

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	17	6	13	4	15%	1	28	4	3	14	64%	50%	.	16%	83%	2	11	81%
#2 Baiduji	.	0
#7 Ushakov	14	-2	14	3	7%	.	25	3	28%	44%	20%	28	5	5	12	50%	42%	.	40%	60%	2	6	83%
#8 Shchipko	.	0
#10 Klimov	12	8	24	2	12%	2	11	1	1	7	63%	63%	.	20%	80%	3	5	60%
#12 Volkov	.	0
#13 Trofimov	2	-4	6	1	16%	.	24	.	8%	62%	33%	9	4	1	2	33%	22%	5	100%
#14 Ahmadullin	3	-1	20	1	0%	4	.	.	2	75%	50%	.	50%	50%	1	10	70%
#15 Lyashenko	6	2	16	3	18%	1	7	1	.	3	57%	42%	.	50%	50%	2	2	50%
#16 Pyanov	.	0
#17 Fedunov	.	-2	22	2	22%	36%	27%	11	90%
#18 Ziva	.	0
#24 Scherbakov	10	3	10	.	0%	.	18	3	38%	50%	22%	20	2	2	9	50%	45%	.	0%	100%	1	1	100%
Total	64	10	103	14	9%	4	89	8	23%	48%	25%	107	17	12	49	55%	45%	.	32%	67%	11	51	80%

Player #1

Vasilchenko

Dmitrii

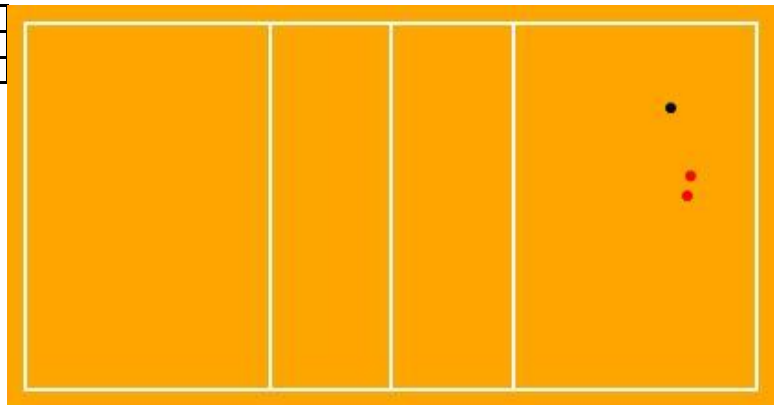
Serve

Player #1 Vasilchenko Dmitrii

Glider

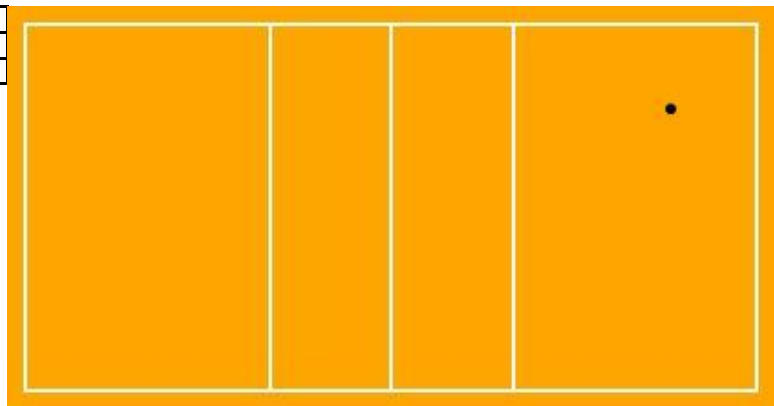
Total Glider

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



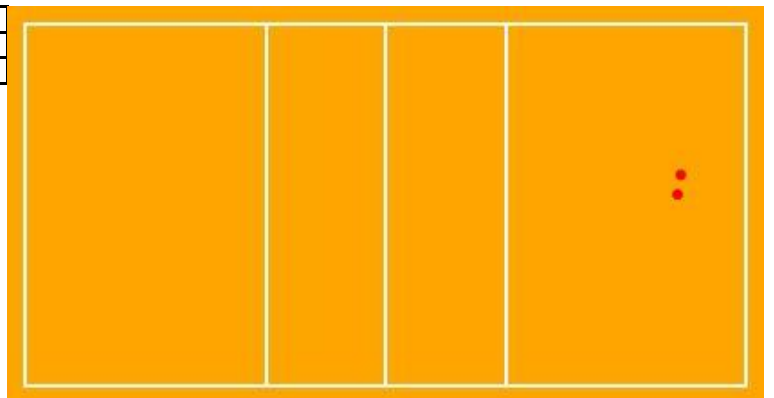
Glider Direction 1

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



Glider Direction 6

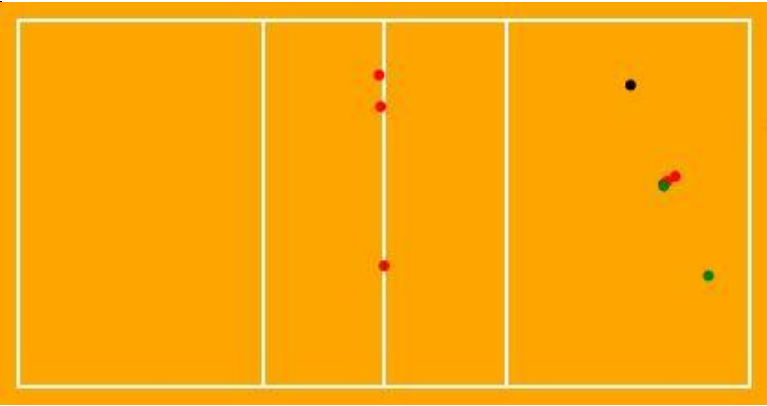
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
2	2	.



Jump

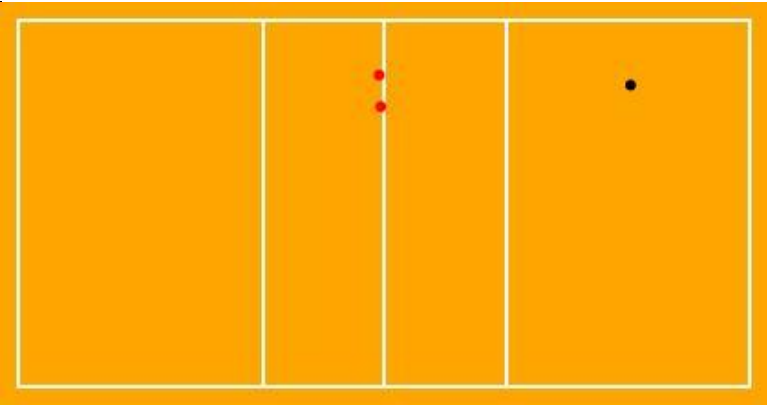
Total Jump

Total	#	+	!	/	-	=
	10%	10%	0%	20%	20%	40%
10	1	1	.	2	2	4



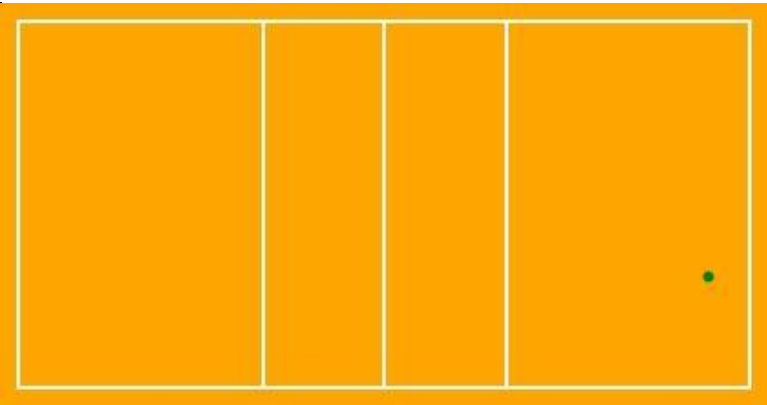
Jump Direction 1

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



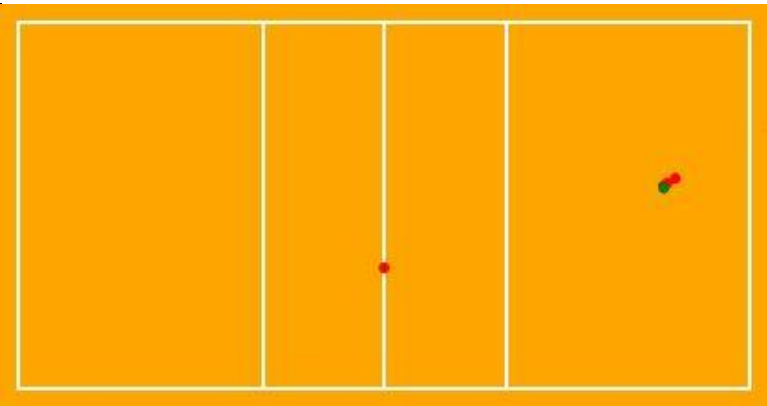
Jump Direction 5

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



Jump Direction 6

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



Attack Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

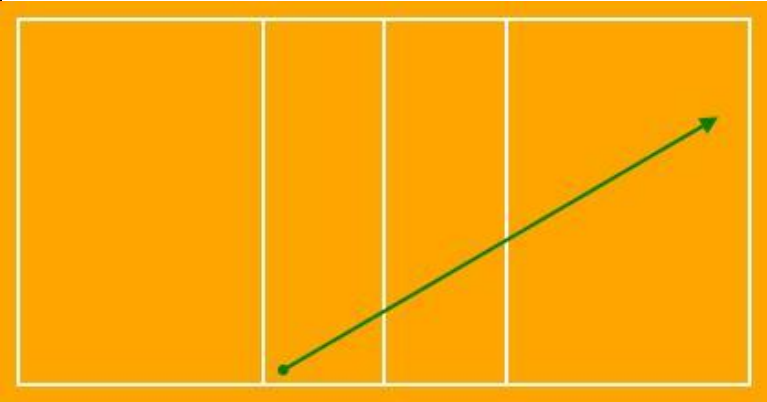
Total	#	+	!	/	-	=
	40%	40%	20%	0%	0%	0%
5	2	2	1	.	.	.



Zone #1 0 blockers

Set quality: +

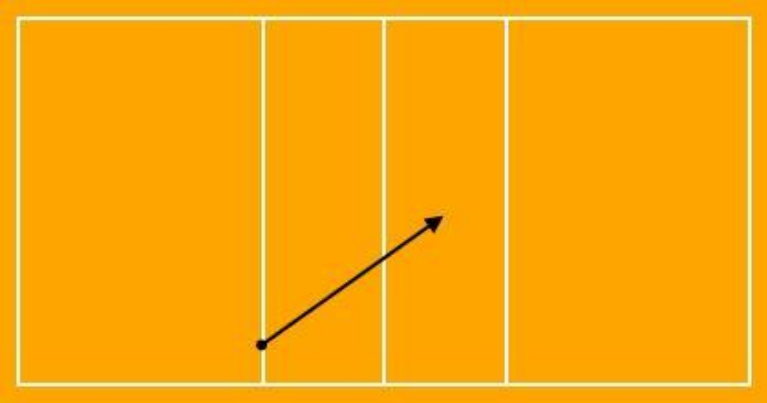
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #1 1 blockers

Set quality: !

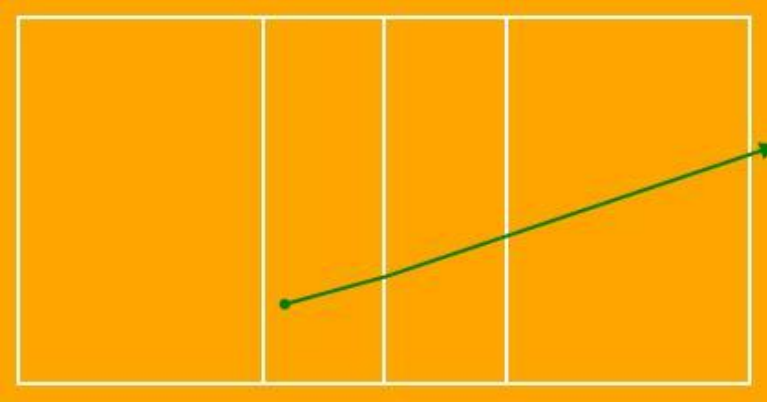
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Zone #1 2 blockers

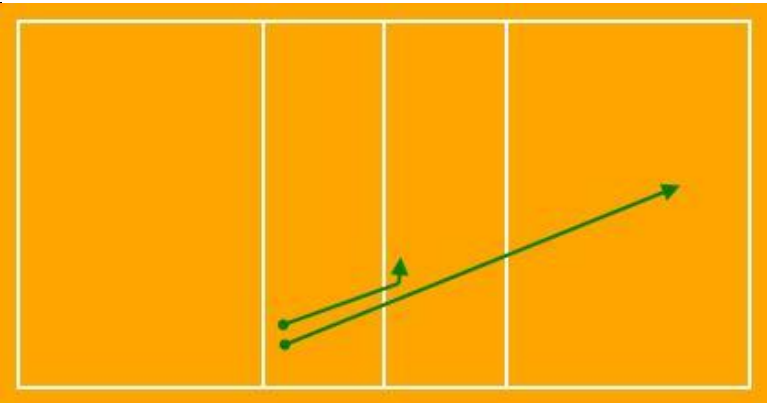
Set quality: !

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



Set quality: +

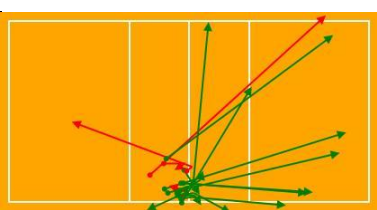
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
2	.	2



Position 2

Total position 2

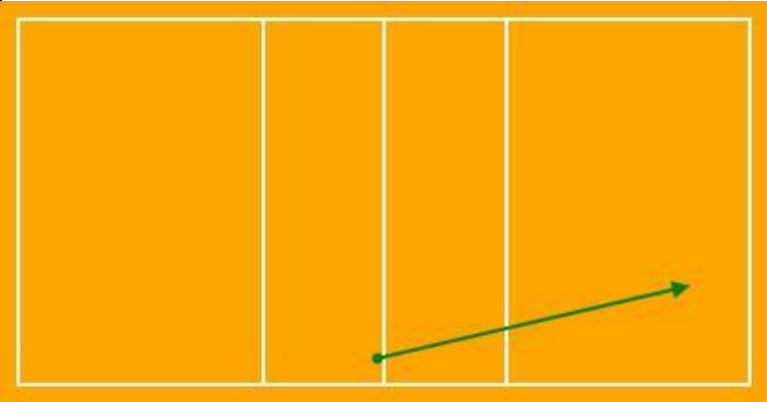
Total	#	+	!	/	-	=
	64%	11%	0%	0%	17%	5%
17	11	2	.	.	3	1



Zone #2 0 blockers

Set quality: +

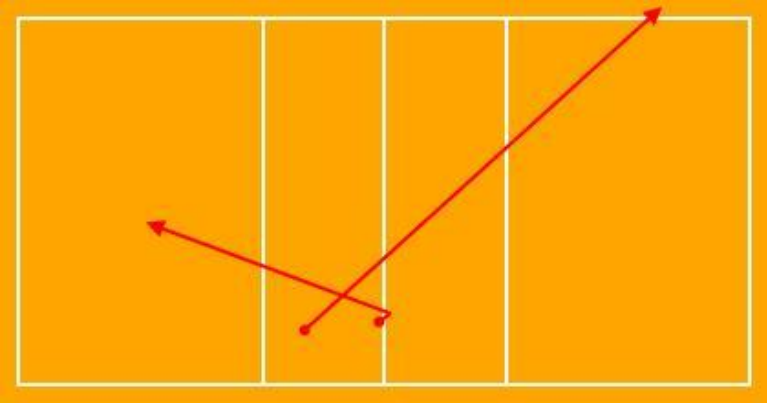
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

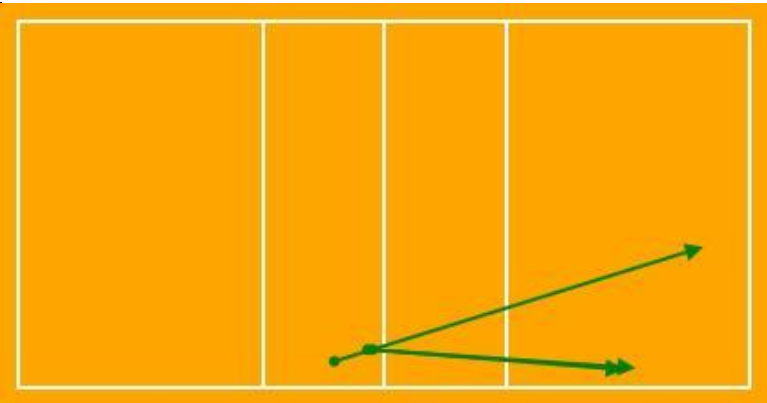
Set quality: /

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



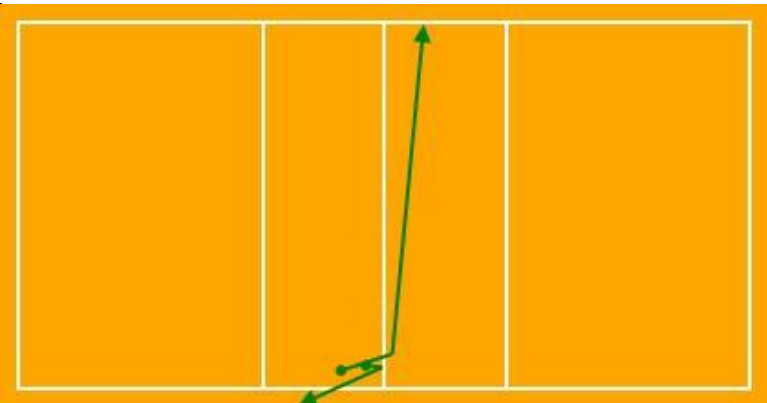
Set quality: !

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



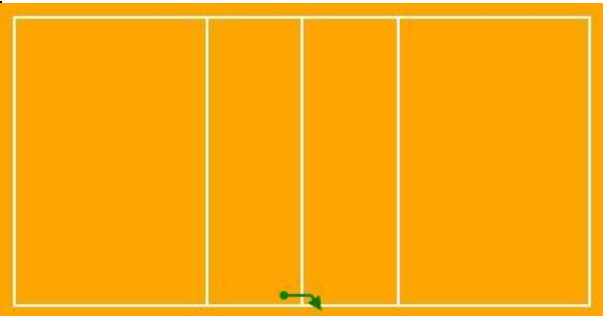
Set quality: +

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



Set quality: #

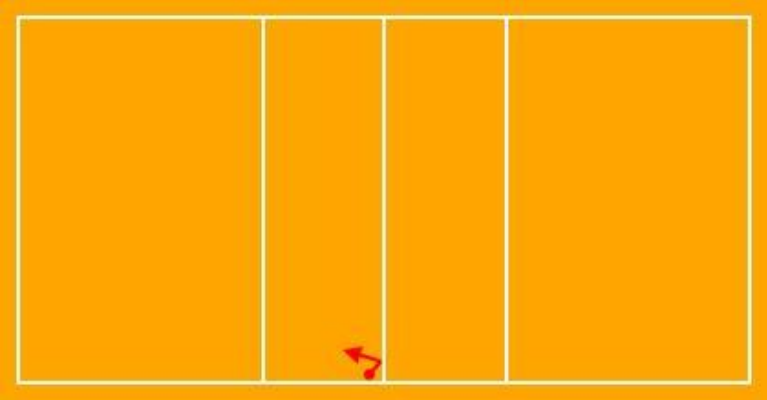
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1.5 blockers

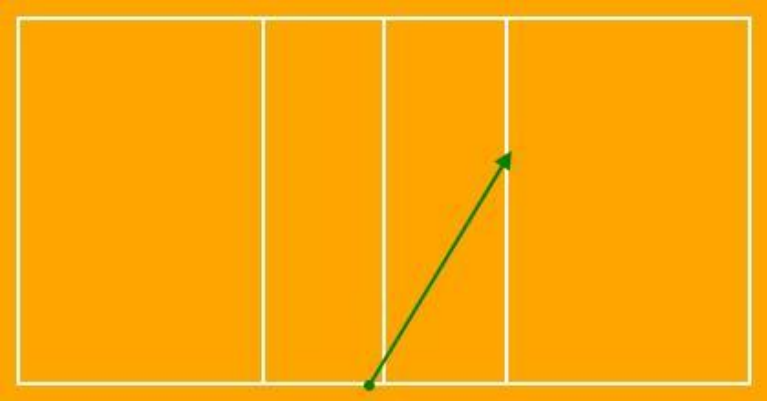
Set quality: /

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



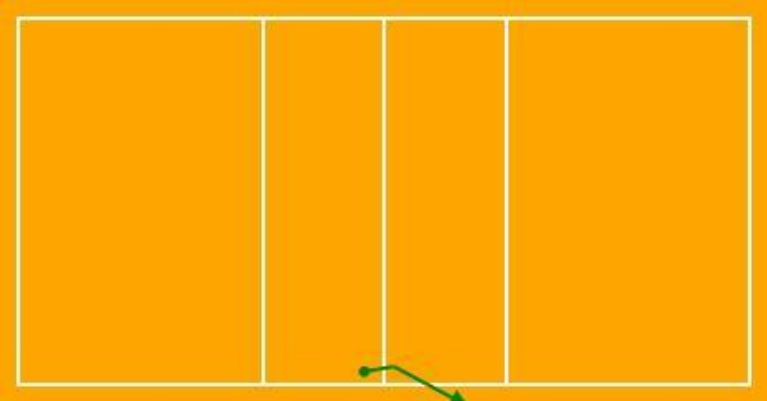
Set quality: !

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



Set quality: +

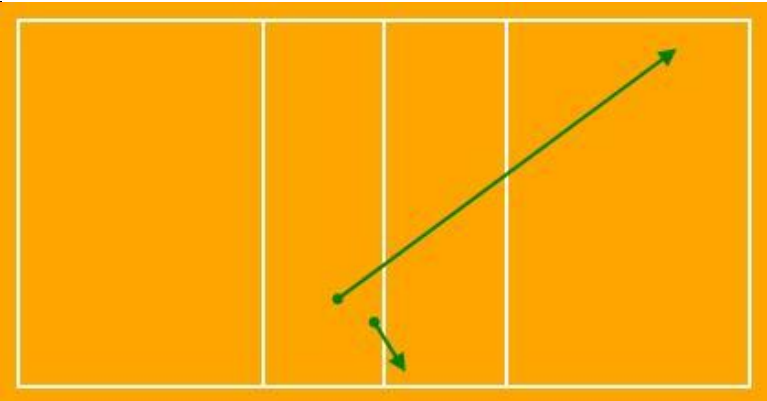
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 2 blockers

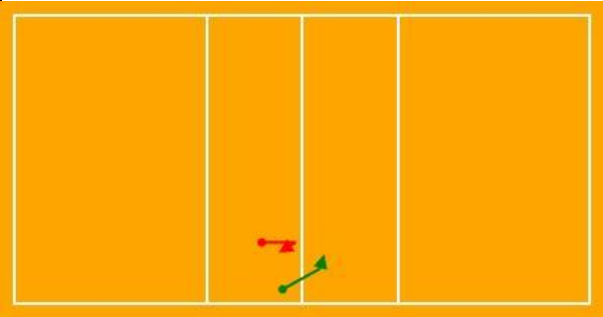
Set quality: !

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



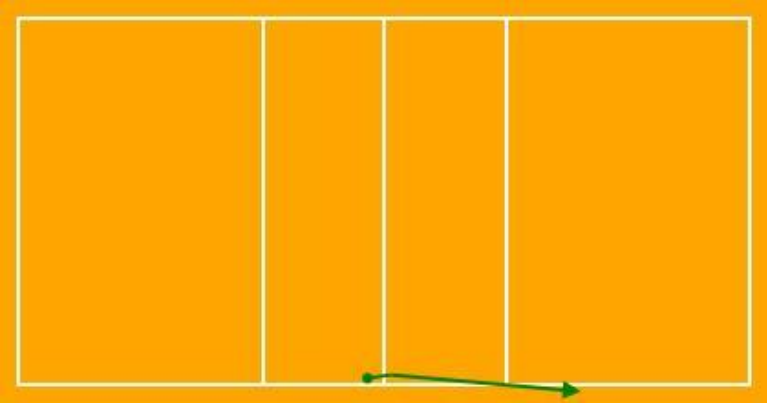
Set quality: +

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



Set quality: #

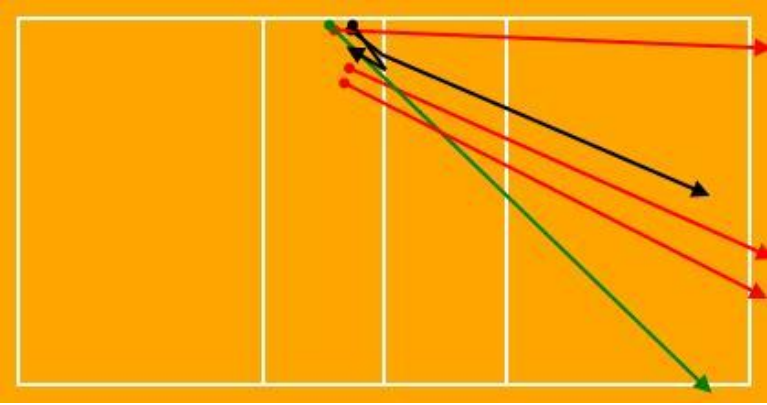
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

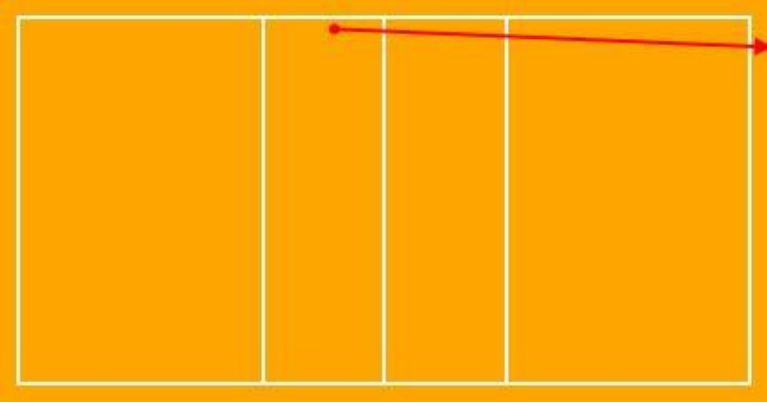
Total	#	+	!	/	-	=
	16%	0%	0%	33%	0%	50%
6	1	.	.	2	.	3



Zone #4 1.5 blockers

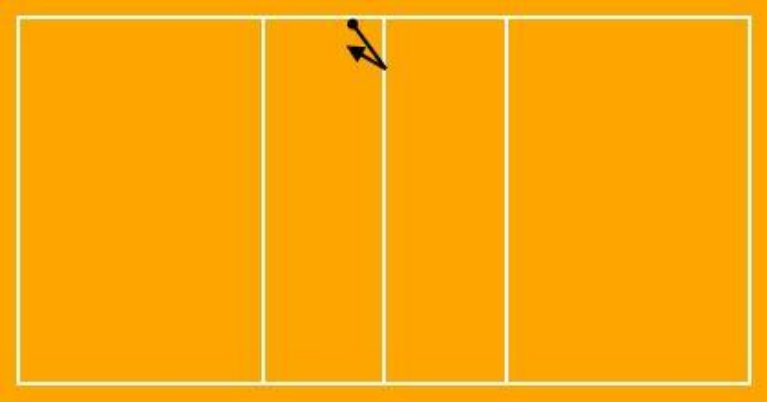
Set quality: +

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



Set quality: #

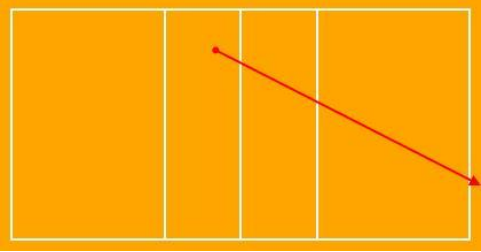
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 2 blockers

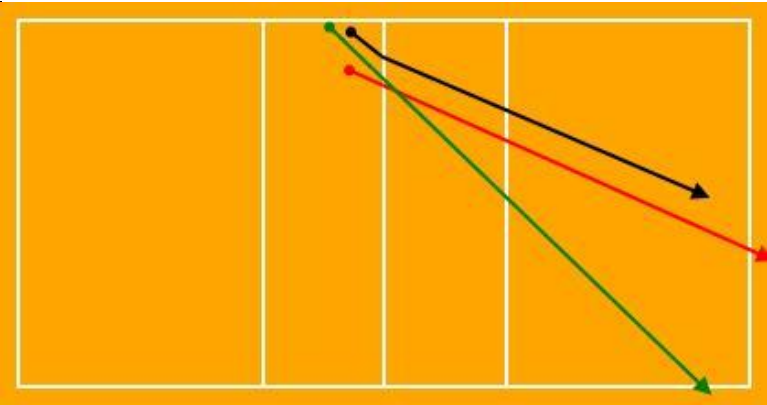
Set quality: !

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



Set quality: +

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



Player #7 Ushakov

Vladislav

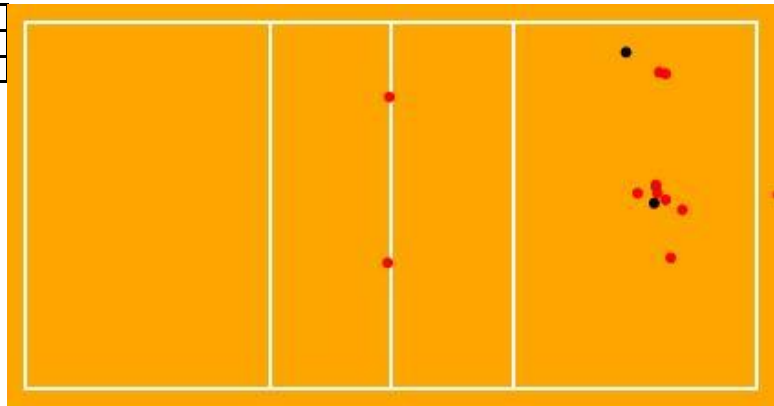
Serve

Player #7 Ushakov Vladislav

Glider

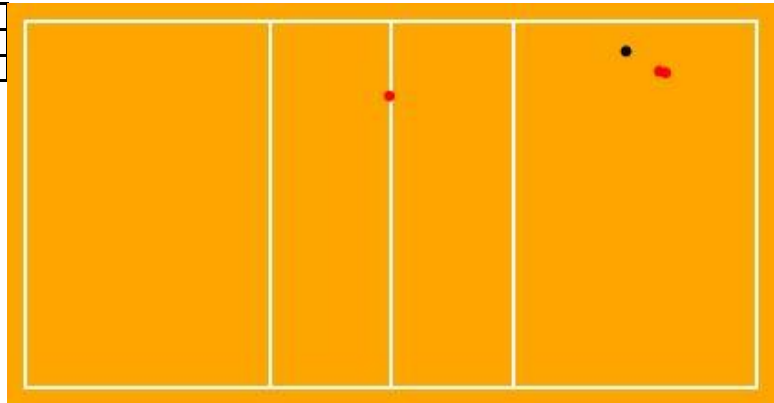
Total Glider

Total	#	+	!	/	-	=
	0%	7%	14%	0%	57%	21%
14	.	1	2	.	8	3



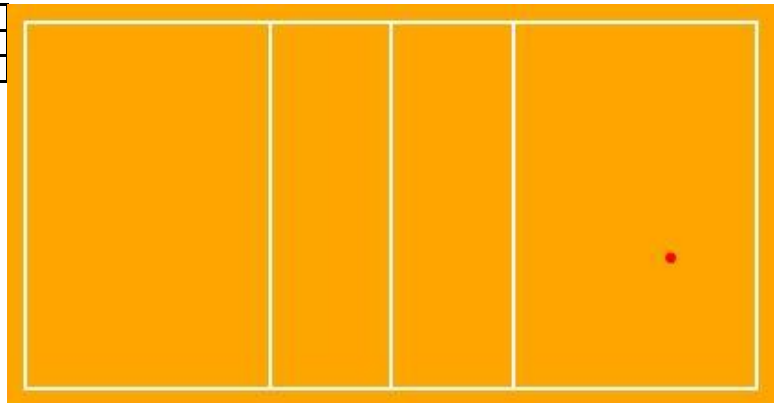
Glider Direction 1

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



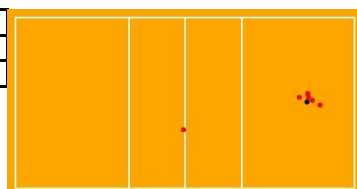
Glider Direction 5

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



Glider Direction 6

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



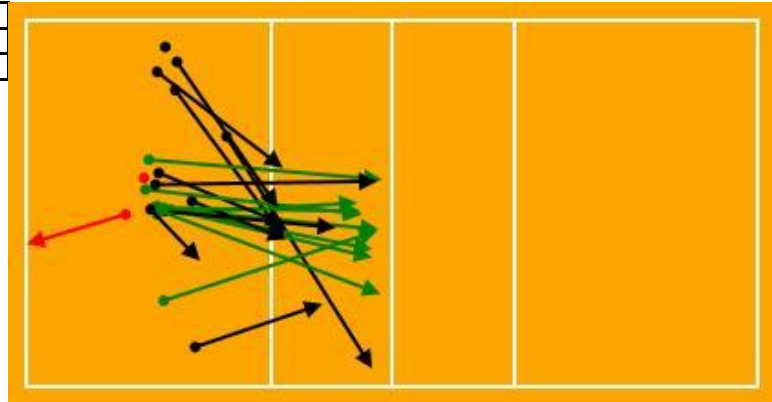
Reception

Player #7 Ushakov Vladislav

Glider

Total Glider

Total	#	+	!	/	-	=
	18%	22%	31%	18%	0%	9%
22	4	5	7	4	.	2

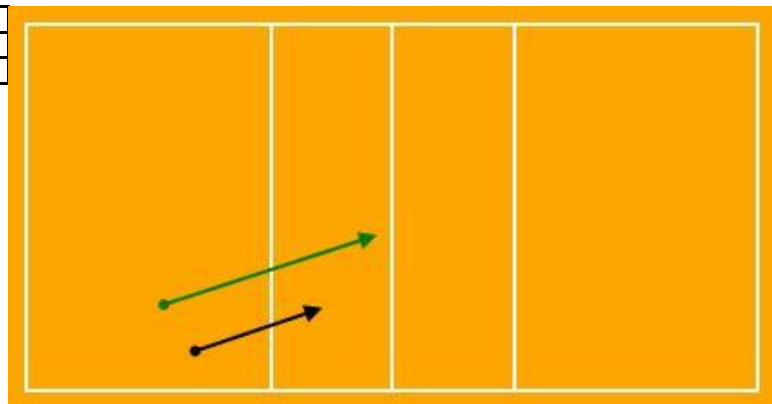


1(4%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
4(18%) #: 0%, #+: 0% !/-: 100%, =: 0%	15(68%) #: 20%, #+: 53% !/-: 33%, =: 13%	2(9%) #: 50%, #+: 50% !/-: 50%, =: 0%

Glider Zone #1

Upper

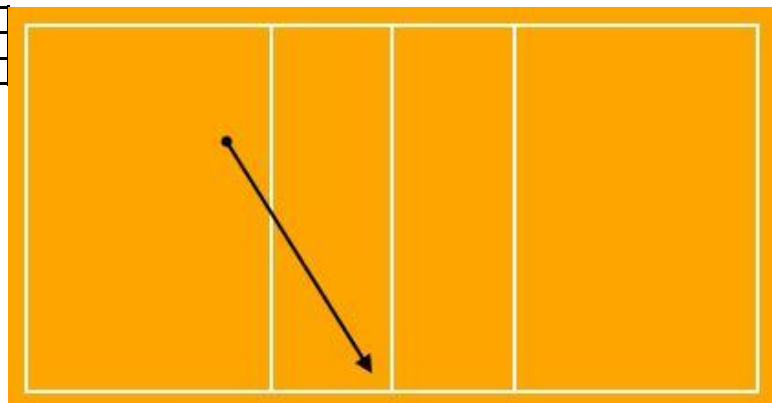
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Glider Zone #4

Upper

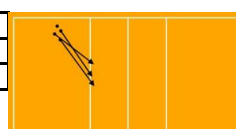
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #5

Upper

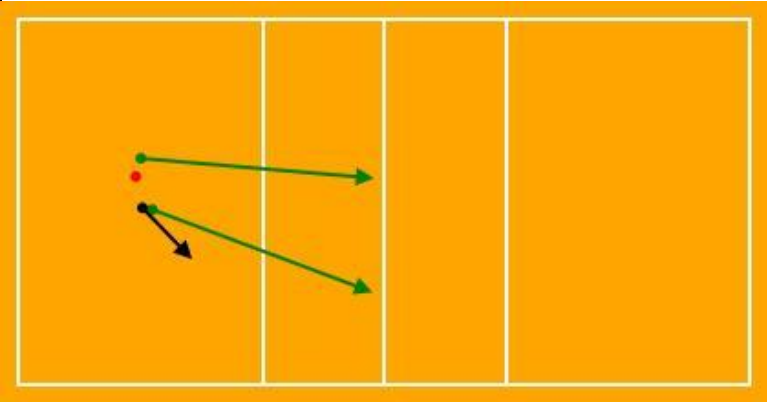
Total	#	+	!	/	-	=
	0%	0%	75%	25%	0%	0%
4	.	.	3	1	.	.



Glider Zone #6

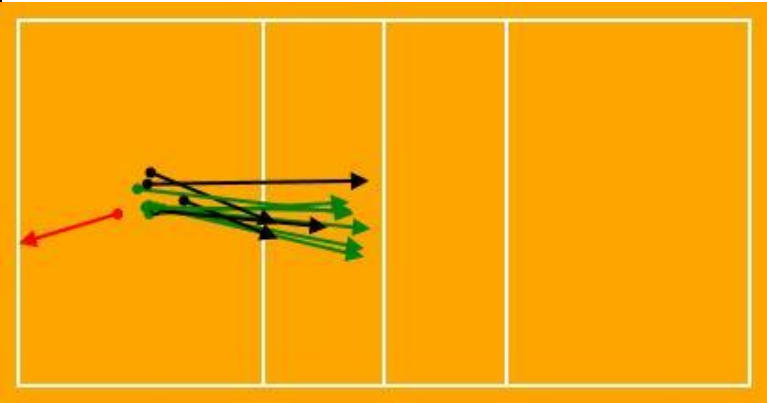
Lower

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



Upper

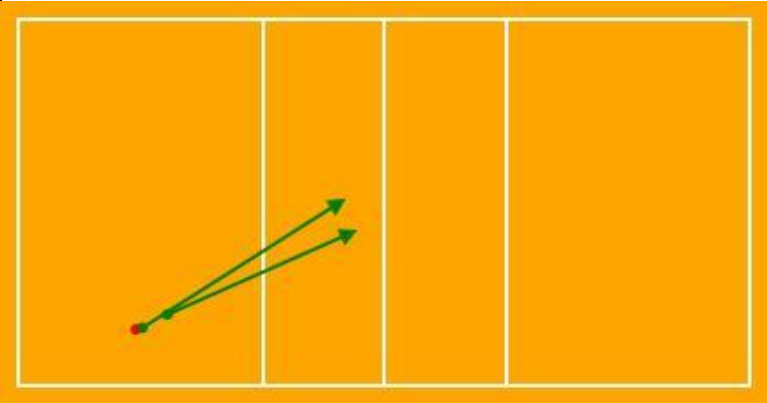
Total	#	+	!	/	-	=
	18%	36%	27%	9%	0%	9%
11	2	4	3	1	.	1



Jump

Total Jump

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

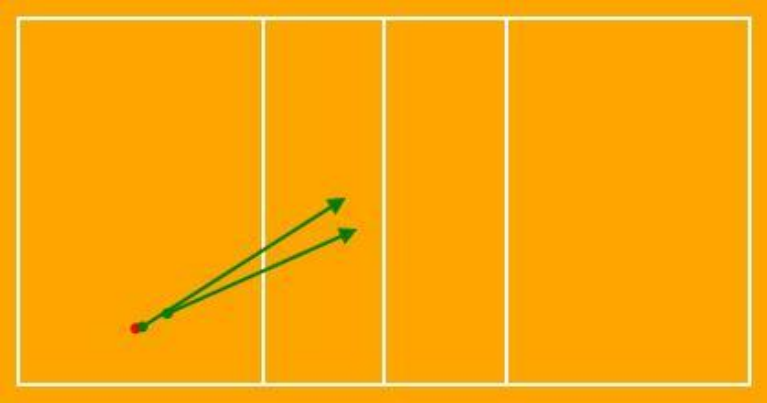


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	3(100%) #: 33%, #+: 66% !/-: 0%, =: 33%

Jump Zone #1

Lower

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



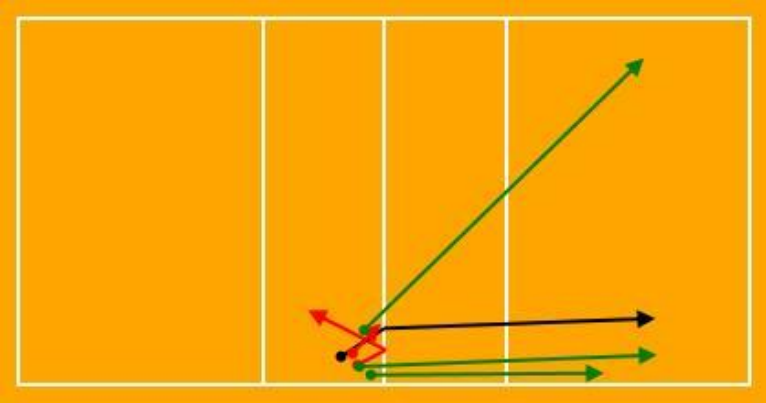
Attack

Player #7 Ushakov Vladislav

Position 2

Total position 2

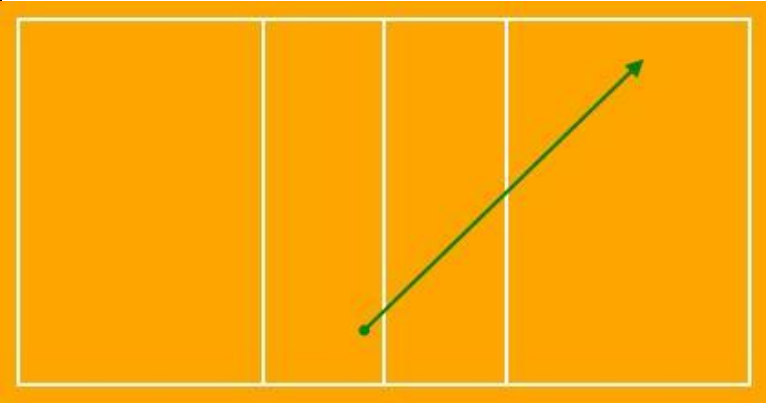
Total	#	+	!	/	-	=
	33%	16%	0%	16%	16%	16%
6	2	1	.	1	1	1



Zone #2 1 blockers

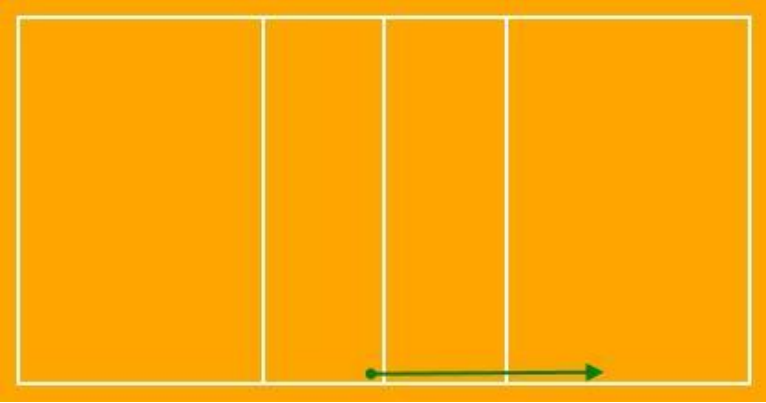
Set quality: !

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



Set quality: +

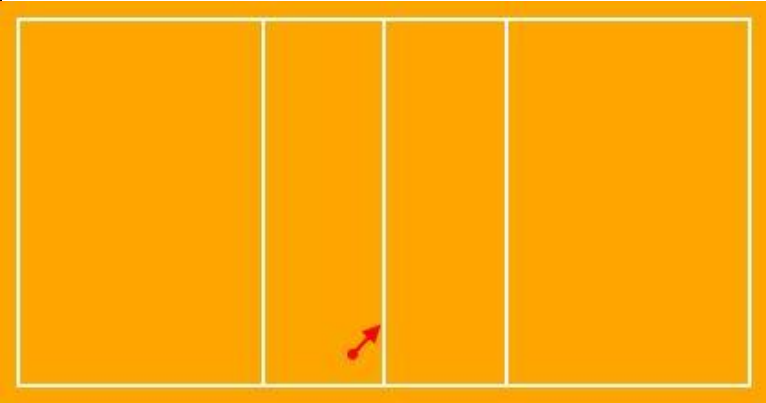
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1.5 blockers

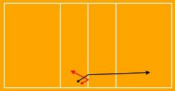
Set quality: !

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



Set quality: +

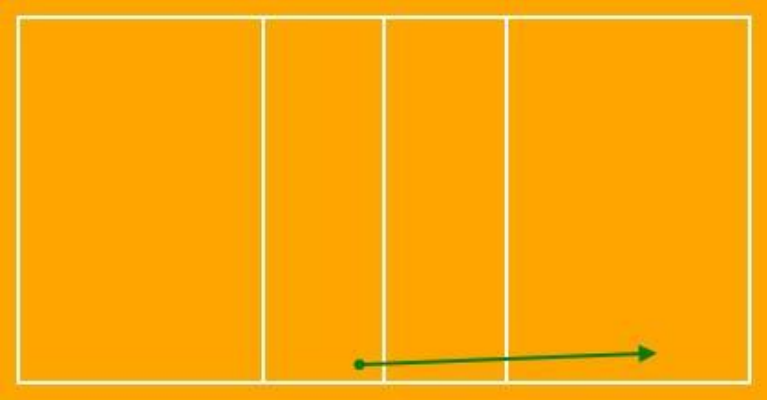
Total	#	+	!	/	-	=
	0%	0%	0%	50%	50%	0%
2	.	.	.	1	1	.



Zone #2 2 blockers

Set quality: #

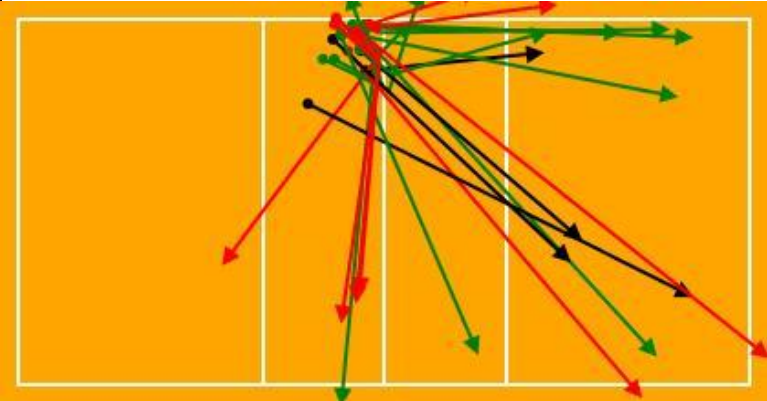
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

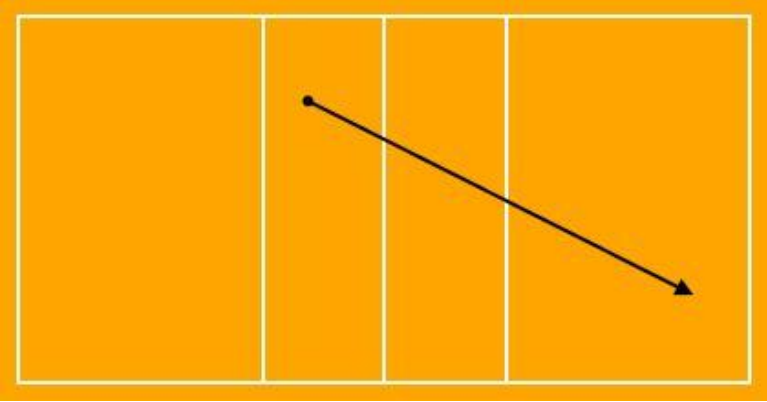
Total	#	+	!	/	-	=
	43%	4%	0%	17%	17%	17%
23	10	1	.	4	4	4



Zone #4 1 blockers

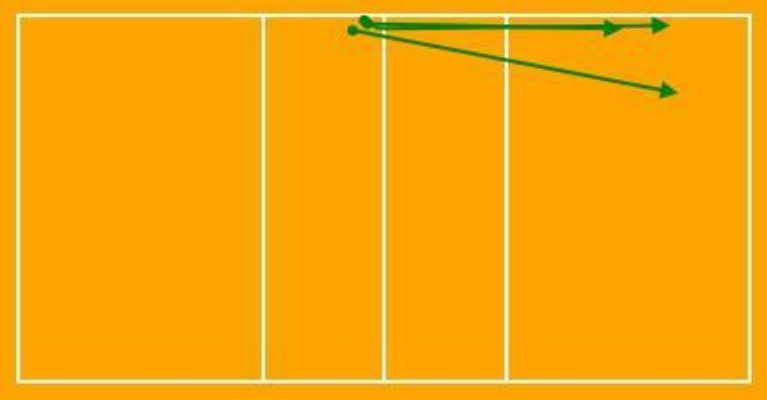
Set quality: !

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



Set quality: +

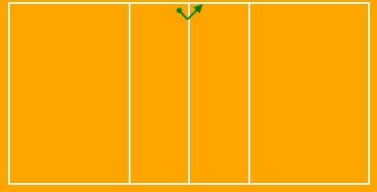
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
3	3



Zone #4 1.5 blockers

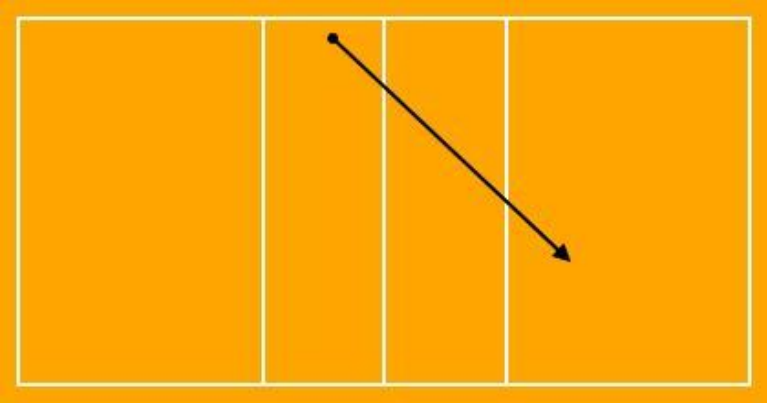
Set quality: /

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



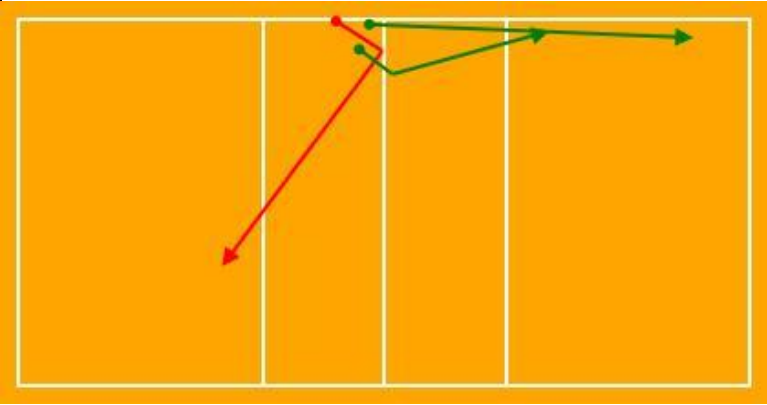
Set quality: !

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



Set quality: +

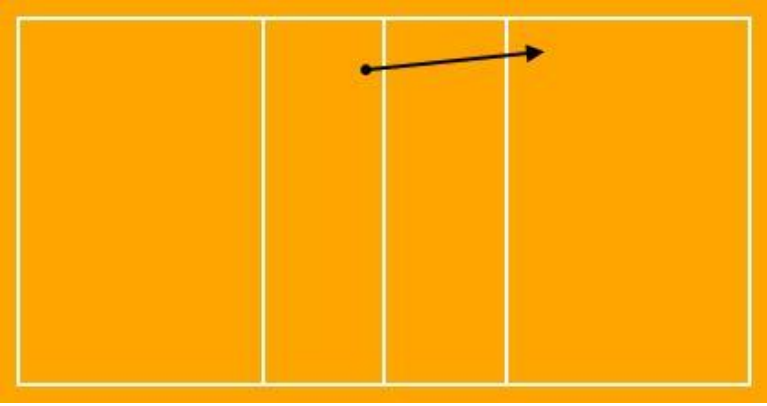
Total	#	+	!	/	-	=
	66%	0%	0%	0%	33%	0%
3	2	.	.	.	1	.



Zone #4 2 blockers

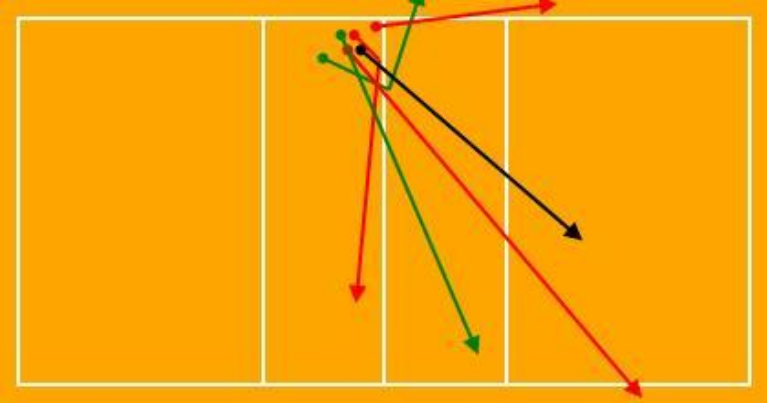
Set quality: /

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



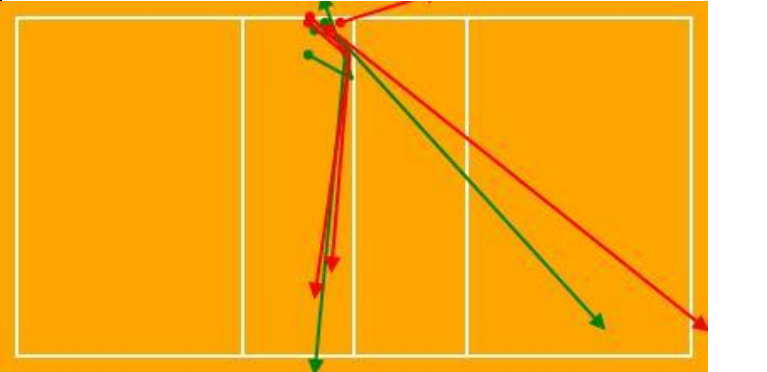
Set quality: !

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



Set quality: +

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



Player #10 Klimov Alexey

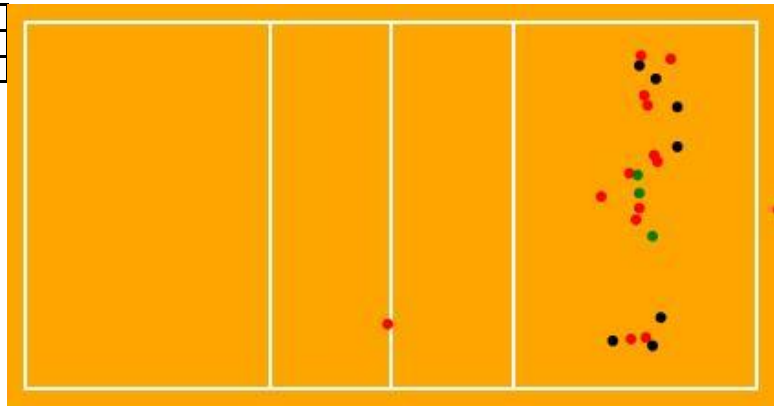
Serve

Player #10 Klimov Alexey

Glider

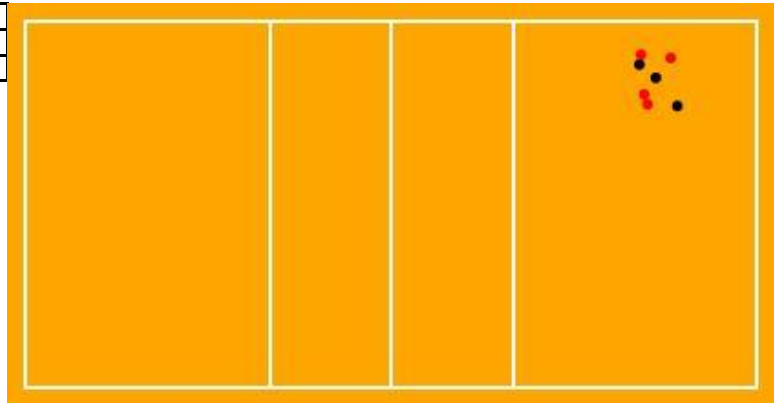
Total Glider

Total	#	+	!	/	-	=
	8%	4%	16%	12%	50%	8%
24	2	1	4	3	12	2



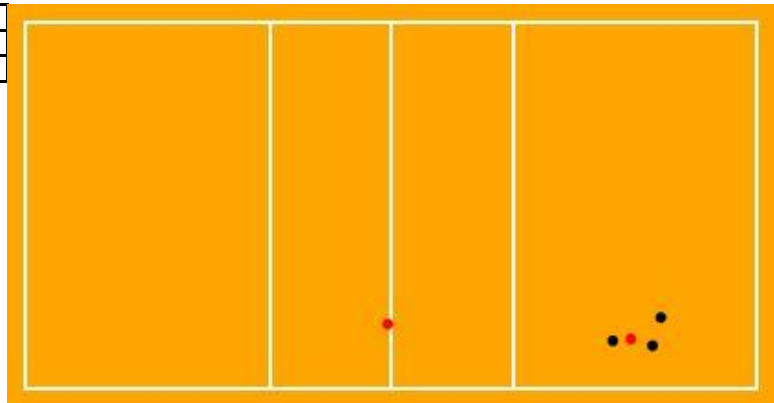
Glider Direction 1

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



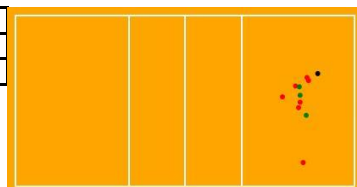
Glider Direction 5

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



Glider Direction 6

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



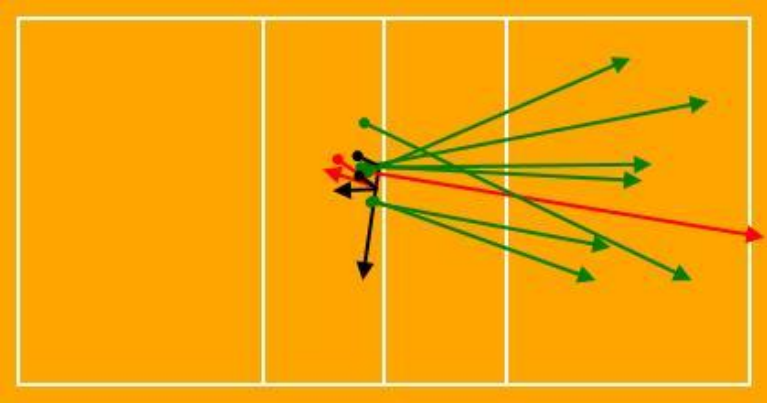
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

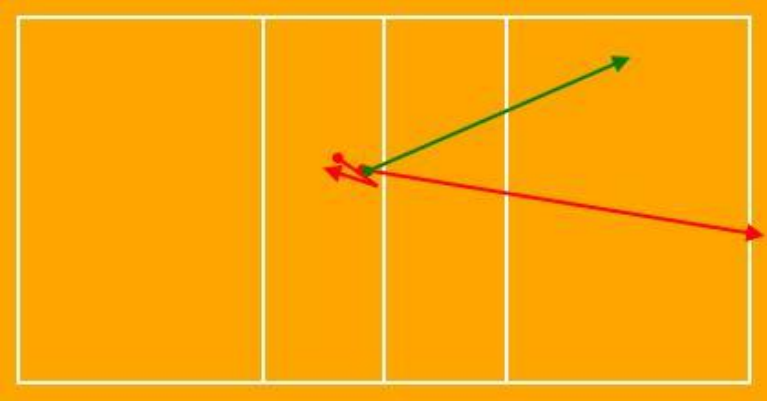
Total	#	+	!	/	-	=
	63%	0%	18%	0%	9%	9%
11	7	.	2	.	1	1



Zone #3 1 blockers

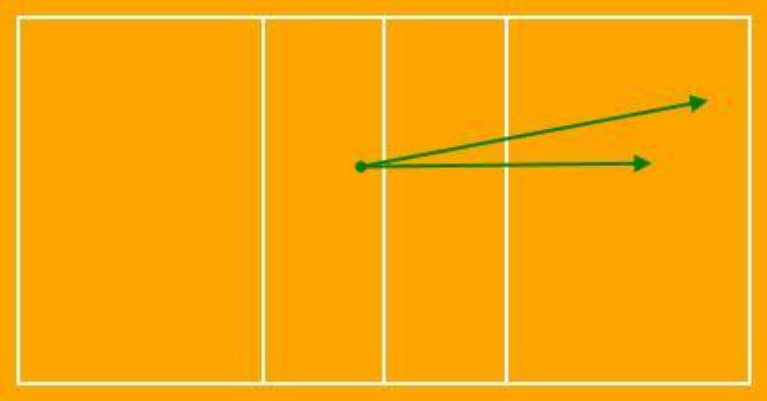
Set quality: !

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



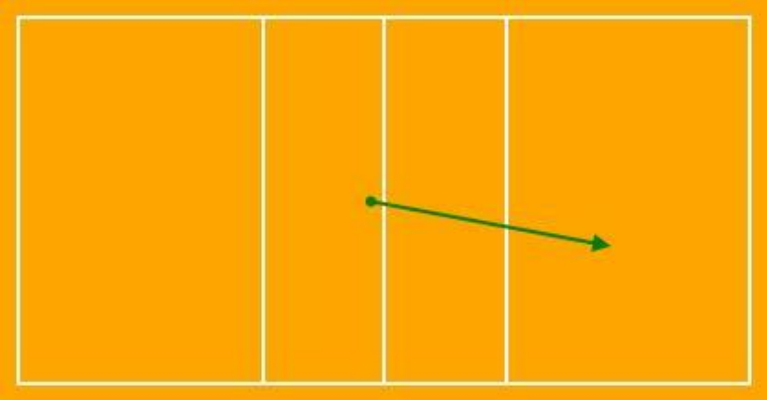
Set quality: +

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



Set quality: #

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



Zone #3 2 blockers

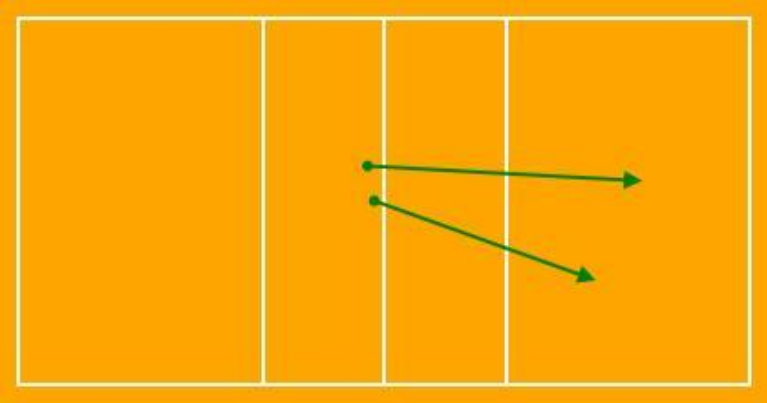
Set quality: !

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



Set quality: +

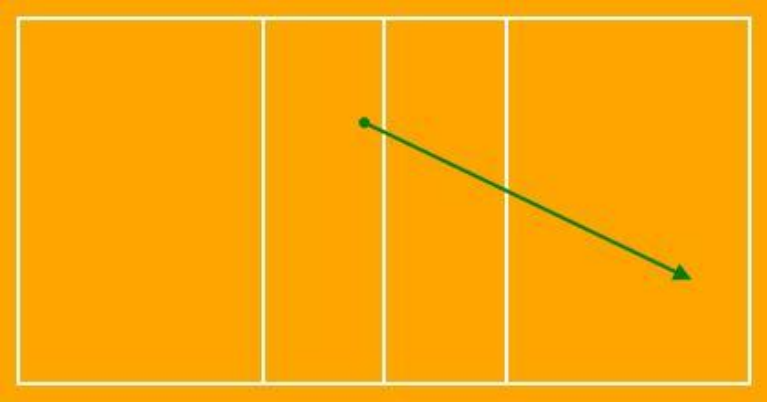
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #3 2.5 blockers

Set quality: +

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



Player #13

Trofimov Lev

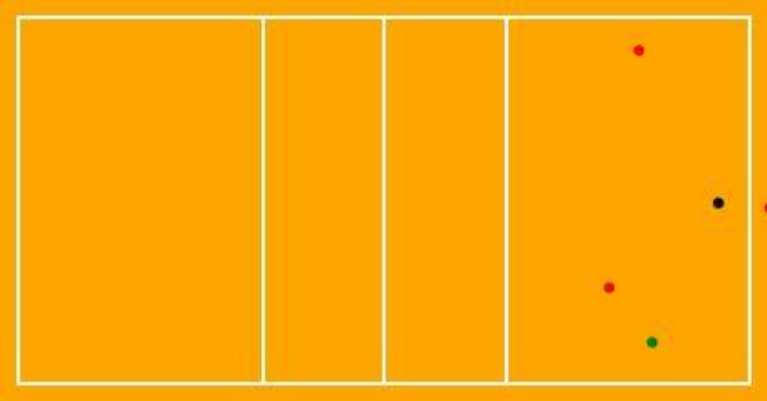
Serve

Player #13 Trofimov Lev

Glider

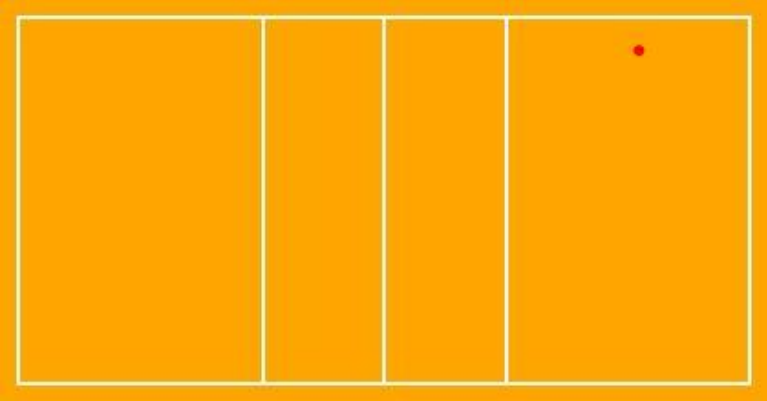
Total Glider

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



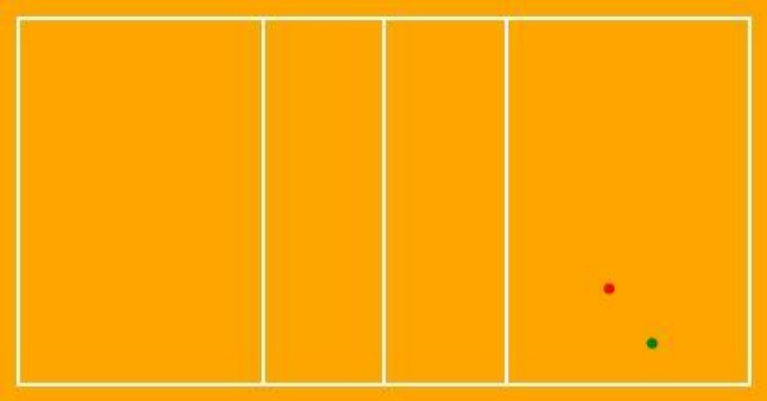
Glider Direction 1

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



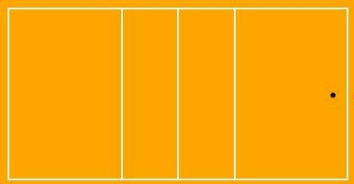
Glider Direction 5

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



Glider Direction 6

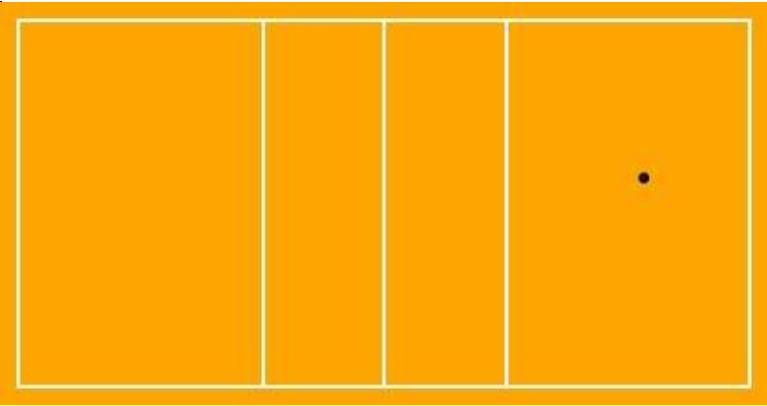
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



Jump

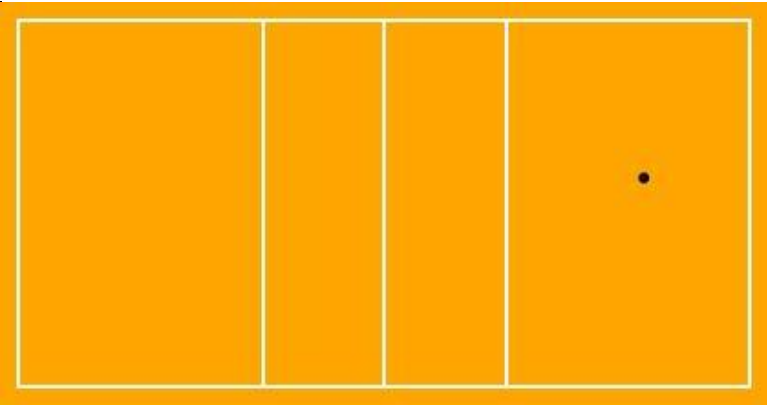
Total Jump

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



Jump Direction 6

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

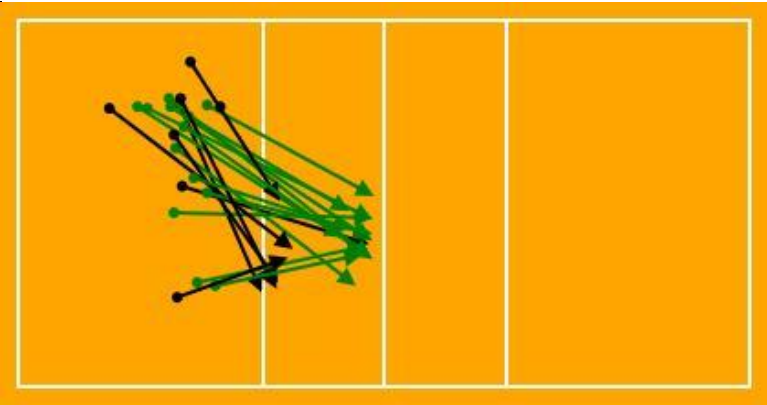


Reception Player #13 Trofimov Lev

Glider

Total Glider

Total	#	+	!	/	-	=
	38%	23%	33%	4%	0%	0%
21	8	5	7	1	.	.

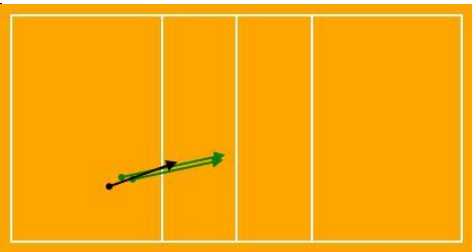


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
14(66%) #: 28%, #+: 57% !/-: 42%, =: 0%	4(19%) #: 50%, #+: 75% !/-: 25%, =: 0%	3(14%) #: 66%, #+: 66% !/-: 33%, =: 0%

Glider Zone #1

Upper

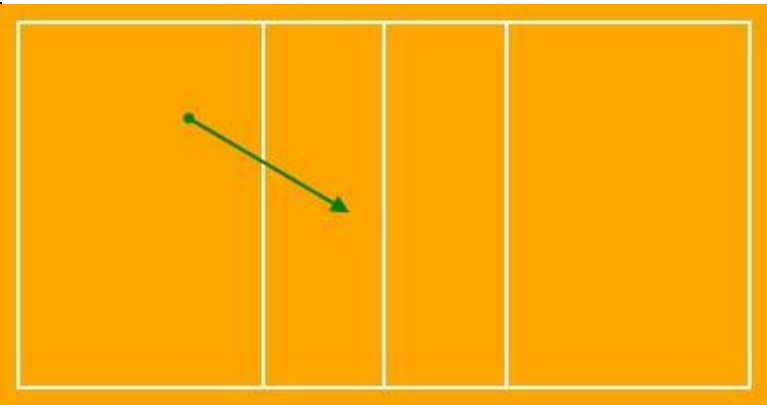
Total	#	+	!	/	-	=
	66%	0%	33%	0%	0%	0%
3	2	.	1	.	.	.



Glider Zone #5

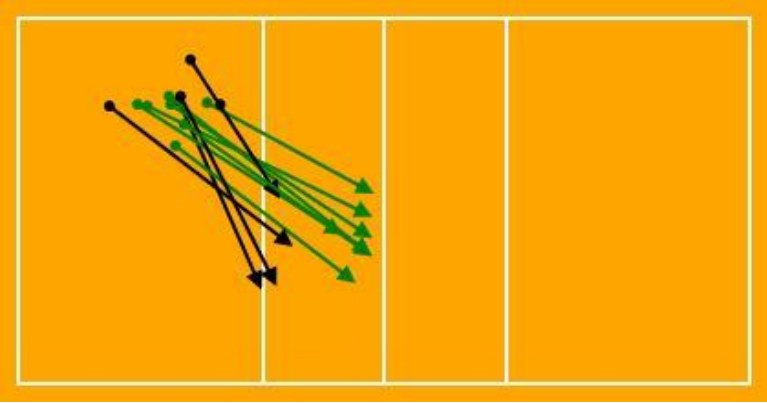
Lower

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



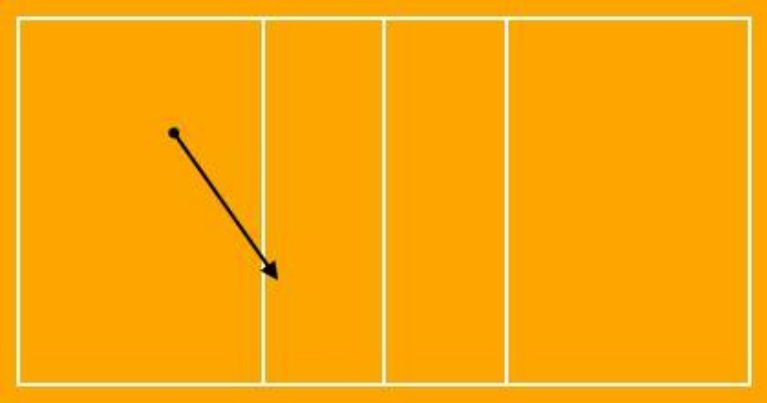
Upper

Total	#	+	!	/	-	=
	33%	25%	33%	8%	0%	0%
12	4	3	4	1	.	.



OneHanded

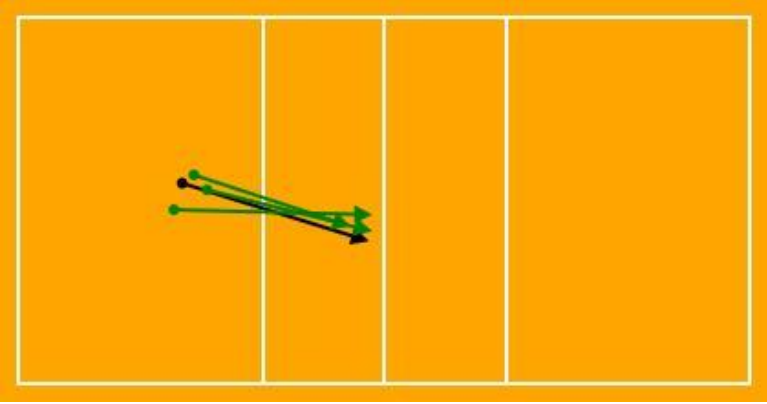
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #6

Upper

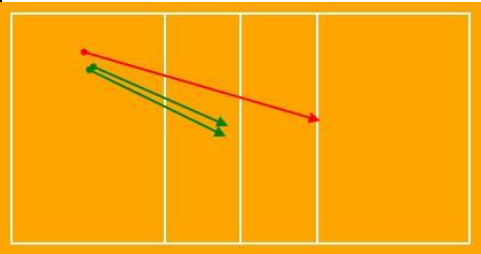
Total	#	+	!	/	-	=
	50%	25%	25%	0%	0%	0%
4	2	1	1	.	.	.



Jump

Total Jump

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

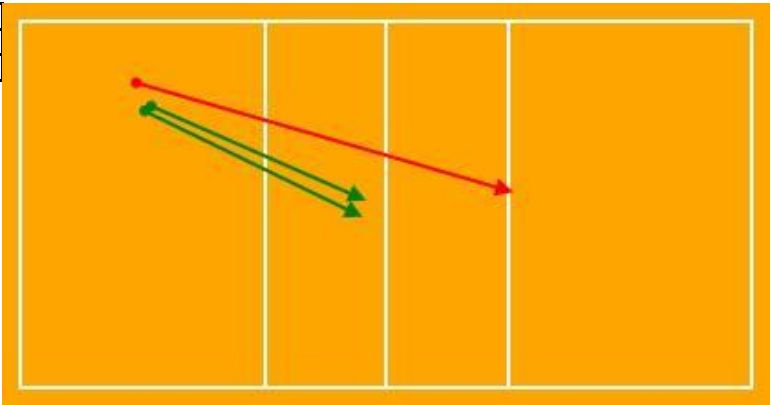


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
3(100%)	.(0%)	.(0%)
#: 0%, #+: 66%	#: ., #+: .	#: ., #+: .
!/-: 33%, =: 0%	!/-: ., =: .	!/-: ., =: .

Jump Zone #5

Lower

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

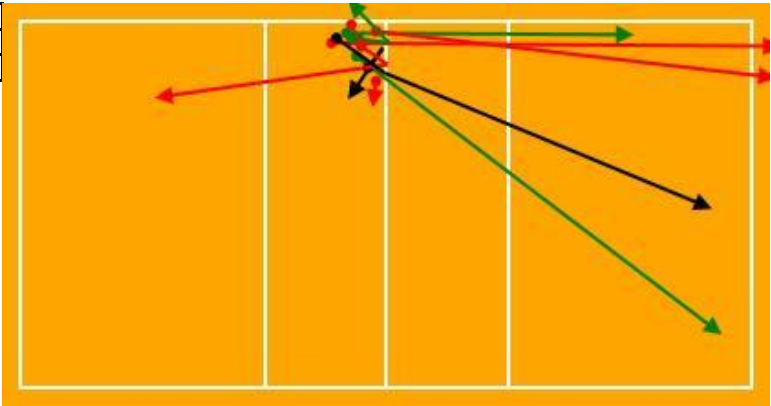


Attack
Player #13 Trofimov Lev

Position 4

Total position 4

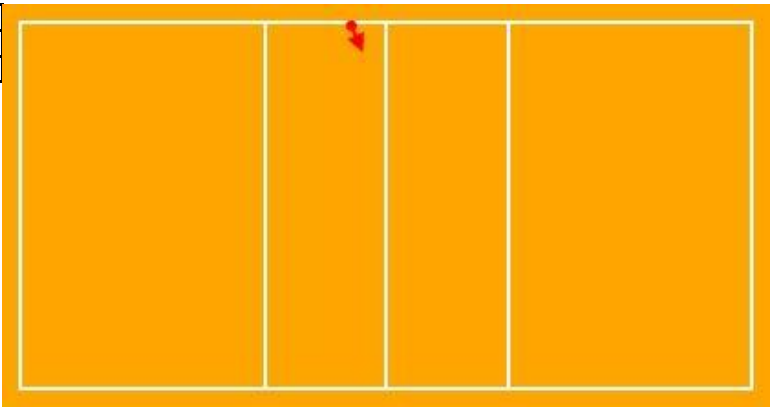
Total	#	+	!	/	-	=
	20%	10%	10%	10%	10%	40%
10	2	1	1	1	1	4



Zone #4 1 blockers

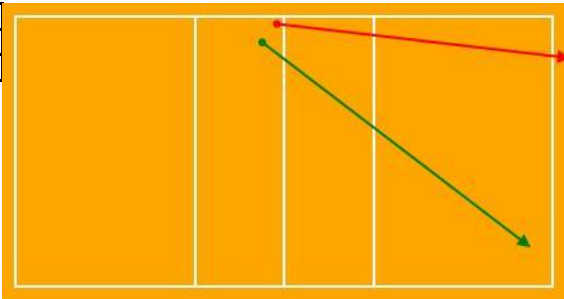
Set quality: !

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



Set quality: +

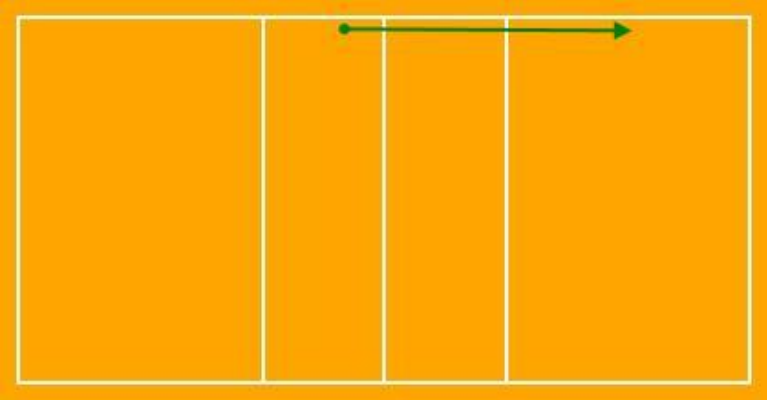
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
2	1	1



Zone #4 1.5 blockers

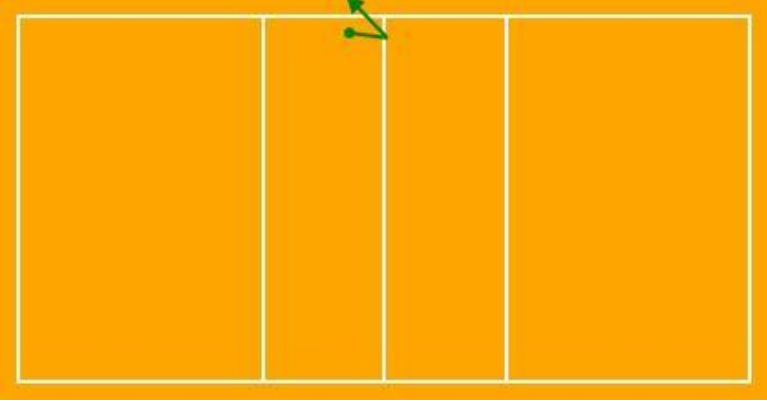
Set quality: !

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



Set quality: +

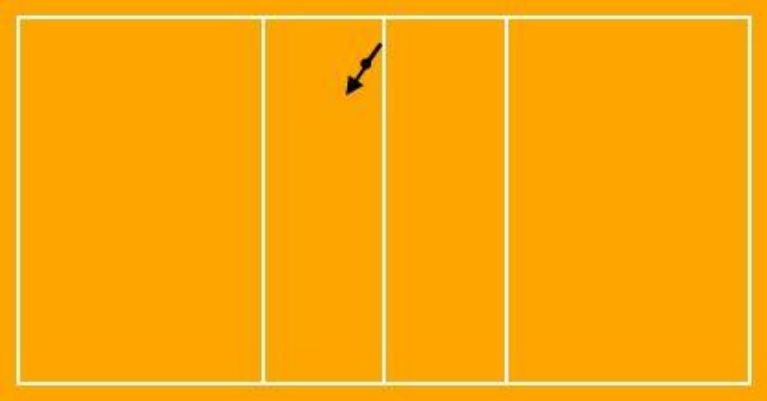
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

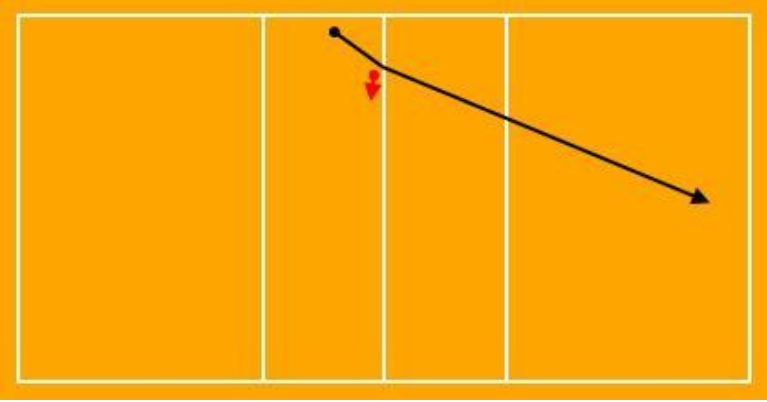
Set quality: /

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



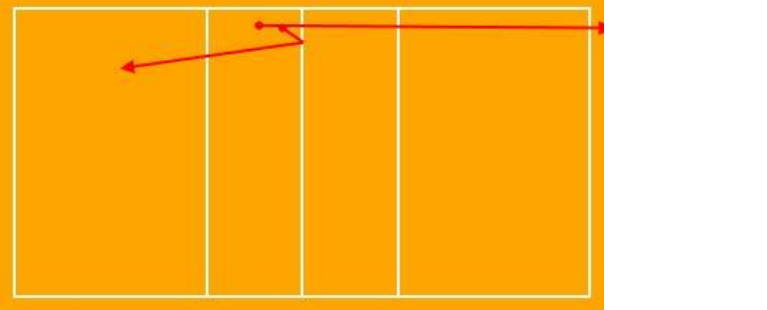
Set quality: !

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



Set quality: +

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



Player #14

Ahmadullin Timur

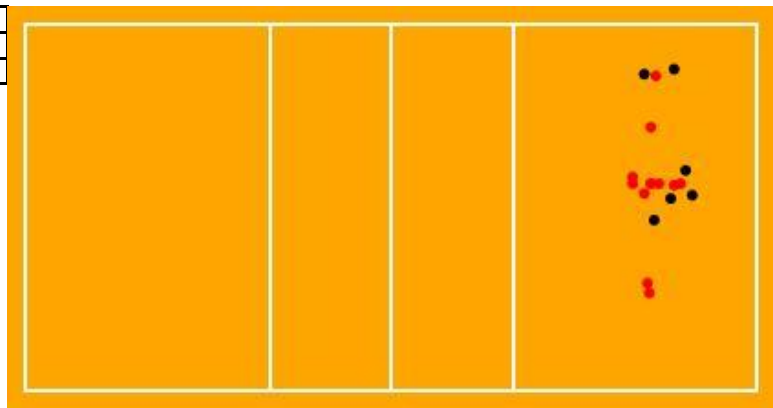
Serve

Player #14 Ahmadullin Timur

Glider

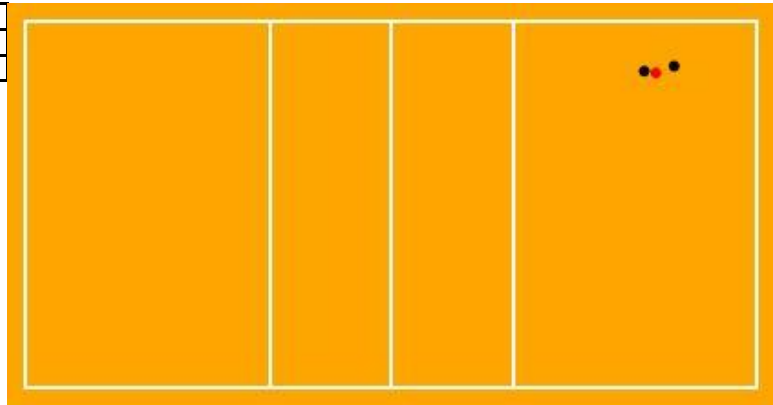
Total Glider

Total	#	+	!	/	-	=
	0%	0%	11%	22%	66%	0%
18	.	.	2	4	12	.



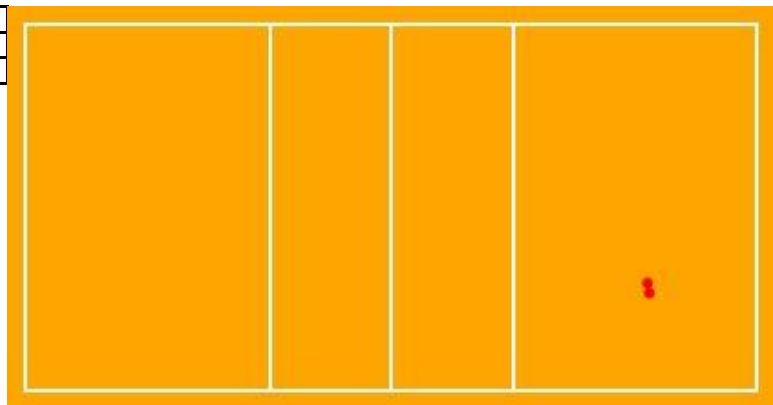
Glider Direction 1

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



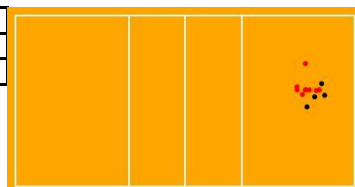
Glider Direction 5

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



Glider Direction 6

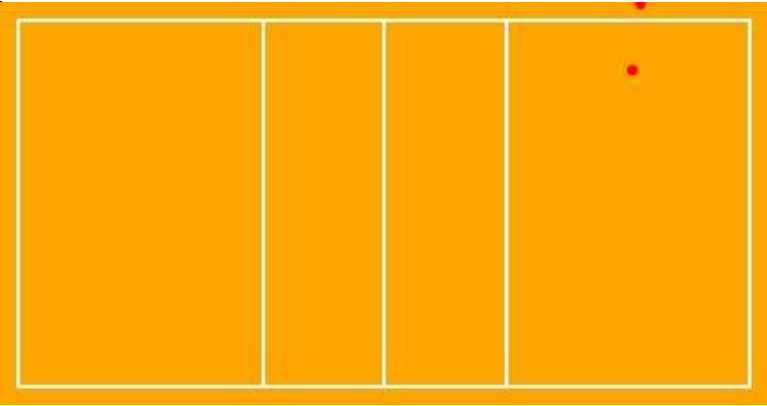
Total	#	+	!	/	-	=
	0%	0%	15%	15%	69%	0%
13	.	.	2	2	9	.



Jump

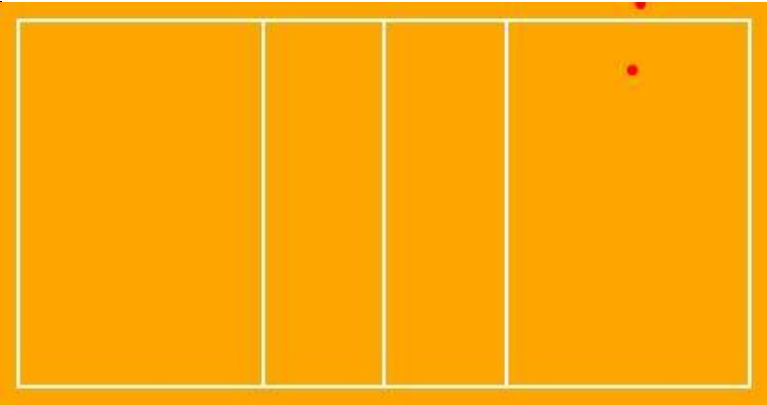
Total Jump

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



Jump Direction 1

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

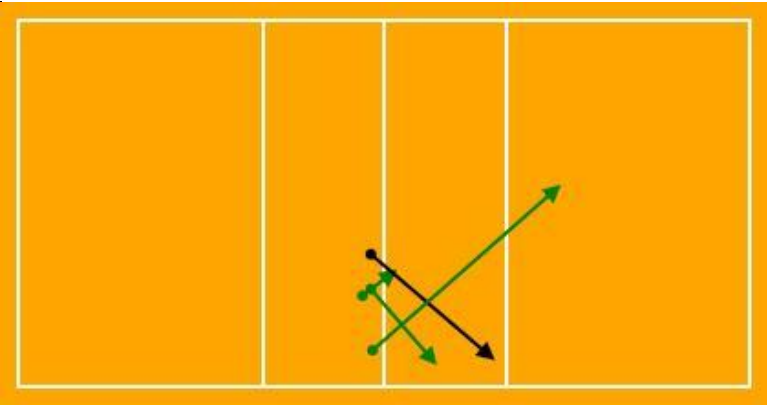


Attack Player #14 Ahmadullin Timur

Position 2

Total position 2

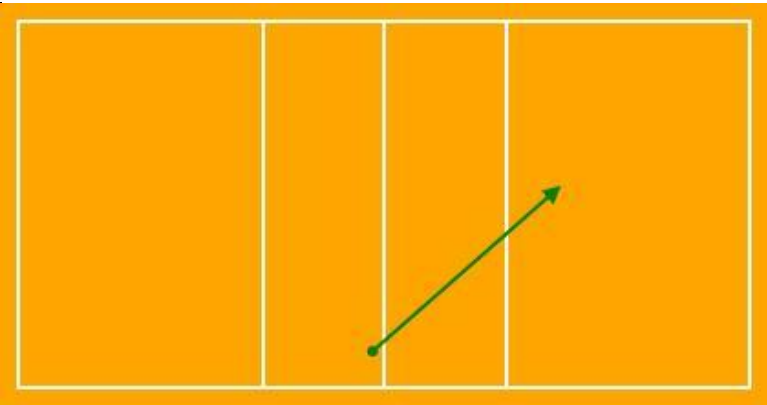
Total	#	+	!	/	-	=
	50%	25%	0%	25%	0%	0%
4	2	1	.	1	.	.



Zone #2 0 blockers

Set quality: !

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



Set quality: #

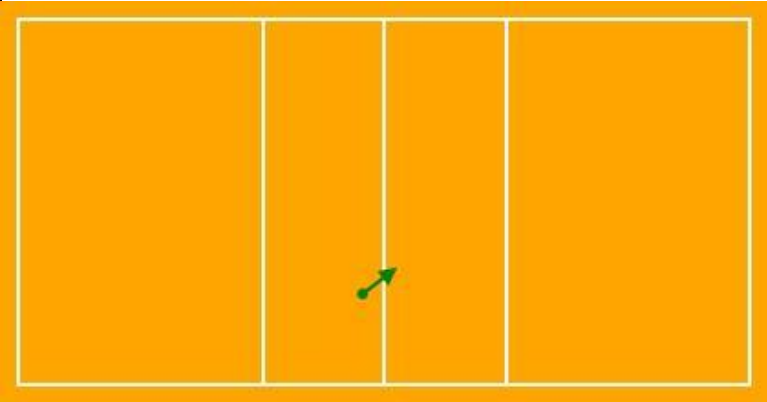
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #2 1 blockers

Set quality: #

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



Player #15

Lyashenko Andron

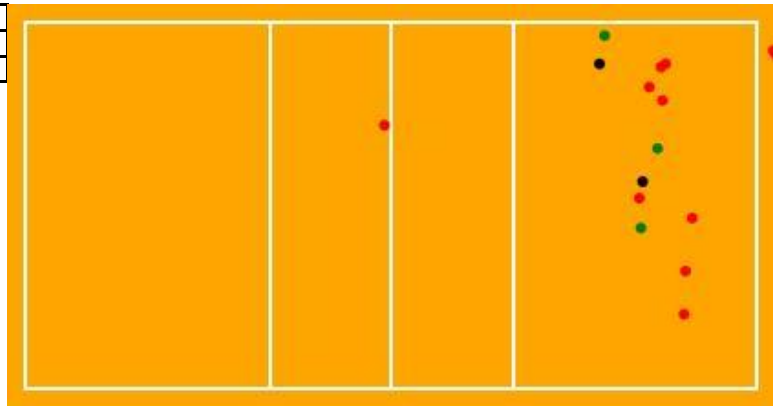
Serve

Player #15 Lyashenko Andron

Glider

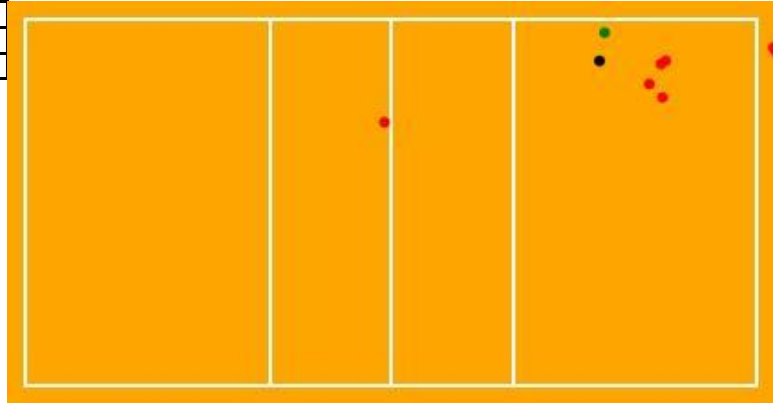
Total Glider

Total	#	+	!	/	-	=
	6%	12%	12%	0%	50%	18%
16	1	2	2	.	8	3



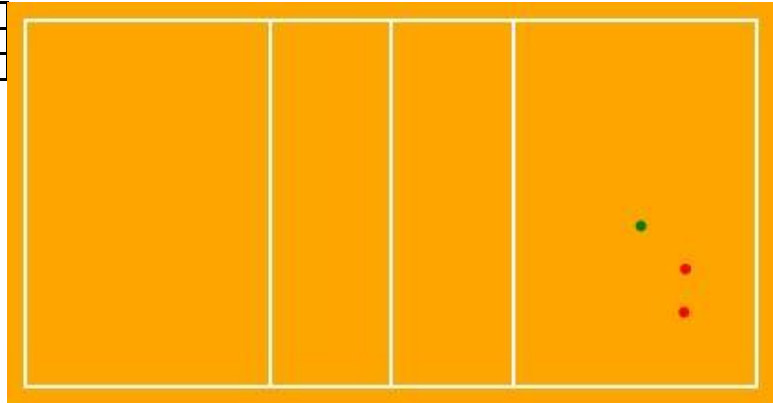
Glider Direction 1

Total	#	+	!	/	-	=
	0%	11%	11%	0%	44%	33%
9	.	1	1	.	4	3



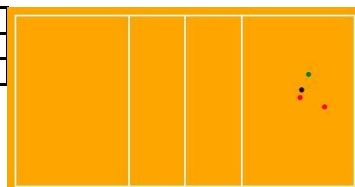
Glider Direction 5

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



Glider Direction 6

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



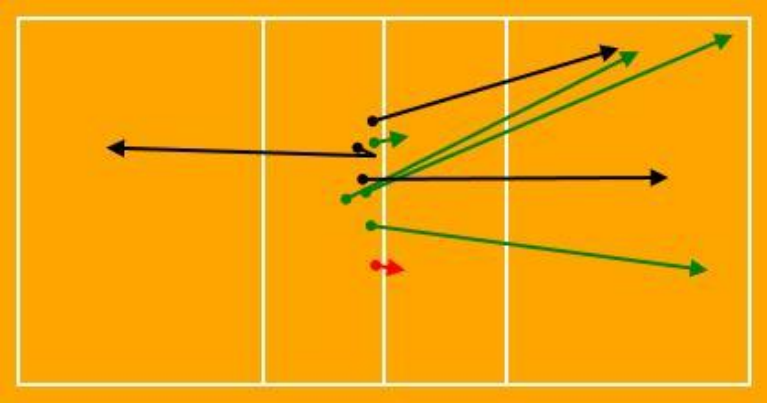
Attack

Player #15 Lyashenko Andron

Position 3

Total position 3

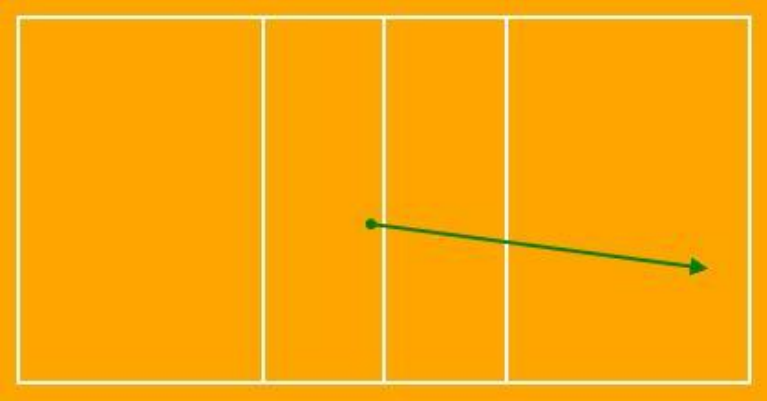
Total	#	+	!	/	-	=
	37%	12%	0%	37%	0%	12%
8	3	1	.	3	.	1



Zone #3 0 blockers

Set quality: #

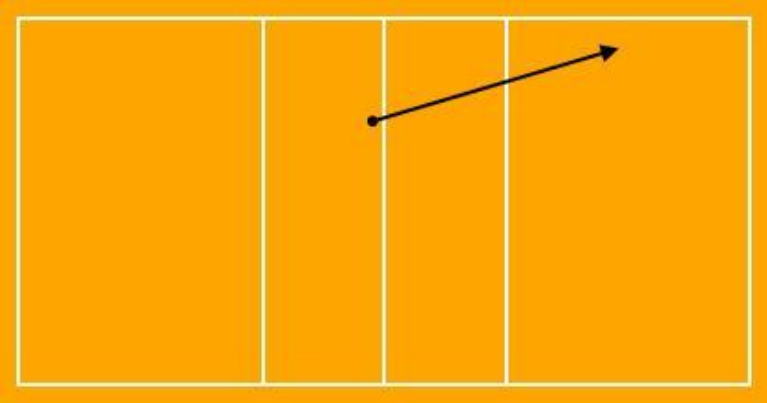
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

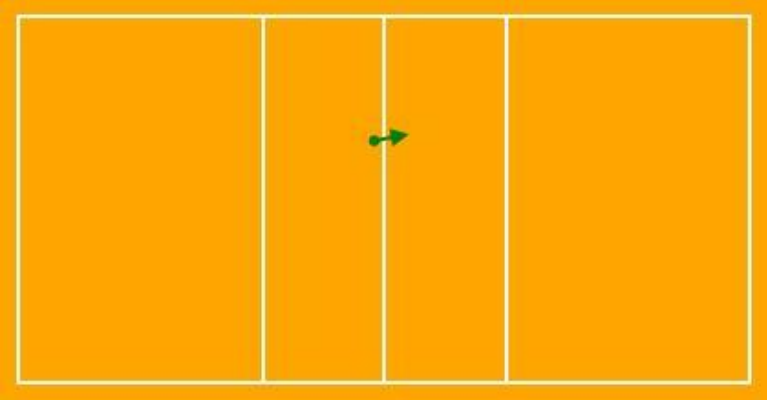
Set quality: /

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



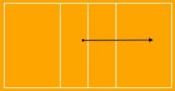
Set quality: +

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



Set quality: #

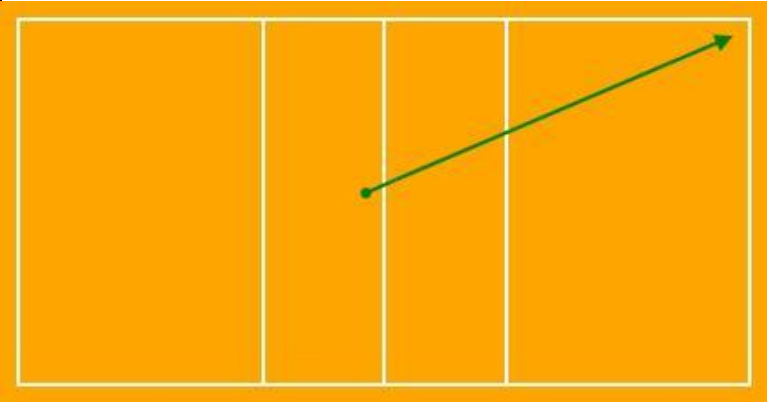
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 2 blockers

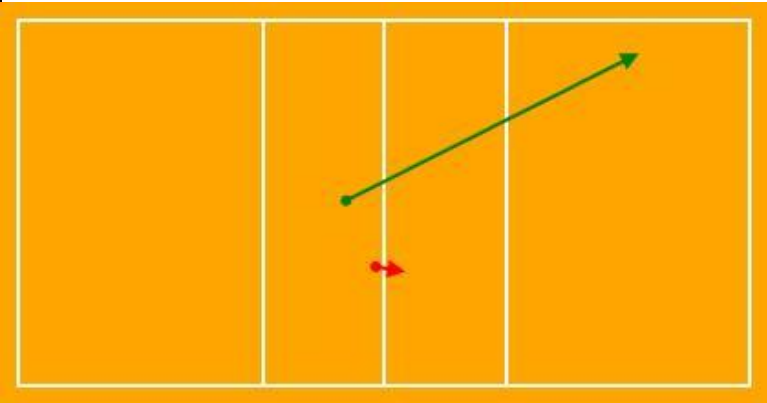
Set quality: !

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



Set quality: +

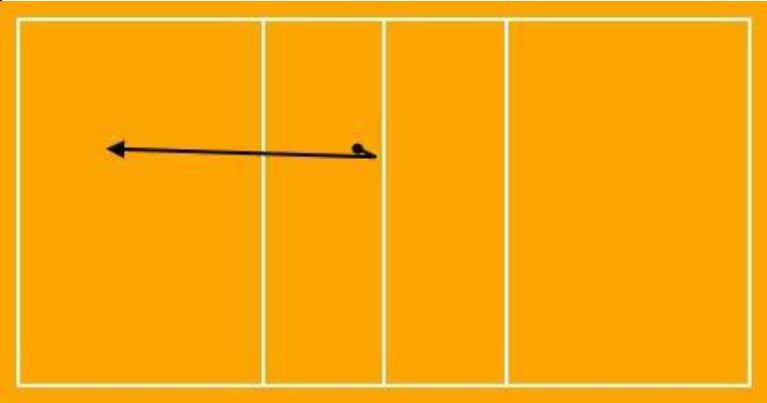
Total	#	+	!	/	-	=
	0%	50%	0%	0%	0%	50%
2	.	1	.	.	.	1



Zone #3 2.5 blockers

Set quality: +

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



Player #17

Fedunov Daniil

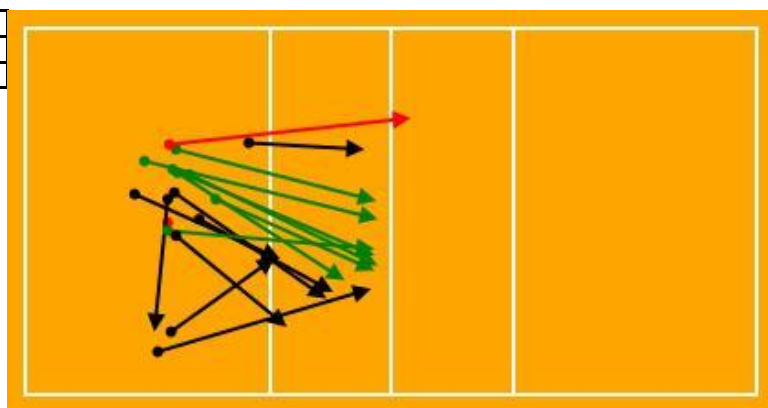
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	29%	11%	41%	5%	5%	5%
17	5	2	7	1	1	1

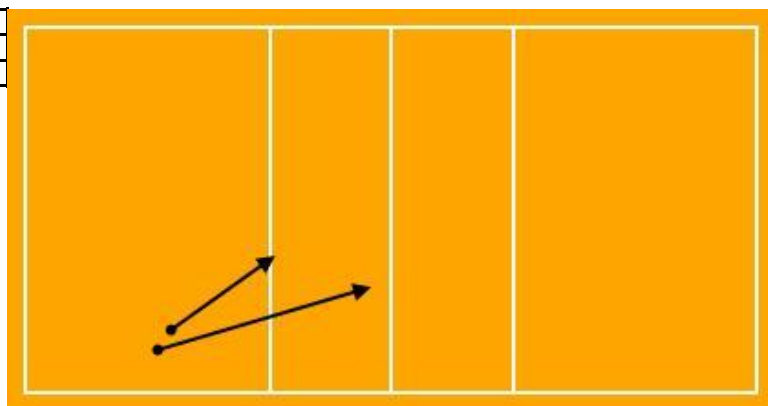


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	15(88%) #: 33%, #+: 46% !/-: 46%, =: 6%	2(11%) #: 0%, #+: 0% !/-: 100%, =: 0%

Glider Zone #1

Upper

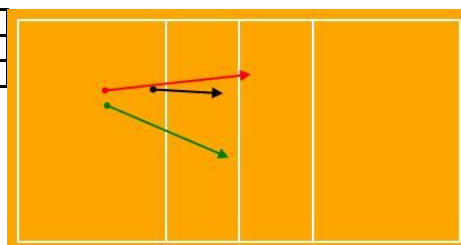
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
2	.	.	2	.	.	.



Glider Zone #6

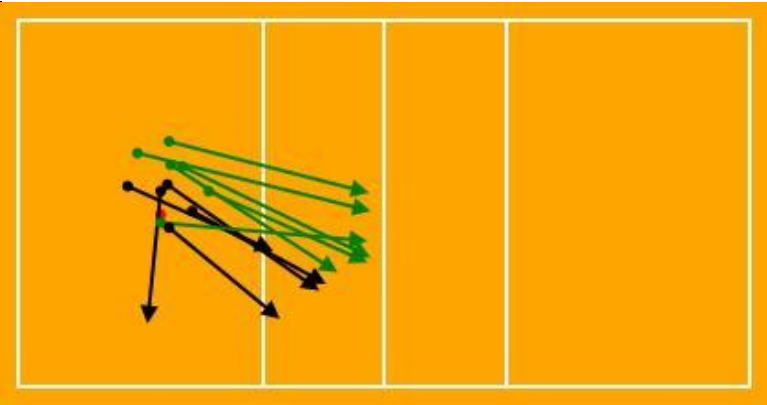
Lower

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



Upper

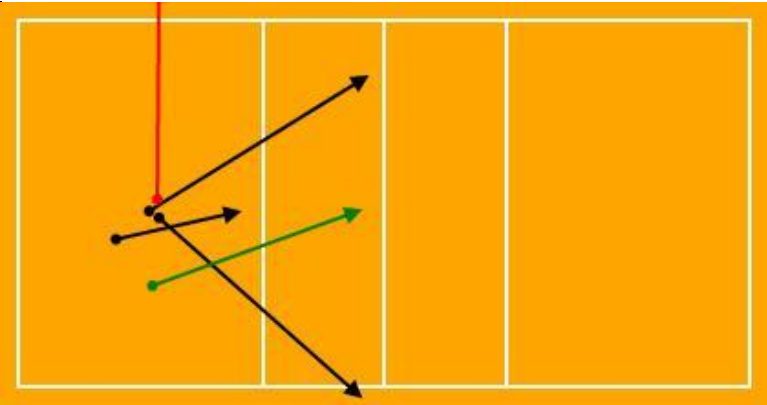
Total	#	+	!	/	-	=
	33%	16%	33%	8%	0%	8%
12	4	2	4	1	.	1



Jump

Total Jump

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

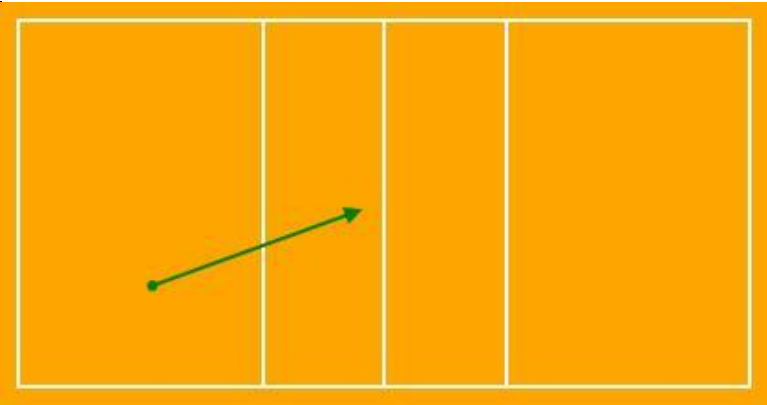


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	4(80%)	1(20%)
#: ., #+: .	#: 0%, #+: 0%	#: 100%, #+:
!/-: ., =: .	!/-: 75%, =:	100%
	25%	!/-: 0%, =: 0%

Jump Zone #1

Lower

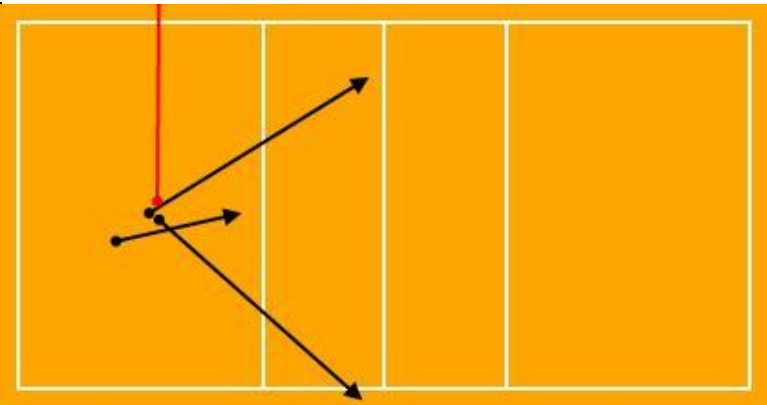
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Jump Zone #6

Lower

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



Player #24

Scherbakov

Maxim

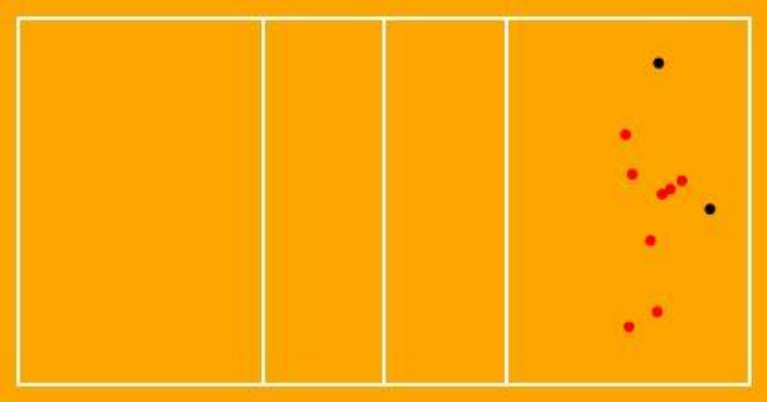
Serve

Player #24 Scherbakov Maxim

Glider

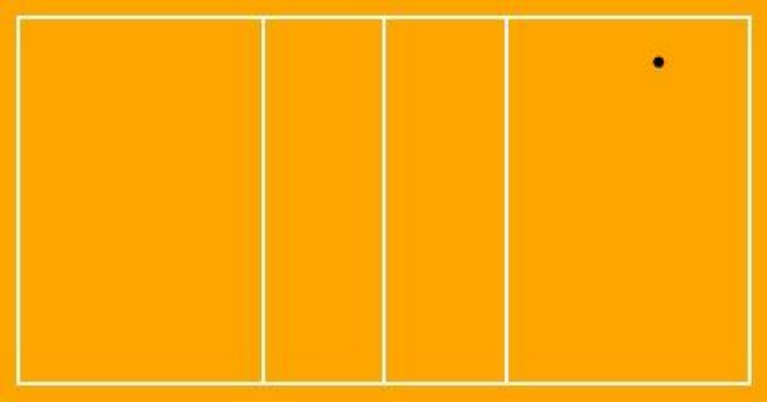
Total Glider

Total	#	+	!	/	-	=
	0%	0%	10%	10%	80%	0%
10	.	.	1	1	8	.



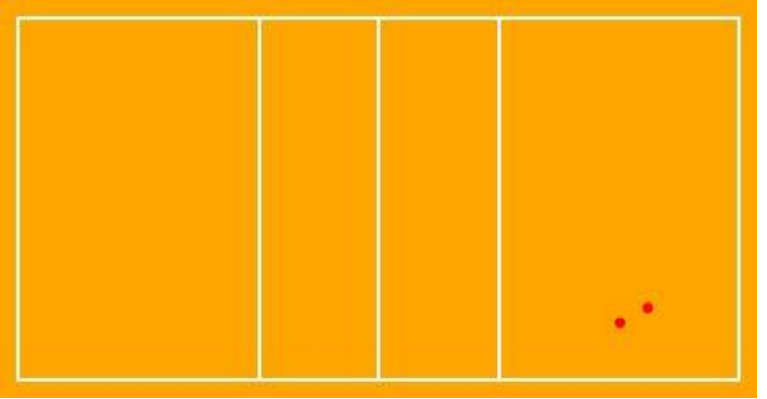
Glider Direction 1

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



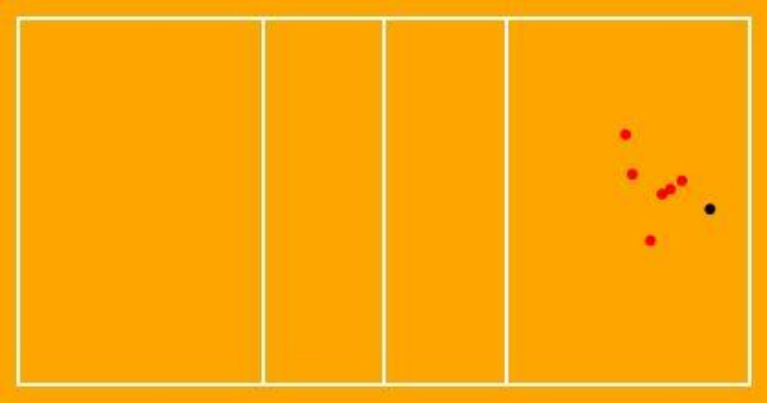
Glider Direction 5

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



Glider Direction 6

Total	#	+	!	/	-	=
	0%	0%	14%	0%	85%	0%
7	.	.	1	.	6	.

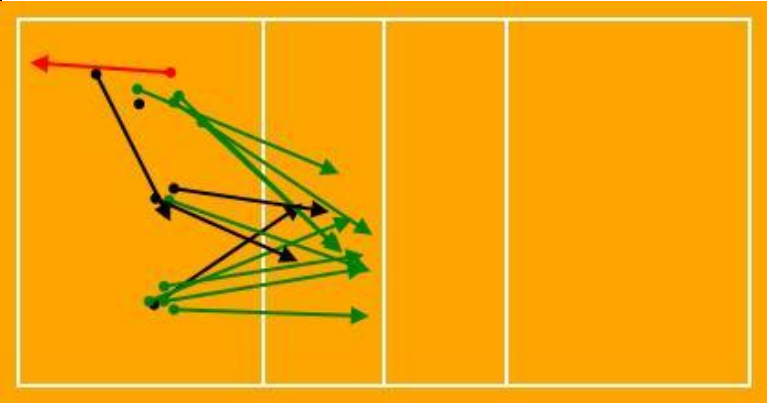


Reception
Player #24 Scherbakov Maxim

Glider

Total Glider

Total	#	+	!	/	-	=
	26%	33%	13%	20%	0%	6%
15	4	5	2	3	.	1

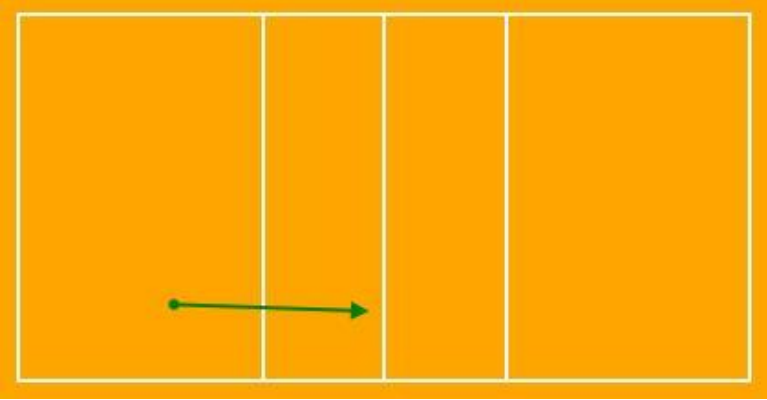


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
7(46%) #: 14%, #+: 57% !/-: 28%, =: 14%	3(20%) #: 33%, #+: 33% !/-: 66%, =: 0%	5(33%) #: 40%, #+: 80% !/-: 20%, =: 0%

Glider Zone #1

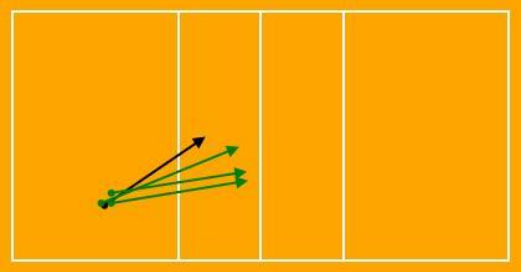
Lower

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



Upper

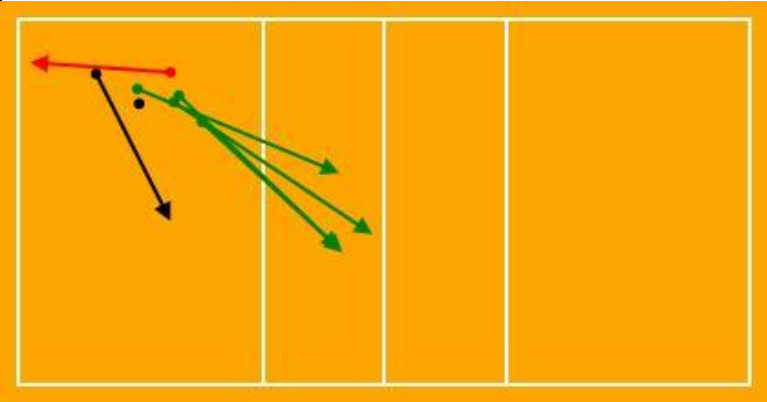
Total	#	+	!	/	-	=
	25%	50%	25%	0%	0%	0%
4	1	2	1	.	.	.



Glider Zone #5

Upper

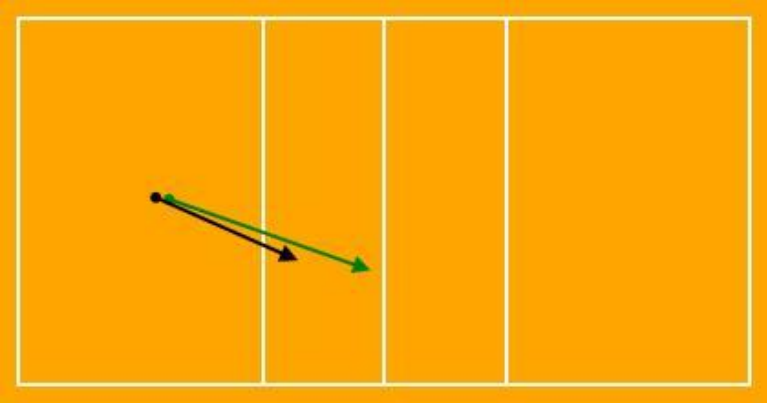
Total	#	+	!	/	-	=
	14%	42%	0%	28%	0%	14%
7	1	3	.	2	.	1



Glider Zone #6

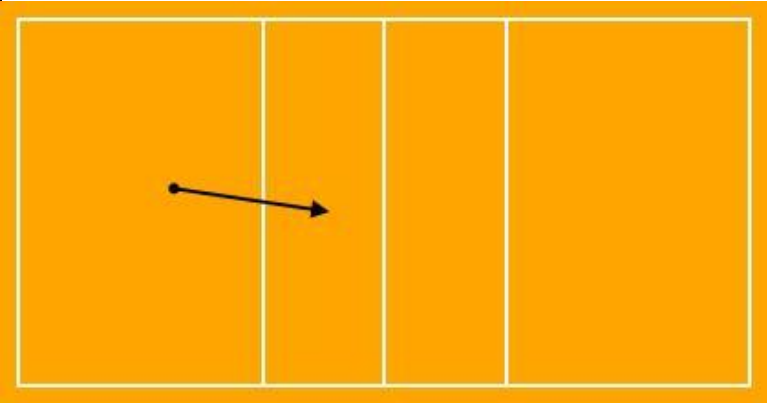
Lower

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



Upper

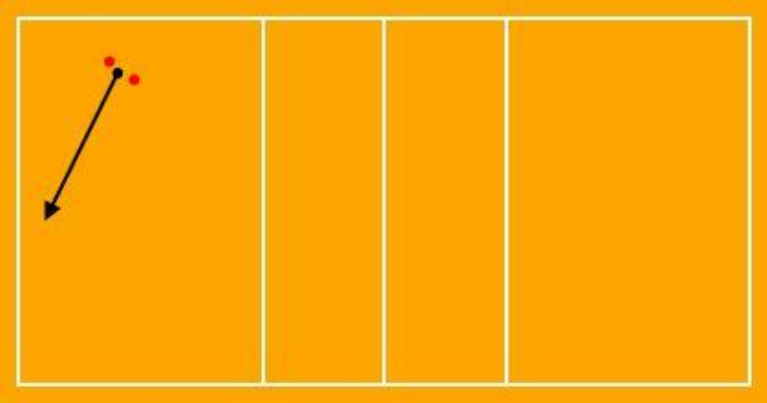
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump

Total Jump

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

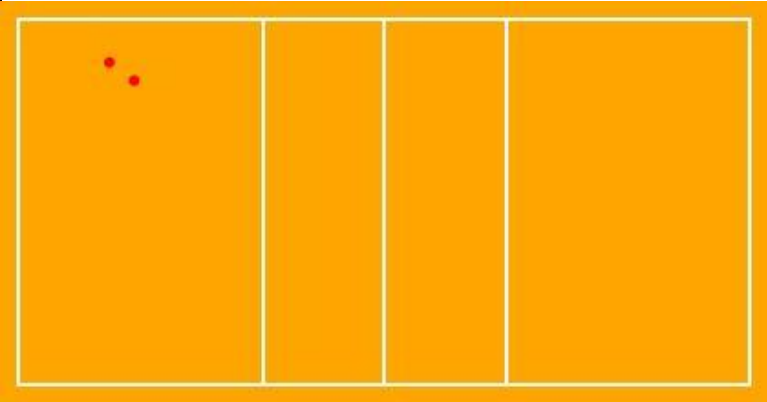


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(100%) #: 0%, #+: 0% !/-: 33%, =: 66%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

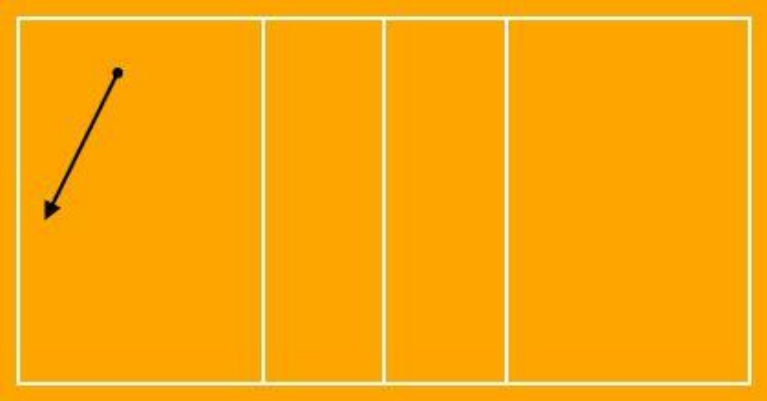
Lower

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



Upper

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

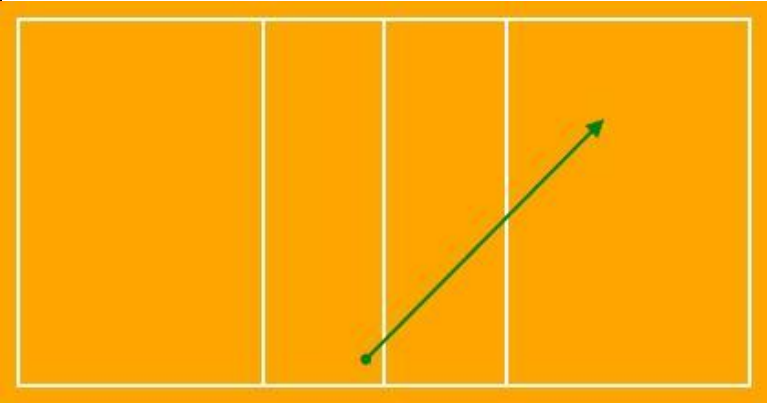


Attack Player #24 Scherbakov Maxim

Position 2

Total position 2

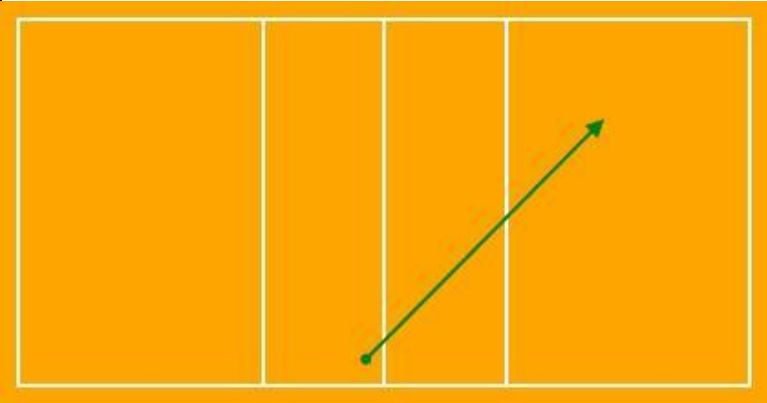
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

Set quality: !

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



Position 4

Total position 4

Total	#	+	!	/	-	=
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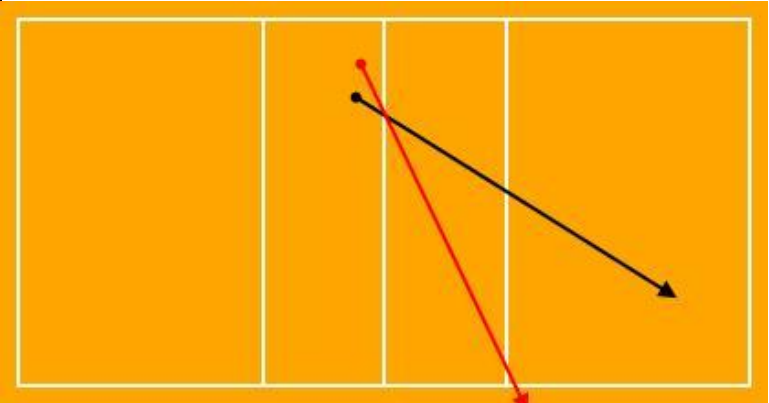


	42%	5%	0%	31%	10%	10%
19	8	1	.	6	2	2

Zone #4 1 blockers

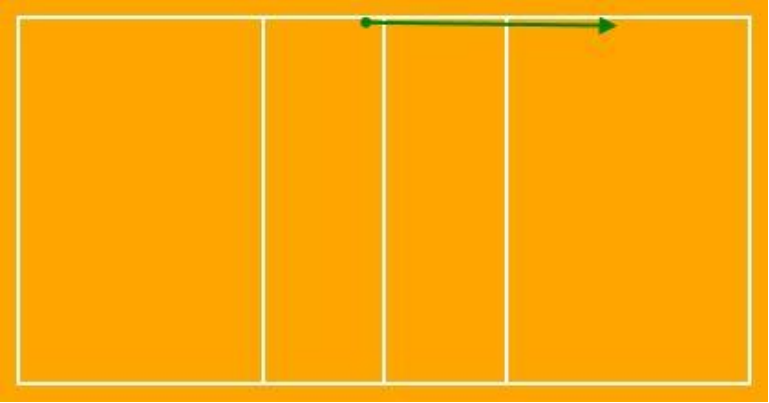
Set quality: !

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



Set quality: #

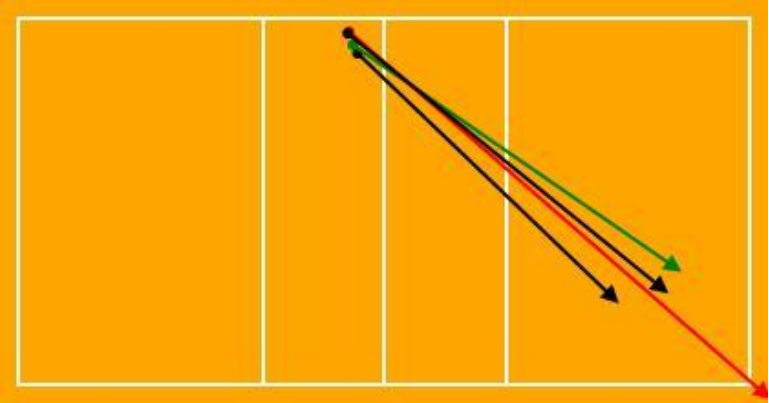
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

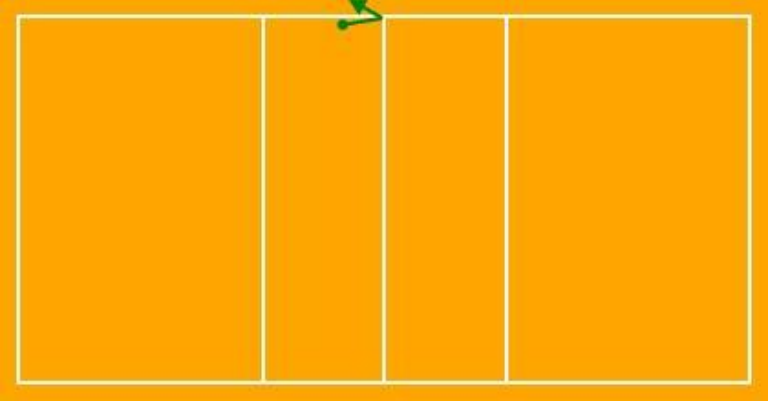
Set quality: +

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



Set quality: #

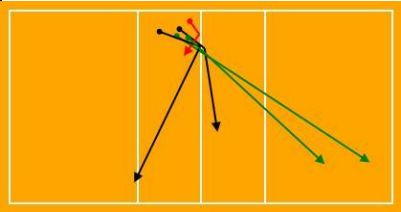
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

Set quality: !

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



Set quality: +

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

