

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	20	12	13	1	23%	3	1	1	100%	0%	0%	25	4	.	17	72%	68%	.	0%	100%	.	5	100%
#2 Baiduji	.	0
#7 Ushakov	2	1	3	1	33%	3	.	.	2	66%	66%	2	100%
#8 Shchipko	9	2	14	1	7%	1	15	.	20%	53%	26%	19	2	2	8	63%	42%	.	100%	0%	.	9	88%
#10 Klimov	8	4	9	2	22%	1	11	.	2	5	54%	45%	.	62%	37%	2	4	50%
#12 Volkov	.	0
#13 Trofimov	15	9	10	.	10%	.	15	1	40%	33%	20%	24	2	2	13	58%	54%	.	50%	50%	2	8	100%
#14 Ahmadullin	2	-4	21	4	14%	1	2	.	.	1	50%	50%	1	100%	0%	.	5	80%
#15 Lyashenko	4	-1	16	3	18%	1	7	1	1	2	42%	28%	.	55%	44%	1	1	100%
#16 Pyanov	.	0	6	.	16%
#17 Fedunov	.	0	25	.	28%	36%	24%	7	71%
#18 Ziva	.	0
#24 Scherbakov	.	0
Total	60	23	92	12	16%	7	56	2	30%	39%	23%	91	9	7	48	61%	52%	1	55%	44%	5	41	85%

Player #1

Vasilchenko

Dmitrii

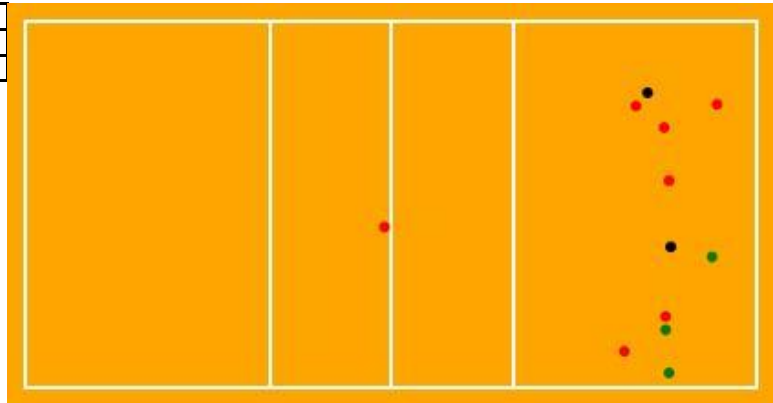
Serve

Player #1 Vasilchenko Dmitrii

Glider

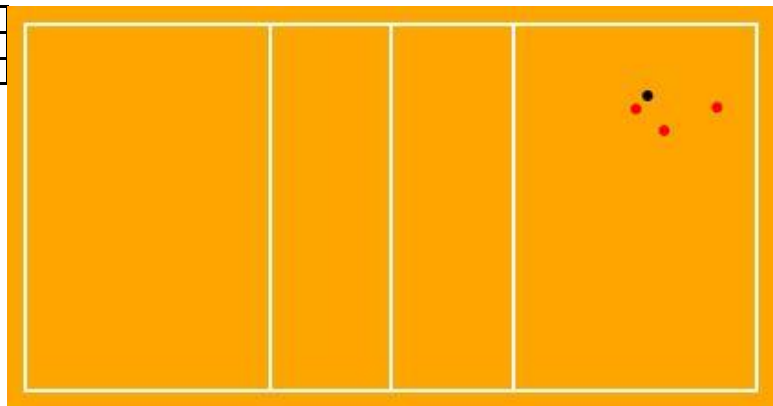
Total Glider

Total	#	+	!	/	-	=
	25%	0%	8%	8%	50%	8%
12	3	.	1	1	6	1



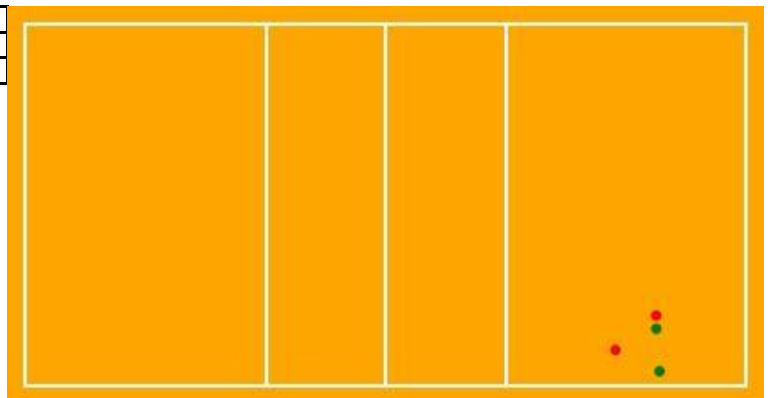
Glider Direction 1

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



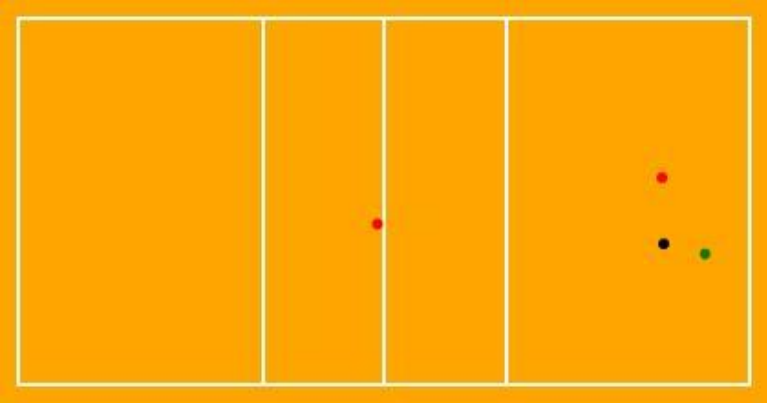
Glider Direction 5

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



Glider Direction 6

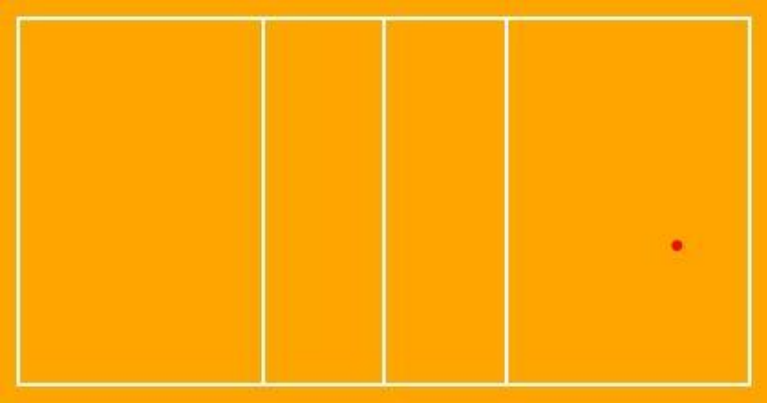
Total	#	+	!	/	-	=
	25%	0%	25%	0%	25%	25%
4	1	.	1	.	1	1



Jump

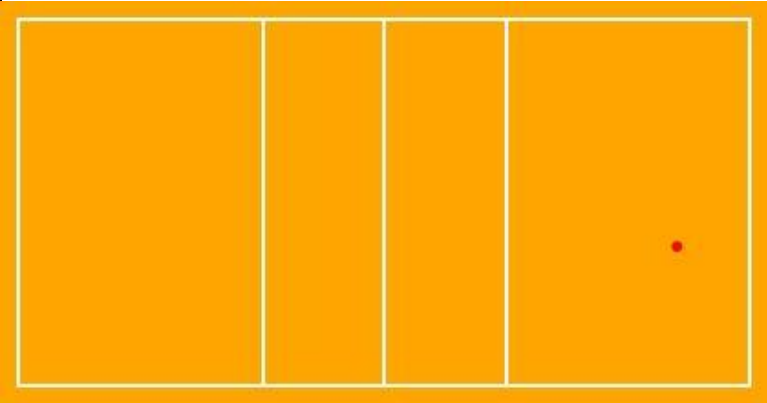
Total Jump

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



Jump Direction 6

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

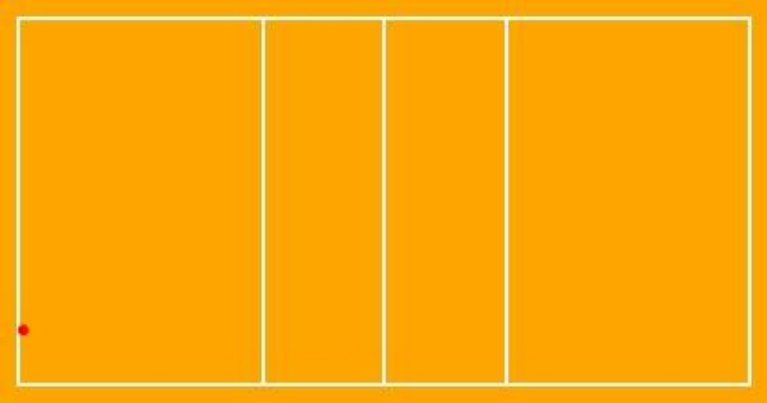


Reception
Player #1 Vasilchenko Dmitrii

Jump

Total Jump

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



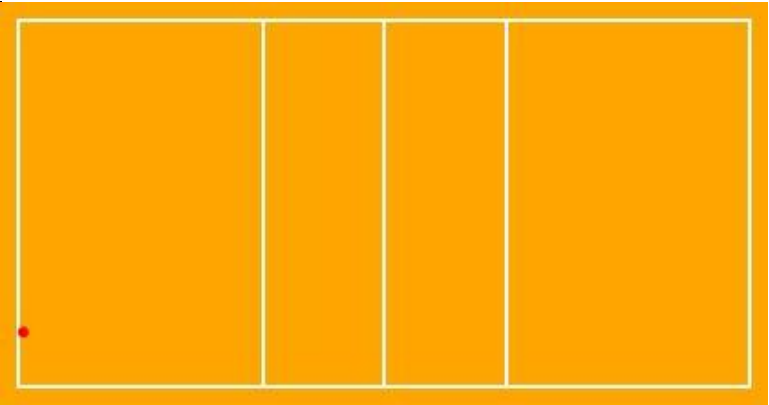
.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
1(100%)	.(0%)	.(0%)

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

Jump Zone #5

Lower

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

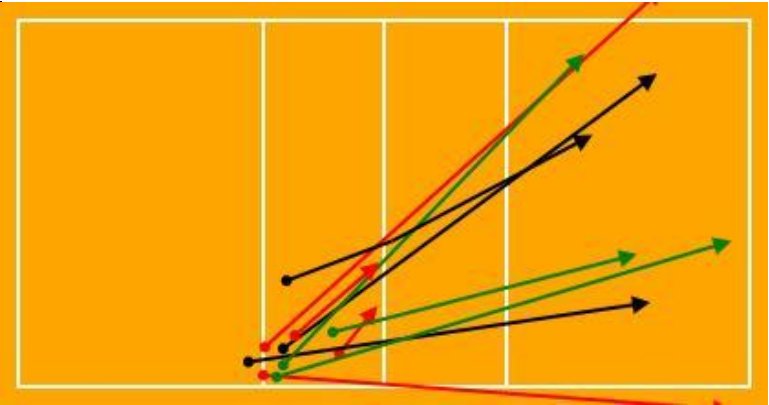


Attack Player #1 Vasilchenko Dmitrii

Position 1

Total position 1

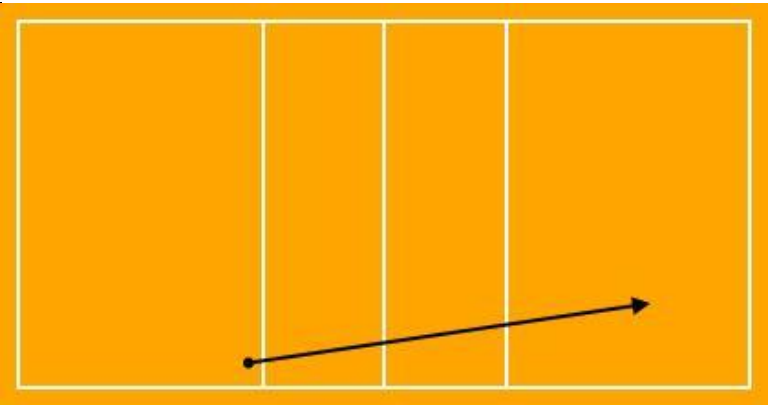
Total	#	+	!	/	-	=
	30%	0%	0%	30%	0%	40%
10	3	.	.	3	.	4



Zone #1 0.5 blockers

Set quality: /

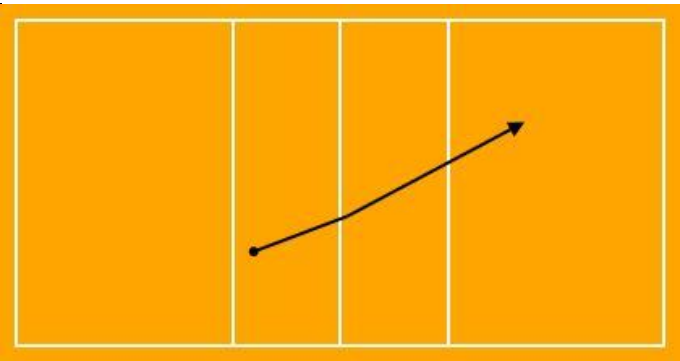
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #1 1 blockers

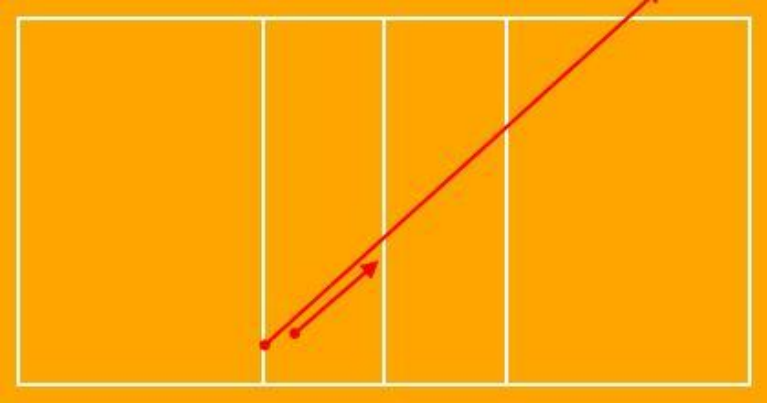
Set quality: /

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



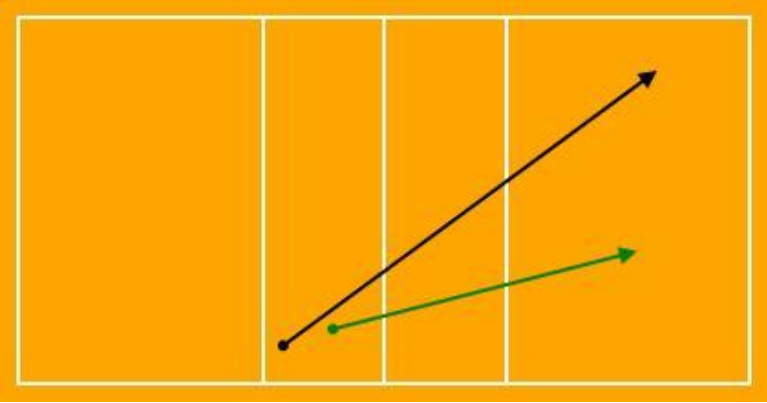
Set quality: !

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



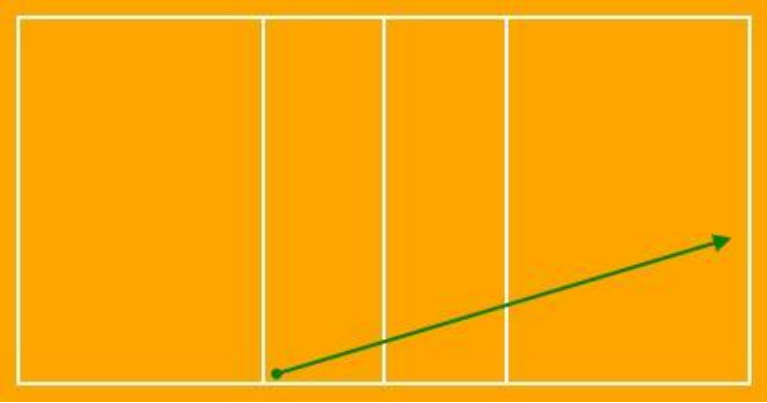
Set quality: +

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



Set quality: #

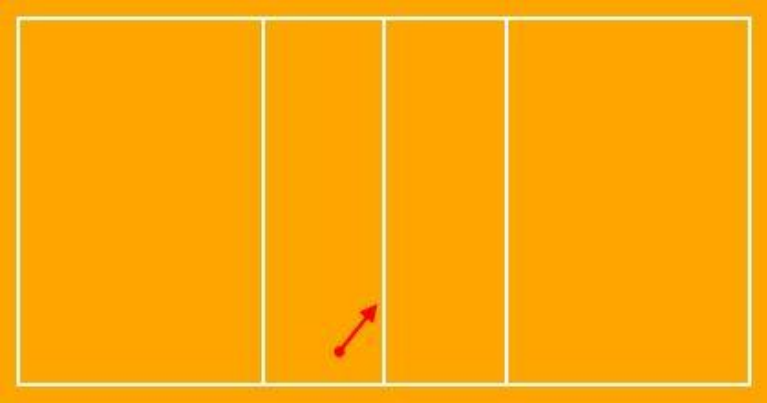
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #1 1.5 blockers

Set quality: /

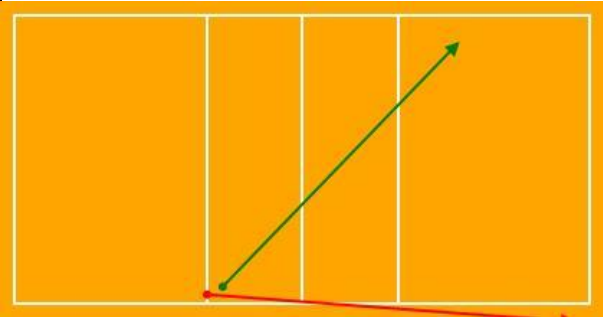
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #1 2 blockers

Set quality: +

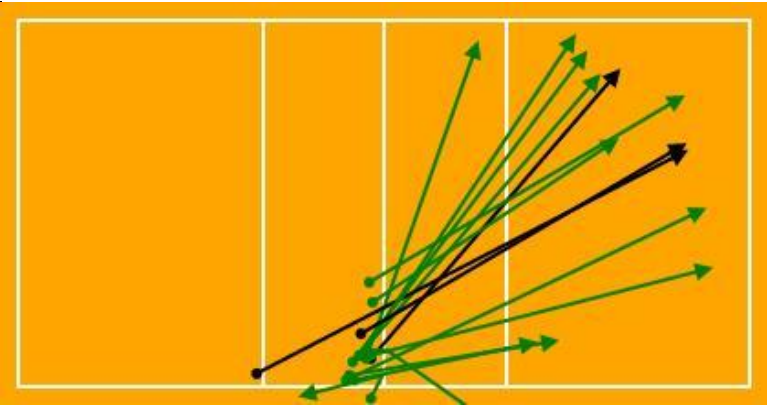
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
2	1	1



Position 2

Total position 2

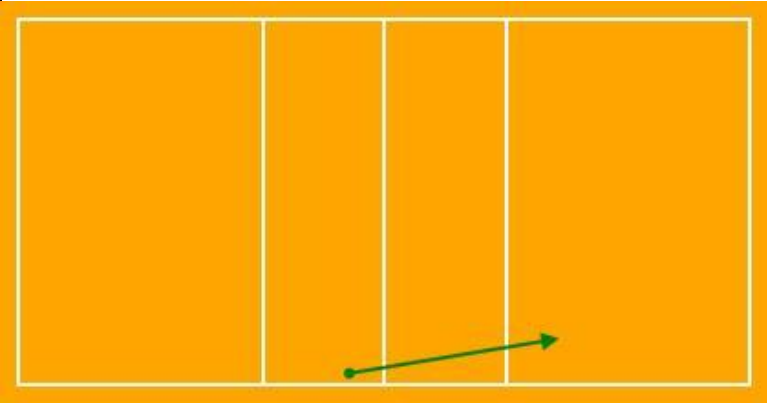
Total	#	+	!	/	-	=
	73%	6%	0%	20%	0%	0%
15	11	1	.	3	.	.



Zone #2 1 blockers

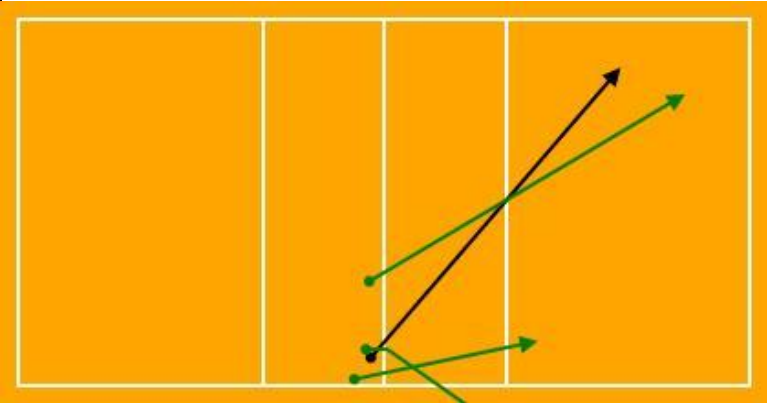
Set quality: /

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



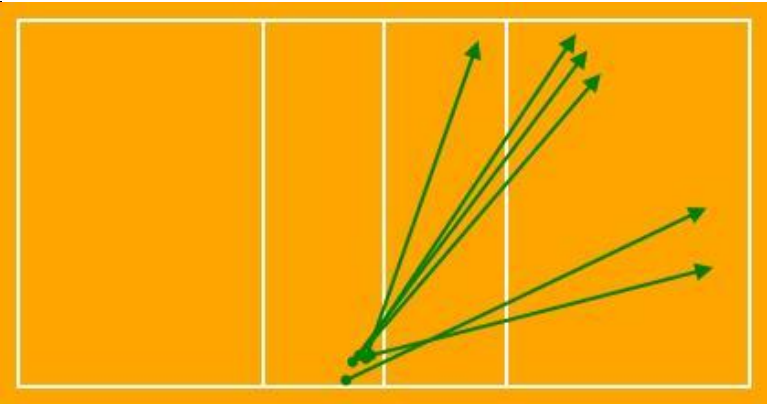
Set quality: !

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



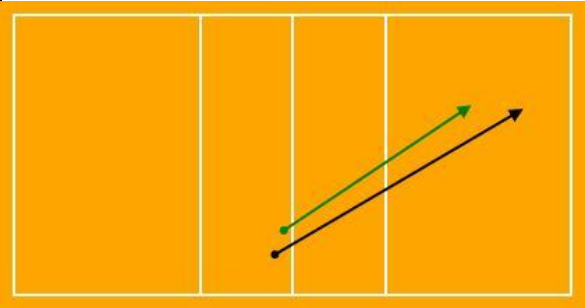
Set quality: +

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
6	6



Set quality: #

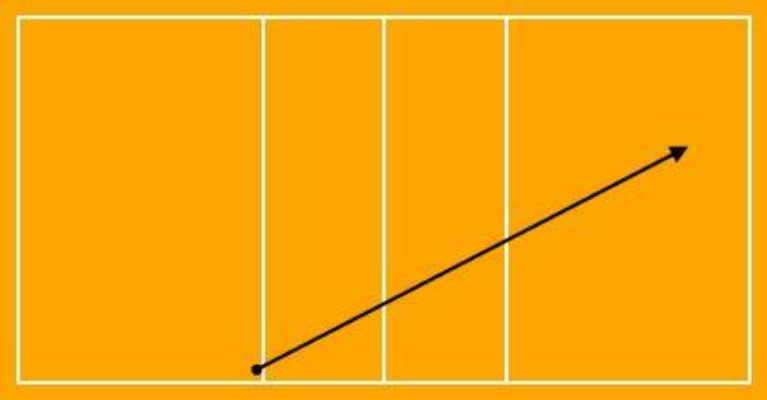
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #2 1.5 blockers

Set quality: /

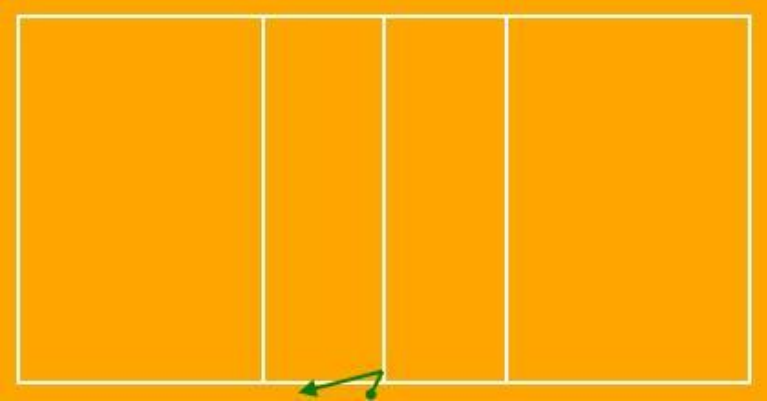
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #2 2 blockers

Set quality: !

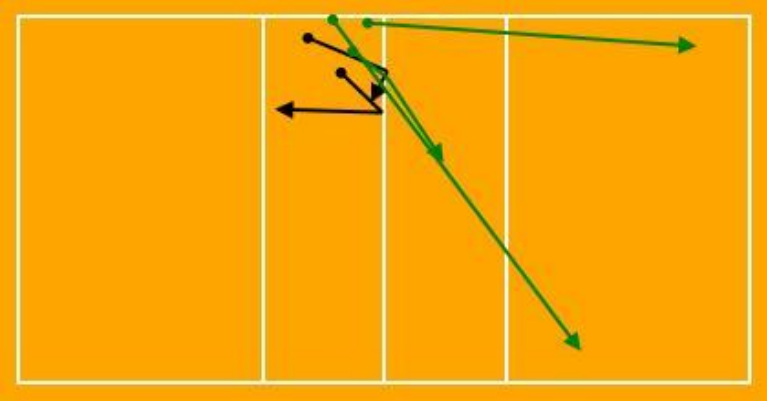
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Position 4

Total position 4

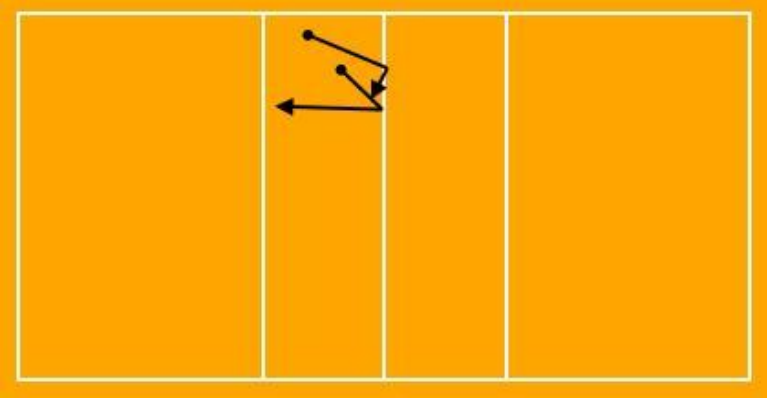
Total	#	+	!	/	-	=
	60%	0%	40%	0%	0%	0%
5	3	.	2	.	.	.



Zone #4 2 blockers

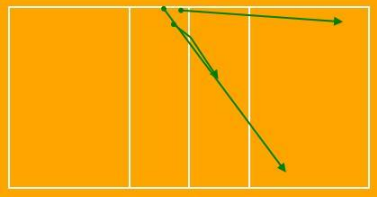
Set quality: /

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



Set quality: +

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



Set

Player #1 Vasilchenko Dmitrii

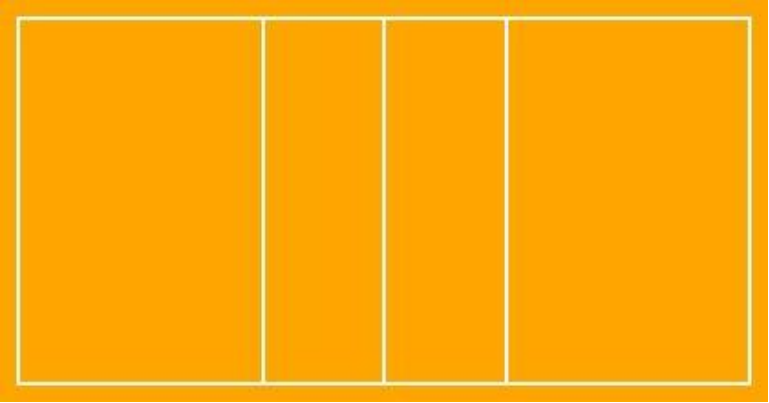
Blockers count distribution

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

Reception direction distribution

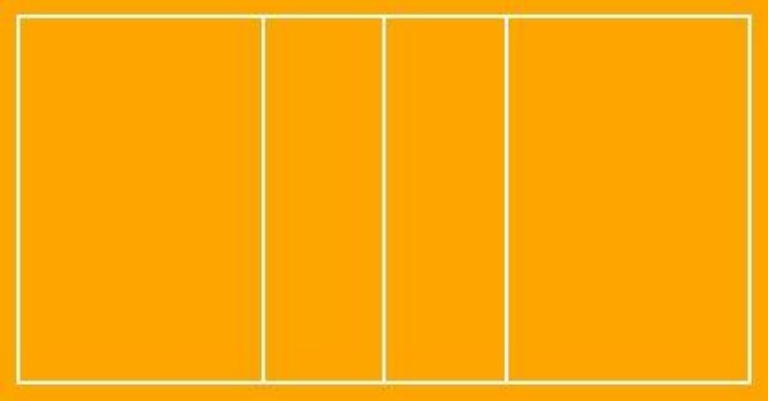
P1 arrangement

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



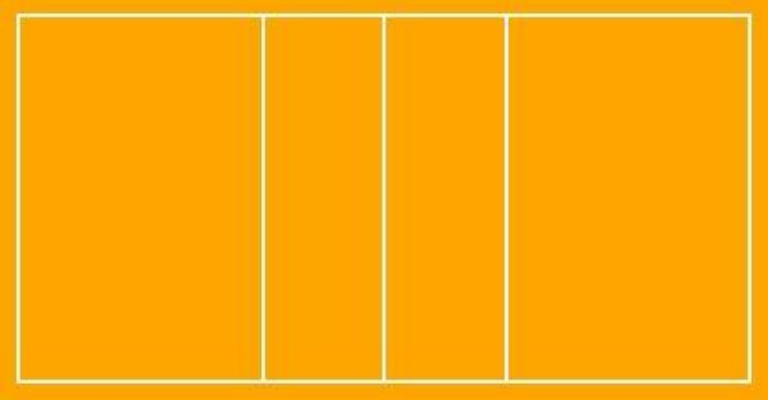
P2 arrangement

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



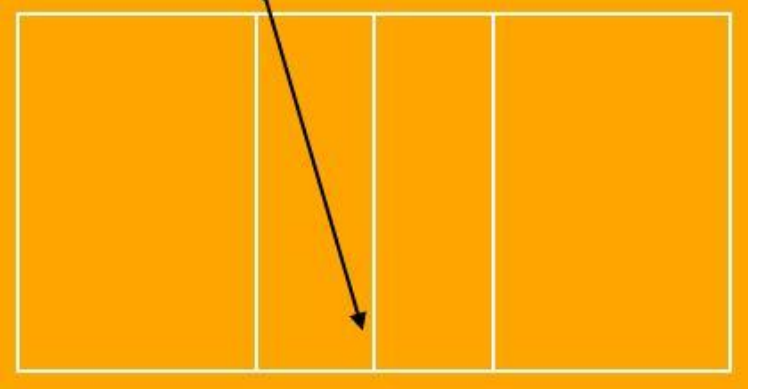
P3 arrangement

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



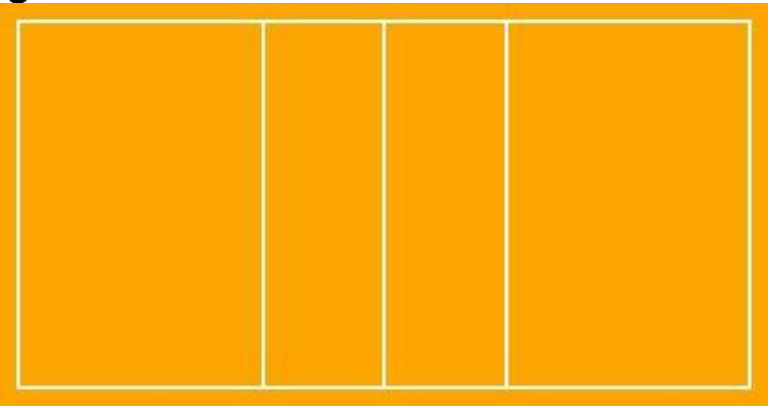
P4 arrangement

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



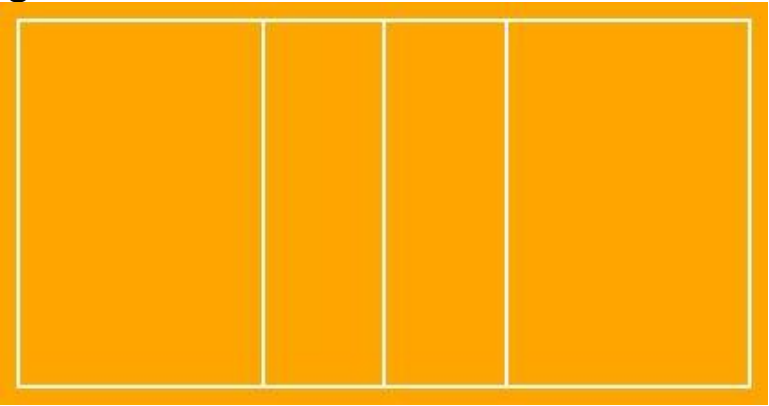
.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00
.(.)	.(.)	.(.)
·	·	·
0.00	0.00	0.00

P5 arrangement



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

P6 arrangement



Player #7 Ushakov Vladislav

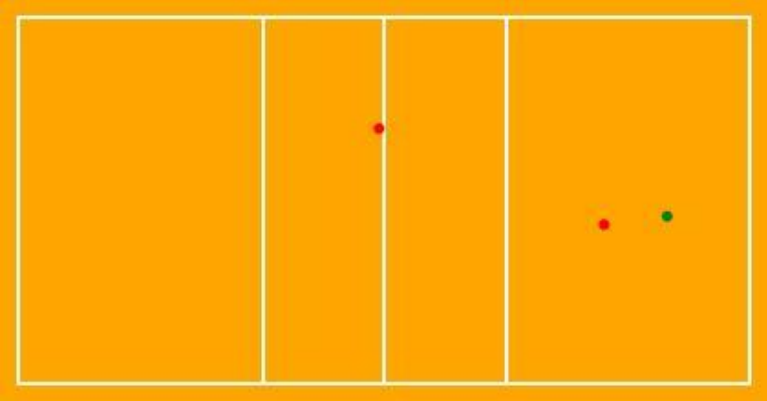
Serve

Player #7 Ushakov Vladislav

Glider

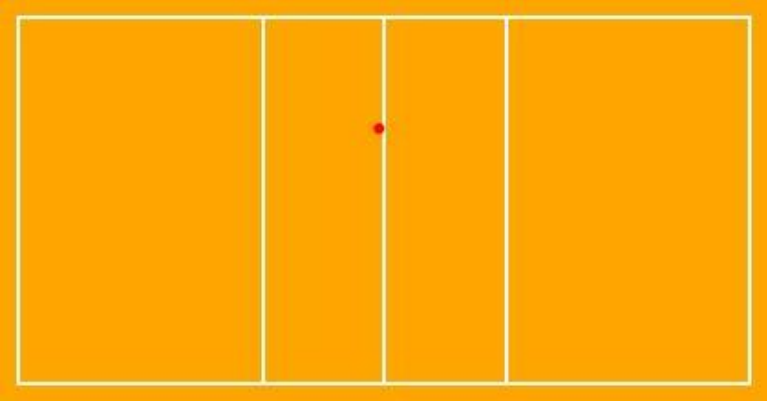
Total Glider

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



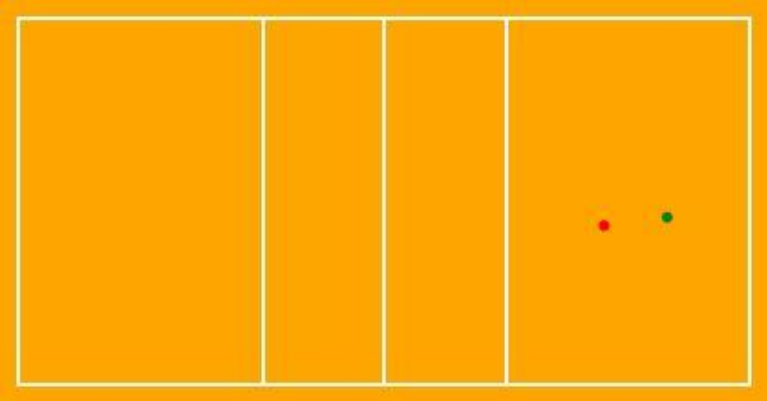
Glider Direction 1

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



Glider Direction 6

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



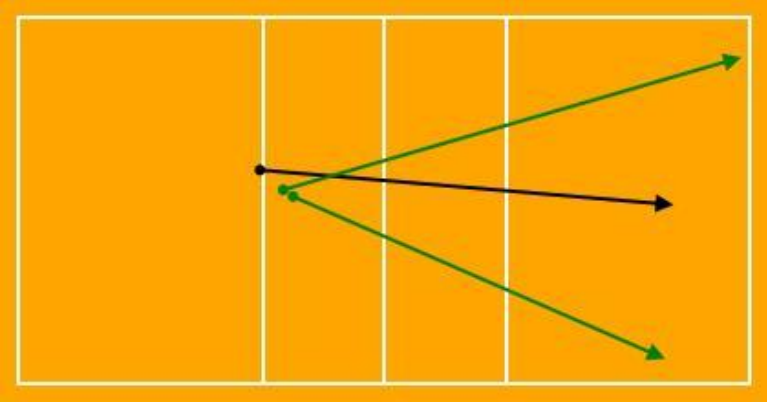
Attack

Player #7 Ushakov Vladislav

Position 6

Total position 6

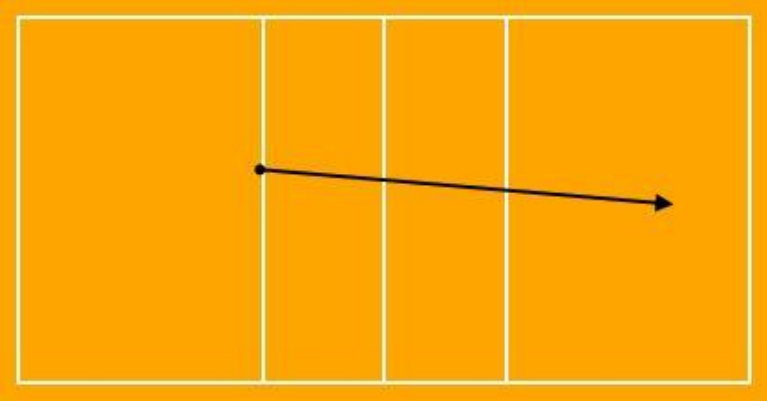
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #6 0 blockers

Set quality: !

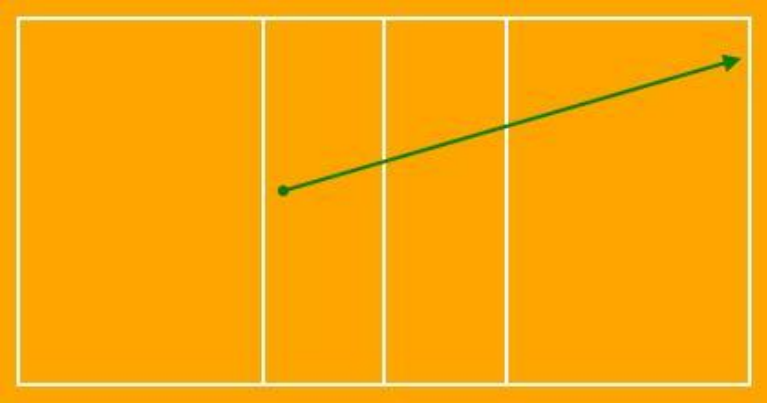
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 1 blockers

Set quality: #

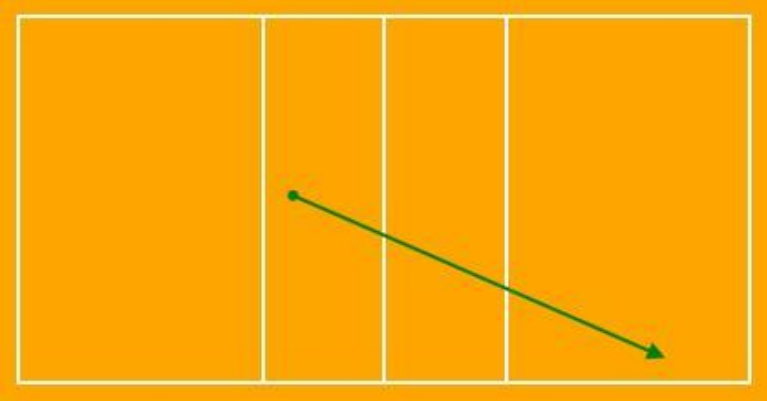
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #6 2 blockers

Set quality: #

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



Player #8

Shchipko Sergei

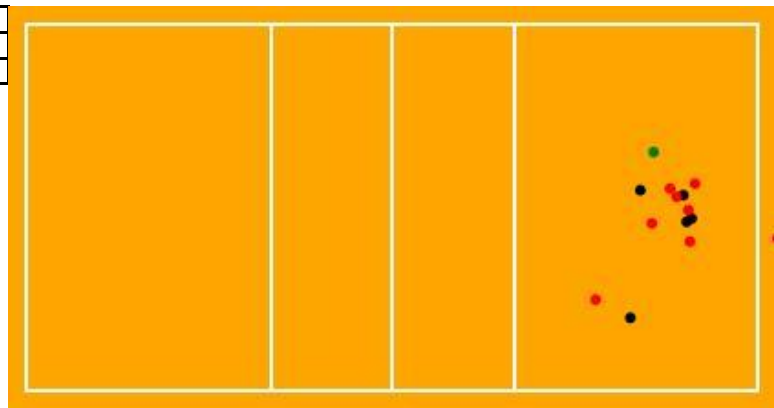
Serve

Player #8 Shchipko Sergei

Glider

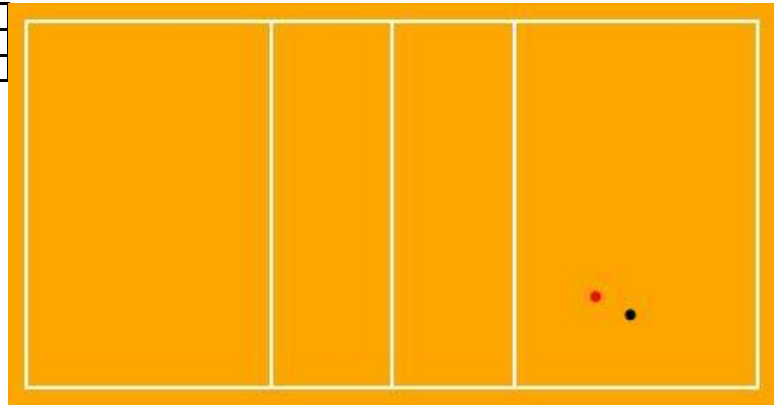
Total Glider

Total	#	+	!	/	-	=
	7%	0%	14%	21%	50%	7%
14	1	.	2	3	7	1



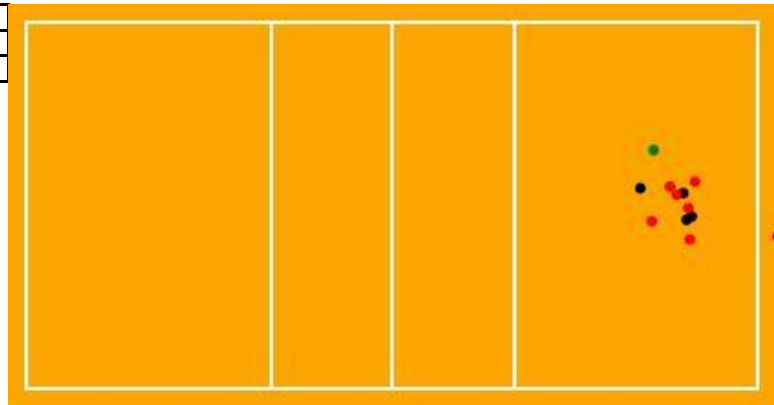
Glider Direction 5

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



Glider Direction 6

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



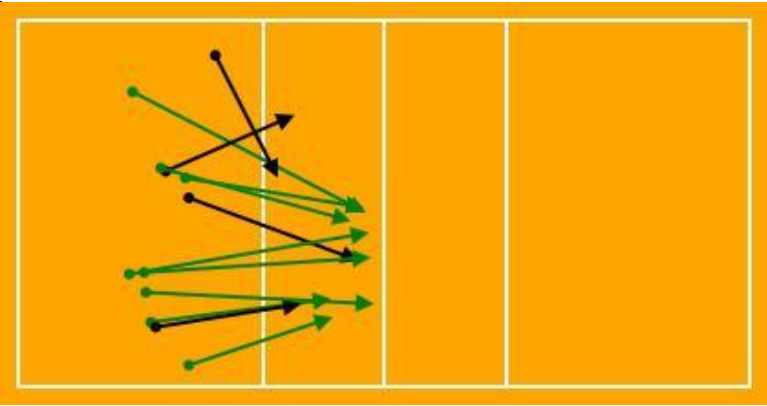
Reception

Player #8 Shchipko Sergei

Glider

Total Glider

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

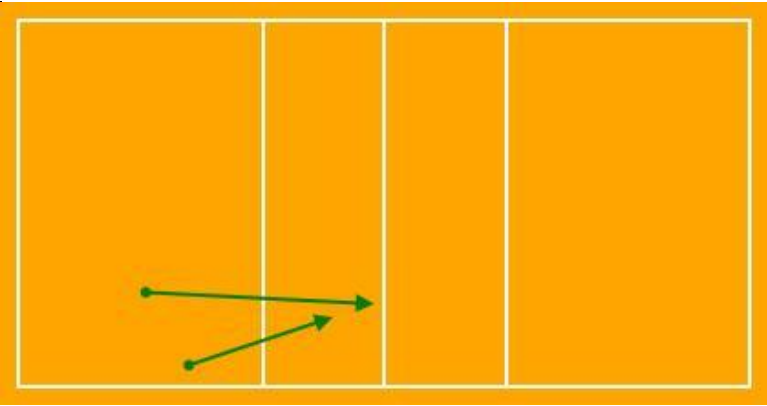


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
2(16%) #: 50%, #+: 50% !/-: 50%, =: 0%	4(33%) #: 0%, #+: 50% !/-: 50%, =: 0%	6(50%) #: 50%, #+: 83% !/-: 16%, =: 0%

Glider Zone #1

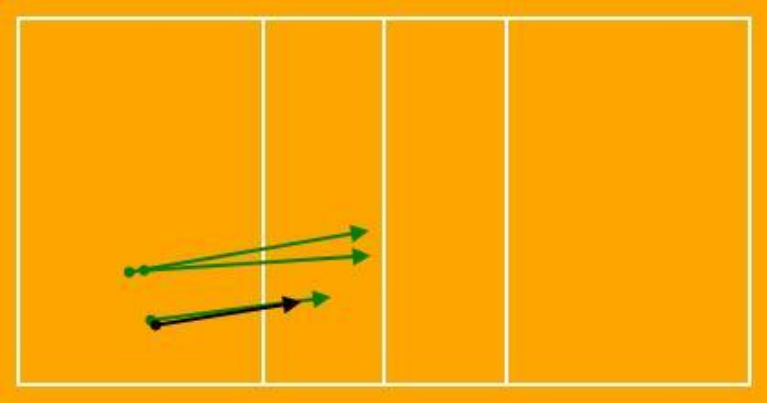
Lower

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



Upper

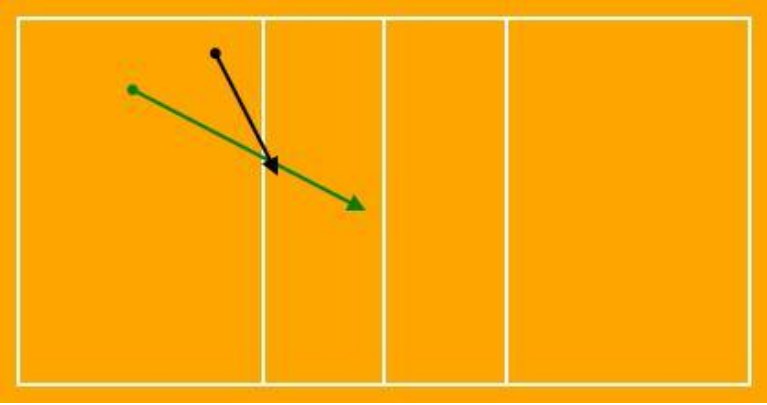
Total	#	+	!	/	-	=
	50%	25%	25%	0%	0%	0%
4	2	1	1	.	.	.



Glider Zone #5

Upper

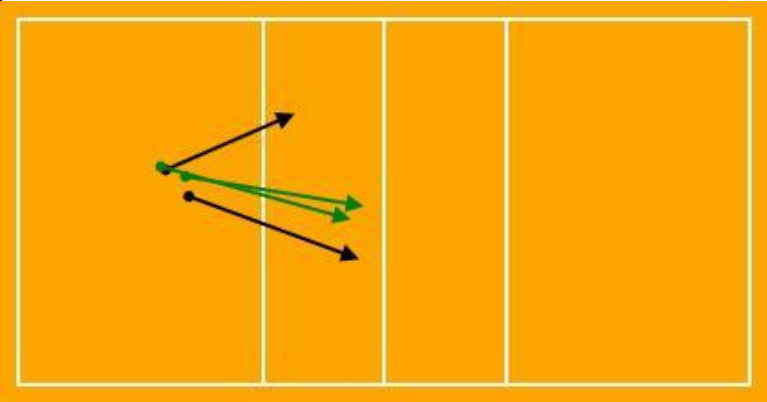
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



Glider Zone #6

Upper

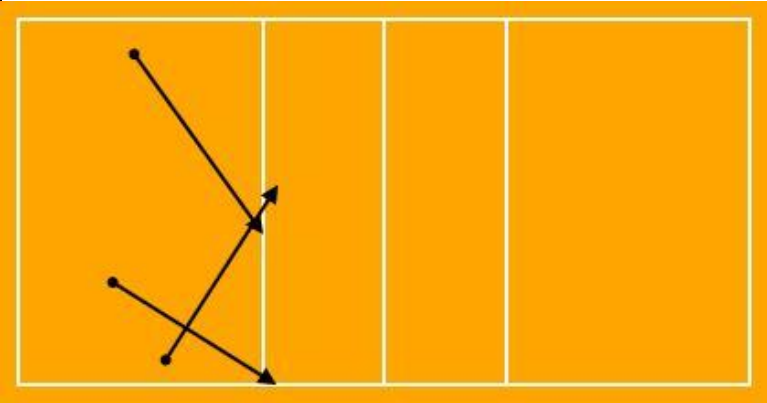
Total	#	+	!	/	-	=
	0%	50%	0%	50%	0%	0%
4	.	2	.	2	.	.



Jump

Total Jump

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

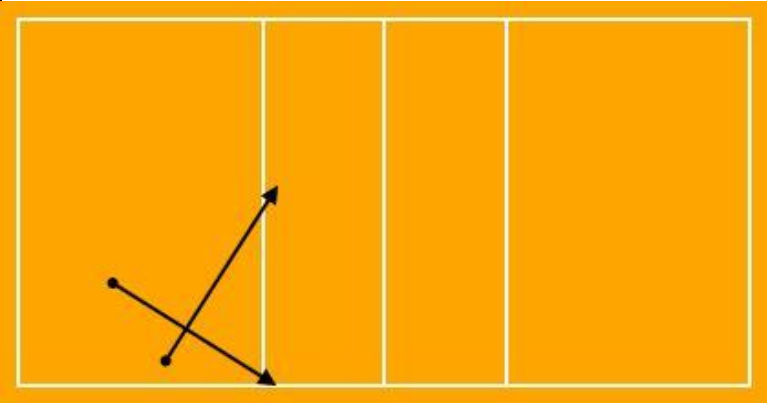


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(33%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	2(66%) #: 0%, #+: 0% !/-: 100%, =: 0%

Jump Zone #1

Lower

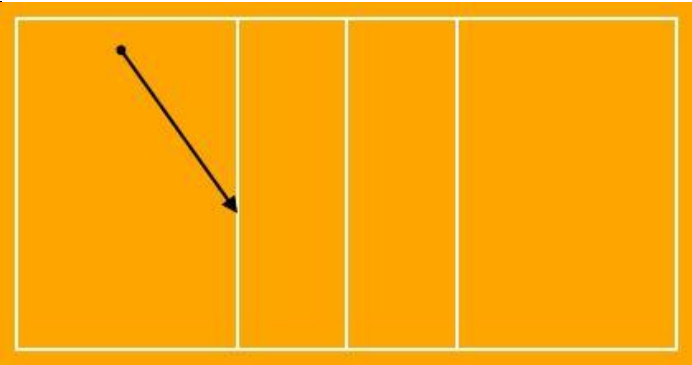
Total	#	+	!	/	-	=
	0%	0%	50%	50%	0%	0%
2	.	.	1	1	.	.



Jump Zone #5

Lower

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



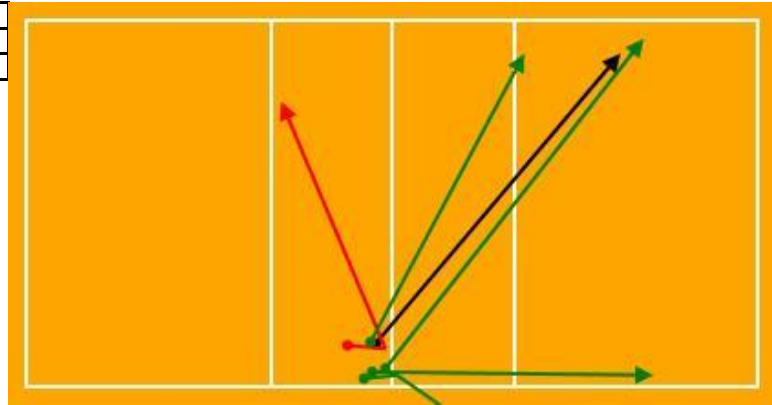
Attack

Player #8 Shchipko Sergei

Position 2

Total position 2

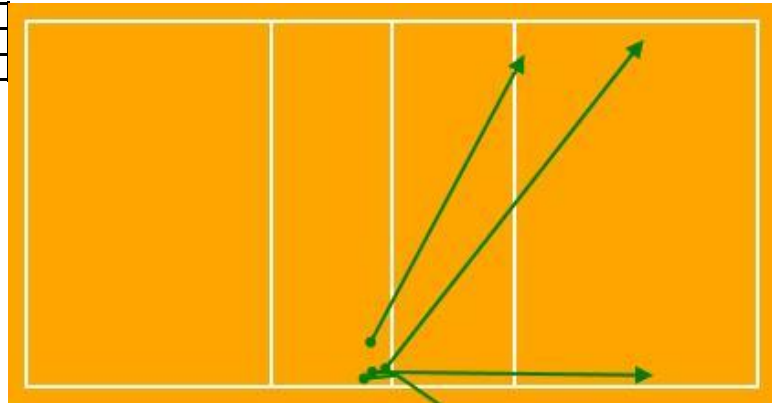
Total	#	+	!	/	-	=
	50%	16%	0%	16%	16%	0%
6	3	1	.	1	1	.



Zone #2 1 blockers

Set quality: +

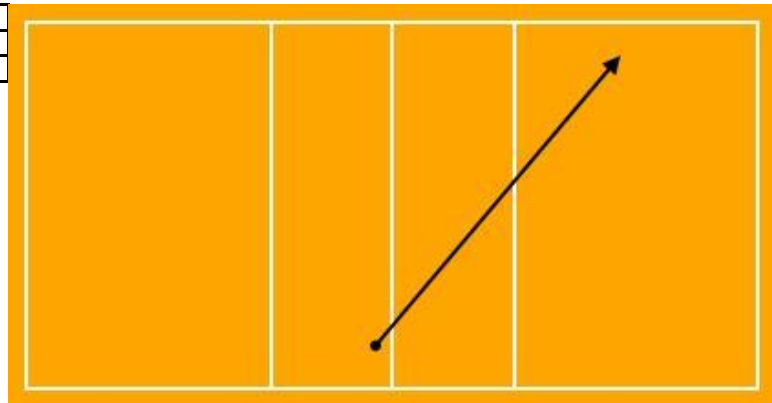
Total	#	+	!	/	-	=
	75%	25%	0%	0%	0%	0%
4	3	1



Zone #2 1.5 blockers

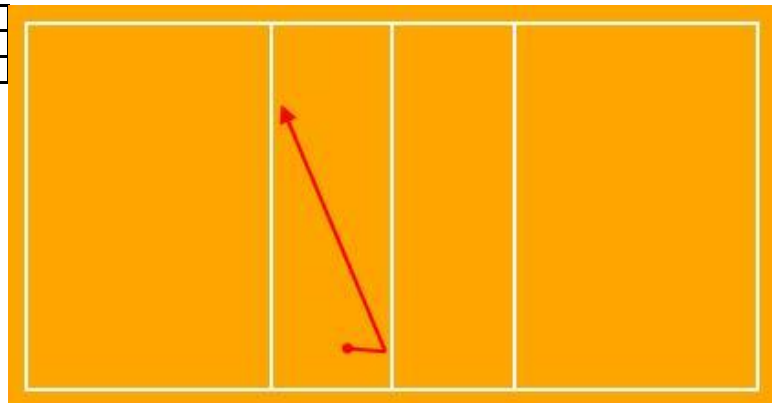
Set quality: !

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



Set quality: +

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



Position 4

Total position 4

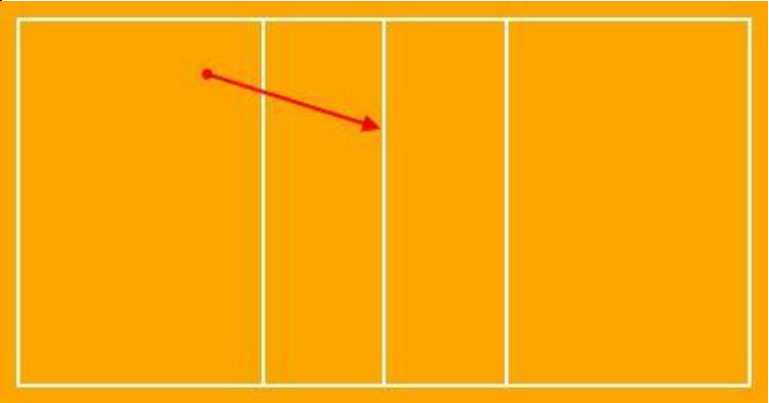
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---

	41%	25%	0%	8%	8%	16%
12	5	3	.	1	1	2

Zone #4 0 blockers

Set quality: /

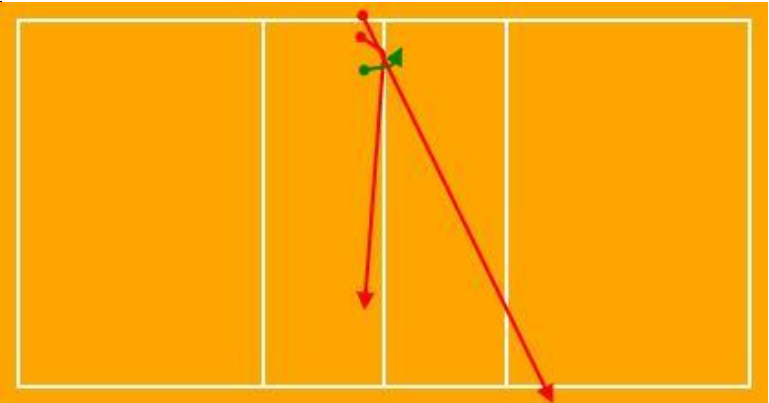
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	1



Zone #4 1 blockers

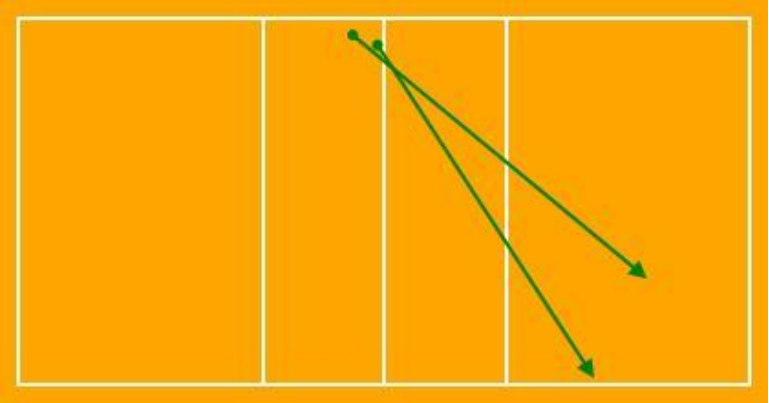
Set quality: !

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



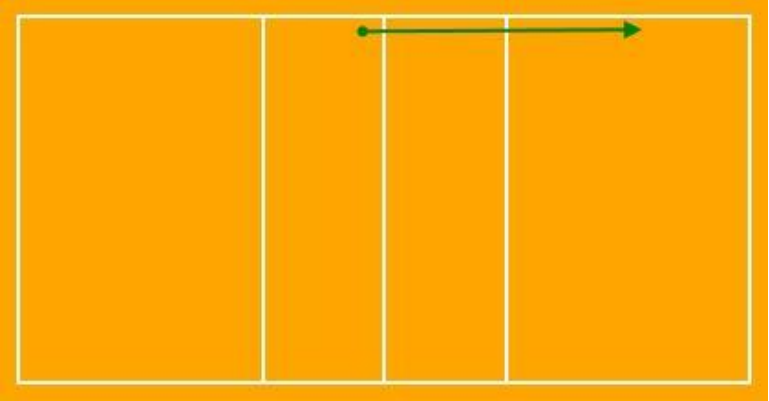
Set quality: +

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



Set quality: #

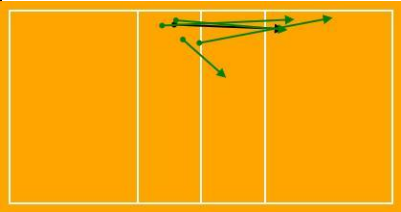
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

Set quality: !

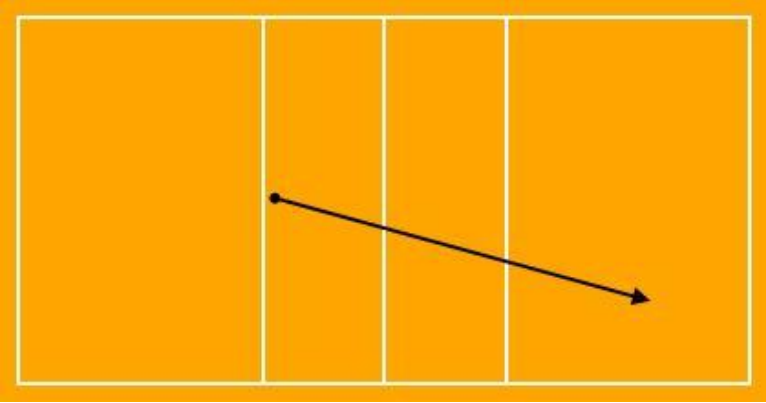
Total	#	+	!	/	-	=
	40%	40%	0%	20%	0%	0%
5	2	2	.	1	.	.



Position 6

Total position 6

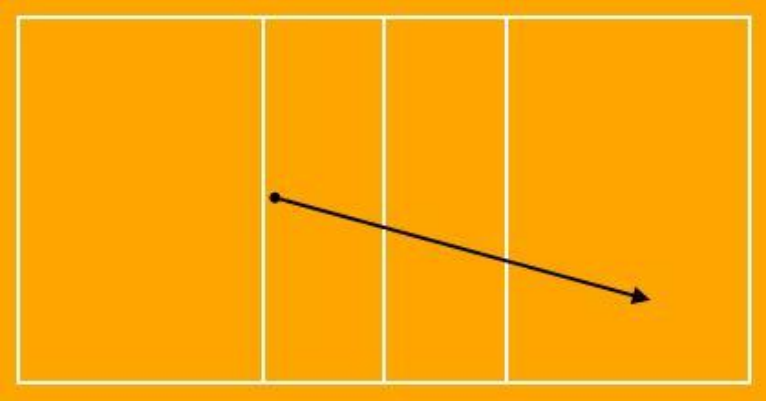
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 1 blockers

Set quality: +

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



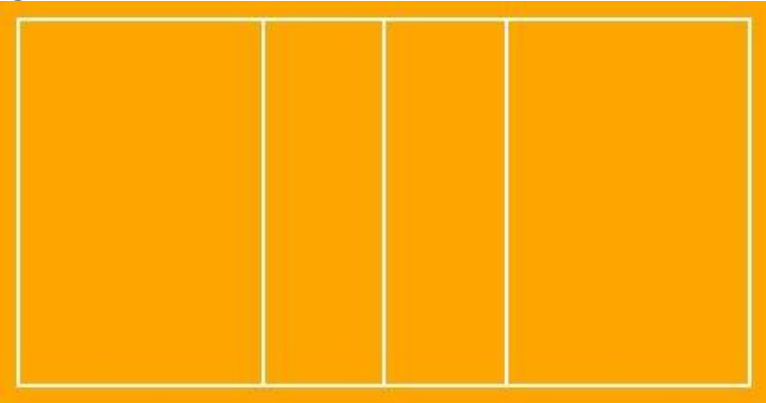
Set Player #8 Shchipko Sergei Blockers count distribution

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
/-(2)	.(0%)	.(0%)	1(50%)	.(0%)	1(50%)	.(0%)	.(0%)

Reception direction distribution

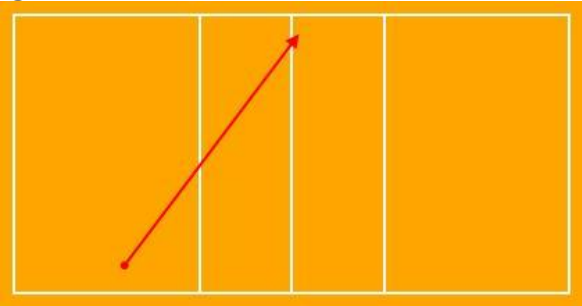
P1 arrangement

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



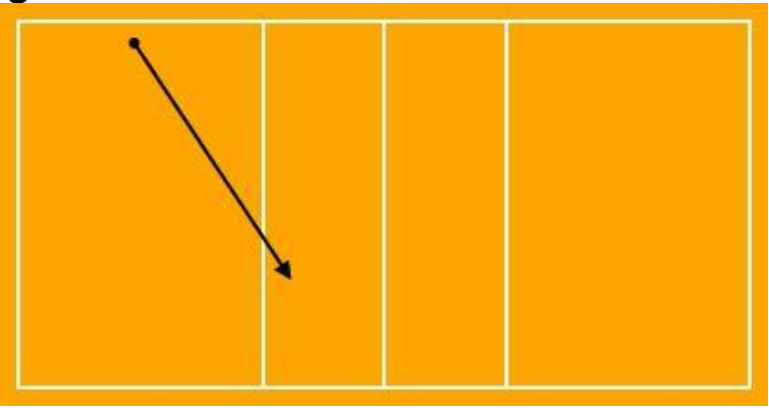
P2 arrangement

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



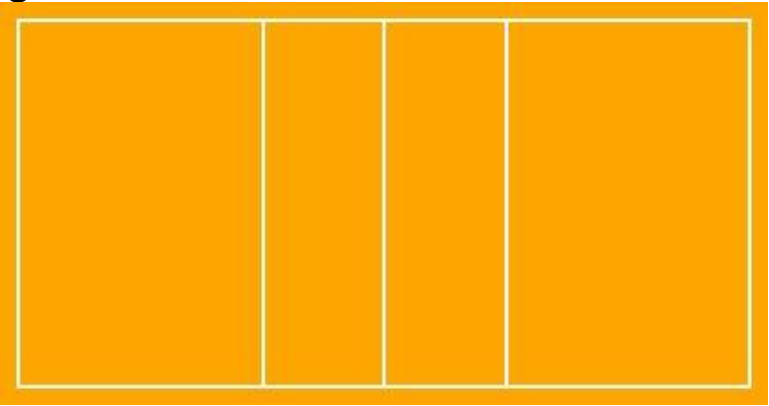
.(0%) . 0.00	.(0%) . 0.00	.(0%) . 0.00
.(0%) . 0.00	.(0%) . 0.00	1(100%) 0% 1.00

P3 arrangement



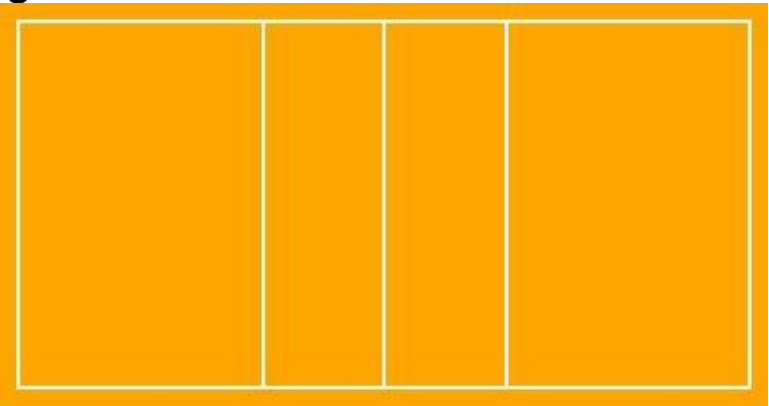
.(.) . 0.00	.(.) . 0.00	.(.) . 0.00
.(.) . 0.00	.(.) . 0.00	.(.) . 0.00

P4 arrangement



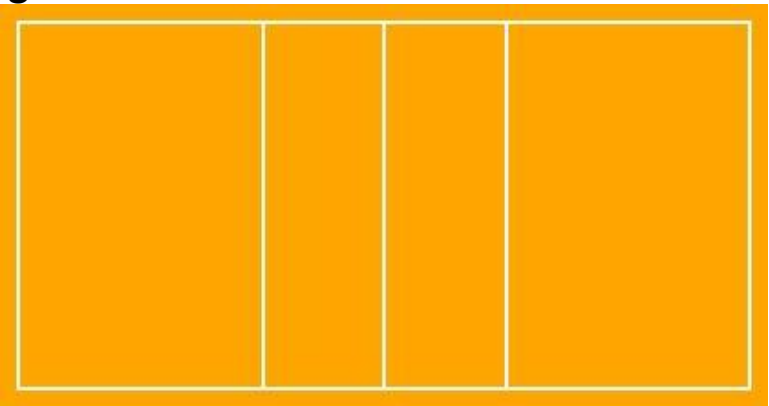
.(.) . 0.00	.(.) . 0.00	.(.) . 0.00
.(.) . 0.00	.(.) . 0.00	.(.) . 0.00

P5 arrangement



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

P6 arrangement



Player #10 Klimov Alexey

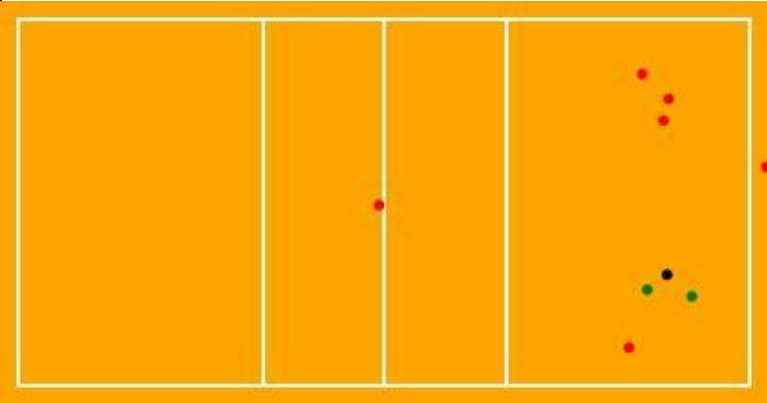
Serve

Player #10 Klimov Alexey

Glider

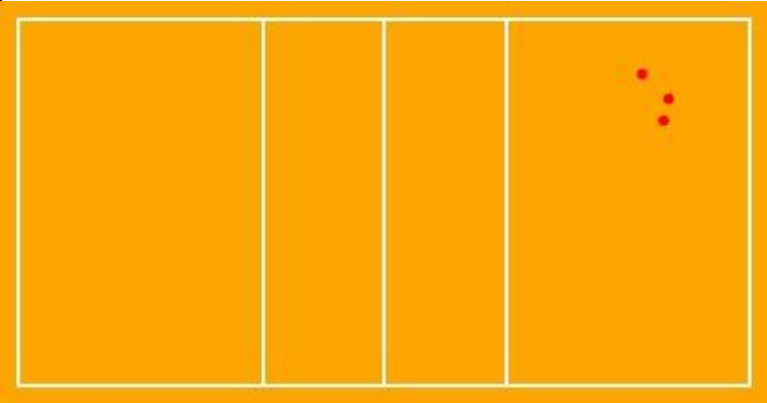
Total Glider

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



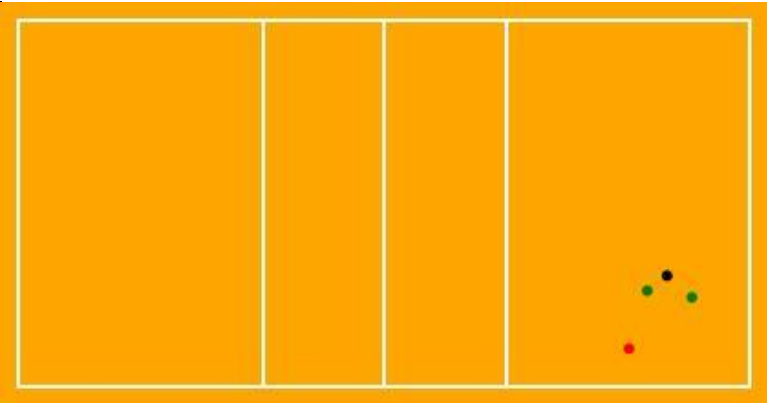
Glider Direction 1

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



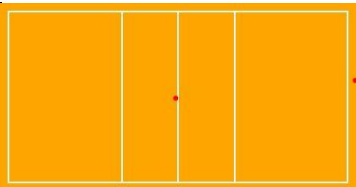
Glider Direction 5

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



Glider Direction 6

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



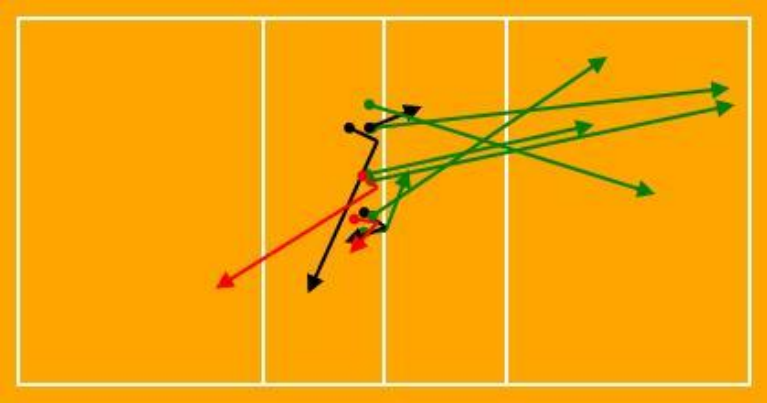
Attack

Player #10 Klimov Alexey

Position 3

Total position 3

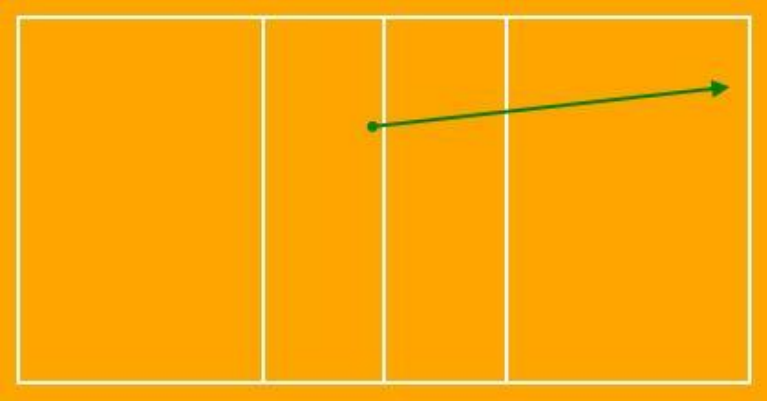
Total	#	+	!	/	-	=
	45%	9%	0%	27%	18%	0%
11	5	1	.	3	2	.



Zone #3 0 blockers

Set quality: +

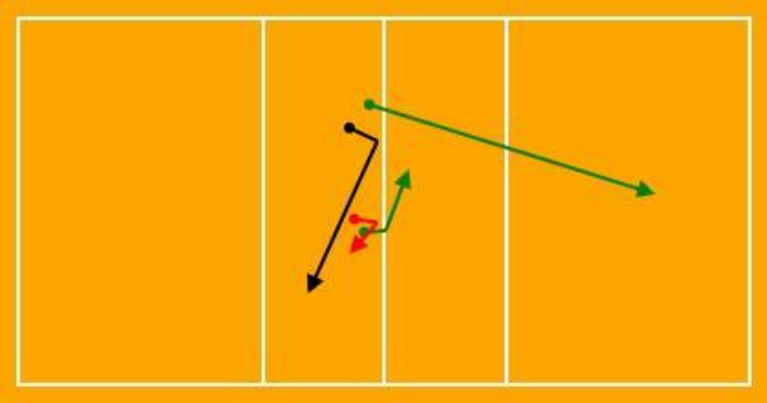
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #3 1 blockers

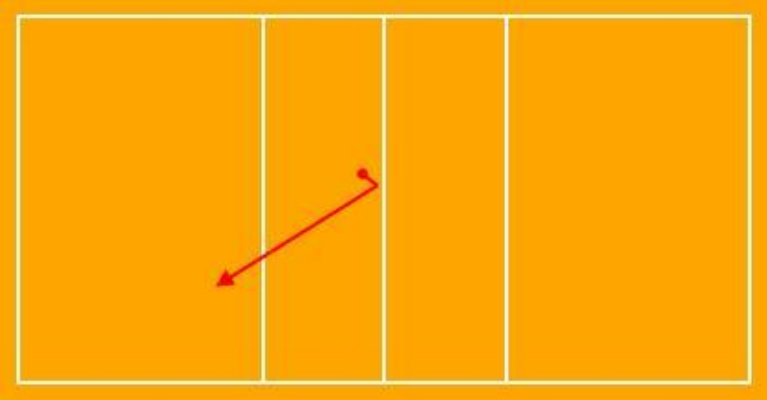
Set quality: !

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



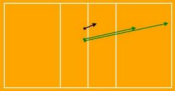
Set quality: +

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



Set quality: #

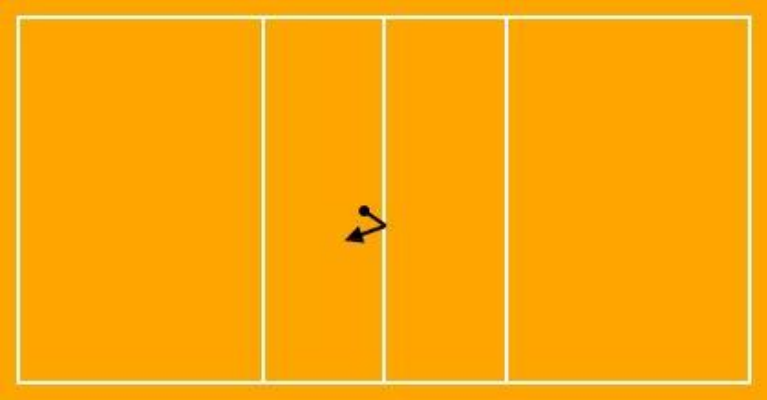
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



Zone #3 1.5 blockers

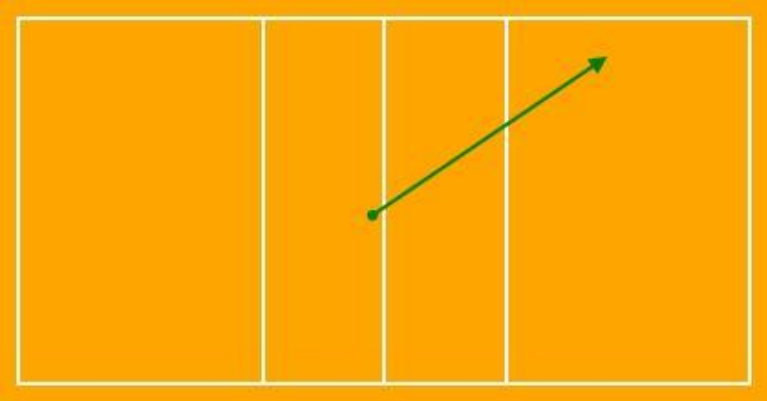
Set quality: !

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



Set quality: #

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



Player #13

Trofimov Lev

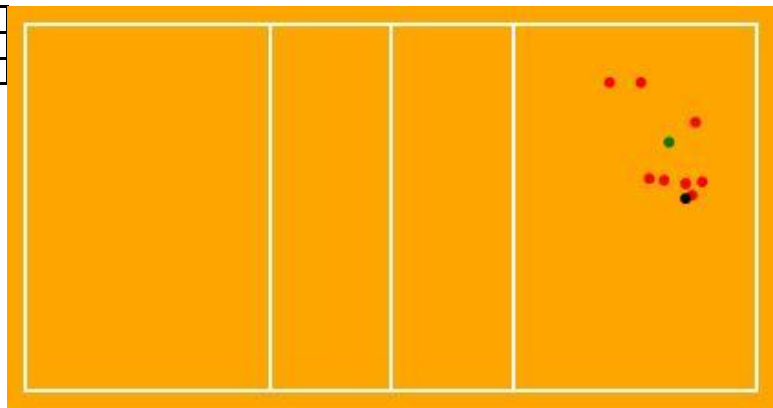
Serve

Player #13 Trofimov Lev

Glider

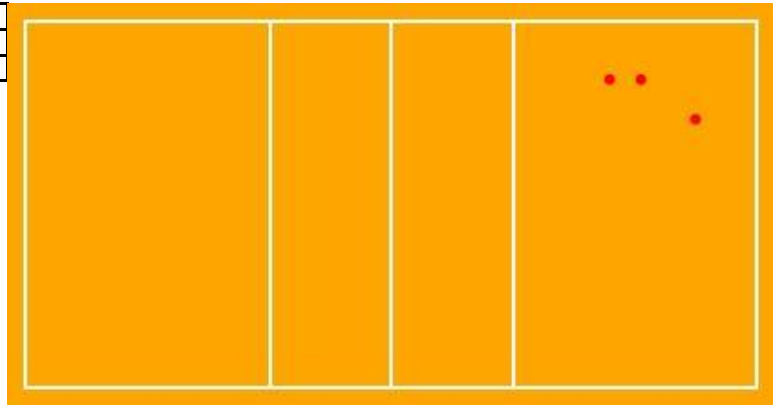
Total Glider

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



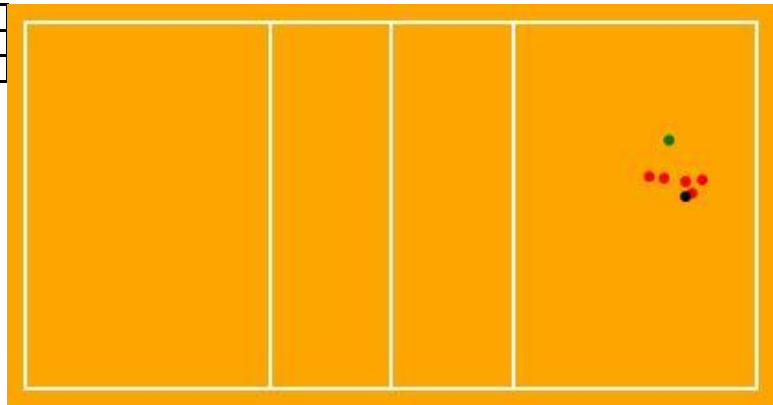
Glider Direction 1

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



Glider Direction 6

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



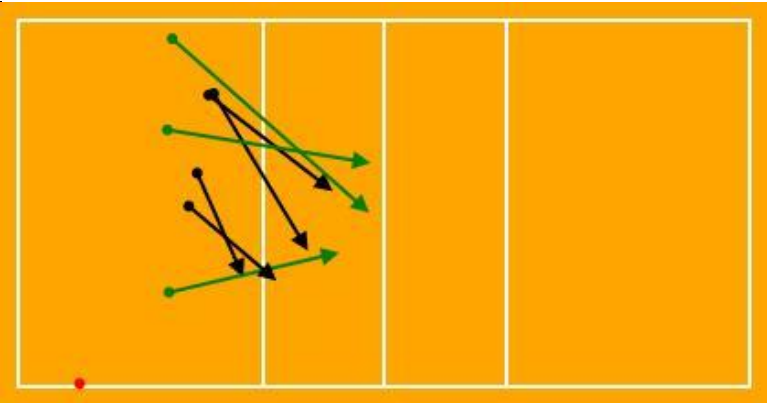
Reception

Player #13 Trofimov Lev

Glider

Total Glider

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

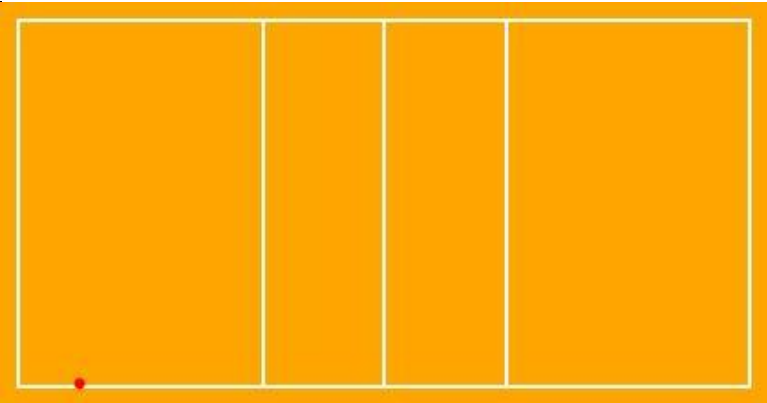


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
4(50%) #: 50%, #+: 50% !/-: 50%, =: 0%	2(25%) #: 0%, #+: 0% !/-: 100%, =: 0%	2(25%) #: 0%, #+: 50% !/-: 0%, =: 50%

Glider Zone #1

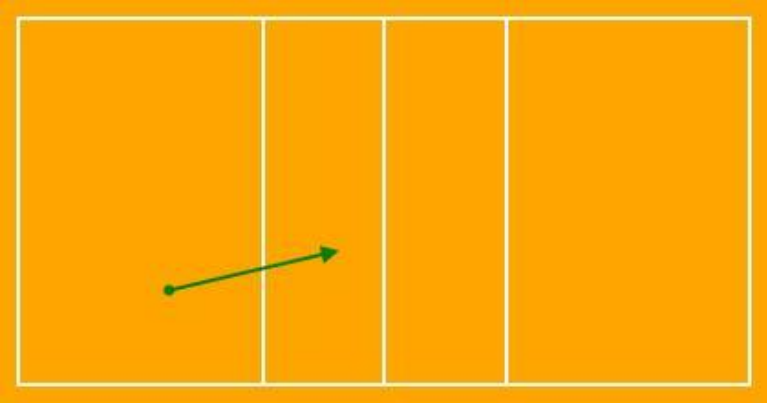
Lower

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



Upper

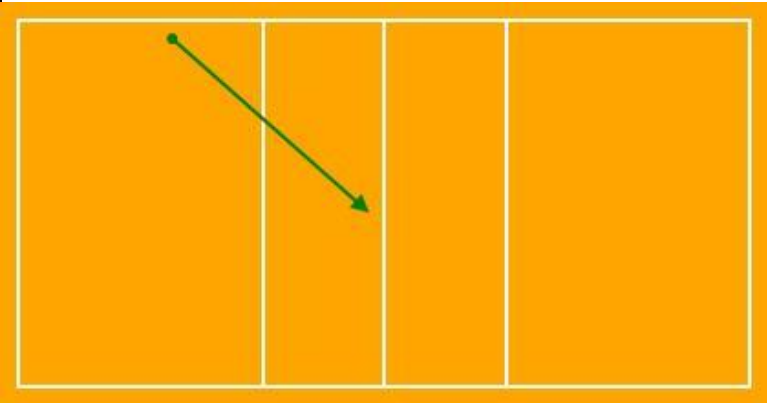
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1



Glider Zone #5

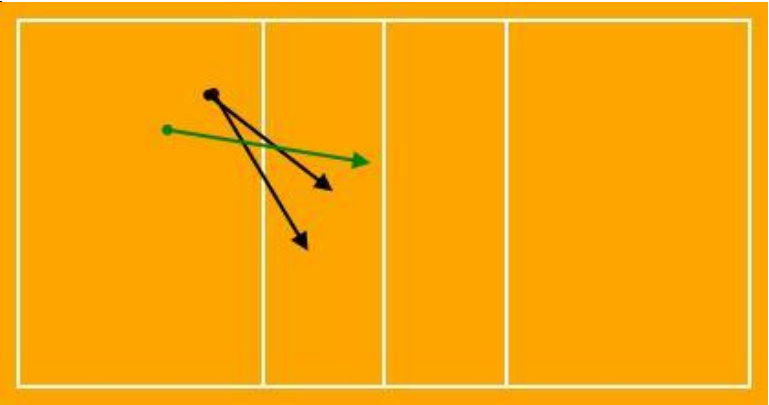
Lower

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



Upper

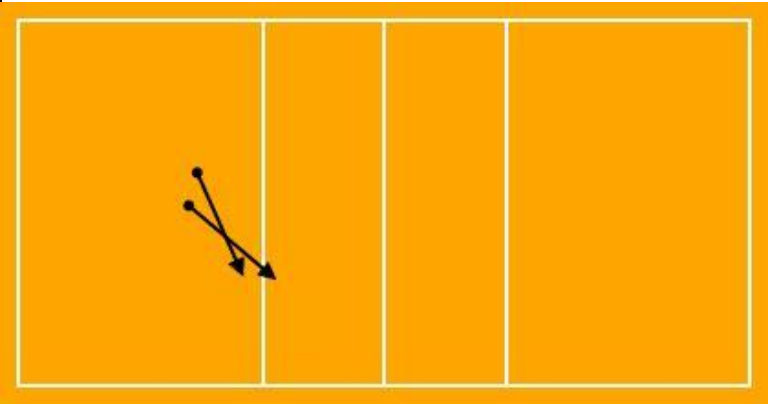
Total	#	+	!	/	-	=
	33%	0%	66%	0%	0%	0%
3	1	.	2	.	.	.



Glider Zone #6

Upper

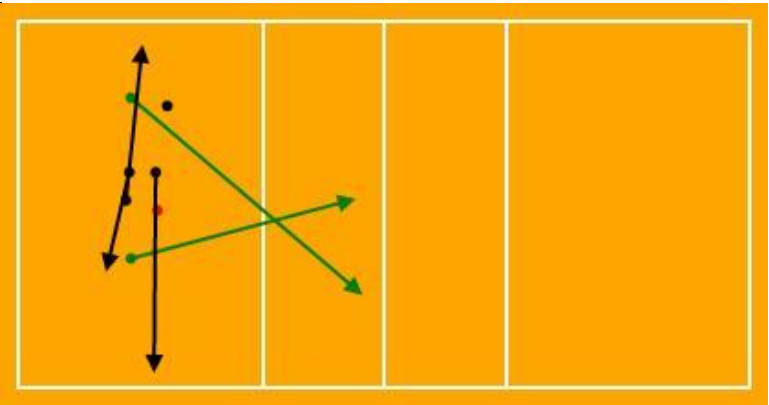
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
2	.	.	2	.	.	.



Jump

Total Jump

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

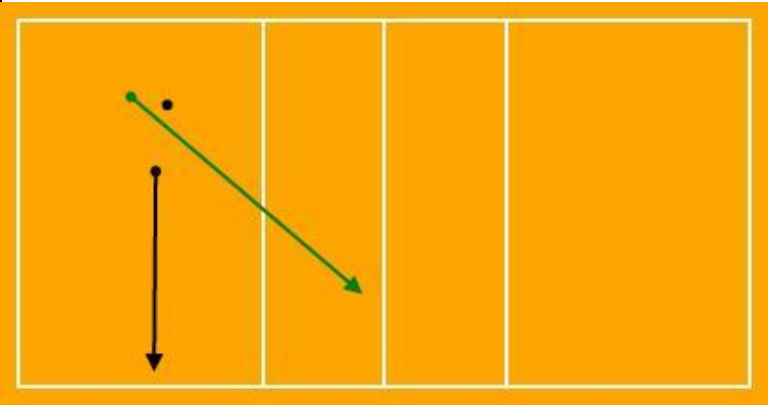


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(42%) #: 33%, #+: 33% !/-: 66%, =: 0%	4(57%) #: 0%, #+: 25% !/-: 75%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

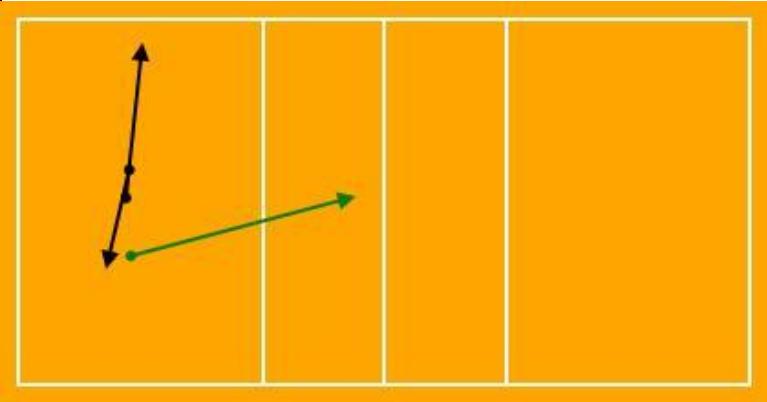
Total	#	+	!	/	-	=
	33%	0%	0%	66%	0%	0%
3	1	.	.	2	.	.



Jump Zone #6

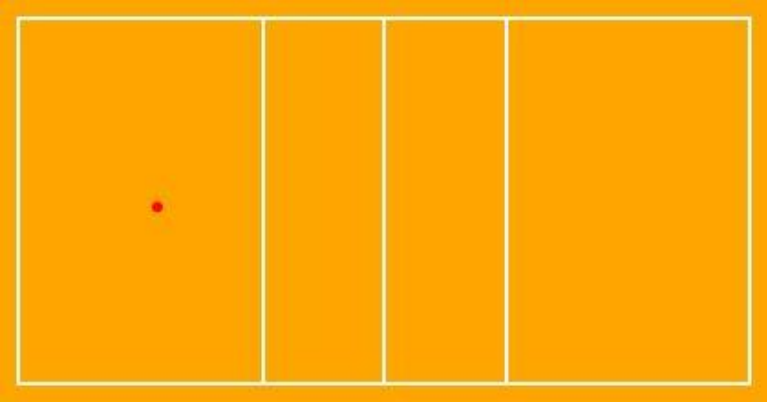
Lower

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



Upper

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

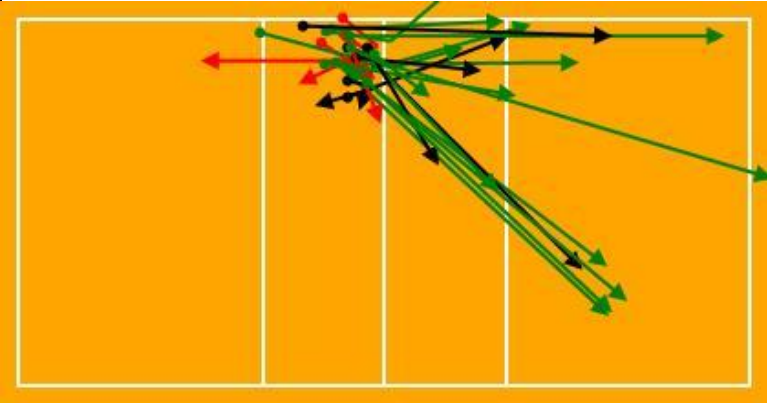


Attack
Player #13 Trofimov Lev

Position 4

Total position 4

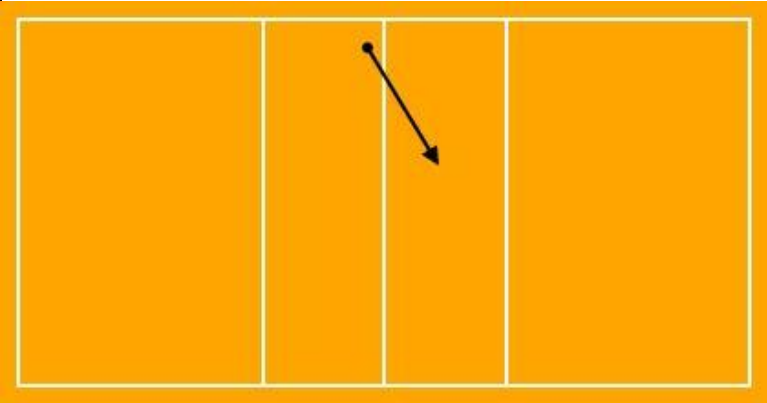
Total	#	+	!	/	-	=
	52%	4%	8%	20%	8%	8%
25	13	1	2	5	2	2



Zone #4 0 blockers

Set quality: #

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



Zone #4 1 blockers

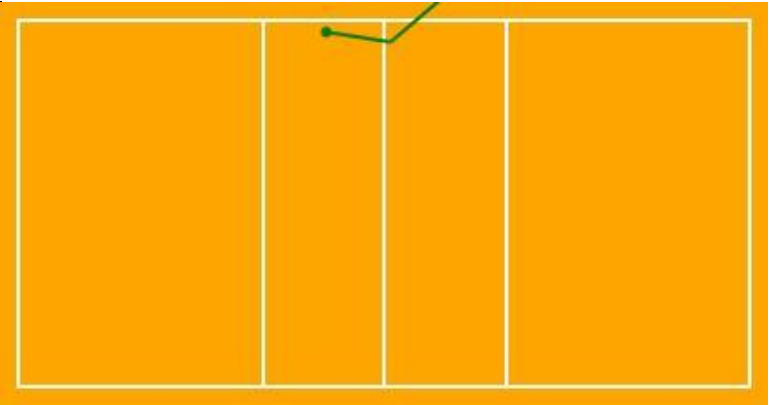
Set quality: !

Total	#	+	!	/	-	=

	100%	0%	0%	0%	0%	0%
3	3

Set quality: +

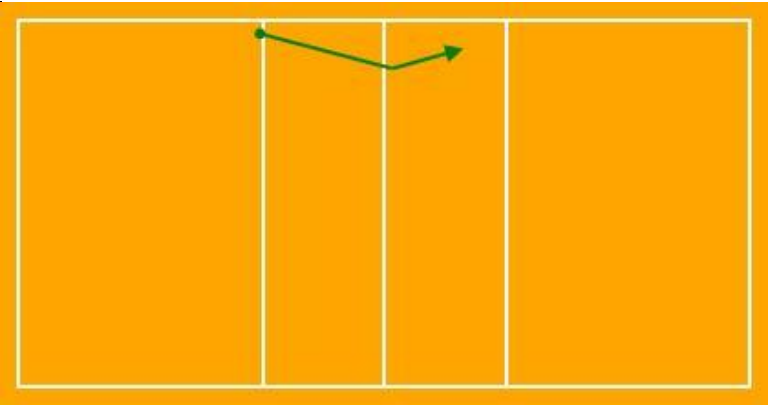
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 1.5 blockers

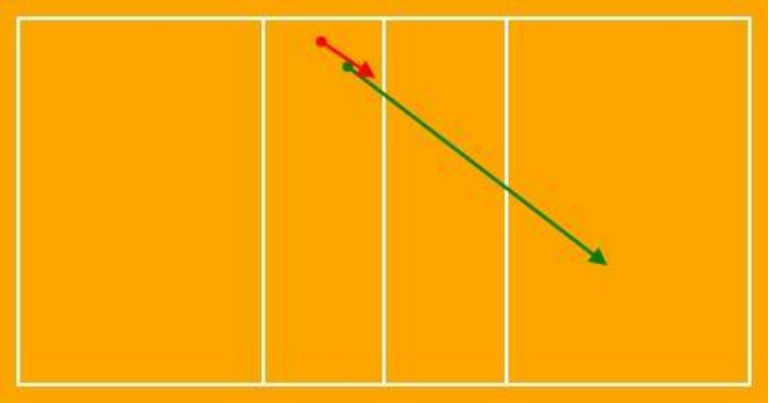
Set quality: /

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



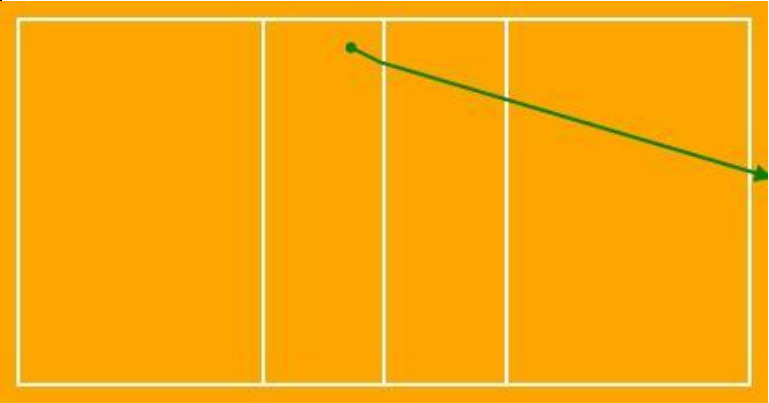
Set quality: !

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



Set quality: +

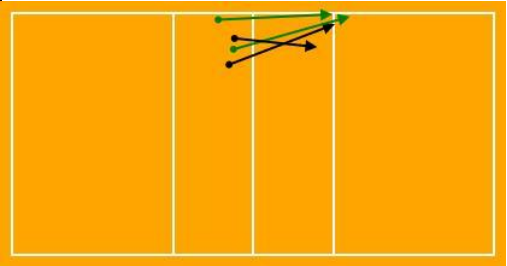
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Zone #4 2 blockers

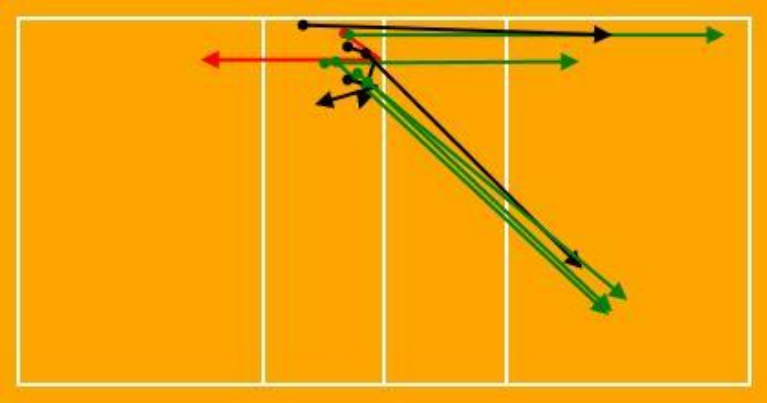
Set quality: /

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



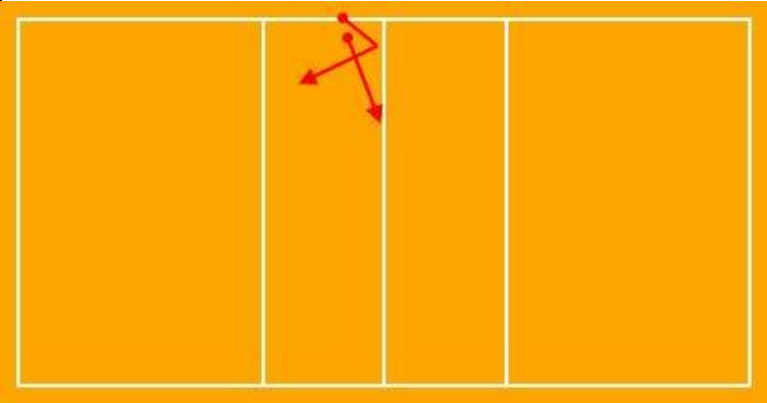
Set quality: !

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



Set quality: +

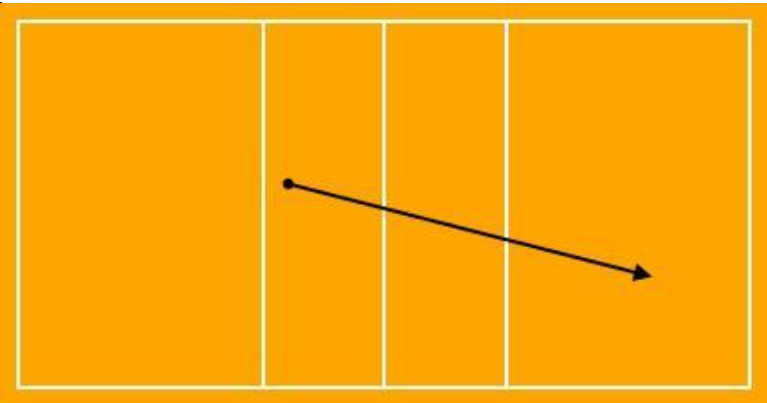
Total	#	+	!	/	-	=
	0%	0%	0%	0%	50%	50%
2	1	1



Position 6

Total position 6

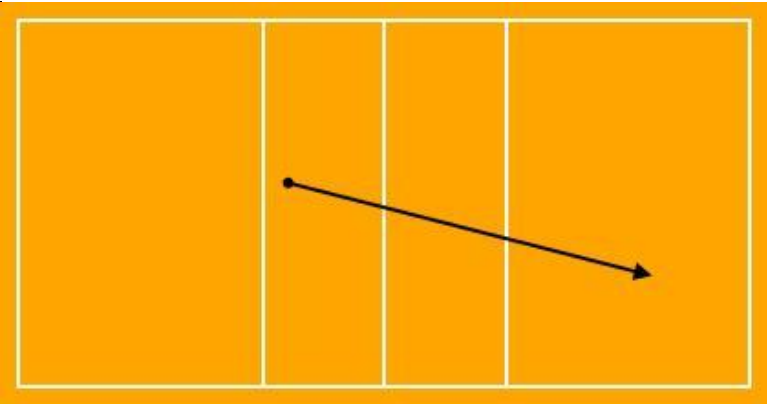
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #6 0 blockers

Set quality: #

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



Set

Player #14

Ahmadullin Timur

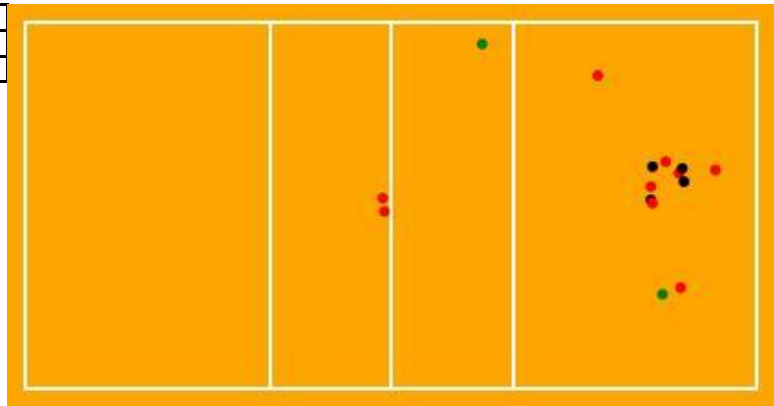
Serve

Player #14 Ahmadullin Timur

Glider

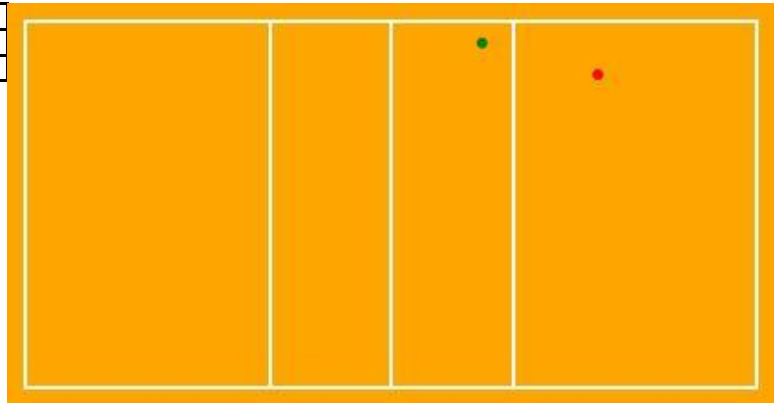
Total Glider

Total	#	+	!	/	-	=
	0%	13%	20%	6%	46%	13%
15	.	2	3	1	7	2



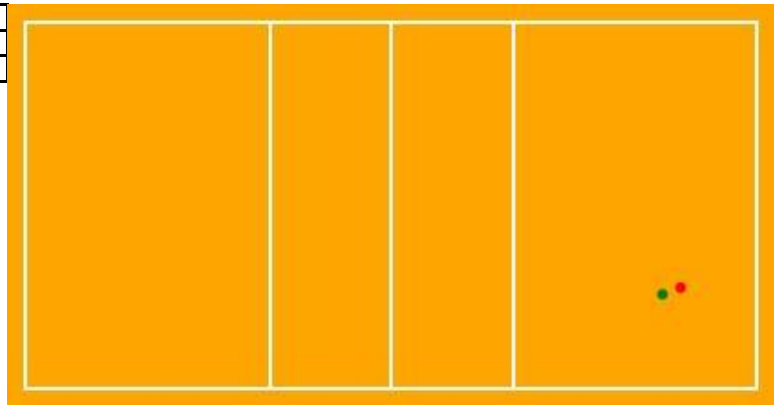
Glider Direction 1

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



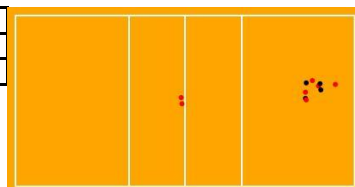
Glider Direction 5

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



Glider Direction 6

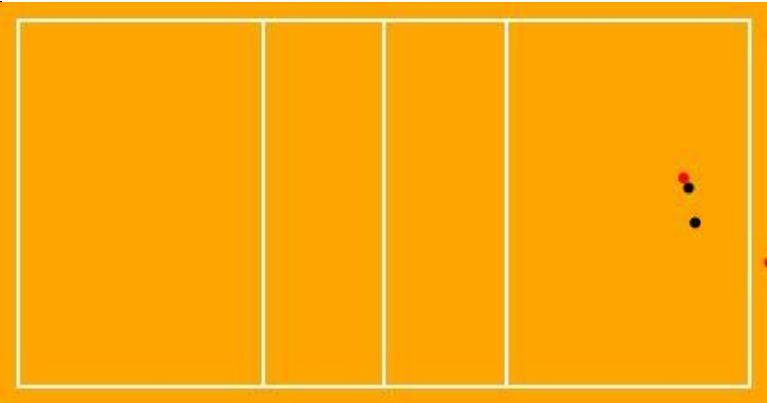
Total	#	+	!	/	-	=
	0%	0%	27%	9%	45%	18%
11	.	.	3	1	5	2



Jump

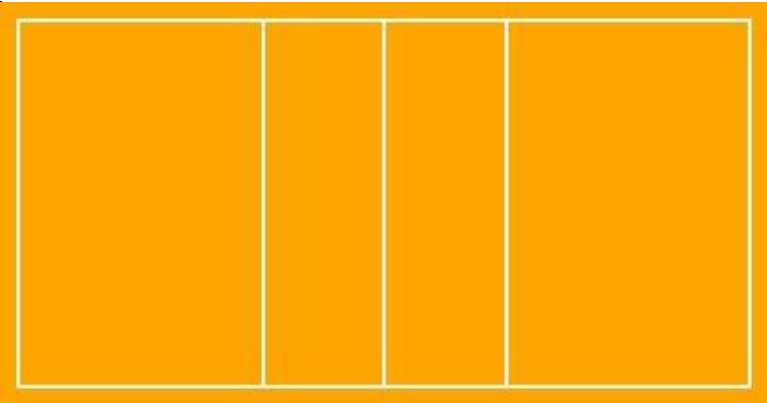
Total Jump

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



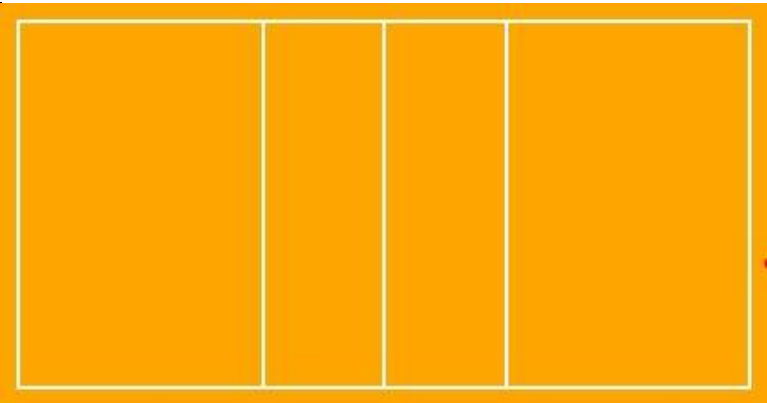
Jump Direction 1

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



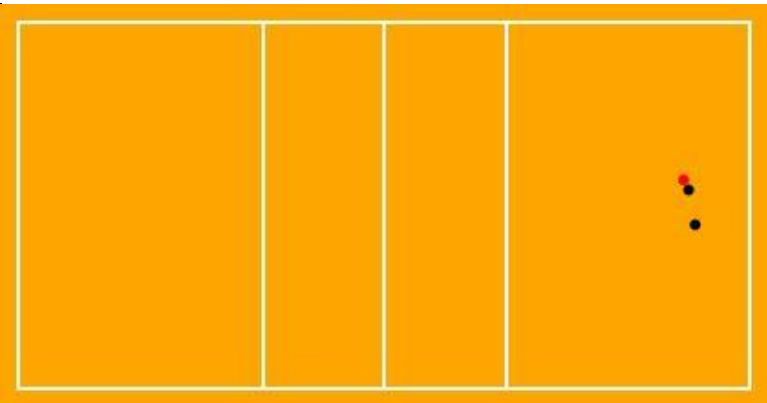
Jump Direction 5

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



Jump Direction 6

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

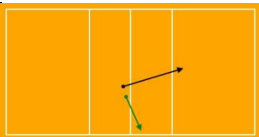


Attack Player #14 Ahmadullin Timur

Position 2

Total position 2

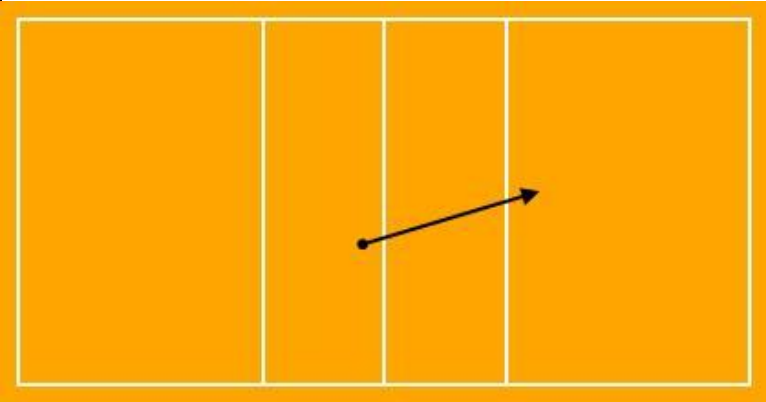
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Zone #2 0 blockers

Set quality: #

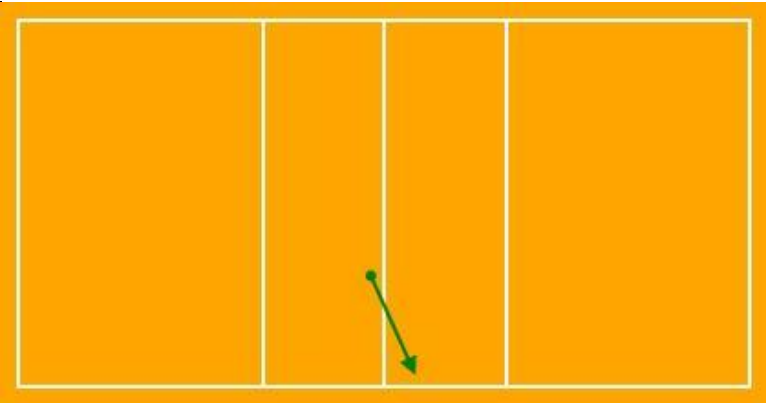
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #2 1 blockers

Set quality: #

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



Set

Player #14 Ahmadullin Timur

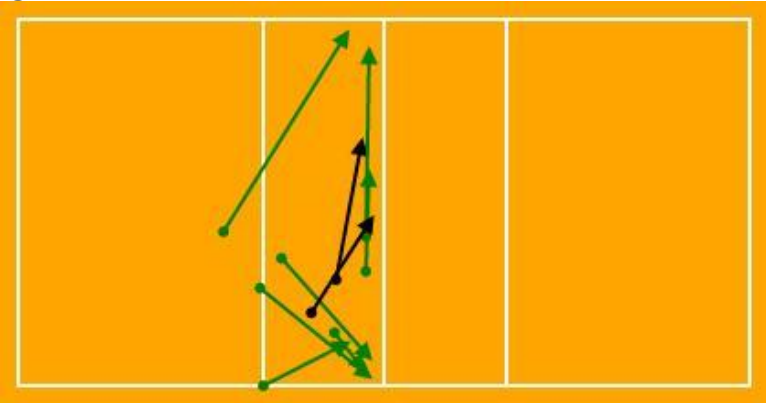
Blockers count distribution

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(12)	.(0%)	.(0%)	7(58%)	2(16%)	3(25%)	.(0%)	.(0%)
+(9)	.(0%)	.(0%)	8(88%)	.(0%)	1(11%)	.(0%)	.(0%)
!(16)	.(0%)	2(12%)	9(56%)	1(6%)	4(25%)	.(0%)	.(0%)
#+!(37)	.(0%)	2(5%)	24(64%)	3(8%)	8(21%)	.(0%)	.(0%)
/-(7)	.(0%)	.(0%)	2(28%)	2(28%)	3(42%)	.(0%)	.(0%)

Reception direction distribution

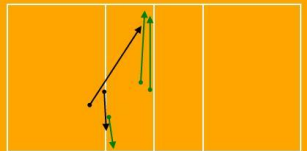
P1 arrangement

2(22%)	3(33%)	4(44%)
100%	0%	75%
2.00	1.00	1.12
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00



P2 arrangement

3(60%)	.(0%)	.(0%)
66%	.	.
1.33	0.00	0.00
.(0%)	.(0%)	2(40%)



.	.	50%
0.00	0.00	1.00

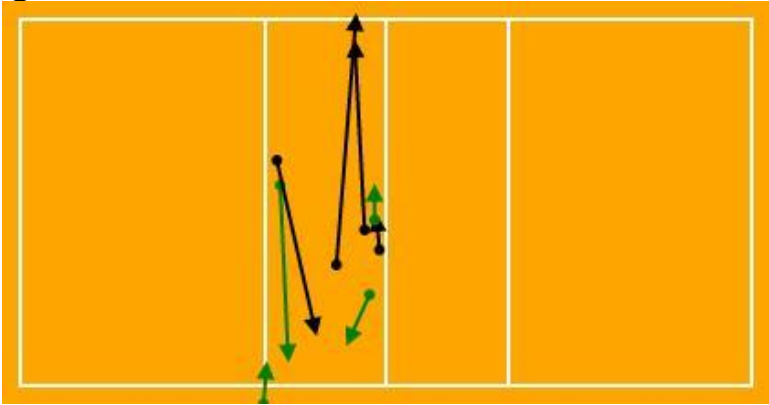
2(25%)	2(25%)	.(0%)
0%	50%	.
1.50	1.00	0.00
.(0%)	.(0%)	4(50%)
.	.	50%
0.00	0.00	1.50

1(25%)	2(50%)	.(0%)
0%	0%	.
2.00	1.00	0.00
.(0%)	.(0%)	1(25%)
.	.	0%
0.00	0.00	0.50

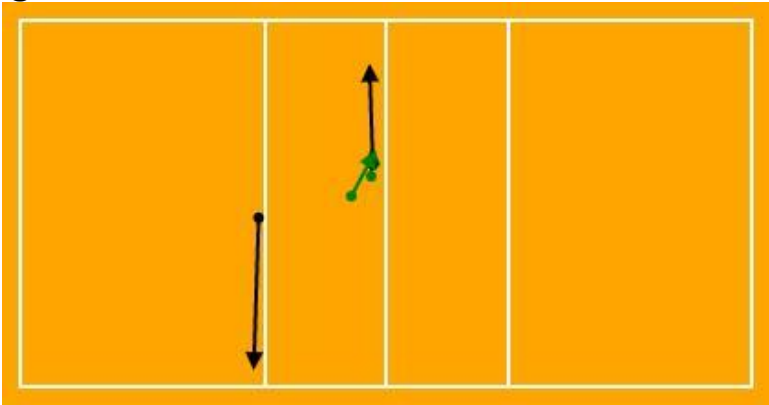
4(57%)	1(14%)	2(28%)
75%	0%	50%
1.50	0.50	1.25
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

5(45%)	4(36%)	2(18%)
60%	75%	50%
1.60	1.12	1.00
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

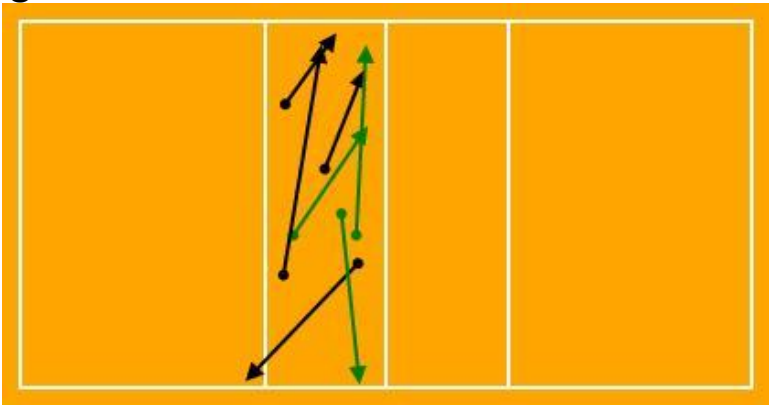
P3 arrangement



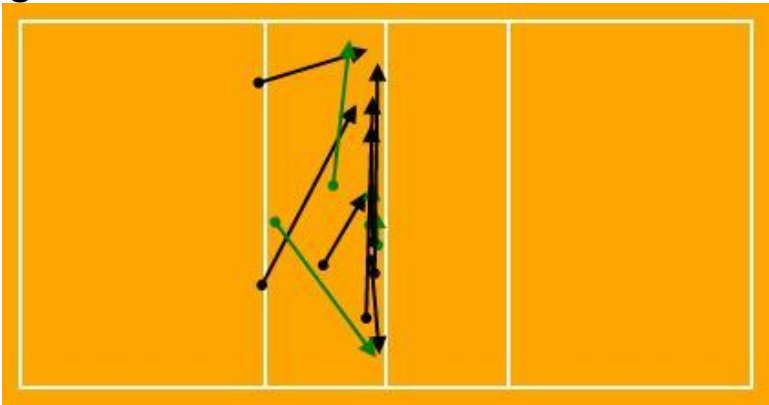
P4 arrangement



P5 arrangement



P6 arrangement



Player #15

Lyashenko Andron

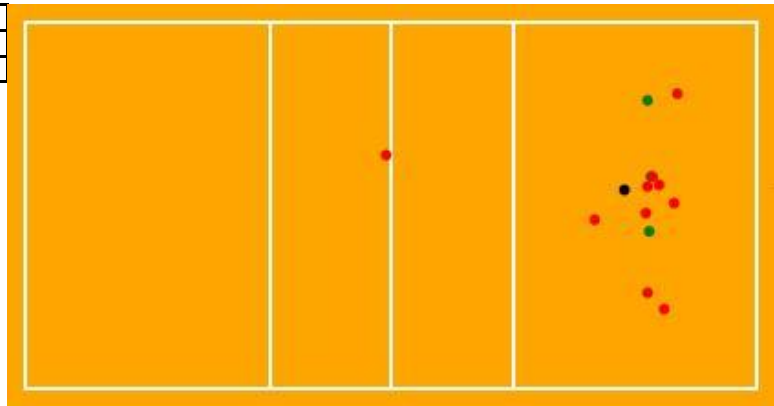
Serve

Player #15 Lyashenko Andron

Glider

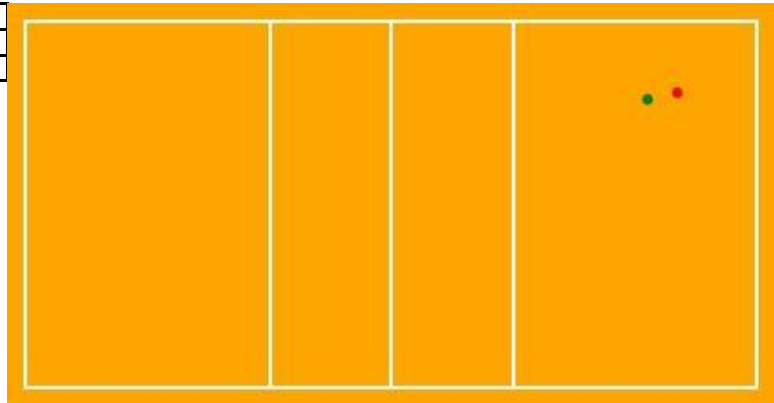
Total Glider

Total	#	+	!	/	-	=
	6%	12%	6%	0%	56%	18%
16	1	2	1	.	9	3



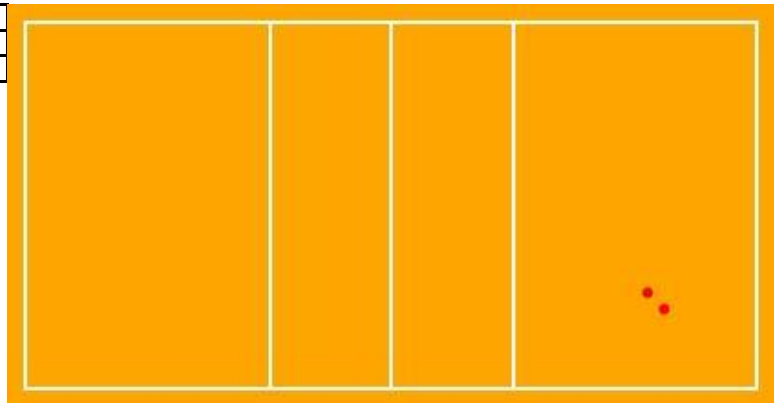
Glider Direction 1

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



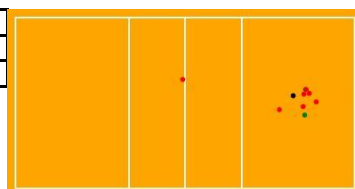
Glider Direction 5

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



Glider Direction 6

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



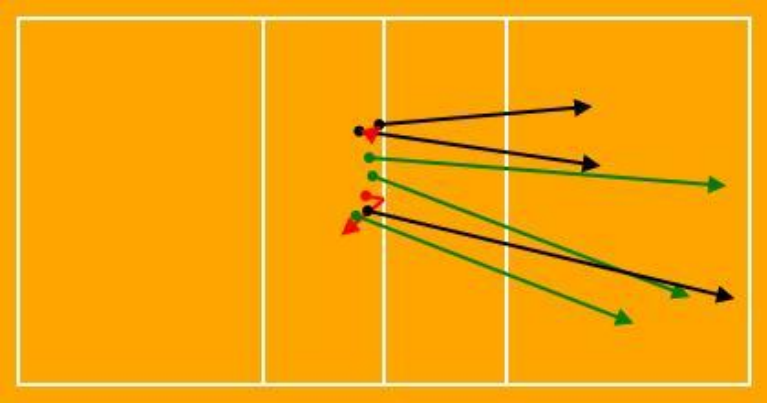
Attack

Player #15 Lyashenko Andron

Position 3

Total position 3

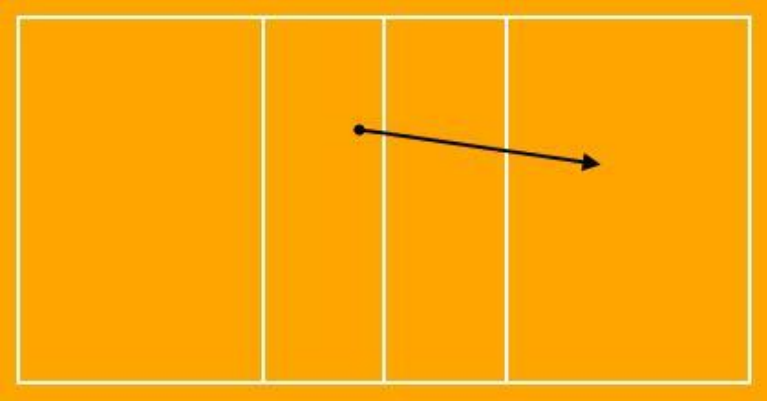
Total	#	+	!	/	-	=
	25%	12%	0%	37%	12%	12%
8	2	1	.	3	1	1



Zone #3 0.5 blockers

Set quality: +

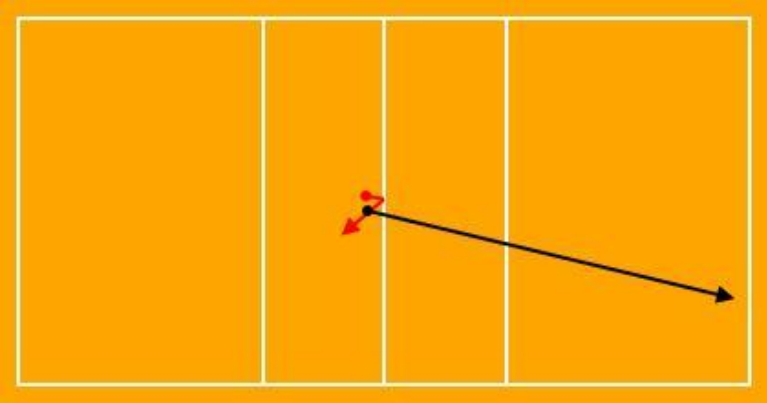
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #3 1 blockers

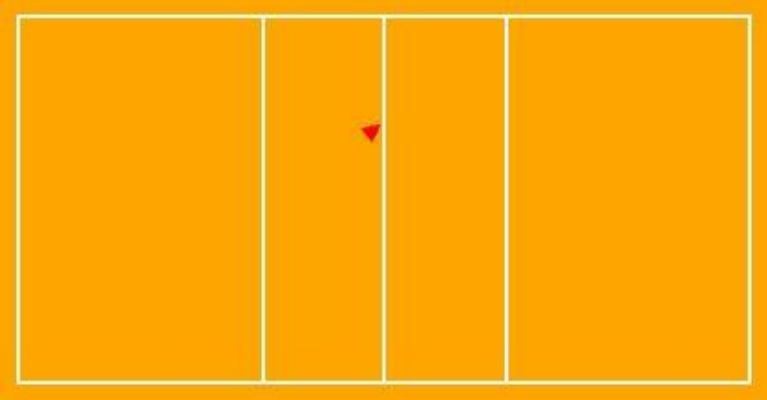
Set quality: /

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



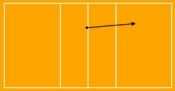
Set quality: !

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



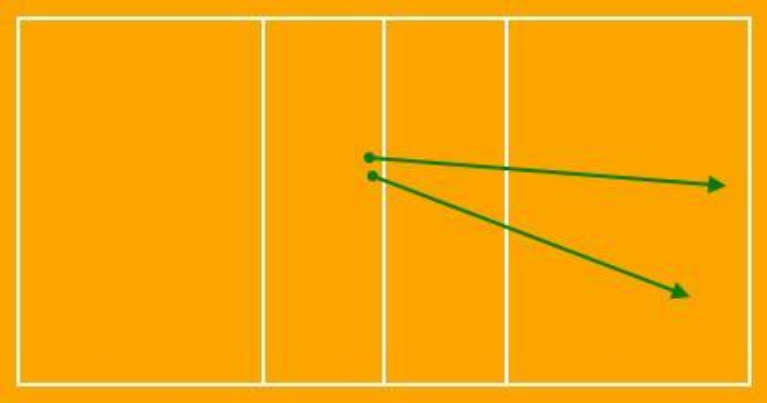
Set quality: +

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



Set quality: #

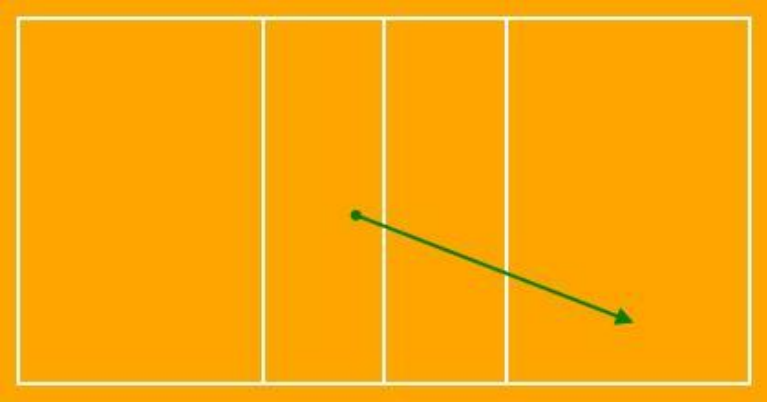
Total	#	+	!	/	-	=
	50%	50%	0%	0%	0%	0%
2	1	1



Zone #3 1.5 blockers

Set quality: #

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



Player #16

Pyanov Maxim

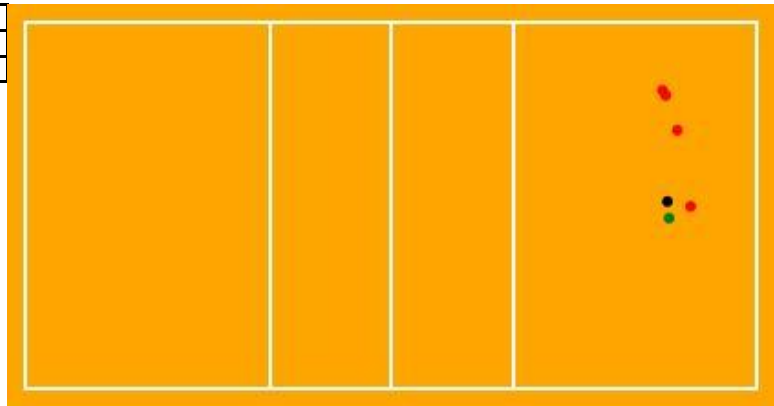
Serve

Player #16 Pyanov Maxim

Glider

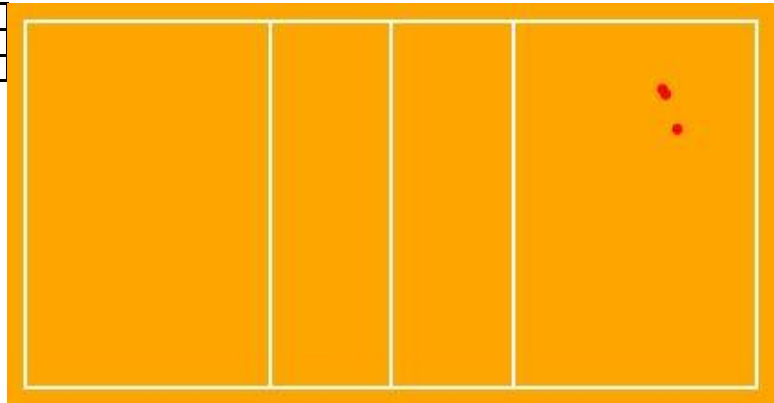
Total Glider

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



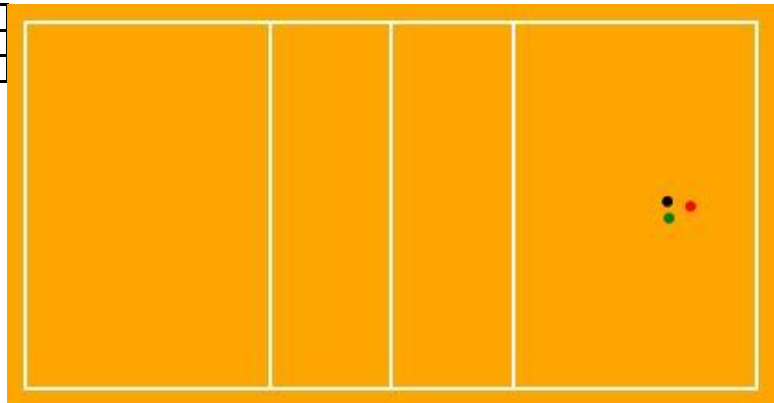
Glider Direction 1

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



Glider Direction 6

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



Player #17

Fedunov Daniil

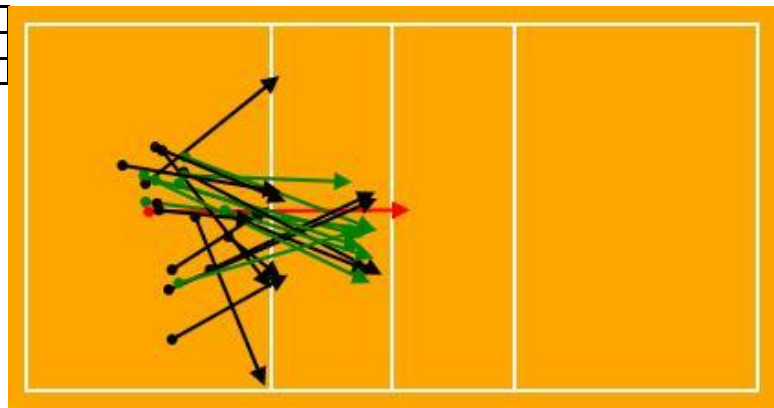
Reception

Player #17 Fedunov Daniil

Glider

Total Glider

Total	#	+	!	/	-	=
	21%	13%	34%	26%	4%	0%
23	5	3	8	6	1	.

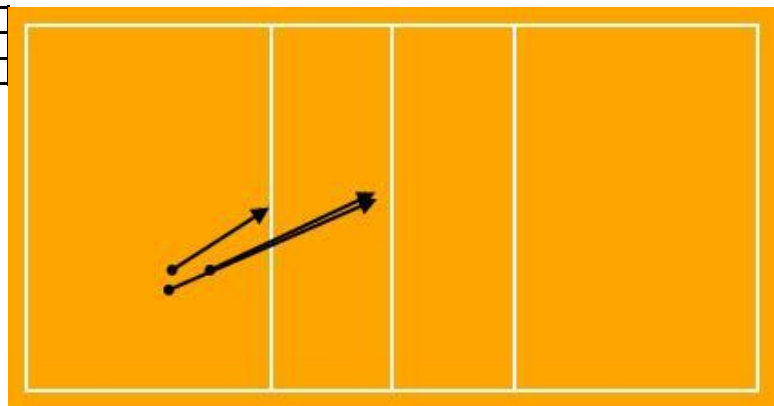


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	18(78%) #: 22%, #+: 38% !/-: 61%, =: 0%	5(21%) #: 20%, #+: 20% !/-: 80%, =: 0%

Glider Zone #1

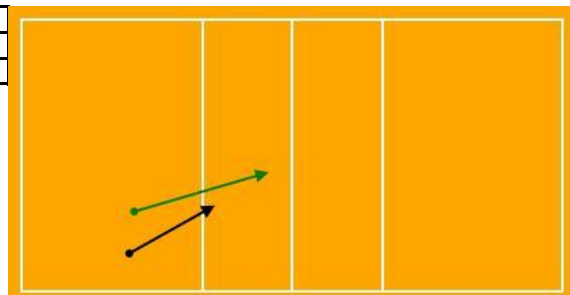
Lower

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



Upper

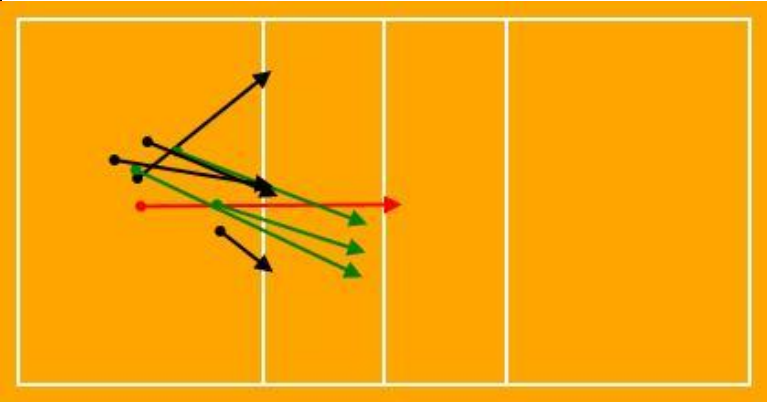
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



Glider Zone #6

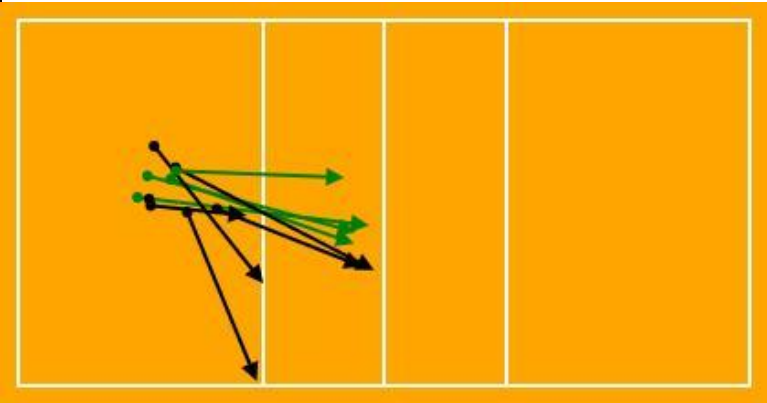
Lower

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



Upper

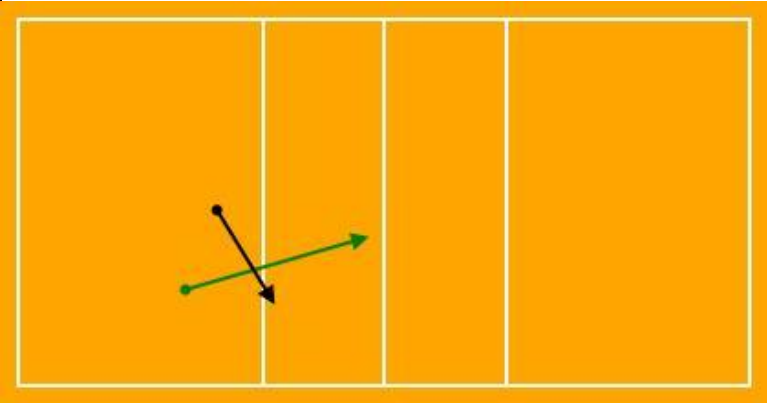
Total	#	+	!	/	-	=
	20%	20%	40%	20%	0%	0%
10	2	2	4	2	.	.



Jump

Total Jump

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

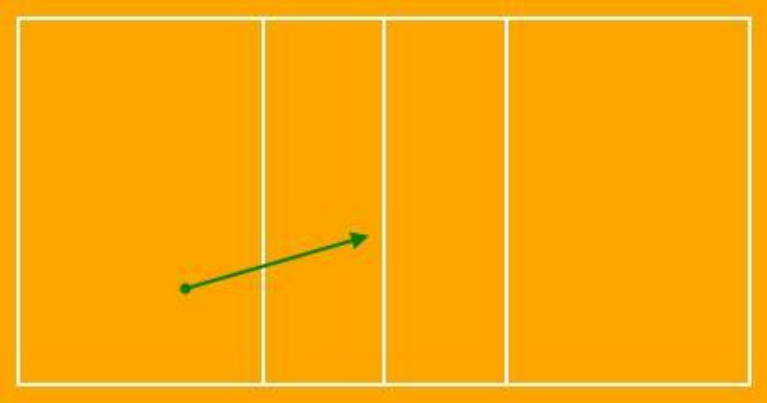


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	1(50%) #: 100%, #+: 100% !/-: 0%, =: 0%

Jump Zone #1

Lower

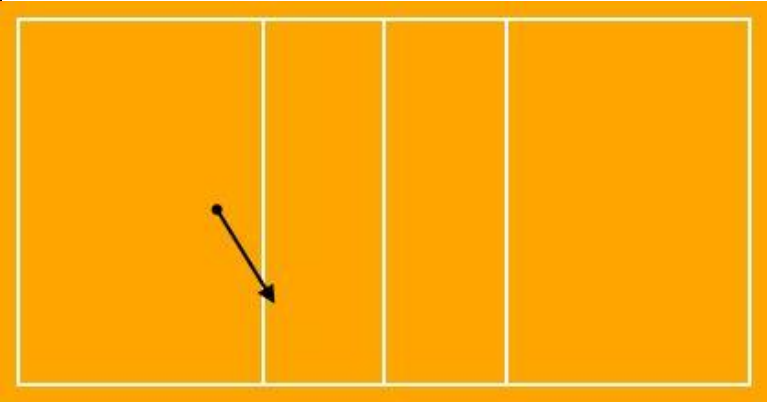
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1



Jump Zone #6

Lower

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



Set

Player #17 Fedunov Daniil

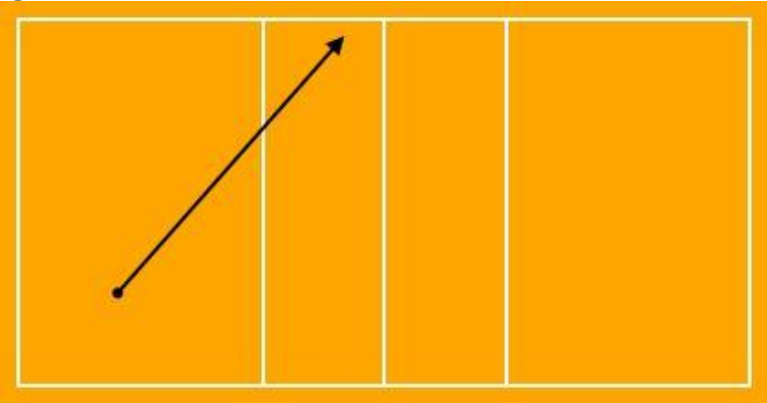
Blockers count distribution

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

Reception direction distribution

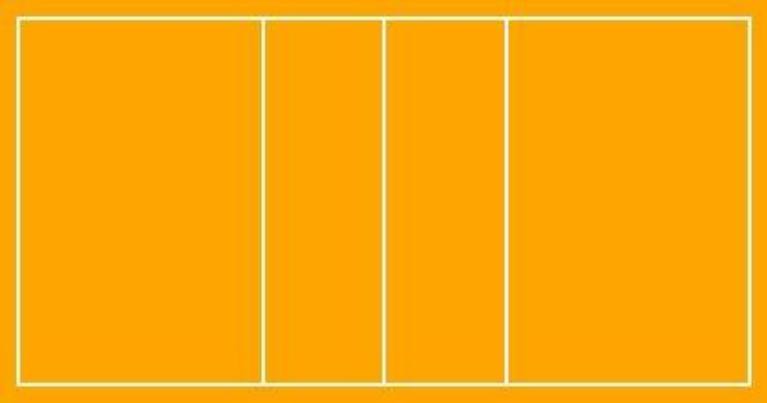
P1 arrangement

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



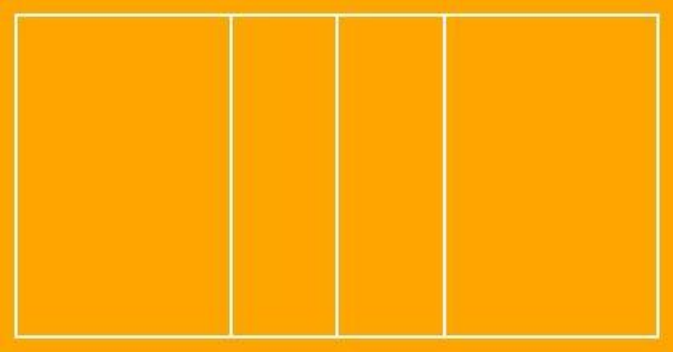
P2 arrangement

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



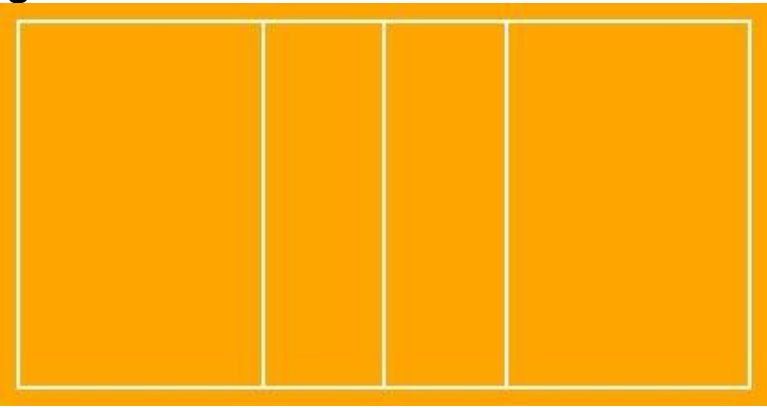
P3 arrangement

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



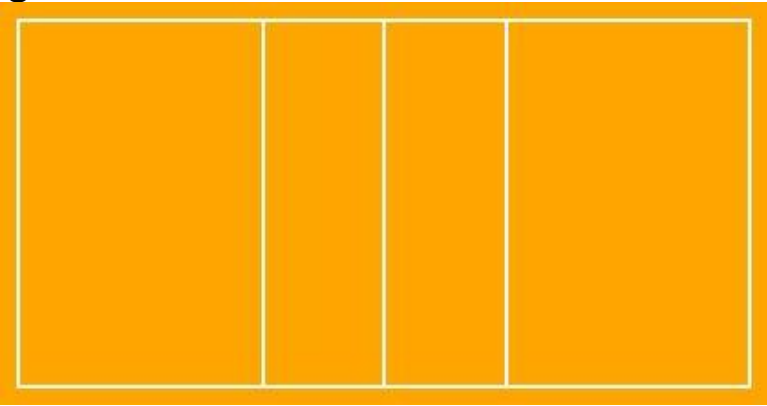
.(.)	.(.)	.(.)
0.00	0.00	0.00
.(.)	.(.)	.(.)
0.00	0.00	0.00

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

