

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	23	15	13	2	23%	2	30	4	1	18	73%	60%	1	42%	57%	3	8	87%
#2 Baiduji	.	0
#7 Ushakov	8	2	10	3	20%	1	21	1	42%	47%	38%	18	1	1	7	44%	38%	4	75%
#8 Shchipko	.	0
#10 Klimov	9	4	13	2	15%	1	1	.	100%	0%	0%	8	1	1	5	62%	62%	1	27%	72%	3	2	50%
#12 Volkov	.	0
#13 Trofimov	13	2	14	3	0%	.	15	2	53%	13%	6%	27	4	1	13	59%	48%	1	66%	33%	.	9	66%
#14 Ahmadullin	7	3	26	3	26%	4	5	.	.	3	80%	60%	.	50%	50%	.	12	58%
#15 Lyashenko	5	1	18	3	16%	2	4	1	.	1	25%	25%	.	12%	87%	2	3	100%
#16 Pyanov	.	0
#17 Fedunov	.	-2	28	1	21%	39%	32%	13	53%
#18 Ziva	.	0
#24 Scherbakov	4	3	2	.	0%	.	8	1	25%	75%	50%	7	.	.	4	57%	57%	.	0%	100%	.	5	80%
Total	69	28	96	16	17%	10	73	5	35%	39%	30%	99	11	4	51	60%	51%	3	32%	67%	8	56	67%

Player #1

Vasilchenko

Dmitrii

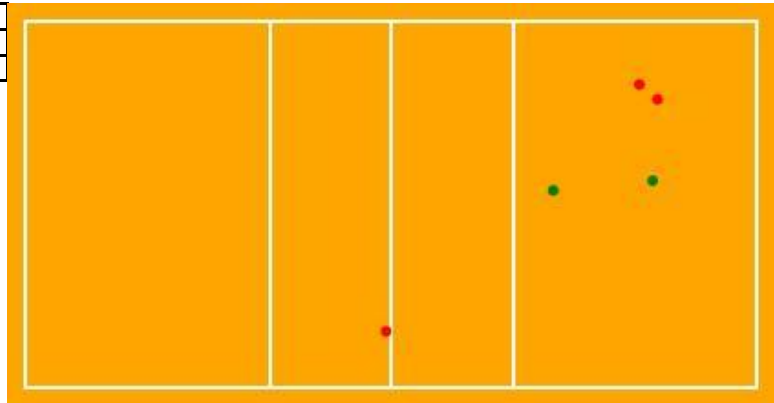
Serve

Player #1 Vasilchenko Dmitrii

Glider

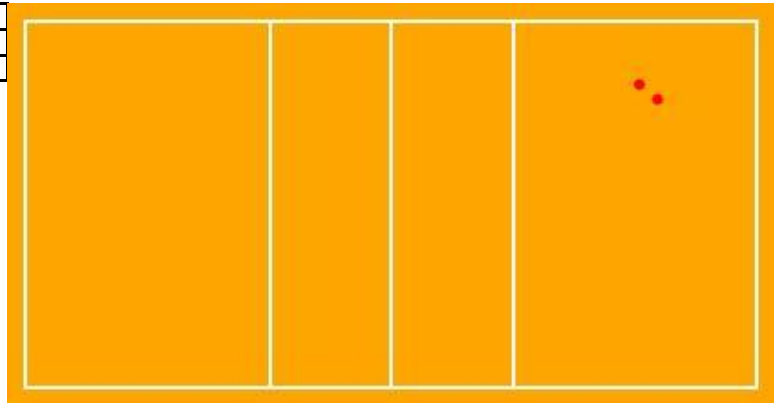
Total Glider

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



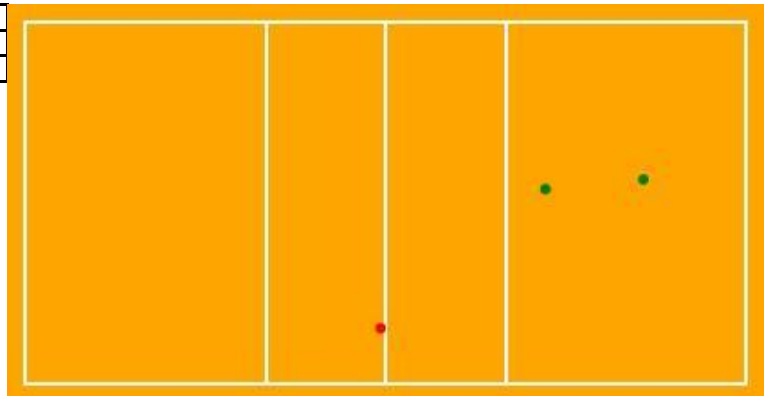
Glider Direction 1

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



Glider Direction 6

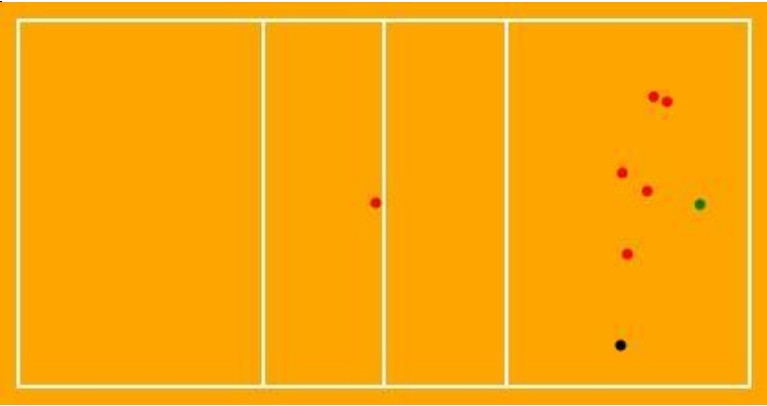
Total	#	+	!	/	-	=
	33%	33%	0%	0%	0%	33%
3	1	1	.	.	.	1



Jump

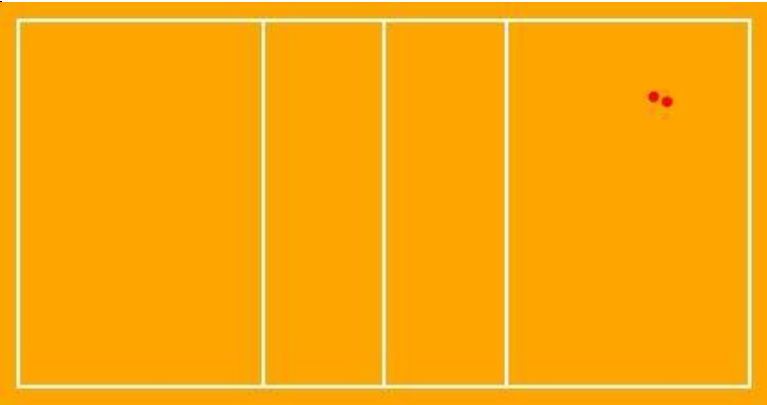
Total Jump

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



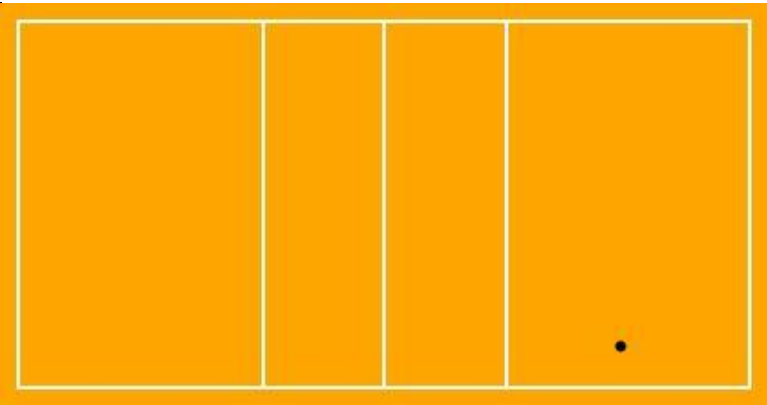
Jump Direction 1

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



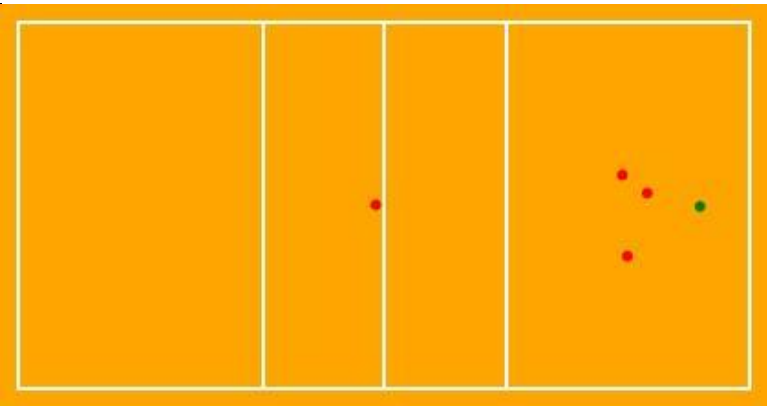
Jump Direction 5

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



Jump Direction 6

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



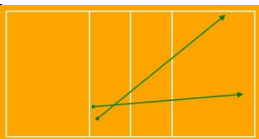
Attack

Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

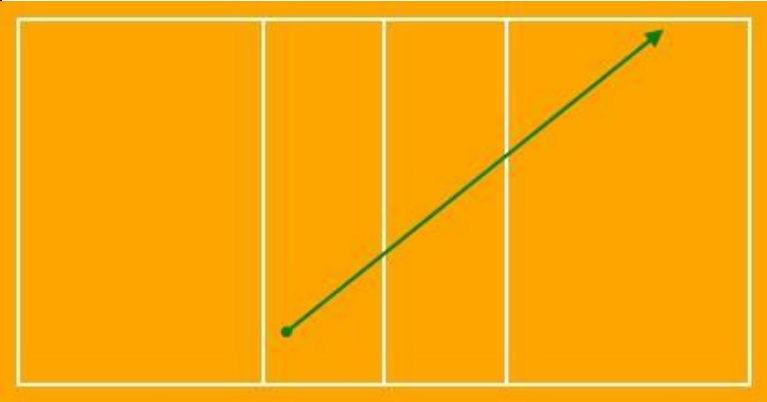
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
2	1	1



Zone #1 0 blockers

Set quality: +

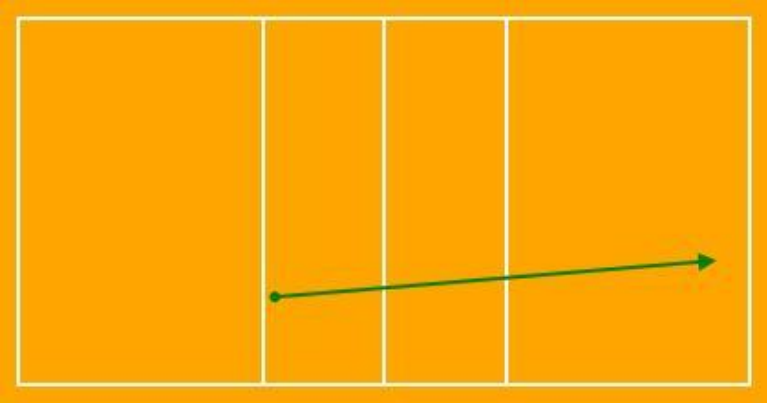
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #1 1 blockers

Set quality: !

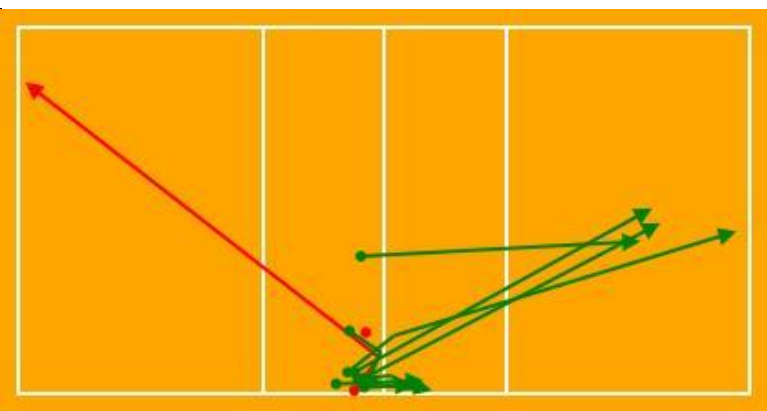
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 2

Total position 2

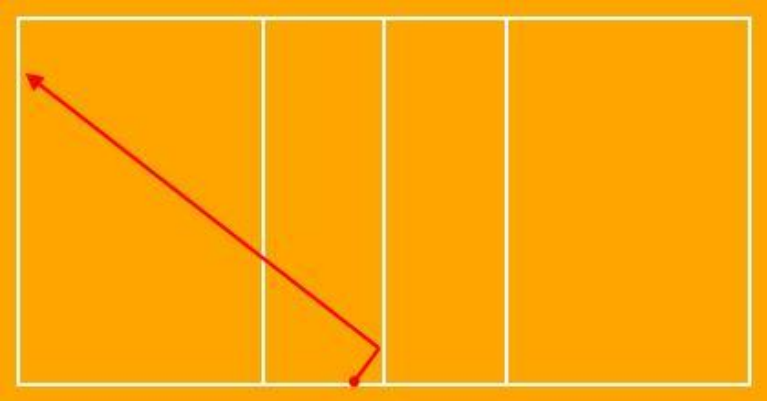
Total	#	+	!	/	-	=
	72%	9%	0%	0%	9%	9%
11	8	1	.	.	1	1



Zone #2 1 blockers

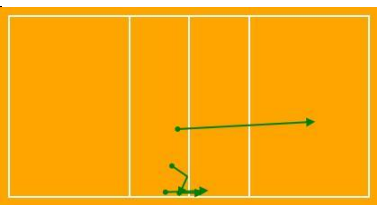
Set quality: /

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



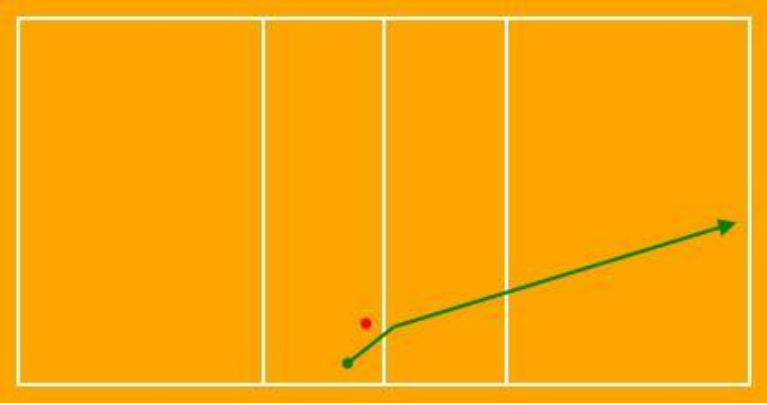
Set quality: !

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



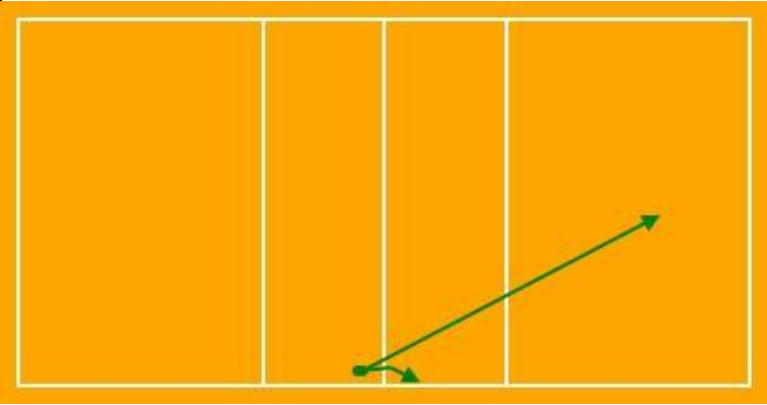
Set quality: +

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



Set quality: #

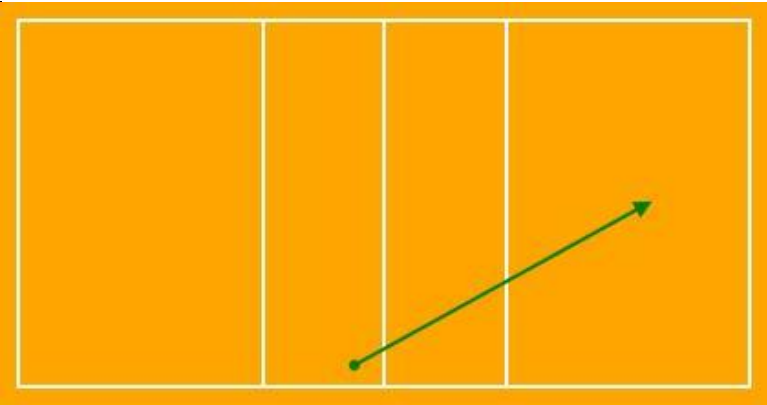
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #2 1.5 blockers

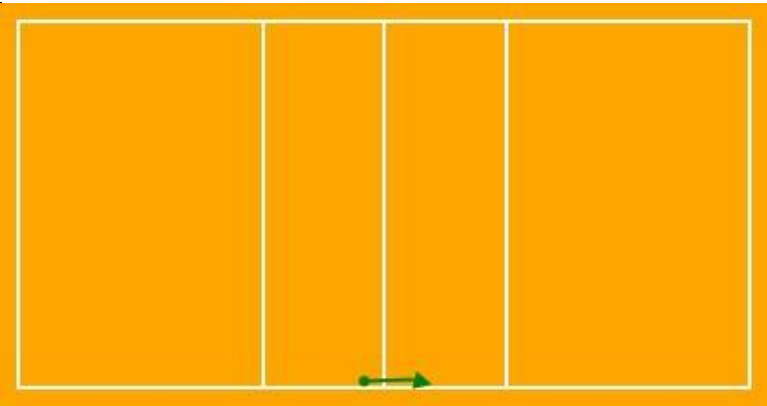
Set quality: !

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



Set quality: #

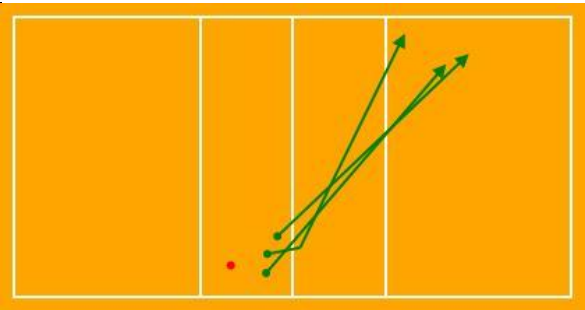
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 3

Total position 3

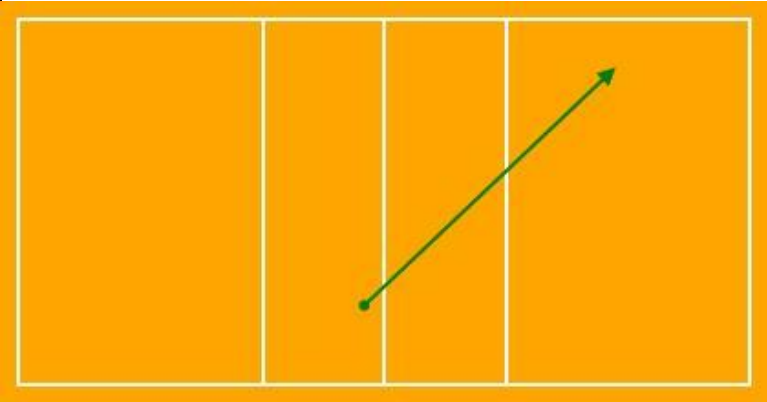
Total	#	+	!	/	-	=
	50%	25%	0%	0%	0%	25%
4	2	1	.	.	.	1



Zone #3 1 blockers

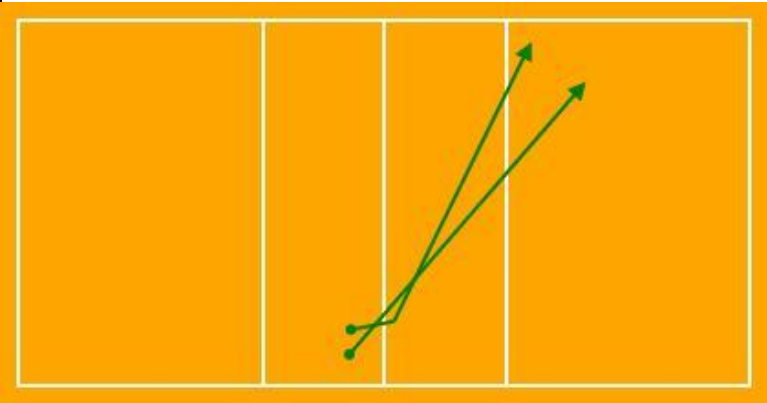
Set quality: !

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



Set quality: +

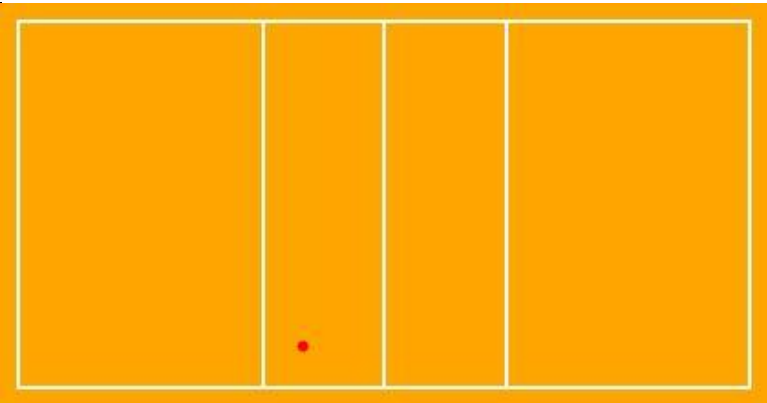
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #3 1.5 blockers

Set quality: /

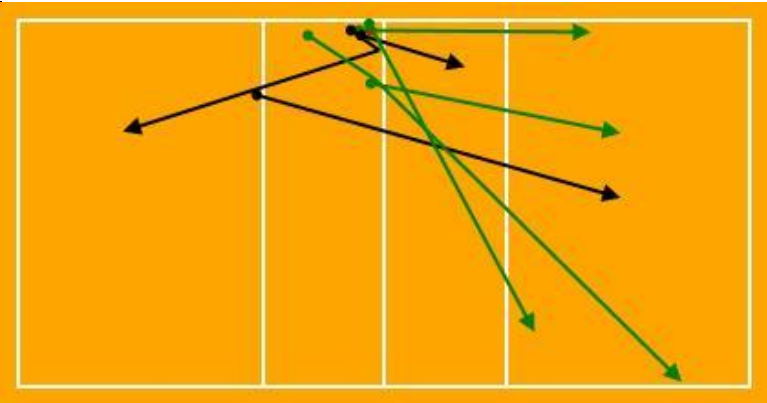
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Position 4

Total position 4

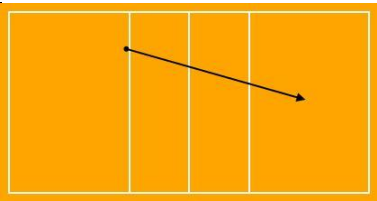
Total	#	+	!	/	-	=
	37%	12%	12%	25%	0%	12%
8	3	1	1	2	.	1



Zone #4 0 blockers

Set quality: !

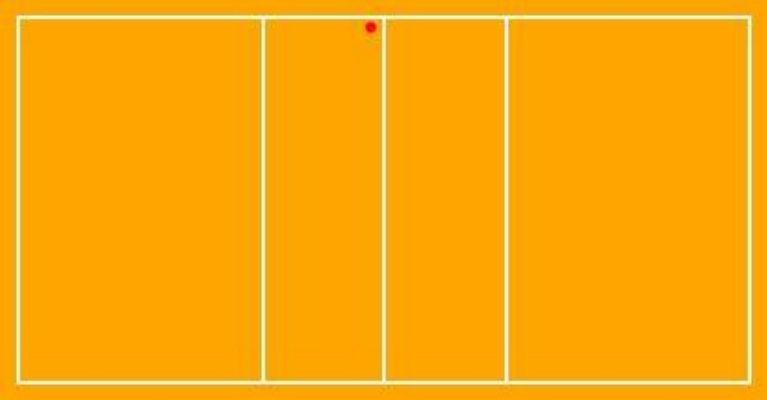
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 1 blockers

Set quality: +

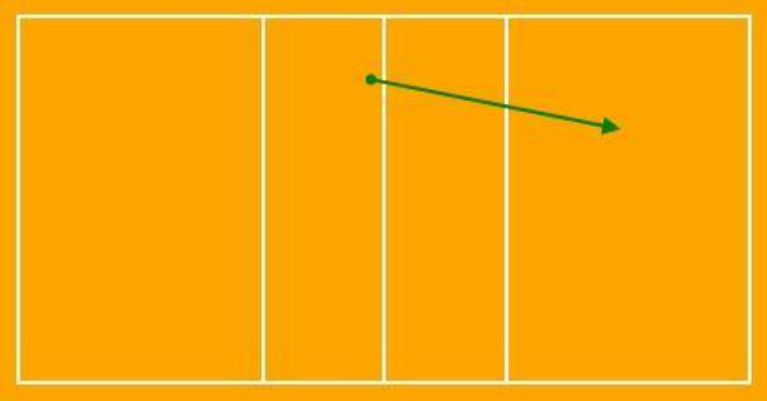
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 1.5 blockers

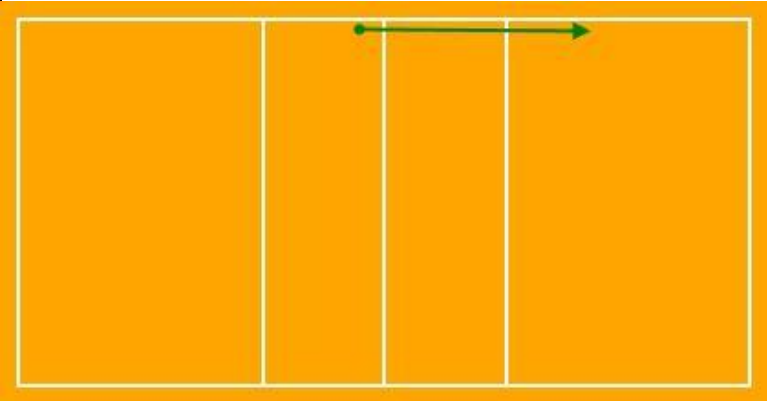
Set quality: !

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



Set quality: +

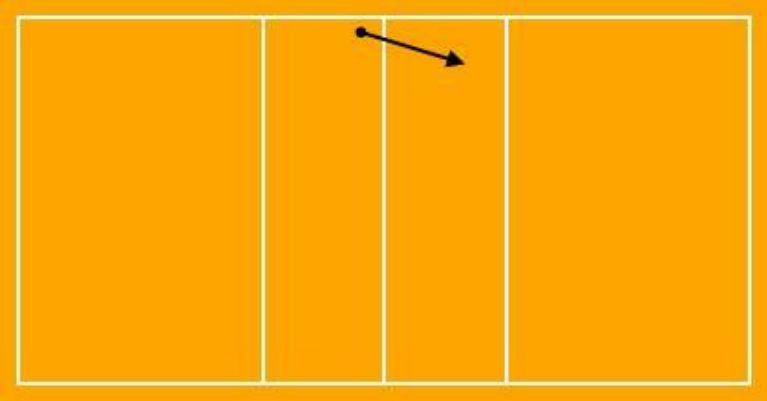
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #4 2 blockers

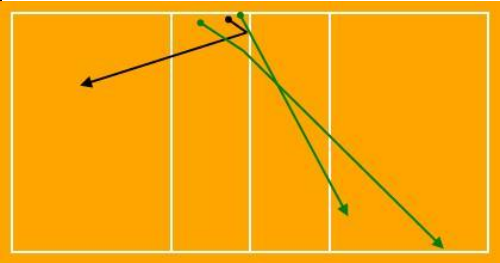
Set quality: !

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



Set quality: +

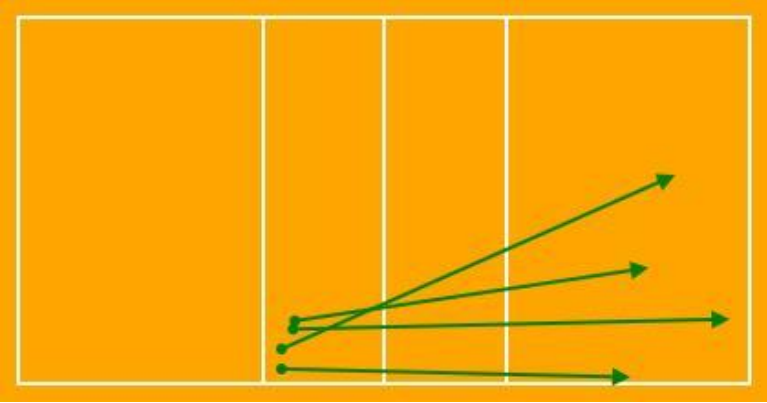
Total	#	+	!	/	-	=
	66%	0%	33%	0%	0%	0%
3	2	.	1	.	.	.



Position 5

Total position 5

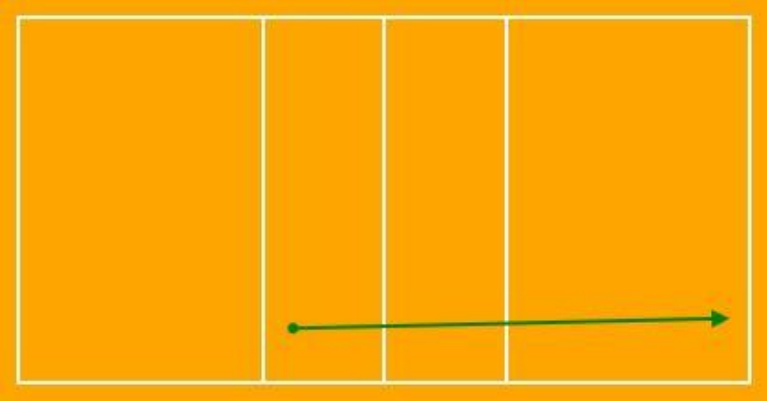
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
4	4



Zone #5 1 blockers

Set quality: +

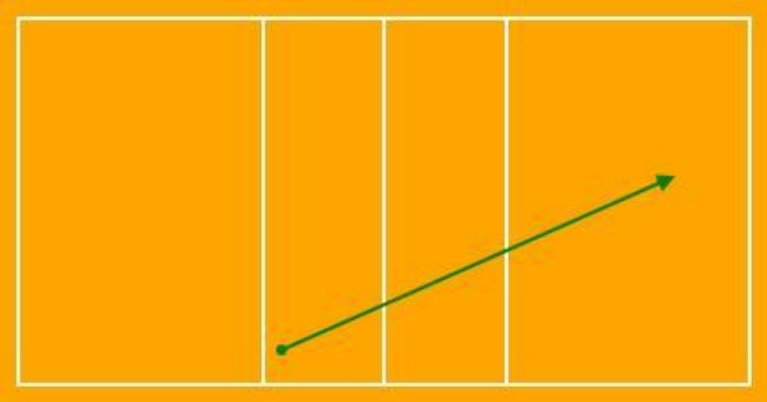
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 1.5 blockers

Set quality: #

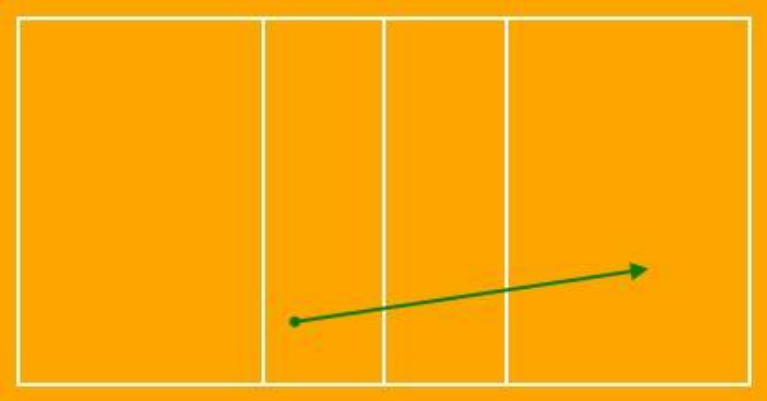
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 2 blockers

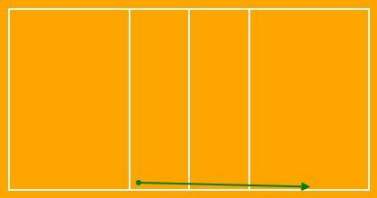
Set quality: !

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



Set quality: +

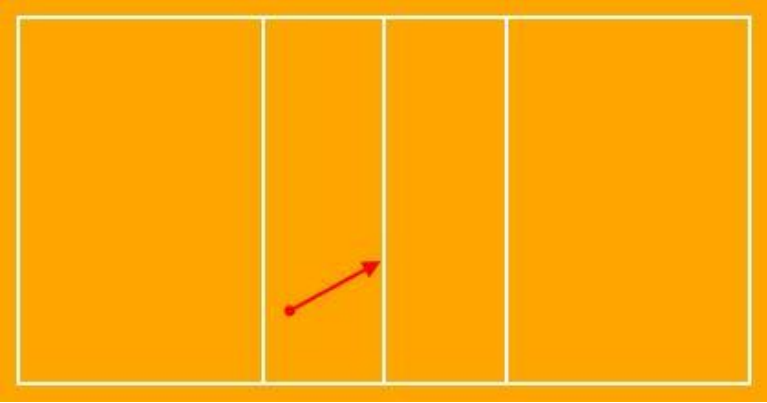
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 6

Total position 6

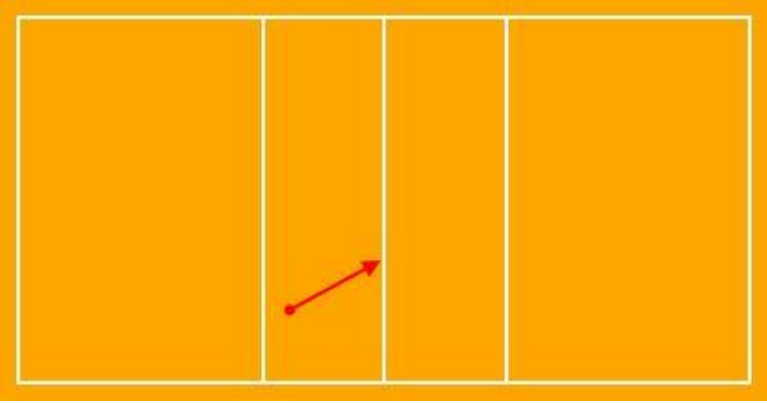
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #6 0 blockers

Set quality: !

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



Player #7 Ushakov Vladislav

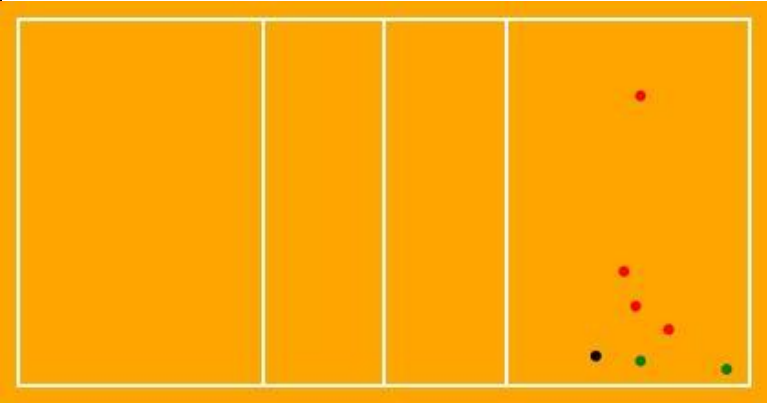
Serve

Player #7 Ushakov Vladislav

Glider

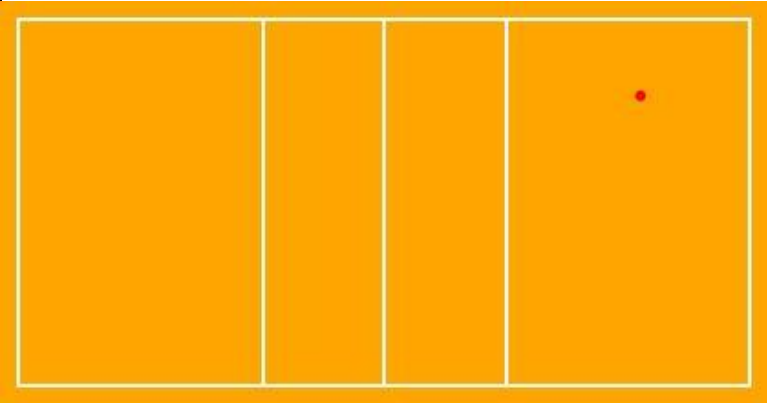
Total Glider

Total	#	+	!	/	-	=
	10%	10%	0%	10%	40%	30%
10	1	1	.	1	4	3



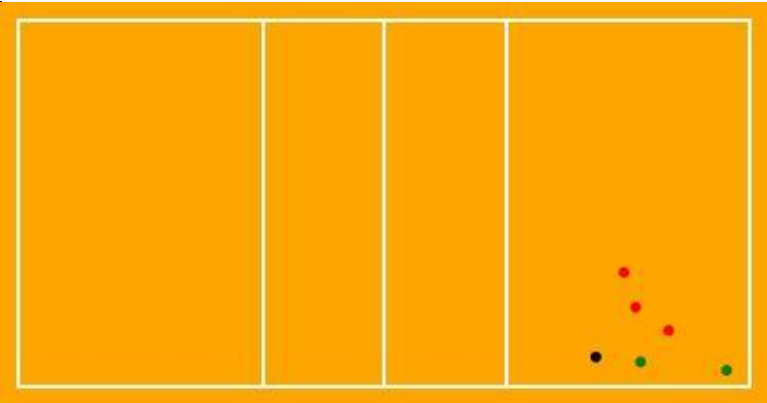
Glider Direction 1

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



Glider Direction 5

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



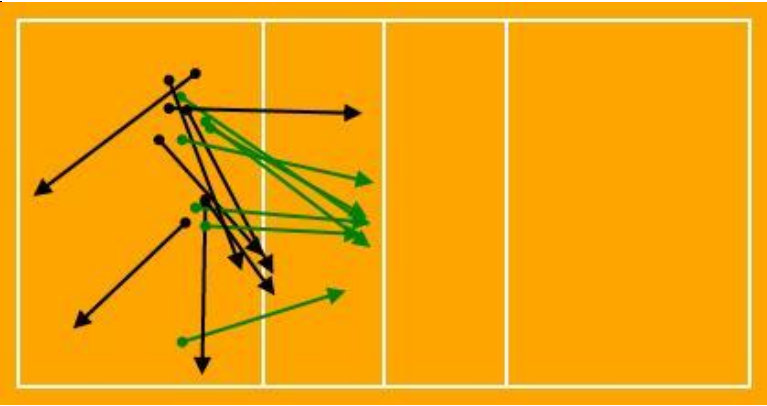
Reception

Player #7 Ushakov Vladislav

Glider

Total Glider

Total	#	+	!	/	-	=
	33%	13%	13%	40%	0%	0%
15	5	2	2	6	.	.

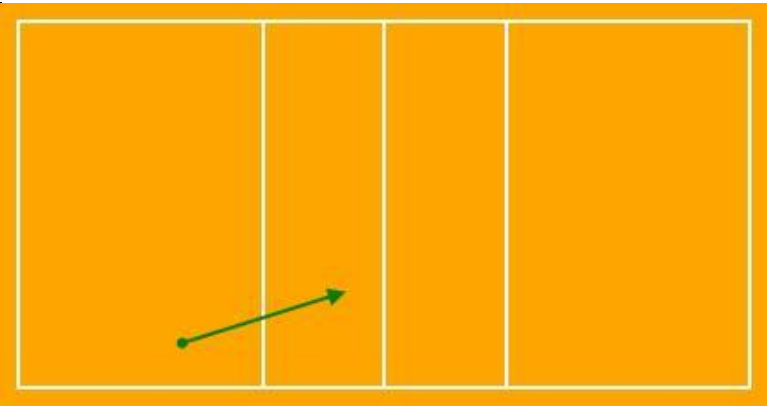


1(6%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
8(53%) #: 50%, #+: 50% !/-: 50%, =: 0%	5(33%) #: 20%, #+: 40% !/-: 60%, =: 0%	1(6%) #: 0%, #+: 100% !/-: 0%, =: 0%

Glider Zone #1

Upper

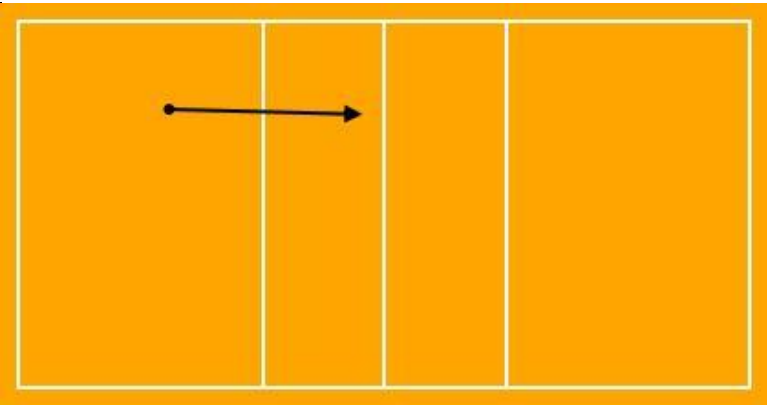
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Glider Zone #4

Lower

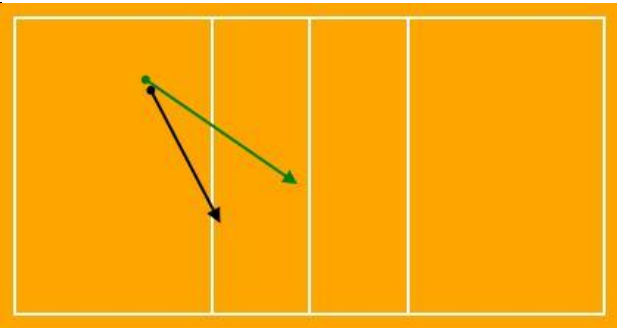
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Glider Zone #5

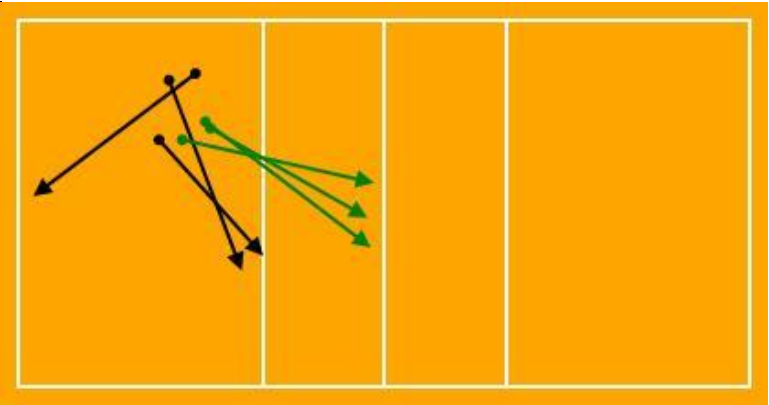
Lower

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



Upper

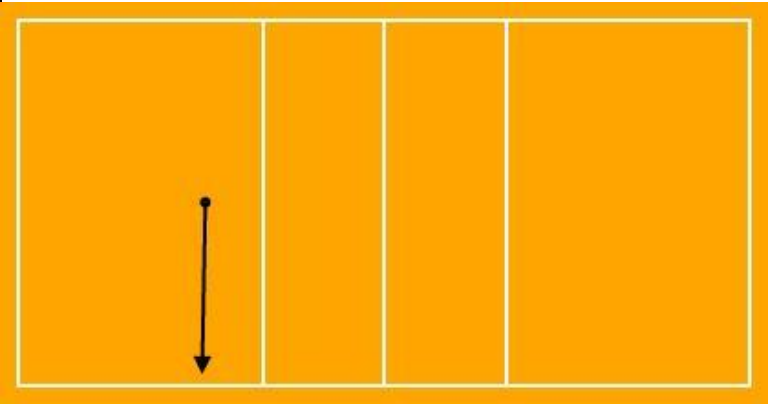
Total	#	+	!	/	-	=
	50%	0%	16%	33%	0%	0%
6	3	.	1	2	.	.



Glider Zone #6

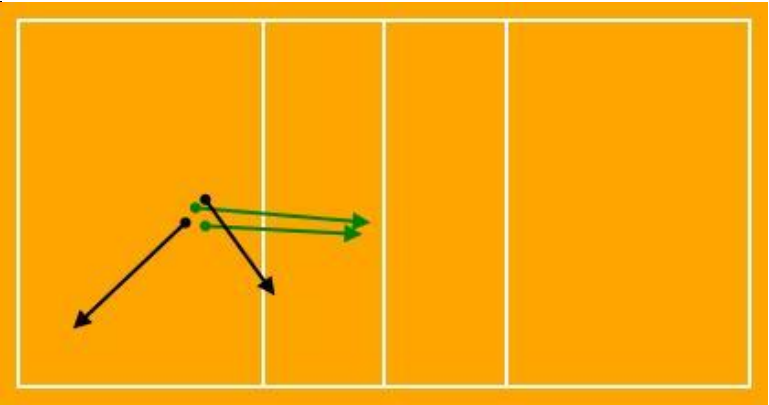
Lower

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



Upper

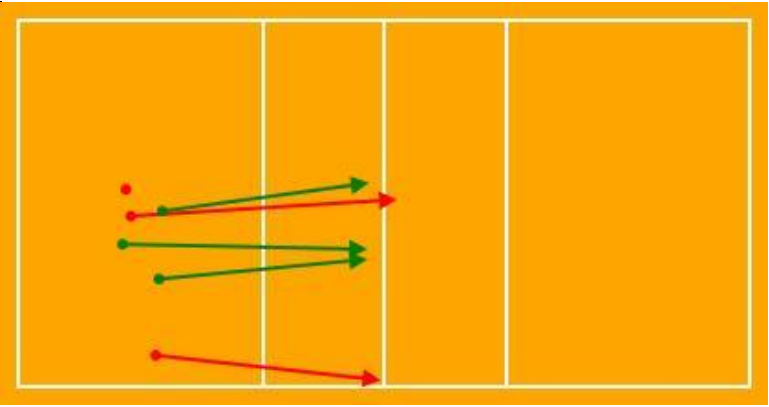
Total	#	+	!	/	-	=
	25%	25%	0%	50%	0%	0%
4	1	1	.	2	.	.



Jump

Total Jump

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

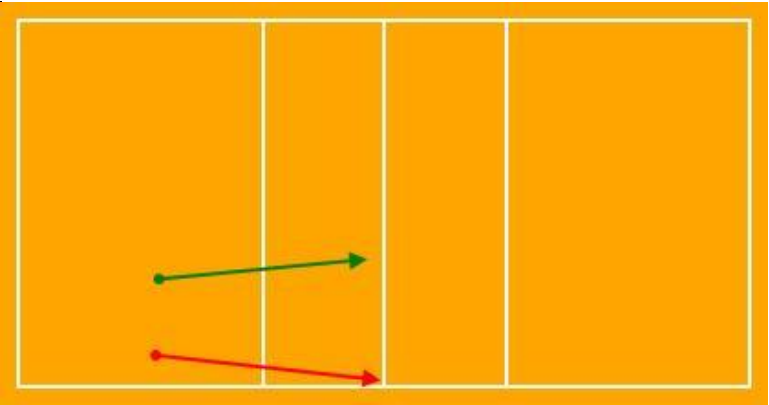


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	4(66%) #: 50%, #+: 50% !/-: 50%, =: 0%	2(33%) #: 50%, #+: 50% !/-: 0%, =: 50%

Jump Zone #1

Lower

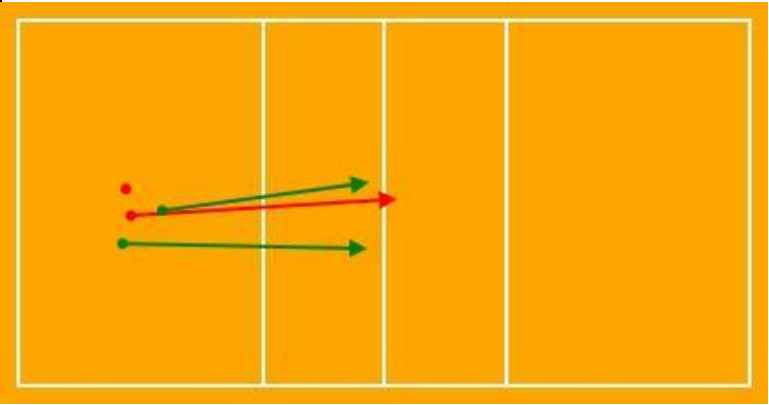
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
2	1	1



Jump Zone #6

Lower

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

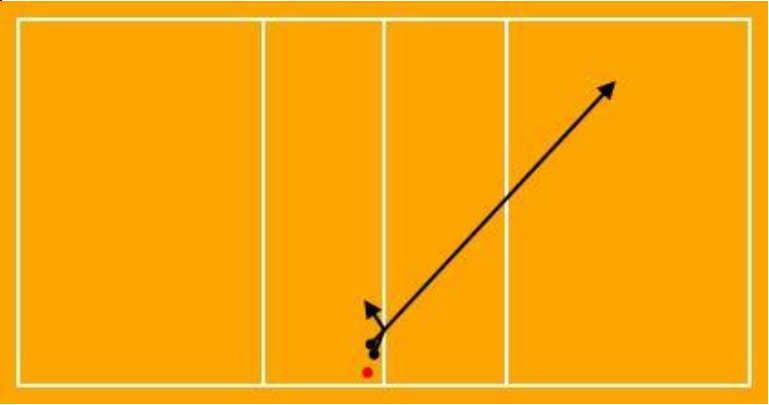


Attack
Player #7 Ushakov Vladislav

Position 1

Total position 1

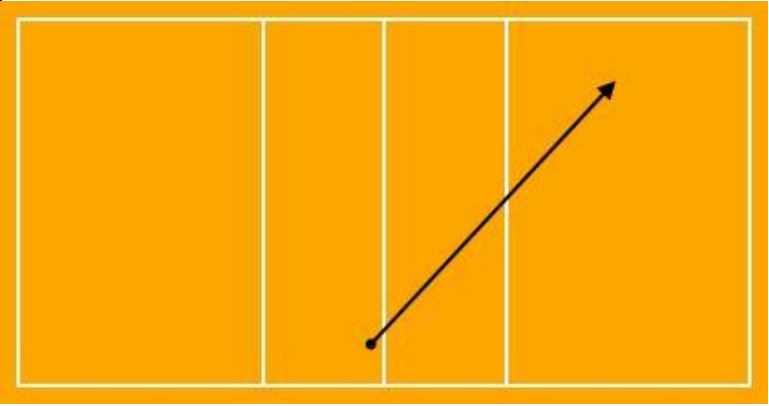
Total	#	+	!	/	-	=
	0%	0%	0%	66%	0%	33%
3	.	.	.	2	.	1



Zone #1 1 blockers

Set quality: !

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



Set quality: #

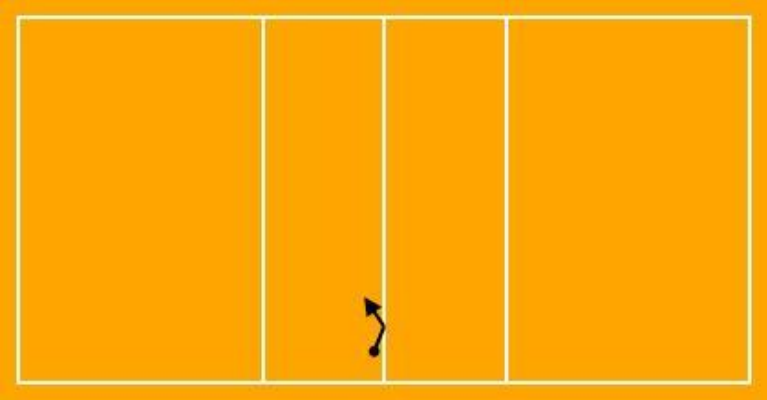
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #1 1.5 blockers

Set quality: +

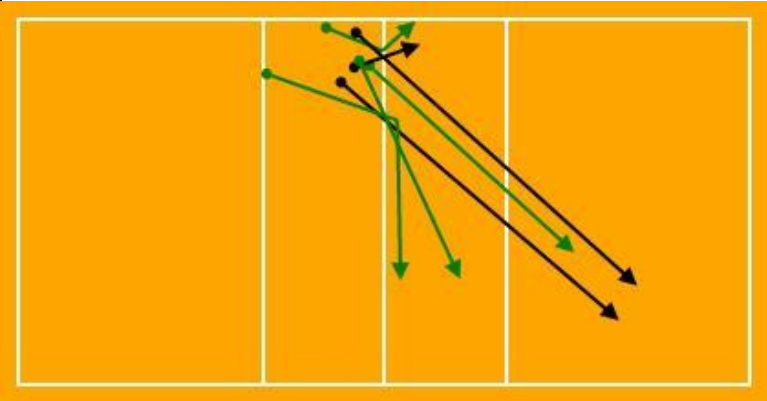
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

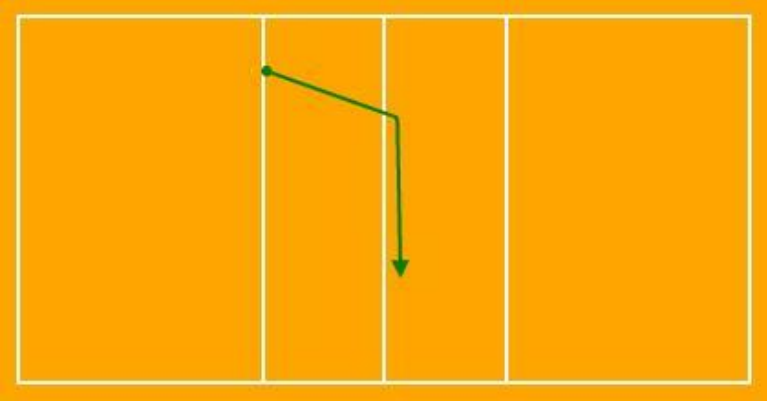
Total	#	+	!	/	-	=
	42%	14%	0%	42%	0%	0%
7	3	1	.	3	.	.



Zone #4 0 blockers

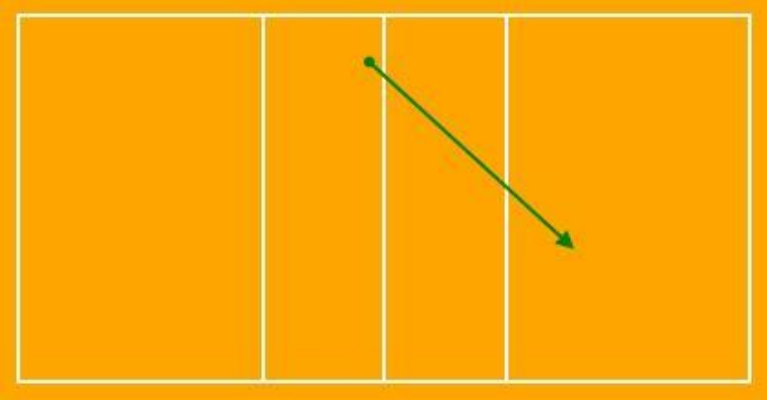
Set quality: !

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



Set quality: #

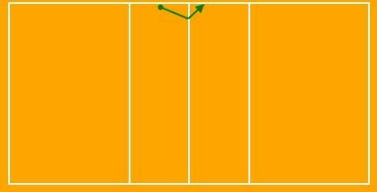
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1 blockers

Set quality: +

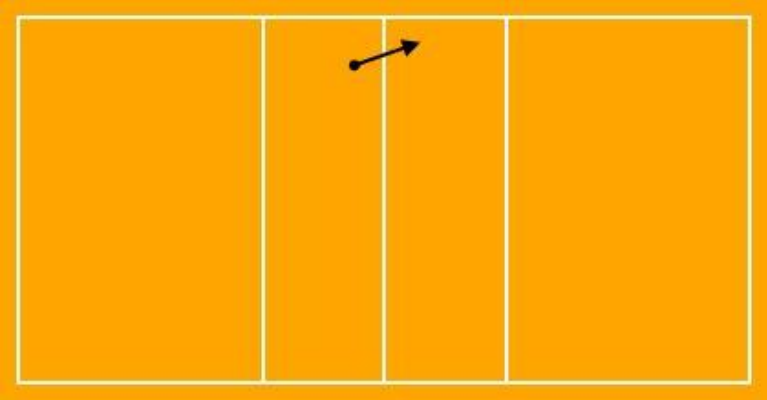
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

Set quality: !

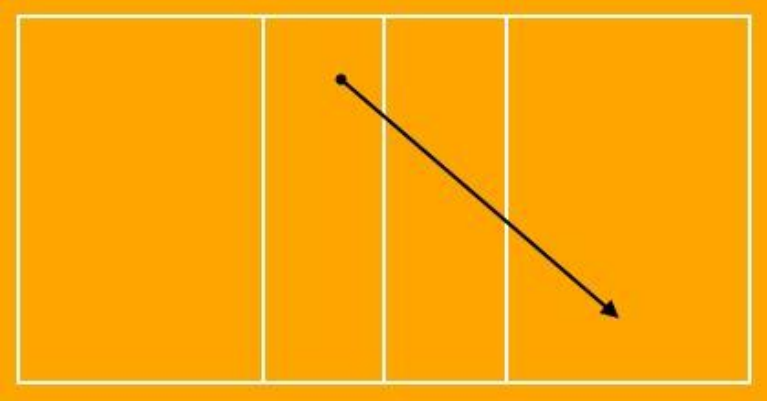
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 2 blockers

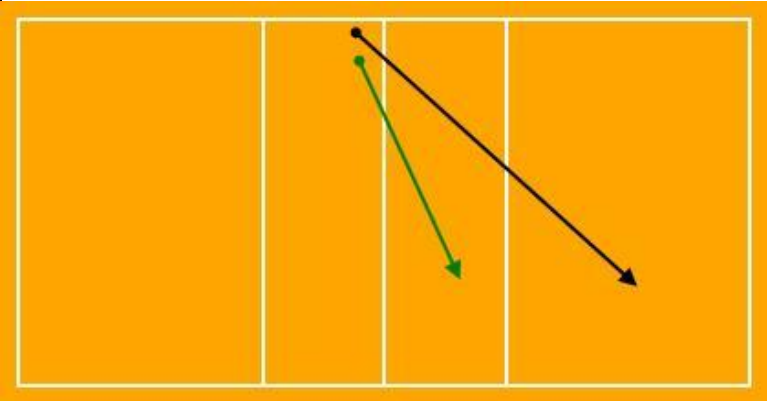
Set quality: !

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



Set quality: +

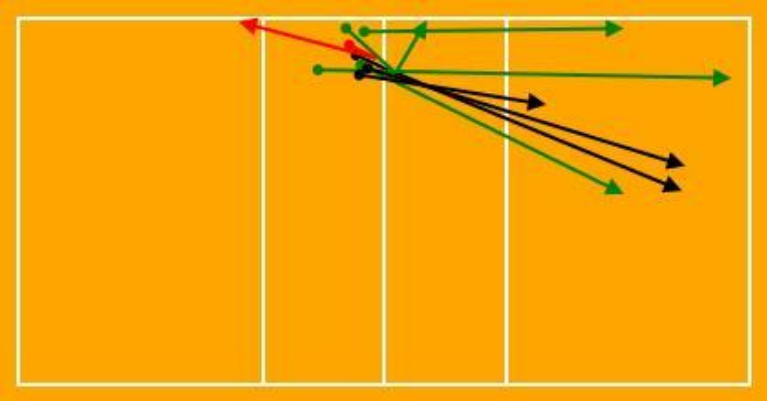
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Position 5

Total position 5

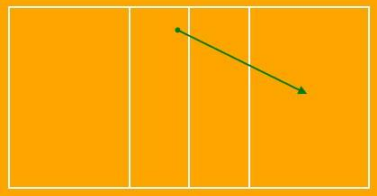
Total	#	+	!	/	-	=
	50%	0%	0%	37%	12%	0%
8	4	.	.	3	1	.



Zone #5 1 blockers

Set quality: +

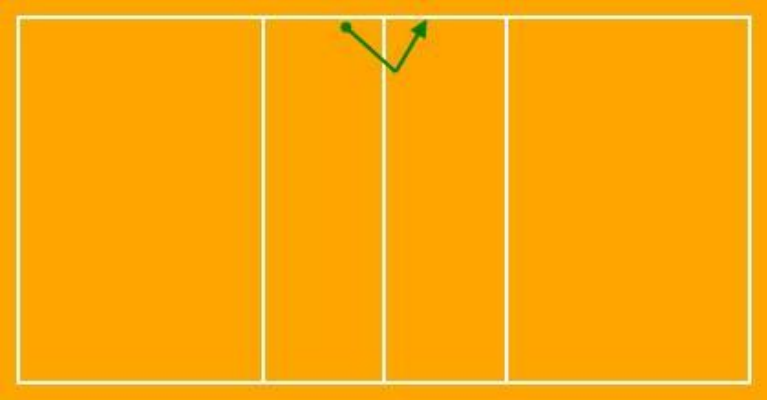
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 1.5 blockers

Set quality: #

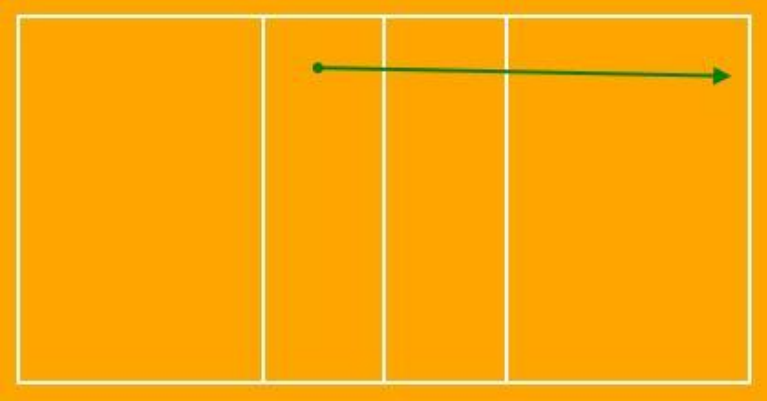
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 2 blockers

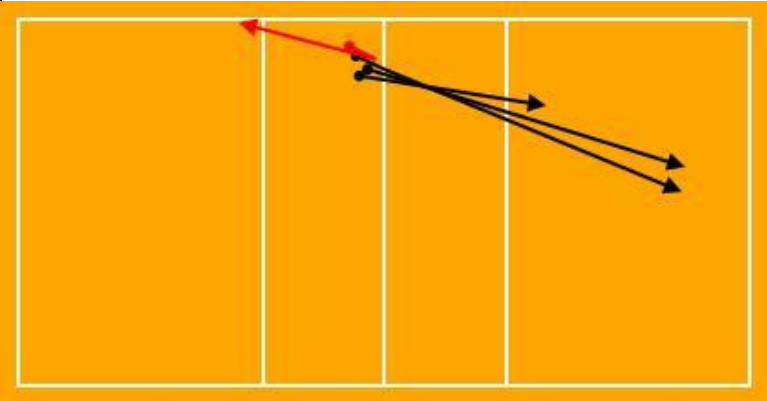
Set quality: /

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



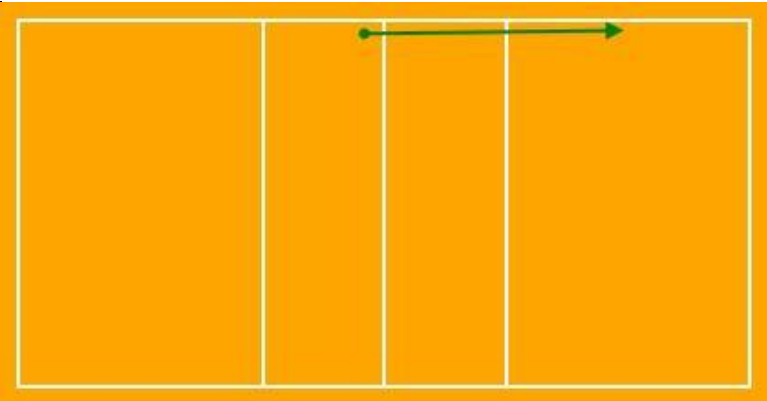
Set quality: !

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



Set quality: #

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



Player #10 Klimov Alexey

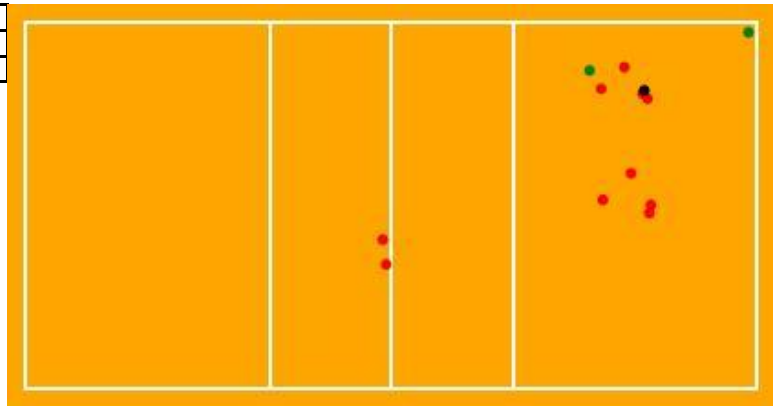
Serve

Player #10 Klimov Alexey

Glider

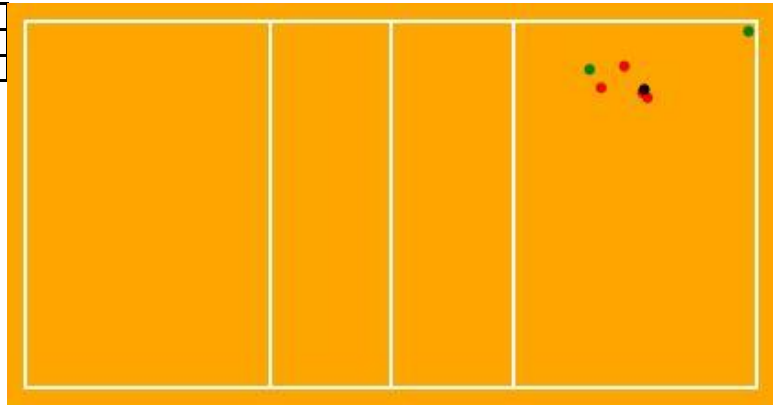
Total Glider

Total	#	+	!	/	-	=
	7%	7%	0%	7%	61%	15%
13	1	1	.	1	8	2



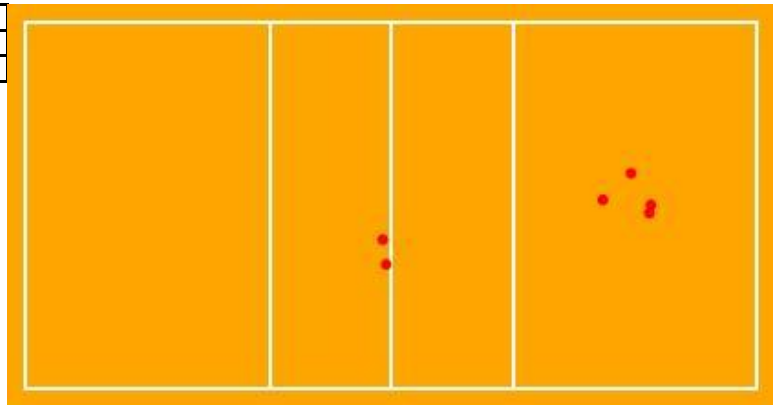
Glider Direction 1

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



Glider Direction 6

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



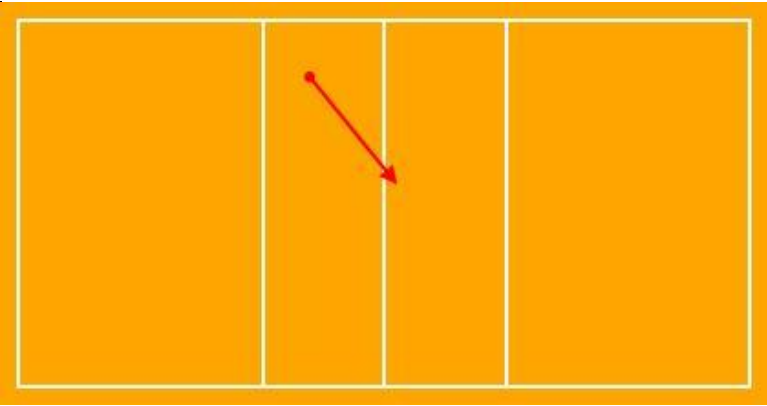
Reception

Player #10 Klimov Alexey

Glider

Total Glider

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

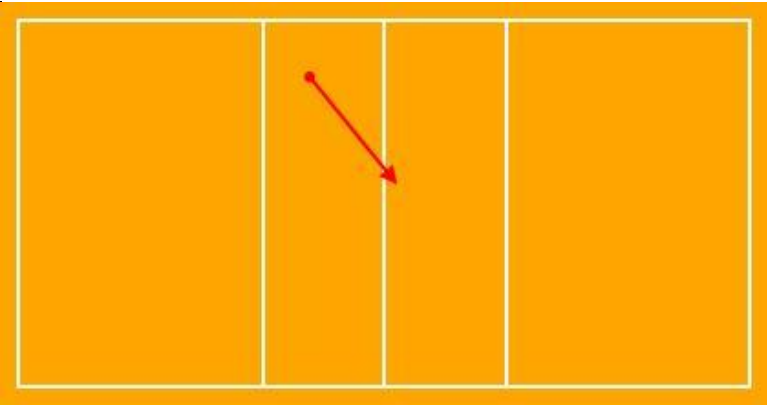


.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #3

Upper

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

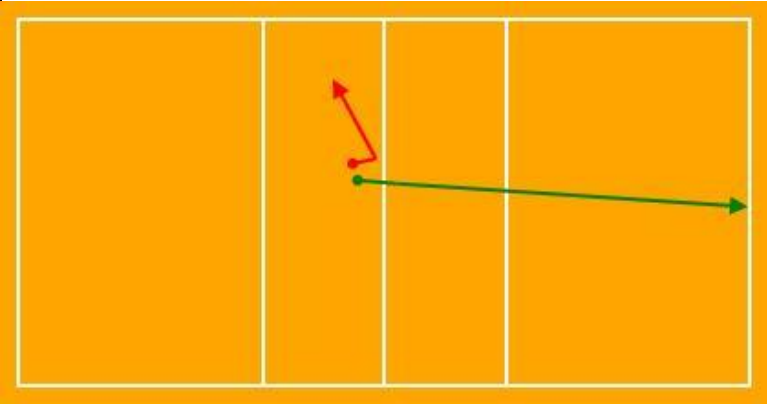


Attack Player #10 Klimov Alexey

Position 2

Total position 2

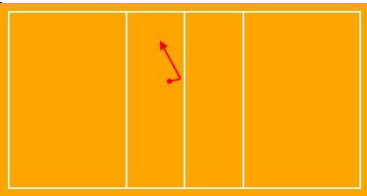
Total	#	+	!	/	-	=
	50%	0%	0%	0%	50%	0%
2	1	.	.	.	1	.



Zone #2 1 blockers

Set quality: +

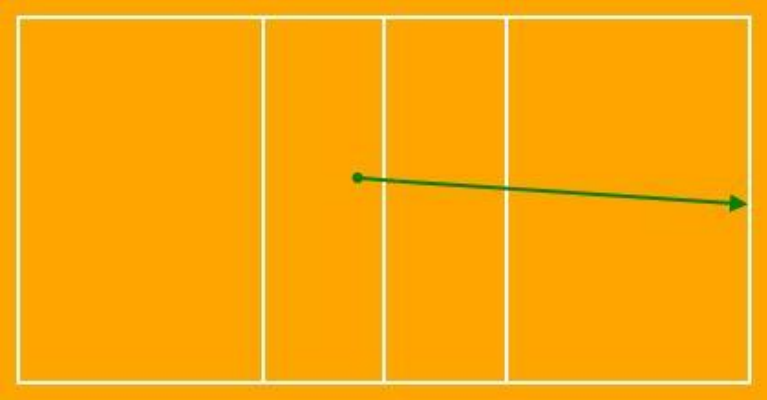
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	1	.



Zone #2 2.5 blockers

Set quality: !

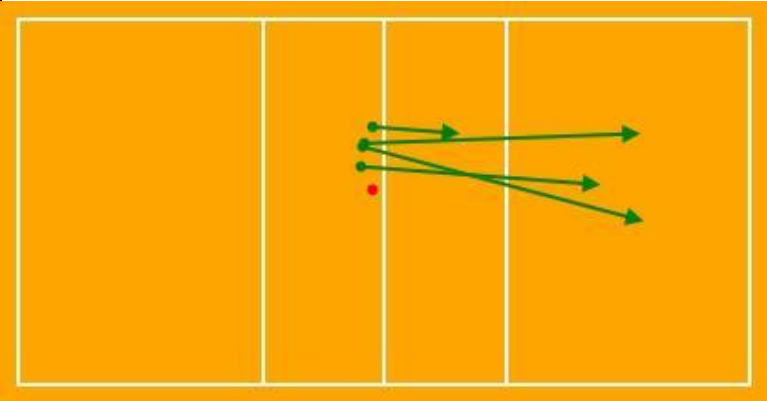
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 3

Total position 3

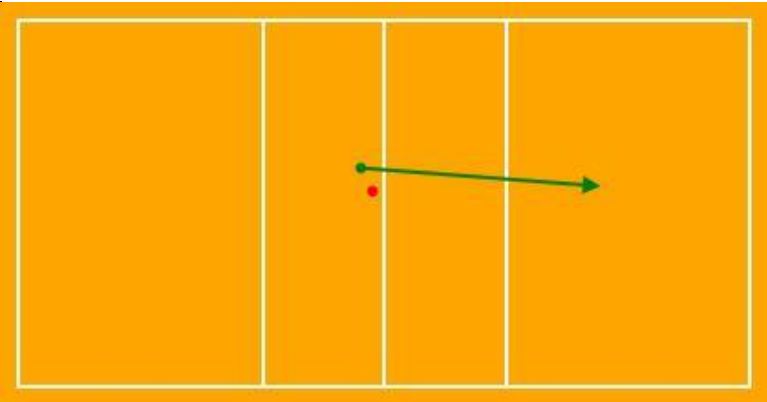
Total	#	+	!	/	-	=
	80%	0%	0%	0%	0%	20%
5	4	1



Zone #3 1 blockers

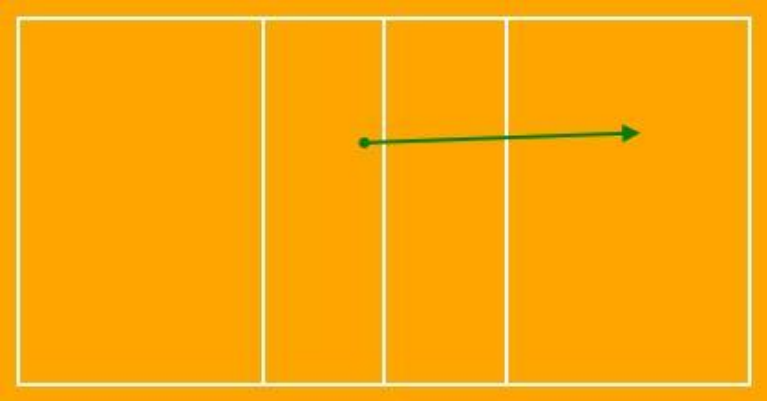
Set quality: !

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



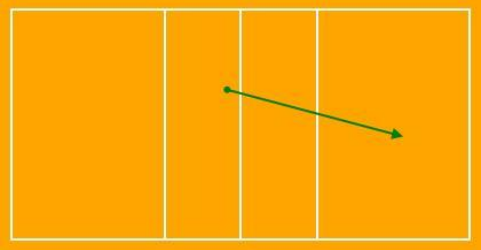
Set quality: +

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



Set quality: #

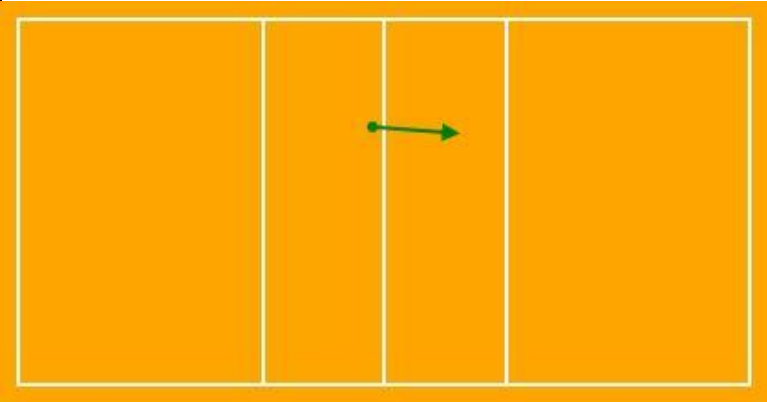
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1.5 blockers

Set quality: -

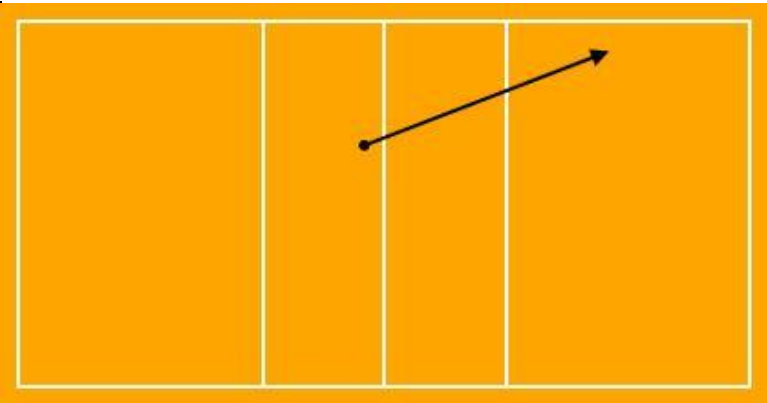
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

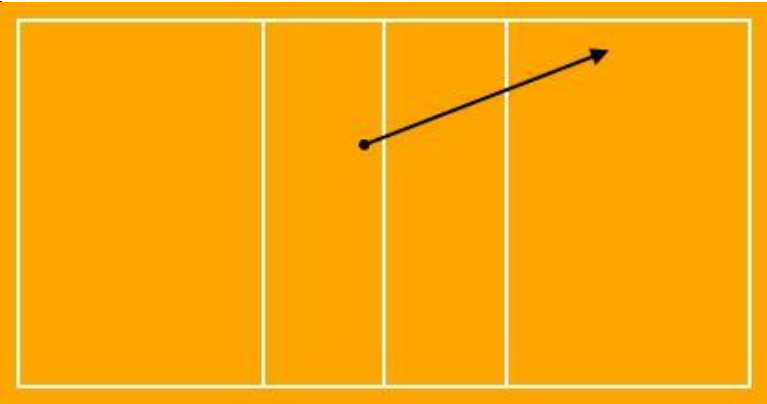
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 0 blockers

Set quality: !

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



Player #13

Trofimov Lev

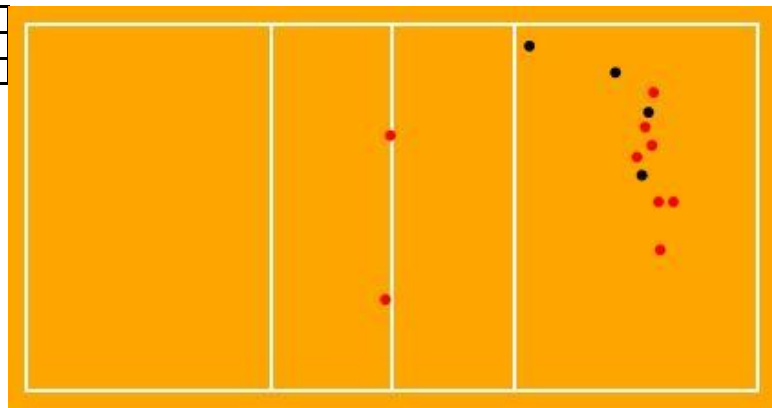
Serve

Player #13 Trofimov Lev

Glider

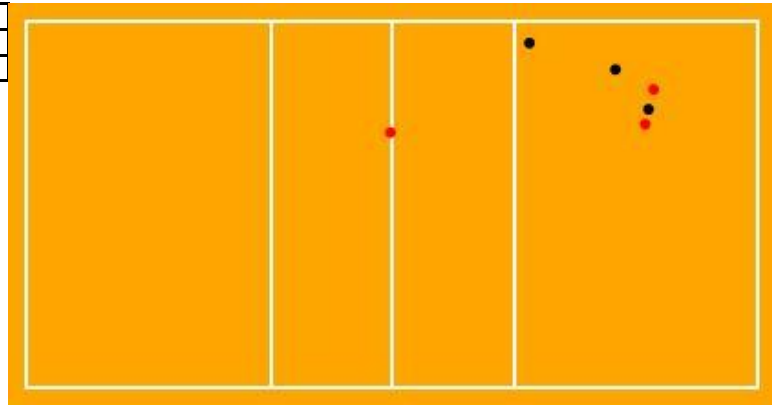
Total Glider

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



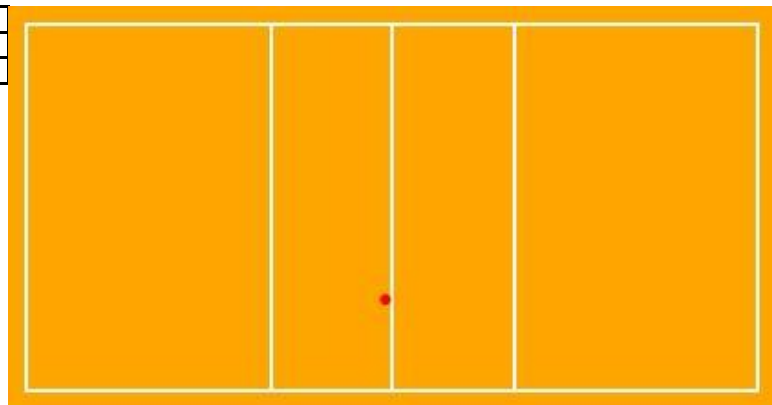
Glider Direction 1

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



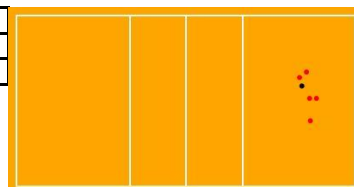
Glider Direction 5

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



Glider Direction 6

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



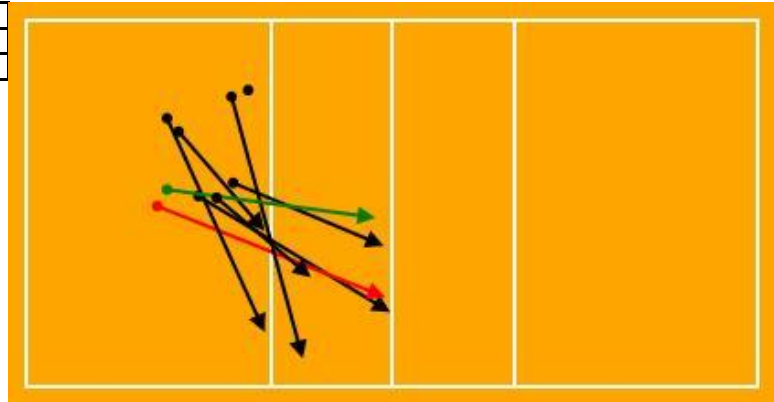
Reception

Player #13 Trofimov Lev

Glider

Total Glider

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

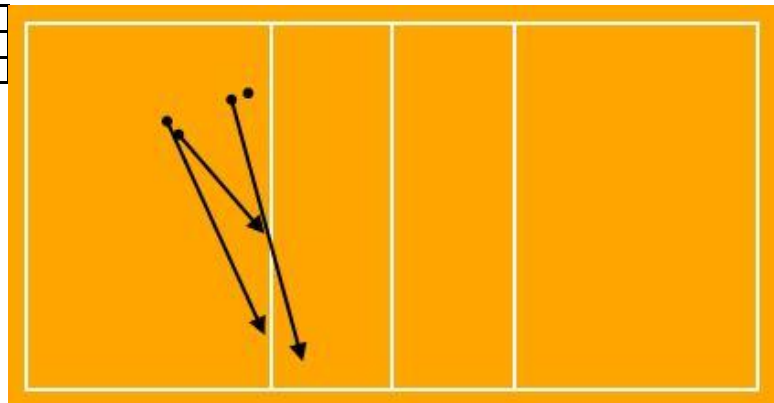


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
4(44%) #: 0%, #+: 0% !/-: 100%, =: 0%	5(55%) #: 20%, #+: 20% !/-: 80%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #5

Lower

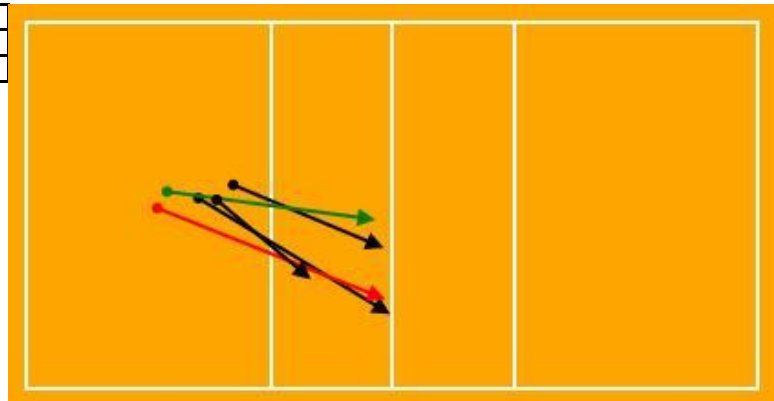
Total	#	+	!	/	-	=
	0%	0%	75%	25%	0%	0%
4	.	.	3	1	.	.



Glider Zone #6

Upper

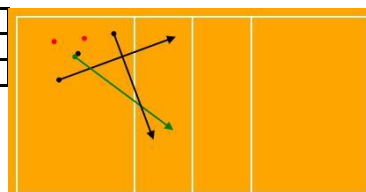
Total	#	+	!	/	-	=
	20%	0%	40%	20%	20%	0%
5	1	.	2	1	1	.



Jump

Total Jump

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

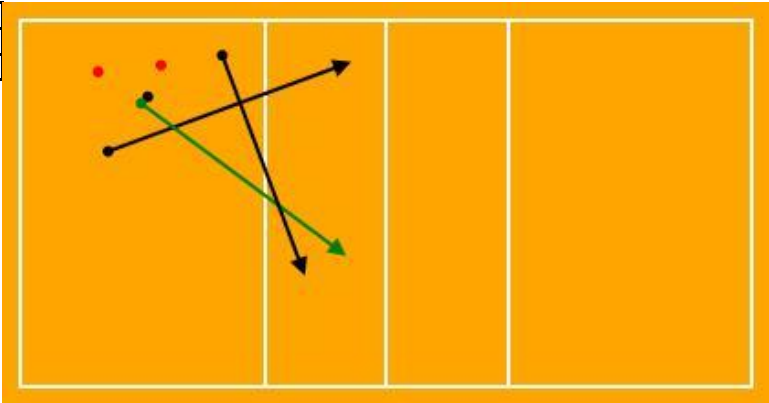


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
6(100%) #: 0%, #+: 16% !/-: 50%, =: 33%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

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

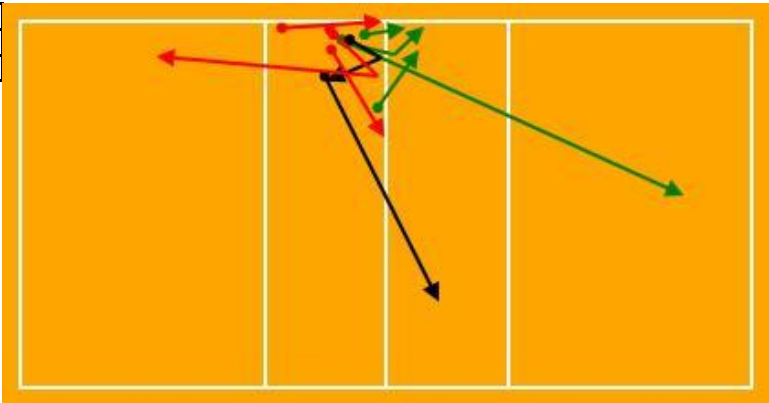


Attack
Player #13 Trofimov Lev

Position 4

Total position 4

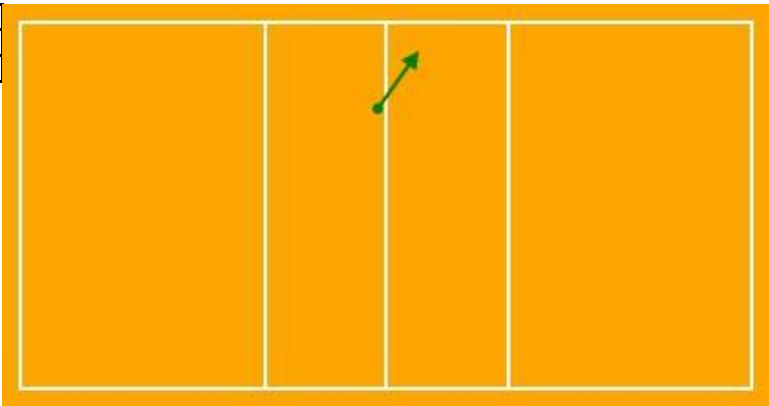
Total	#	+	!	/	-	=
	30%	10%	0%	20%	10%	30%
10	3	1	.	2	1	3



Zone #4 0 blockers

Set quality: #

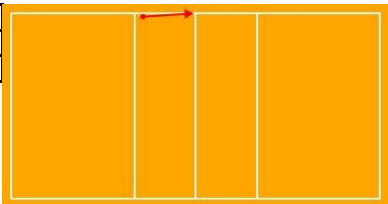
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1 blockers

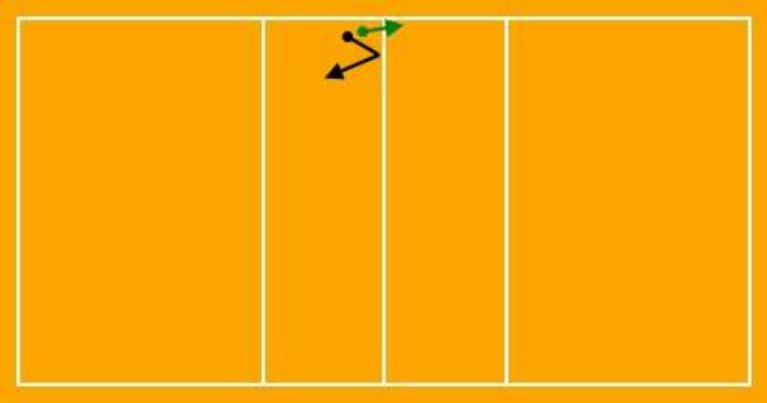
Set quality: /

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



Set quality: +

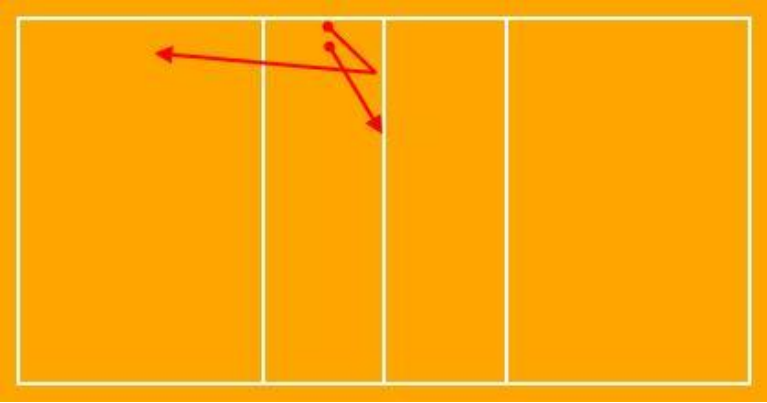
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #4 2 blockers

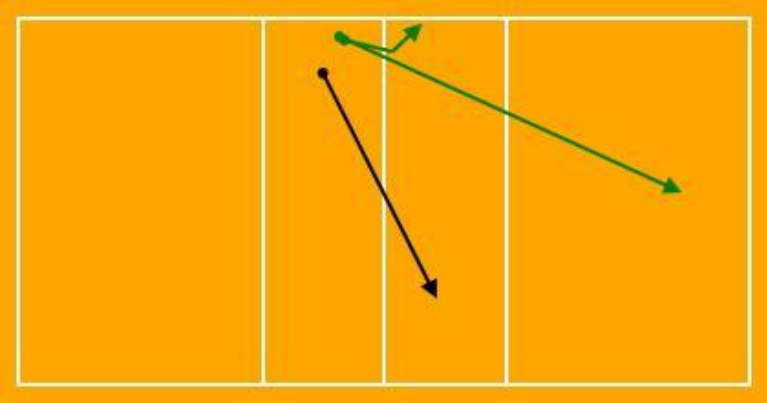
Set quality: !

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



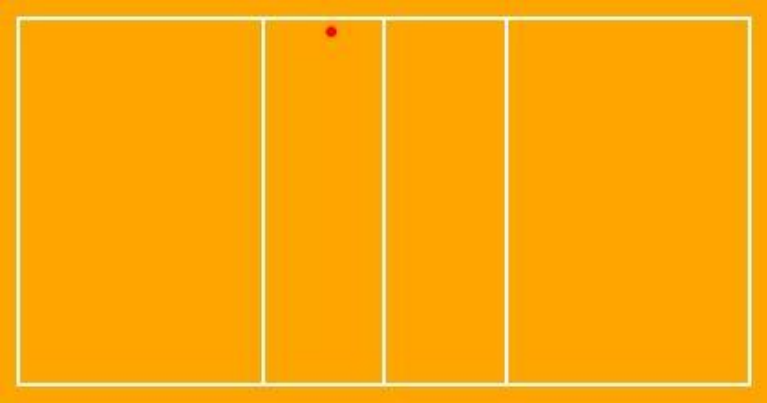
Set quality: +

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



Set quality: #

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



Position 5

Total position 5

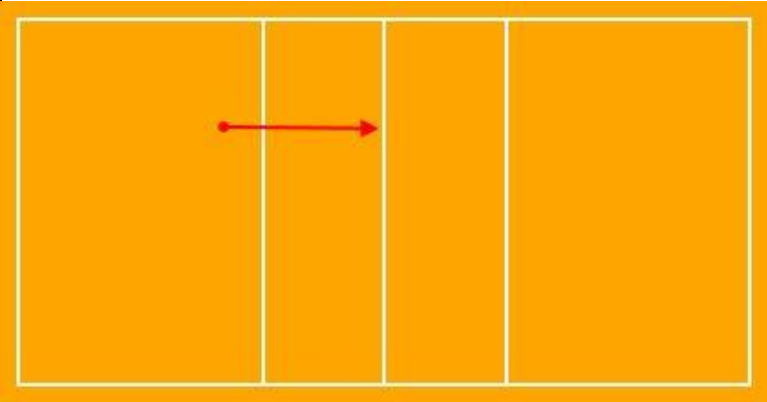
Total	#	+	!	/	-	=
	58%	11%	0%	23%	0%	5%
17	10	2	.	4	.	1



Zone #5 0 blockers

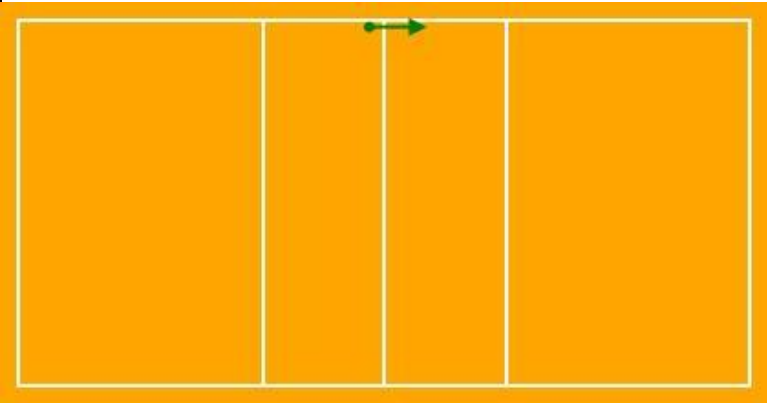
Set quality: /

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



Set quality: !

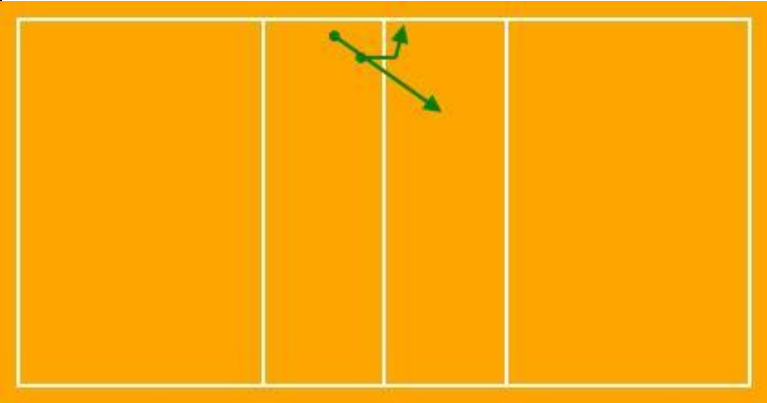
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 1 blockers

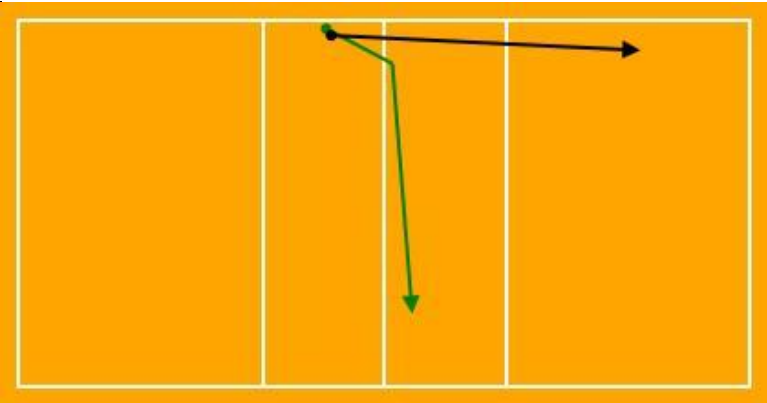
Set quality: !

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



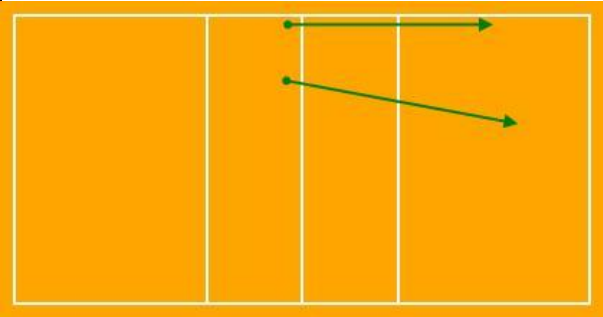
Set quality: +

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



Set quality: #

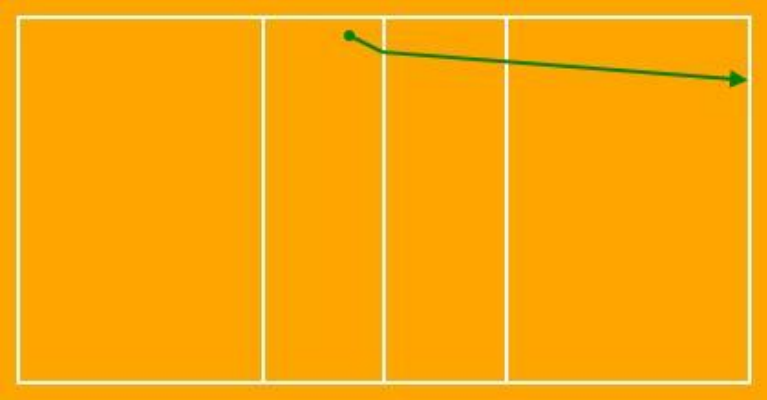
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #5 1.5 blockers

Set quality: +

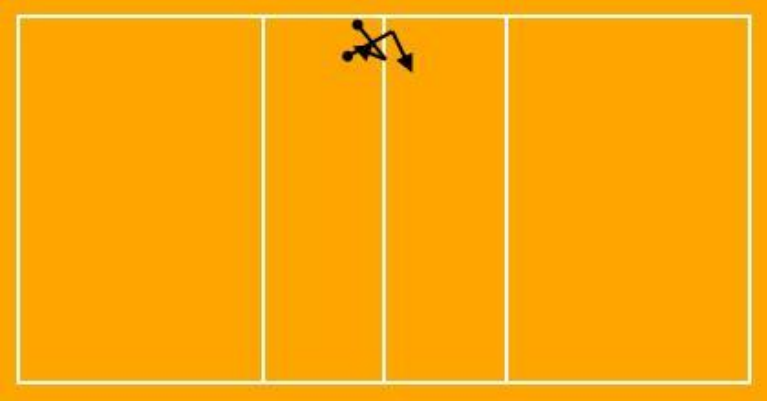
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 2 blockers

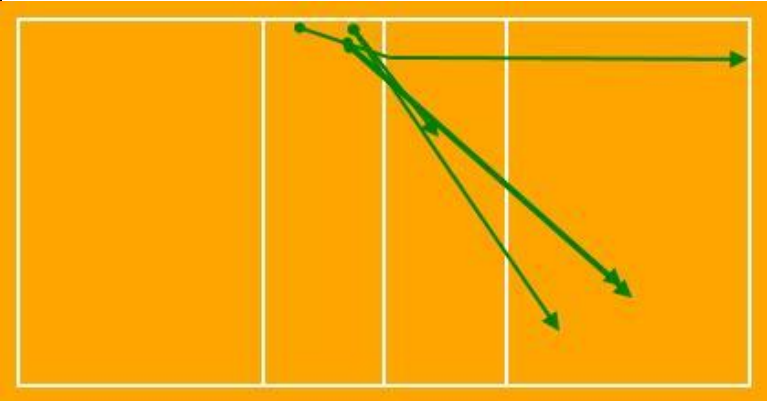
Set quality: !

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



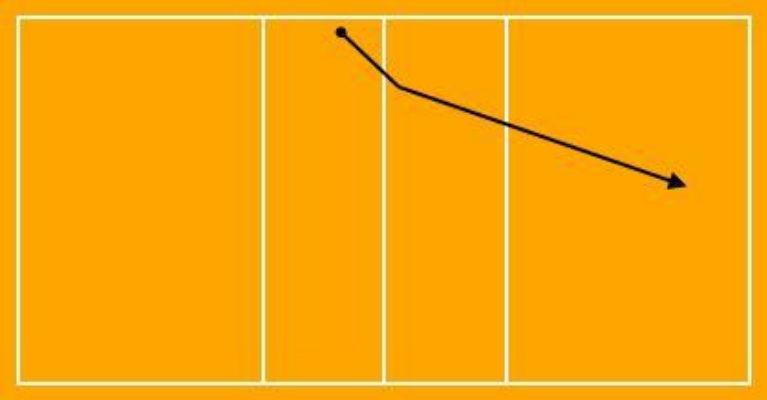
Set quality: +

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



Set quality: #

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



Player #14

Ahmadullin Timur

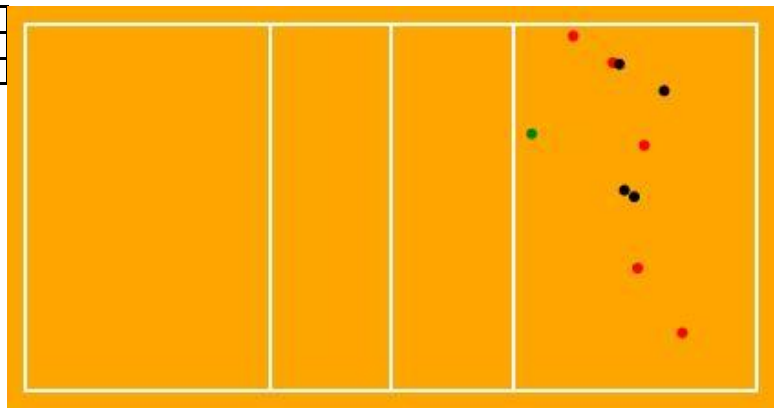
Serve

Player #14 Ahmadullin Timur

Glider

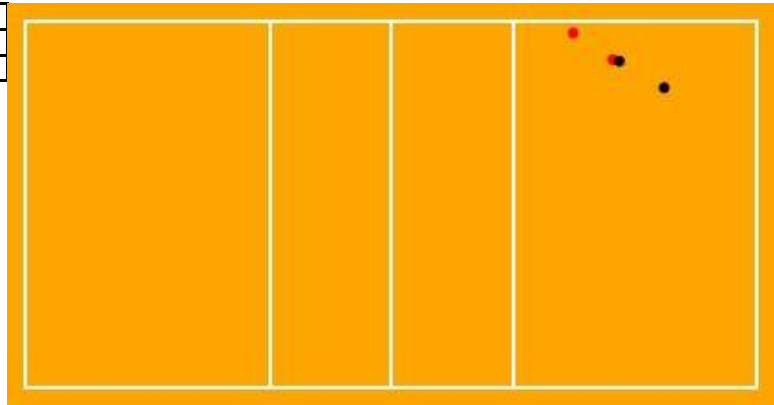
Total Glider

Total	#	+	!	/	-	=
	0%	10%	0%	40%	50%	0%
10	.	1	.	4	5	.



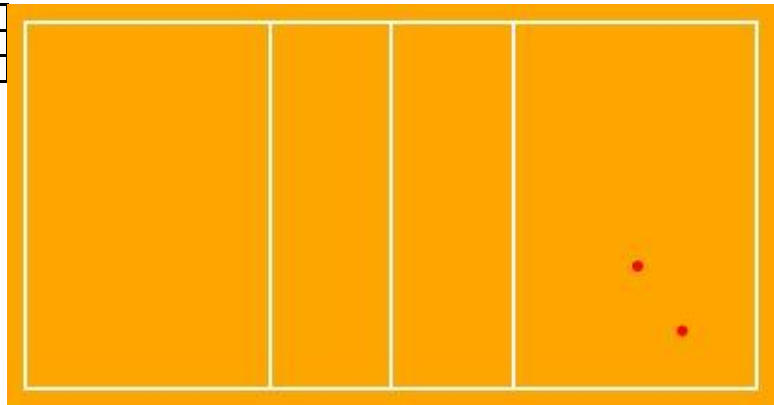
Glider Direction 1

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



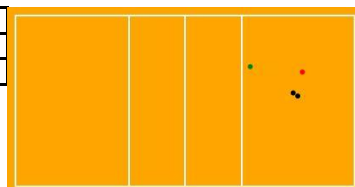
Glider Direction 5

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



Glider Direction 6

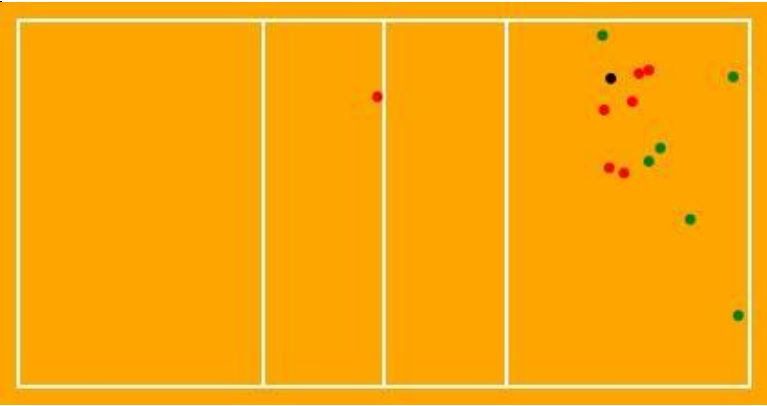
Total	#	+	!	/	-	=
	0%	25%	0%	50%	25%	0%
4	.	1	.	2	1	.



Jump

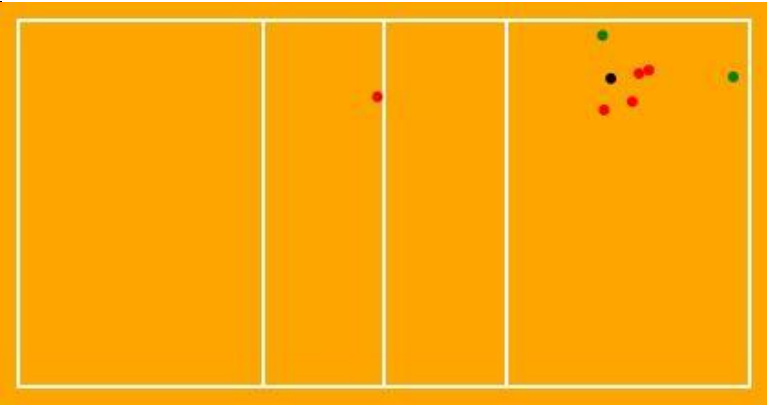
Total Jump

Total	#	+	!	/	-	=
	25%	12%	6%	0%	37%	18%
16	4	2	1	.	6	3



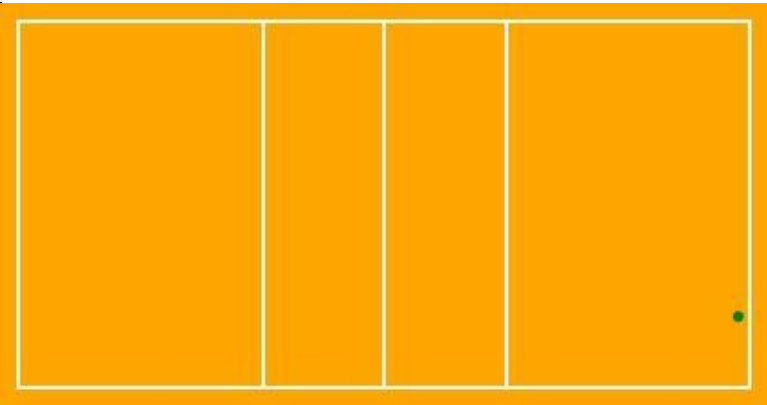
Jump Direction 1

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



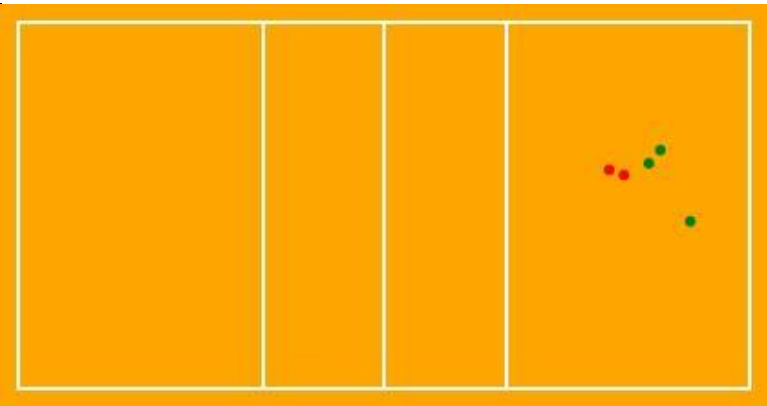
Jump Direction 5

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



Jump Direction 6

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



Attack

Player #14 Ahmadullin Timur

Position 2

Total position 2

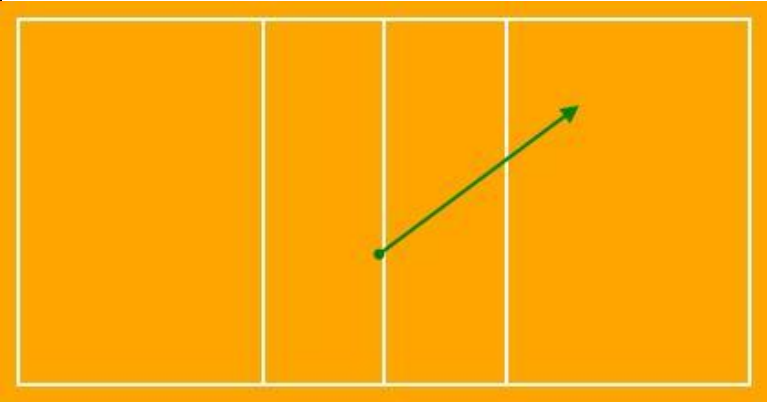
Total	#	+	!	/	-	=
	66%	33%	0%	0%	0%	0%
3	2	1



Zone #2 0 blockers

Set quality: #

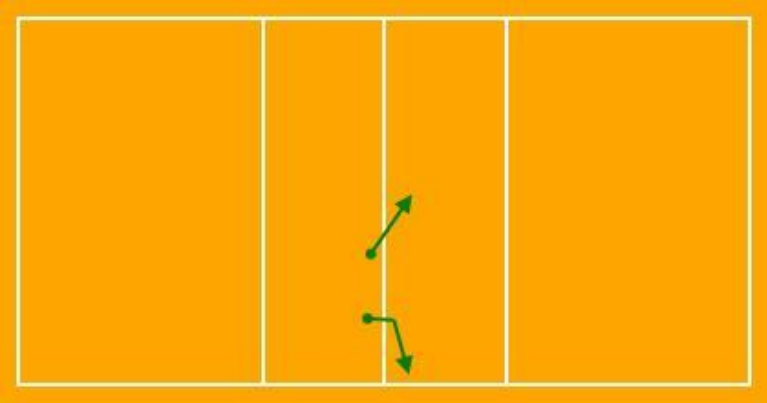
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

Set quality: #

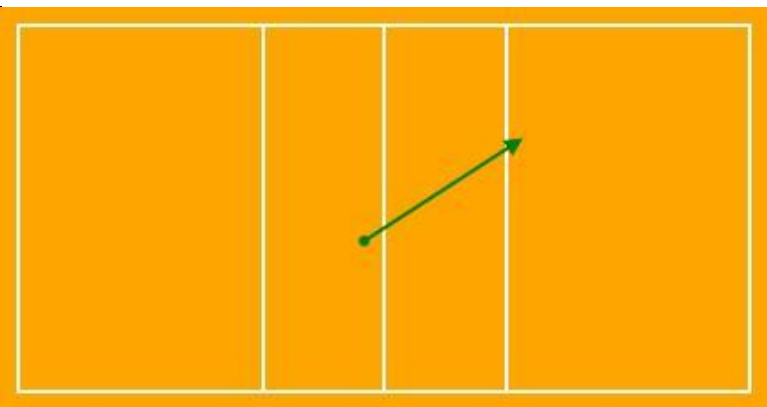
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
2	1	1



Position 3

Total position 3

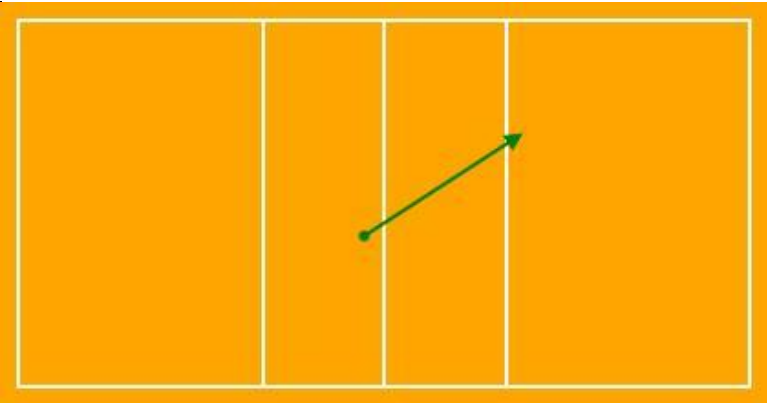
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 0.5 blockers

Set quality: #

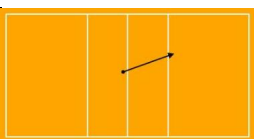
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

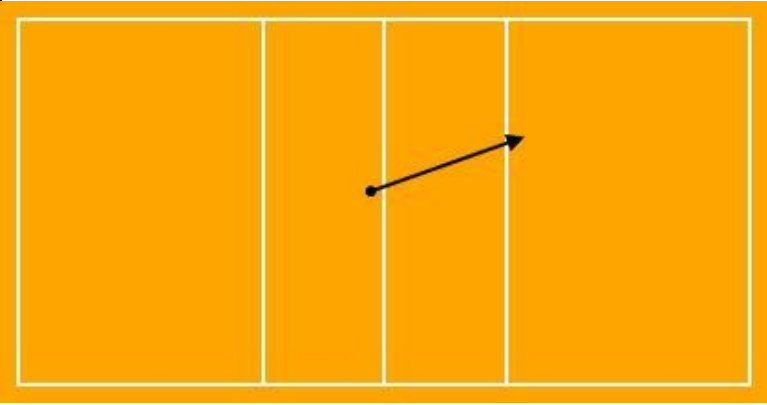
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 0 blockers

Set quality: #

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



Player #15

Lyashenko Andron

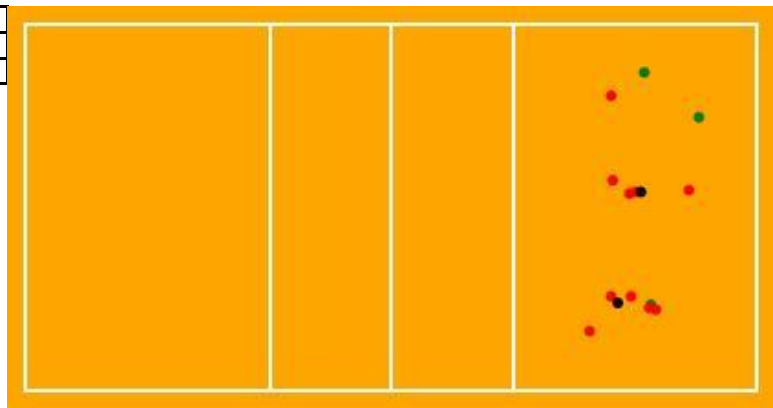
Serve

Player #15 Lyashenko Andron

Glider

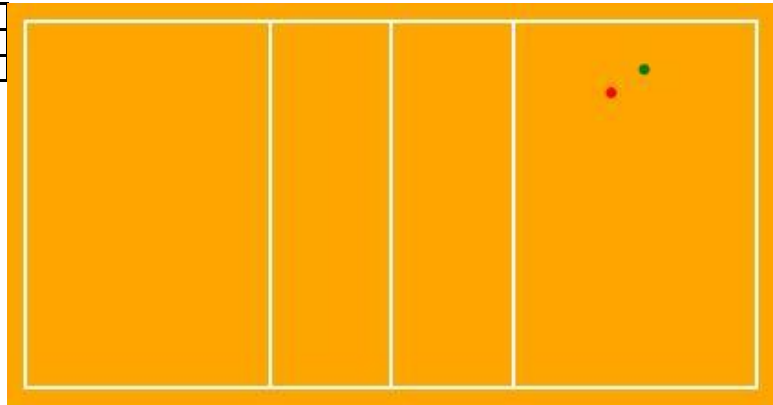
Total Glider

Total	#	+	!	/	-	=
	11%	5%	5%	5%	55%	16%
18	2	1	1	1	10	3



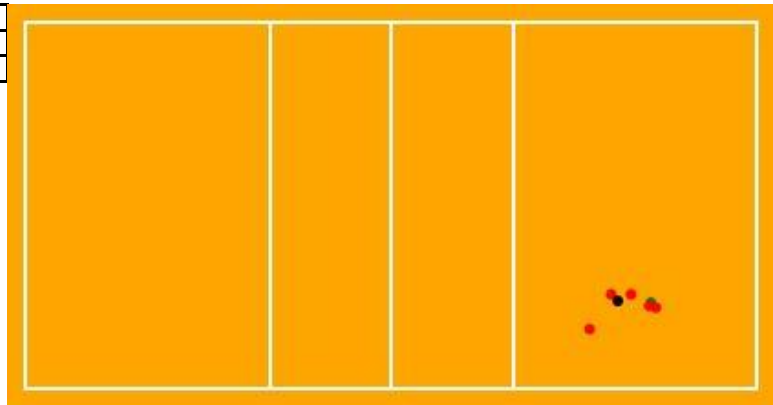
Glider Direction 1

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



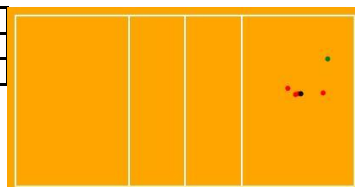
Glider Direction 5

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



Glider Direction 6

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



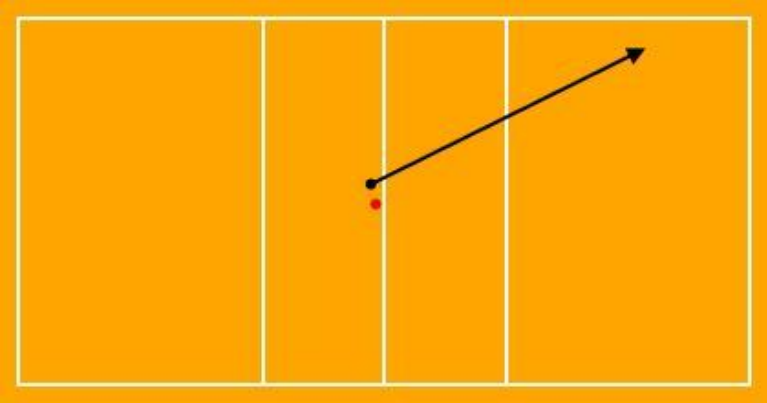
Attack

Player #15 Lyashenko Andron

Position 2

Total position 2

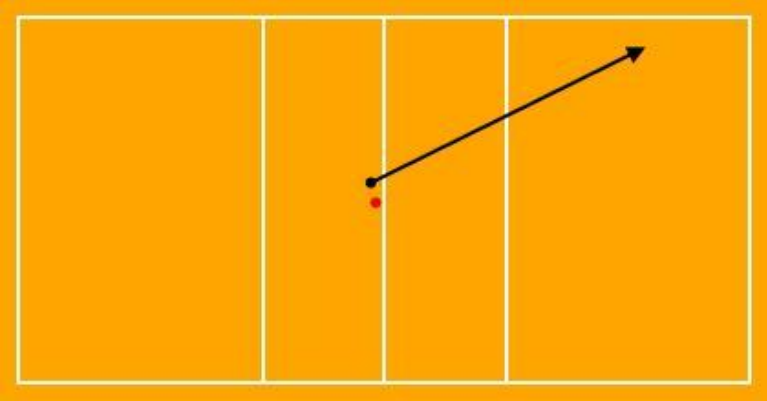
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



Zone #2 1 blockers

Set quality: +

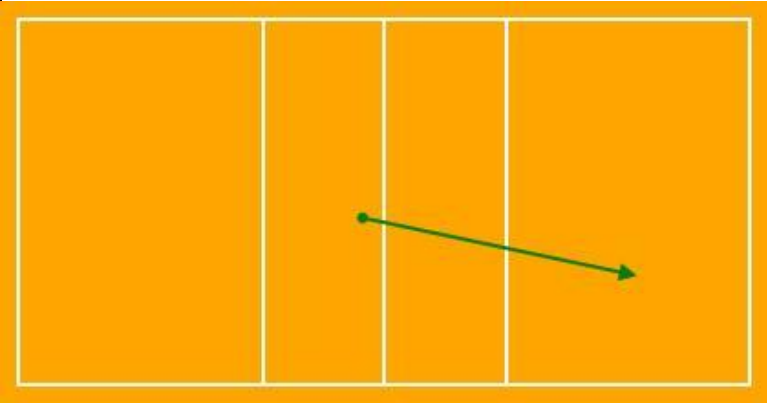
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



Position 3

Total position 3

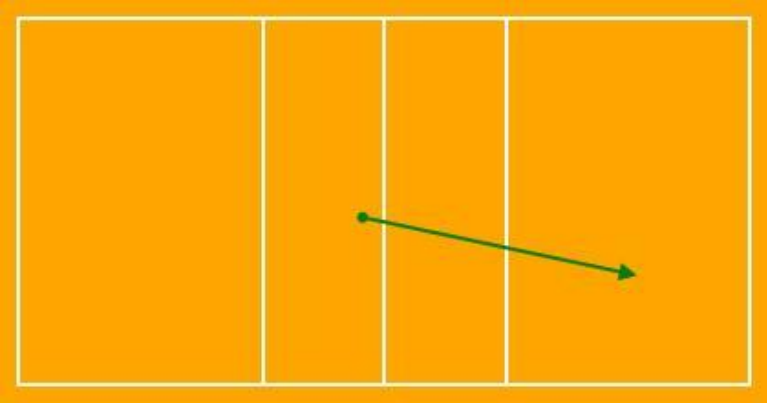
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

Set quality: #

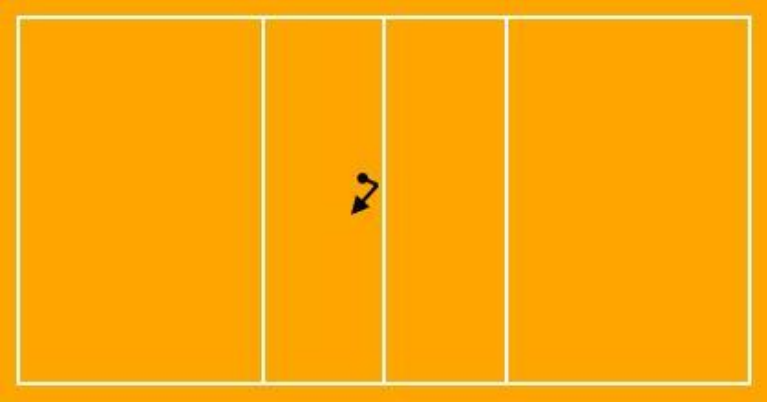
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

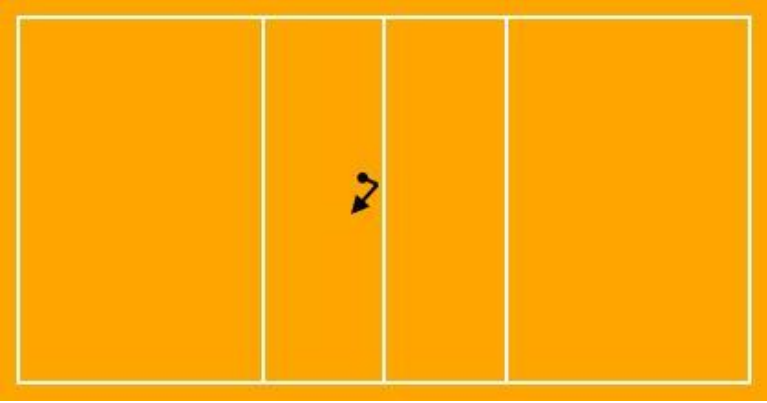
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 1 blockers

Set quality: +

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



Player #17

Fedunov Daniil

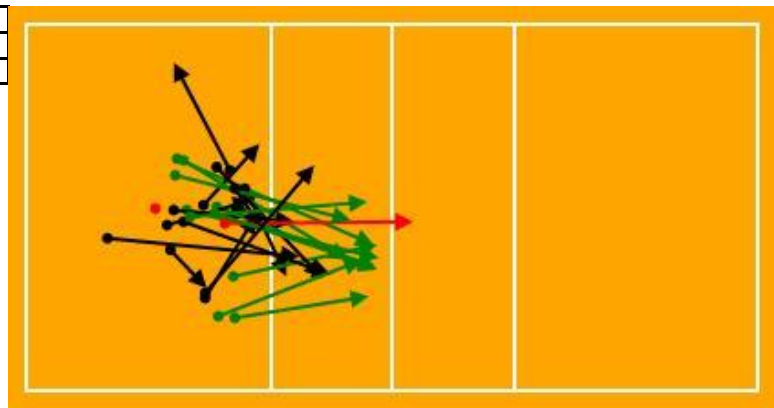
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	32%	8%	36%	16%	4%	4%
25	8	2	9	4	1	1

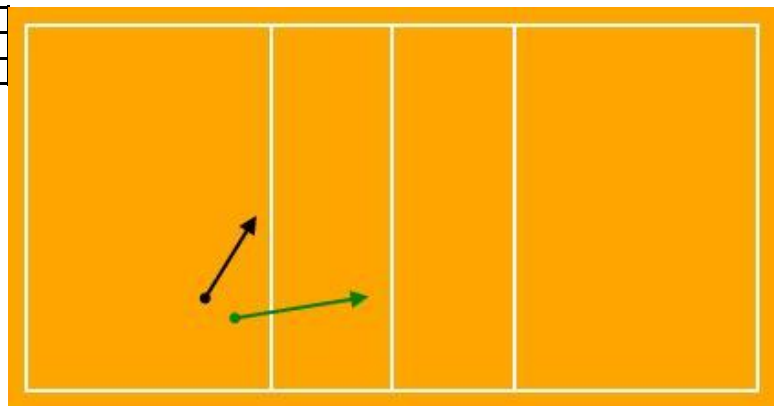


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	21(84%) #: 28%, #+: 38% !/-: 57%, =: 4%	4(16%) #: 50%, #+: 50% !/-: 50%, =: 0%

Glider Zone #1

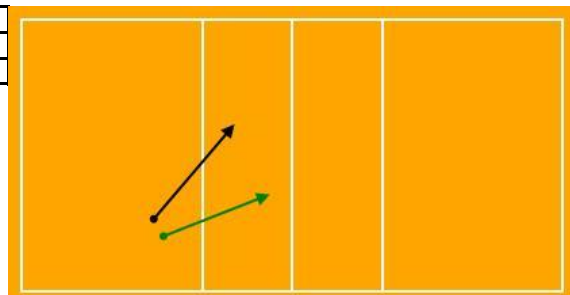
Lower

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



Upper

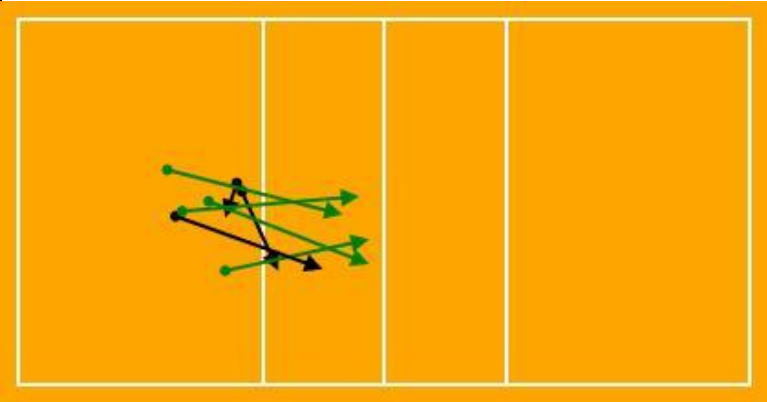
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



Glider Zone #6

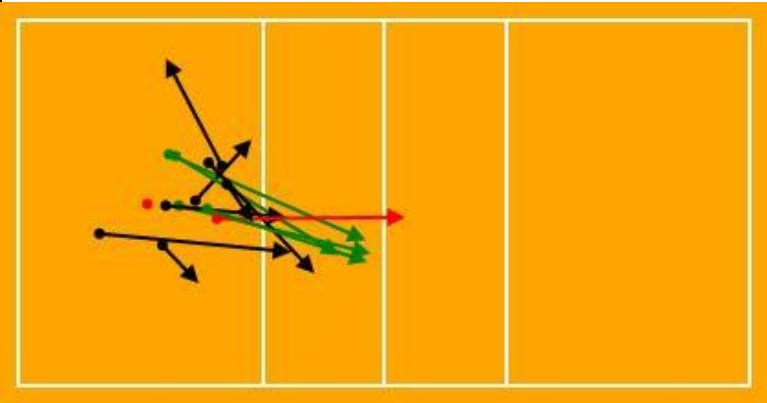
Lower

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



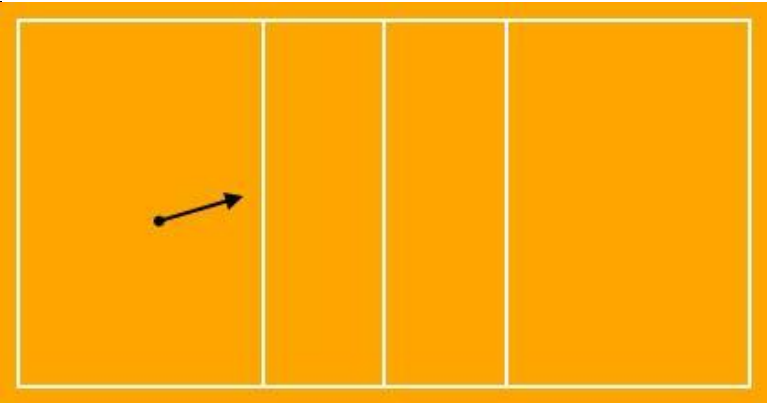
Upper

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



OneHanded

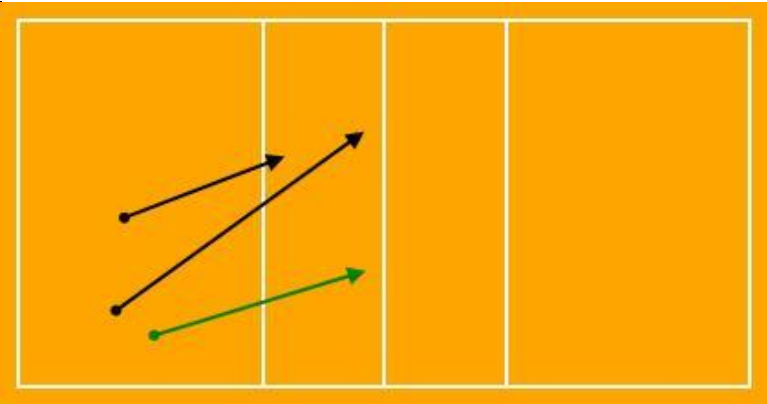
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Jump

Total Jump

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

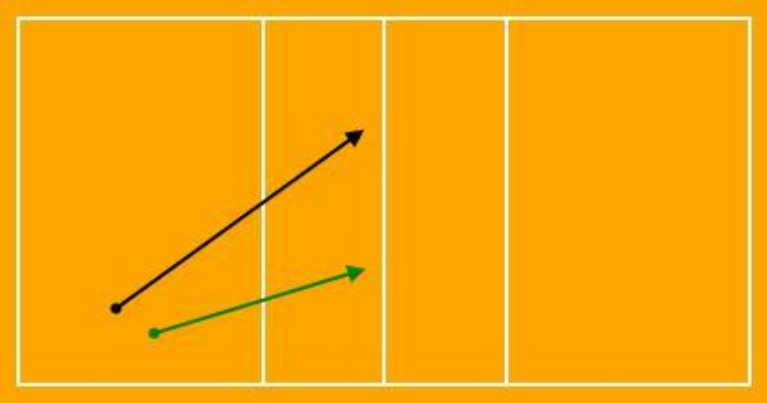


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(33%) #: 0%, #+: 0% !/-: 100%, =: 0%	2(66%) #: 50%, #+: 50% !/-: 50%, =: 0%

Jump Zone #1

Lower

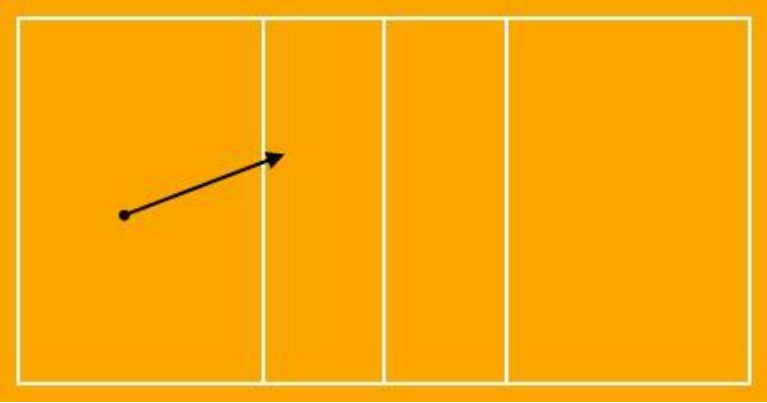
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



Jump Zone #6

Lower

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



Player #24

Scherbakov

Maxim

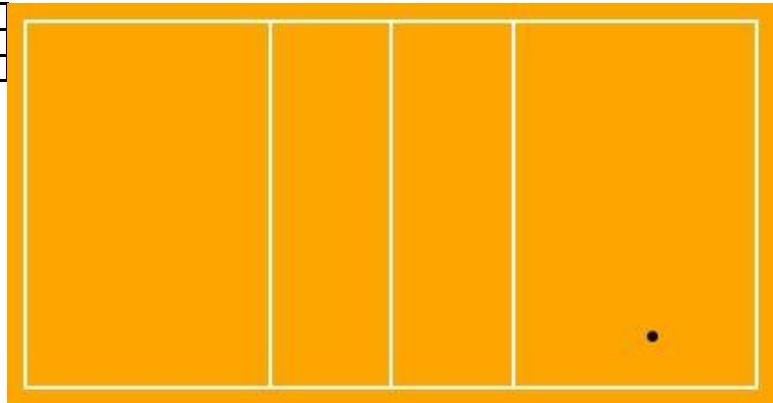
Serve

Player #24 Scherbakov Maxim

Glider

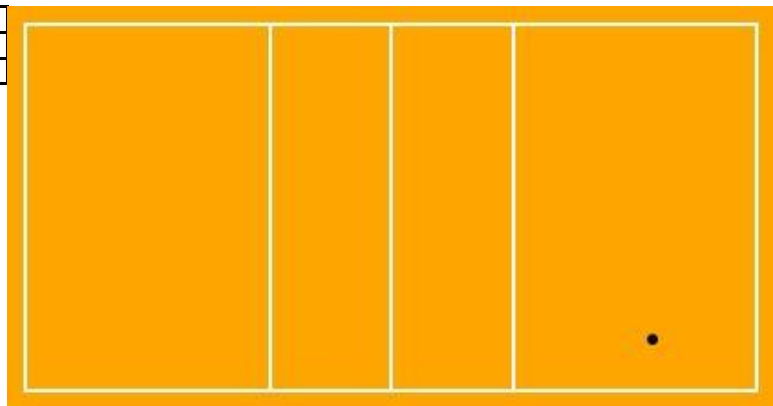
Total Glider

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



Glider Direction 5

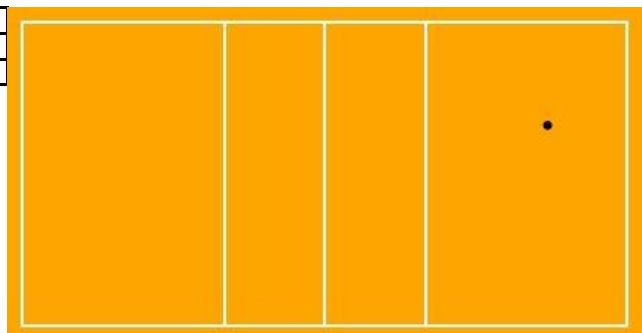
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Jump

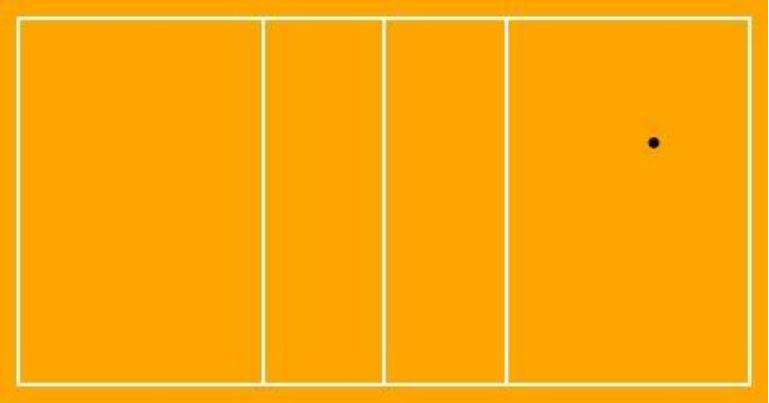
Total Jump

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



Jump Direction 6

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

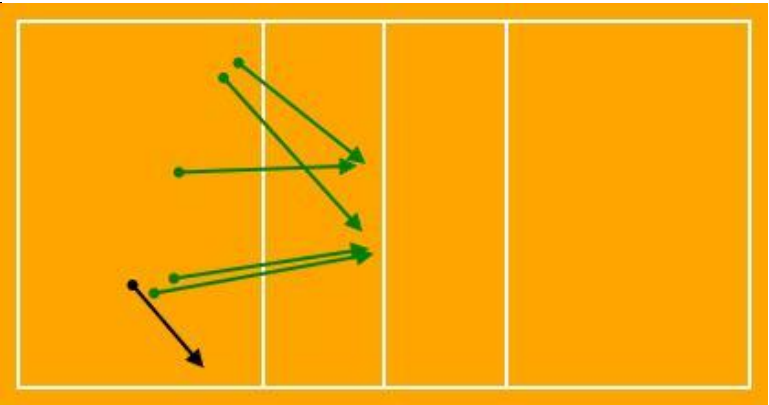


Reception
Player #24 Scherbakov Maxim

Glider

Total Glider

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

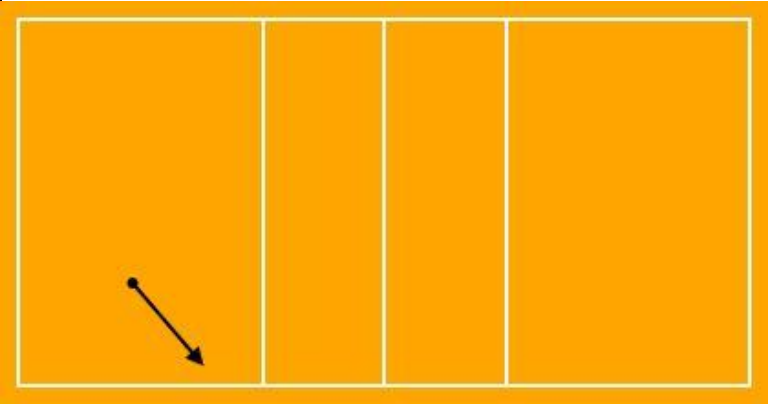


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
2(33%) #: 50%, #+: 100% !/-: 0%, =: 0%	1(16%) #: 100%, #+: 100% !/-: 0%, =: 0%	3(50%) #: 66%, #+: 66% !/-: 33%, =: 0%

Glider Zone #1

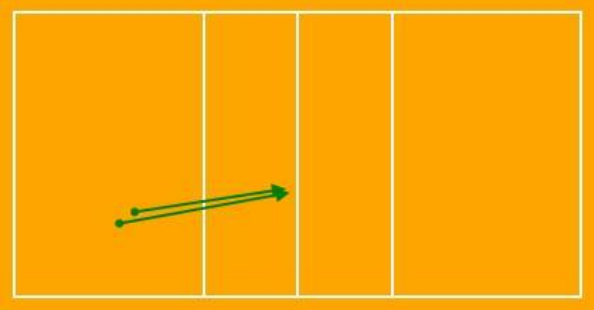
Lower

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



Upper

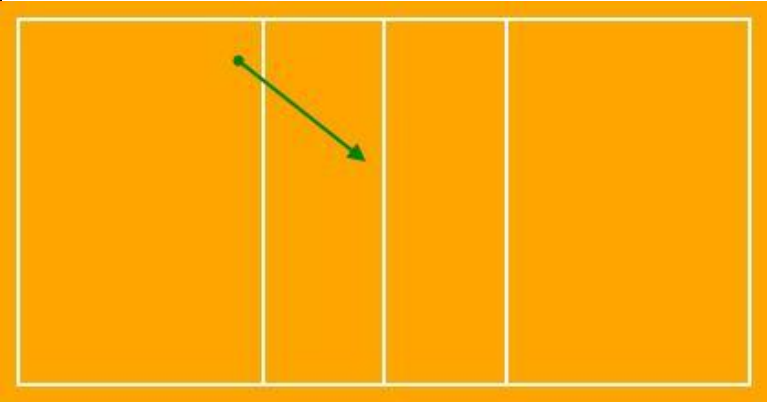
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Glider Zone #5

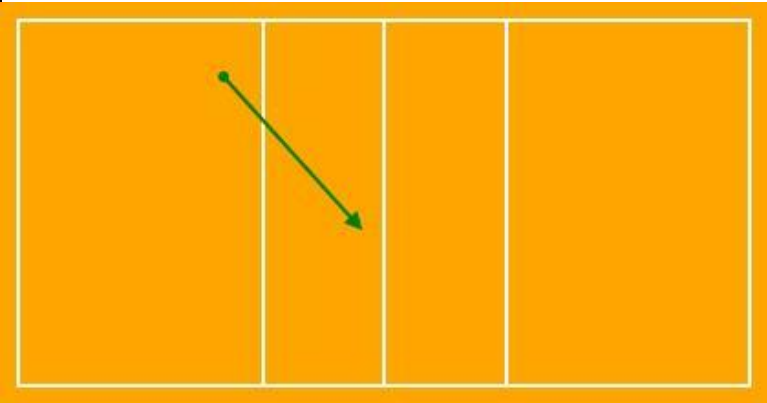
Lower

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



Upper

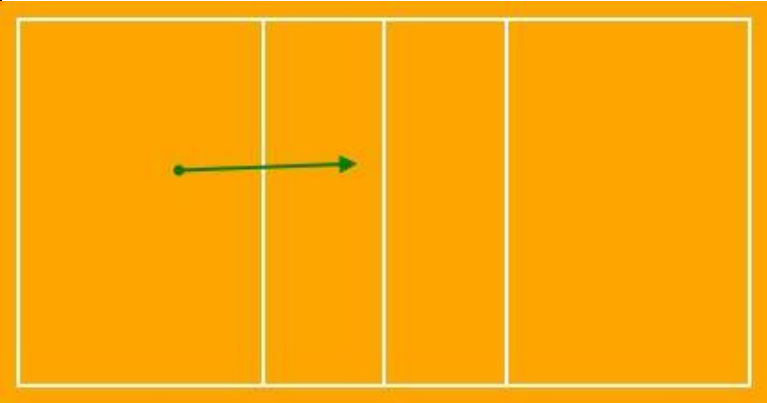
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #6

Upper

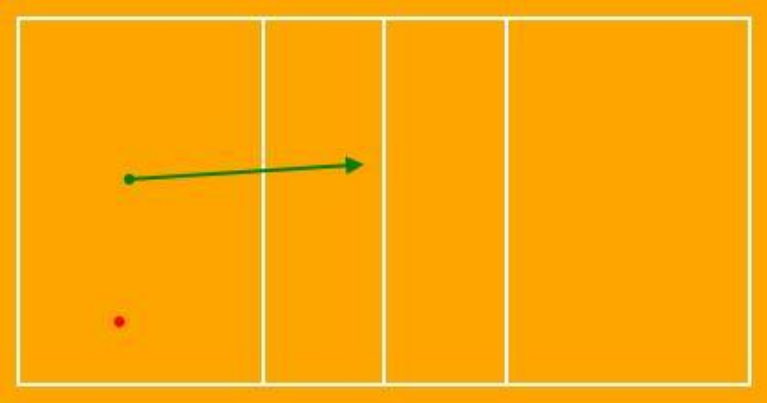
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Jump

Total Jump

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

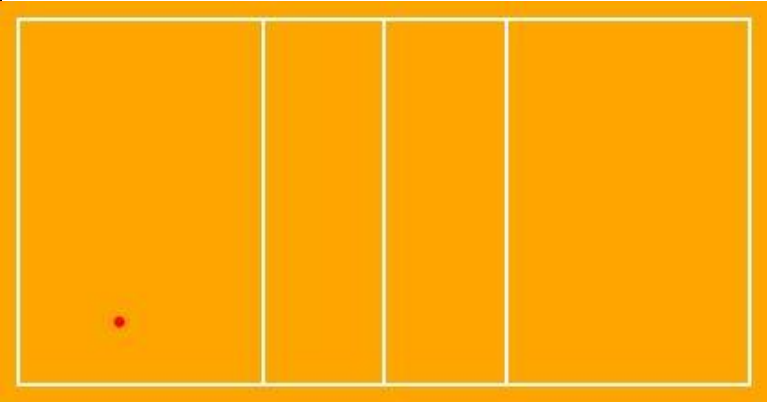


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(50%) #: 0%, #+: 100% !/-: 0%, =: 0%	1(50%) #: 0%, #+: 0% !/-: 0%, =: 100%

Jump Zone #1

Lower

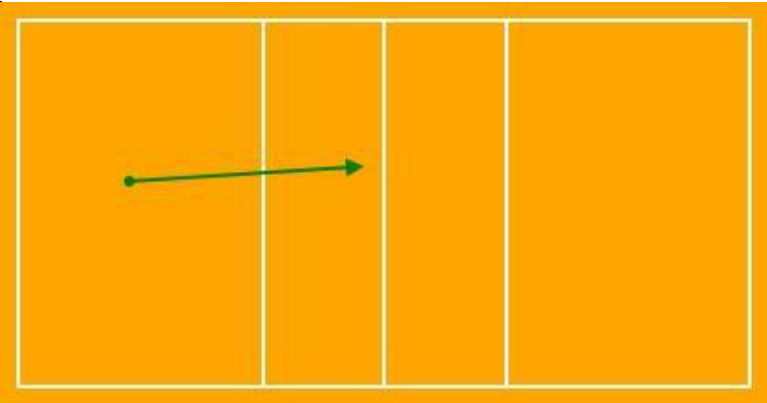
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Jump Zone #6

Lower

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

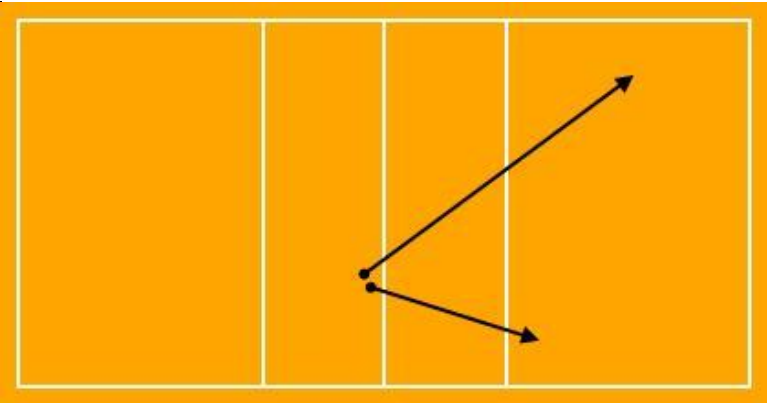


Attack
Player #24 Scherbakov Maxim

Position 1

Total position 1

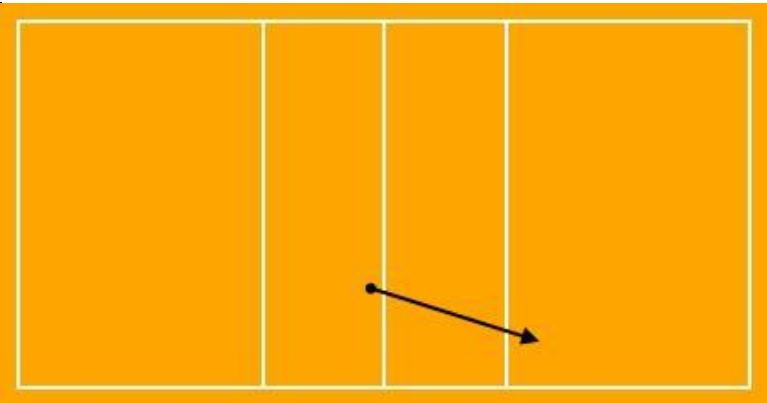
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
2	.	.	.	2	.	.



Zone #1 0 blockers

Set quality: #

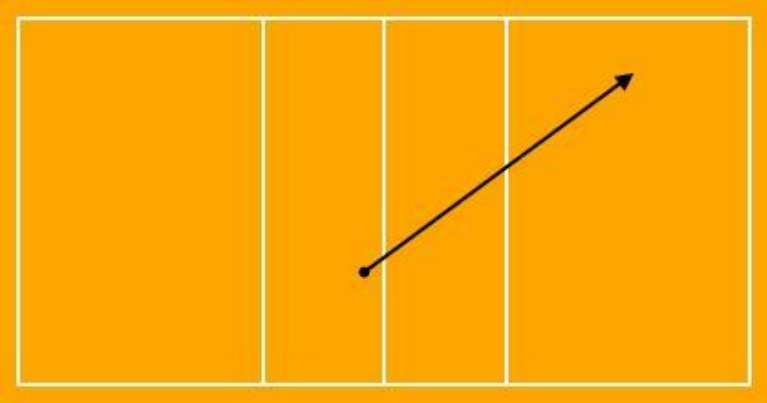
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #1 1 blockers

Set quality: !

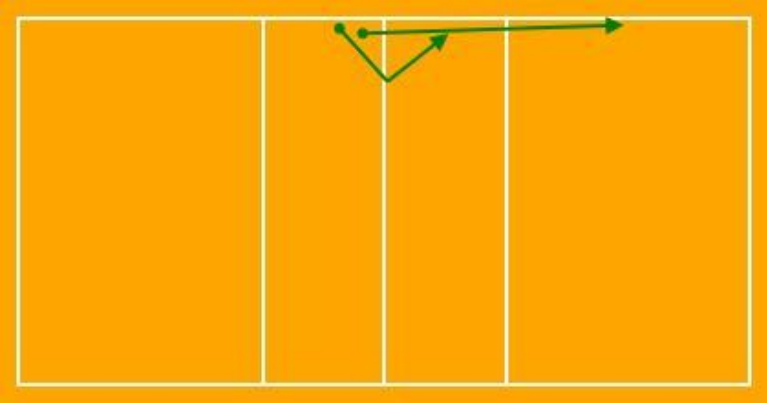
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

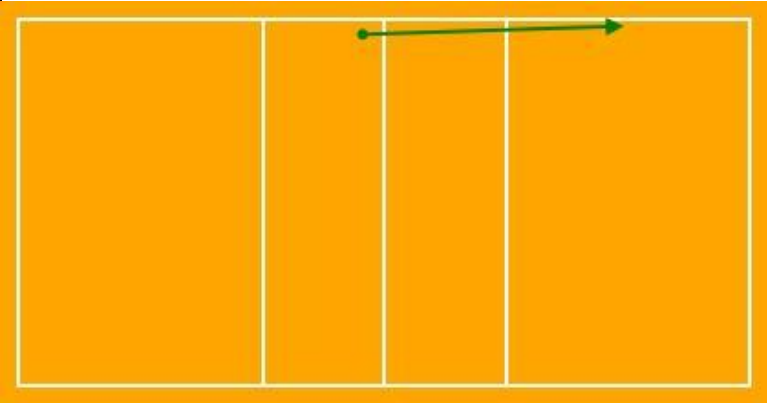
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #4 1 blockers

Set quality: #

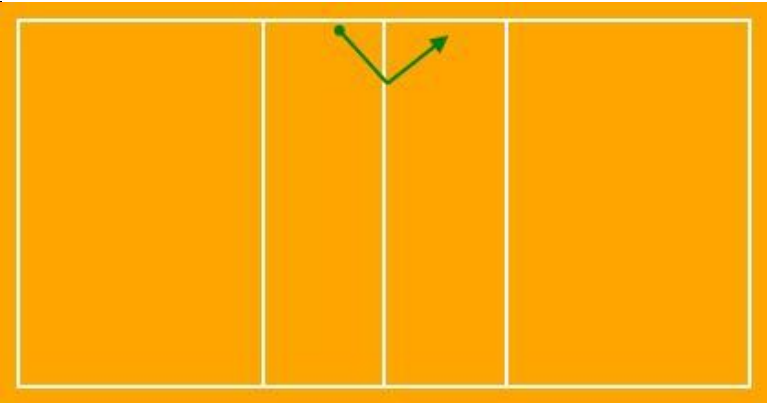
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

Set quality: !

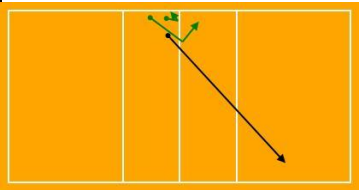
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 5

Total position 5

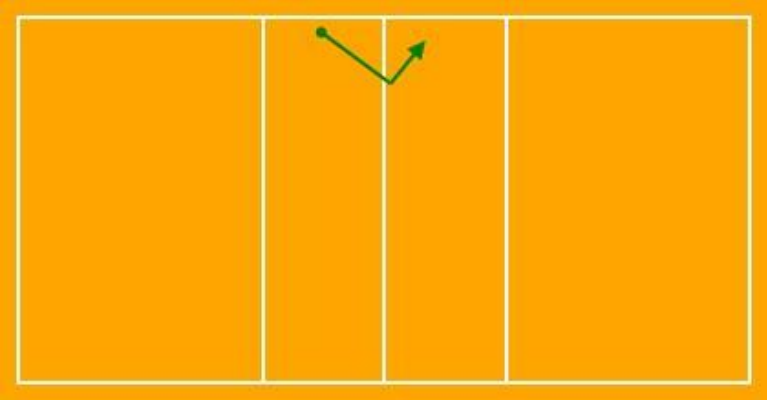
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #5 2 blockers

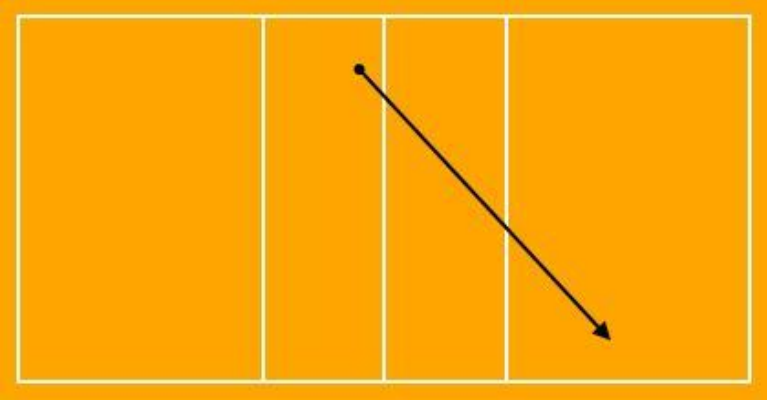
Set quality: !

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

