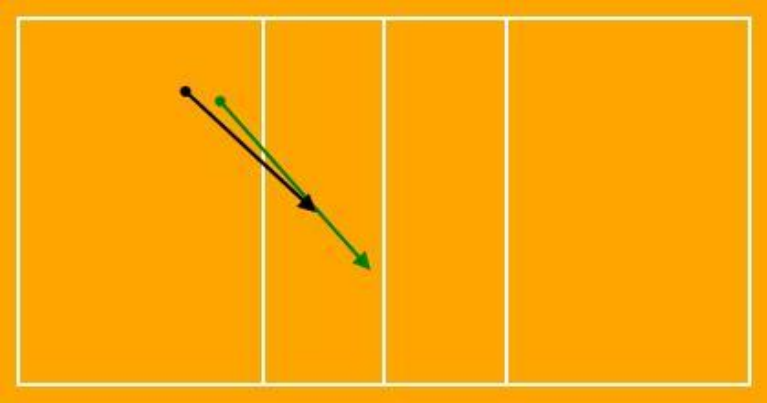
Lower

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



Upper

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

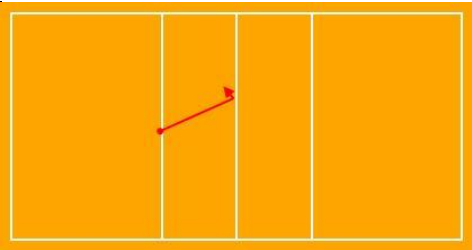


# Attack Player #13 Trofimov Lev

## Position 1

Total position 1

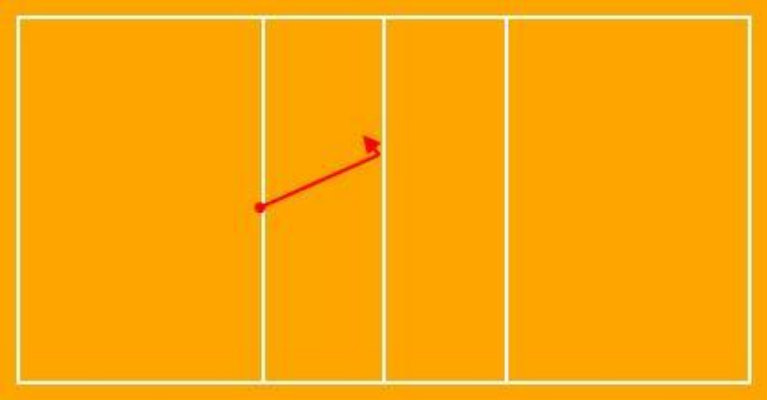
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	.	.	.	.	1	.



# Zone #1 1 blockers

Set quality: +

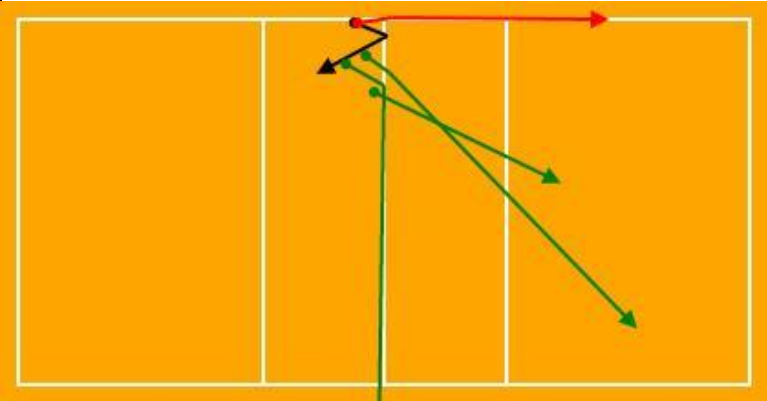
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	.	.	.	.	1	.



# Position 4

Total position 4

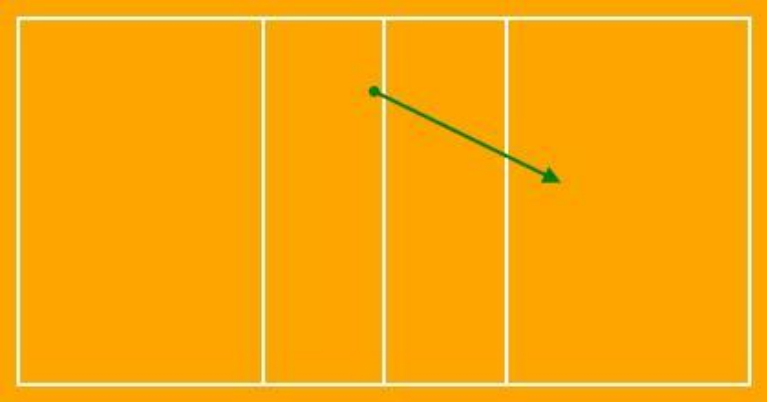
Total	#	+	!	/	-	=
	40%	20%	0%	20%	0%	20%
5	2	1	.	1	.	1



# Zone #4 0 blockers

Set quality: #

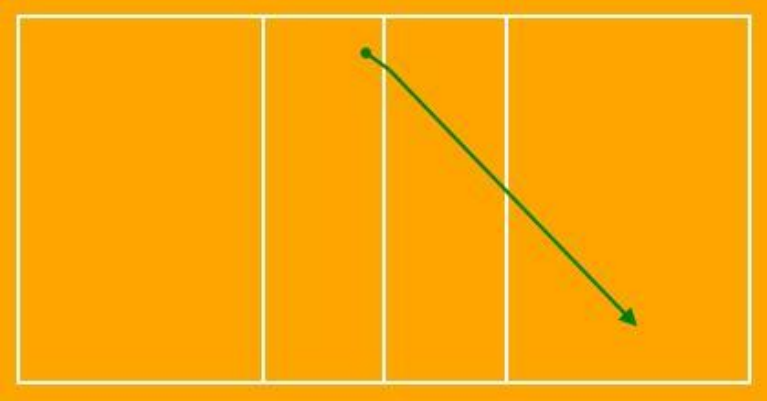
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Zone #4 1 blockers

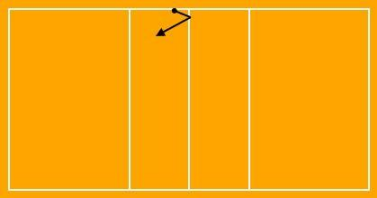
Set quality: !

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



Set quality: +

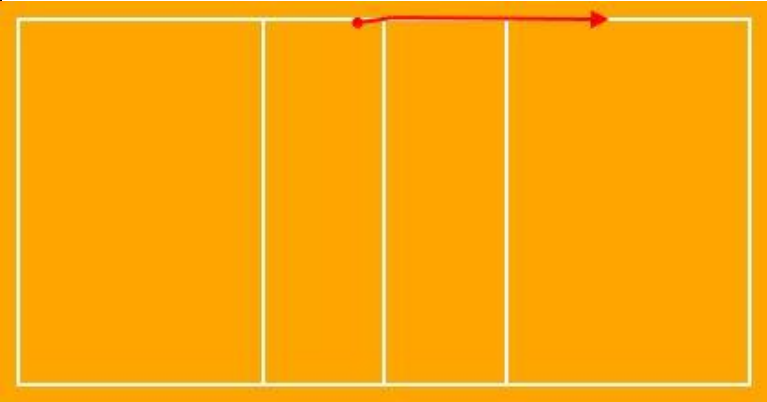
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #4 1.5 blockers

Set quality: !

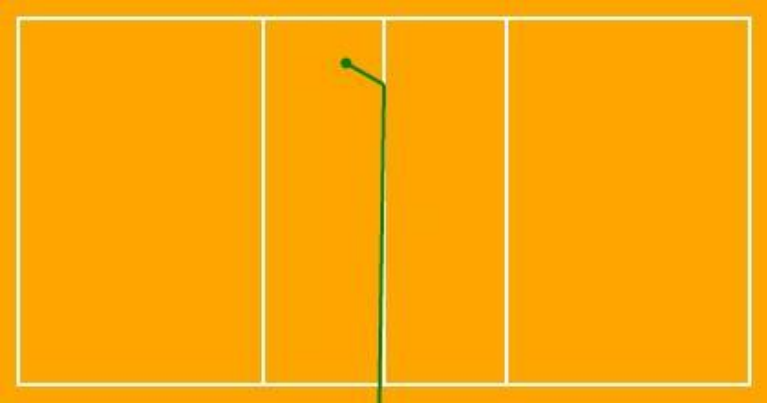
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



## Zone #4 2 blockers

Set quality: !

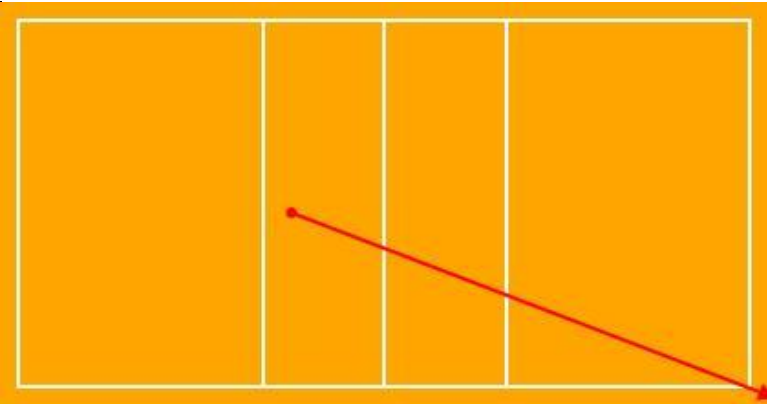
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Position 6

Total position 6

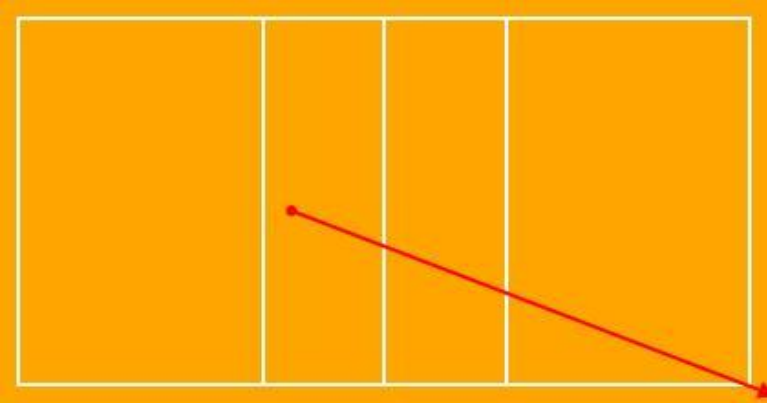
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



## Zone #6 2 blockers

Set quality: #

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



# Player #14

# Ahmadullin Timur

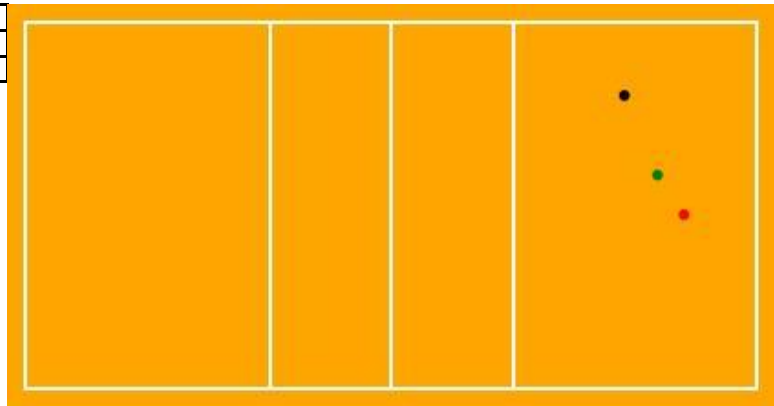
Serve

Player #14 Ahmadullin Timur

## Glider

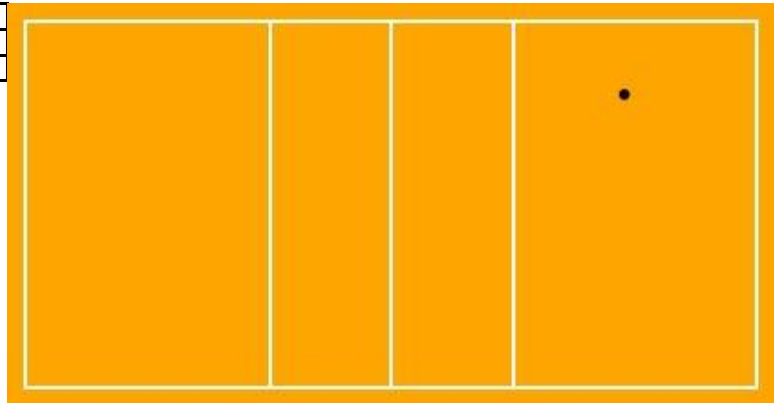
Total Glider

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



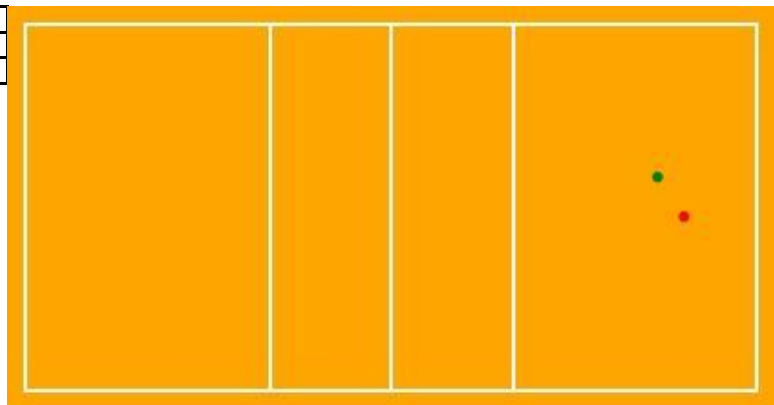
Glider Direction 1

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



Glider Direction 6

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



## Jump

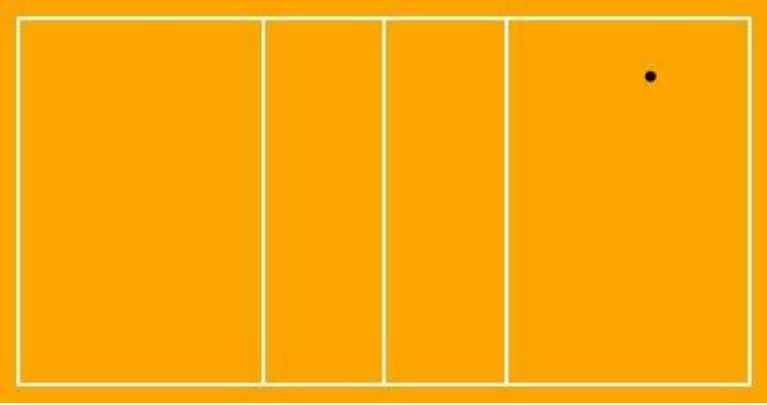
Total Jump

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



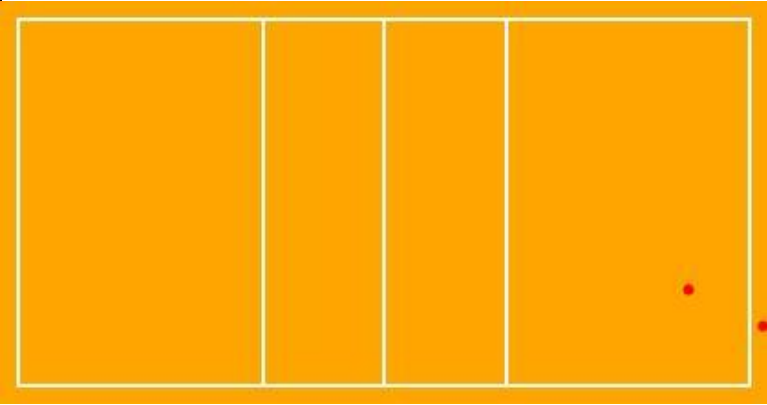
Jump Direction 1

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



Jump Direction 5

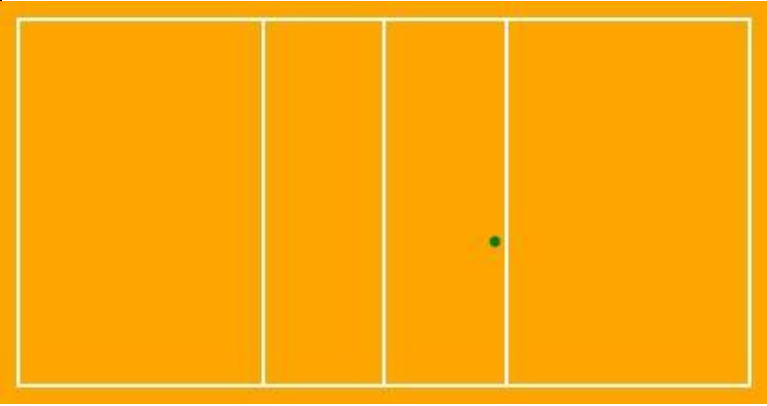
Total	#	+	!	/	-	=
	0%	0%	0%	0%	50%	50%
2	.	.	.	.	1	1



Short

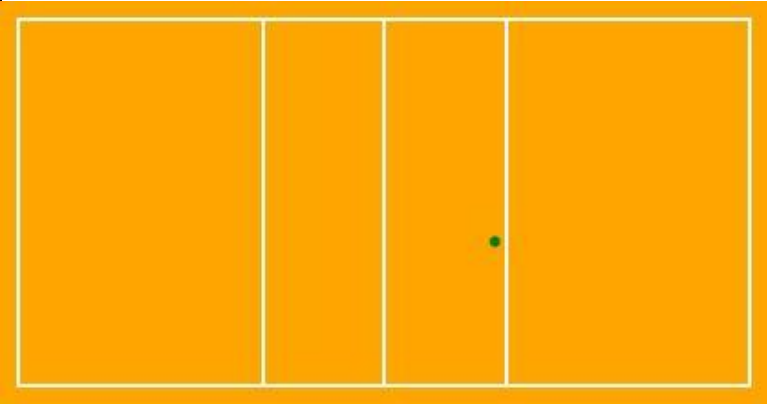
Total Short

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



Short Direction 3

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

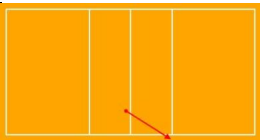


Attack  
Player #14 Ahmadullin Timur

Position 2

Total position 2

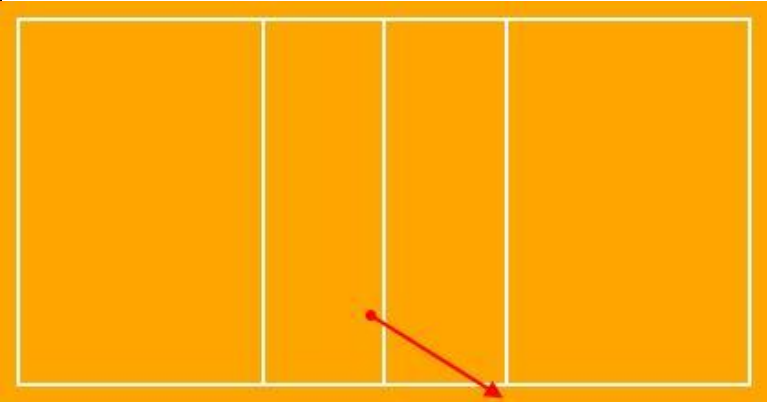
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



# Zone #2 1 blockers

Set quality: +

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





# Player #16

# Pyanov Maxim

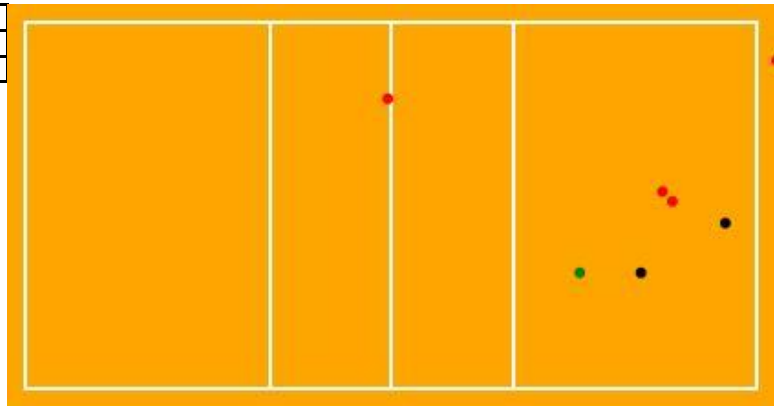
Serve

Player #16 Pyanov Maxim

## Glider

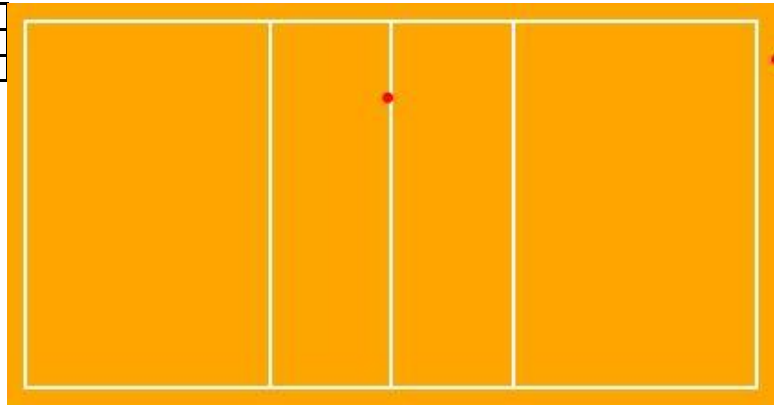
Total Glider

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



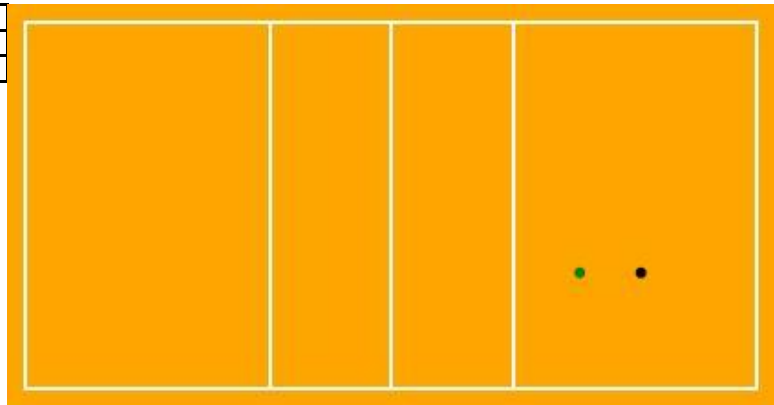
Glider Direction 1

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



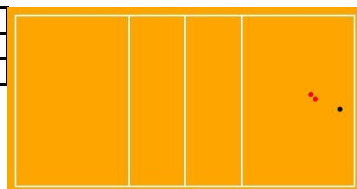
Glider Direction 5

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



Glider Direction 6

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



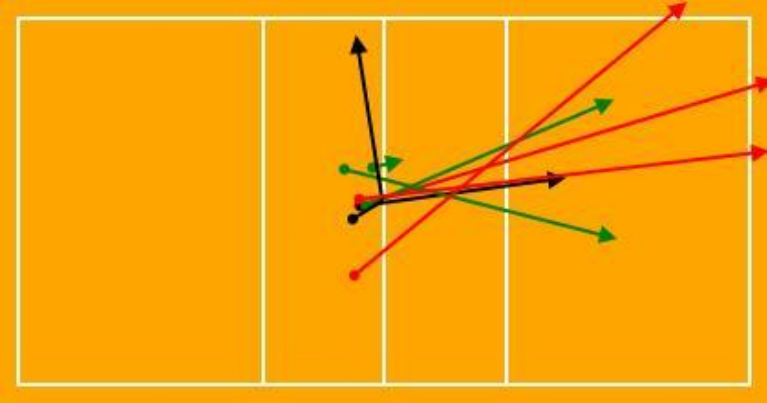
# Attack

## Player #16 Pyanov Maxim

### Position 3

Total position 3

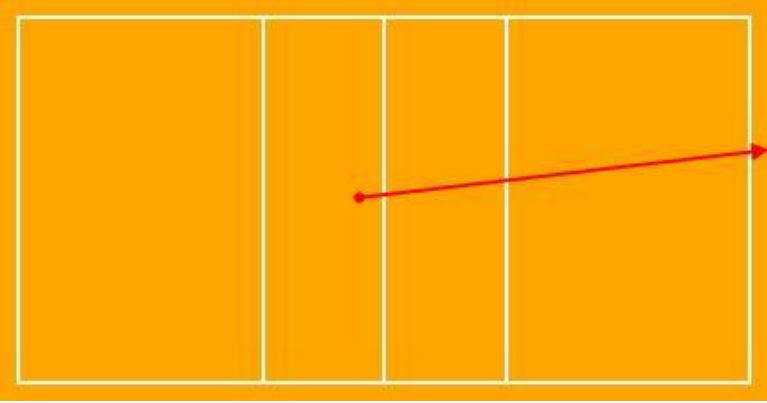
Total	#	+	!	/	-	=
	37%	0%	0%	25%	0%	37%
8	3	.	.	2	.	3



### Zone #3 0 blockers

Set quality: #

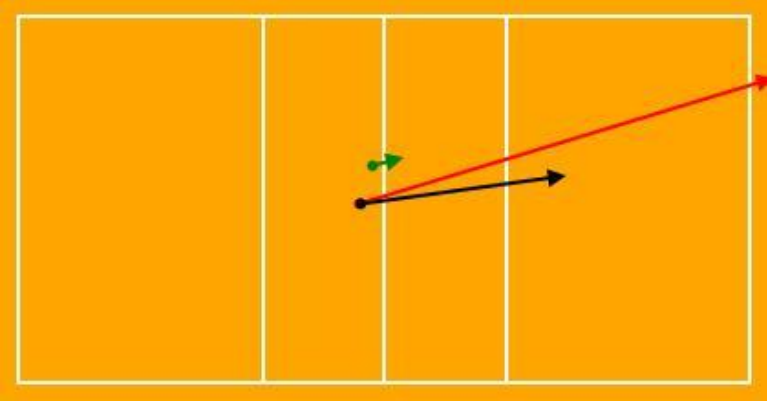
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



### Zone #3 1 blockers

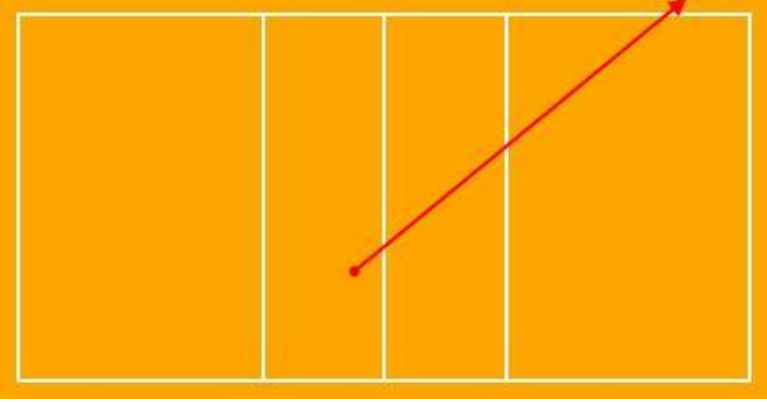
Set quality: /

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



Set quality: !

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



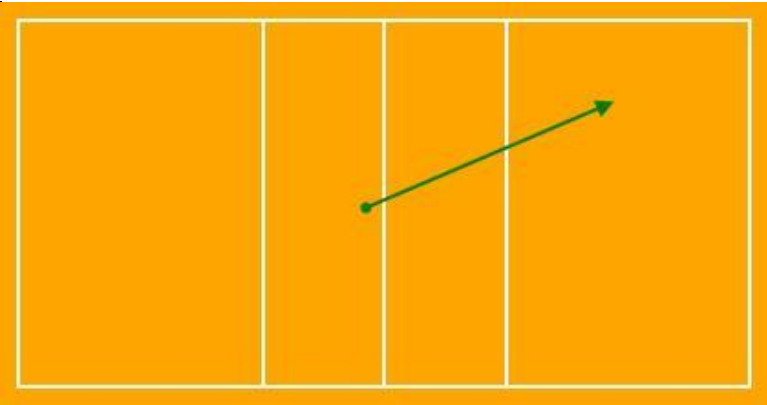
Set quality: +

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



Set quality: #

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



# Player #17

## Fedunov Daniil

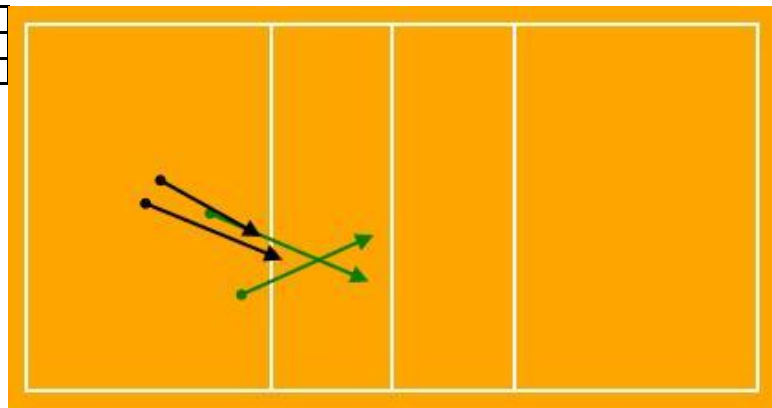
Reception

Player #17 Fedunov Daniil

### Glider

Total Glider

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

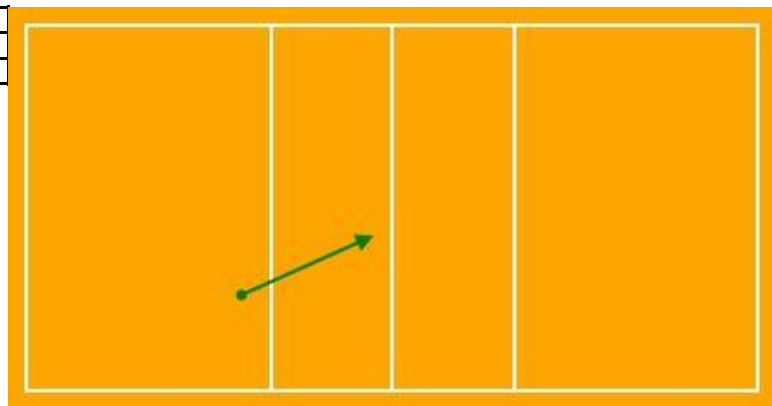


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	3(75%) #: 33%, #+: . 33% !/-: 66%, =: 0%	1(25%) #: 100%, #+: . 100% !/-: 0%, =: 0%

### Glider Zone #1

Upper

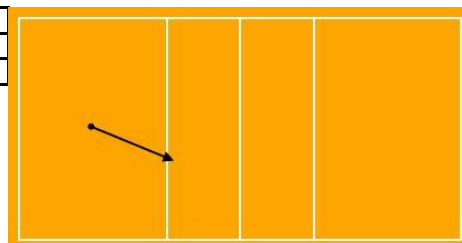
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Glider Zone #6

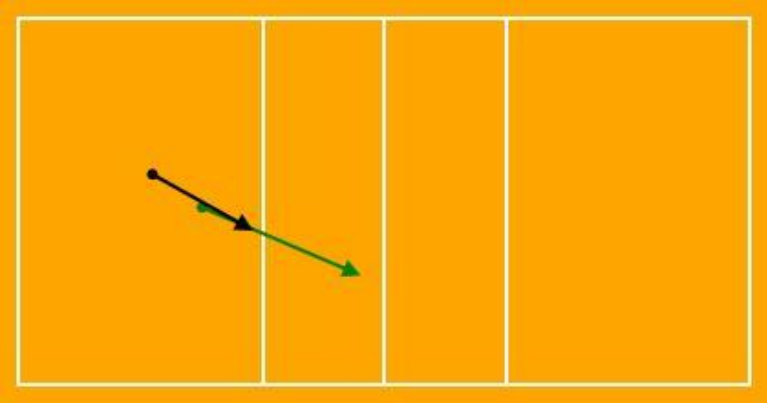
Lower

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



Upper

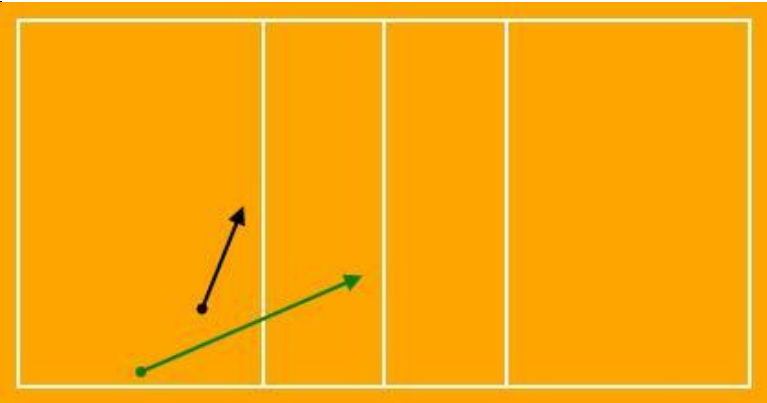
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



Jump

Total Jump

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

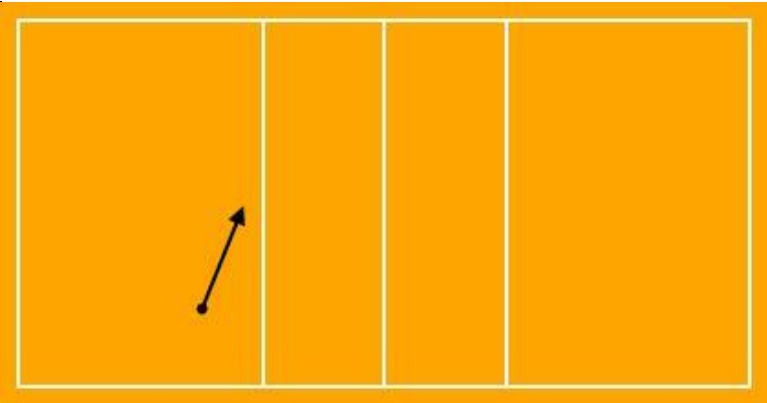


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	2(100%) #: 50%, #+: 50% !/-: 50%, =: 0%

Jump Zone #1

Lower

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



OneHanded

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

