

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	134	84	95	12	17%	6	197	28	7	112	67%	56%	1	35%	64%	16	62	72%
#2 Baiduji	.	0
#7 Ushakov	42	2	49	9	10%	3	85	6	32%	43%	23%	88	13	12	36	47%	40%	.	22%	77%	3	26	84%
#8 Shchipko	51	39	68	6	27%	10	57	3	19%	40%	21%	71	2	1	41	64%	57%	.	66%	33%	.	28	96%
#10 Klimov	76	58	125	11	21%	10	3	.	66%	0%	0%	68	3	3	50	79%	73%	1	35%	64%	16	20	85%
#12 Volkov	2	-4	10	1	0%	.	1	1	100%	0%	0%	6	1	2	1	16%	16%	1	36%	63%	1	7	100%
#13 Trofimov	91	25	81	12	8%	3	153	6	31%	35%	16%	165	35	9	82	53%	49%	4	37%	62%	6	57	84%
#14 Ahmadullin	26	-5	154	17	12%	8	1	1	100%	0%	0%	29	1	.	14	58%	48%	.	36%	64%	4	56	73%
#15 Lyashenko	42	23	83	10	12%	6	3	.	33%	66%	0%	47	5	3	22	57%	46%	1	28%	71%	14	17	76%
#16 Pyanov	16	6	32	4	9%	2	3	1	66%	0%	0%	28	5	.	12	50%	42%	.	55%	44%	2	7	85%
#17 Fedunov	1	-8	168	6	22%	50%	27%	1	.	.	1	100%	100%	98	76%
#18 Ziva	6	4	4	1	0%	.	2	.	50%	50%	50%	9	.	1	6	88%	66%	.	100%	0%	.	2	100%
#24 Scherbakov	35	16	38	2	2%	1	59	5	30%	52%	30%	78	8	3	33	48%	42%	.	0%	100%	1	14	85%
Total	522	240	739	85	14%	49	535	29	28%	43%	22%	787	101	41	410	59%	52%	8	35%	64%	63	394	79%

Player #1

Vasilchenko

Dmitrii

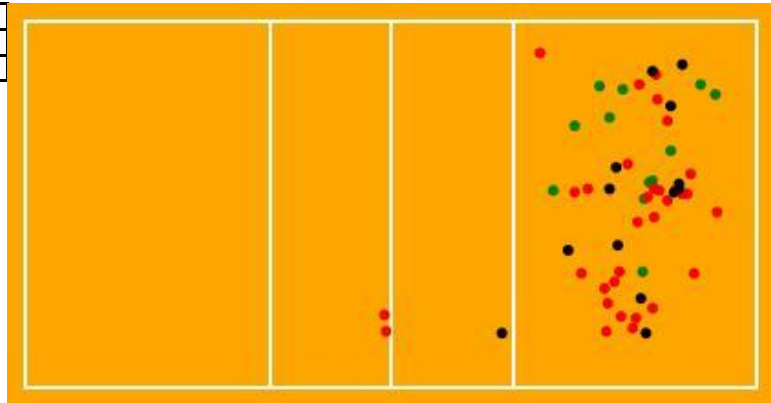
Serve

Player #1 Vasilchenko Dmitrii

Glider

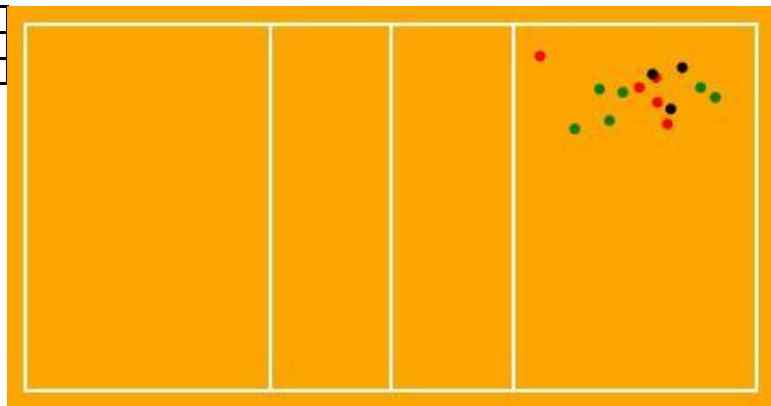
Total Glider

Total	#	+	!	/	-	=
	6%	13%	13%	8%	50%	6%
59	4	8	8	5	30	4



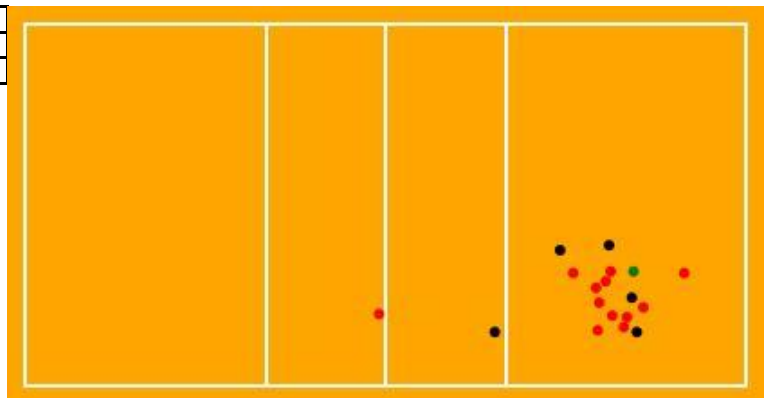
Glider Direction 1

Total	#	+	!	/	-	=
	14%	28%	14%	7%	35%	0%
14	2	4	2	1	5	.



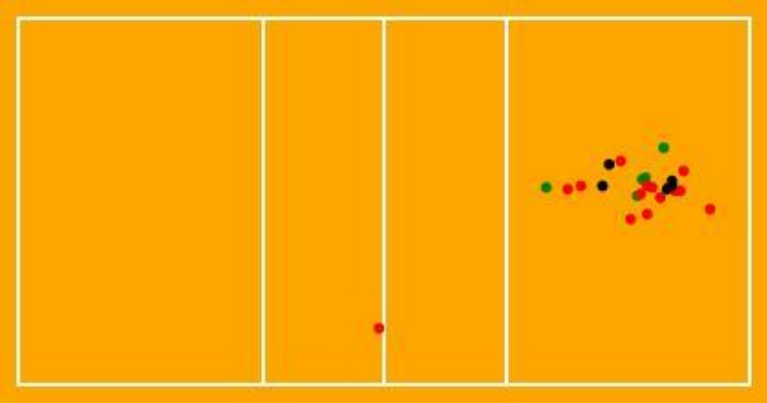
Glider Direction 5

Total	#	+	!	/	-	=
	0%	5%	16%	11%	61%	5%
18	.	1	3	2	11	1



Glider Direction 6

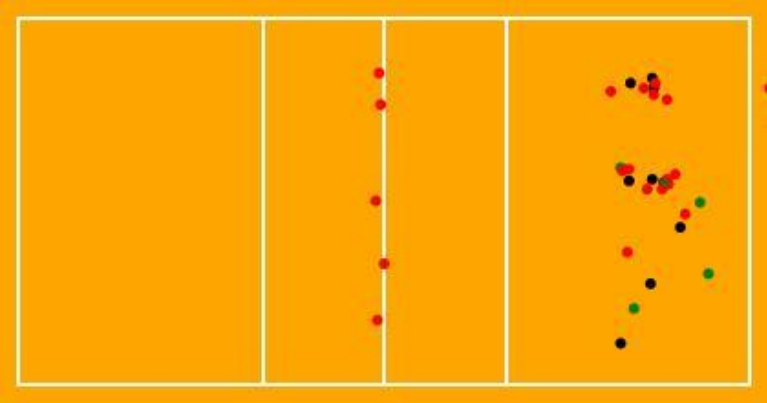
Total	#	+	!	/	-	=
	7%	11%	11%	7%	51%	11%
27	2	3	3	2	14	3



Jump

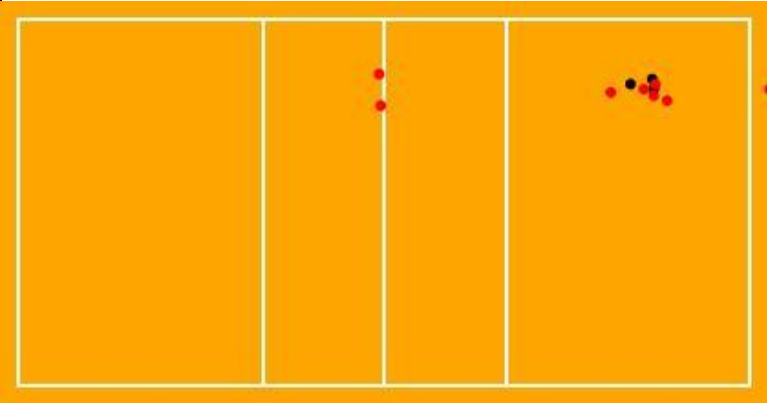
Total Jump

Total	#	+	!	/	-	=
	5%	8%	11%	13%	38%	22%
36	2	3	4	5	14	8



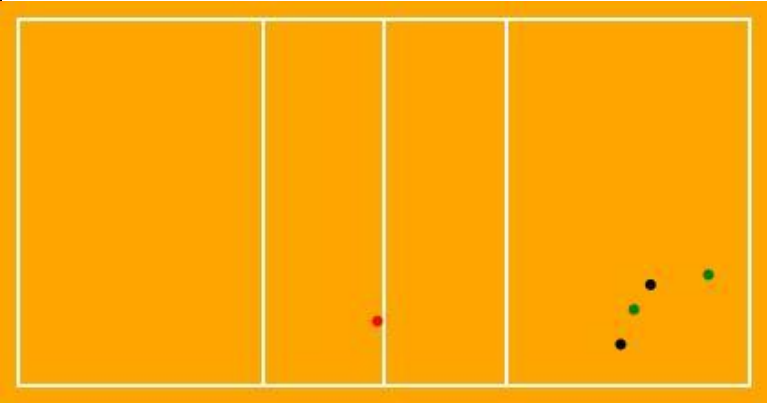
Jump Direction 1

Total	#	+	!	/	-	=
	0%	0%	16%	8%	41%	33%
12	.	.	2	1	5	4



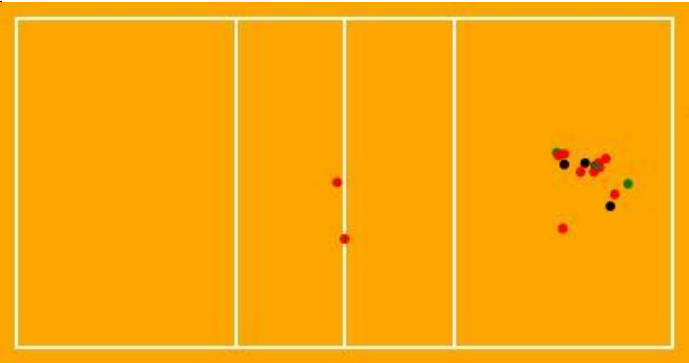
Jump Direction 5

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



Jump Direction 6

Total	#	+	!	/	-	=
	5%	10%	5%	15%	47%	15%
19	1	2	1	3	9	3



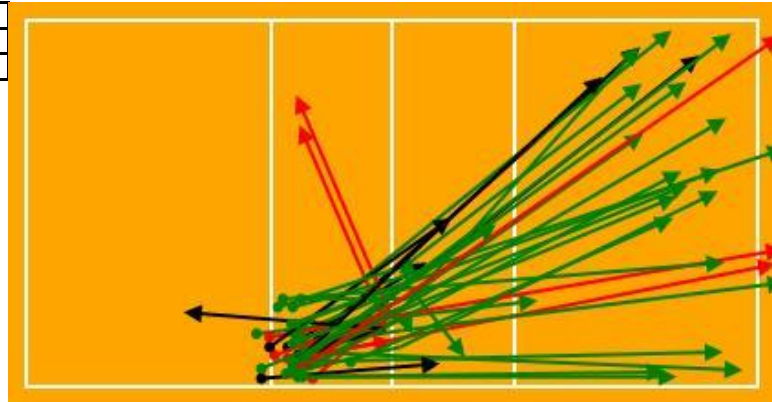
Attack

Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

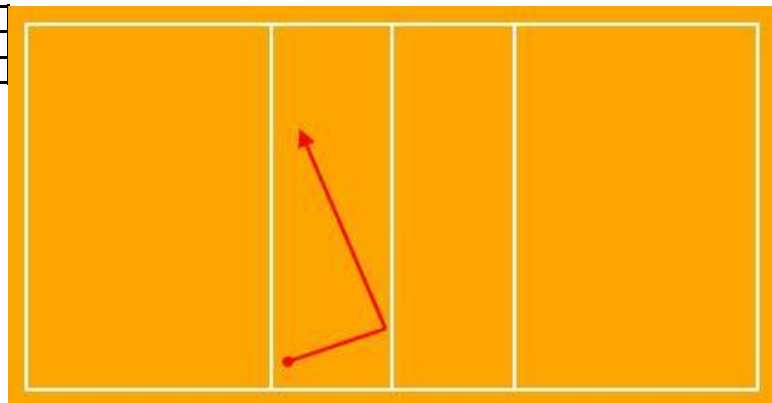
Total	#	+	!	/	-	=
	41%	19%	4%	12%	4%	17%
41	17	8	2	5	2	7



Zone #1 1 blockers

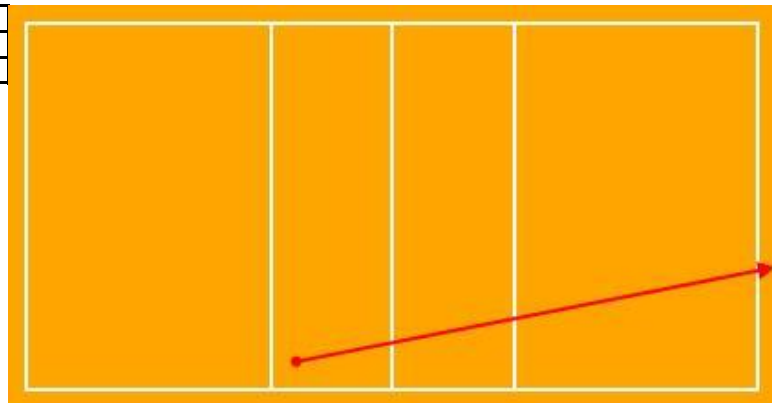
Set quality: !

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



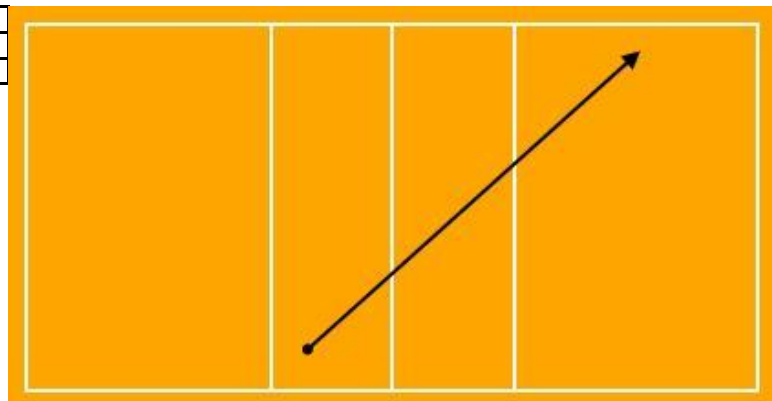
Set quality: +

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



Set quality: #

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



Zone #1 2 blockers

Set quality: +

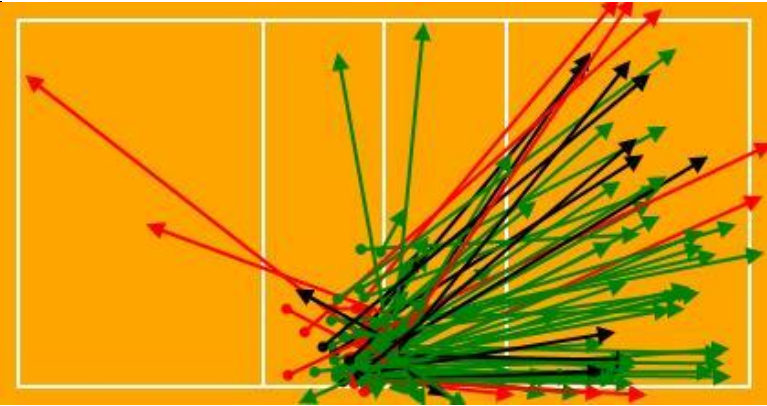
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 2

Total position 2

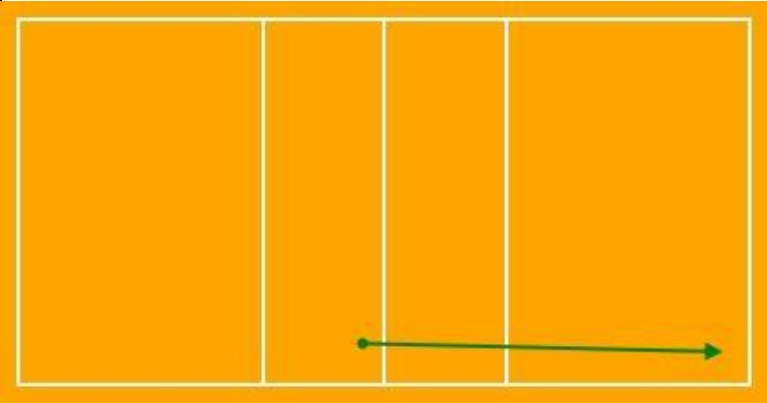
Total	#	+	!	/	-	=
	61%	7%	0%	15%	4%	9%
113	69	9	1	18	5	11



Zone #2 1 blockers

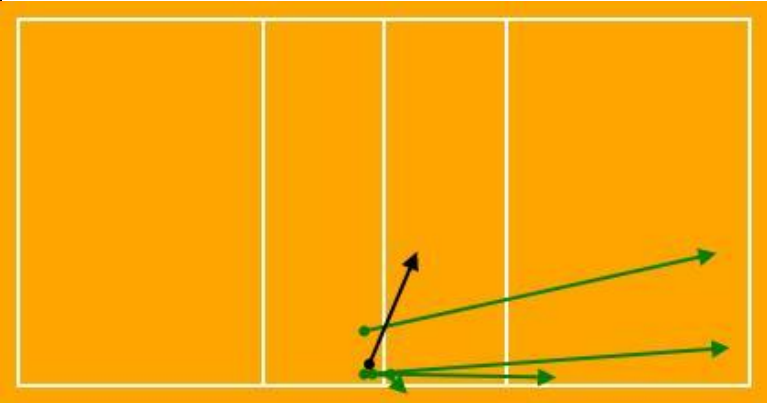
Set quality: /

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



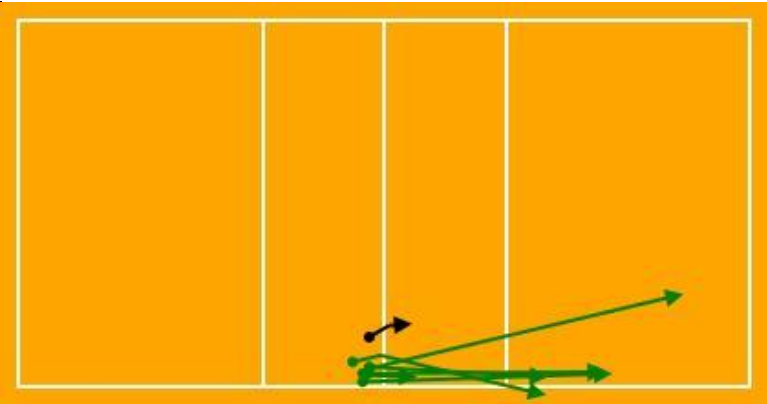
Set quality: !

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



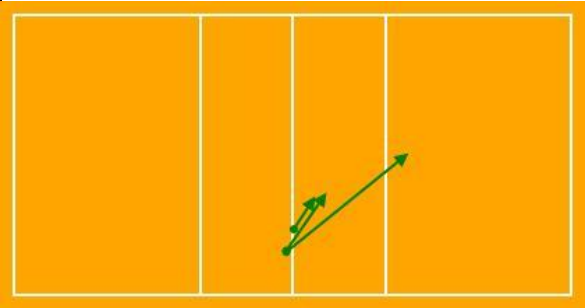
Set quality: +

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



Set quality: #

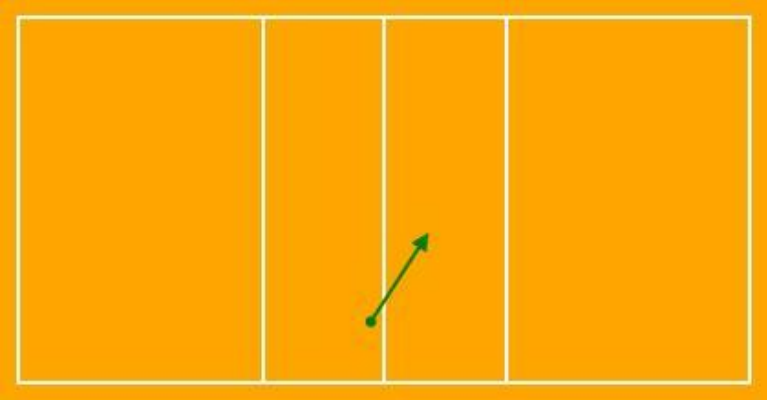
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
3	3



Zone #2 1.5 blockers

Set quality: /

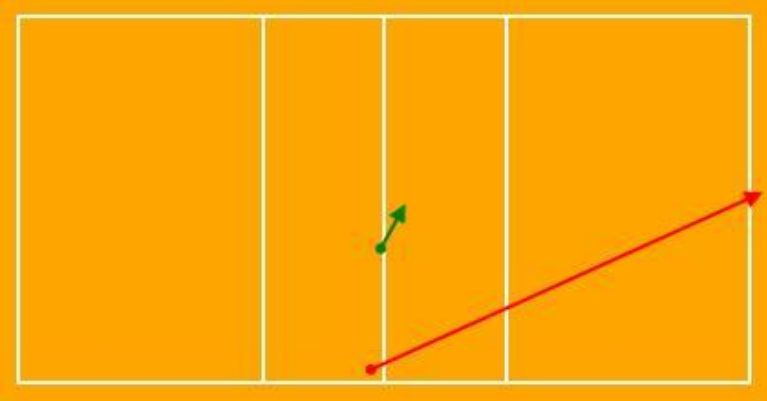
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Zone #2 2 blockers

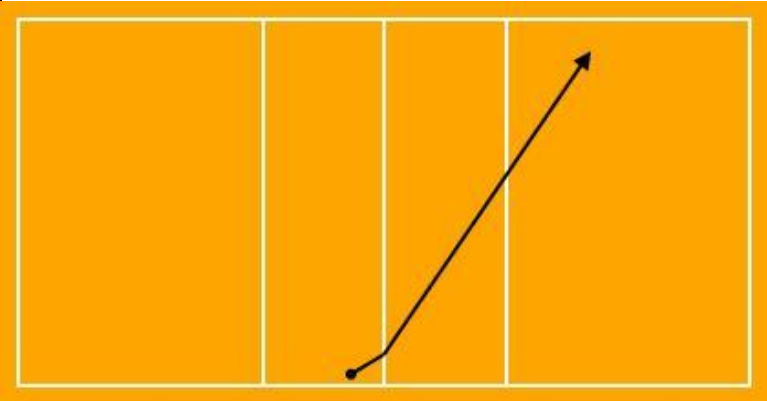
Set quality: !

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



Set quality: +

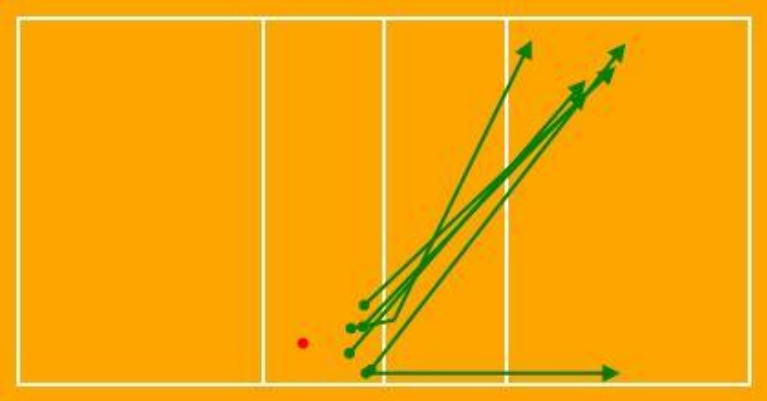
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 3

Total position 3

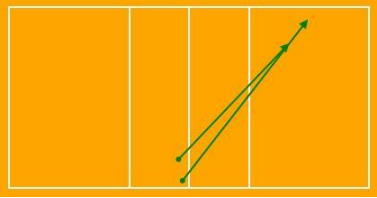
Total	#	+	!	/	-	=
	71%	14%	0%	0%	0%	14%
7	5	1	.	.	.	1



Zone #3 1 blockers

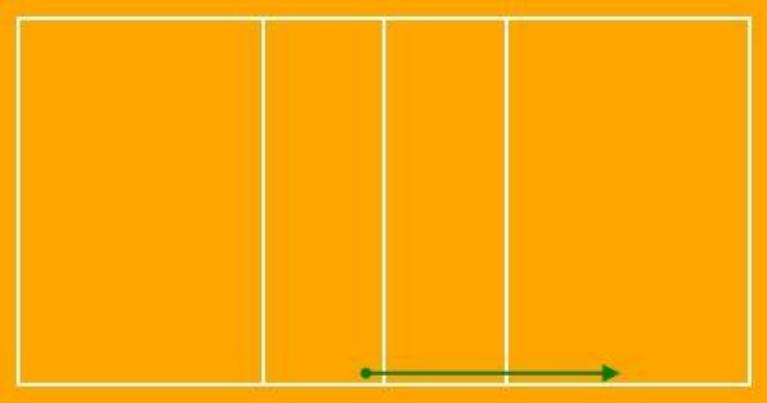
Set quality: !

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



Set quality: #

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



Position 4

Total position 4

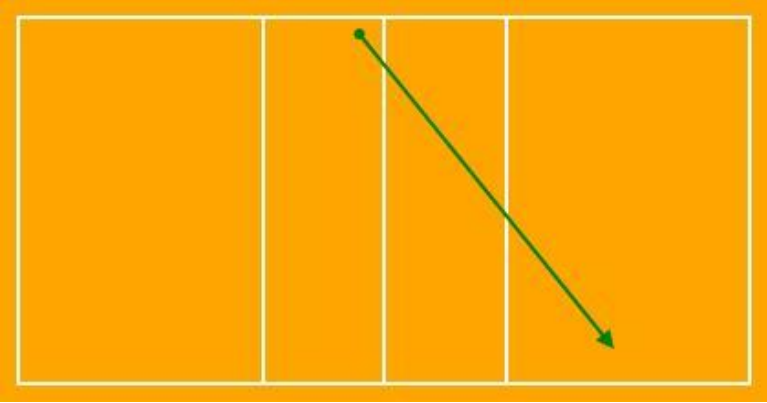
Total	#	+	!	/	-	=
	38%	5%	13%	22%	0%	19%
36	14	2	5	8	.	7



Zone #4 1 blockers

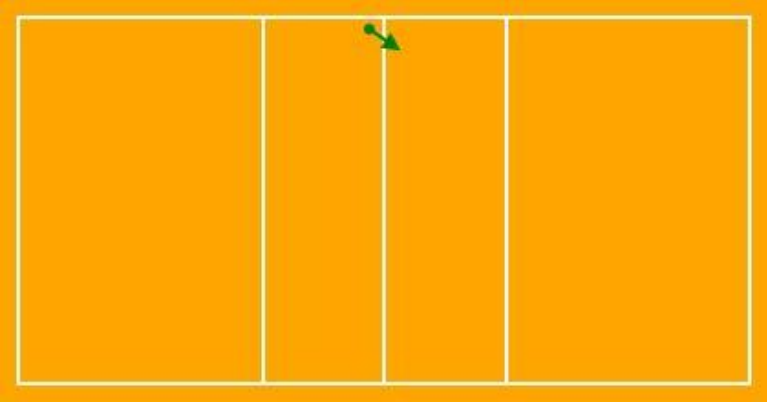
Set quality: !

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



Set quality: +

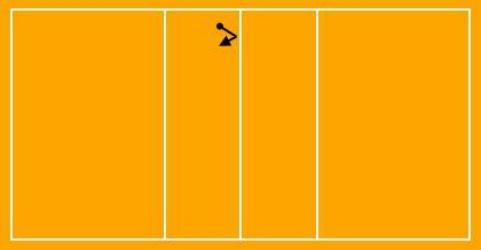
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

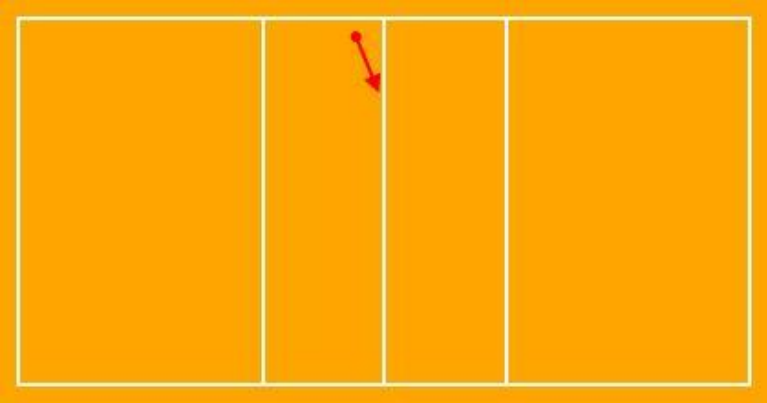
Set quality: /

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



Set quality: !

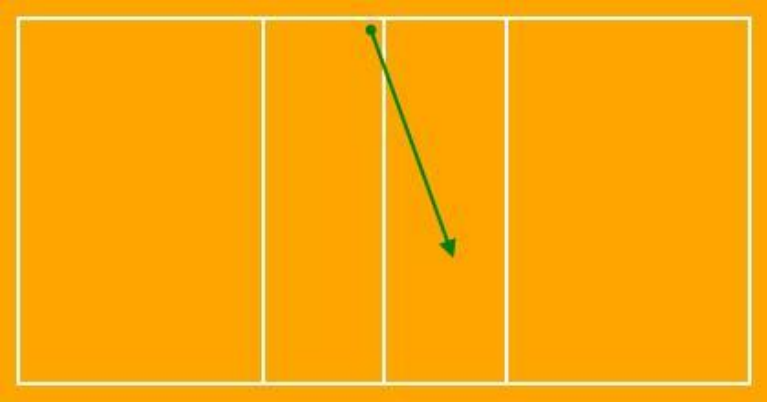
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 2 blockers

Set quality: +

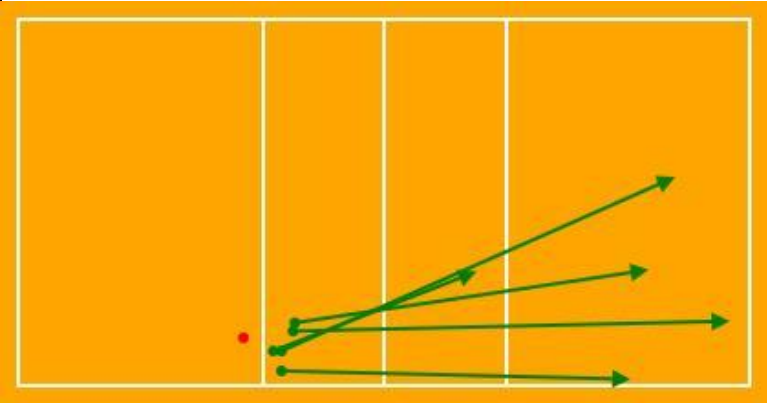
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 5

Total position 5

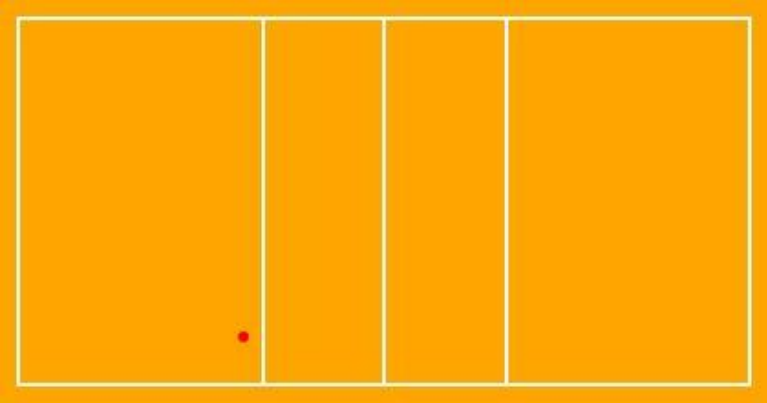
Total	#	+	!	/	-	=
	66%	16%	0%	0%	0%	16%
6	4	1	.	.	.	1



Zone #5 1 blockers

Set quality: !

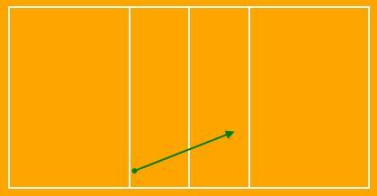
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #5 2 blockers

Set quality: !

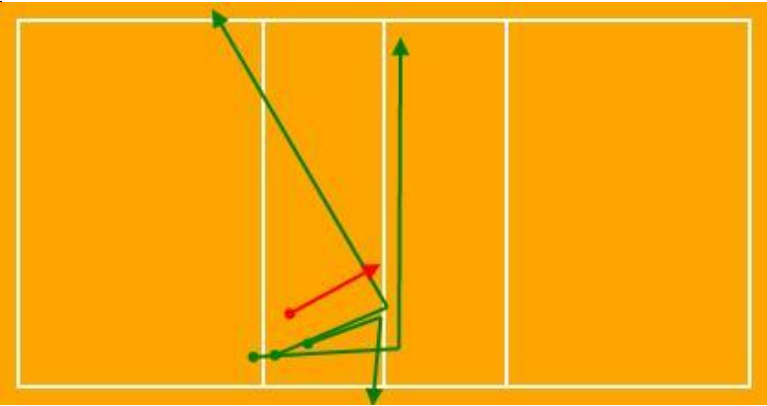
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Position 6

Total position 6

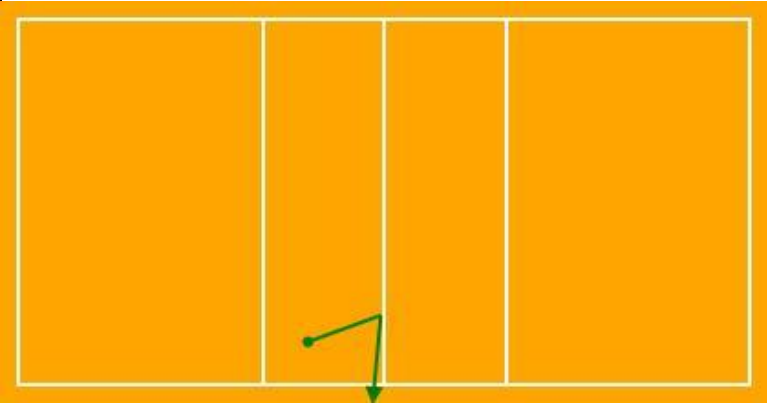
Total	#	+	!	/	-	=
	75%	0%	0%	0%	0%	25%
4	3	1



Zone #6 2 blockers

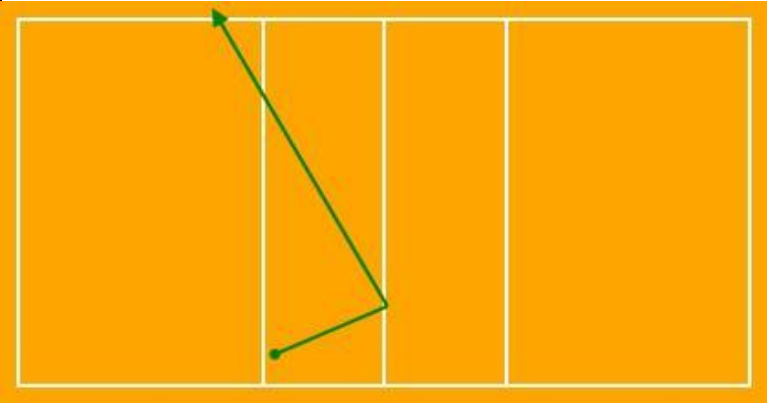
Set quality: !

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



Set quality: +

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



Set

Player #1 Vasilchenko Dmitrii

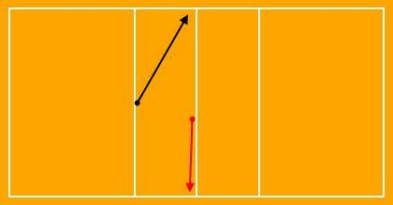
Blockers count distribution

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(2)	.(0%)	.(0%)	2(100%)	.(0%)	.(0%)	.(0%)	.(0%)
+(1)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)	.(0%)	.(0%)
!(2)	.(0%)	.(0%)	.(0%)	1(50%)	1(50%)	.(0%)	.(0%)
#+!(5)	.(0%)	.(0%)	3(60%)	1(20%)	1(20%)	.(0%)	.(0%)

Reception direction distribution

P1 arrangement

1(50%)	.(0%)	1(50%)
100%	.	.
2.00	0.00	1.00
.(0%)	.(0%)	.(0%)
.	.	.



0.00	0.00	0.00
------	------	------

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

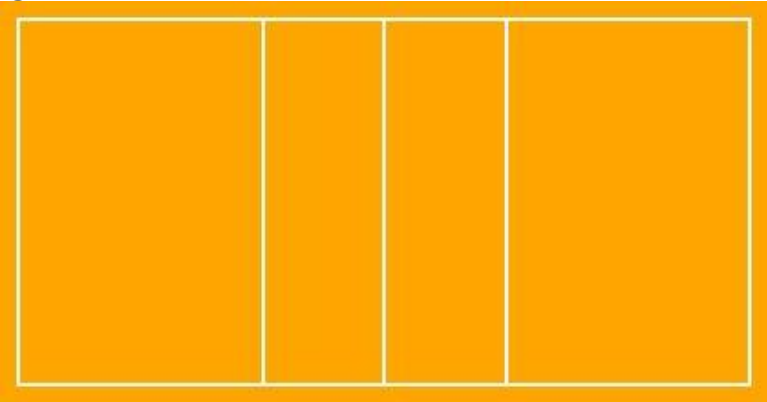
.(.)	.(.)	.(.)
0.00	0.00	0.00
.(.)	.(.)	.(.)
0.00	0.00	0.00

.(0%)	.(0%)	.(0%)
0.00	0.00	0.00
.(0%)	.(0%)	1(100%)
0.00	0.00	0% 1.50

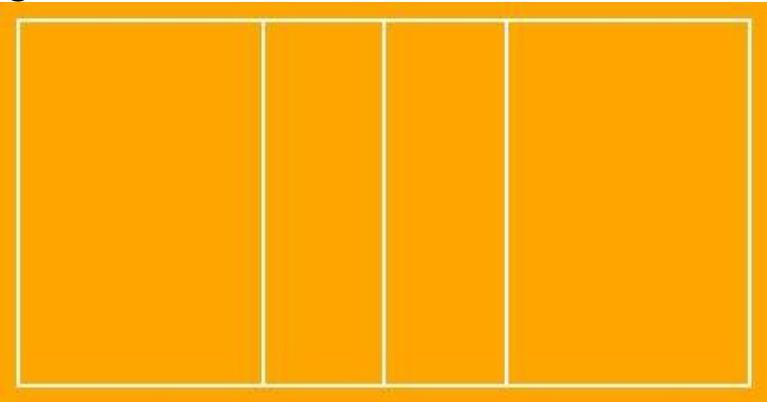
.(0%)	.(0%)	2(100%)
0.00	0.00	50% 1.00
.(0%)	.(0%)	.(0%)
0.00	0.00	0.00

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

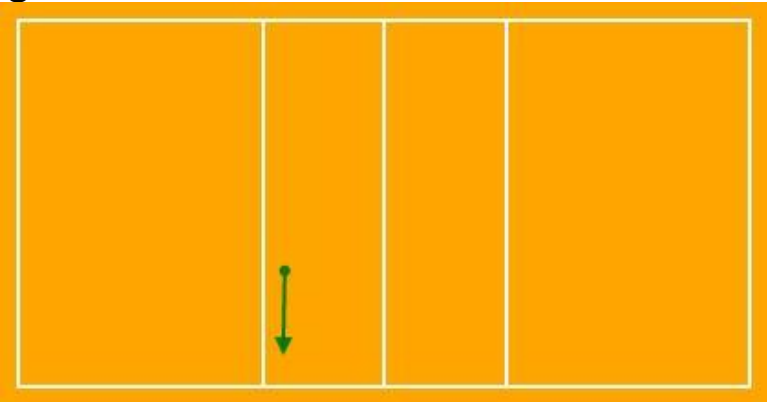
P2 arrangement



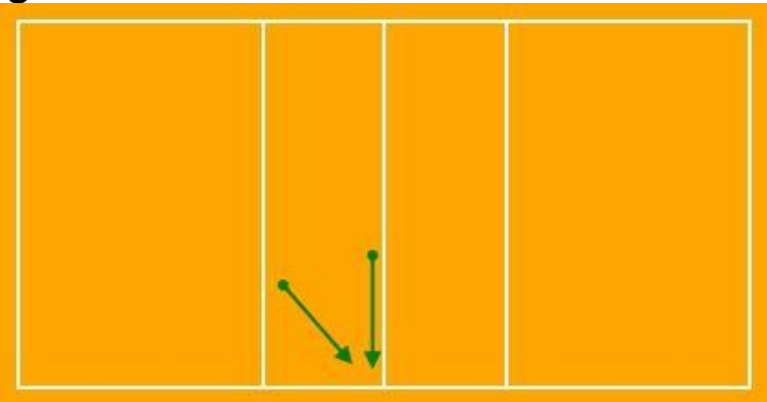
P3 arrangement



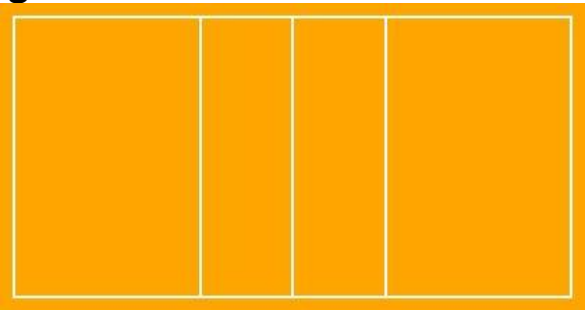
P4 arrangement



P5 arrangement



P6 arrangement



Player #7 Ushakov Vladislav

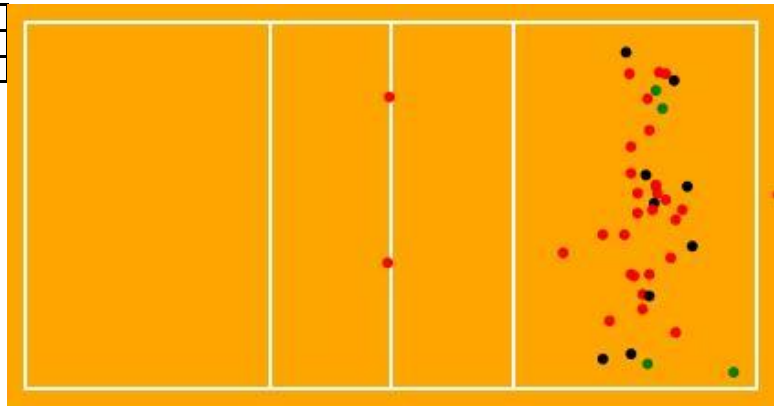
Serve

Player #7 Ushakov Vladislav

Glider

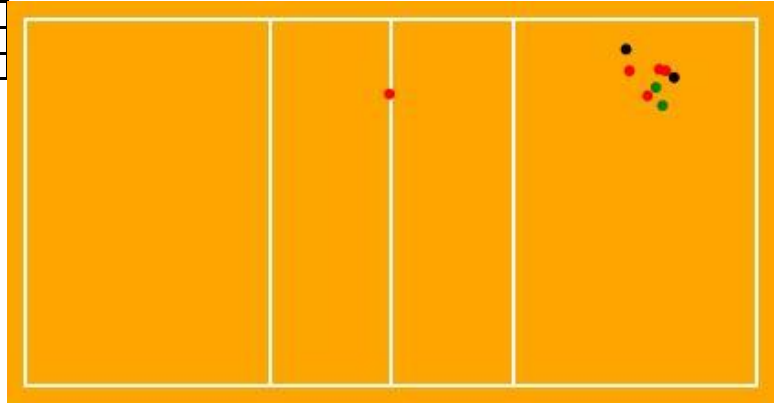
Total Glider

Total	#	+	!	/	-	=
	6%	4%	10%	8%	54%	16%
48	3	2	5	4	26	8



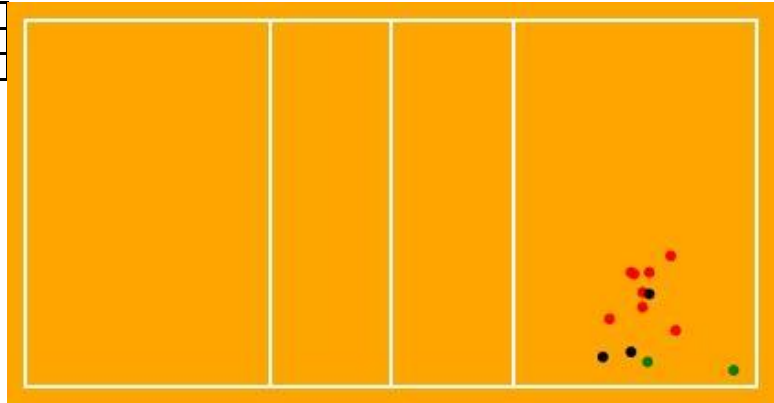
Glider Direction 1

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



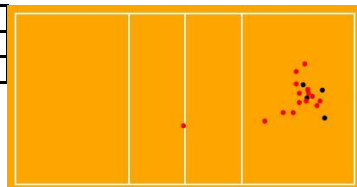
Glider Direction 5

Total	#	+	!	/	-	=
	6%	6%	6%	13%	53%	13%
15	1	1	1	2	8	2



Glider Direction 6

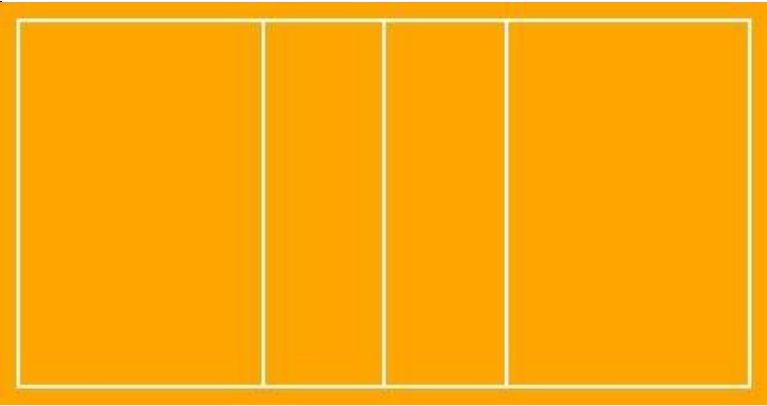
Total	#	+	!	/	-	=
	0%	4%	13%	4%	63%	13%
22	.	1	3	1	14	3



Jump

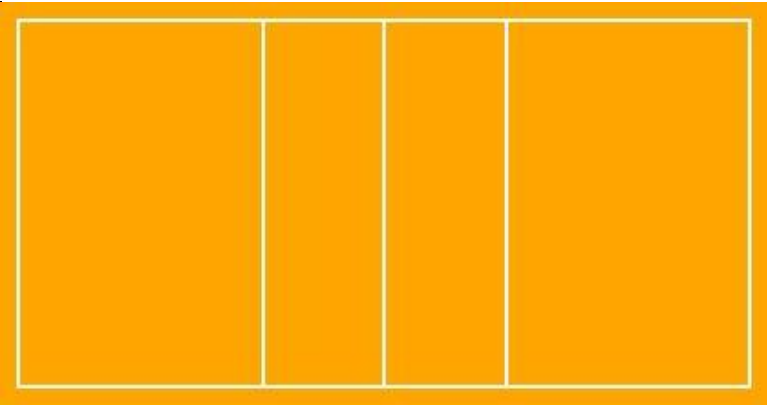
Total Jump

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



Jump Direction 5

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



Reception Player #7 Ushakov Vladislav

Glider

Total Glider

Total	#	+	!	/	-	=
	21%	21%	26%	25%	1%	5%
76	16	16	20	19	1	4

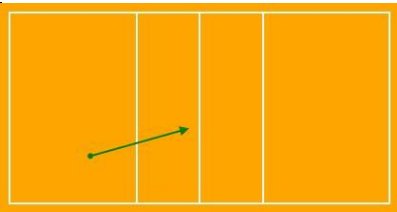


2(2%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
23(30%) #: 21%, #+: 34% !/-: 56%, =: 8%	41(53%) #: 17%, #+: 46% !/-: 48%, =: 4%	10(13%) #: 40%, #+: 50% !/-: 50%, =: 0%

Glider Zone #1

Upper

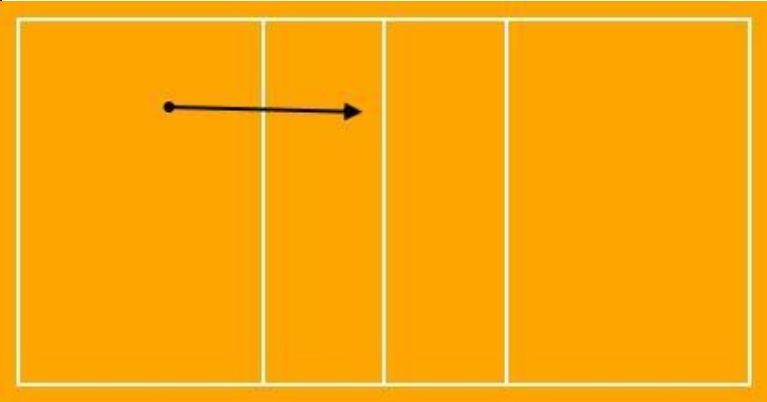
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #4

Lower

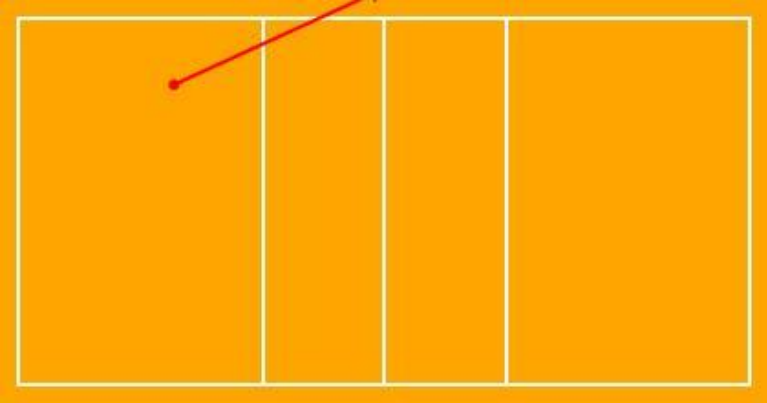
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Glider Zone #5

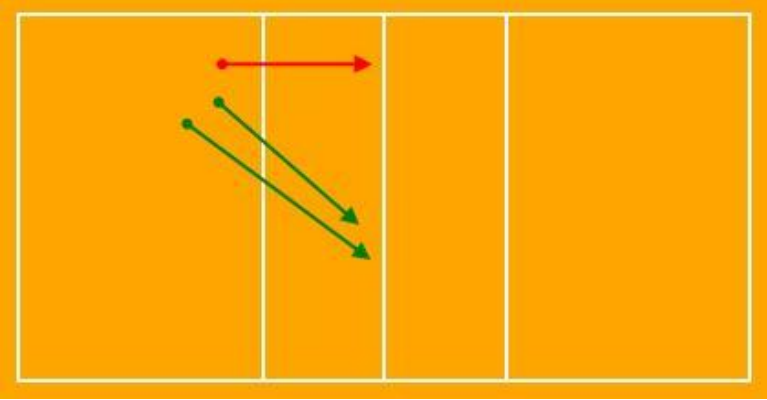
Lower

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



Upper

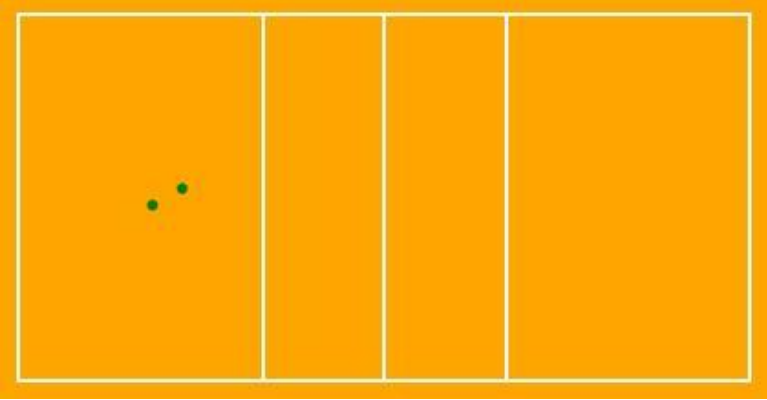
Total	#	+	!	/	-	=
	33%	33%	0%	0%	0%	33%
3	1	1	.	.	.	1



Glider Zone #6

Lower

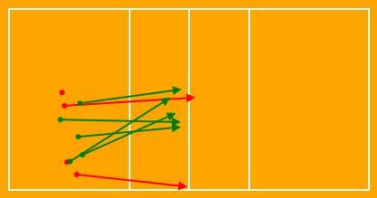
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Jump

Total Jump

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

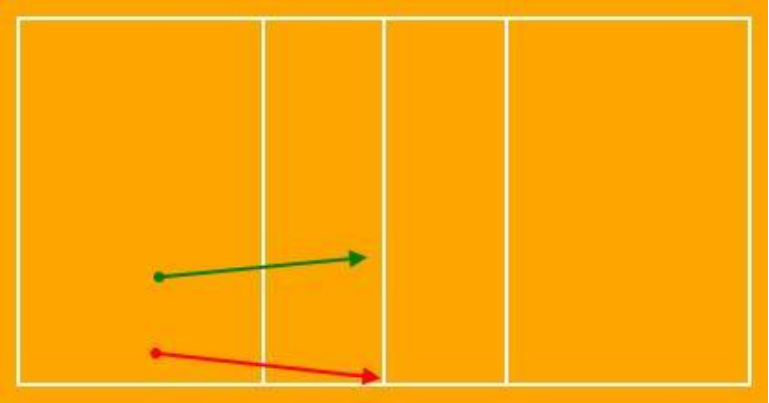


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	4(44%)	5(55%)
#: ., #+: .	#: 50%, #+: 50%	#: 40%, #+: 60%
!/-: ., =: .	!/-: 50%, =: 0%	!/-: 0%, =: 40%

Jump Zone #1

Lower

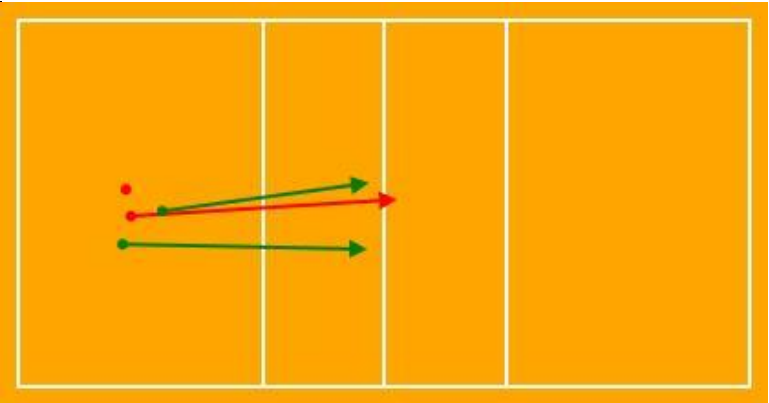
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
2	1	1



Jump Zone #6

Lower

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



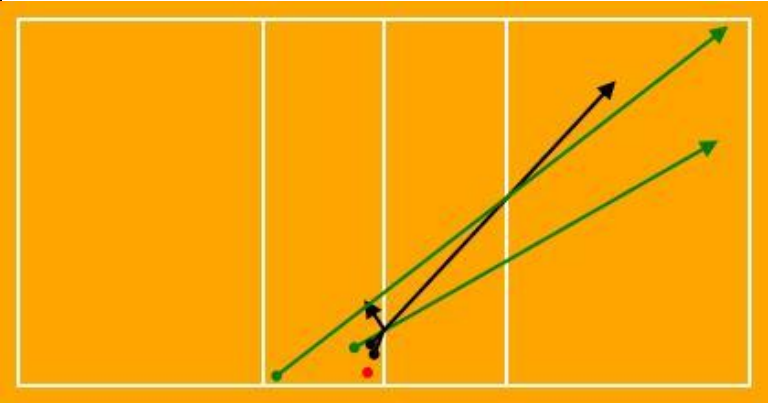
Attack

Player #7 Ushakov Vladislav

Position 1

Total position 1

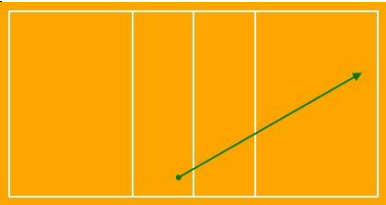
Total	#	+	!	/	-	=
	40%	0%	0%	40%	0%	20%
5	2	.	.	2	.	1



Zone #1 1 blockers

Set quality: +

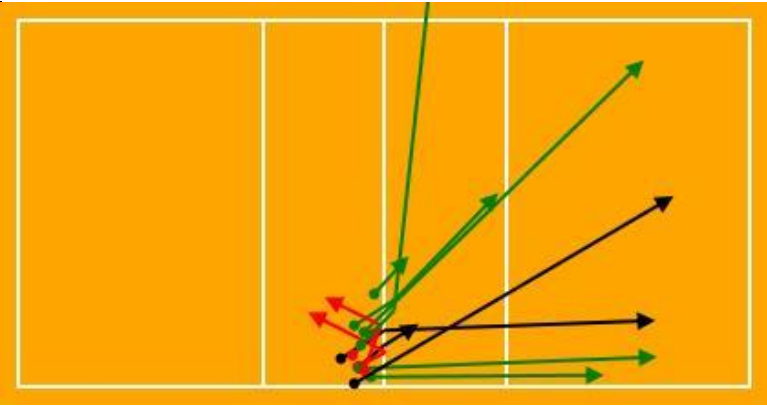
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 2

Total position 2

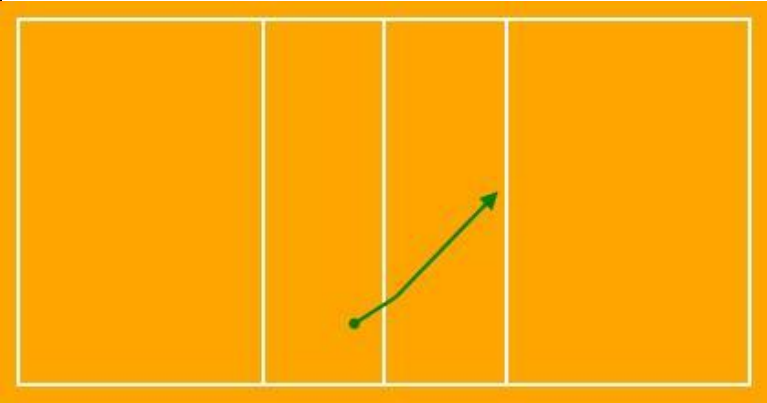
Total	#	+	!	/	-	=
	33%	16%	0%	25%	16%	8%
12	4	2	.	3	2	1



Zone #2 1 blockers

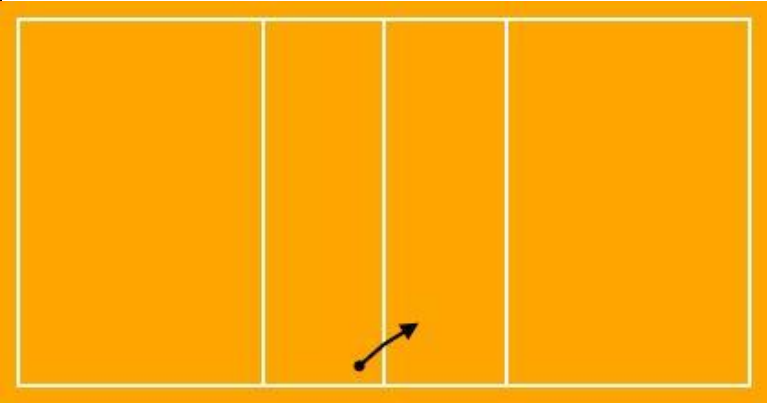
Set quality: !

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



Set quality: +

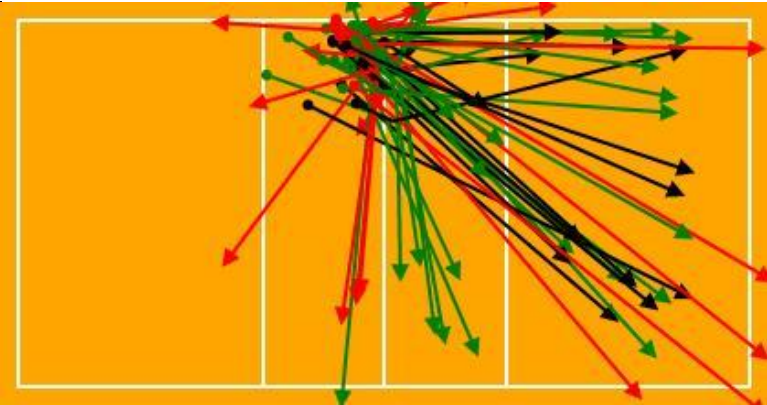
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

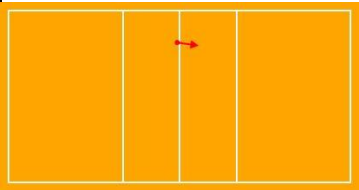
Total	#	+	!	/	-	=
	39%	6%	1%	20%	14%	17%
63	25	4	1	13	9	11



Zone #4 0 blockers

Set quality: #

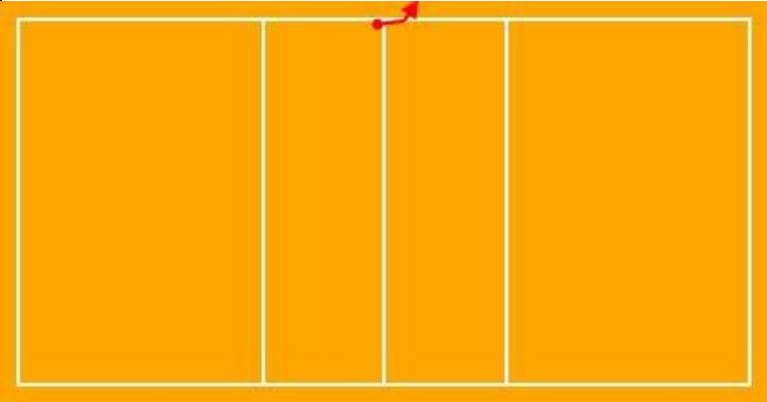
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 1 blockers

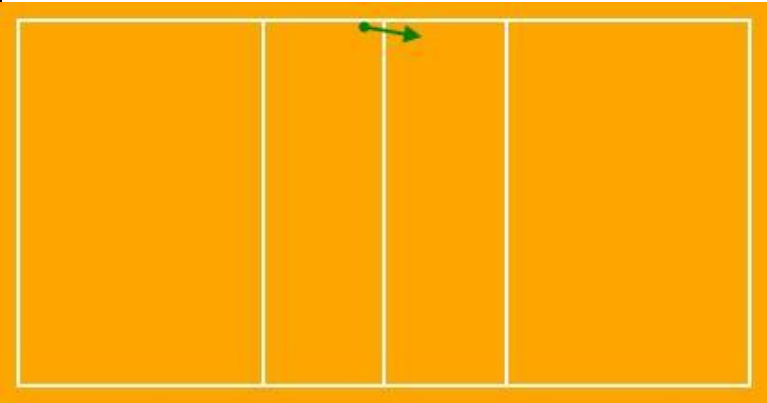
Set quality: /

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



Set quality: +

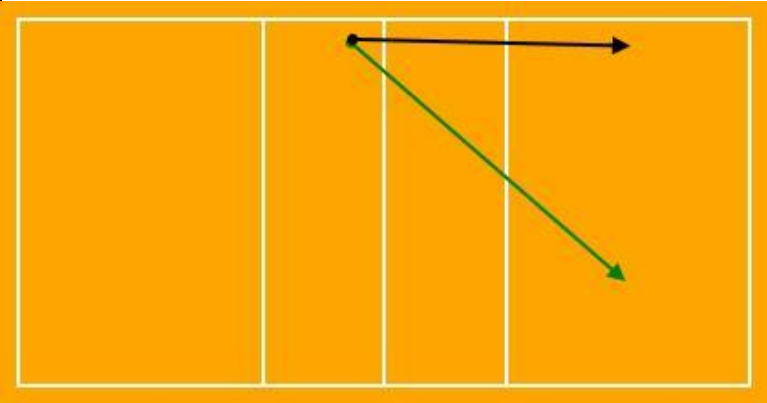
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

Set quality: +

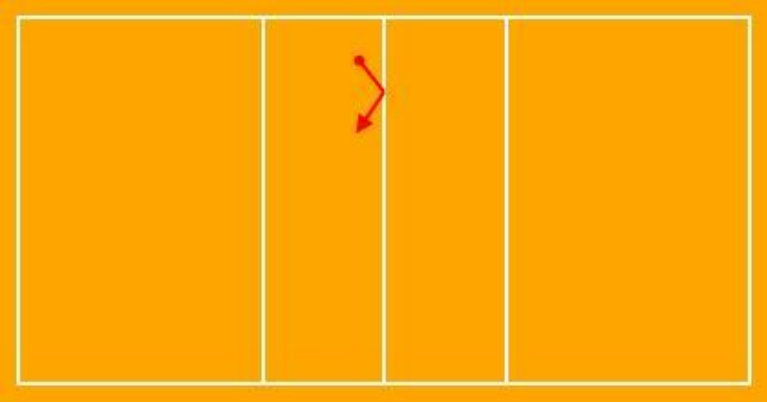
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #4 2 blockers

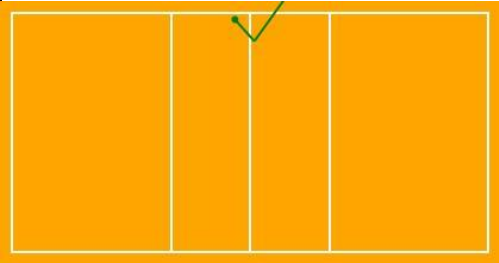
Set quality: !

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



Set quality: +

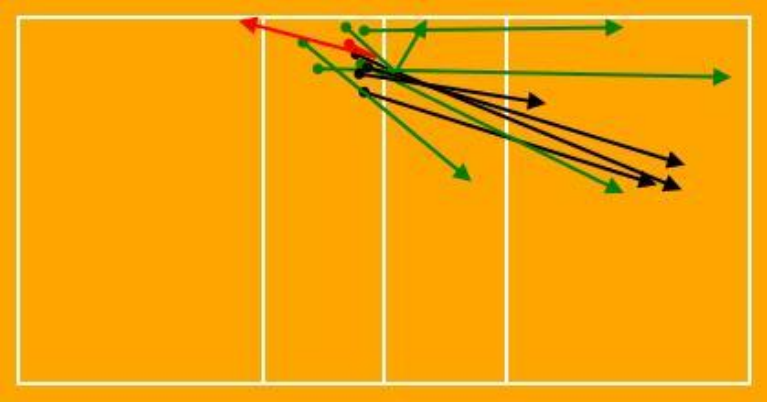
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 5

Total position 5

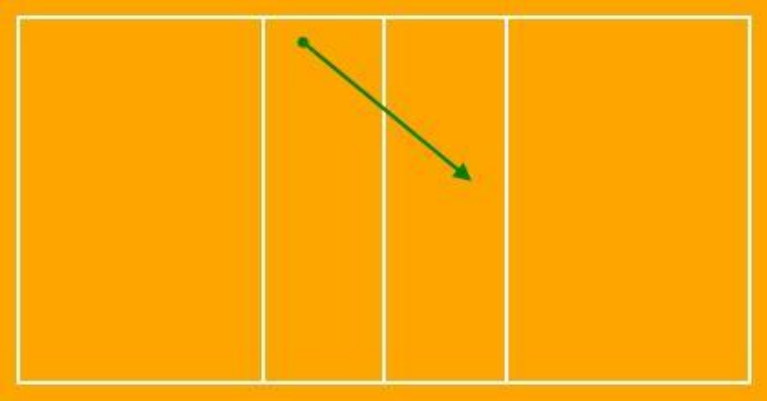
Total	#	+	!	/	-	=
	45%	0%	9%	36%	9%	0%
11	5	.	1	4	1	.



Zone #5 1 blockers

Set quality: /

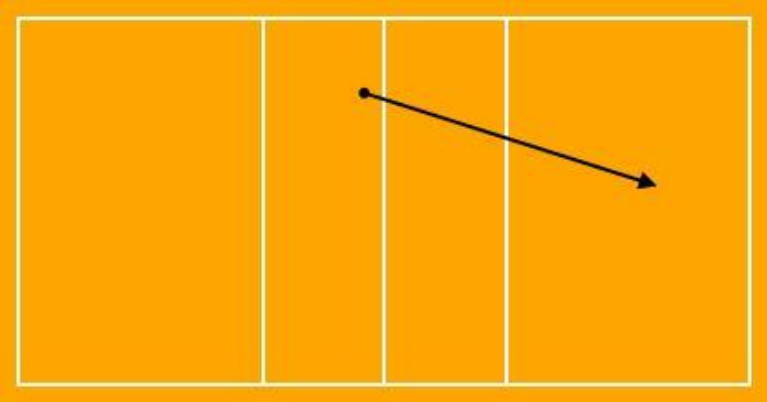
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 2 blockers

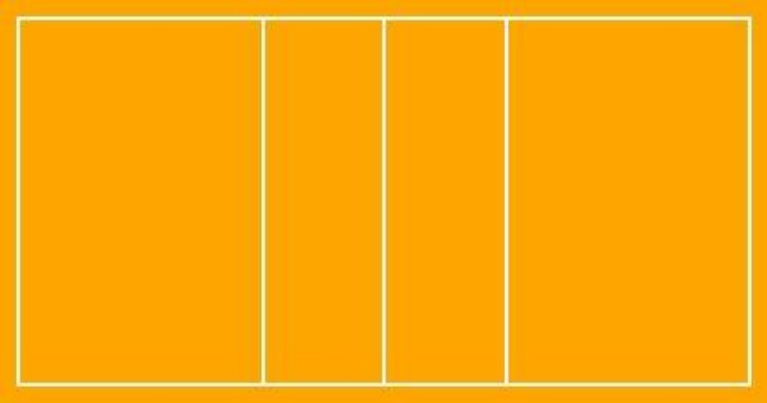
Set quality: !

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



Set quality: +

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



Set

Player #8

Shchipko Sergei

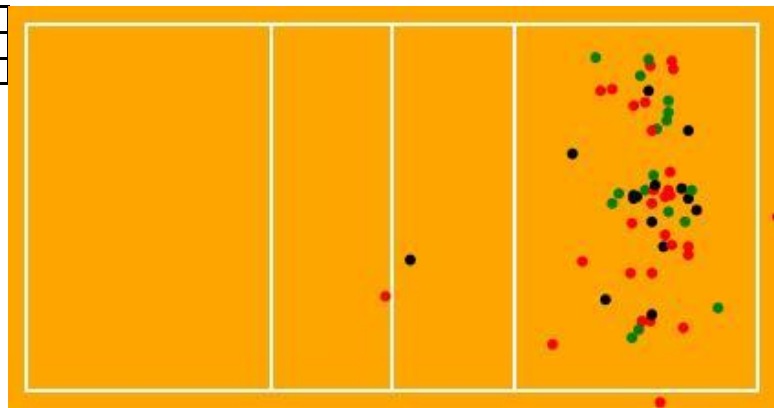
Serve

Player #8 Shchipko Sergei

Glider

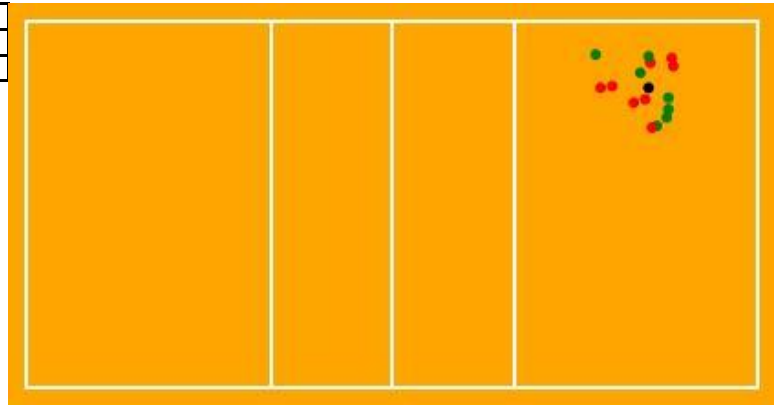
Total Glider

Total	#	+	!	/	-	=
	15%	12%	15%	7%	40%	7%
64	10	8	10	5	26	5



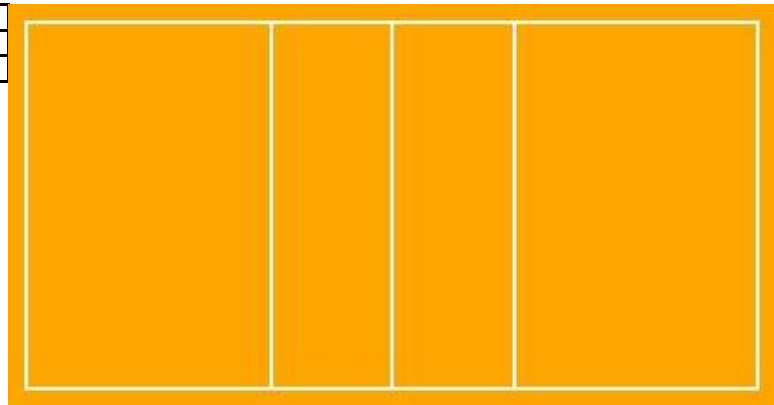
Glider Direction 1

Total	#	+	!	/	-	=
	17%	23%	5%	0%	47%	5%
17	3	4	1	.	8	1



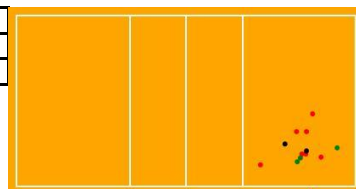
Glider Direction 3

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



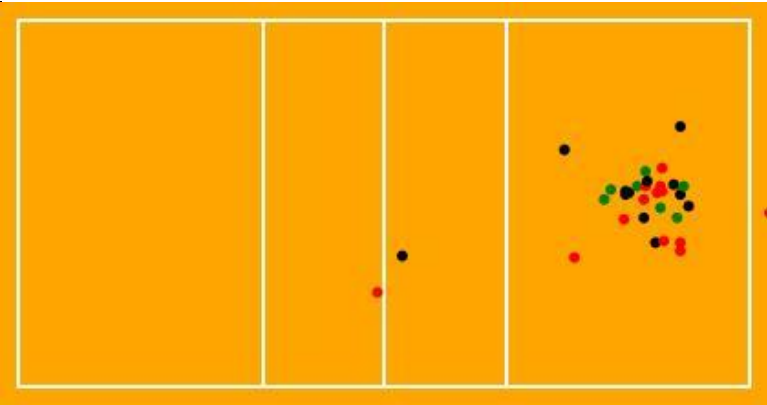
Glider Direction 5

Total	#	+	!	/	-	=
	15%	7%	7%	7%	53%	7%
13	2	1	1	1	7	1



Glider Direction 6

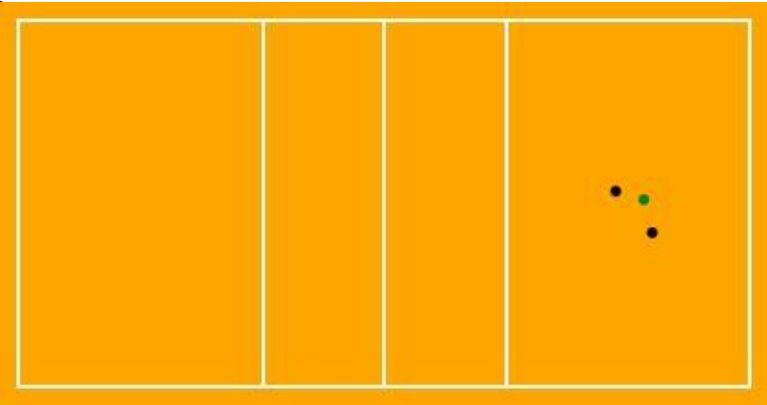
Total	#	+	!	/	-	=
	12%	9%	24%	12%	33%	9%
33	4	3	8	4	11	3



Jump

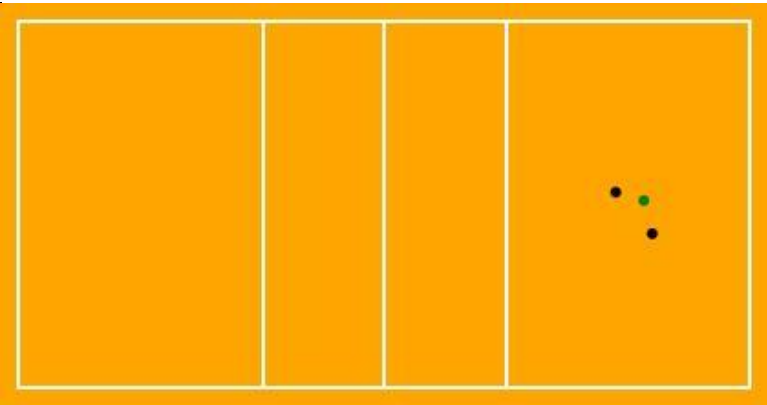
Total Jump

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



Jump Direction 6

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

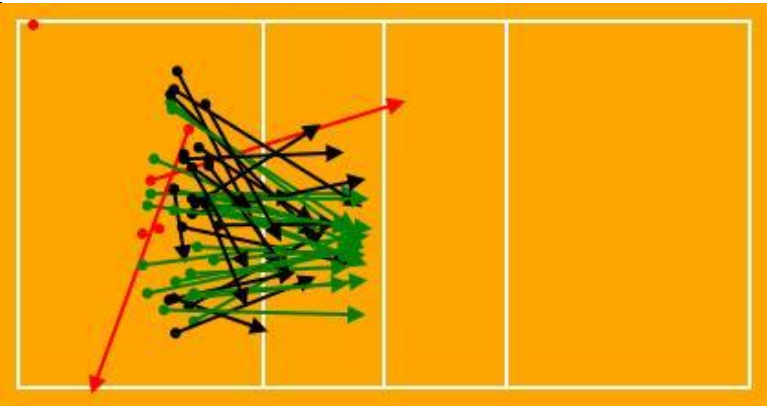


Reception
Player #8 Shchipko Sergei

Glider

Total Glider

Total	#	+	!	/	-	=
	23%	21%	36%	8%	4%	6%
47	11	10	17	4	2	3



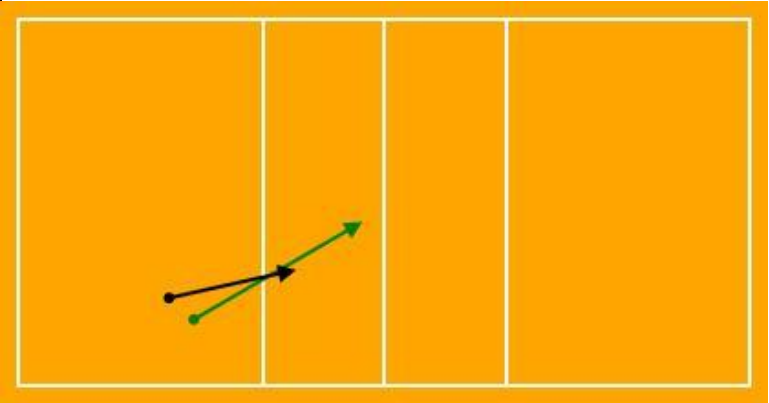
1(2%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
--	--------------------------------------	--------------------------------------

9(19%)	26(55%)	11(23%)
#: 22%, #+: 22%	#: 23%, #+: 46%	#: 27%, #+: 63%
!/-: 55%, =: 22%	!/-: 50%, =: 3%	!/-: 36%, =: 0%

Glider Zone #1

Upper

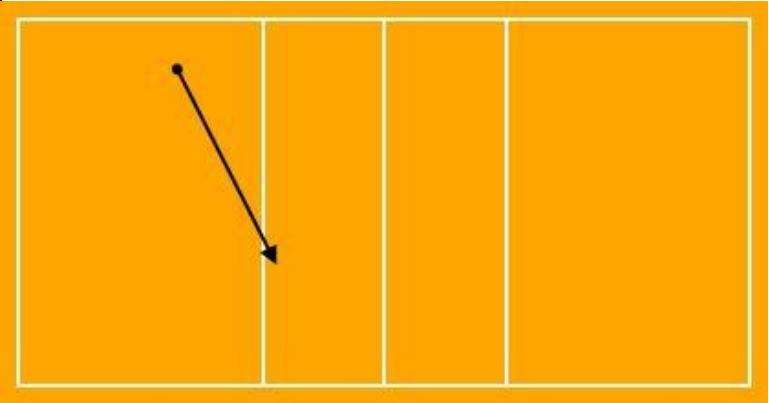
Total	#	+	!	/	-	=
	0%	50%	50%	0%	0%	0%
2	.	1	1	.	.	.



Glider Zone #4

Upper

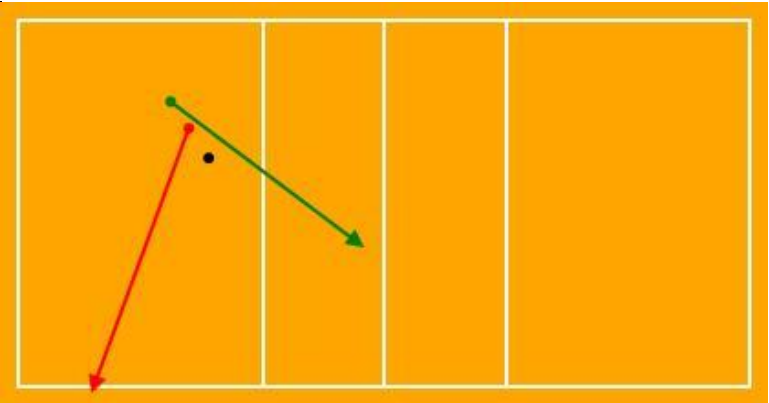
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #5

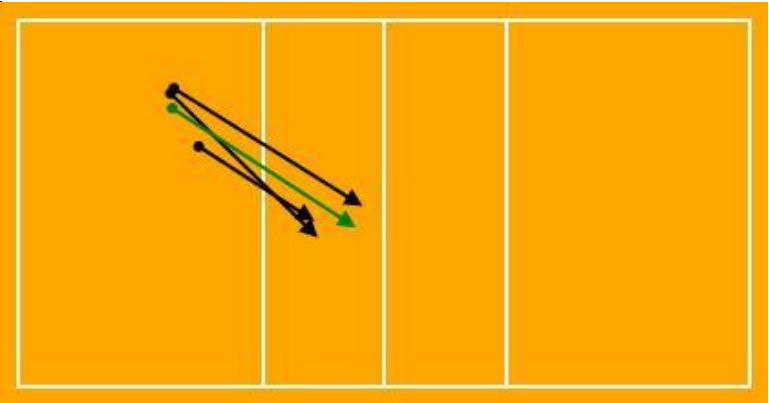
Lower

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



Upper

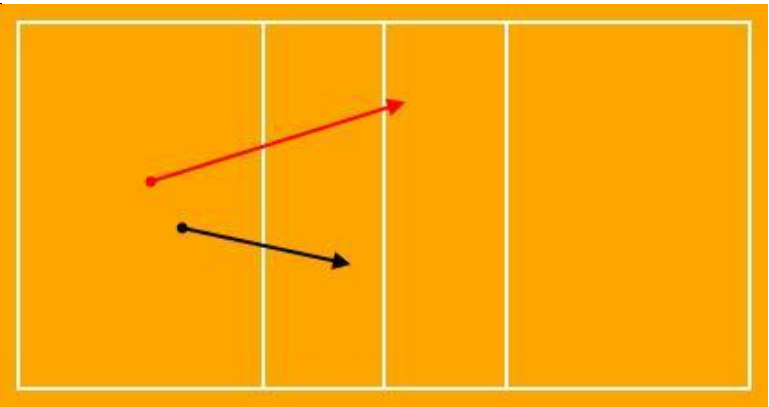
Total	#	+	!	/	-	=
	25%	0%	75%	0%	0%	0%
4	1	.	3	.	.	.



Glider Zone #6

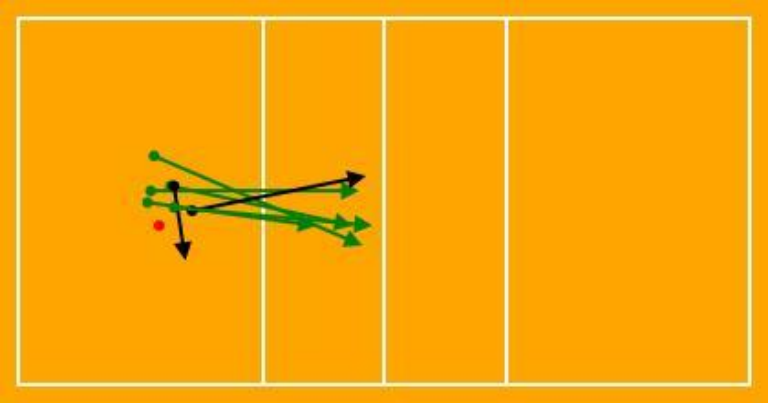
Lower

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



Upper

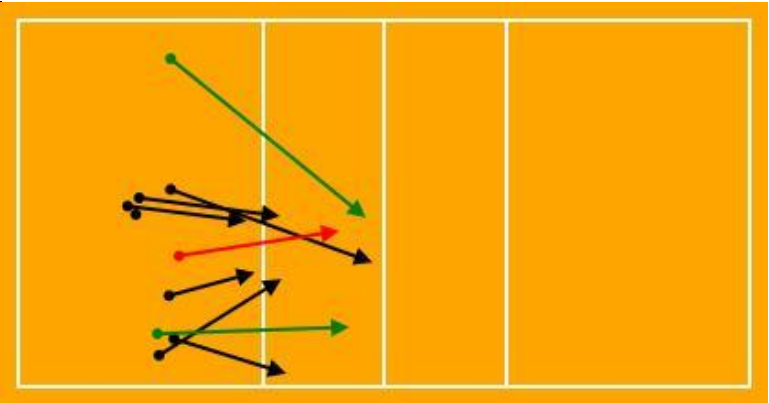
Total	#	+	!	/	-	=
	37%	25%	0%	25%	12%	0%
8	3	2	.	2	1	.



Jump

Total Jump

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

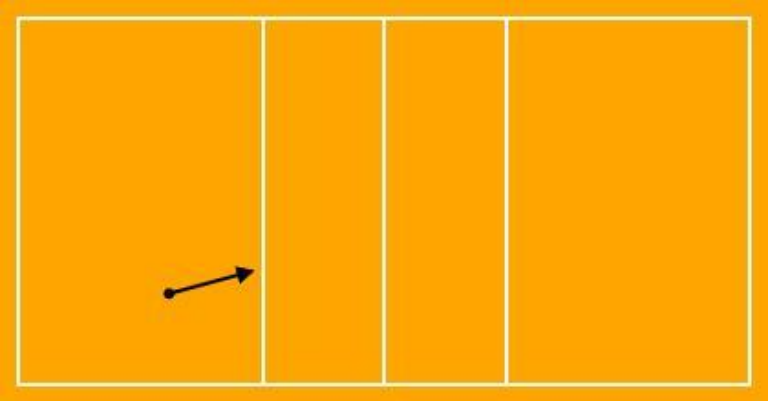


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(10%) #: 100%, #+: 100%	5(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	4(40%) #: 0%, #+: 25% !/-: 75%, =: 0%

Jump Zone #1

Lower

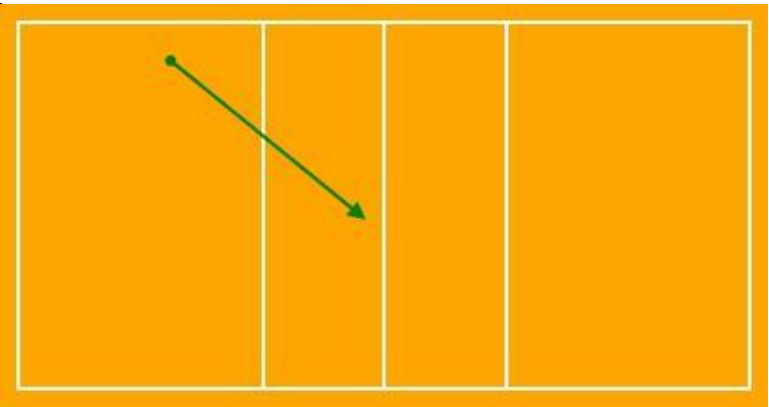
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Jump Zone #5

Lower

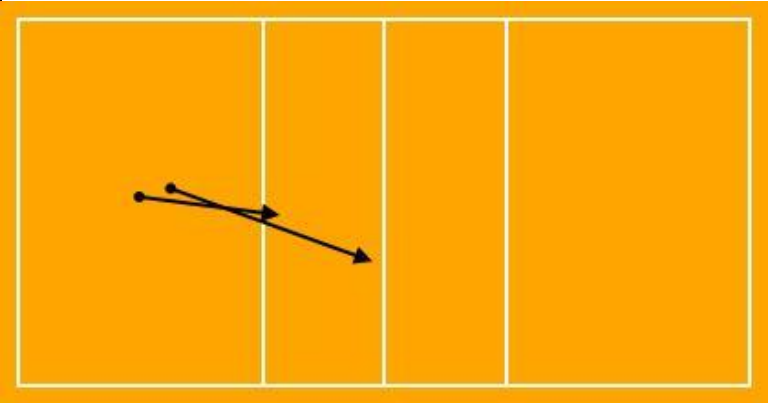
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Jump Zone #6

Lower

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

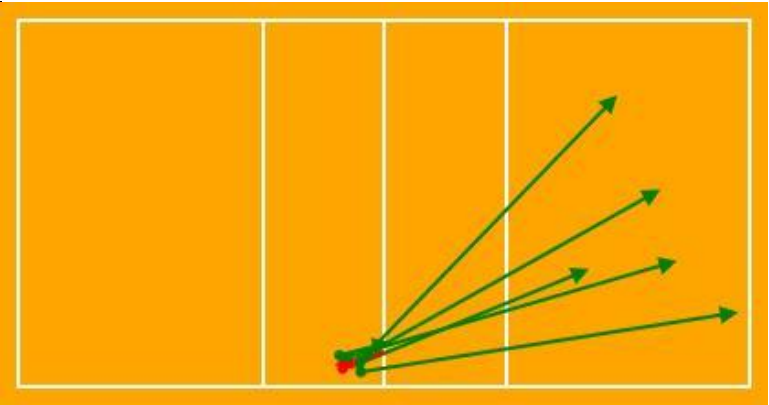


Attack Player #8 Shchipko Sergei

Position 1

Total position 1

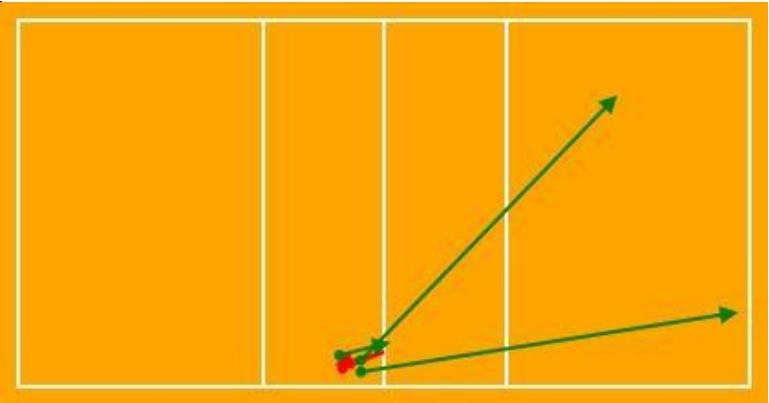
Total	#	+	!	/	-	=
	85%	0%	0%	0%	14%	0%
7	6	.	.	.	1	.



Zone #1 1 blockers

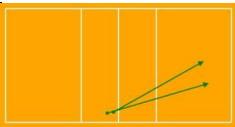
Set quality: !

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



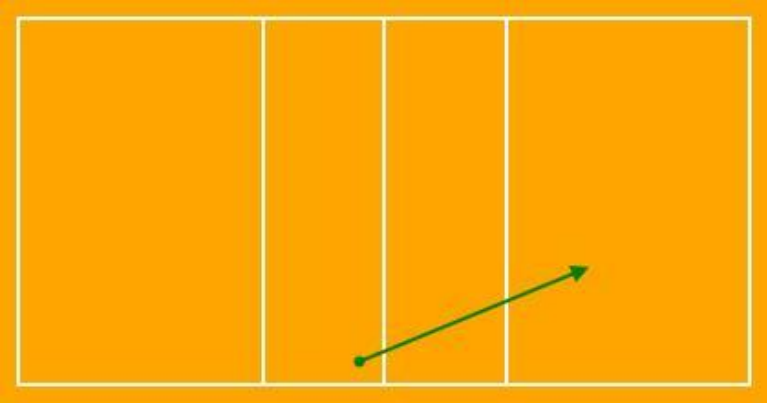
Set quality: +

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



Set quality: #

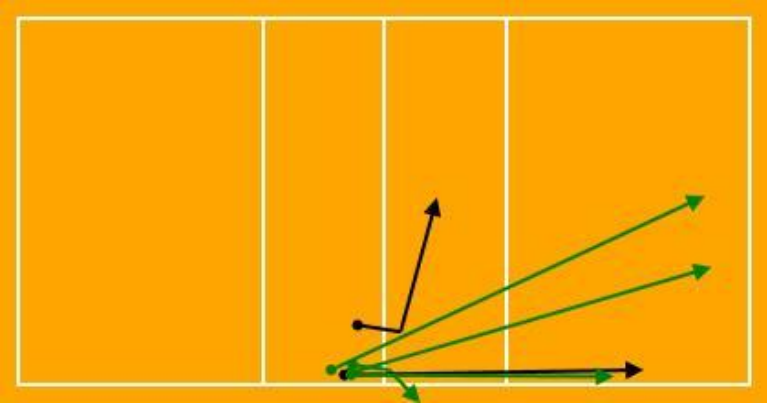
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 2

Total position 2

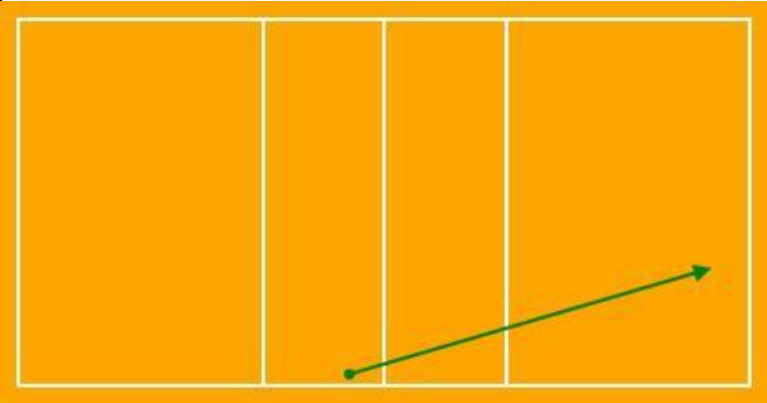
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
6	4	.	.	2	.	.



Zone #2 1 blockers

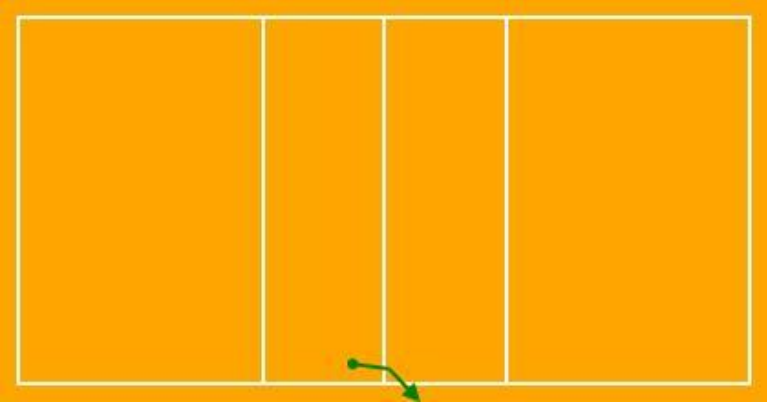
Set quality: !

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



Set quality: #

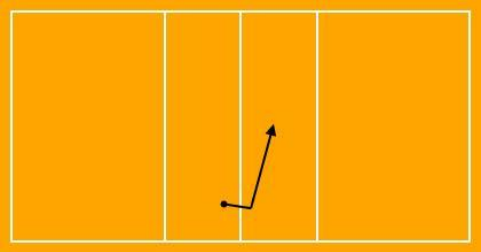
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 2 blockers

Set quality: !

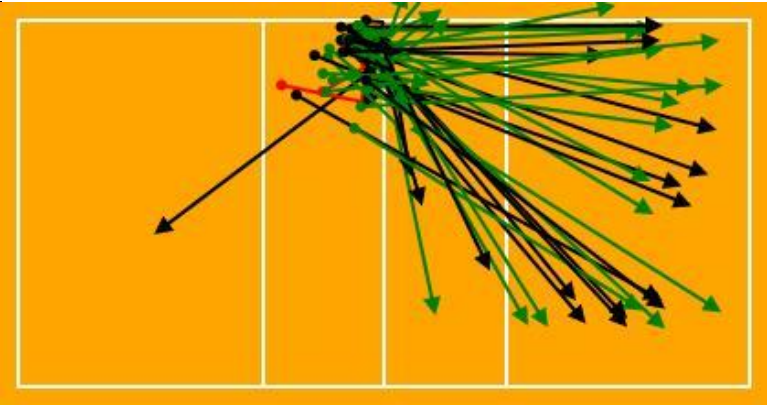
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

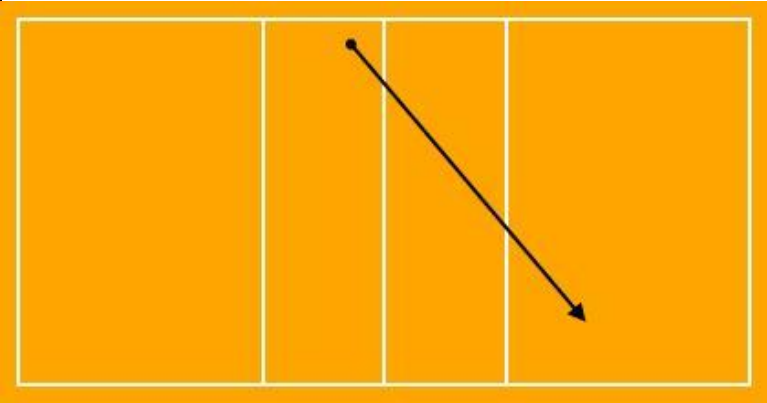
Total	#	+	!	/	-	=
	44%	6%	6%	40%	0%	4%
50	22	3	3	20	.	2



Zone #4 1 blockers

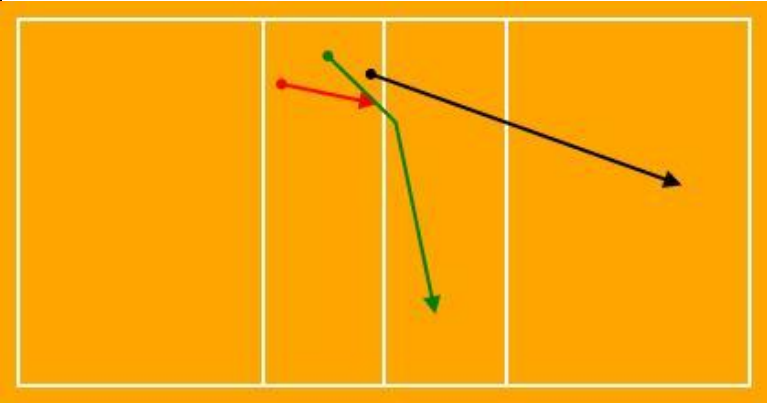
Set quality: /

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



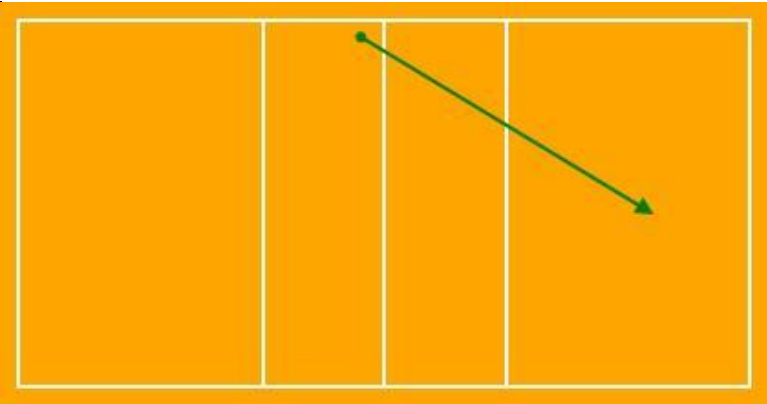
Set quality: !

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



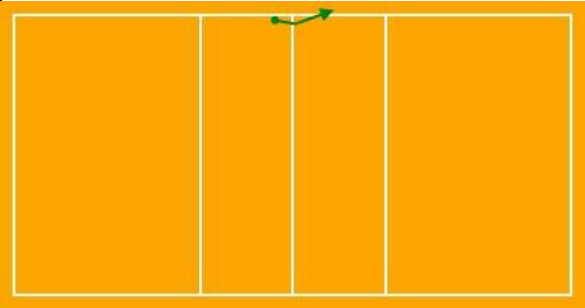
Set quality: +

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



Set quality: #

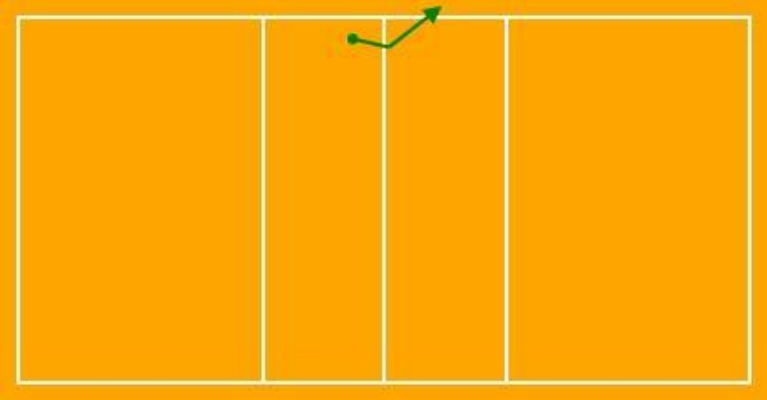
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

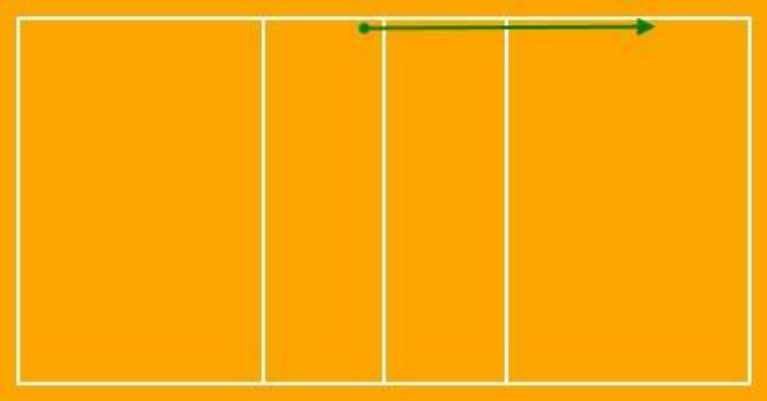
Set quality: +

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



Set quality: #

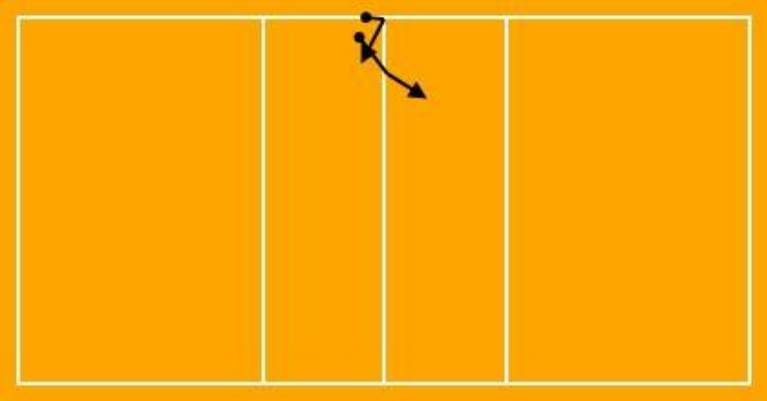
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

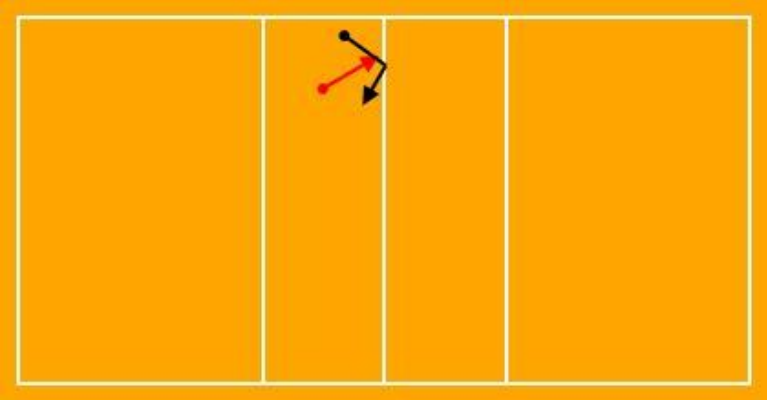
Set quality: /

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



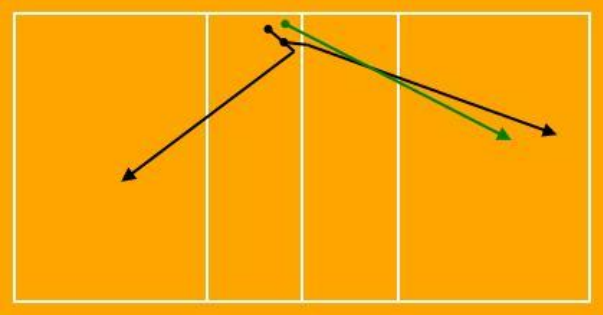
Set quality: !

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



Set quality: +

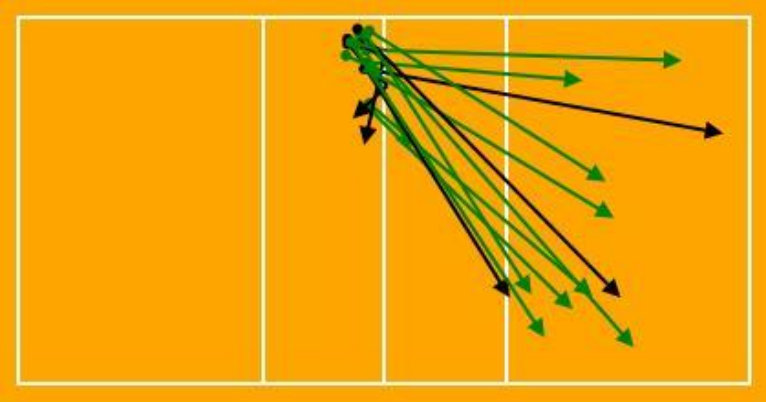
Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1	.	.	2	.	.



Position 5

Total position 5

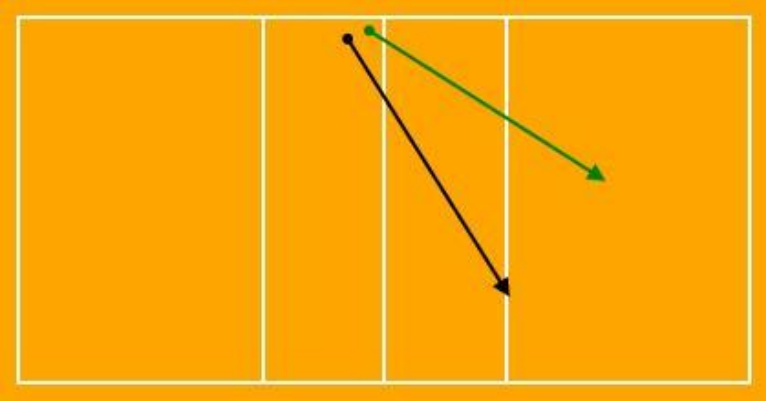
Total	#	+	!	/	-	=
	56%	12%	12%	18%	0%	0%
16	9	2	2	3	.	.



Zone #5 0 blockers

Set quality: +

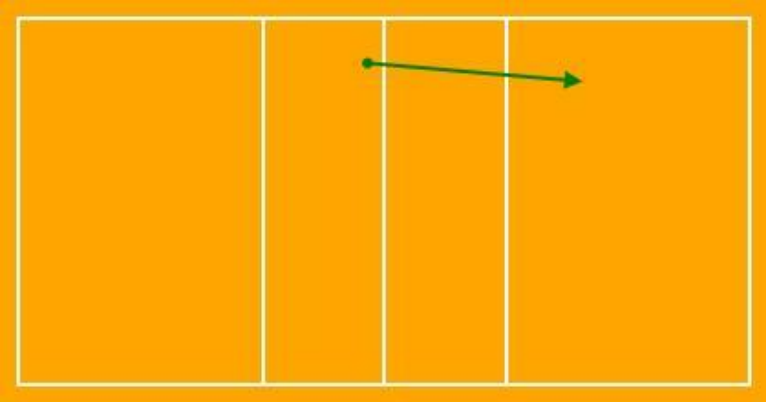
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #5 1 blockers

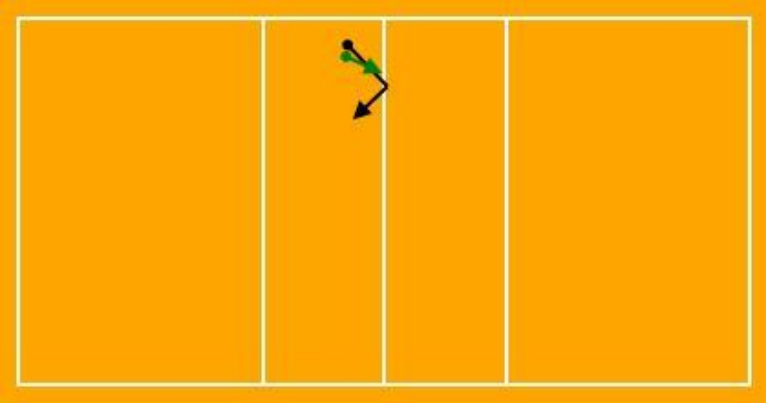
Set quality: /

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



Set quality: !

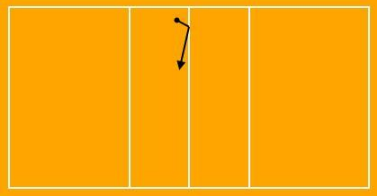
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



Zone #5 1.5 blockers

Set quality: /

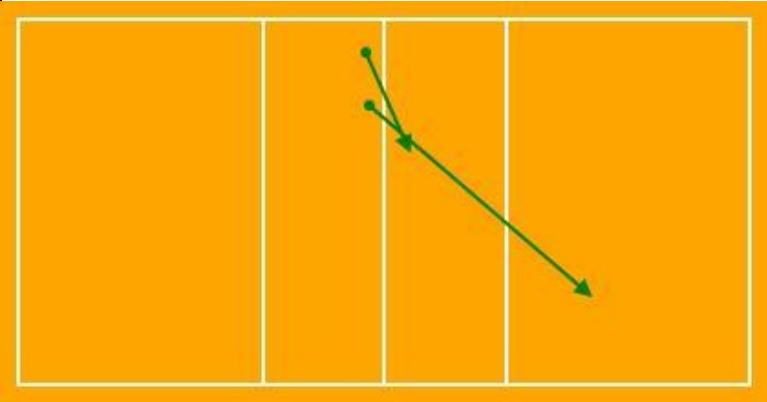
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Zone #5 2 blockers

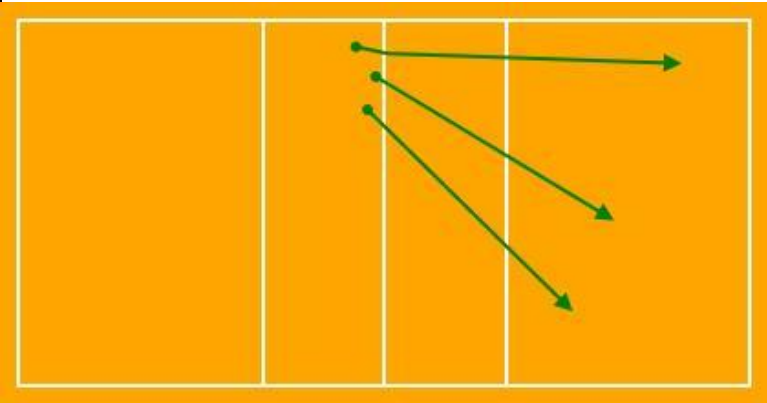
Set quality: /

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



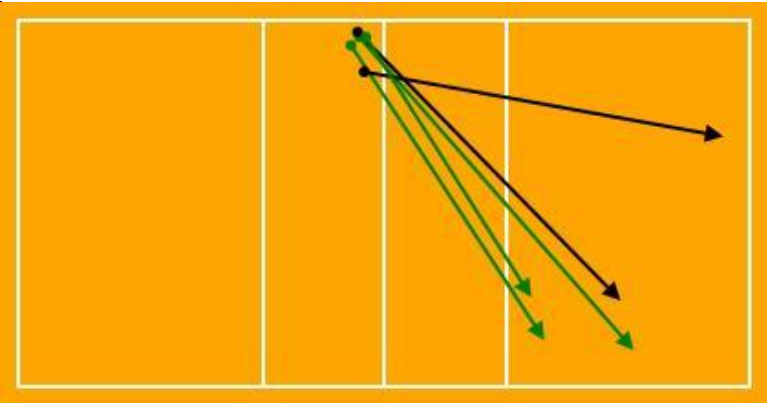
Set quality: !

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



Set quality: +

Total	#	+	!	/	-	=
	60%	0%	0%	40%	0%	0%
5	3	.	.	2	.	.



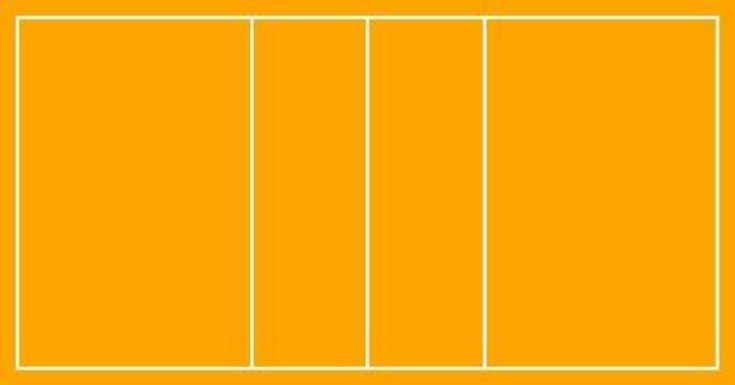
Set
Player #8 Shchipko Sergei
Blockers count distribution

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

Reception direction distribution

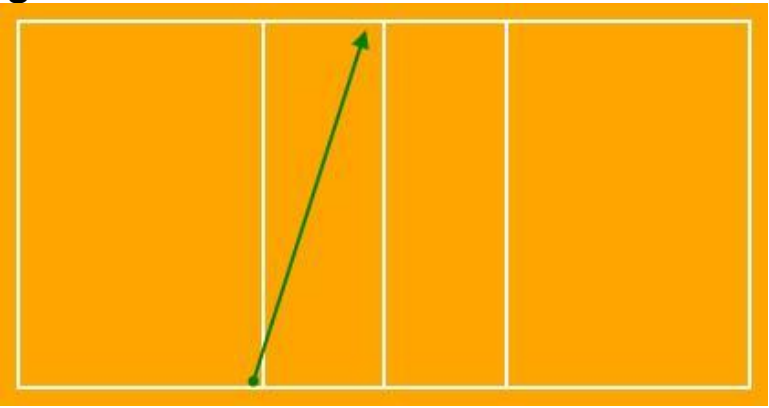
P1 arrangement

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



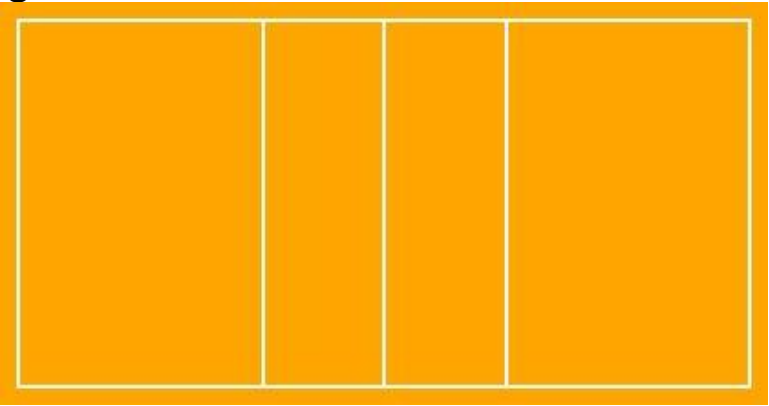
1(100%)	.(0%)	.(0%)
100%	.	.
2.00	0.00	0.00
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

P2 arrangement



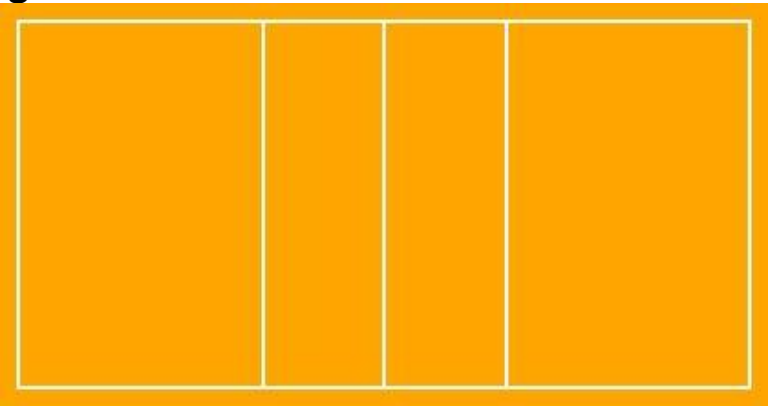
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00

P3 arrangement



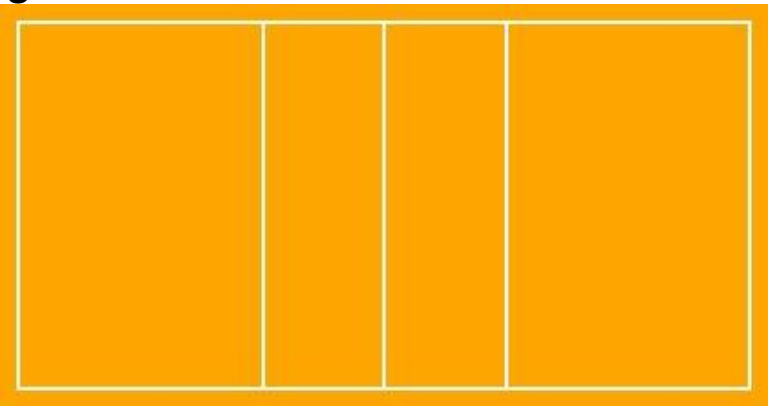
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00

P4 arrangement



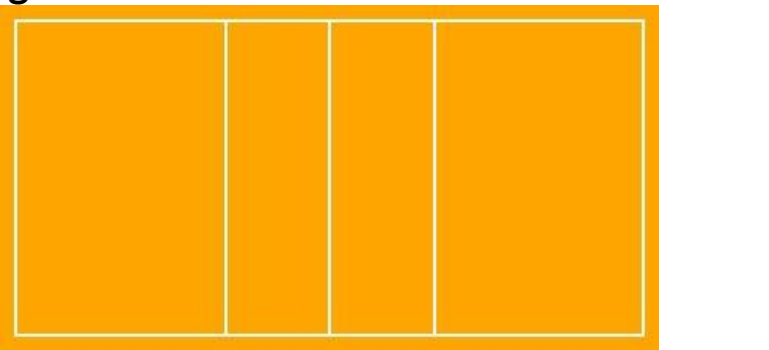
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00
.(.)	.(.)	.(.)
.	.	.
0.00	0.00	0.00

P5 arrangement



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

P6 arrangement



Player #10 Klimov Alexey

Serve

Player #10 Klimov Alexey

Glider

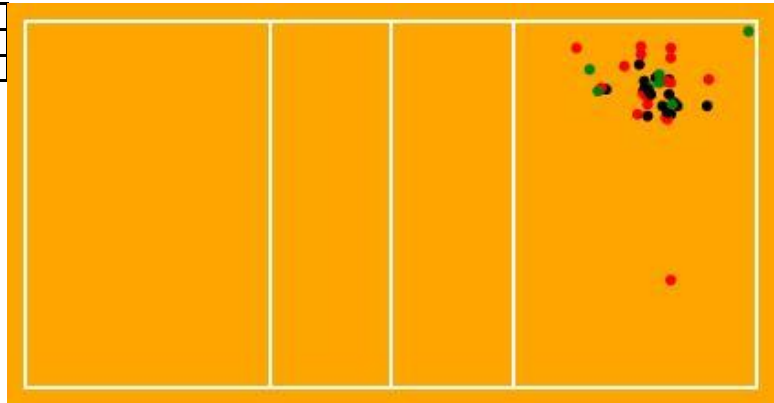
Total Glider

Total	#	+	!	/	-	=
	7%	13%	20%	13%	36%	8%
123	9	17	25	17	45	10



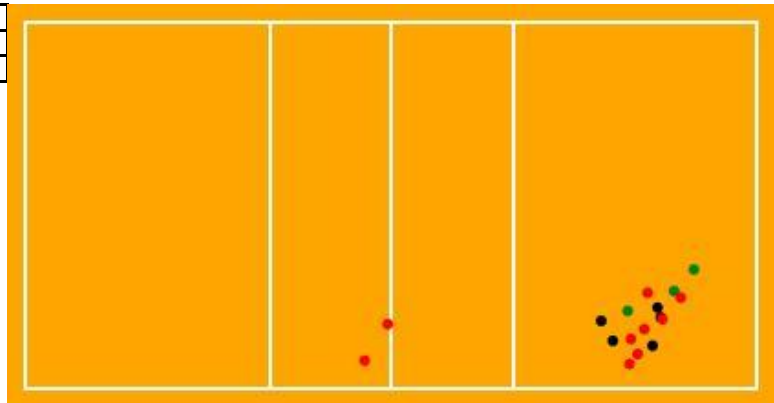
Glider Direction 1

Total	#	+	!	/	-	=
	4%	11%	20%	16%	44%	2%
43	2	5	9	7	19	1



Glider Direction 5

Total	#	+	!	/	-	=
	5%	11%	23%	5%	41%	11%
17	1	2	4	1	7	2



Glider Direction 6

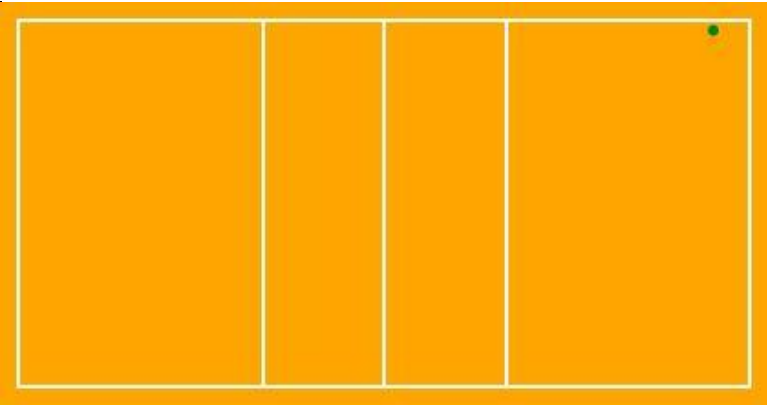
Total	#	+	!	/	-	=
	9%	15%	19%	14%	30%	11%
63	6	10	12	9	19	7



Jump

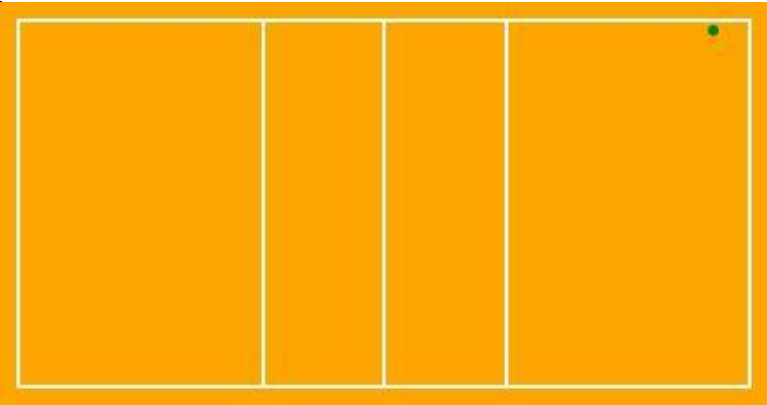
Total Jump

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



Jump Direction 1

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

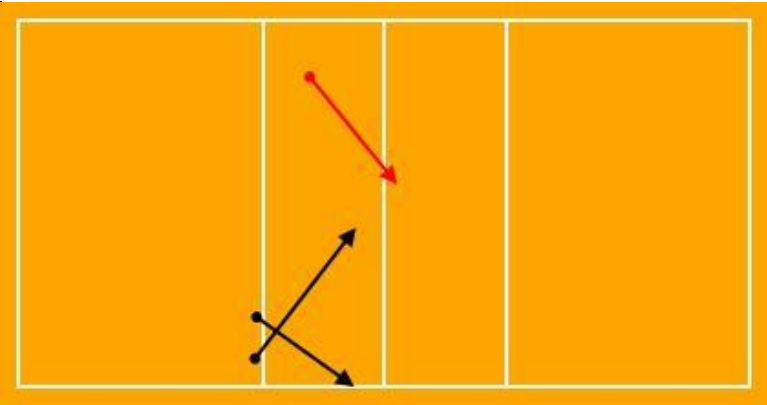


Reception Player #10 Klimov Alexey

Glider

Total Glider

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

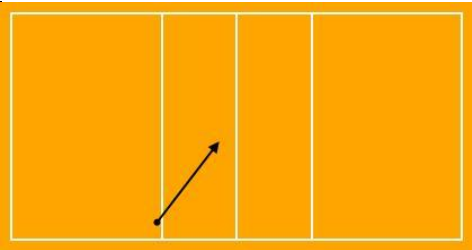


.(0%) #: ., #+: . !/-: ., =: .	1(33%) #: 0%, #+: 0% !/-: 100%, =: 0%	2(66%) #: 0%, #+: 0% !/-: 100%, =: 0%
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #2

Lower

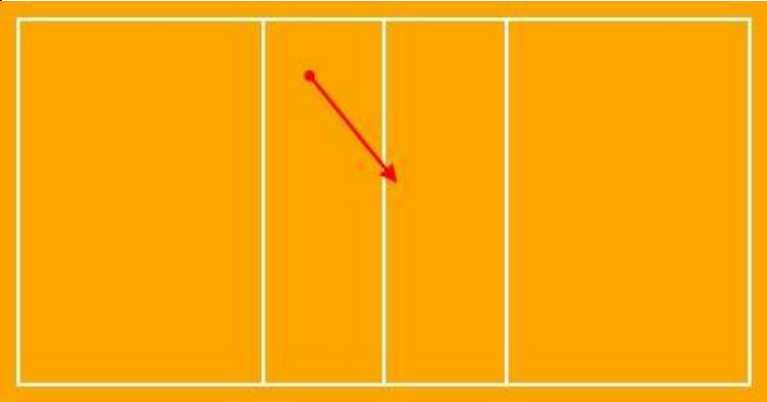
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #3

Upper

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

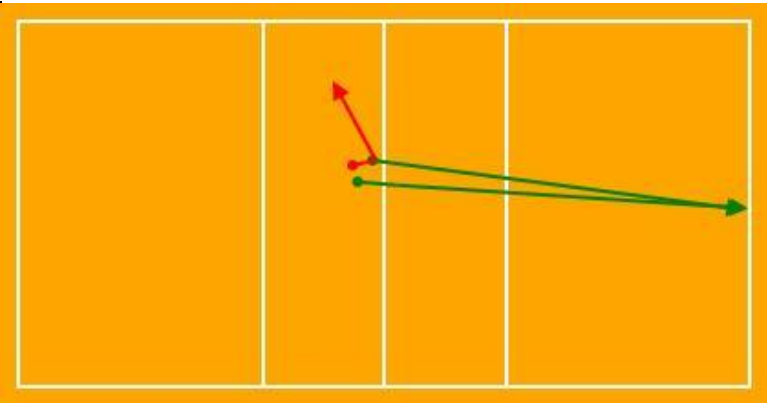


Attack Player #10 Klimov Alexey

Position 2

Total position 2

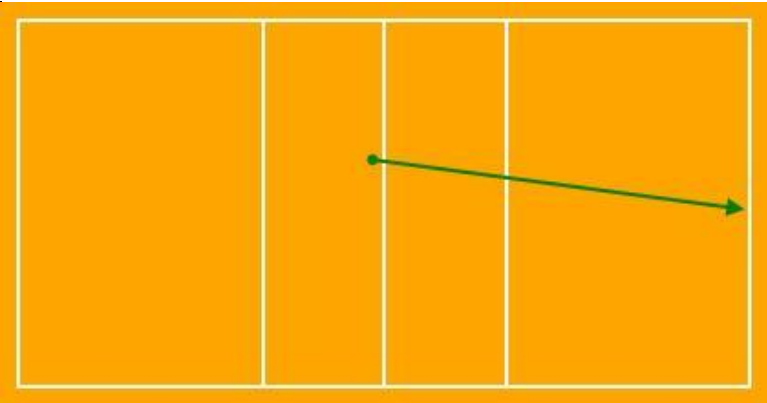
Total	#	+	!	/	-	=
	66%	0%	0%	0%	33%	0%
3	2	.	.	.	1	.



Zone #2 1 blockers

Set quality: !

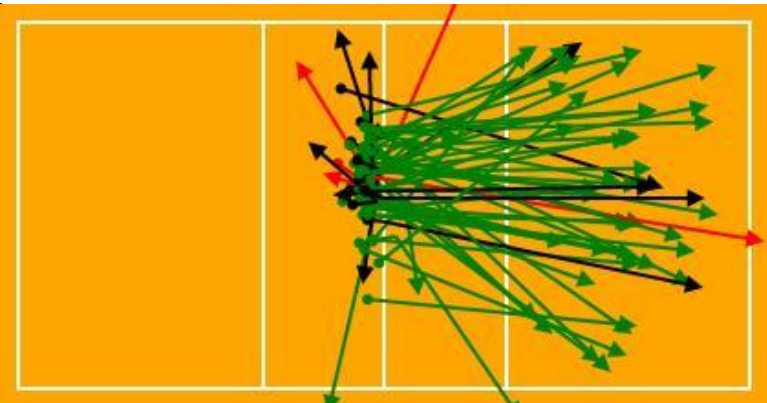
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 3

Total position 3

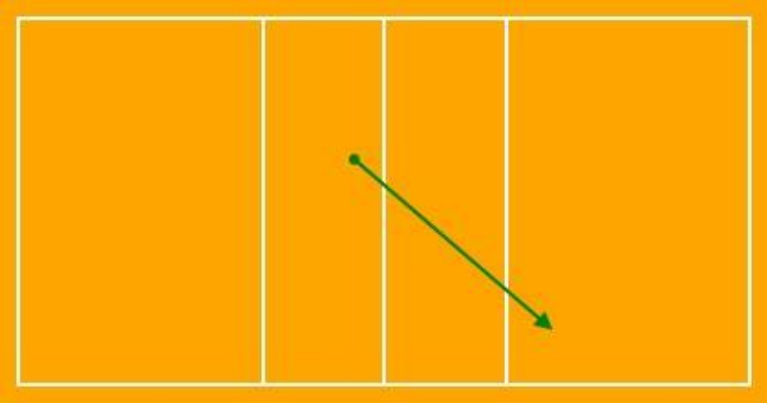
Total	#	+	!	/	-	=
	69%	6%	6%	10%	3%	4%
66	46	4	4	7	2	3



Zone #3 0 blockers

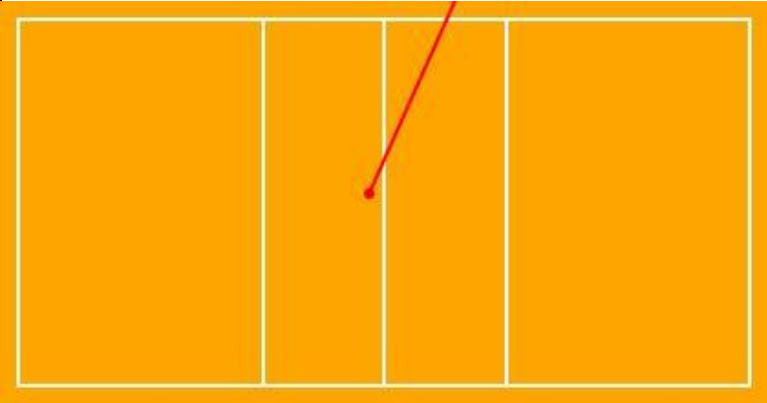
Set quality: !

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



Set quality: #

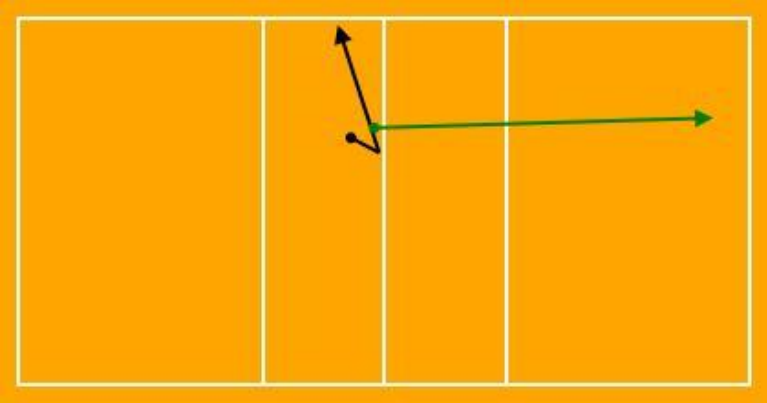
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #3 1 blockers

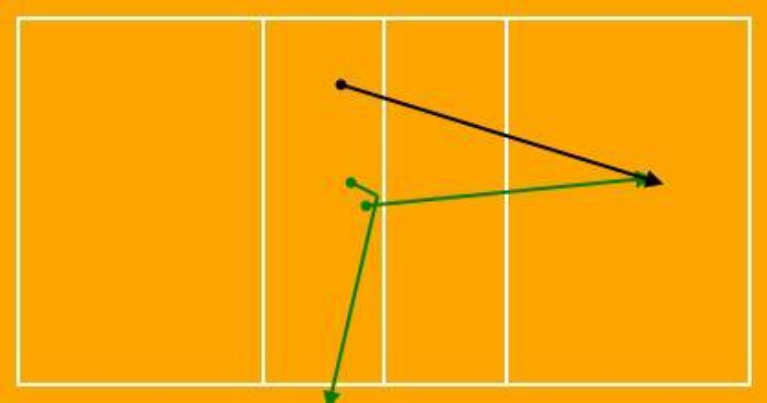
Set quality: /

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



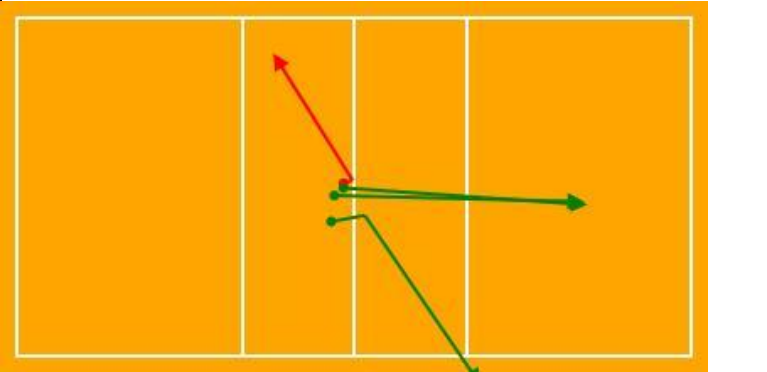
Set quality: !

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



Set quality: +

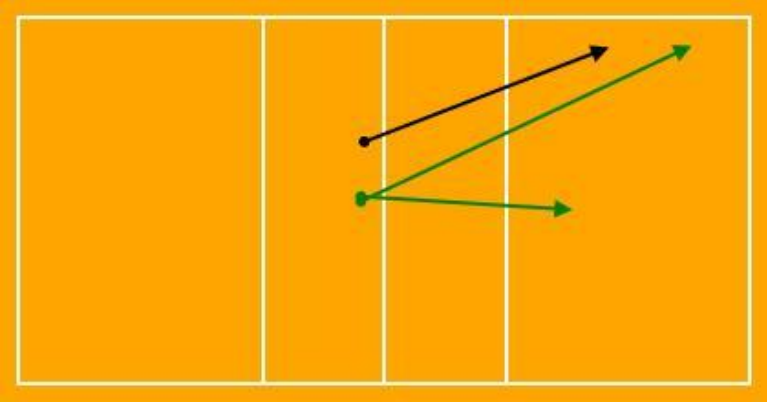
Total	#	+	!	/	-	=
	75%	0%	0%	0%	25%	0%
4	3	.	.	.	1	.



Position 4

Total position 4

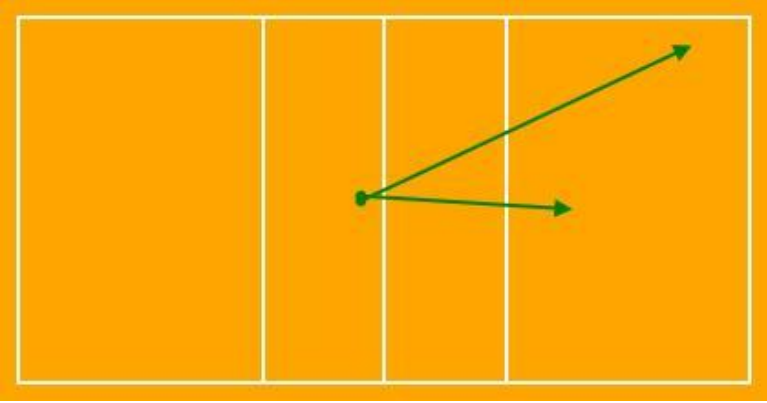
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #4 2 blockers

Set quality: +

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



Player #12 Volkov

Stepan

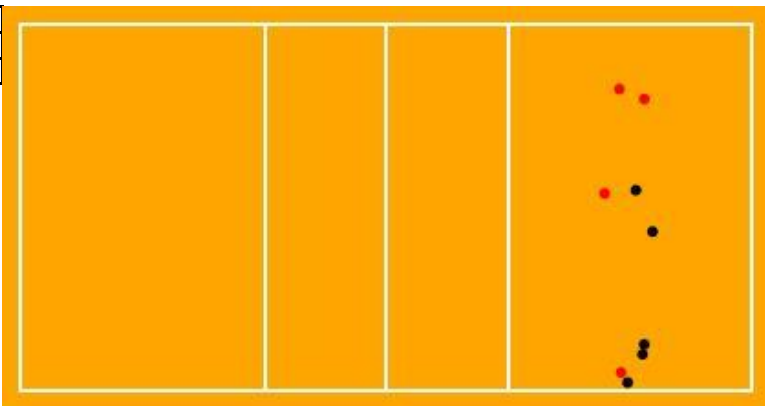
Serve

Player #12 Volkov Stepan

Glider

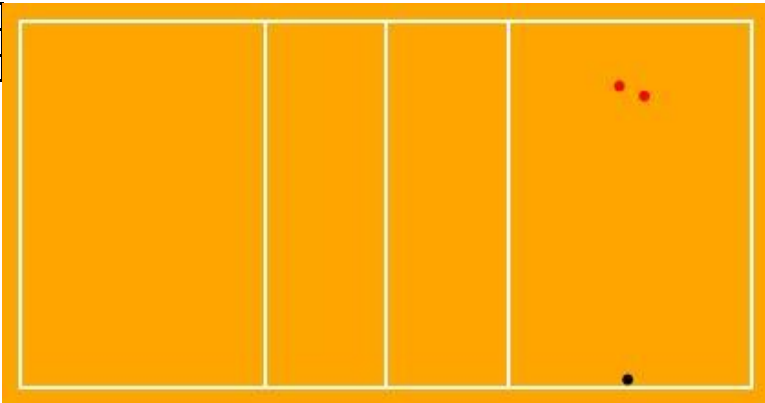
Total Glider

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



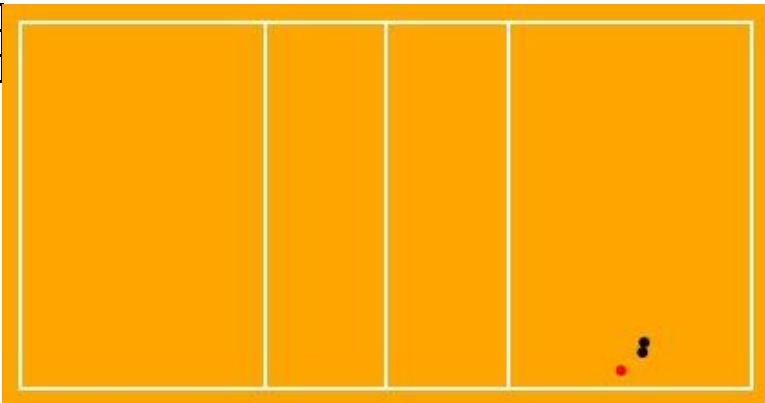
Glider Direction 1

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



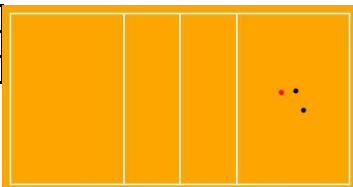
Glider Direction 5

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



Glider Direction 6

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



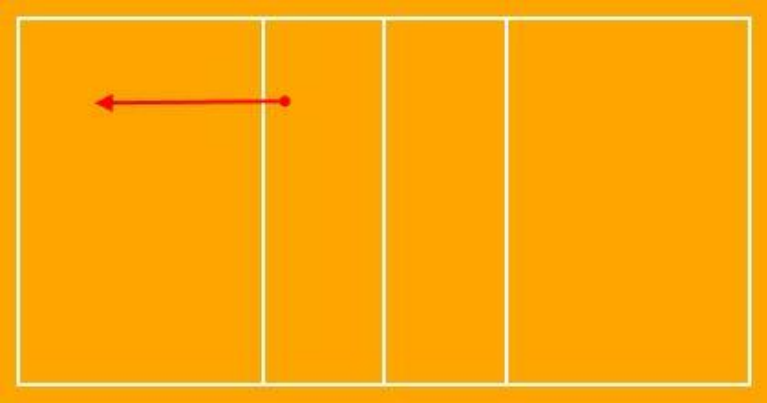
Reception

Player #12 Volkov Stepan

Glider

Total Glider

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

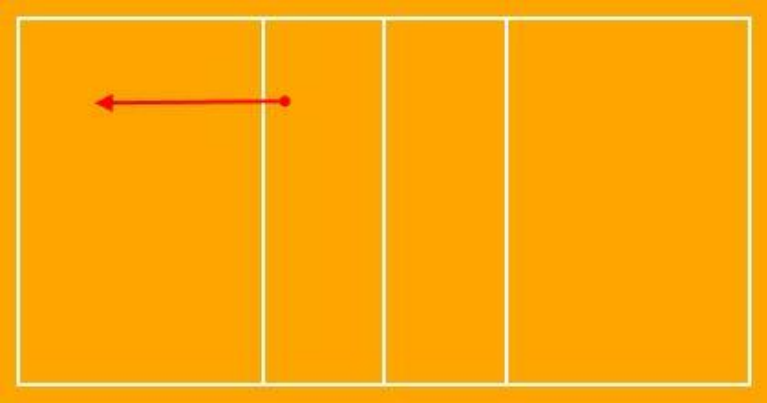


.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 0%, #+: 0% !/-: 0%, =: 100%	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #3

Upper

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



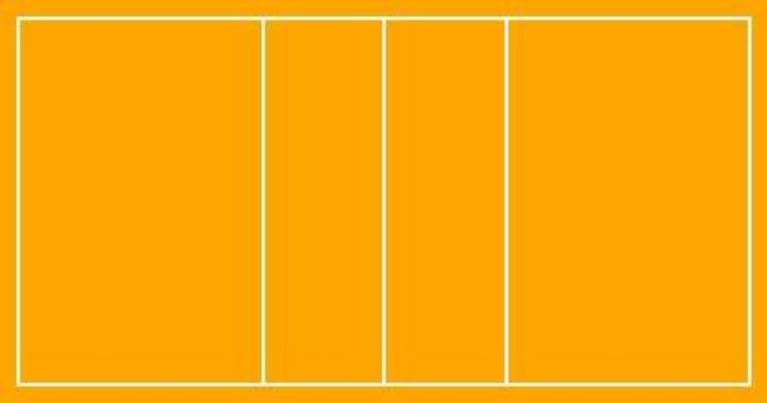
Attack

Player #12 Volkov Stepan

Position 2

Total position 2

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



Zone #2 1.5 blockers

Set quality: !

Total	#	+	!	/	-	=

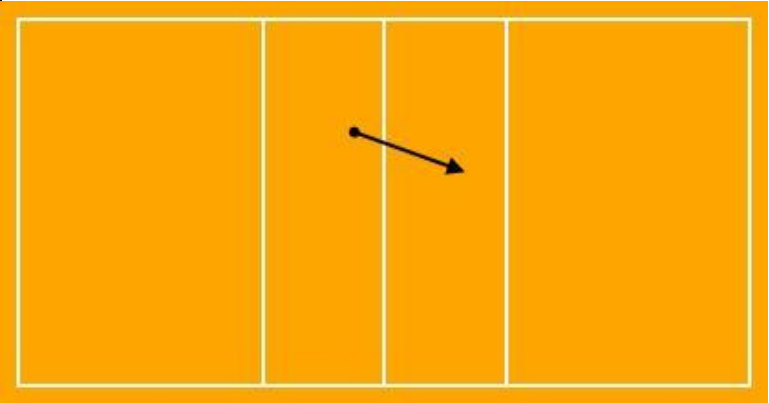


	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.

Position 3

Total position 3

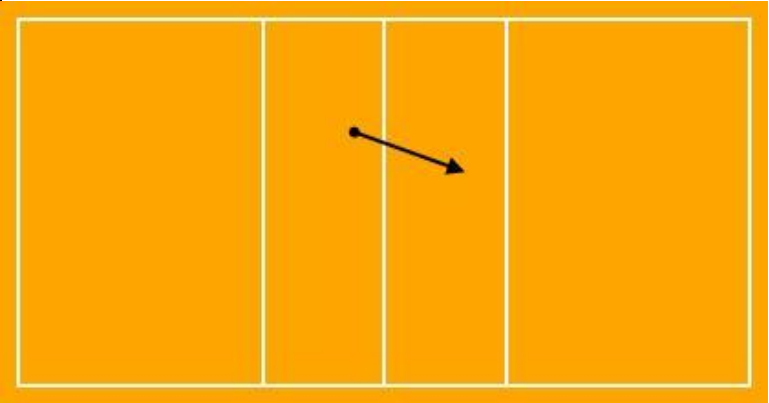
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 1 blockers

Set quality: !

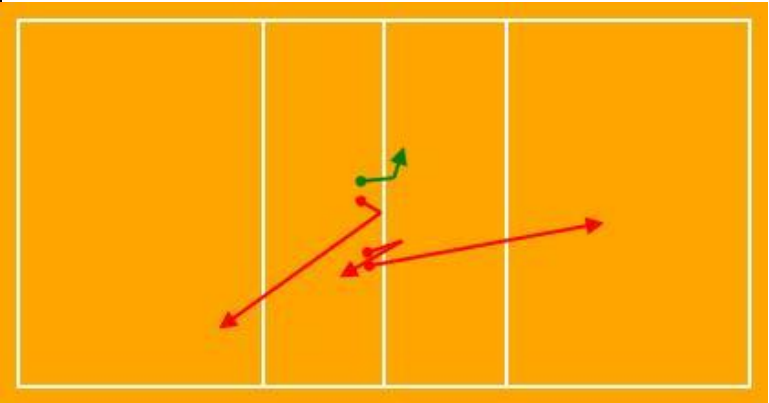
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

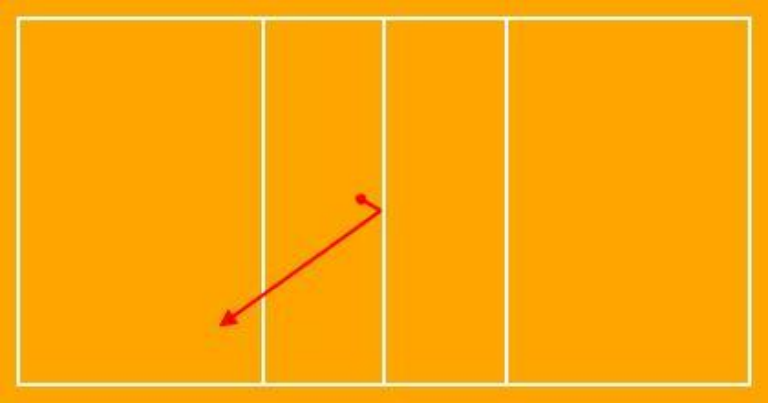
Total	#	+	!	/	-	=
	25%	0%	0%	0%	50%	25%
4	1	.	.	.	2	1



Zone #4 1 blockers

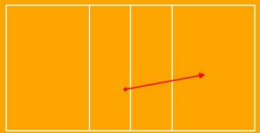
Set quality: !

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



Set quality: +

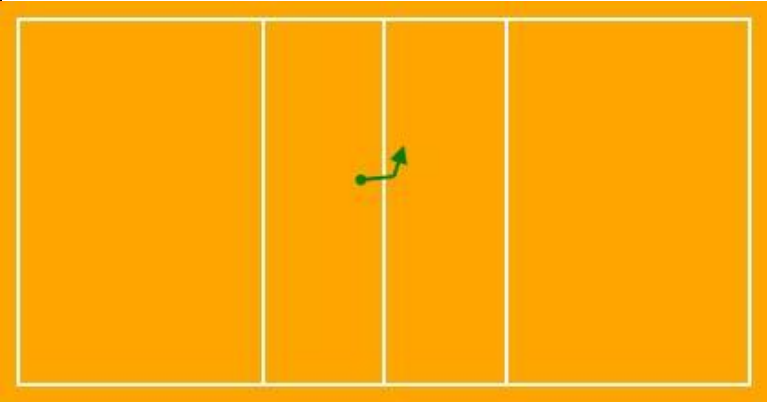
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 1.5 blockers

Set quality: +

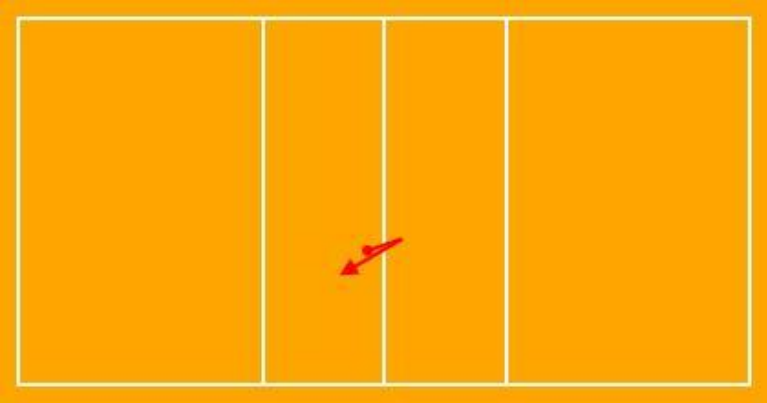
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

Set quality: #

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



Player #13

Trofimov Lev

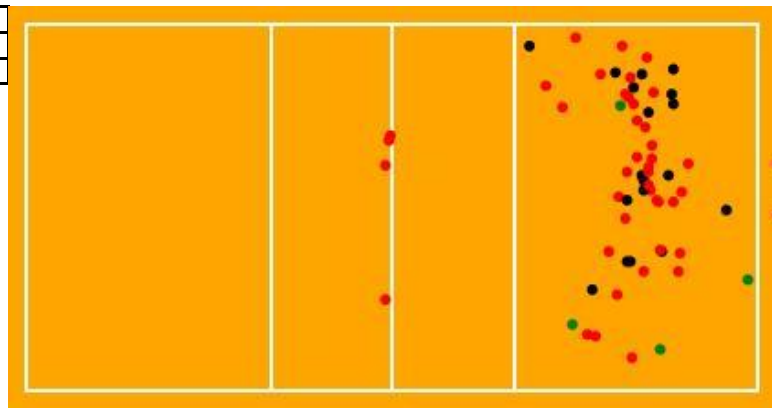
Serve

Player #13 Trofimov Lev

Glider

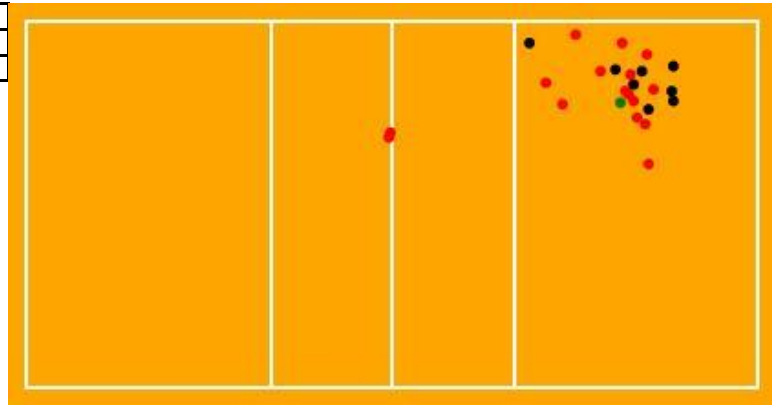
Total Glider

Total	#	+	!	/	-	=
	4%	2%	10%	16%	54%	11%
68	3	2	7	11	37	8



Glider Direction 1

Total	#	+	!	/	-	=
	3%	0%	15%	15%	53%	11%
26	1	.	4	4	14	3



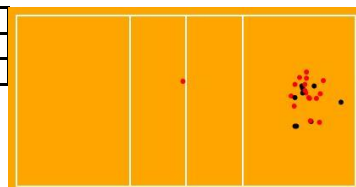
Glider Direction 5

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



Glider Direction 6

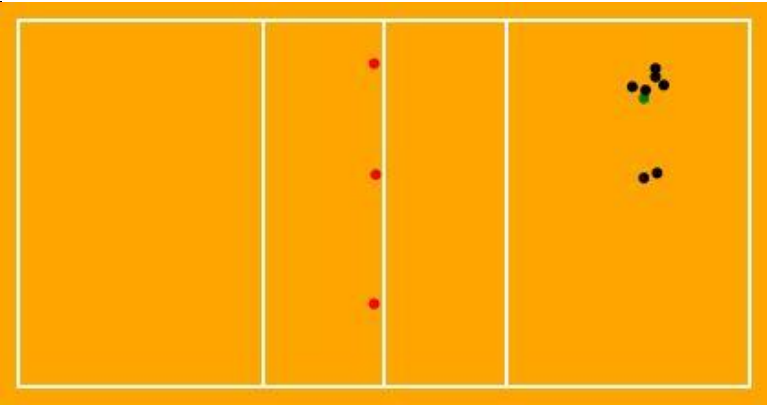
Total	#	+	!	/	-	=
	3%	0%	10%	20%	53%	13%
30	1	.	3	6	16	4



Jump

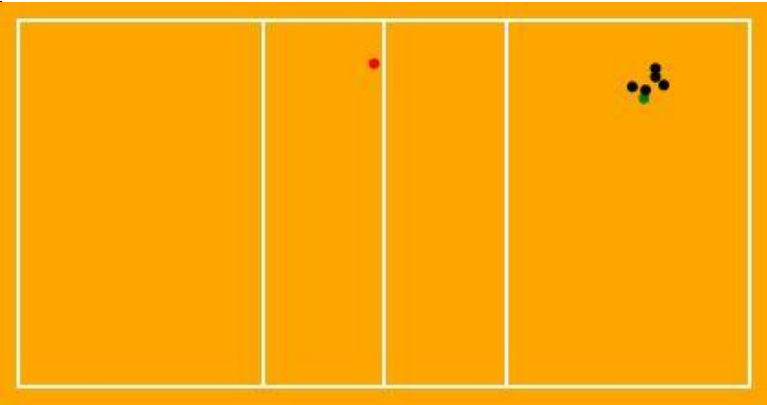
Total Jump

Total	#	+	!	/	-	=
	0%	15%	30%	23%	0%	30%
13	.	2	4	3	.	4



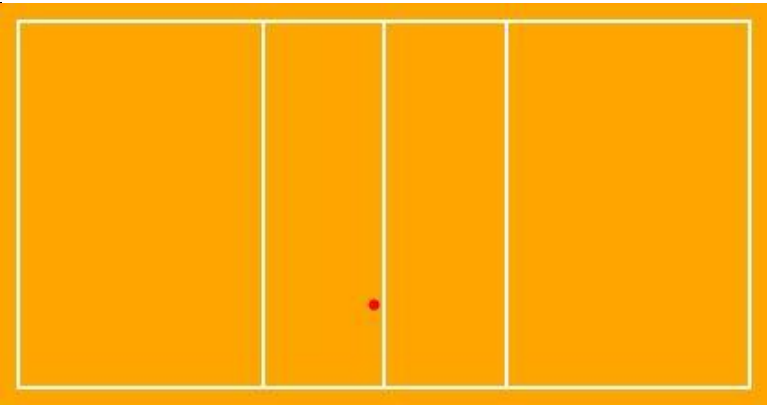
Jump Direction 1

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



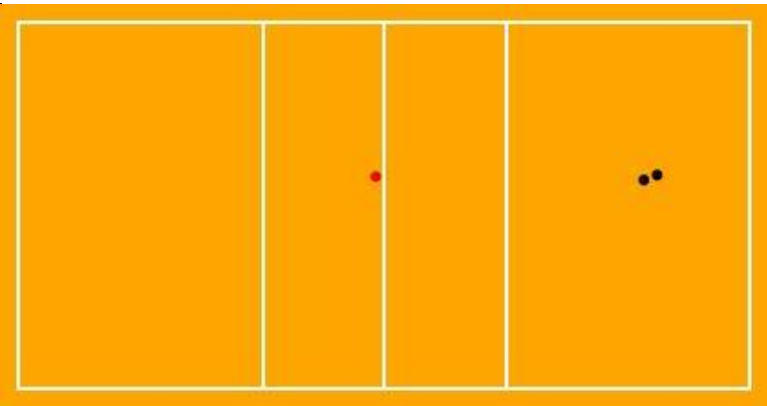
Jump Direction 5

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



Jump Direction 6

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



Reception Player #13 Trofimov Lev

Glider

Total Glider

Total	#	+	!	/	-	=
	17%	18%	37%	19%	5%	1%
135	24	25	50	26	8	2

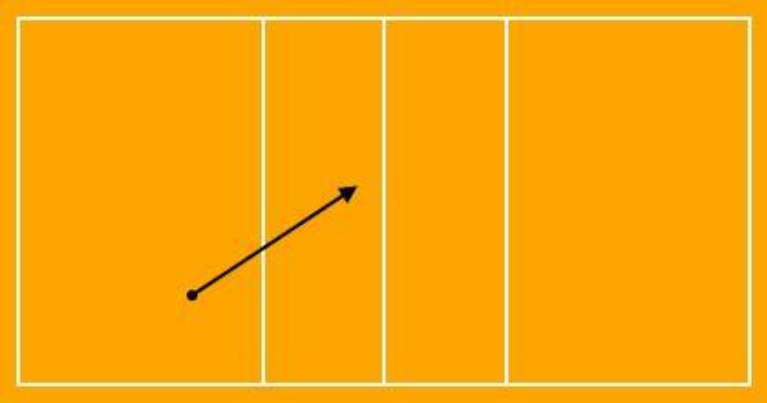


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
78(57%)	36(26%)	21(15%)
#: 14%, #+:	#: 13%, #+:	#: 38%, #+:
39%	22%	47%
!/-: 58%, =: 1%	!/-: 77%, =: 0%	!/-: 47%, =: 4%

Glider Zone #1

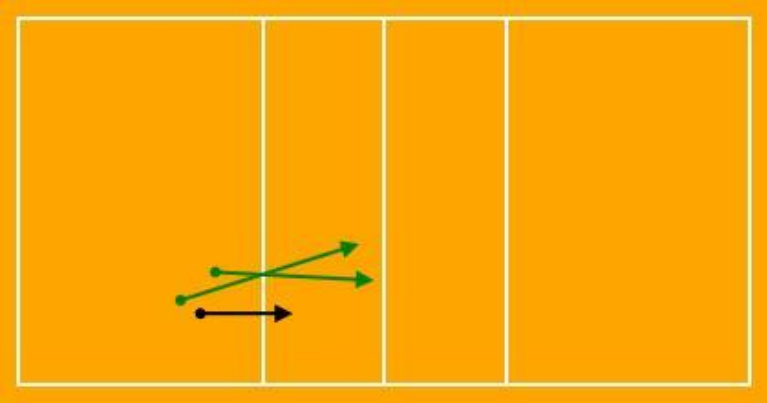
Lower

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



Upper

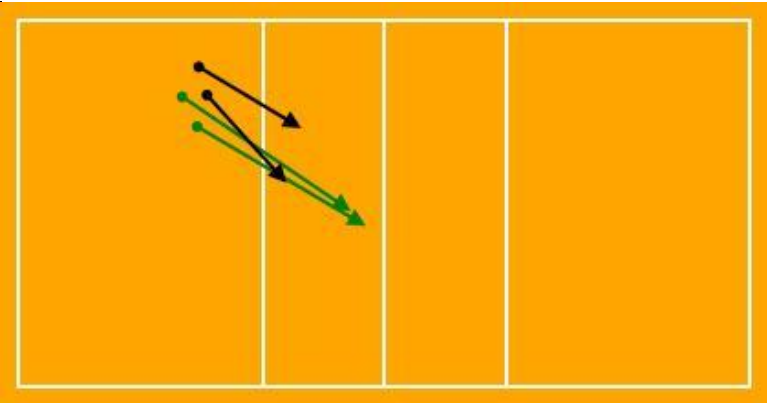
Total	#	+	!	/	-	=
	33%	33%	33%	0%	0%	0%
3	1	1	1	.	.	.



Glider Zone #5

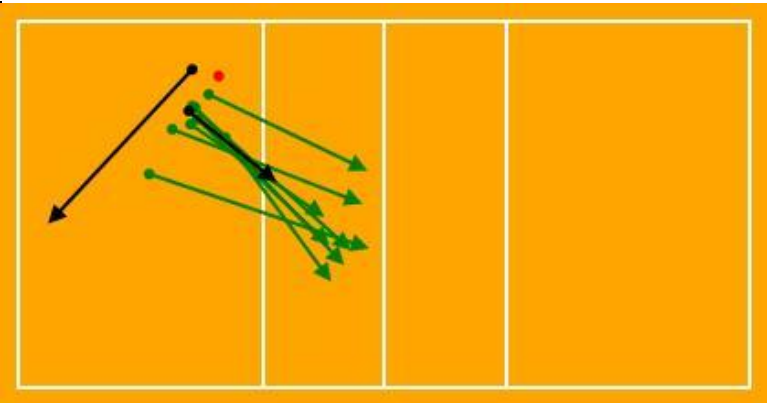
Lower

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



Upper

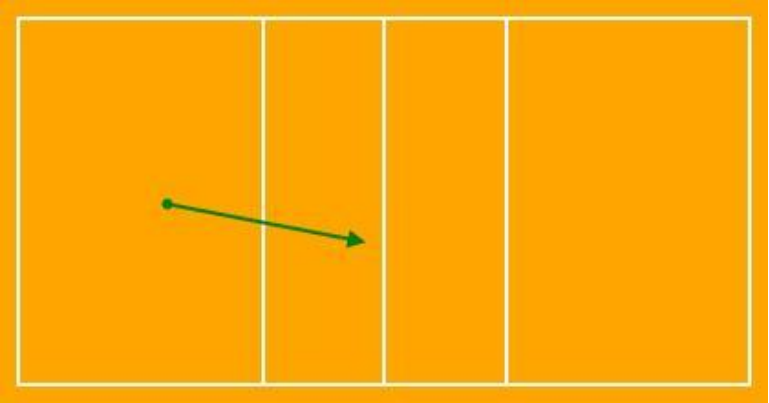
Total	#	+	!	/	-	=
	18%	54%	9%	9%	9%	0%
11	2	6	1	1	1	.



Glider Zone #6

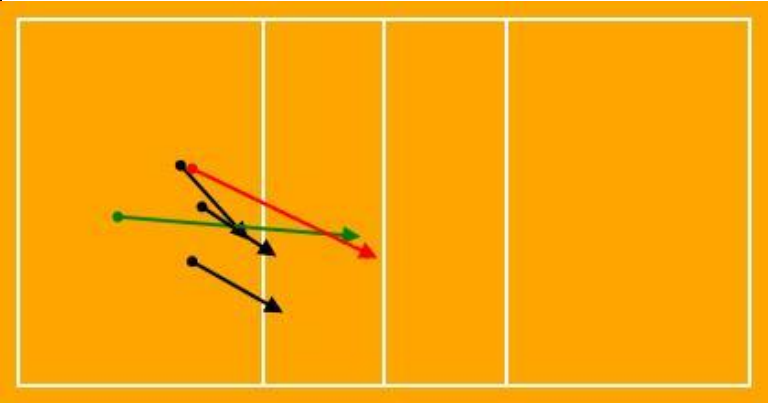
Lower

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



Upper

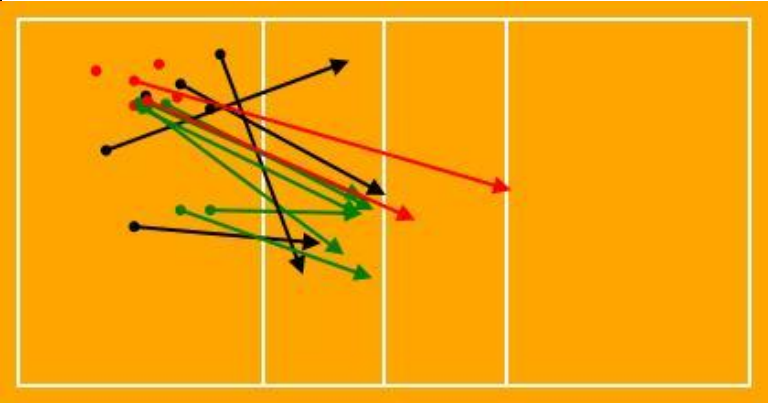
Total	#	+	!	/	-	=
	20%	0%	60%	0%	20%	0%
5	1	.	3	.	1	.



Jump

Total Jump

Total	#	+	!	/	-	=
	11%	22%	0%	33%	11%	22%
18	2	4	.	6	2	4

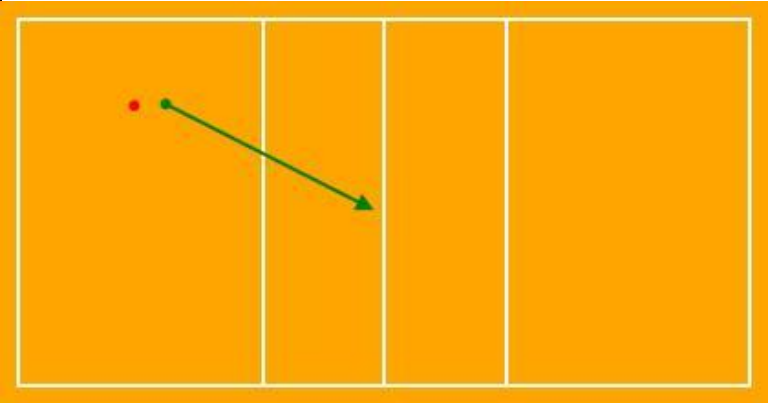


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
15(83%) #: 6%, #+: 26% !/-: 46%, =: 26%	3(16%) #: 33%, #+: 66% !/-: 33%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

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



Upper

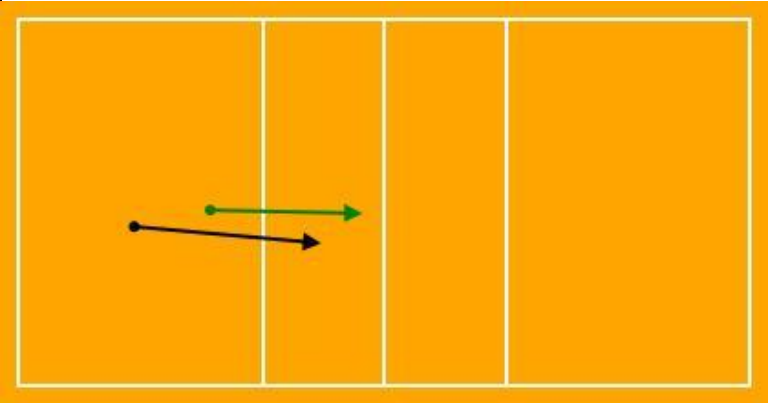
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---

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

Jump Zone #6

Upper

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



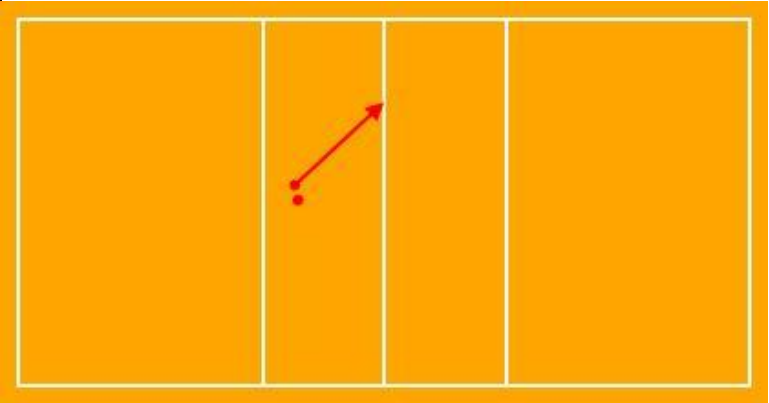
Attack

Player #13 Trofimov Lev

Position 1

Total position 1

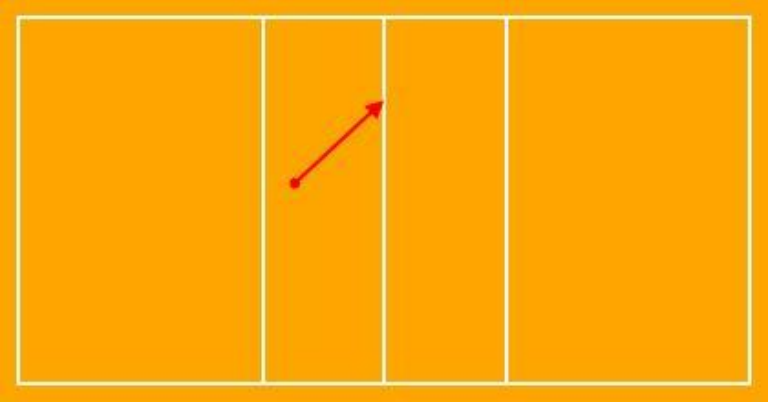
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
2	2



Zone #1 1 blockers

Set quality: +

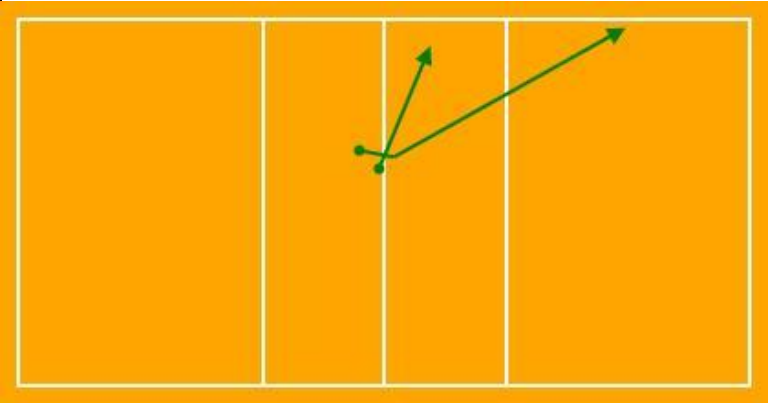
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Position 3

Total position 3

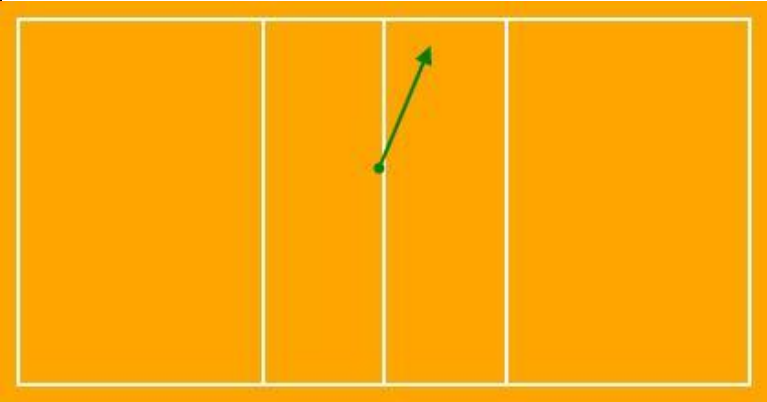
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #3 0 blockers

Set quality: #

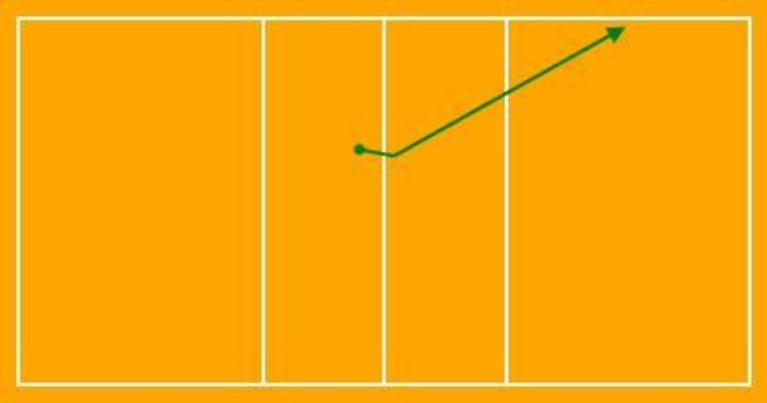
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

Set quality: +

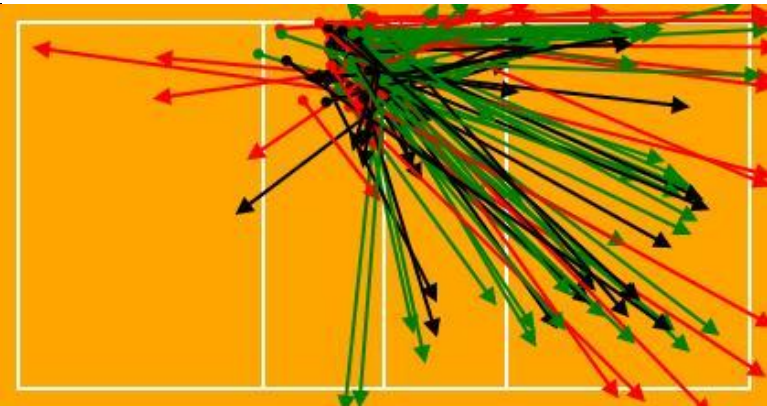
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

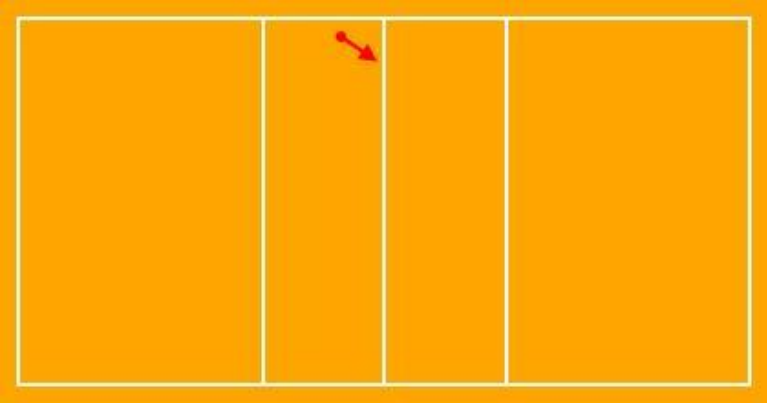
Total	#	+	!	/	-	=
	42%	3%	3%	20%	6%	23%
130	55	5	5	27	8	30



Zone #4 1 blockers

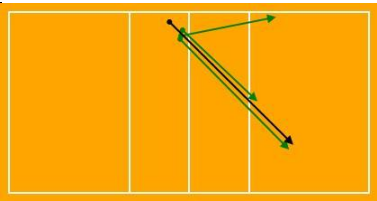
Set quality: -

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



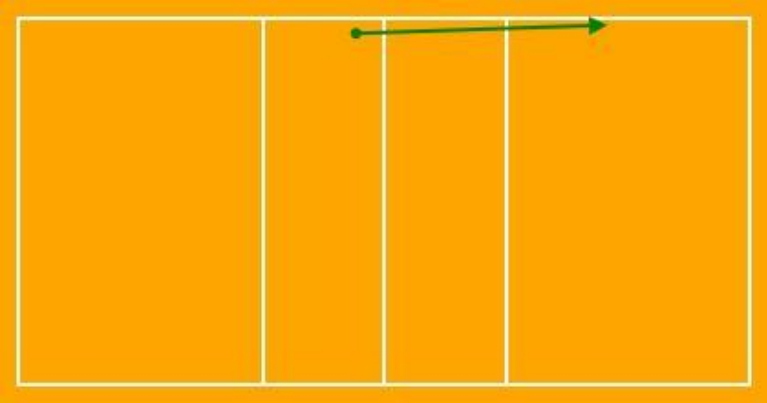
Set quality: !

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



Set quality: +

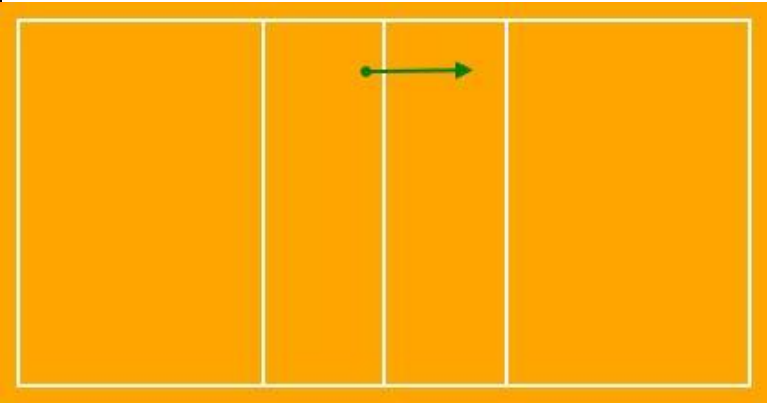
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

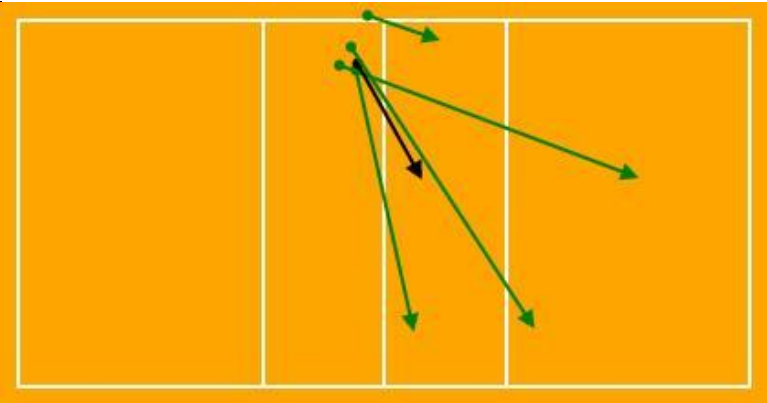
Set quality: /

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



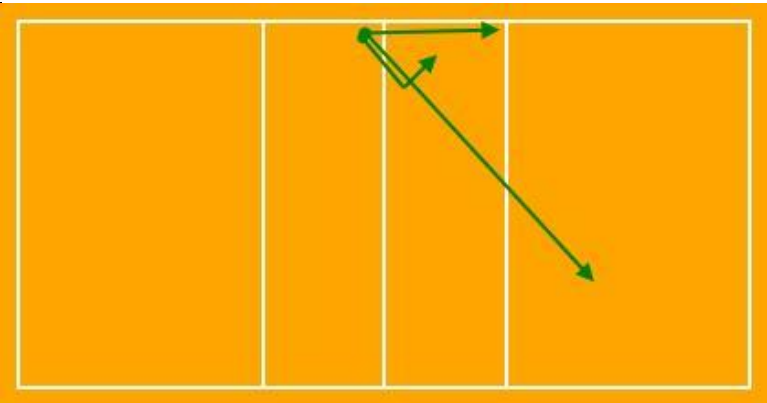
Set quality: !

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



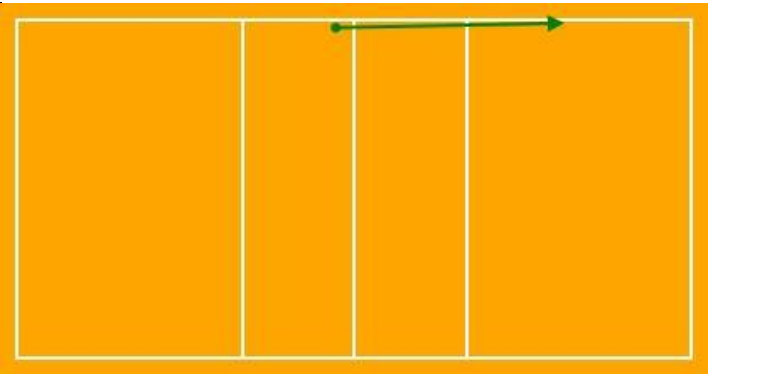
Set quality: +

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



Set quality: #

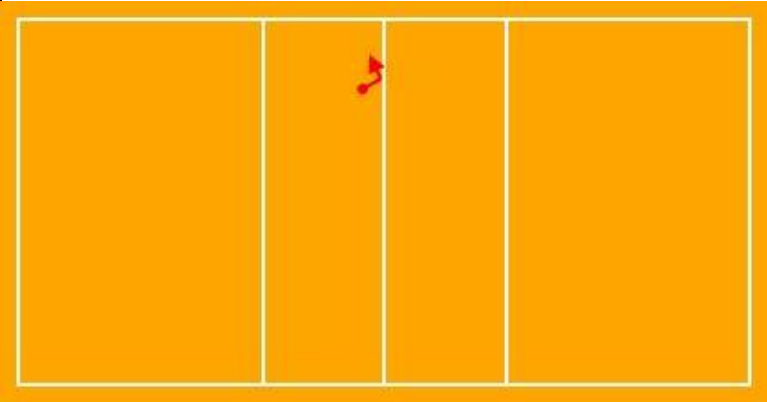
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

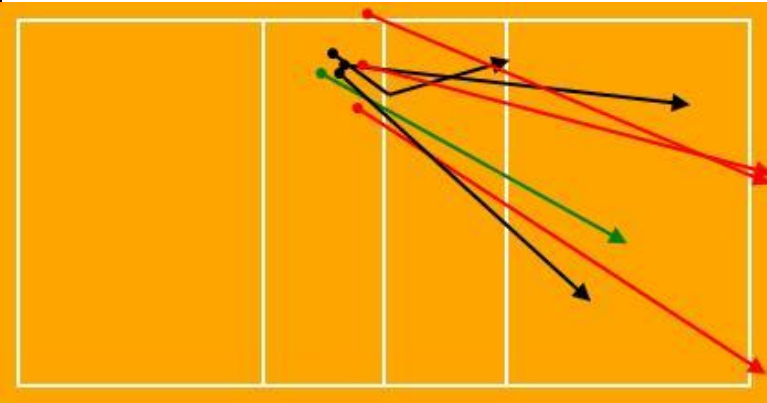
Set quality: /

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



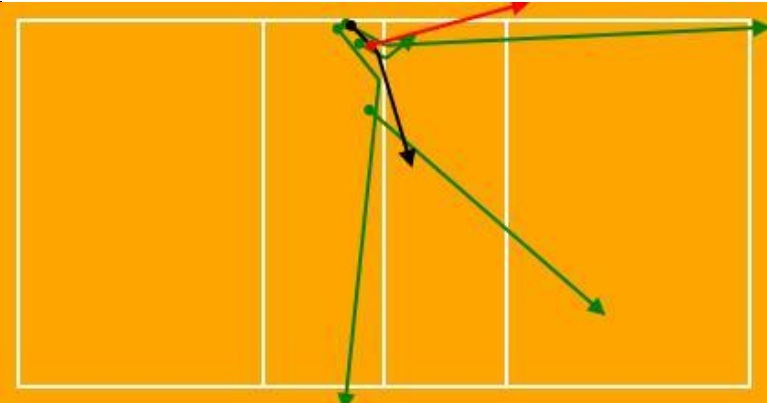
Set quality: !

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



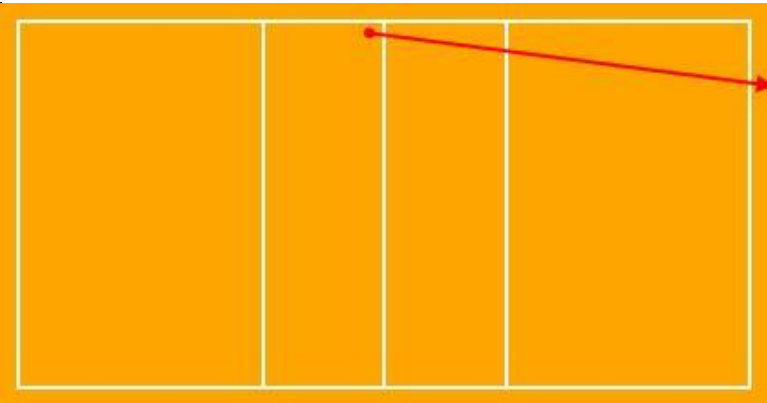
Set quality: +

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



Set quality: #

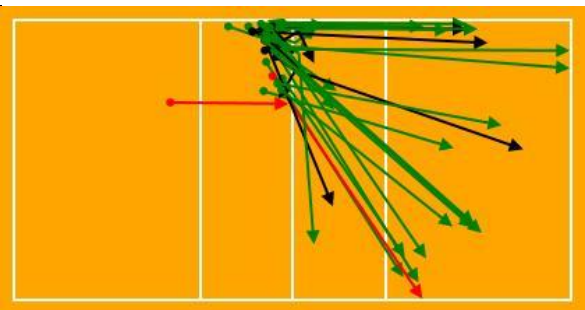
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Position 5

Total position 5

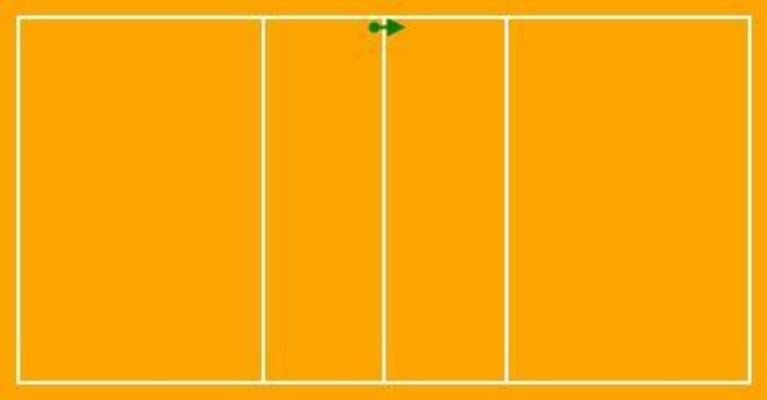
Total	#	+	!	/	-	=
	63%	5%	2%	16%	2%	8%
36	23	2	1	6	1	3



Zone #5 1 blockers

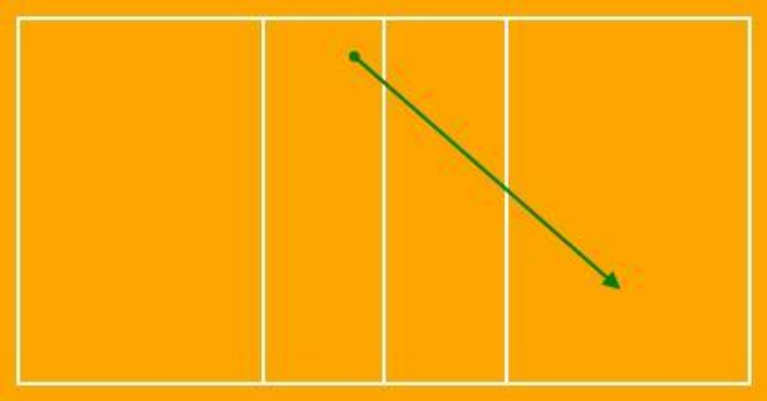
Set quality: !

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



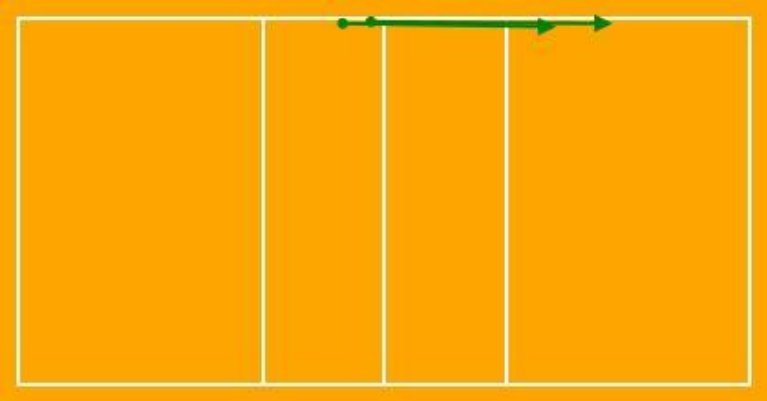
Set quality: +

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



Set quality: #

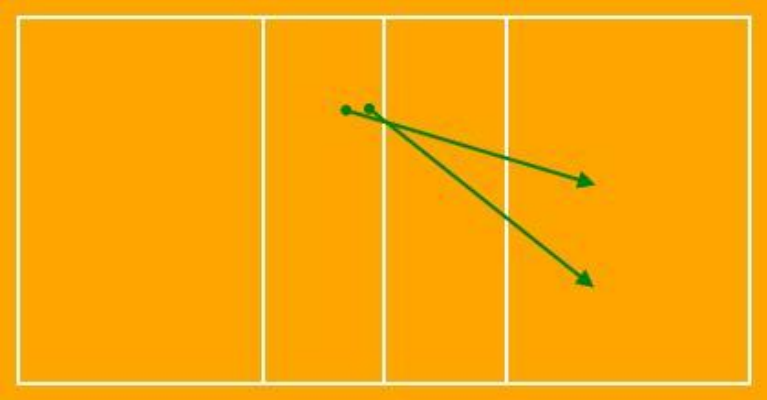
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #5 1.5 blockers

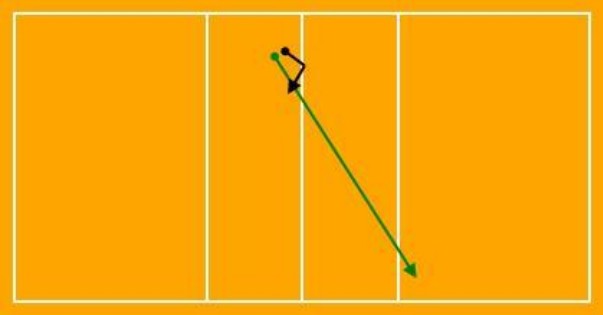
Set quality: /

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



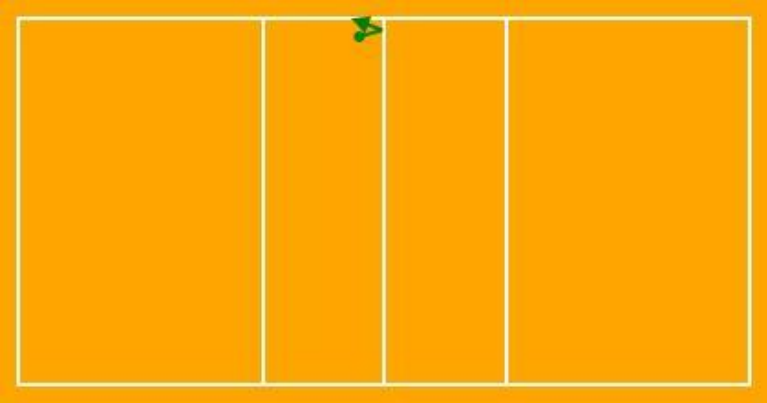
Set quality: !

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



Set quality: #

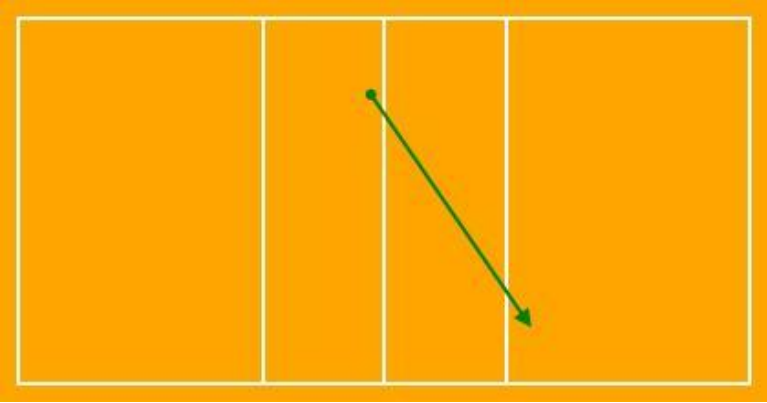
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 2 blockers

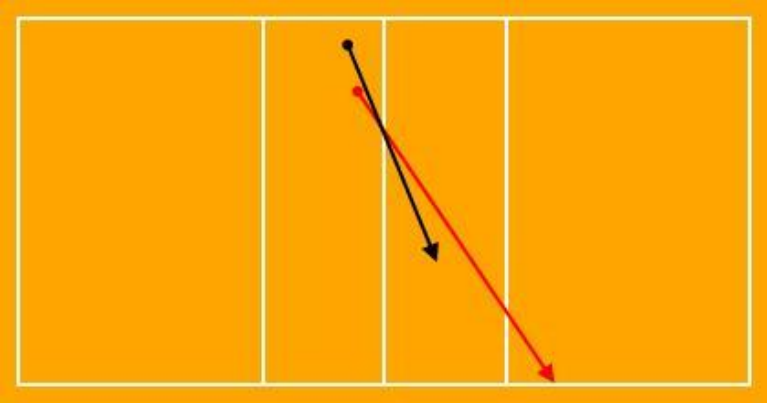
Set quality: /

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



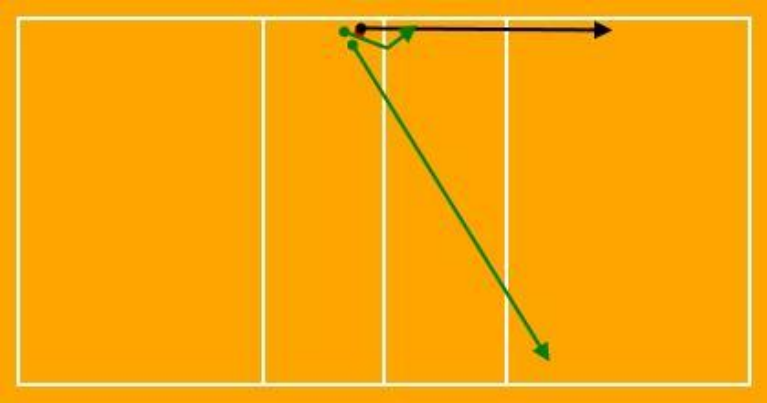
Set quality: !

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



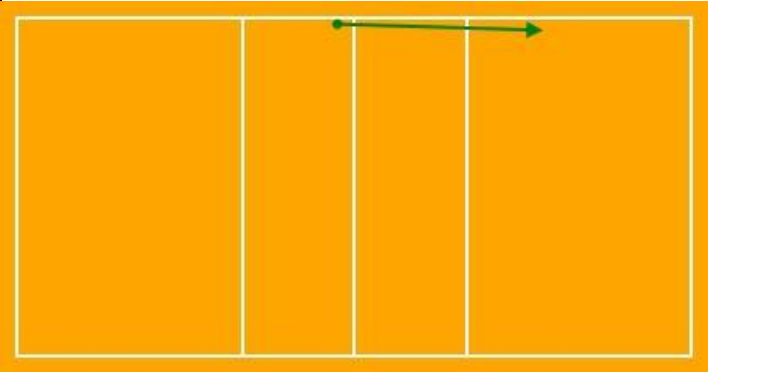
Set quality: +

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



Set quality: #

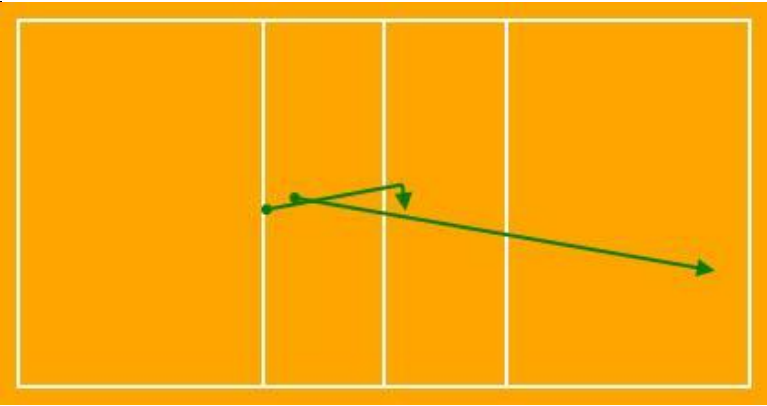
Total	#	+	!	/	-	=
	50%	0%	0%	0%	50%	0%
2	1	.	.	.	1	.



Position 6

Total position 6

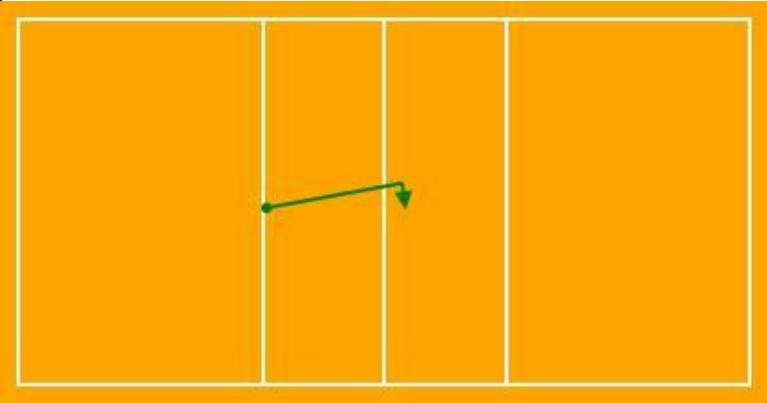
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2



Zone #6 1 blockers

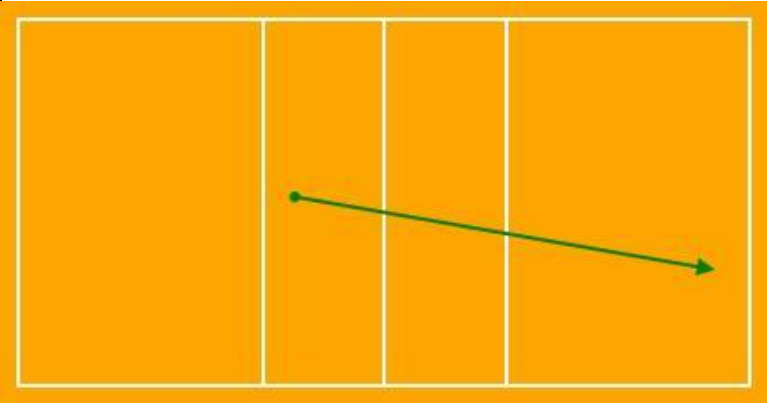
Set quality: !

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



Set quality: +

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



Player #14

Ahmadullin Timur

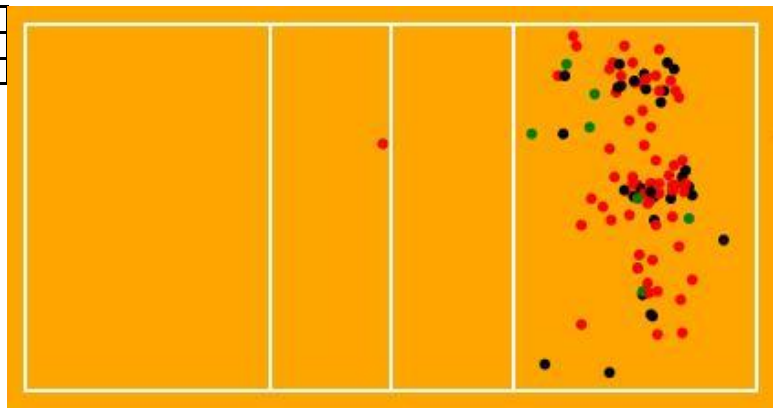
Serve

Player #14 Ahmadullin Timur

Glider

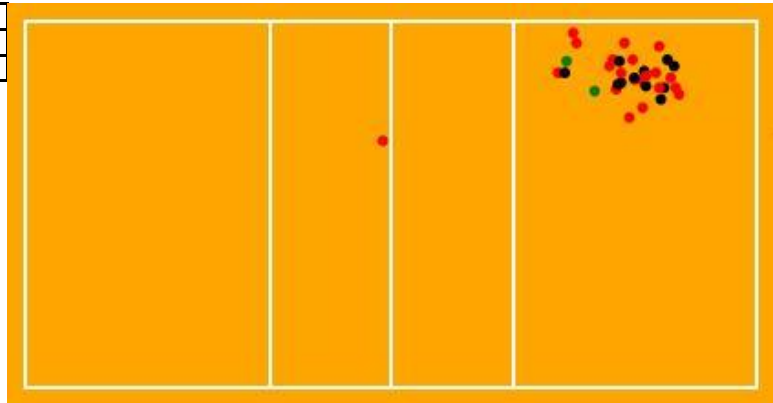
Total Glider

Total	#	+	!	/	-	=
	1%	5%	10%	17%	61%	2%
105	2	6	11	18	65	3



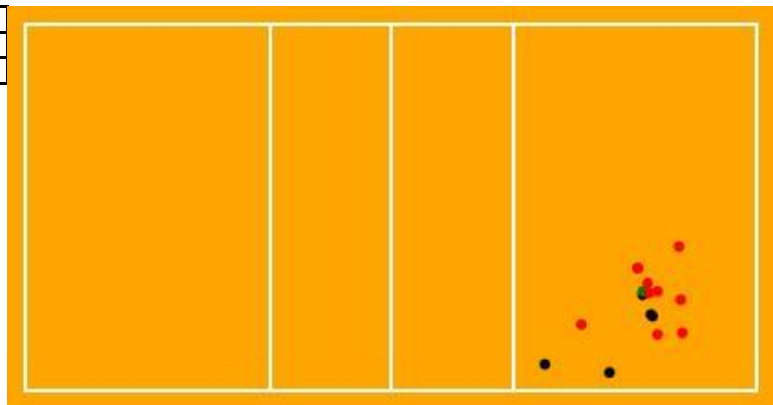
Glider Direction 1

Total	#	+	!	/	-	=
	0%	5%	8%	22%	57%	5%
35	.	2	3	8	20	2



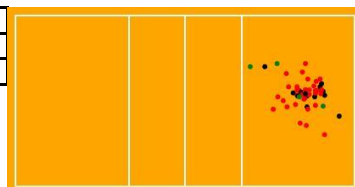
Glider Direction 5

Total	#	+	!	/	-	=
	6%	0%	12%	18%	62%	0%
16	1	.	2	3	10	.



Glider Direction 6

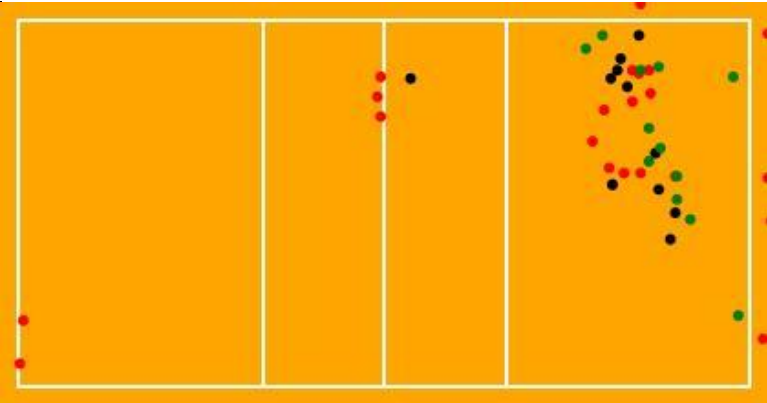
Total	#	+	!	/	-	=
	1%	7%	11%	12%	64%	1%
54	1	4	6	7	35	1



Jump

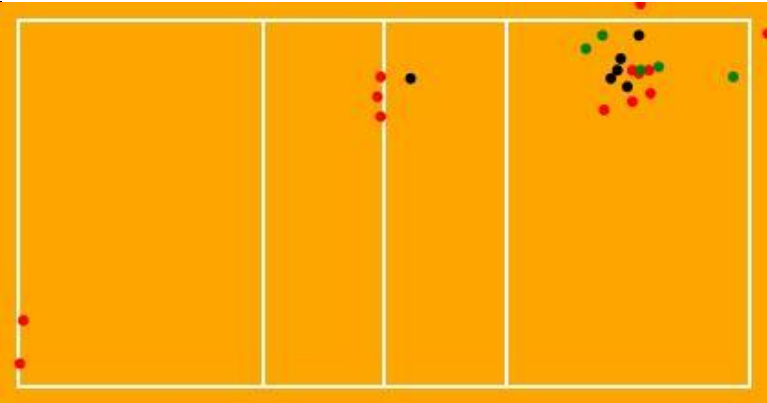
Total Jump

Total	#	+	!	/	-	=
	12%	12%	14%	8%	24%	28%
49	6	6	7	4	12	14



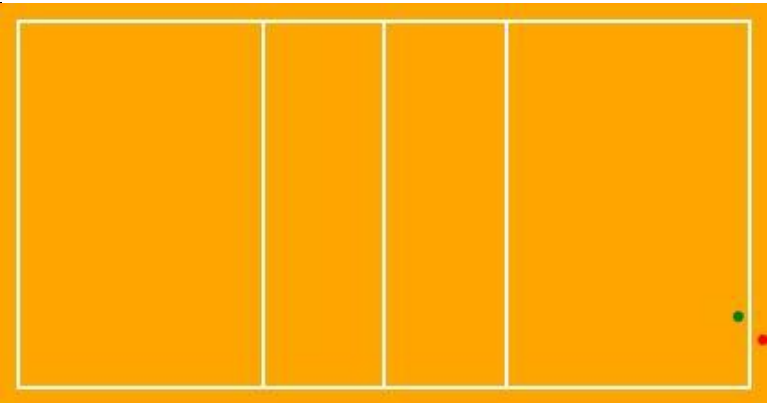
Jump Direction 1

Total	#	+	!	/	-	=
	7%	11%	19%	3%	23%	34%
26	2	3	5	1	6	9



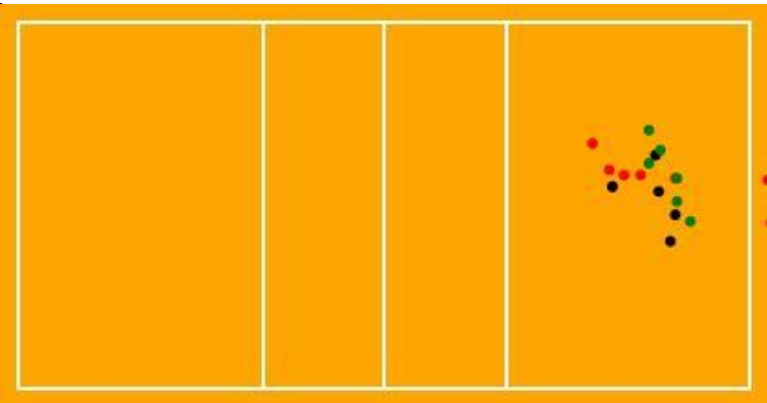
Jump Direction 5

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



Jump Direction 6

Total	#	+	!	/	-	=
	14%	14%	9%	14%	28%	19%
21	3	3	2	3	6	4



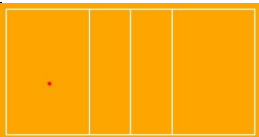
Reception

Player #14 Ahmadullin Timur

Jump

Total Jump

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

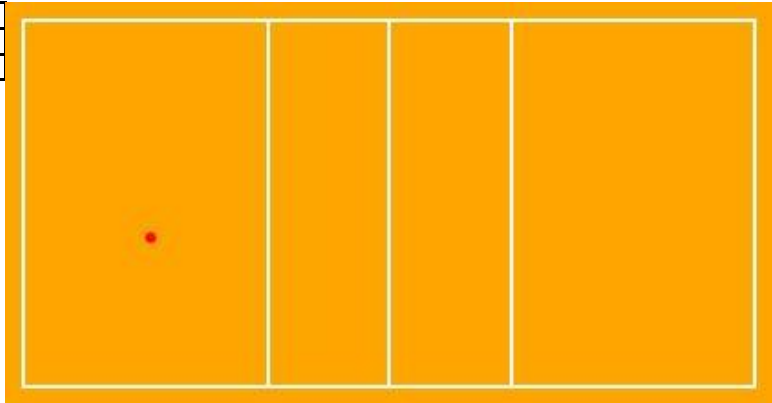


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	.(0%)	1(100%)
#: ., #+: .	#: ., #+: .	#: 0%, #+: 0%
!/-: ., =: .	!/-: ., =: .	!/-: 0%, =:
		100%

Jump Zone #1

Lower

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



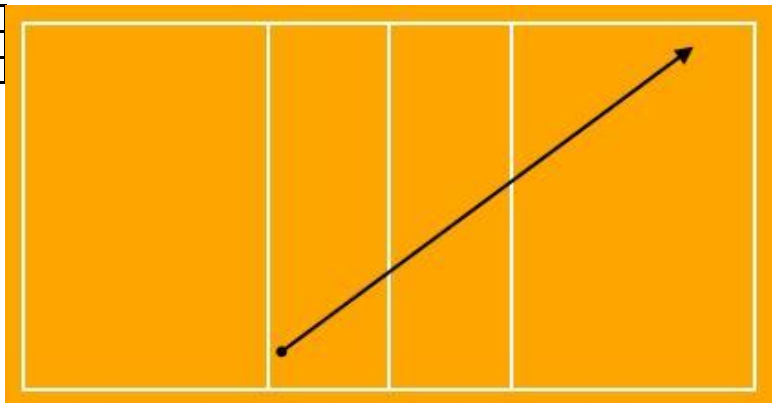
Attack

Player #14 Ahmadullin Timur

Position 1

Total position 1

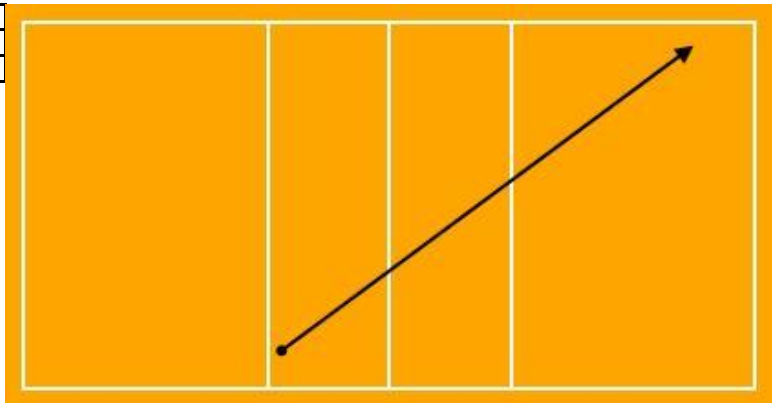
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #1 1.5 blockers

Set quality: +

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



Position 2

Total position 2

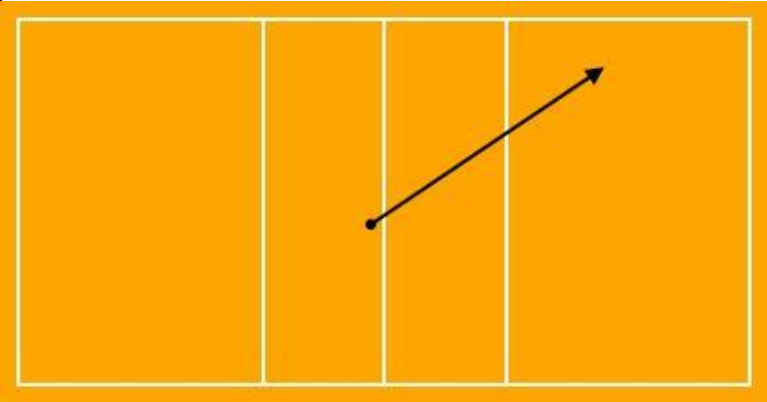
Total	#	+	!	/	-	=
	50%	12%	4%	29%	0%	4%
24	12	3	1	7	.	1



Zone #2 0 blockers

Set quality: #

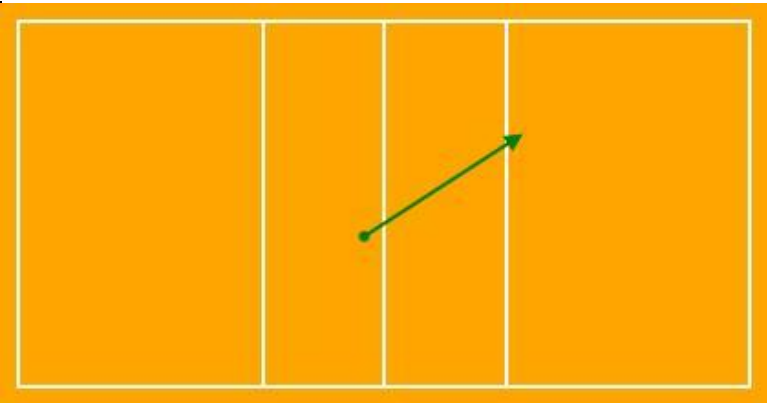
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 3

Total position 3

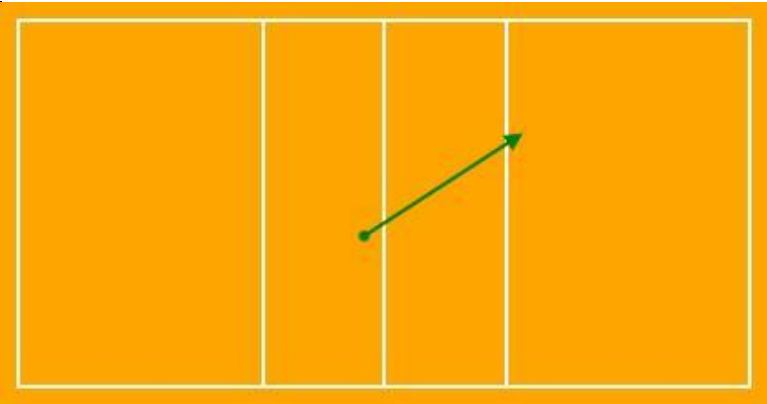
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 0.5 blockers

Set quality: #

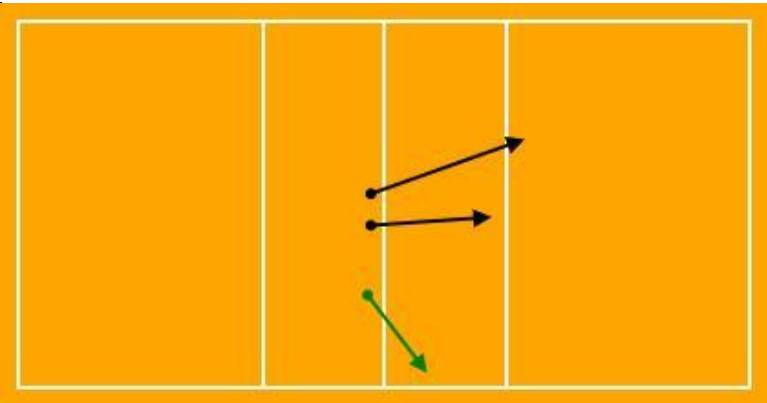
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

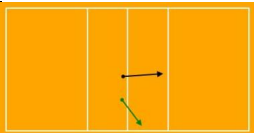
Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1	.	.	2	.	.



Zone #4 0 blockers

Set quality: #

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



Set

Player #14 Ahmadullin Timur

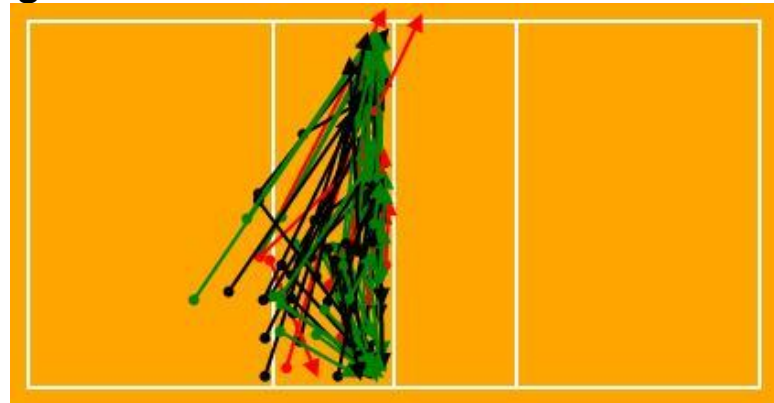
Blockers count distribution

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(111)	3(2%)	3(2%)	76(68%)	15(13%)	13(11%)	1(0%)	.(0%)
+(108)	6(5%)	1(0%)	55(50%)	19(17%)	26(24%)	1(0%)	.(0%)
!(146)	3(2%)	1(0%)	64(43%)	22(15%)	56(38%)	.(0%)	.(0%)
#+!(365)	12(3%)	5(1%)	195(53%)	56(15%)	95(26%)	2(0%)	.(0%)
/-(53)	4(7%)	.(0%)	16(30%)	7(13%)	26(49%)	.(0%)	.(0%)

Reception direction distribution

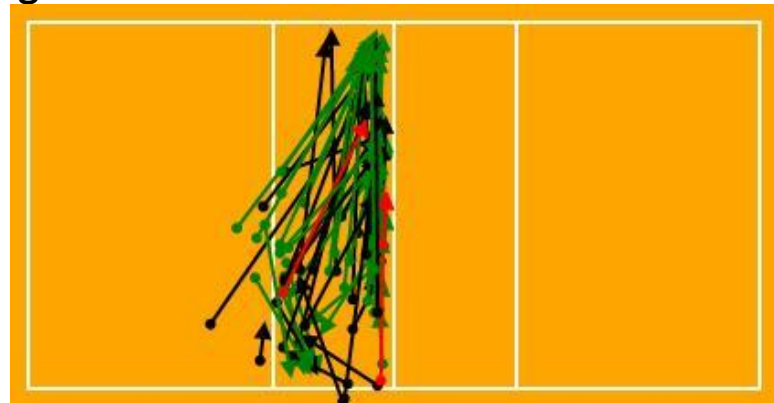
P1 arrangement

27(31%)	32(36%)	29(33%)
34%	76%	57%
1.63	1.02	1.14
.(0%)	.(0%)	.(0%)
0.00	0.00	0.00



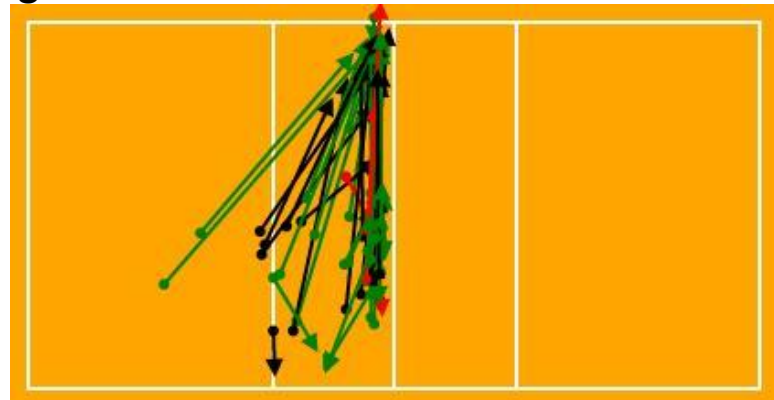
P2 arrangement

32(45%)	27(38%)	.(0%)
48%	60%	.
1.50	1.22	0.00
.(0%)	.(0%)	13(18%)
.	.	50%
0.00	0.00	1.35



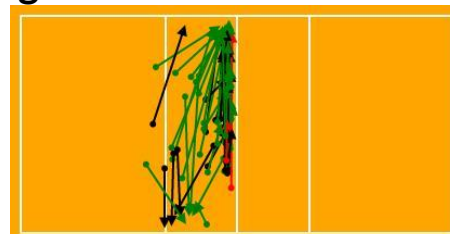
P3 arrangement

39(66%)	17(28%)	.(0%)
45%	13%	.
1.59	1.26	0.00
.(0%)	.(0%)	4(6%)
.	.	25%
0.00	0.00	1.12



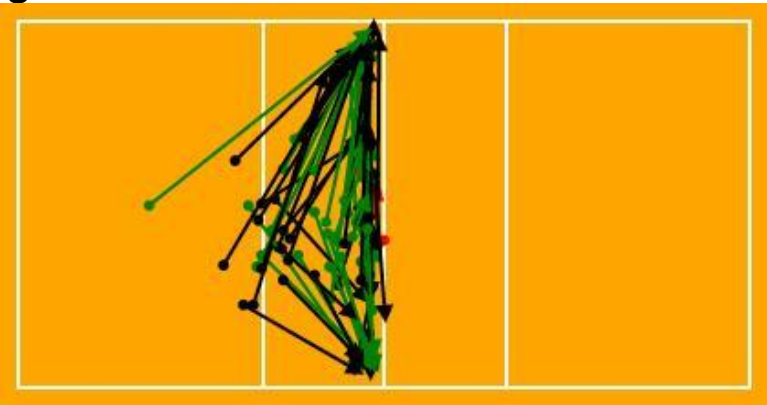
P4 arrangement

37(58%)	17(26%)	.(0%)
64%	56%	.
1.53	1.03	0.00
.(0%)	.(0%)	9(14%)
.	.	33%
0.00	0.00	1.61



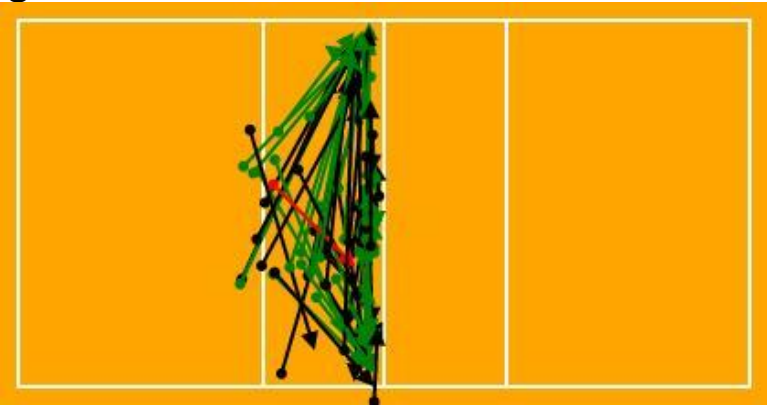
30(43%)	17(24%)	22(31%)
51%	33%	61%
1.57	0.88	1.09
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

P5 arrangement



28(42%)	13(19%)	25(37%)
36%	69%	78%
1.66	0.81	1.10
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

P6 arrangement



Player #15

Lyashenko Andron

Serve

Player #15 Lyashenko Andron

Glider

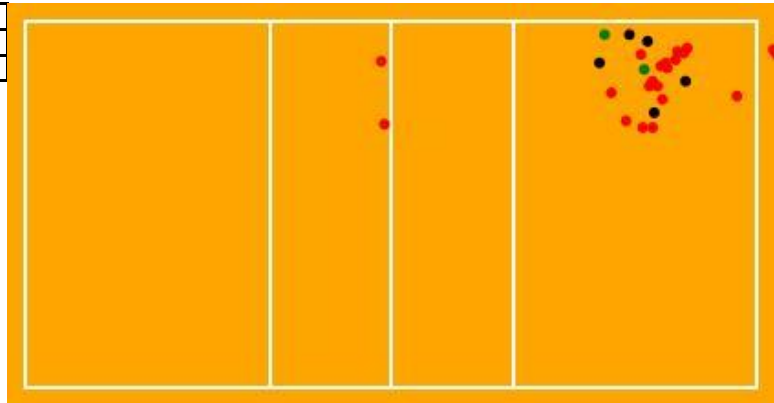
Total Glider

Total	#	+	!	/	-	=
	7%	4%	9%	8%	57%	12%
83	6	4	8	7	48	10



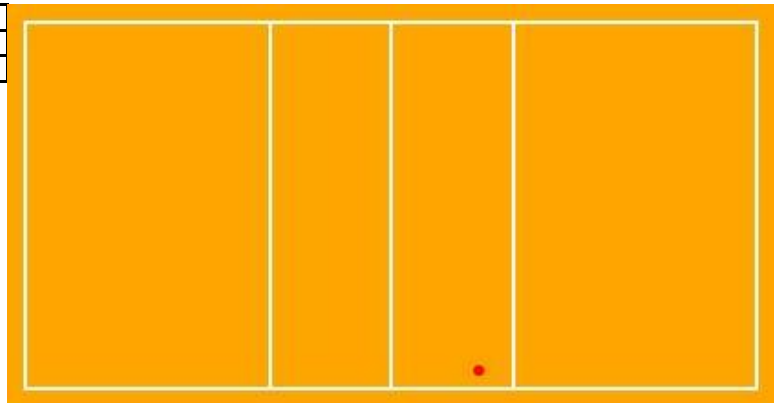
Glider Direction 1

Total	#	+	!	/	-	=
	3%	3%	7%	10%	60%	14%
28	1	1	2	3	17	4



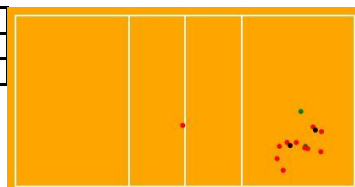
Glider Direction 4

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



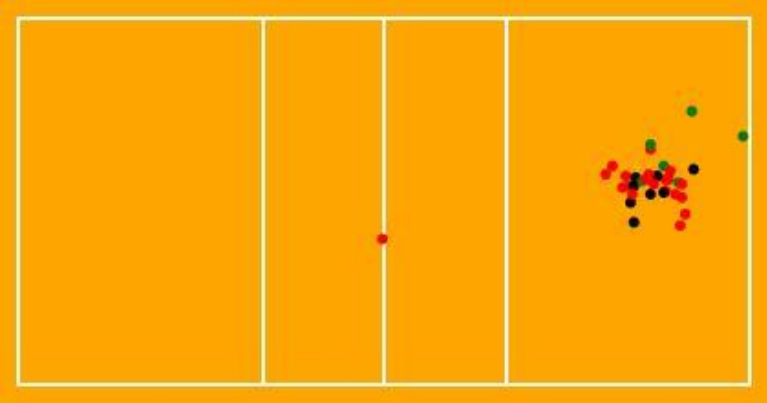
Glider Direction 5

Total	#	+	!	/	-	=
	11%	0%	11%	0%	58%	17%
17	2	.	2	.	10	3



Glider Direction 6

Total	#	+	!	/	-	=
	8%	8%	10%	10%	54%	8%
37	3	3	4	4	20	3

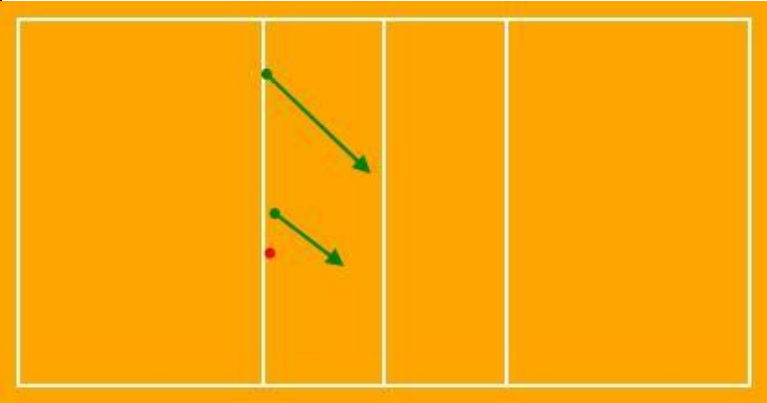


Reception
Player #15 Lyashenko Andron

Glider

Total Glider

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

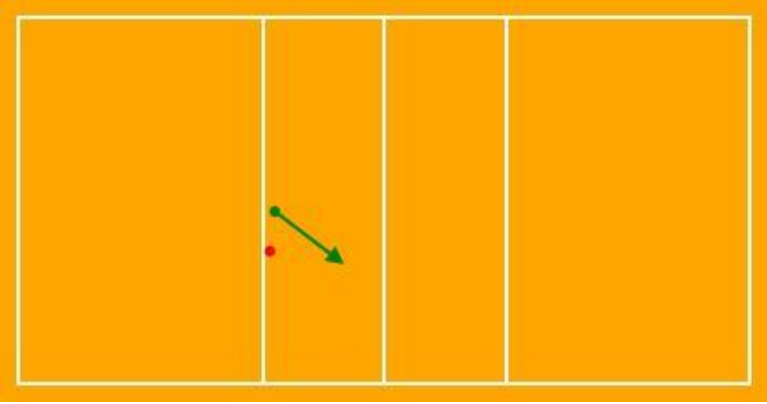


.(0%) #: ., #+: . !/-: ., =: .	1(33%) #: 0%, #+: 100% !/-: 0%, =: 0%	2(66%) #: 0%, #+: 50% !/-: 50%, =: 0%
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

Glider Zone #2

Upper

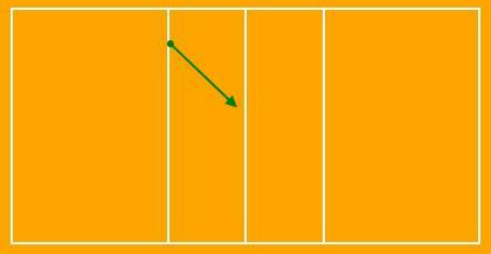
Total	#	+	!	/	-	=
	0%	50%	0%	0%	50%	0%
2	.	1	.	.	1	.



Glider Zone #3

Upper

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



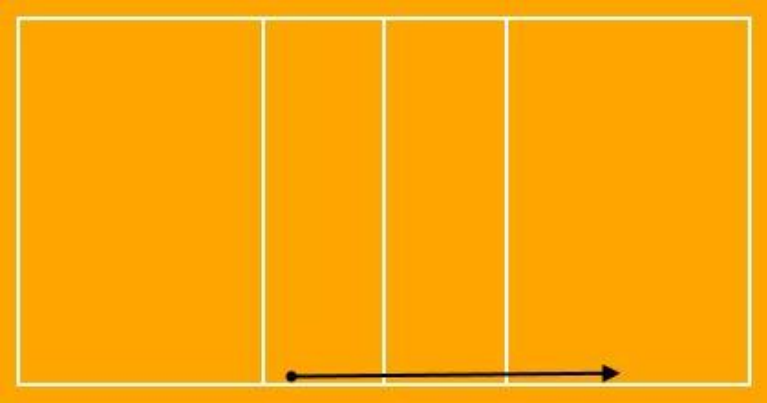
Attack

Player #15 Lyashenko Andron

Position 1

Total position 1

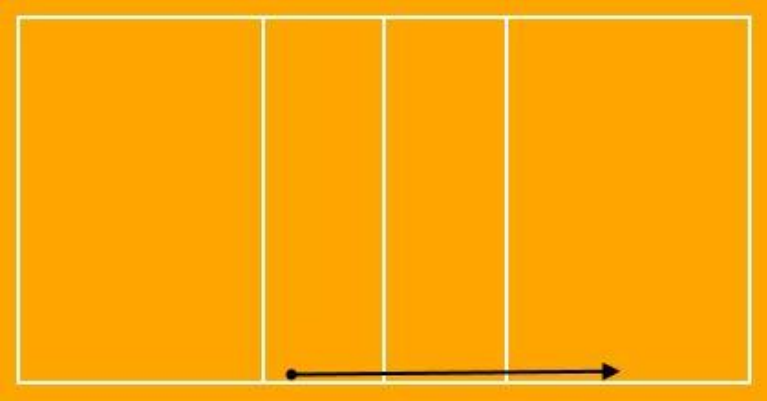
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #1 1 blockers

Set quality: +

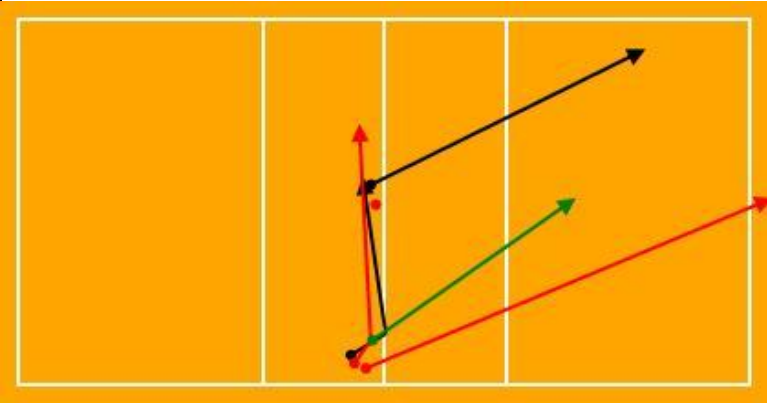
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 2

Total position 2

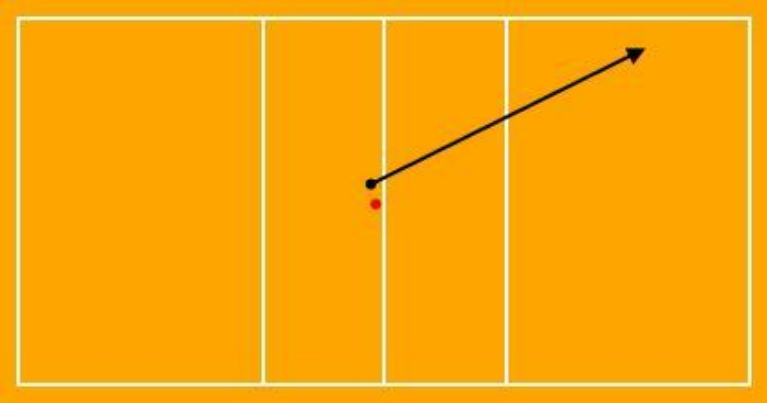
Total	#	+	!	/	-	=
	16%	0%	0%	33%	16%	33%
6	1	.	.	2	1	2



Zone #2 1 blockers

Set quality: +

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



Position 3

Total position 3

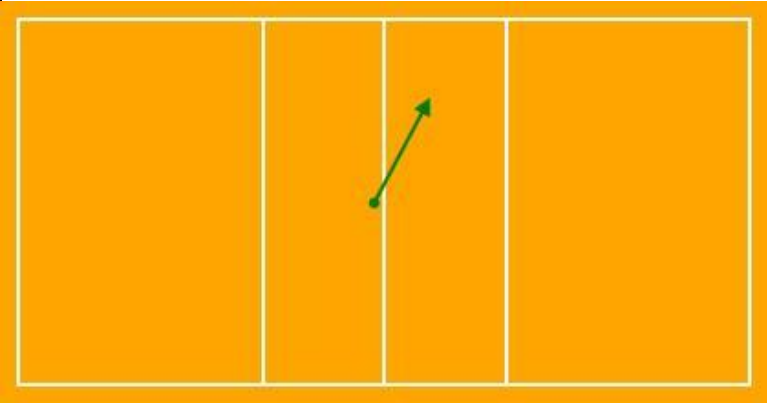
Total	#	+	!	/	-	=
	48%	11%	2%	25%	4%	6%
43	21	5	1	11	2	3



Zone #3 0 blockers

Set quality: #

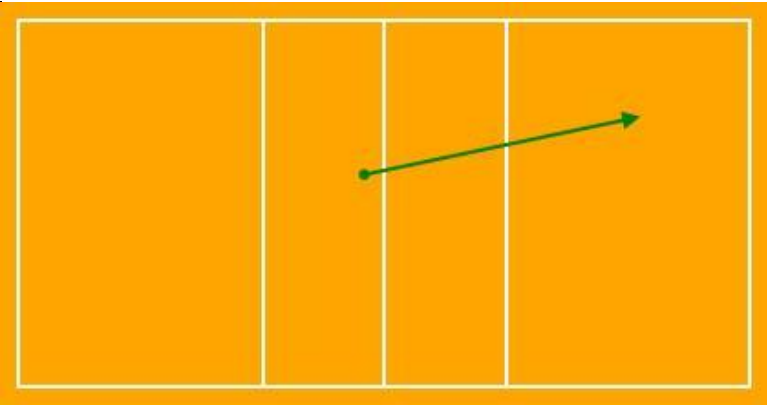
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

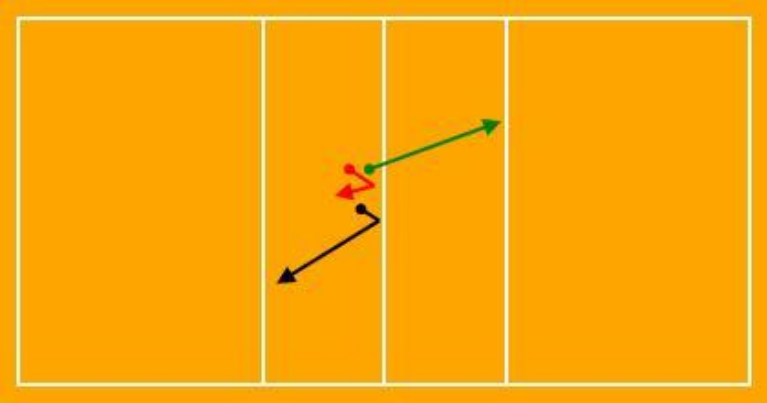
Set quality: !

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



Set quality: +

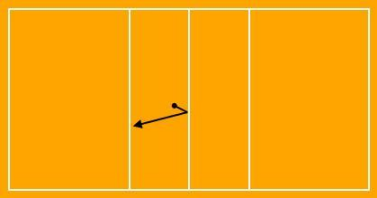
Total	#	+	!	/	-	=
	33%	0%	0%	33%	33%	0%
3	1	.	.	1	1	.



Zone #3 2 blockers

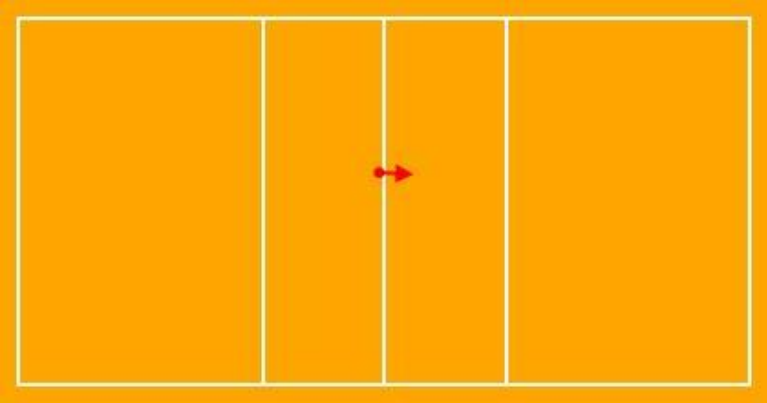
Set quality: /

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



Set quality: +

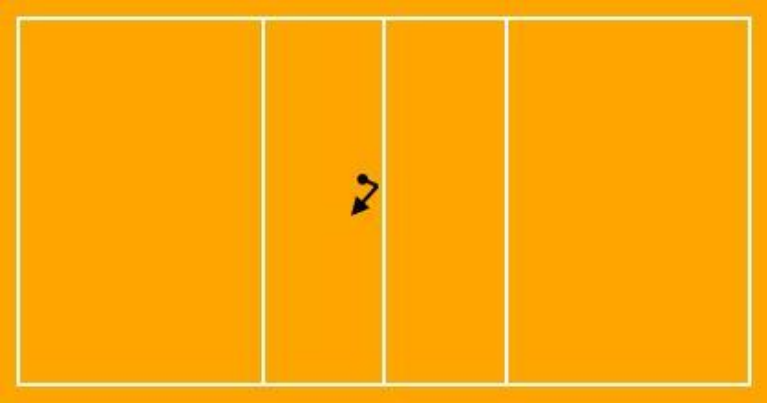
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Position 4

Total position 4

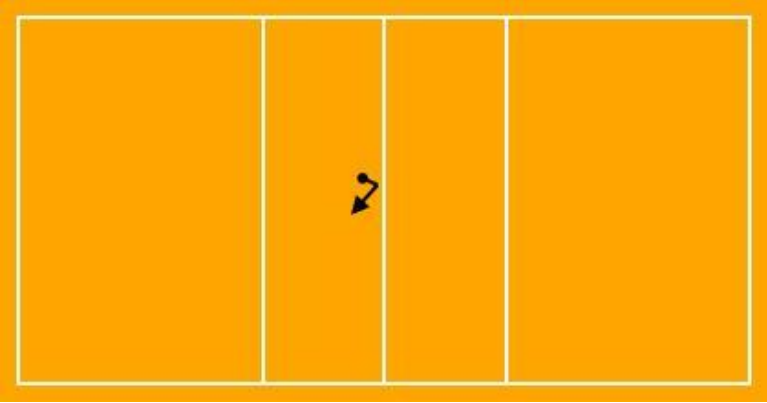
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 1 blockers

Set quality: +

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



Player #16

Pyanov Maxim

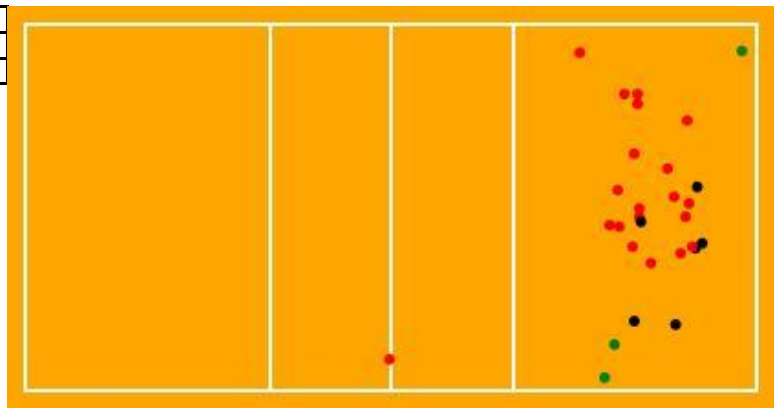
Serve

Player #16 Pyanov Maxim

Glider

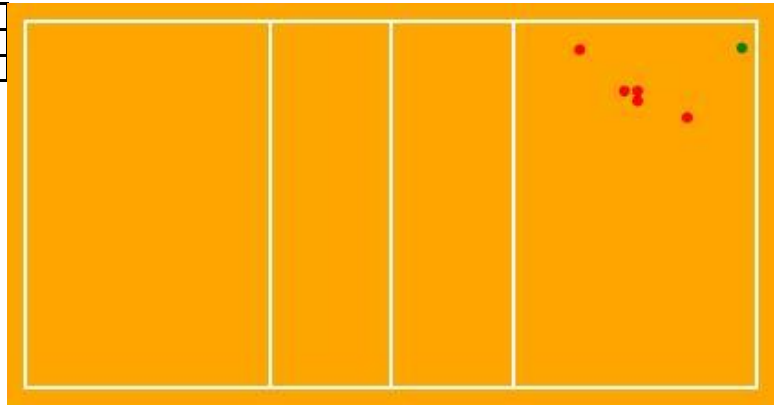
Total Glider

Total	#	+	!	/	-	=
	6%	3%	9%	9%	59%	12%
32	2	1	3	3	19	4



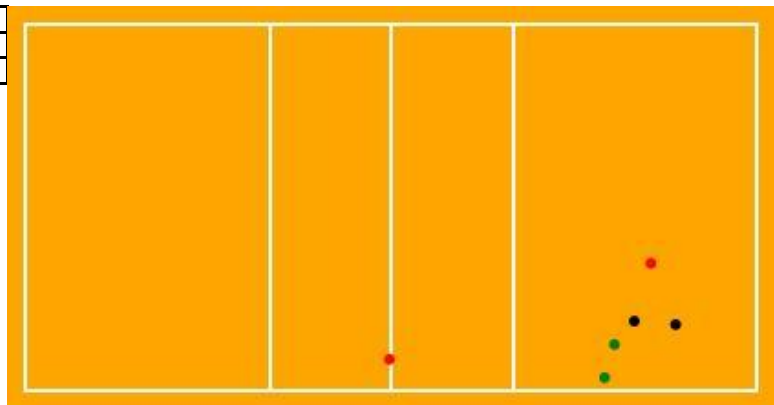
Glider Direction 1

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



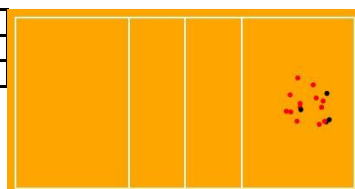
Glider Direction 5

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



Glider Direction 6

Total	#	+	!	/	-	=
	0%	0%	15%	5%	65%	15%
20	.	.	3	1	13	3



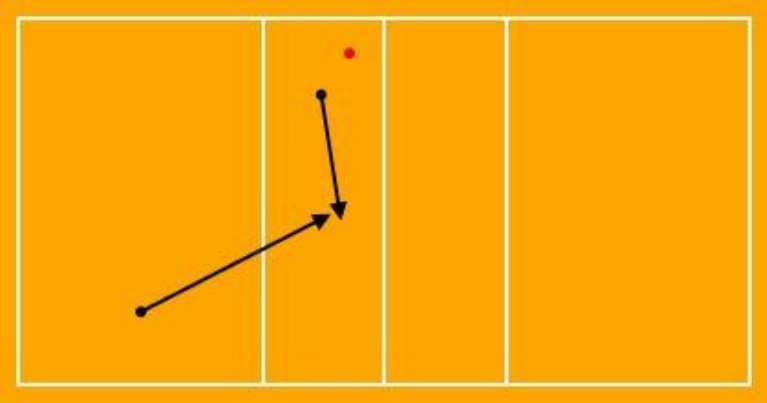
Reception

Player #16 Pyanov Maxim

Glider

Total Glider

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

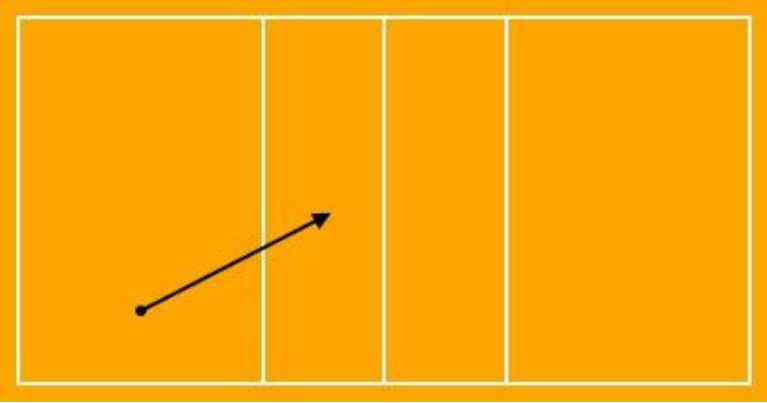


1(33%) #: 0%, #+: 0% !/-: 0%, =: 100%	1(33%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	1(33%) #: 0%, #+: 0% !/-: 100%, =: 0%

Glider Zone #1

Upper

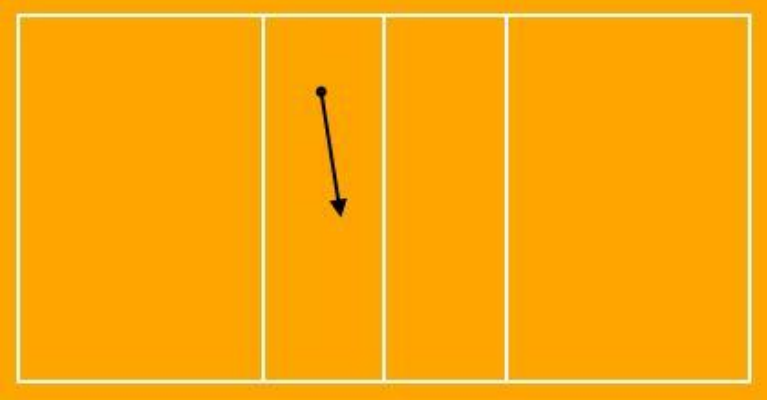
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Glider Zone #3

Upper

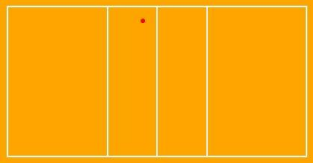
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #4

Upper

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



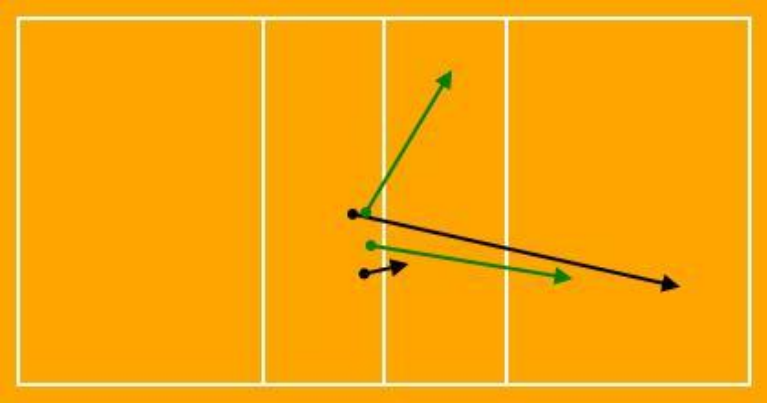
Attack

Player #16 Pyanov Maxim

Position 2

Total position 2

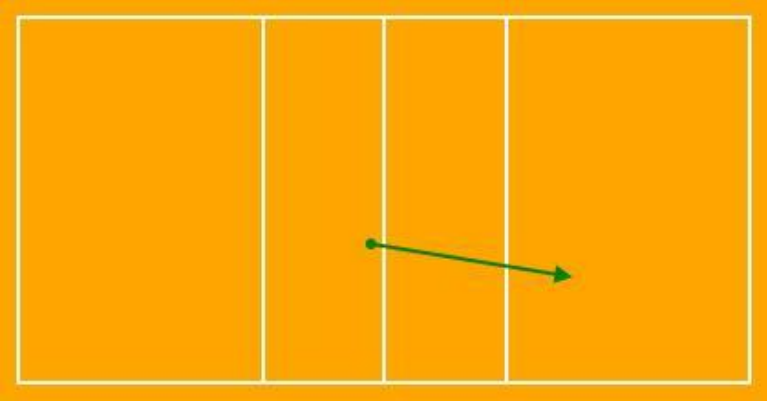
Total	#	+	!	/	-	=
	20%	20%	0%	60%	0%	0%
5	1	1	.	3	.	.



Zone #2 0.5 blockers

Set quality: +

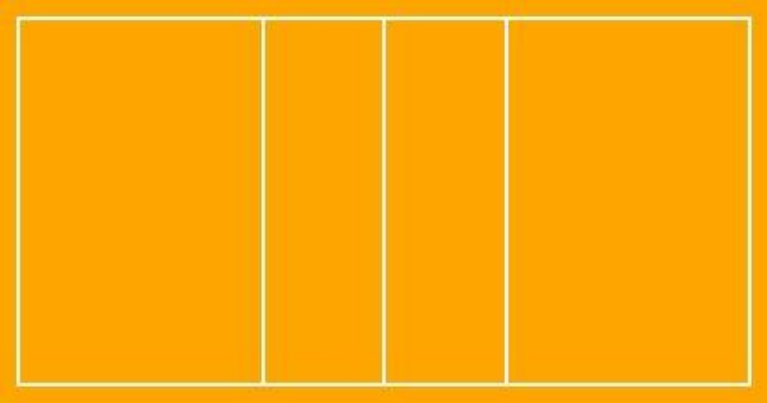
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #2 1 blockers

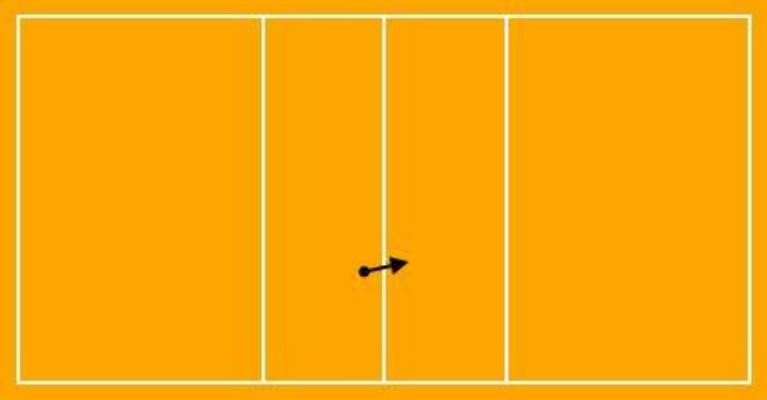
Set quality: -

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



Set quality: #

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



Zone #2 2 blockers

Set quality: !

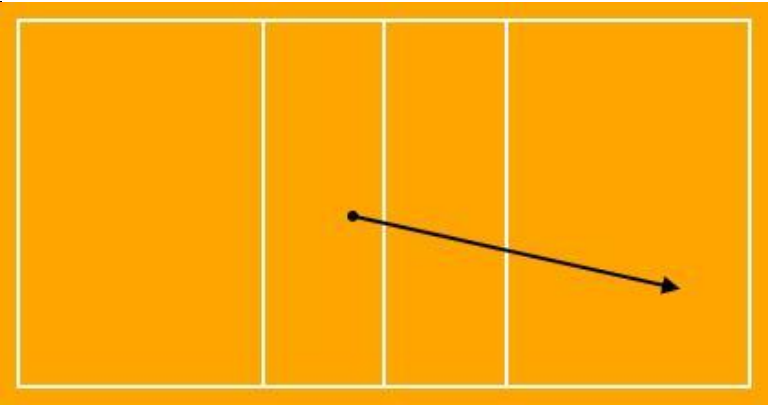
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---



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

Set quality: +

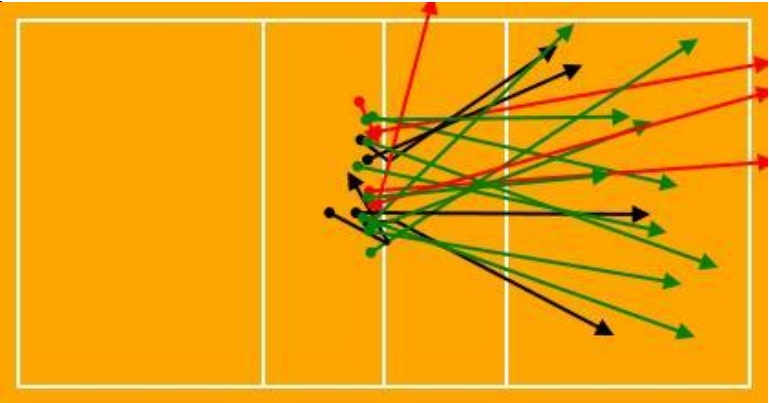
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 3

Total position 3

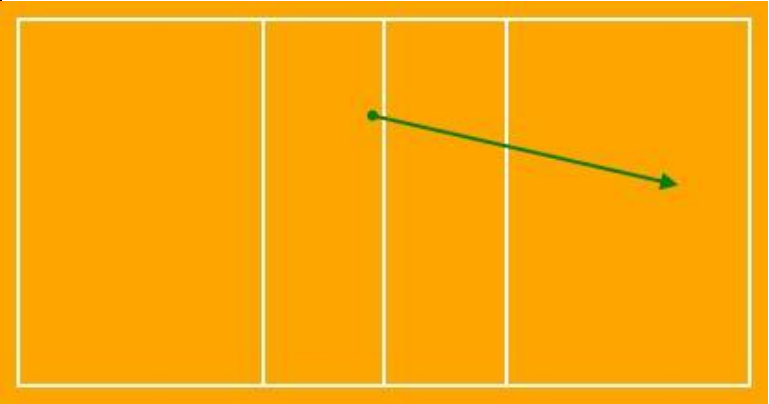
Total	#	+	!	/	-	=
	50%	0%	0%	25%	0%	25%
20	10	.	.	5	.	5



Zone #3 0 blockers

Set quality: /

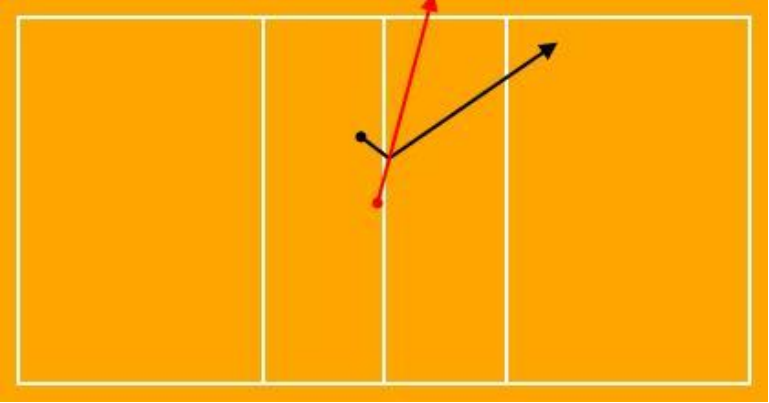
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

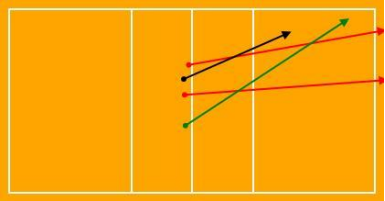
Set quality: !

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



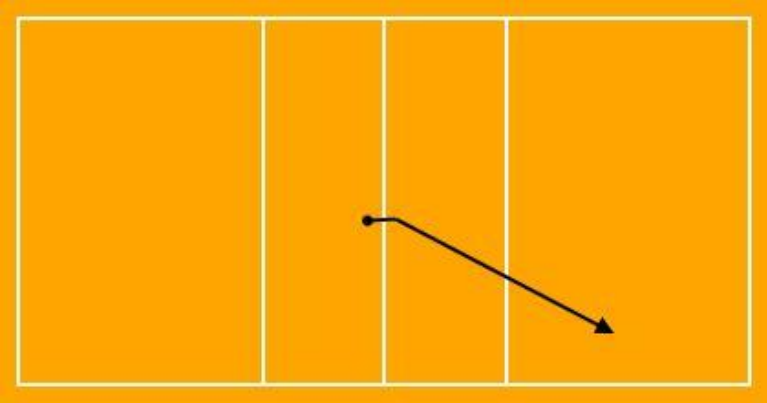
Set quality: +

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



Set quality: #

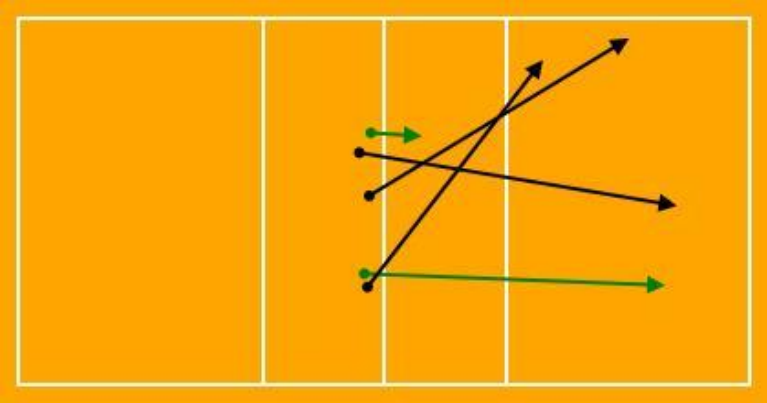
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 4

Total position 4

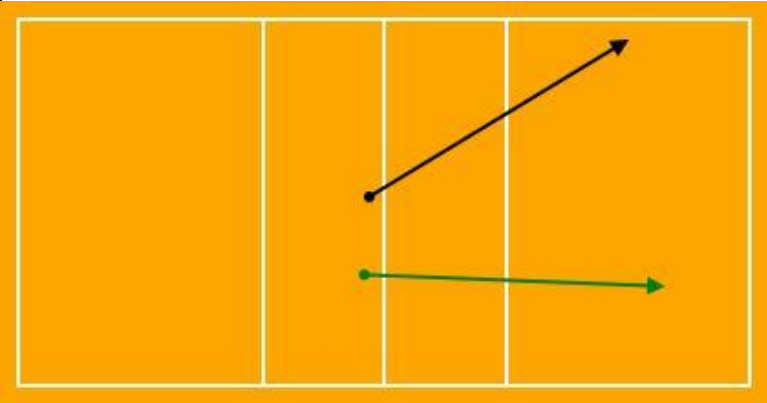
Total	#	+	!	/	-	=
	20%	20%	20%	40%	0%	0%
5	1	1	1	2	.	.



Zone #4 1 blockers

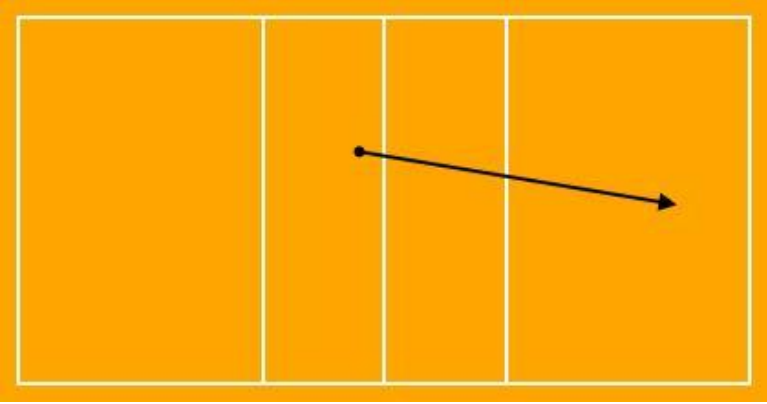
Set quality: /

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



Set quality: +

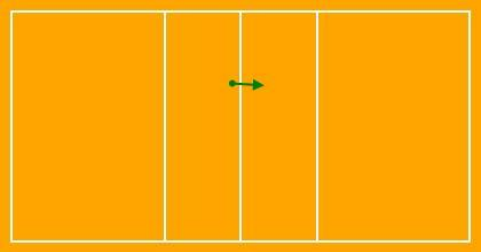
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Zone #4 2 blockers

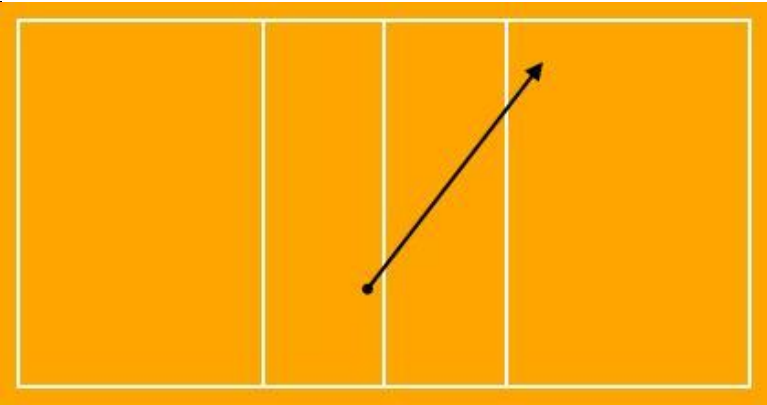
Set quality: !

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



Set quality: +

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



Player #17

Fedunov Daniil

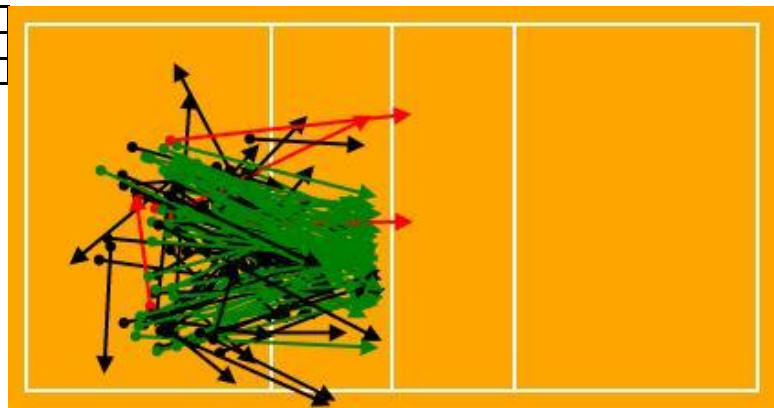
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	27%	23%	27%	15%	2%	3%
148	41	35	41	23	3	5

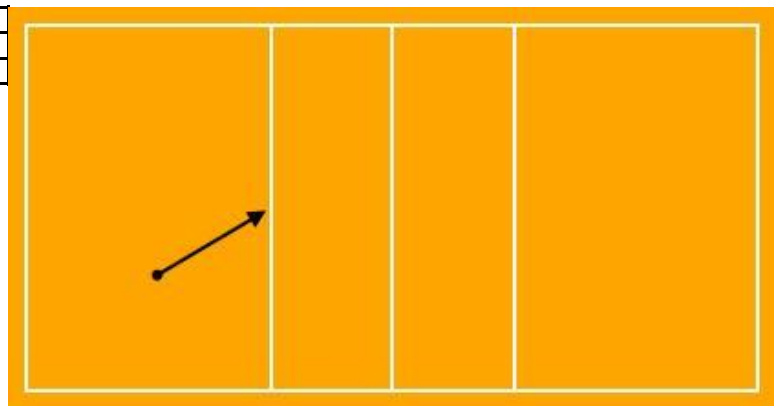


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	101(68%) #: 26%, #+: 52% !/-: 43%, =: 3%	47(31%) #: 29%, #+: 48% !/-: 48%, =: 2%

Glider Zone #1

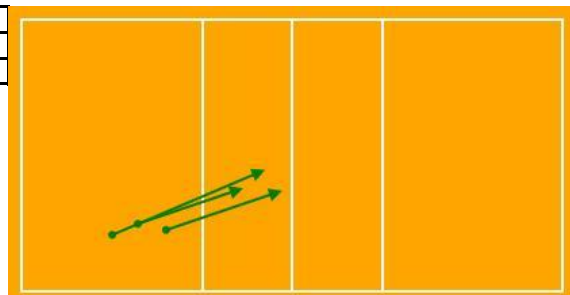
Lower

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



Upper

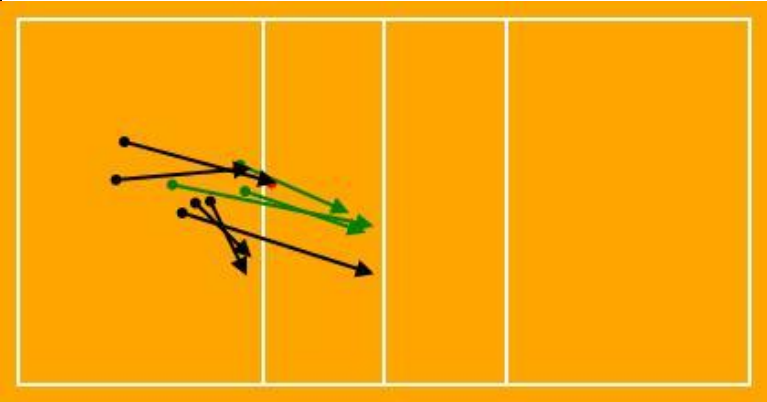
Total	#	+	!	/	-	=
	33%	66%	0%	0%	0%	0%
3	1	2



Glider Zone #6

Lower

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



Upper

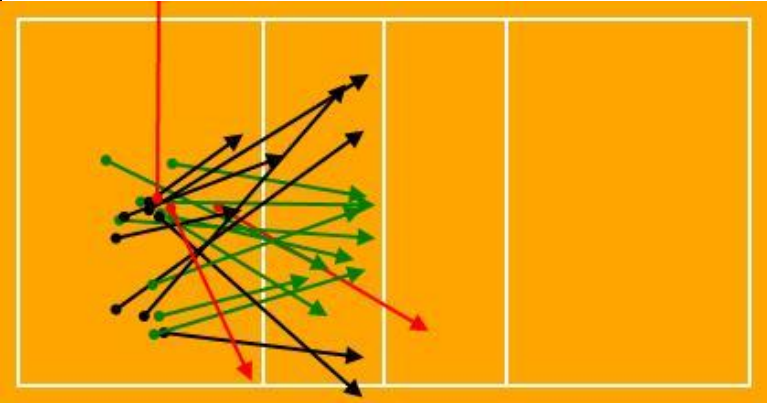
Total	#	+	!	/	-	=
	25%	50%	25%	0%	0%	0%
8	2	4	2	.	.	.



Jump

Total Jump

Total	#	+	!	/	-	=
	25%	20%	20%	20%	10%	5%
20	5	4	4	4	2	1

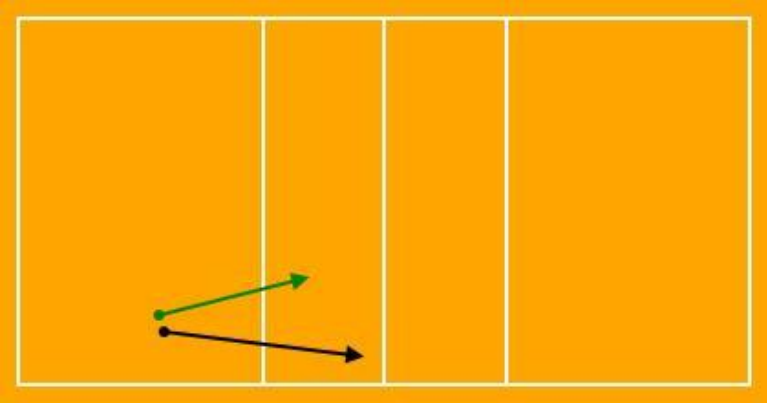


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	14(70%) #: 21%, #+: 42% !/-: 50%, =: 7%	6(30%) #: 33%, #+: 50% !/-: 50%, =: 0%

Jump Zone #1

Lower

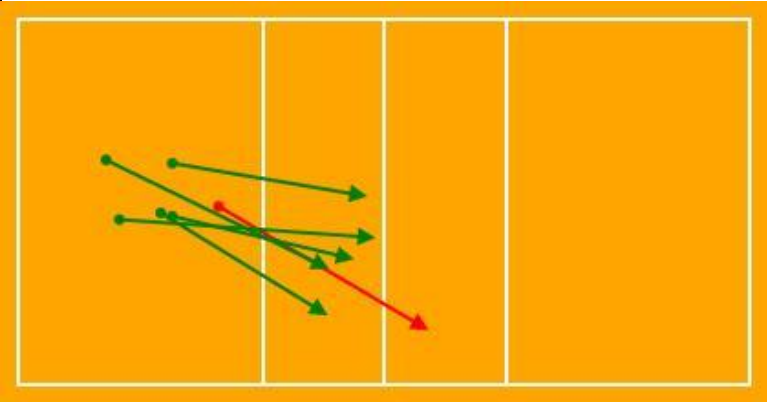
Total	#	+	!	/	-	=
	0%	50%	0%	50%	0%	0%
2	.	1	.	1	.	.



Jump Zone #6

Lower

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

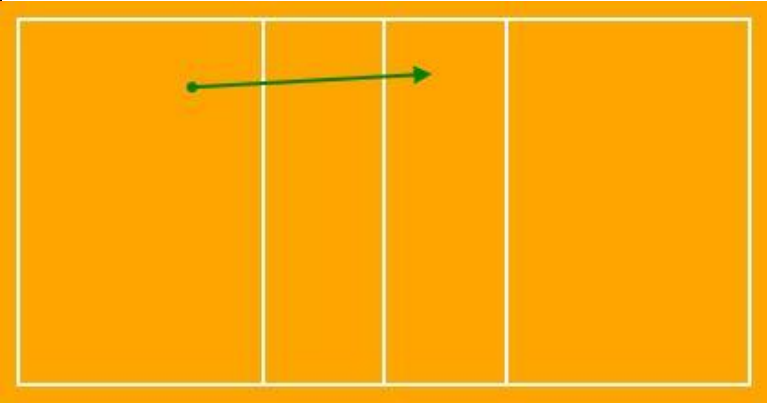


Attack
Player #17 Fedunov Daniil

Position 5

Total position 5

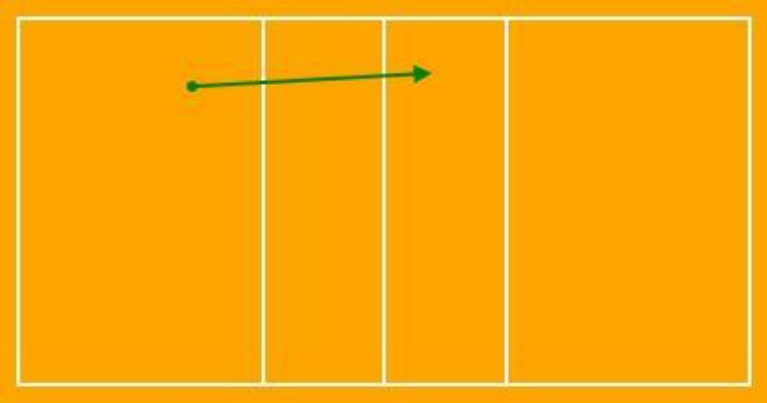
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #5 0 blockers

Set quality: +

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



Set
Player #17 Fedunov Daniil
Blockers count distribution

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
/-(3)	1(33%)	.(0%)	1(33%)	.(0%)	1(33%)	.(0%)	.(0%)

Reception direction distribution

P1 arrangement

1(50%) 0%	1(50%) 100%	.(0%) .
--------------	----------------	------------



0.00	2.00	0.00
.(0%)	.(0%)	.(0%)
•	•	•
0.00	0.00	0.00

.(.)	.(.)	.(.)
•	•	•
0.00	0.00	0.00
.(.)	.(.)	.(.)
•	•	•
0.00	0.00	0.00

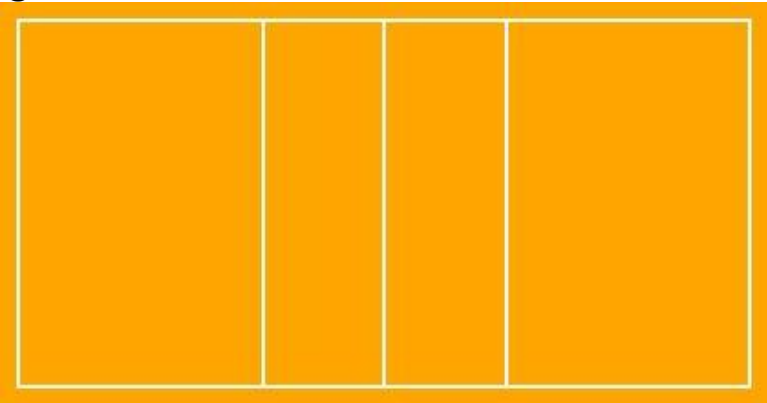
.(.)	.(.)	.(.)
•	•	•
0.00	0.00	0.00
.(.)	.(.)	.(.)
•	•	•
0.00	0.00	0.00

.(.)	.(.)	.(.)
•	•	•
0.00	0.00	0.00
.(.)	.(.)	.(.)
•	•	•
0.00	0.00	0.00

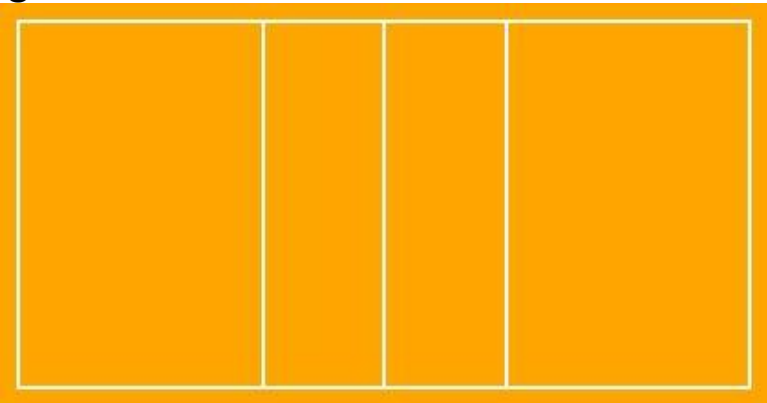
1(100%)	.(0%)	.(0%)
•	•	•
1.00	0.00	0.00
.(0%)	.(0%)	.(0%)
•	•	•
0.00	0.00	0.00

.(.)	.(.)	.(.)
•	•	•
0.00	0.00	0.00
.(.)	.(.)	.(.)

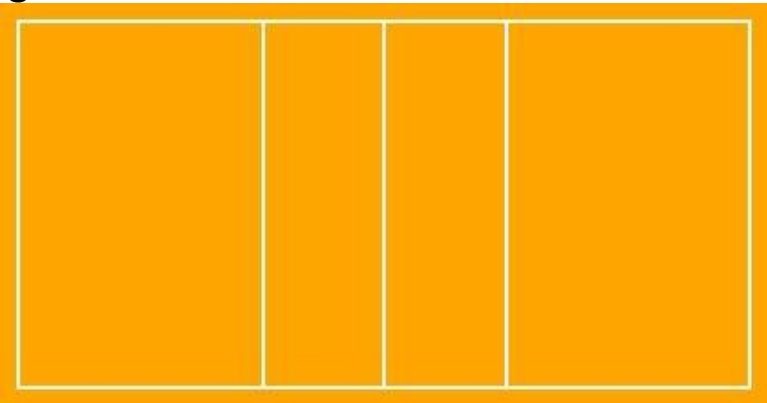
P2 arrangement



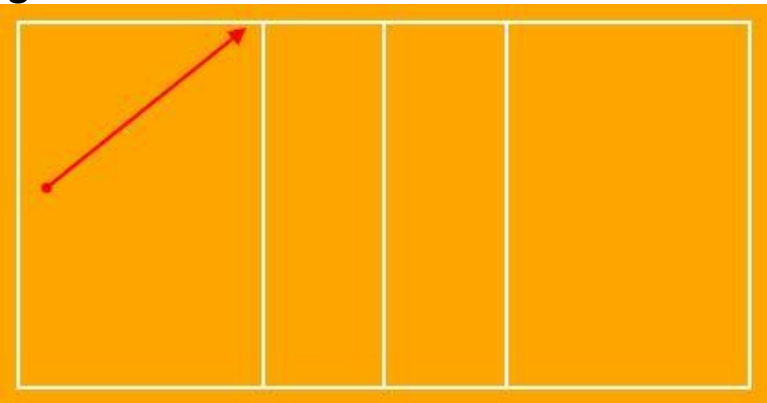
P3 arrangement



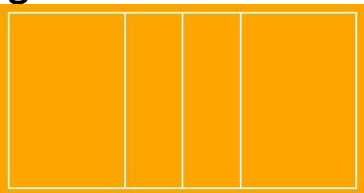
P4 arrangement



P5 arrangement



P6 arrangement



$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$
--------------	--------------	--------------

Player #18 Ziva Maxim

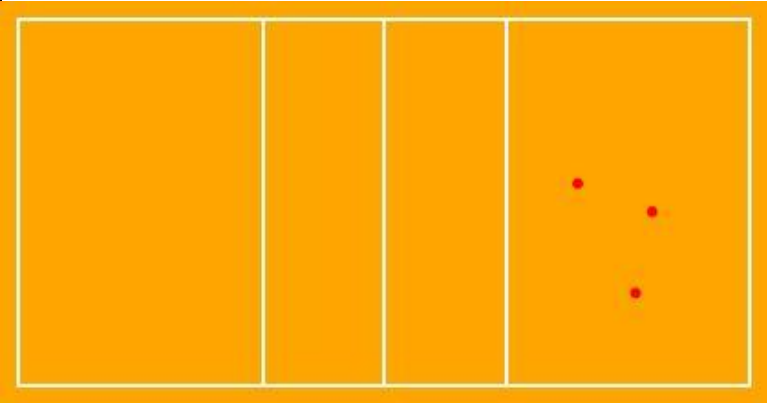
Serve

Player #18 Ziva Maxim

Glider

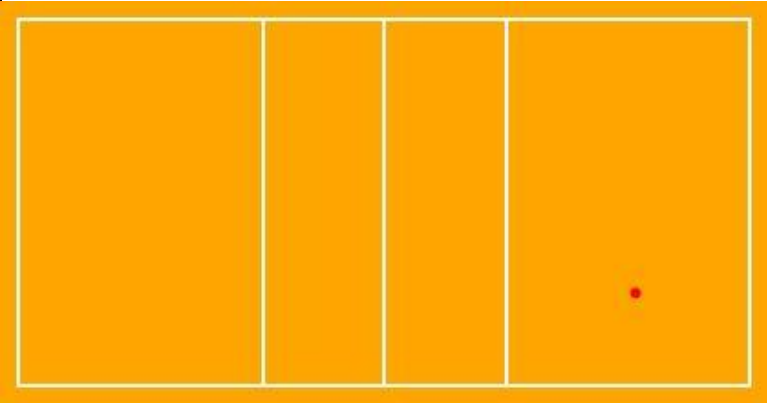
Total Glider

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



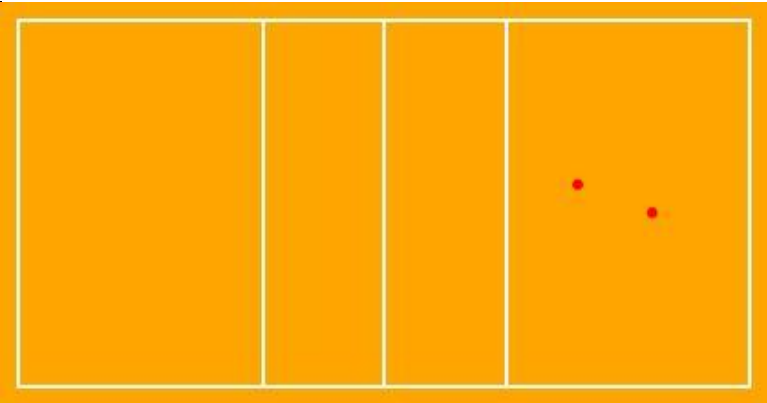
Glider Direction 5

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



Glider Direction 6

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



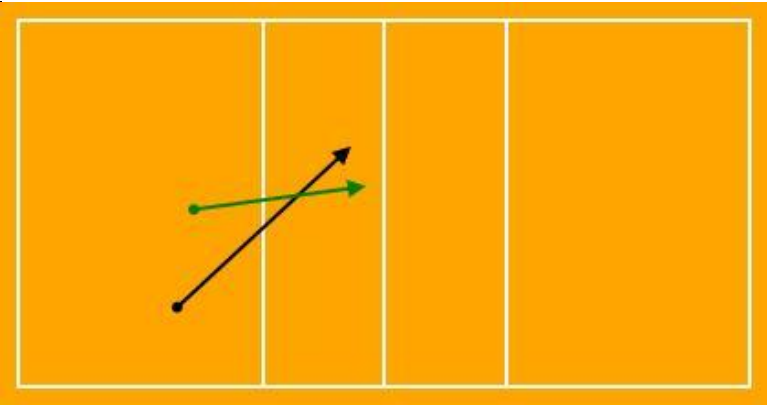
Reception

Player #18 Ziva Maxim

Glider

Total Glider

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

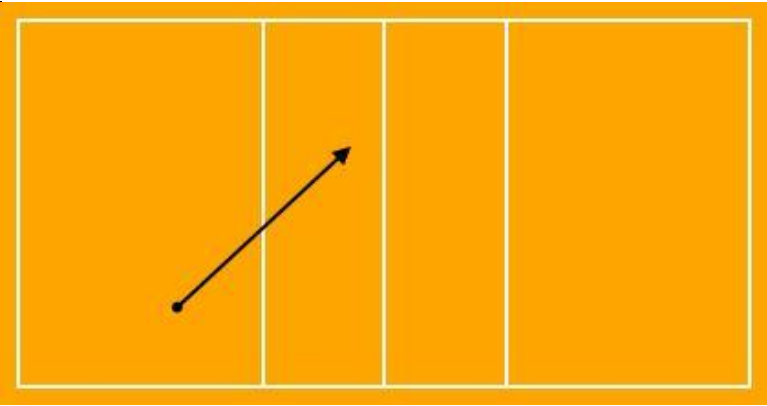


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(50%) #: 100%, #+: 100% !/-: 0%, =: 0%	1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%

Glider Zone #1

Lower

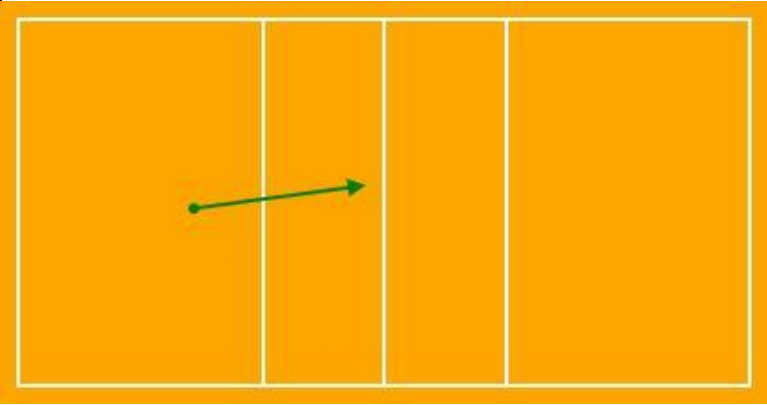
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Glider Zone #6

Upper

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

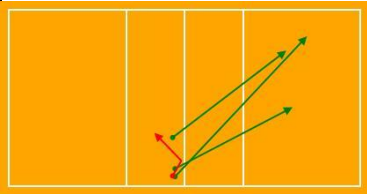


Attack Player #18 Ziva Maxim

Position 2

Total position 2

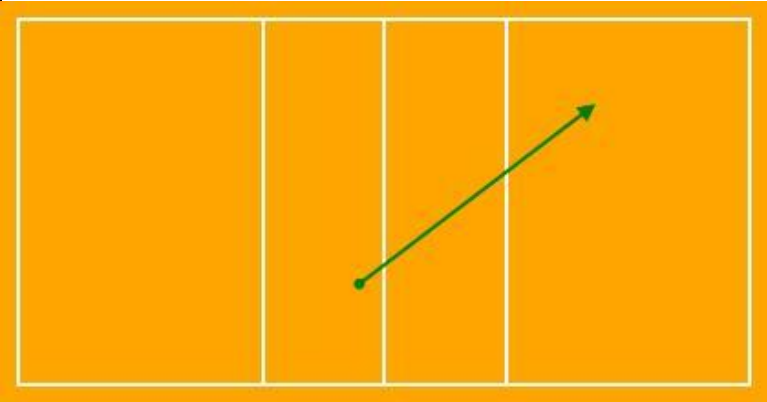
Total	#	+	!	/	-	=
	50%	25%	0%	0%	25%	0%
4	2	1	.	.	1	.



Zone #2 1 blockers

Set quality: !

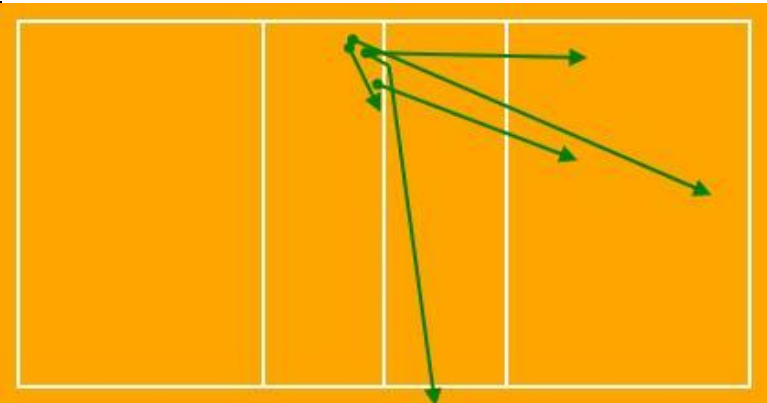
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

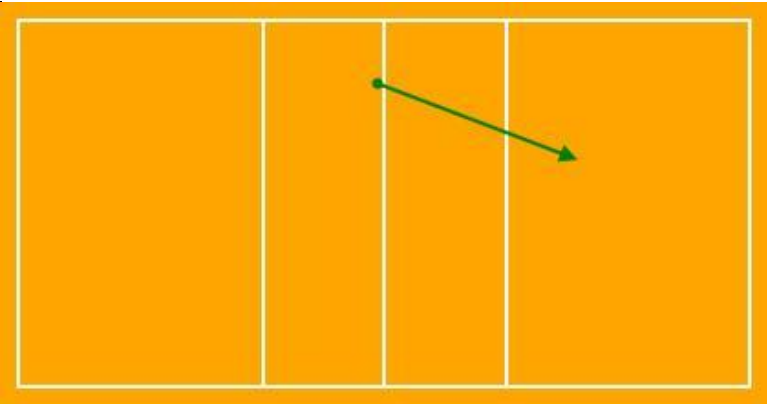
Total	#	+	!	/	-	=
	80%	20%	0%	0%	0%	0%
5	4	1



Zone #4 0 blockers

Set quality: !

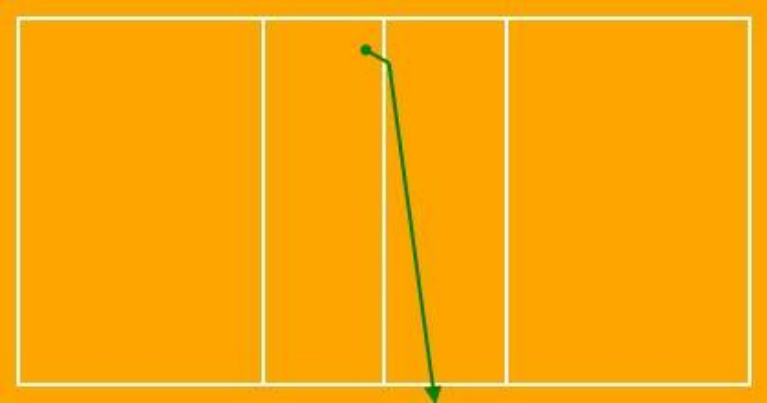
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1 blockers

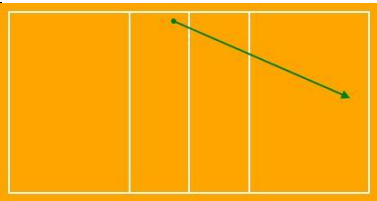
Set quality: !

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



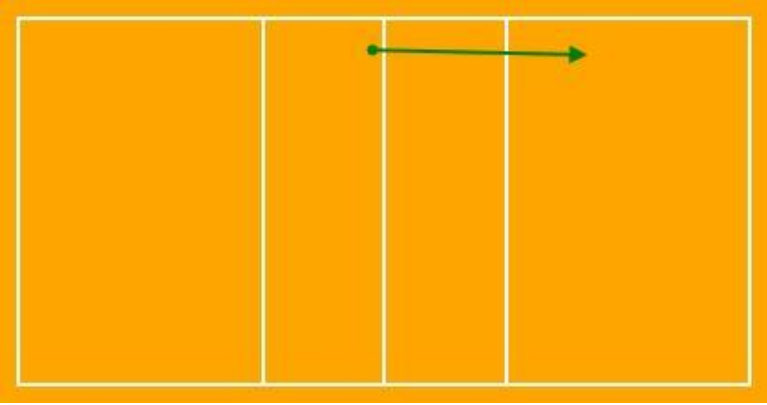
Set quality: +

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



Set quality: #

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



Player #24

Scherbakov

Maxim

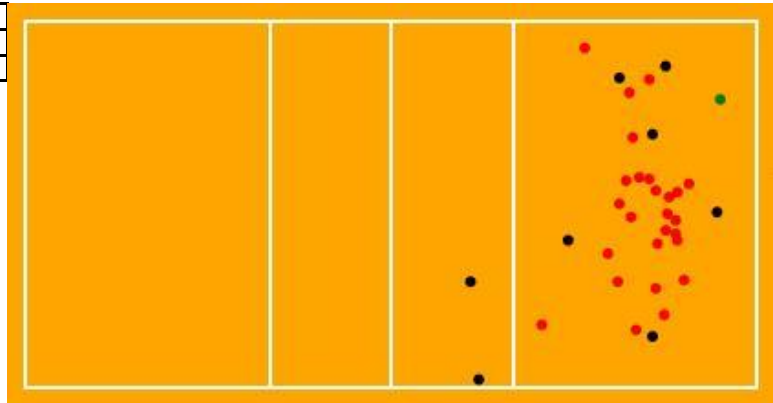
Serve

Player #24 Scherbakov Maxim

Glider

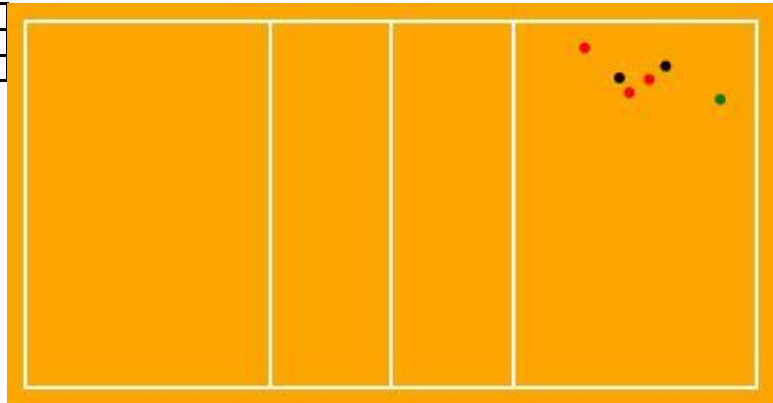
Total Glider

Total	#	+	!	/	-	=
	2%	0%	16%	5%	72%	2%
36	1	.	6	2	26	1



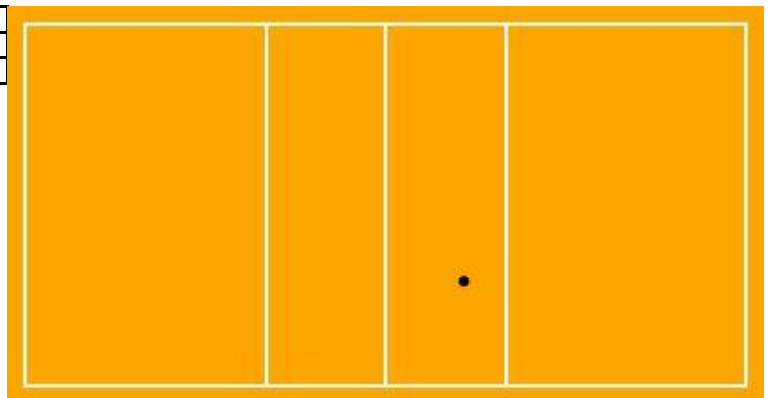
Glider Direction 1

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



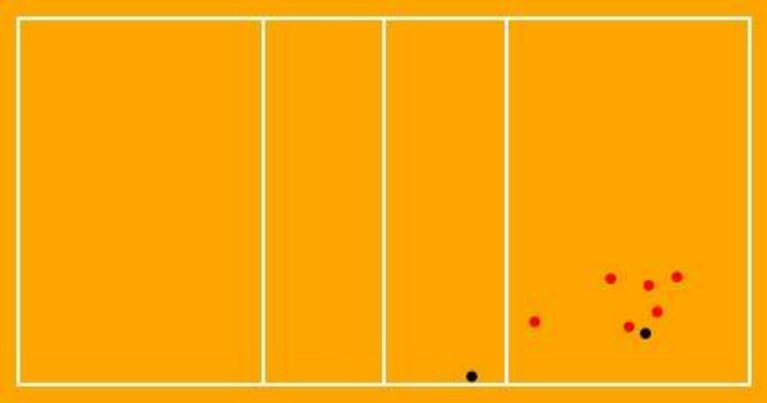
Glider Direction 4

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



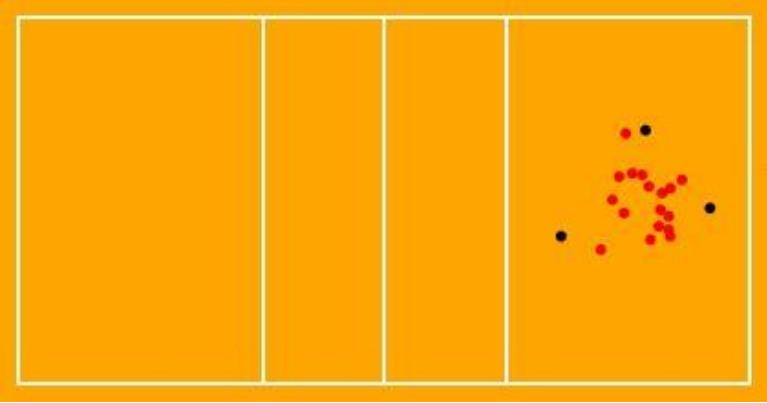
Glider Direction 5

Total	#	+	!	/	-	=
	0%	0%	25%	0%	75%	0%
8	.	.	2	.	6	.



Glider Direction 6

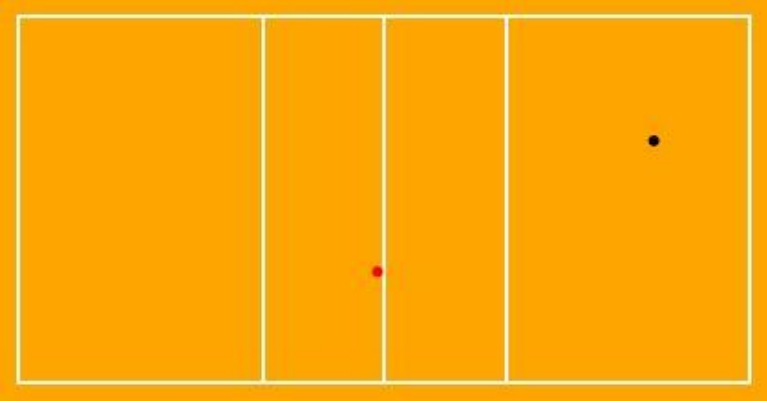
Total	#	+	!	/	-	=
	0%	0%	14%	0%	80%	4%
21	.	.	3	.	17	1



Jump

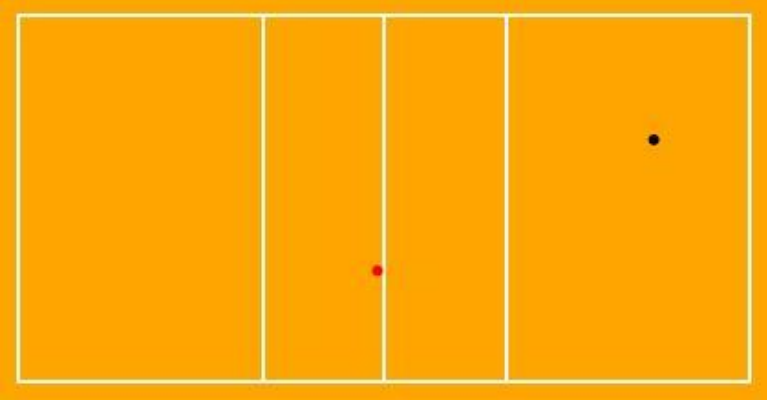
Total Jump

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



Jump Direction 6

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

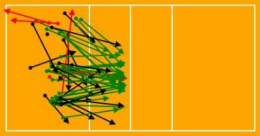


Reception
Player #24 Scherbakov Maxim

Glider

Total Glider

Total	#	+	!	/	-	=
	33%	22%	18%	16%	5%	3%
54	18	12	10	9	3	2

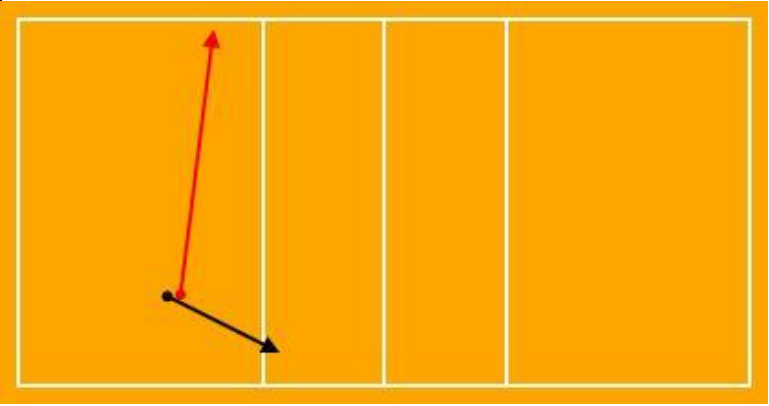


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
16(29%) #: 18%, #+: 50% !/-: 37%, =: 12%	21(38%) #: 47%, #+: 61% !/-: 38%, =: 0%	17(31%) #: 29%, #+: 52% !/-: 47%, =: 0%

Glider Zone #1

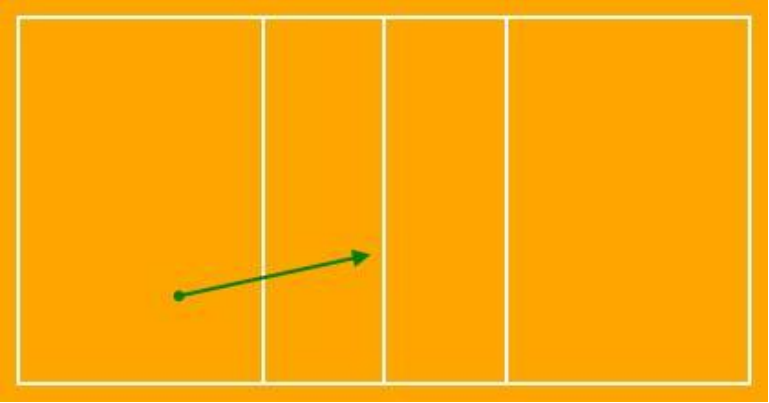
Lower

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



Upper

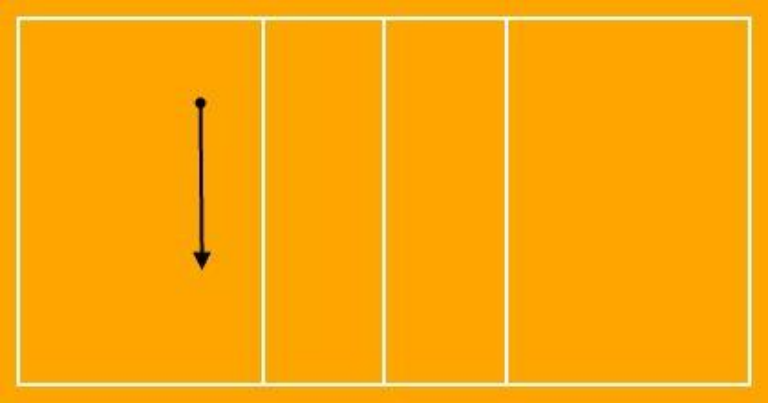
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Glider Zone #5

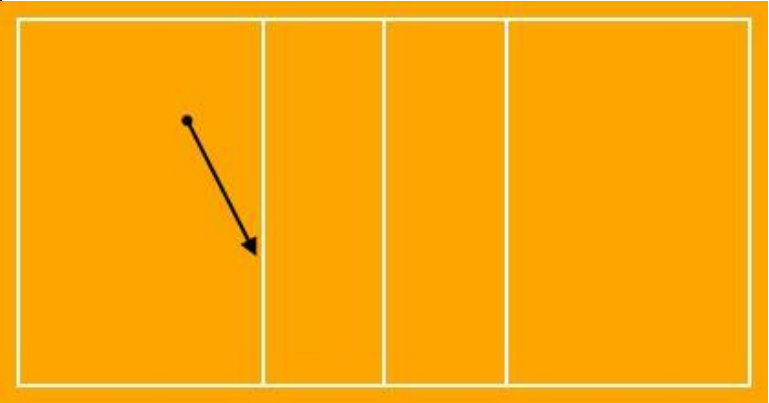
Lower

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



Upper

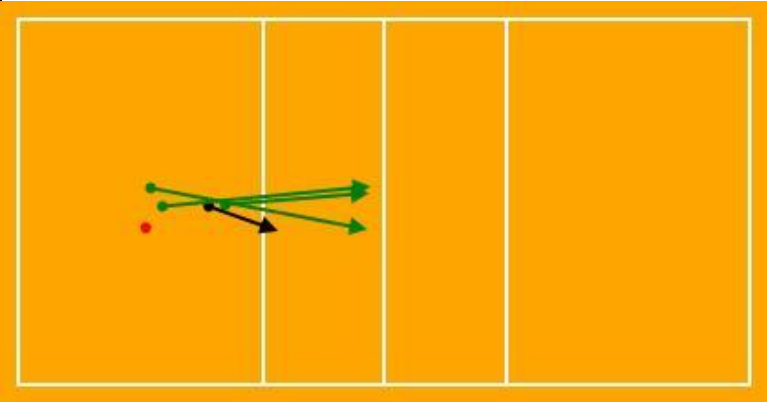
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



Glider Zone #6

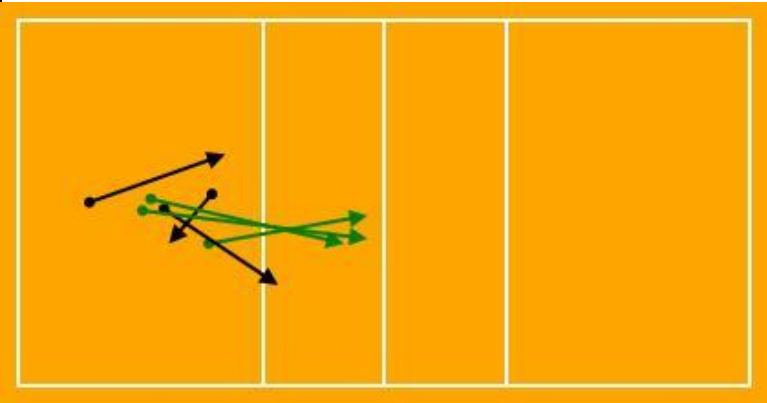
Lower

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



Upper

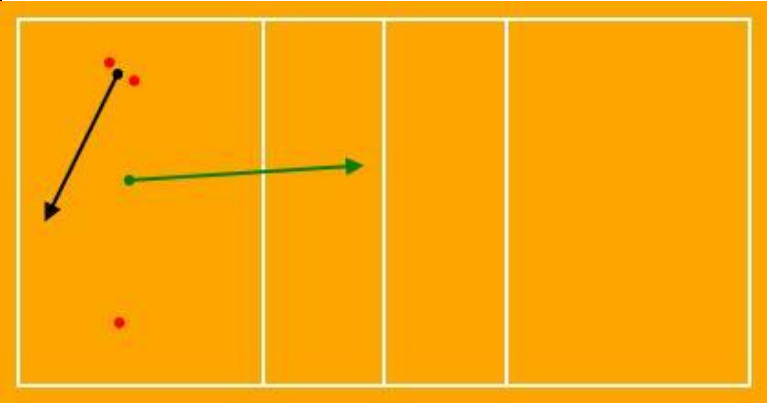
Total	#	+	!	/	-	=
	33%	16%	16%	33%	0%	0%
6	2	1	1	2	.	.



Jump

Total Jump

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

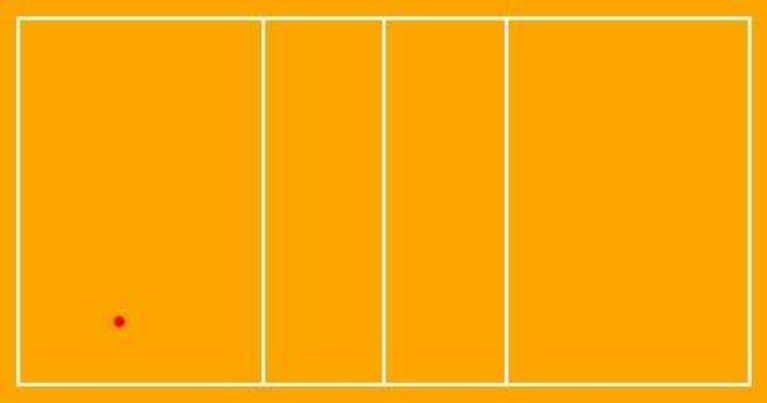


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(60%) #: 0%, #+: 0% !/-: 33%, =: 66%	1(20%) #: 0%, #+: 100% !/-: 0%, =: 0%	1(20%) #: 0%, #+: 0% !/-: 0%, =: 100%

Jump Zone #1

Lower

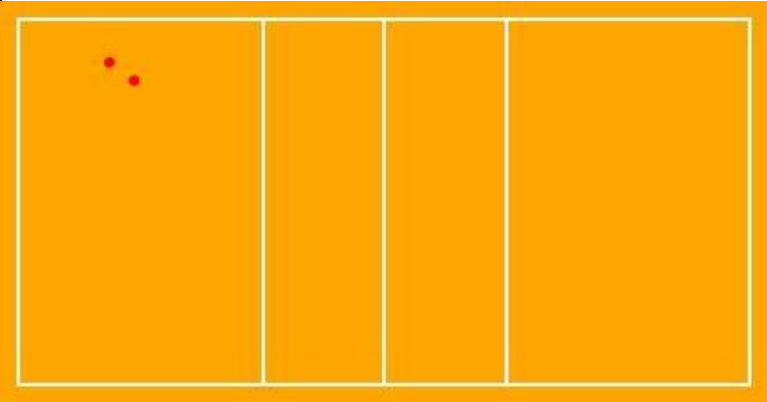
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Jump Zone #5

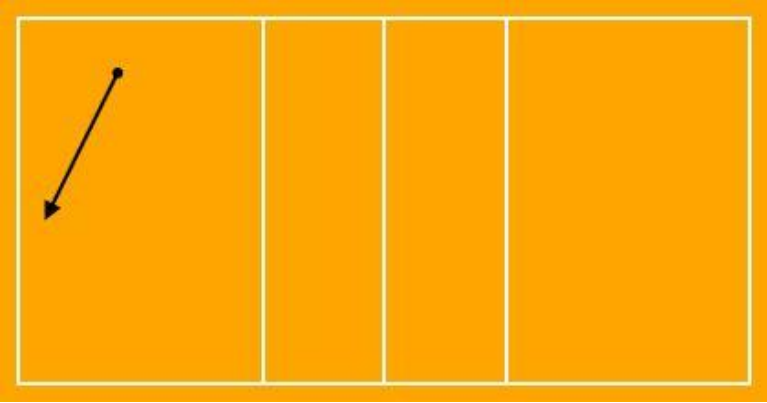
Lower

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



Upper

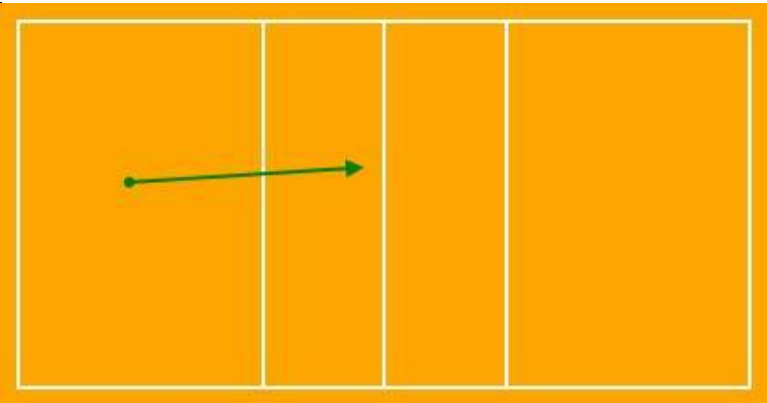
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Jump Zone #6

Lower

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

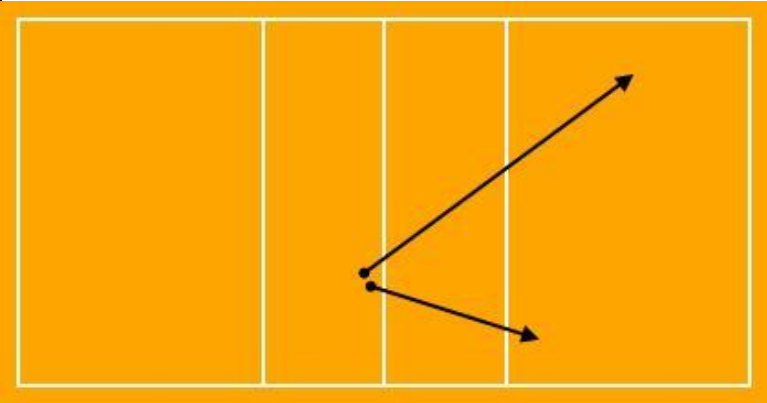


Attack
Player #24 Scherbakov Maxim

Position 1

Total position 1

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



Zone #1 0 blockers

Set quality: #

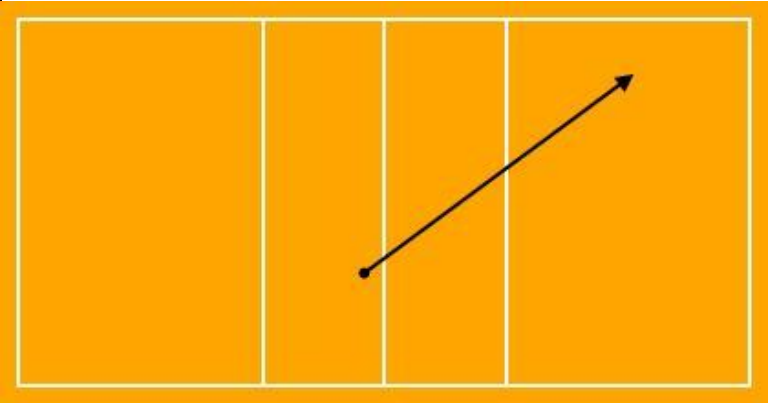
Total	#	+	!	/	-	=

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

Zone #1 1 blockers

Set quality: !

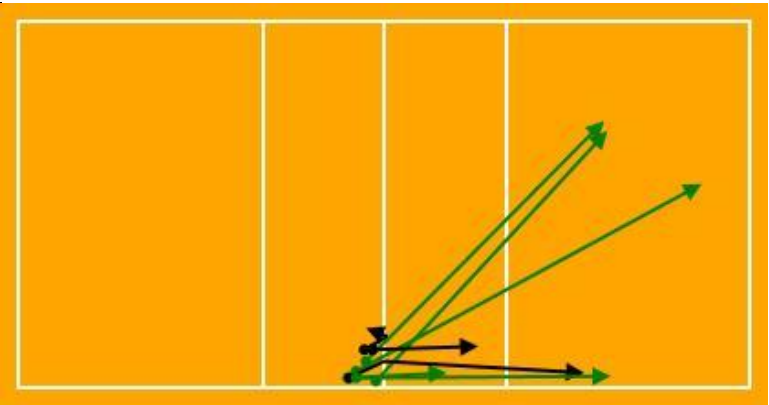
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Position 2

Total position 2

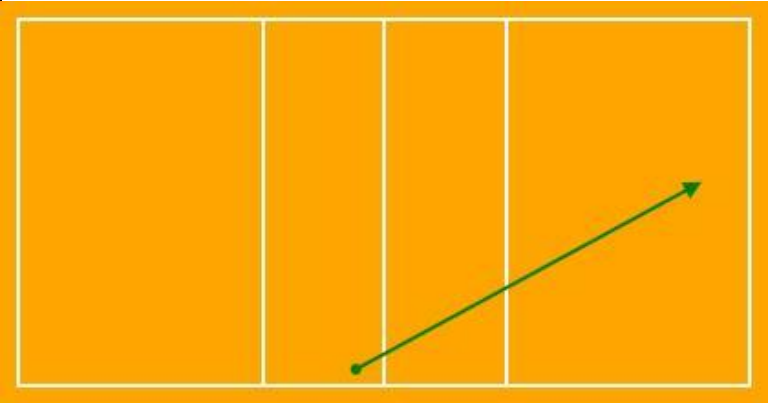
Total	#	+	!	/	-	=
	50%	12%	0%	37%	0%	0%
8	4	1	.	3	.	.



Zone #2 1 blockers

Set quality: +

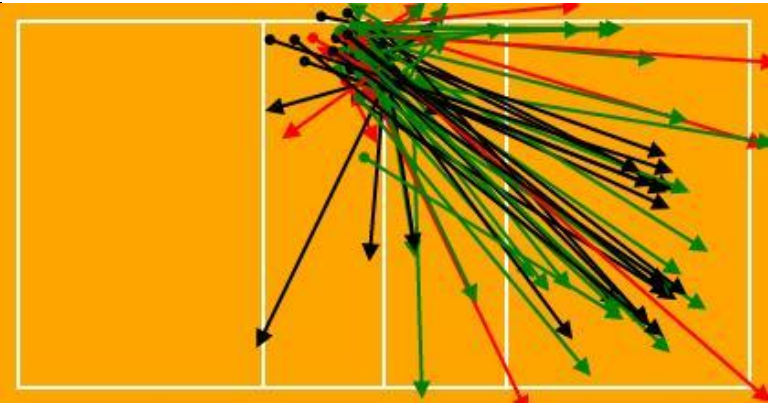
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

Total	#	+	!	/	-	=
	41%	6%	3%	32%	4%	12%
65	27	4	2	21	3	8



Zone #4 0 blockers

Set quality: !

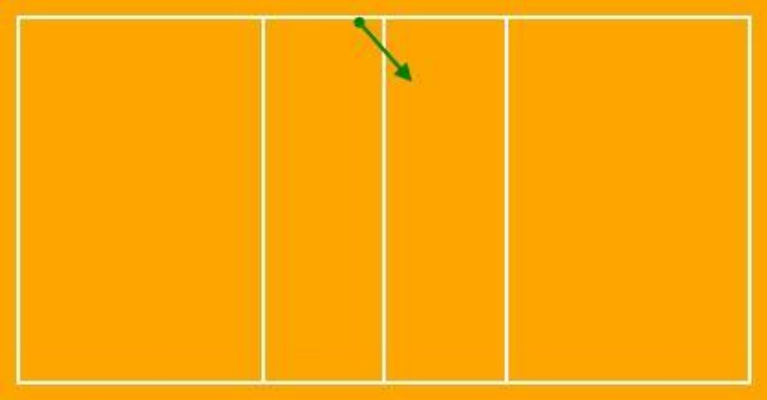
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 1 blockers

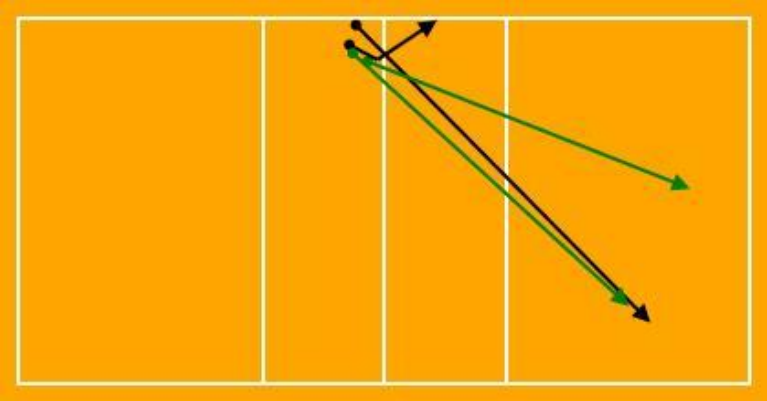
Set quality: /

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



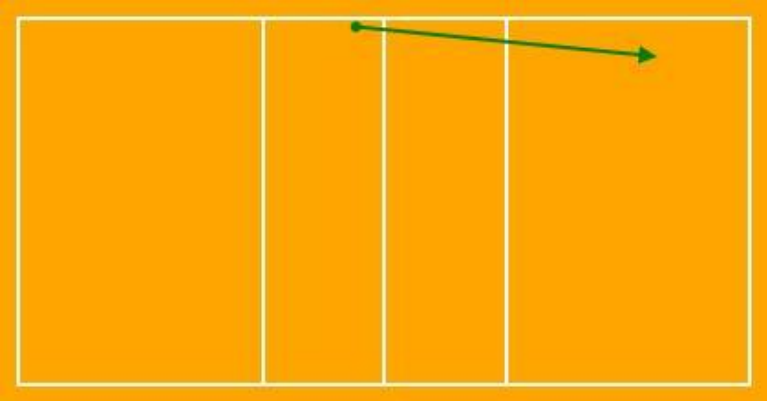
Set quality: !

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



Set quality: #

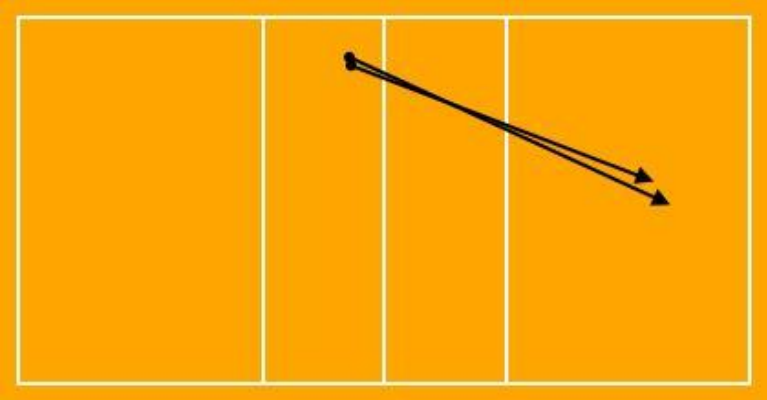
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

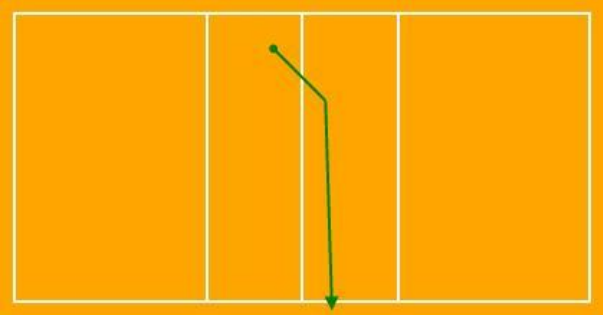
Set quality: !

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



Set quality: +

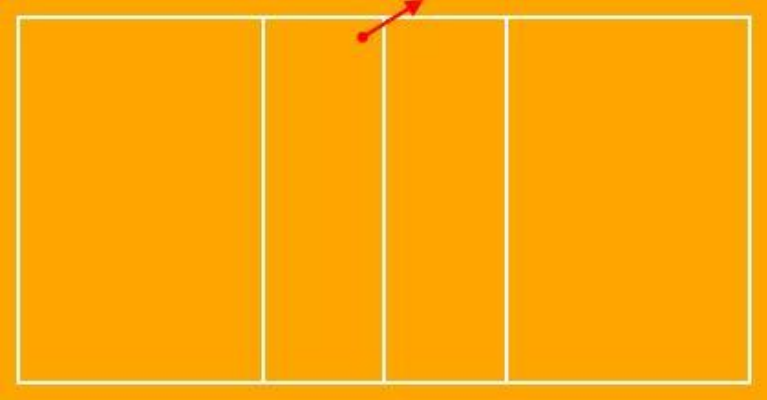
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

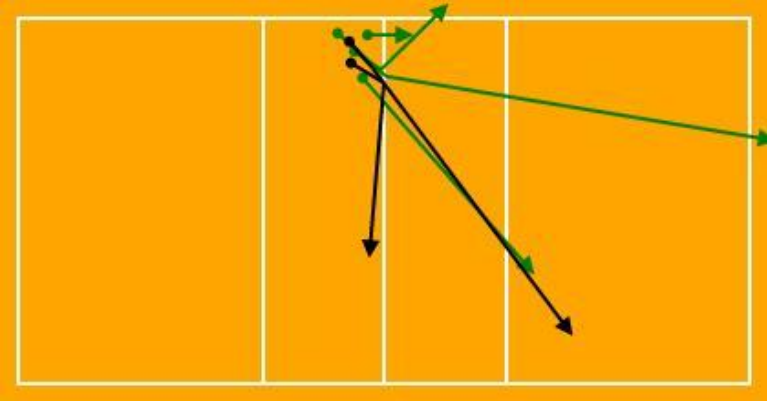
Set quality: /

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



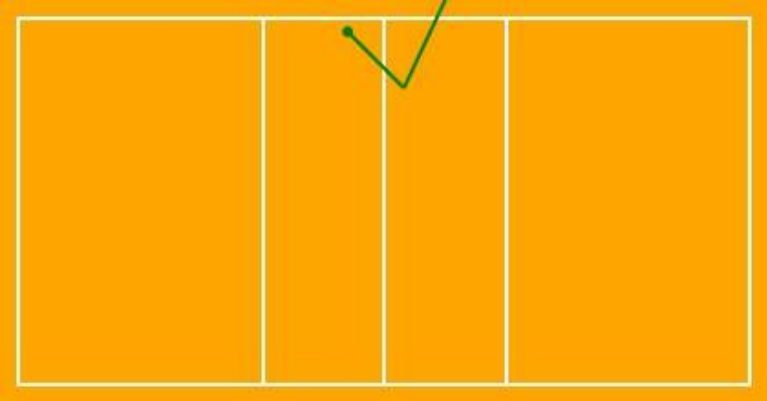
Set quality: !

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



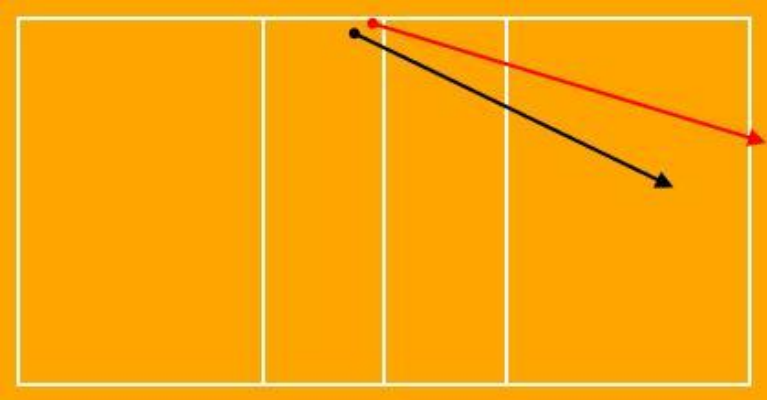
Set quality: +

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



Set quality: #

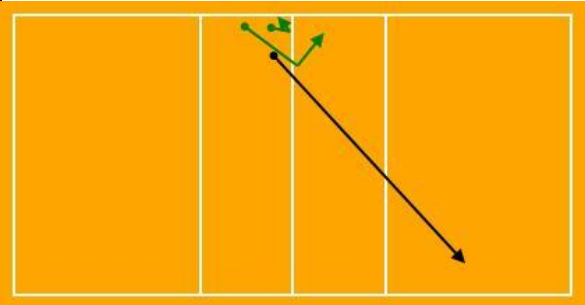
Total	#	+	!	/	-	=
	0%	0%	0%	50%	0%	50%
2	.	.	.	1	.	1



Position 5

Total position 5

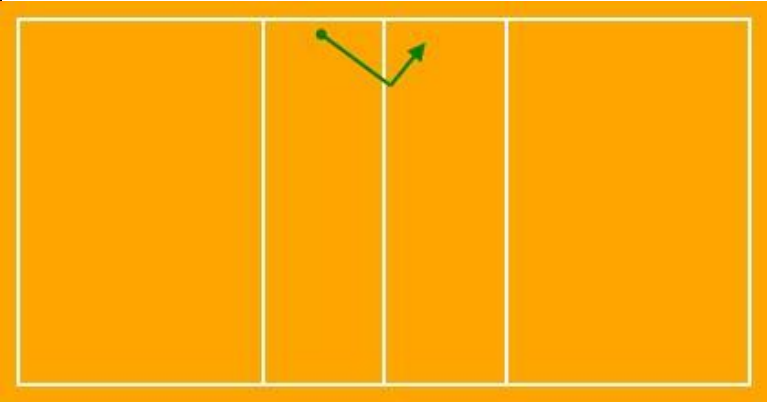
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #5 2 blockers

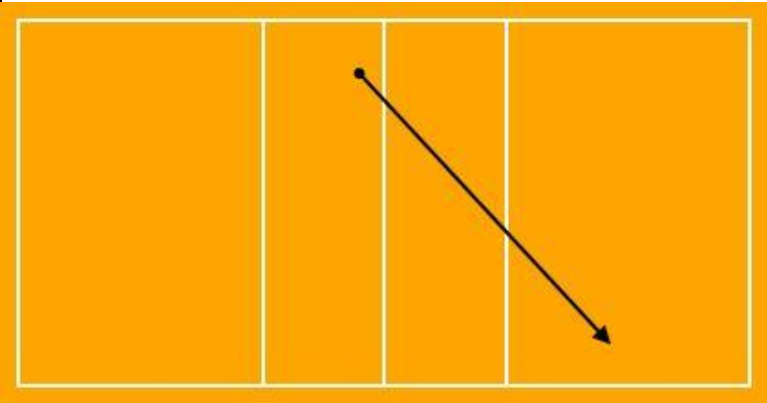
Set quality: !

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



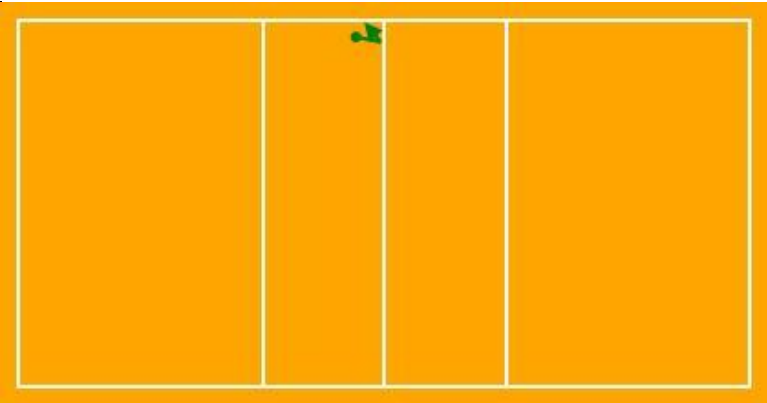
Set quality: +

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



Set quality: #

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



Set

