

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	18	15	16	2	6%	1	.	.	.	.	.	28	.	1	17	75%	60%	.	25%	75%	.	7	71%
#2 Baiduji	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#7 Ushakov	8	3	10	1	0%	.	24	.	25%	45%	25%	20	2	2	7	45%	35%	.	0%	100%	1	8	87%
#8 Shchipko	8	-1	11	2	0%	.	12	.	25%	50%	25%	16	6	1	8	50%	50%	.	.	.	.	11	100%
#10 Klimov	9	5	12	2	0%	.	.	.	.	.	.	13	1	.	6	53%	46%	1	25%	75%	3	4	100%
#12 Volkov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#13 Trofimov	10	9	7	.	14%	1	6	.	16%	83%	83%	14	1	.	8	57%	57%	.	33%	66%	1	6	83%
#14 Ahmadullin	6	2	21	3	23%	3	.	.	.	.	.	6	1	.	1	16%	16%	.	16%	83%	2	12	83%
#15 Lyashenko	5	4	13	1	15%	1	.	.	.	.	.	4	.	.	3	100%	75%	.	42%	57%	1	5	80%
#16 Pyanov	7	4	7	1	0%	.	.	.	.	.	.	6	1	.	4	66%	66%	1	14%	85%	3	.	.
#17 Fedunov	.	-1	.	.	.	.	20	.	25%	50%	35%	.	.	.	.	.	.	.	.	.	.	9	55%
#18 Ziva	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#24 Scherbakov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Total	71	40	97	12	9%	6	62	.	24%	51%	33%	107	12	4	54	57%	50%	2	23%	76%	11	62	82%

# Player #1

# Vasilchenko

# Dmitrii

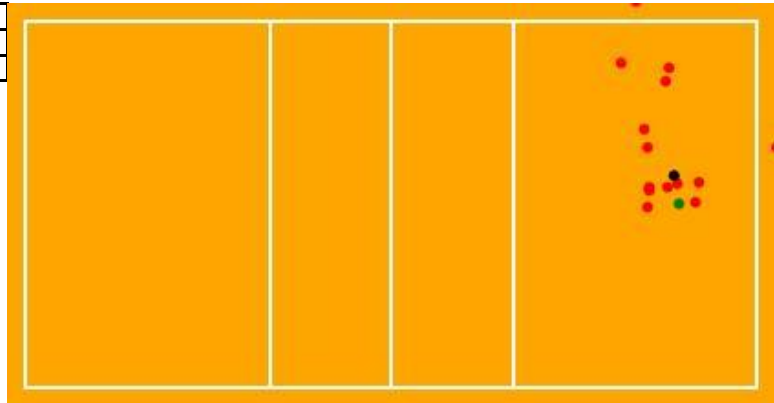
Serve

Player #1 Vasilchenko Dmitrii

## Glider

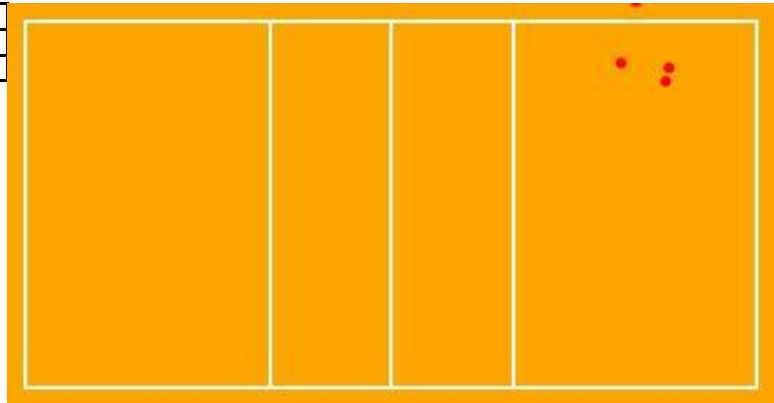
### Total Glider

Total	#	+	!	/	-	=
	6%	0%	6%	0%	75%	12%
16	1	.	1	.	12	2



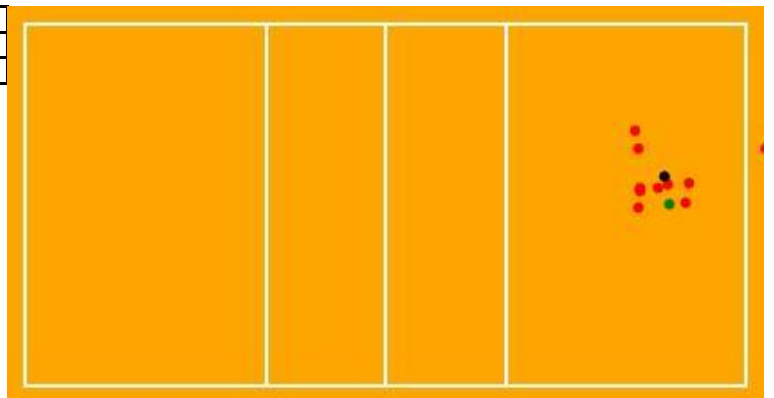
### Glider Direction 1

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



### Glider Direction 6

Total	#	+	!	/	-	=
	8%	0%	8%	0%	75%	8%
12	1	.	1	.	9	1



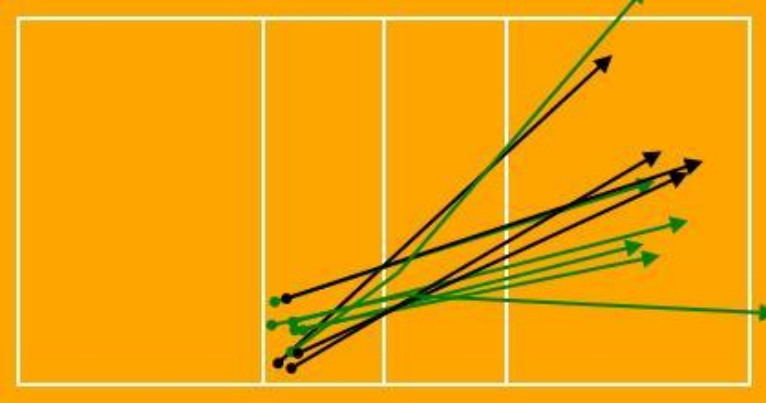
# Attack

## Player #1 Vasilchenko Dmitrii

### Position 1

Total position 1

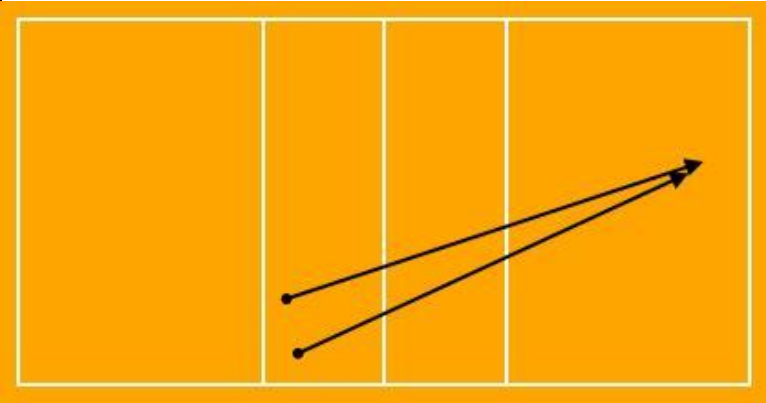
Total	#	+	!	/	-	=
	60%	0%	0%	40%	0%	0%
10	6	.	.	4	.	.



### Zone #1 0 blockers

Set quality: /

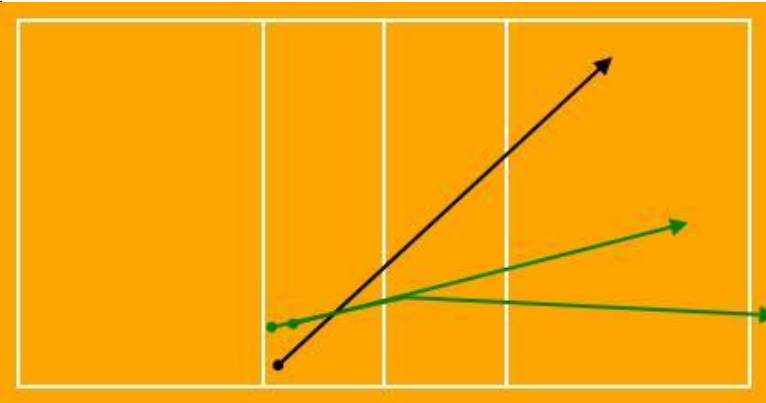
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
2	.	.	.	2	.	.



### Zone #1 1 blockers

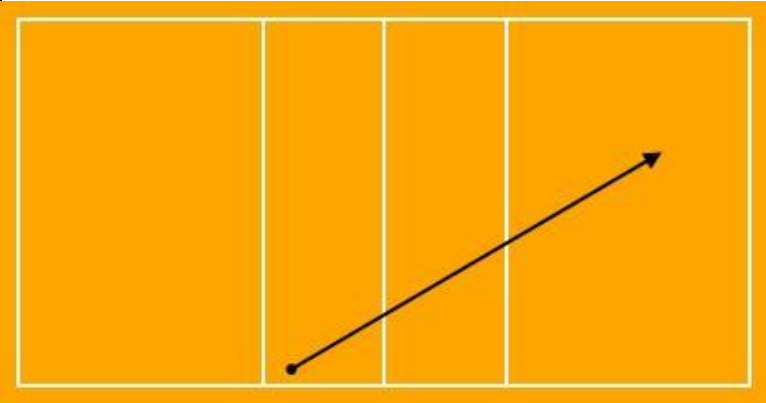
Set quality: !

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



Set quality: +

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



### Zone #1 1.5 blockers

Set quality: /

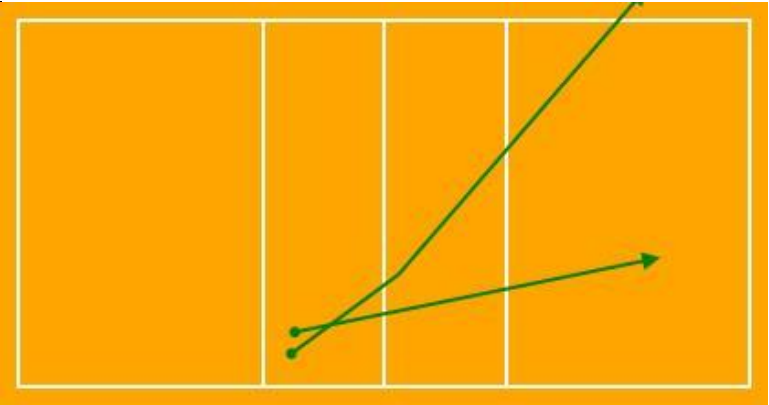
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---



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

Set quality: +

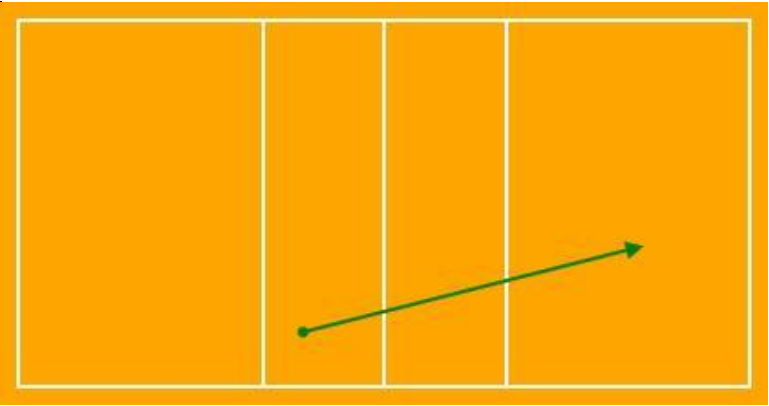
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



## Zone #1 2 blockers

Set quality: +

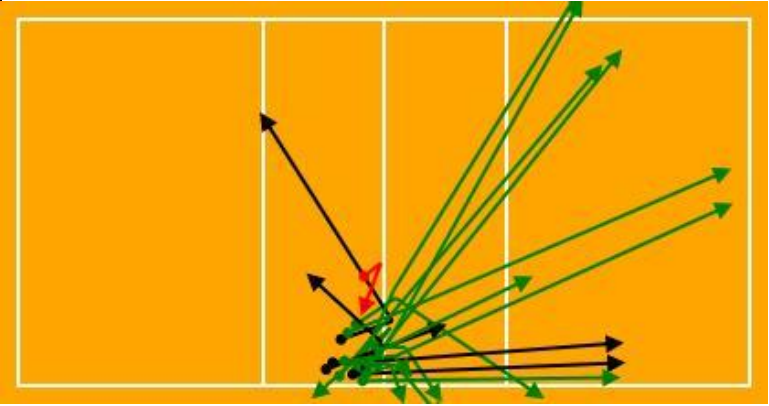
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Position 2

Total position 2

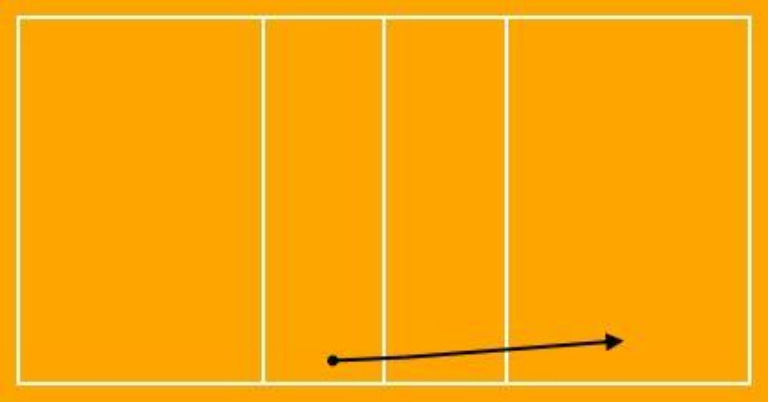
Total	#	+	!	/	-	=
	55%	15%	10%	15%	5%	0%
20	11	3	2	3	1	.



## Zone #2 1 blockers

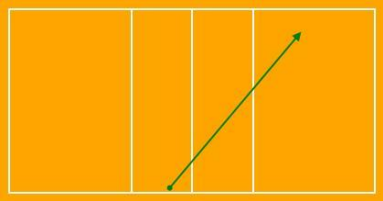
Set quality: /

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



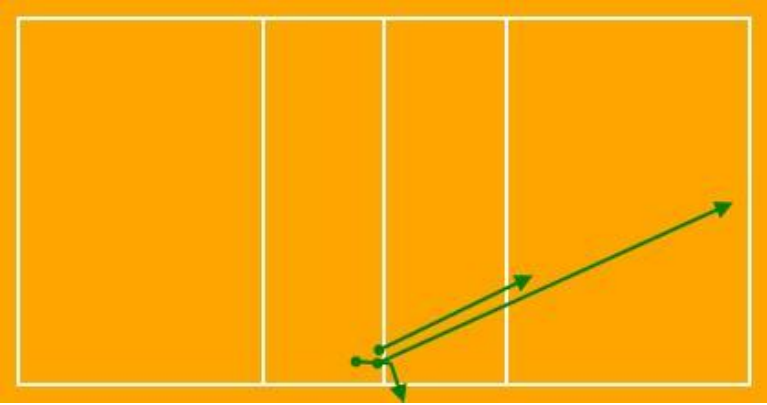
Set quality: !

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



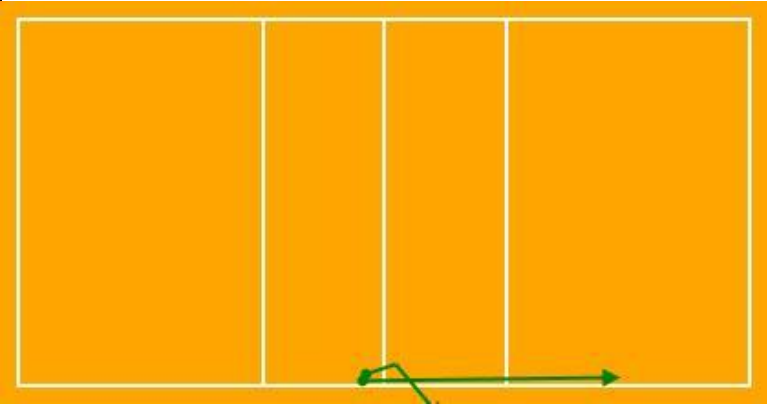
Set quality: +

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



Set quality: #

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



Zone #2 1.5 blockers

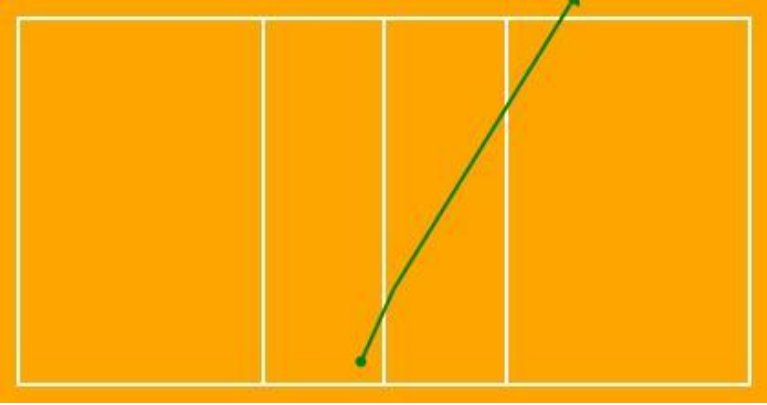
Set quality: !

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



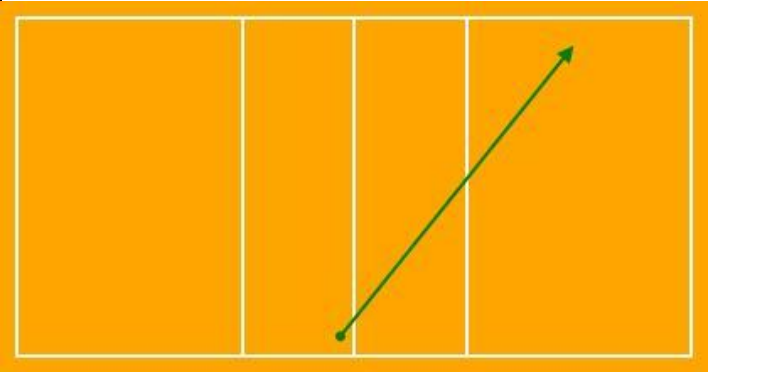
Set quality: +

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



Set quality: #

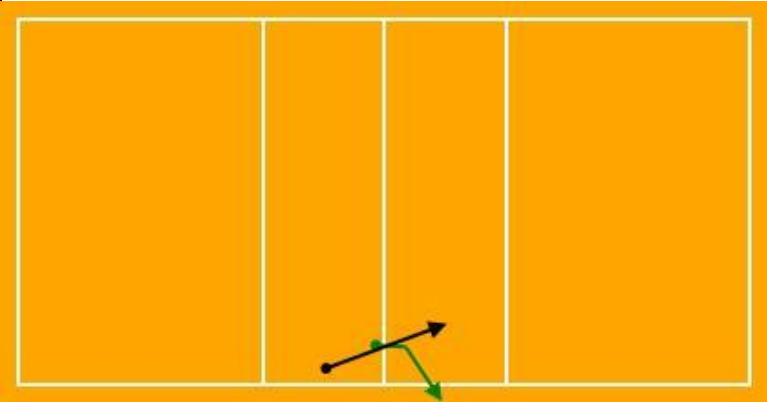
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



# Zone #2 2 blockers

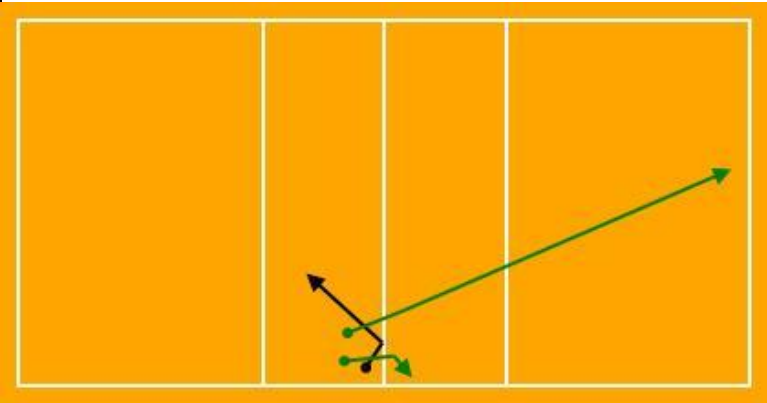
Set quality: /

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



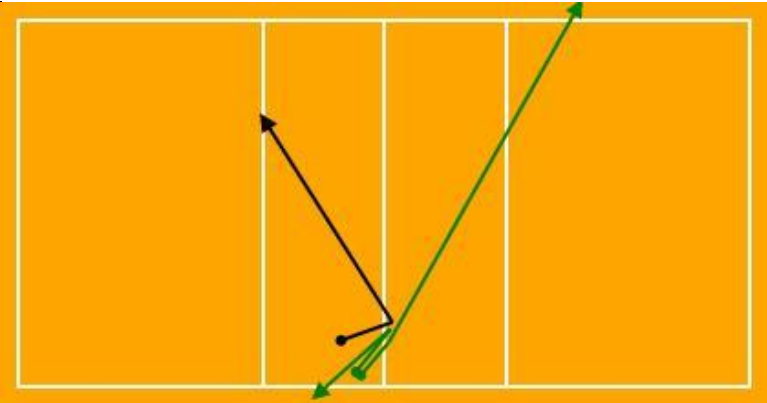
Set quality: !

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



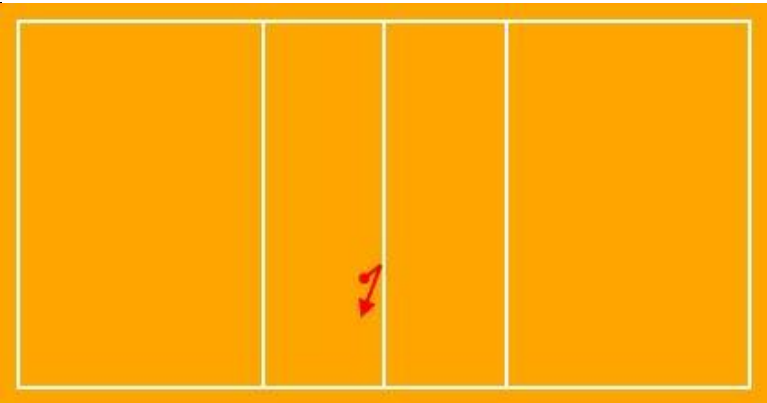
Set quality: +

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



Set quality: #

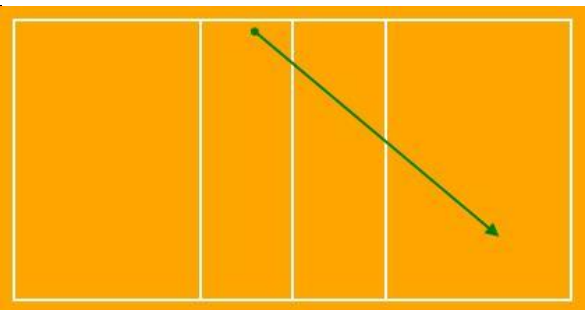
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	.	.	.	.	1	.



# Position 4

Total position 4

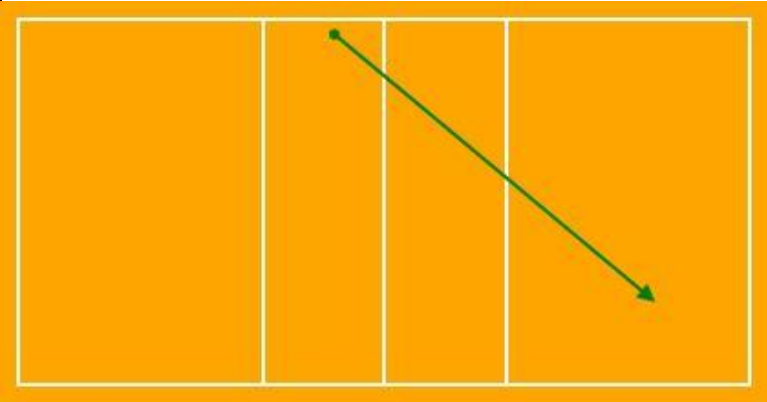
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



# Zone #4 1 blockers

Set quality: +

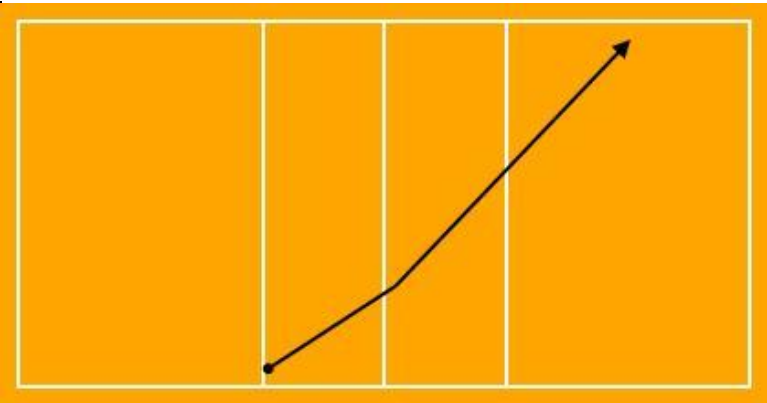
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



# Position 6

Total position 6

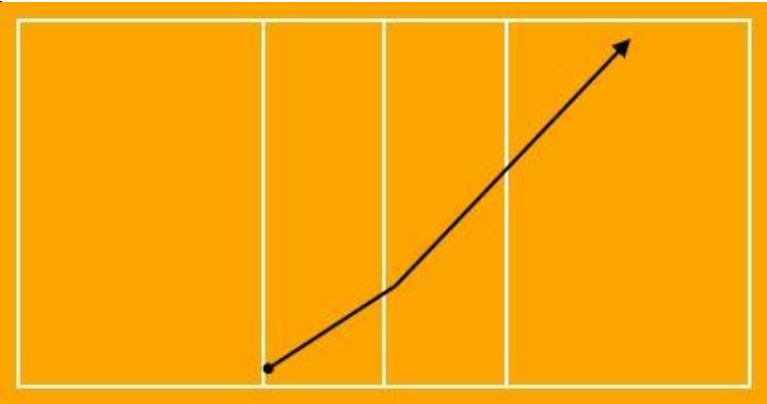
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



# Zone #6 1 blockers

Set quality: !

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



# Player #7 Ushakov

# Vladislav

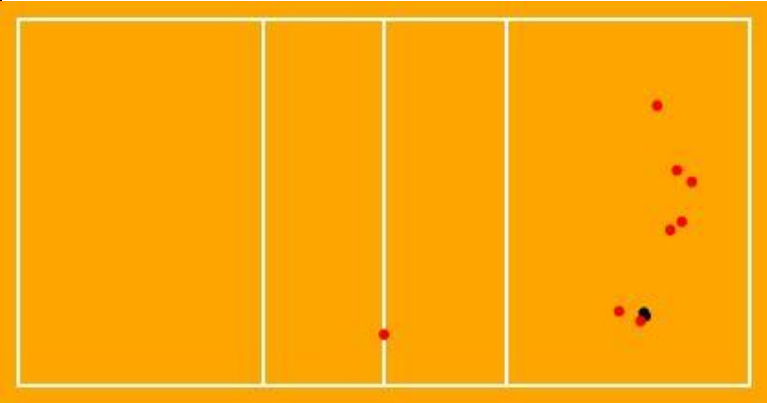
Serve

Player #7 Ushakov Vladislav

## Glider

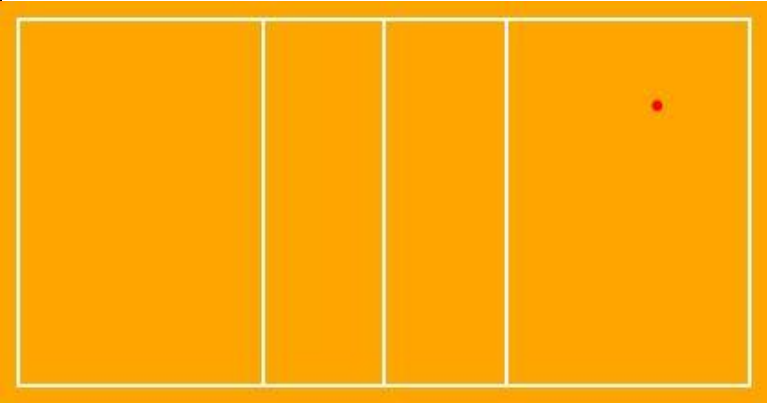
Total Glider

Total	#	+	!	/	-	=
	0%	0%	0%	20%	70%	10%
10	.	.	.	2	7	1



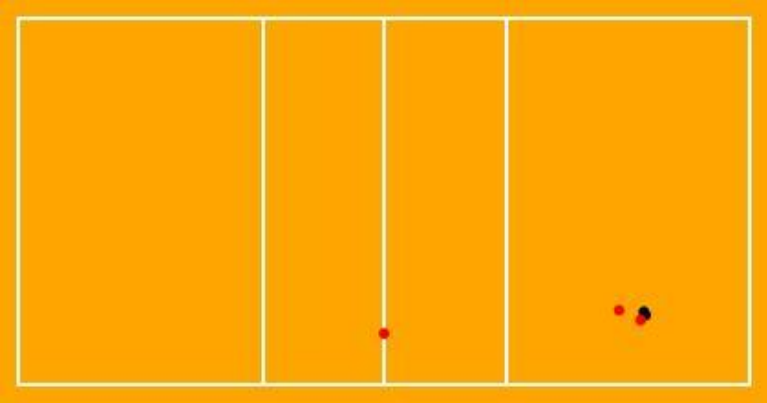
Glider Direction 1

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



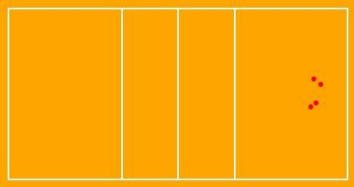
Glider Direction 5

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



Glider Direction 6

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





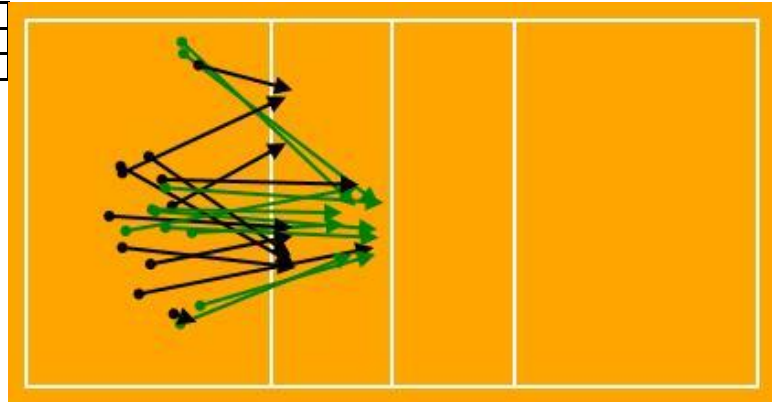
# Reception

## Player #7 Ushakov Vladislav

### Glider

#### Total Glider

Total	#	+	!	/	-	=
	23%	23%	28%	23%	0%	0%
21	5	5	6	5	.	.

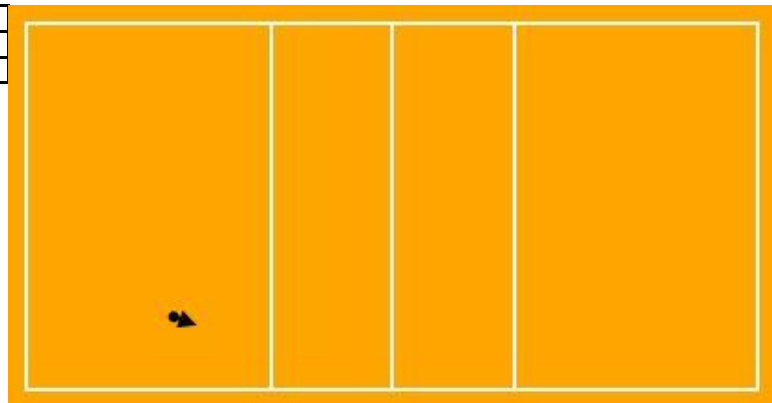


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
4(19%) #: 25%, #+: 50% !/-: 50%, =: 0%	13(61%) #: 23%, #+: 46% !/-: 53%, =: 0%	4(19%) #: 25%, #+: 50% !/-: 50%, =: 0%

### Glider Zone #1

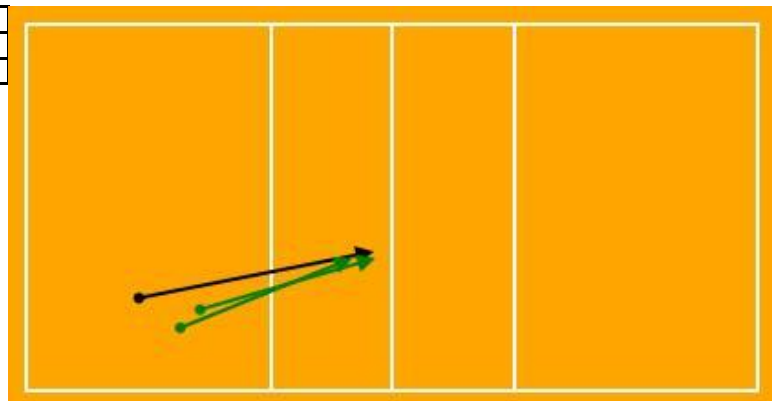
#### Lower

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



#### Upper

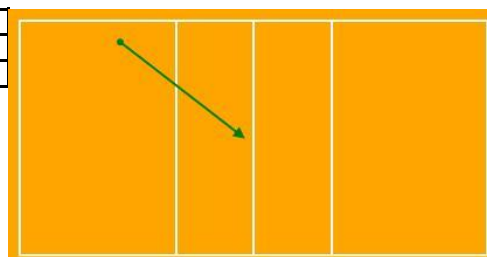
Total	#	+	!	/	-	=
	33%	33%	33%	0%	0%	0%
3	1	1	1	.	.	.



### Glider Zone #5

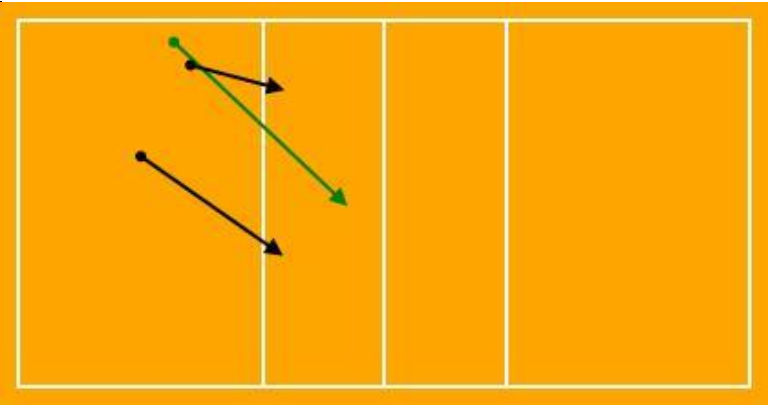
#### Lower

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



Upper

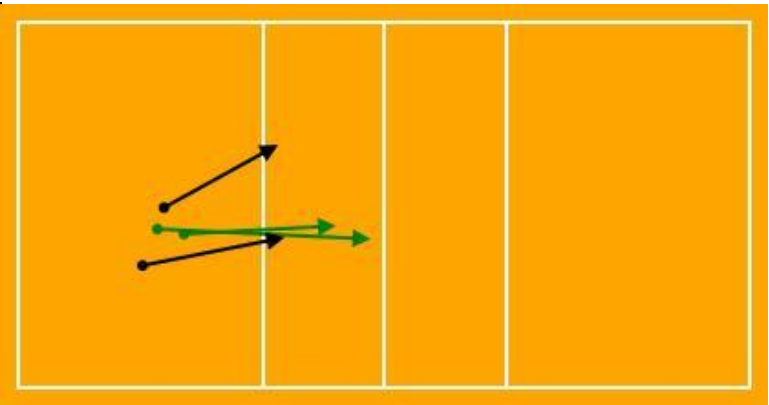
Total	#	+	!	/	-	=
	0%	33%	33%	33%	0%	0%
3	.	1	1	1	.	.



Glider Zone #6

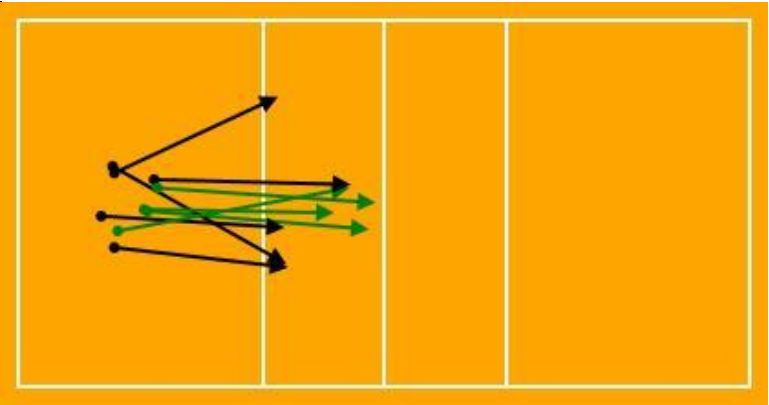
Lower

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



Upper

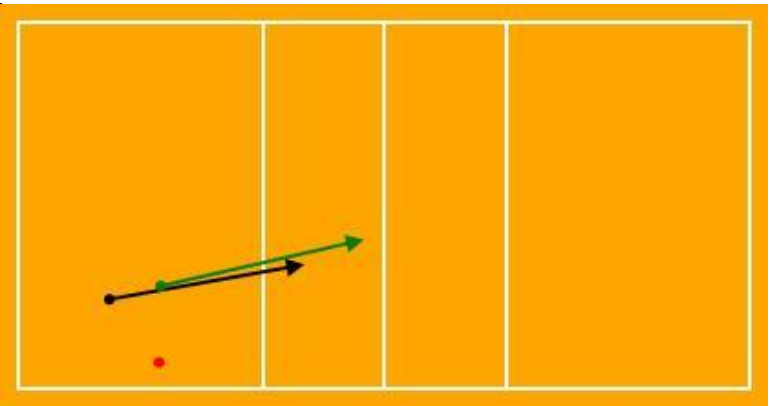
Total	#	+	!	/	-	=
	22%	22%	22%	33%	0%	0%
9	2	2	2	3	.	.



Jump

Total Jump

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

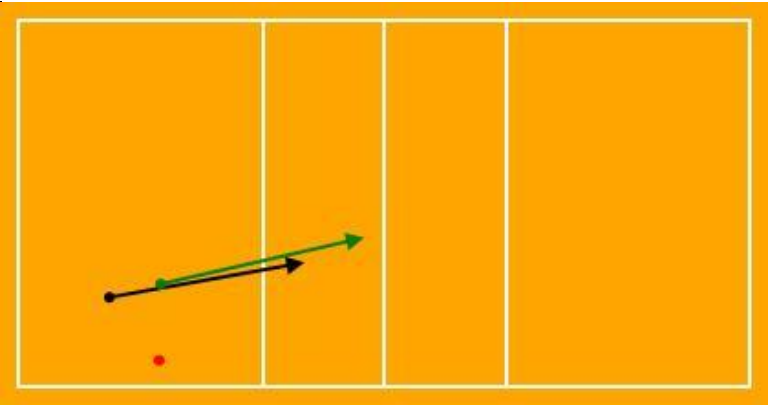


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	3(100%) #: 33%, #+: 33% !/-: 66%, =: 0%

Jump Zone #1

Lower

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



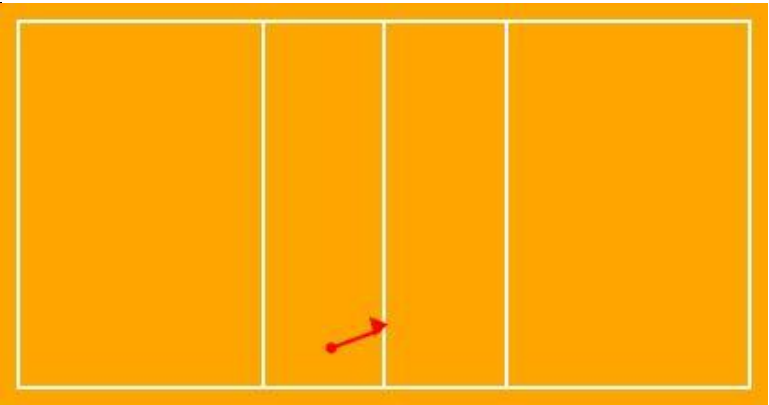
# Attack

## Player #7 Ushakov Vladislav

### Position 2

Total position 2

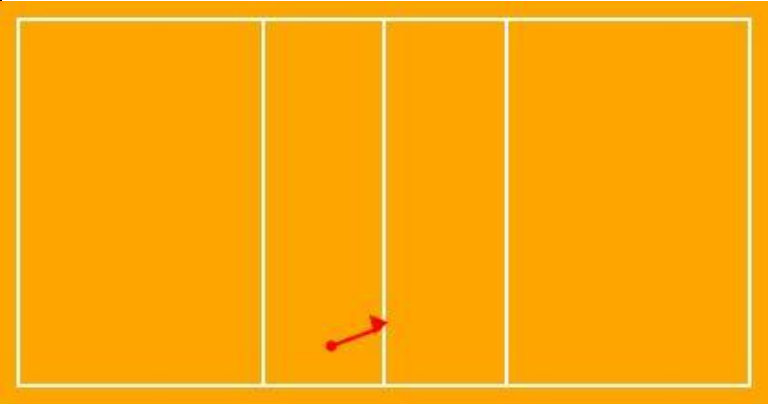
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	.	.	.	.	1	.



### Zone #2 2 blockers

Set quality: /

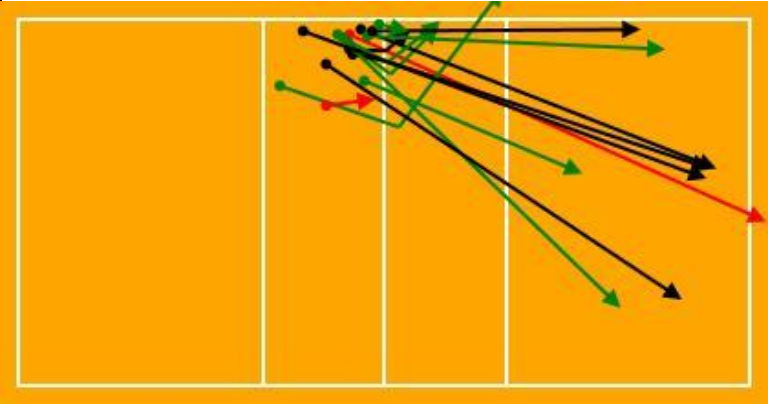
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
1	.	.	.	.	1	.



### Position 4

Total position 4

Total	#	+	!	/	-	=
	40%	6%	0%	40%	0%	13%
15	6	1	.	6	.	2



### Zone #4 0 blockers

Set quality: #

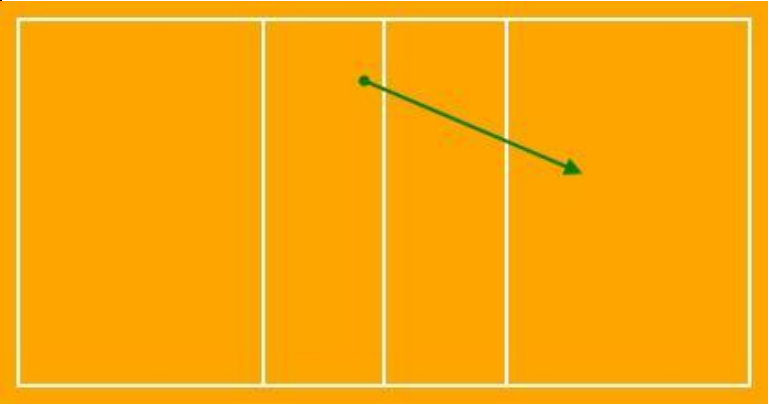
Total	#	+	!	/	-	=

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

## Zone #4 1 blockers

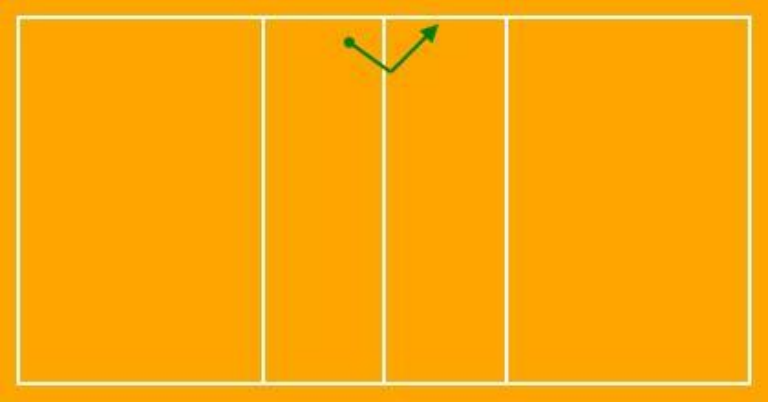
Set quality: /

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



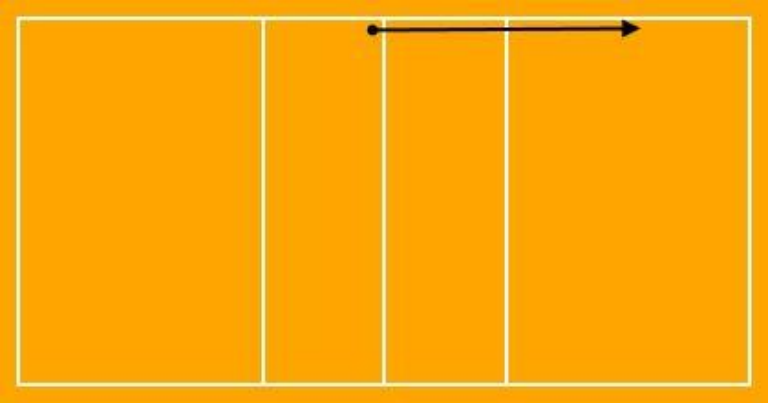
Set quality: !

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



Set quality: #

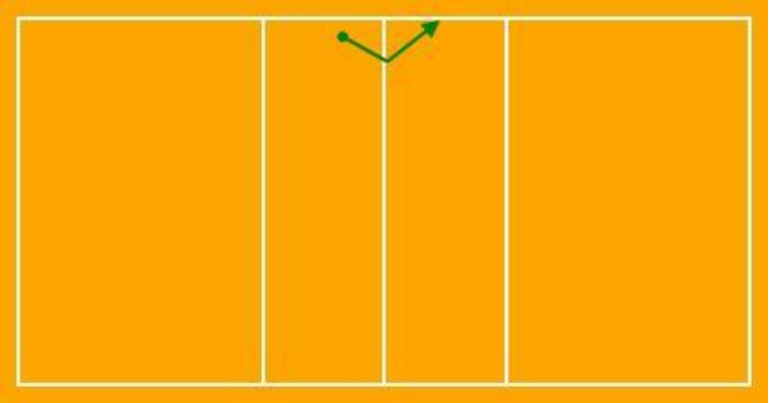
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Zone #4 1.5 blockers

Set quality: +

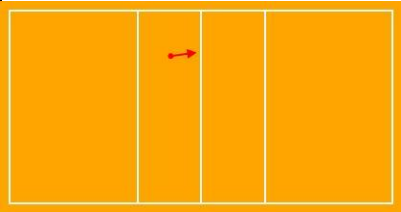
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 2 blockers

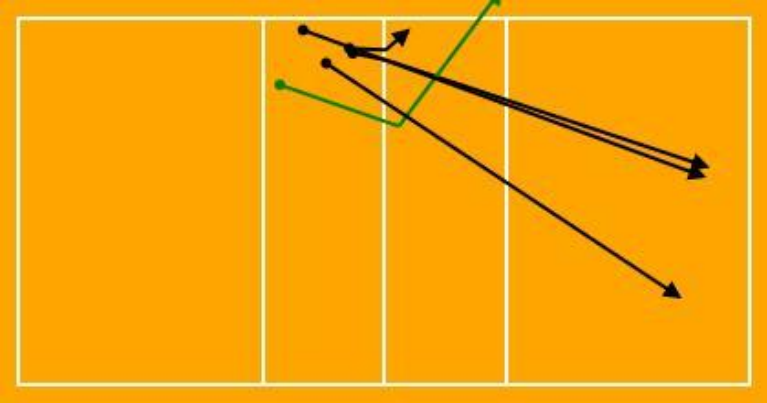
Set quality: /

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



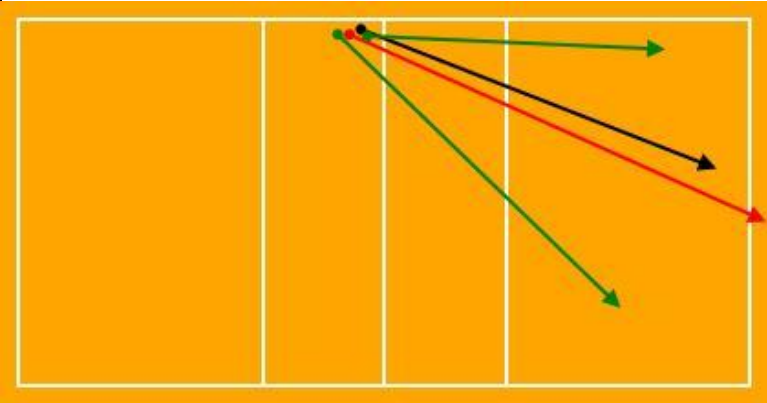
Set quality: !

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



Set quality: +

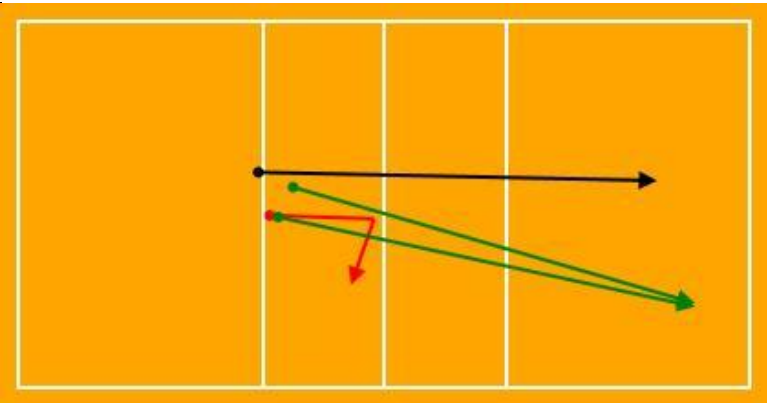
Total	#	+	!	/	-	=
	25%	25%	0%	25%	0%	25%
4	1	1	.	1	.	1



## Position 6

Total position 6

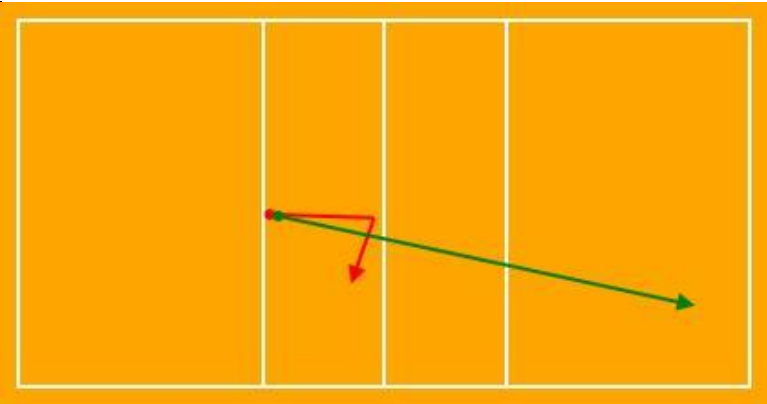
Total	#	+	!	/	-	=
	25%	25%	0%	25%	25%	0%
4	1	1	.	1	1	.



## Zone #6 1 blockers

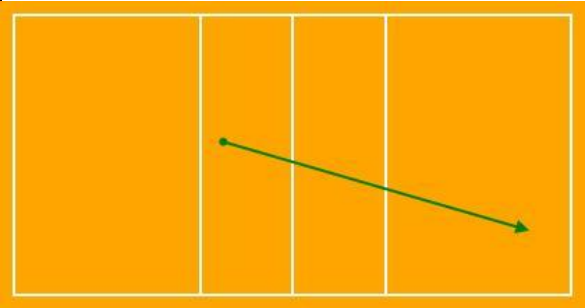
Set quality: +

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



Set quality: #

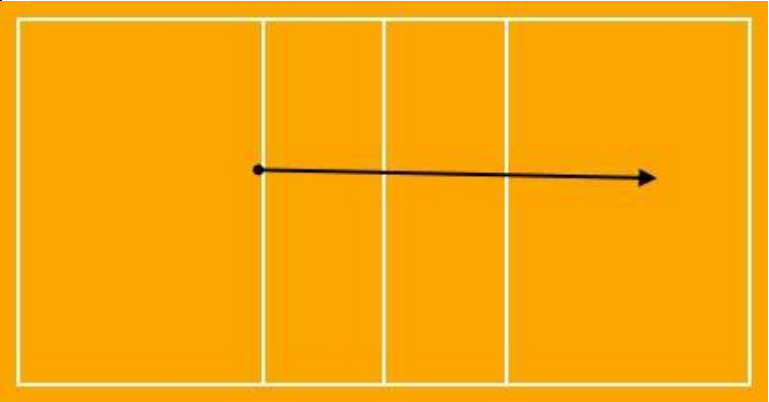
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Zone #6 2 blockers

Set quality: !

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



## Set

### Player #7 Ushakov Vladislav

#### Set quality distribution by reception quality

rec.qual/ set.qual	=	-	/	!	+	#
/ - (1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)

#### Set quality distribution by direction

direction/ set.qual	=	-	/	!	+	#
2(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)
21(1)	.(0%)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)

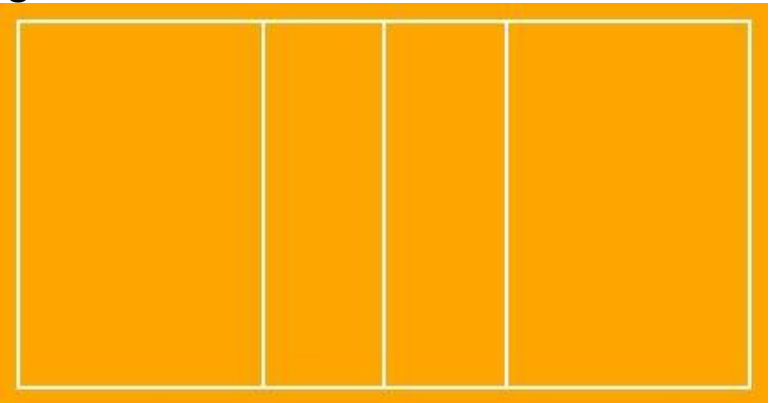
#### Blockers count distribution by reception quality

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

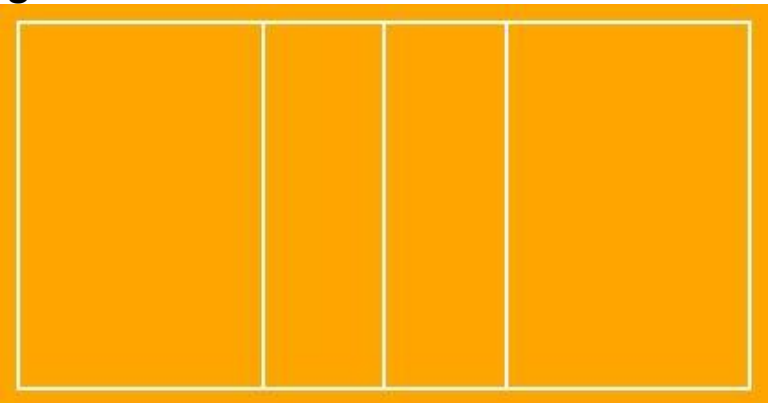
##### P1 arrangement

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



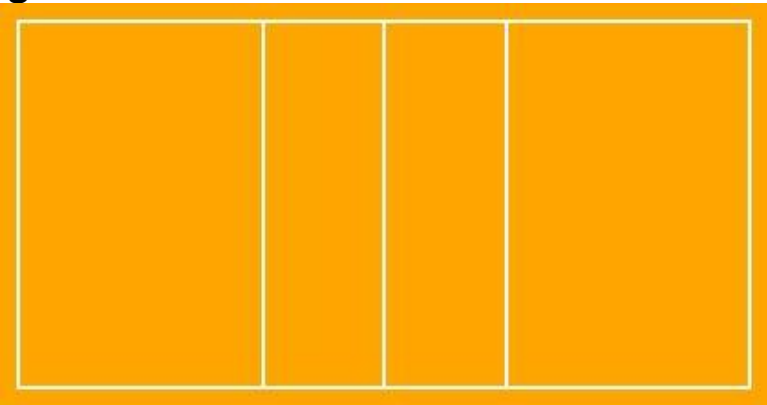
##### P2 arrangement

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



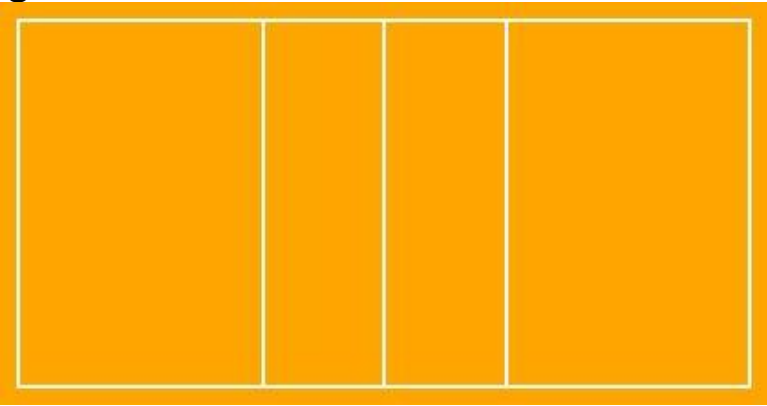
.(.)	.(.)	.(.)
0.00	0.00	0.00
.(.)	.(.)	.(.)
0.00	0.00	0.00

P3 arrangement



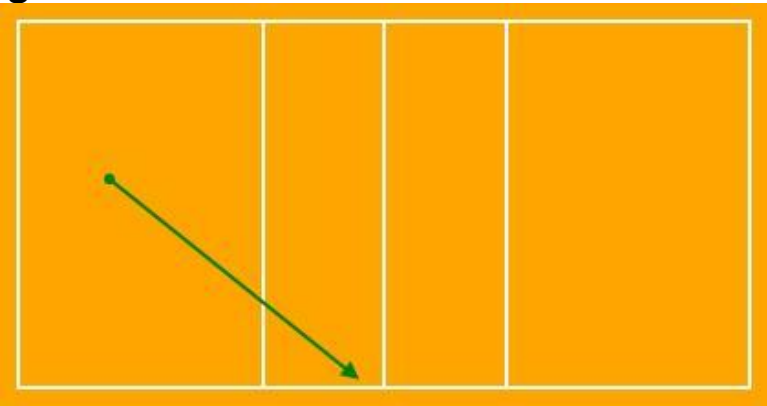
.(.)	.(.)	.(.)
0.00	0.00	0.00
.(.)	.(.)	.(.)
0.00	0.00	0.00

P4 arrangement



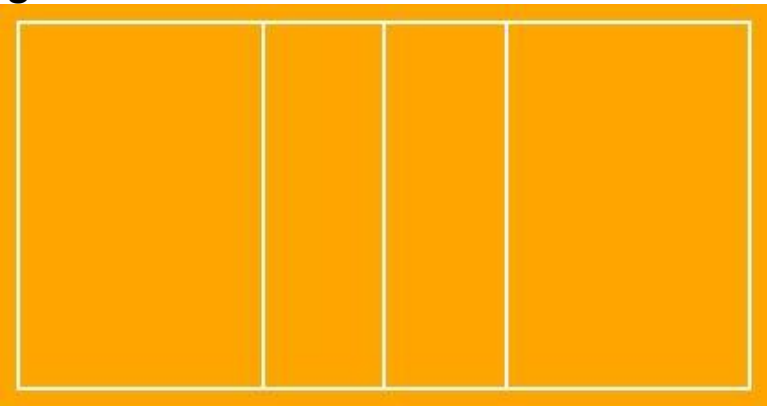
.(0%)	.(0%)	1(100%)
0.00	0.00	100%
.(0%)	.(0%)	.(0%)
0.00	0.00	0.00

P5 arrangement



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

P6 arrangement



# Player #8

# Shchipko Sergei

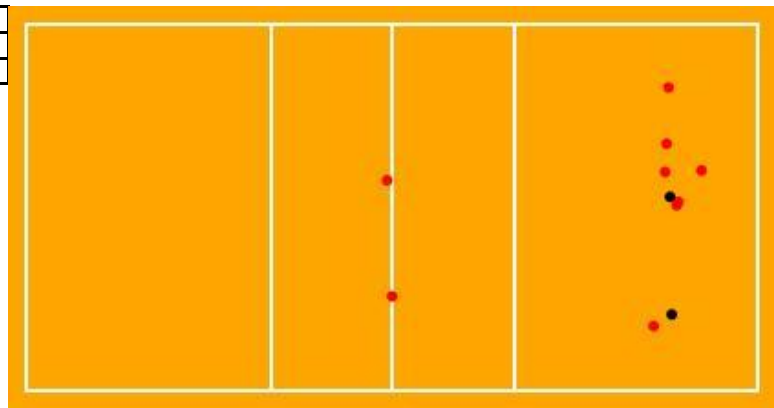
Serve

Player #8 Shchipko Sergei

## Glider

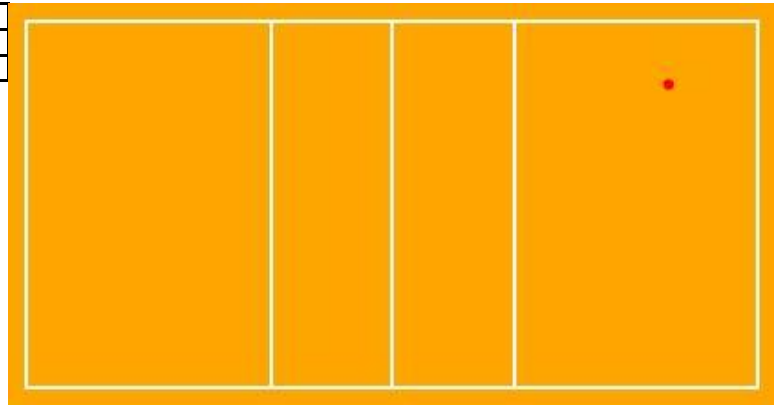
Total Glider

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



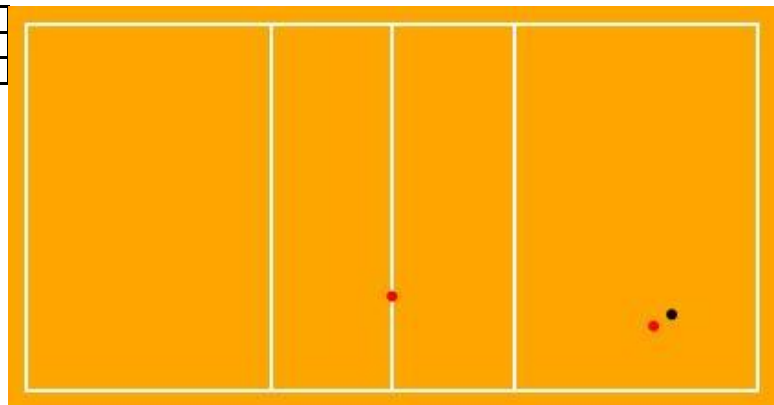
Glider Direction 1

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



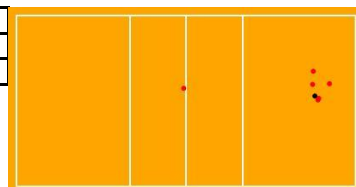
Glider Direction 5

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



Glider Direction 6

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





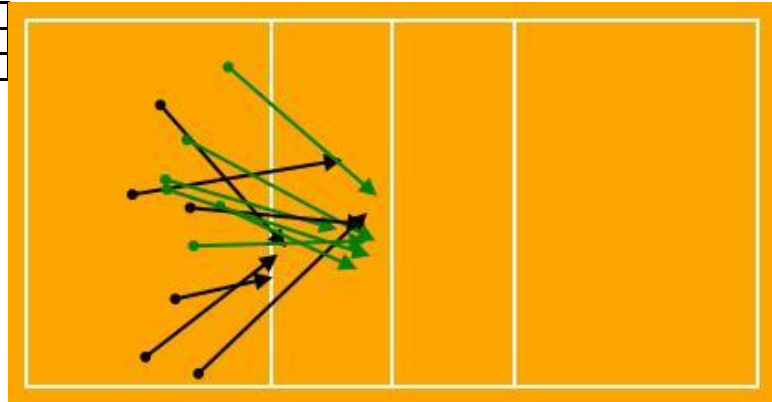
# Reception

## Player #8 Shchipko Sergei

### Glider

#### Total Glider

Total	#	+	!	/	-	=
	25%	25%	25%	25%	0%	0%
12	3	3	3	3	.	.

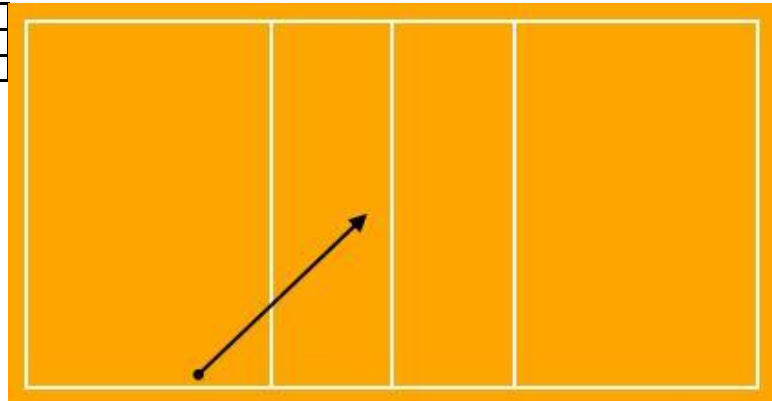


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(25%) #: 66%, #+: 66% !/-: 33%, =: 0%	6(50%) #: 16%, #+: 66% !/-: 33%, =: 0%	3(25%) #: 0%, #+: 0% !/-: 100%, =: 0%

### Glider Zone #1

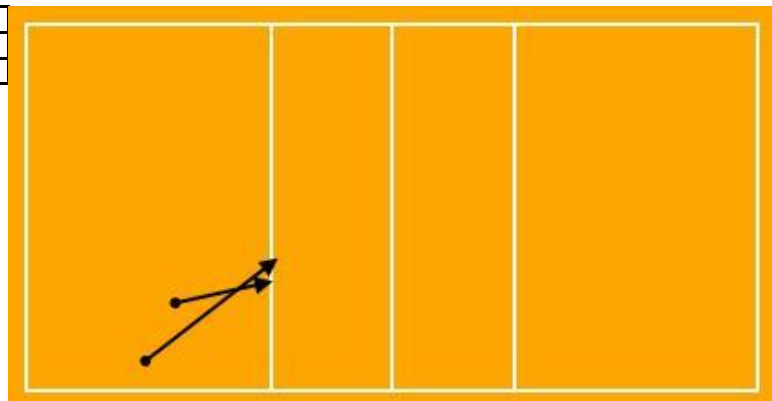
#### Lower

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



#### Upper

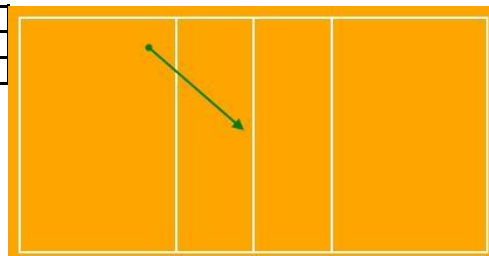
Total	#	+	!	/	-	=
	0%	0%	50%	50%	0%	0%
2	.	.	1	1	.	.



### Glider Zone #5

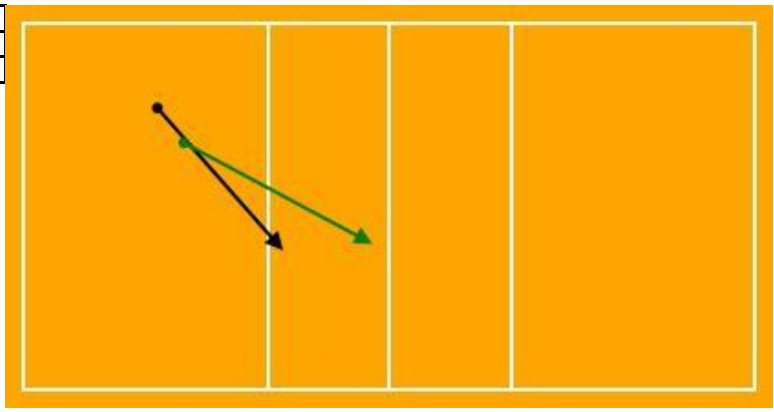
#### Lower

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



Upper

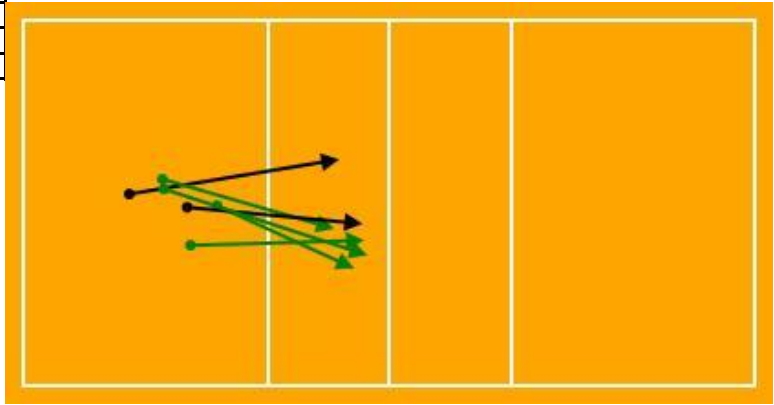
Total	#	+	!	/	-	=
	50%	0%	50%	0%	0%	0%
2	1	.	1	.	.	.



## Glider Zone #6

## Upper

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



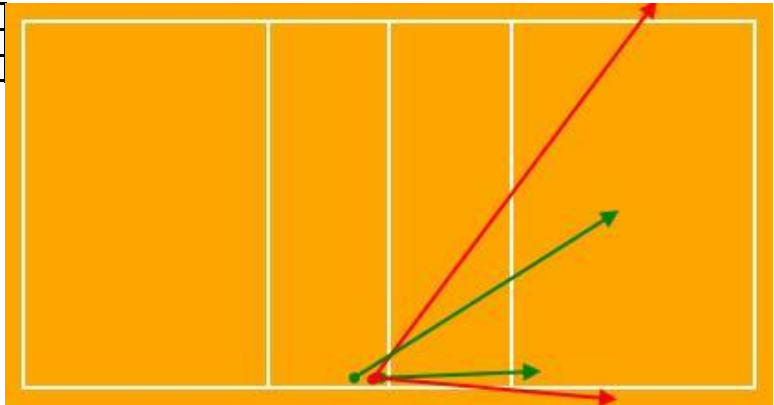
## Attack

### Player #8 Shchipko Sergei

## Position 2

**Total position 2**

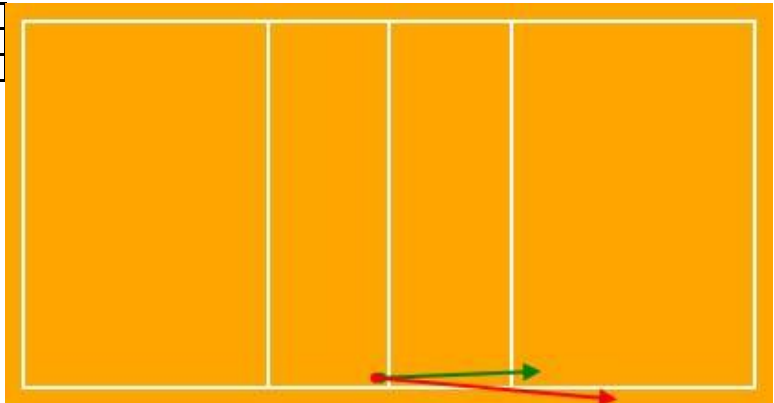
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
4	2	.	.	.	.	2



## Zone #2 0 blockers

Set quality: #

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



## Zone #2 1 blockers

**Set quality: +**

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

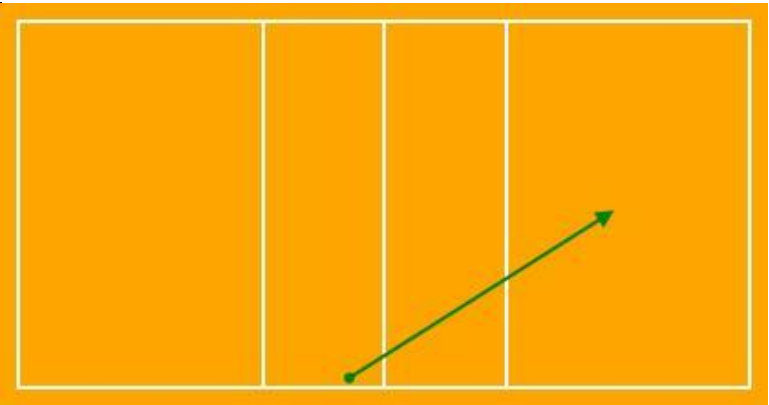


	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1

## Zone #2 2 blockers

Set quality: +

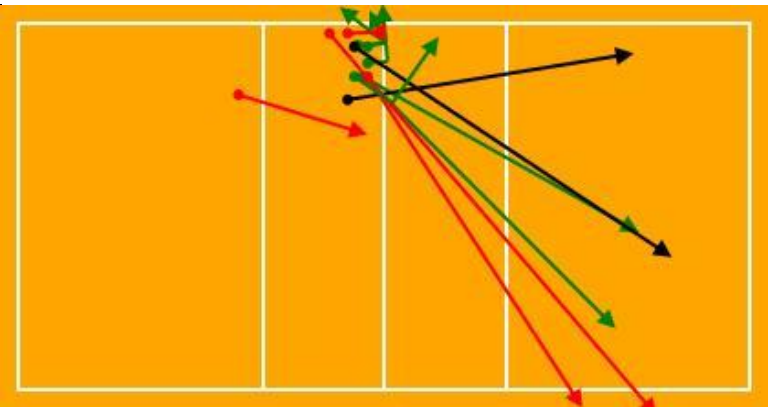
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Position 4

Total position 4

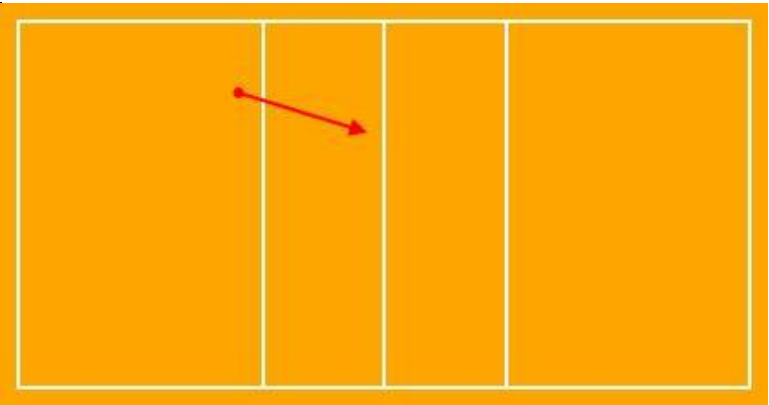
Total	#	+	!	/	-	=
	50%	0%	0%	16%	8%	25%
12	6	.	.	2	1	3



## Zone #4 0 blockers

Set quality: /

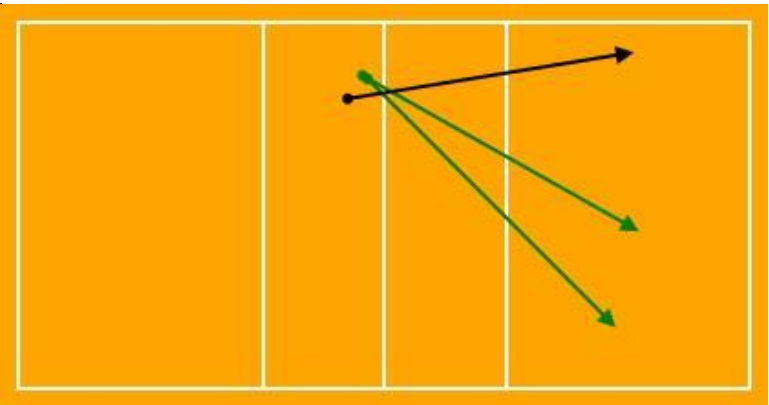
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



## Zone #4 1 blockers

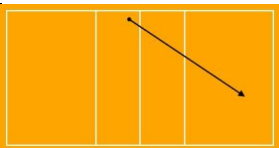
Set quality: /

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



Set quality: #

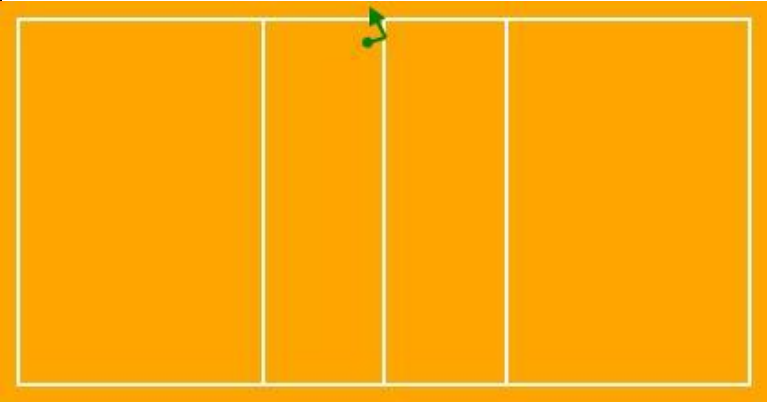
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



# Zone #4 2 blockers

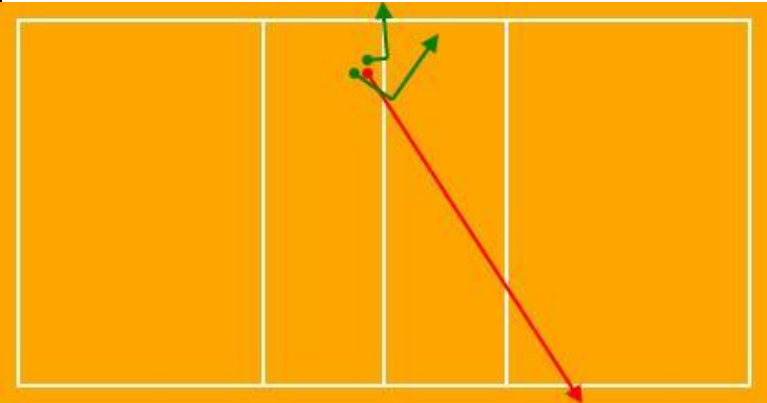
Set quality: -

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



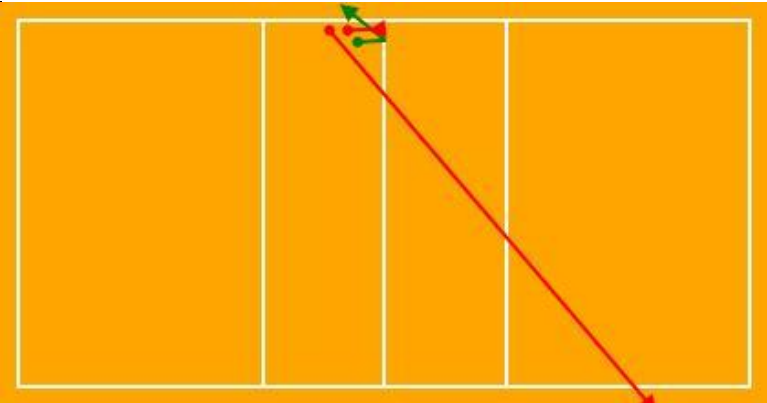
Set quality: !

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



Set quality: +

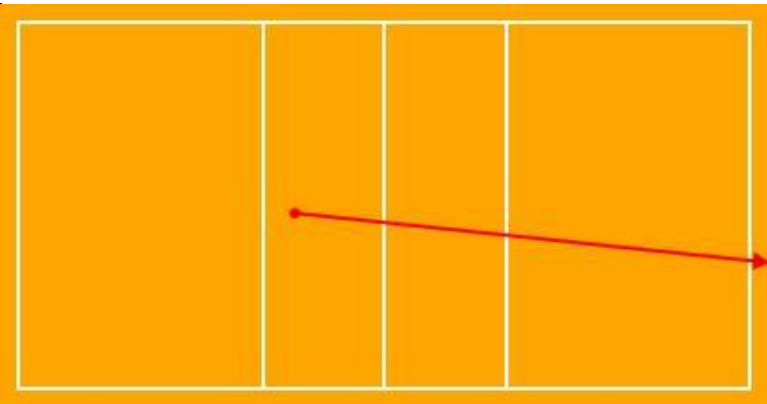
Total	#	+	!	/	-	=
	33%	0%	0%	0%	33%	33%
3	1	.	.	.	1	1



# Position 6

Total position 6

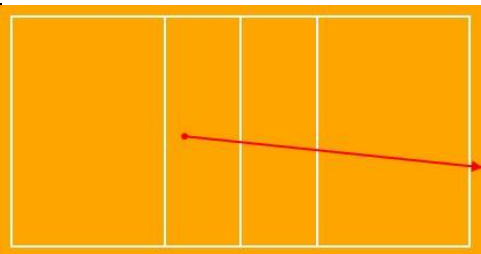
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



# Zone #6 0 blockers

Set quality: #

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



# Player #10 Klimov Alexey

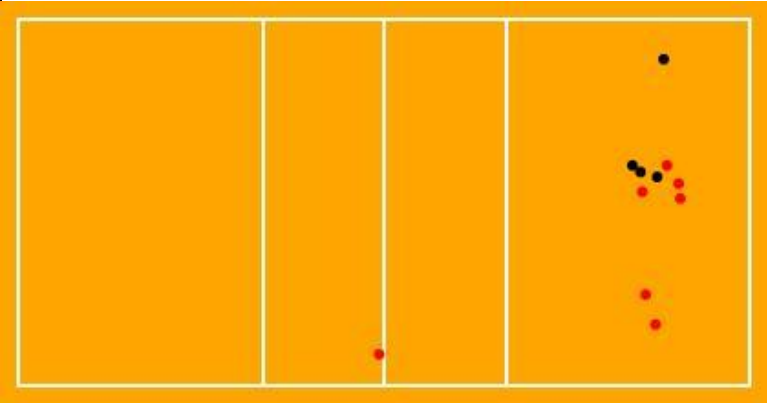
Serve

Player #10 Klimov Alexey

## Glider

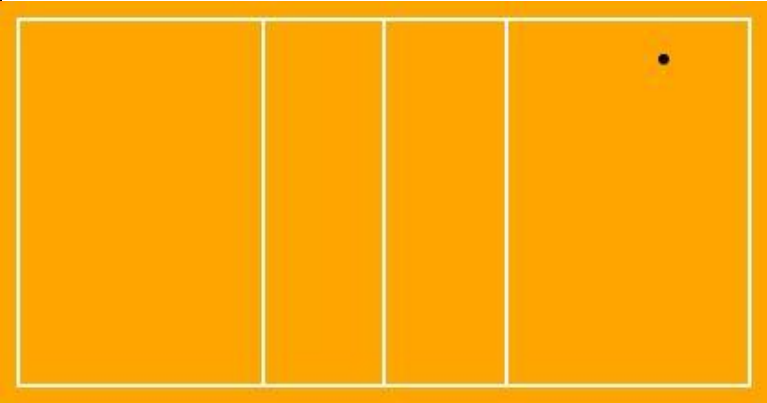
Total Glider

Total	#	+	!	/	-	=
	0%	0%	25%	8%	50%	16%
12	.	.	3	1	6	2



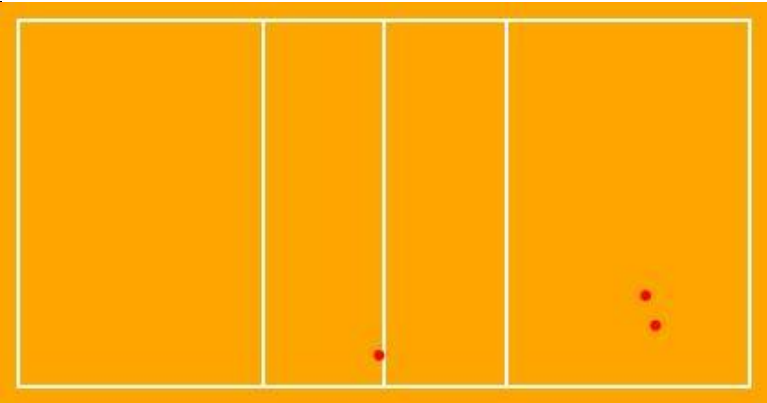
Glider Direction 1

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



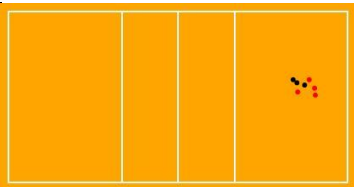
Glider Direction 5

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



Glider Direction 6

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



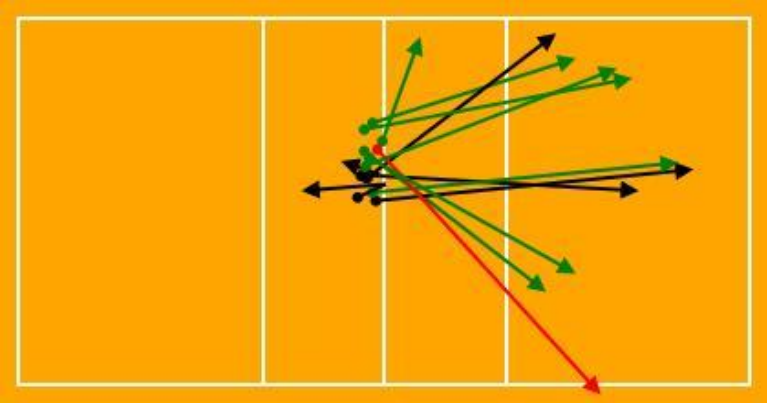
# Attack

## Player #10 Klimov Alexey

### Position 3

Total position 3

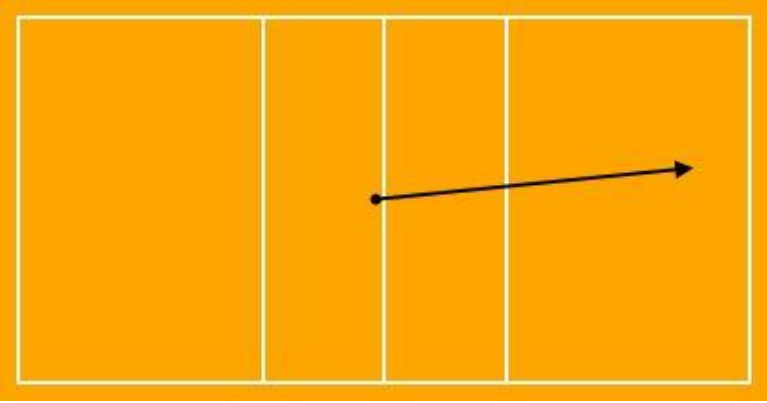
Total	#	+	!	/	-	=
	46%	7%	0%	38%	0%	7%
13	6	1	.	5	.	1



### Zone #3 0 blockers

Set quality: !

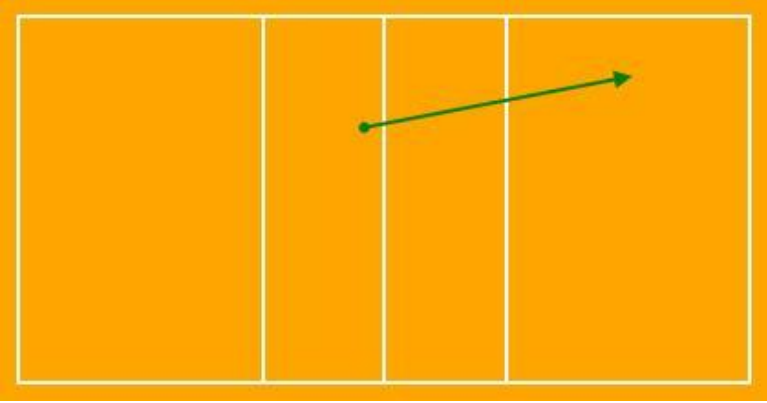
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



### Zone #3 0.5 blockers

Set quality: #

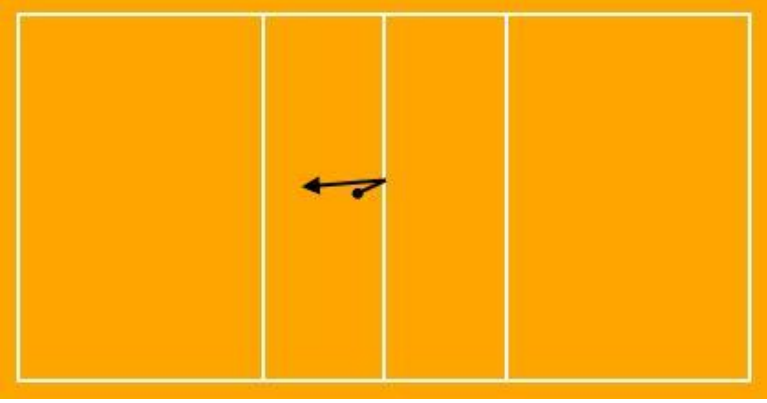
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Zone #3 1 blockers

Set quality: !

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



Set quality: +

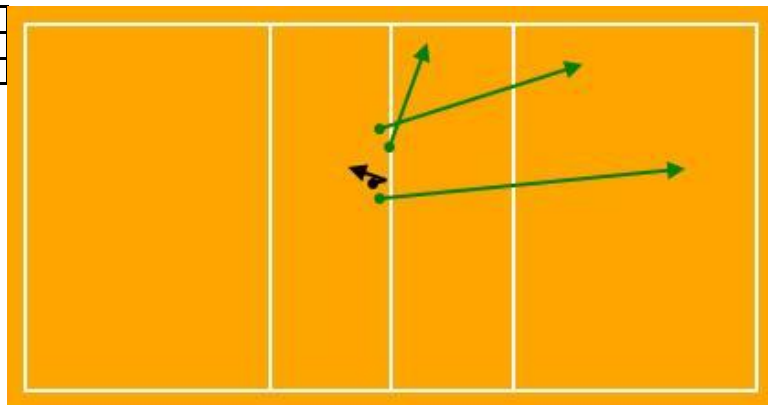
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---



	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.

Set quality: #

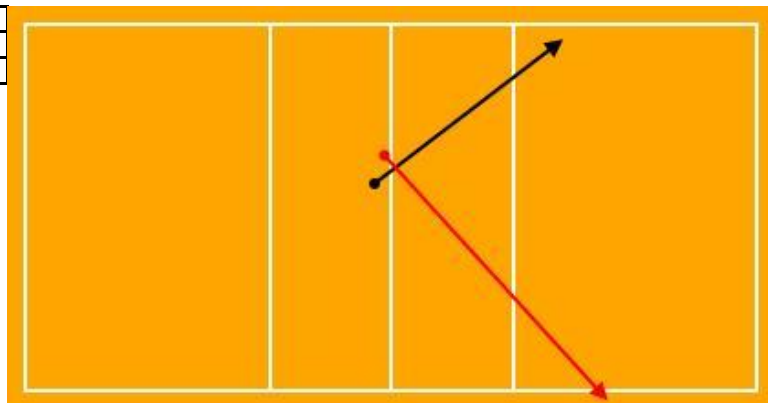
Total	#	+	!	/	-	=
	50%	25%	0%	25%	0%	0%
4	2	1	.	1	.	.



## Zone #3 1.5 blockers

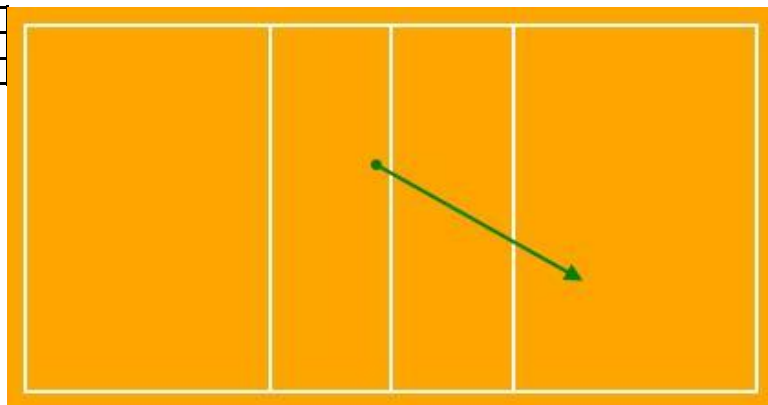
Set quality: !

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



Set quality: #

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



Set

## Player #10 Klimov Alexey

### Set quality distribution by reception quality

rec.qual/ set.qual	=	-	/	!	+	#
+ (1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
# + ! (1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
/ - (1)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)	.(0%)

### Set quality distribution by direction

direction/ set.qual	=	-	/	!	+	#
4(1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
1(1)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)	.(0%)
46(1)	.(0%)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)
21(1)	.(0%)	.(0%)	1(100%)	.(0%)	.(0%)	.(0%)

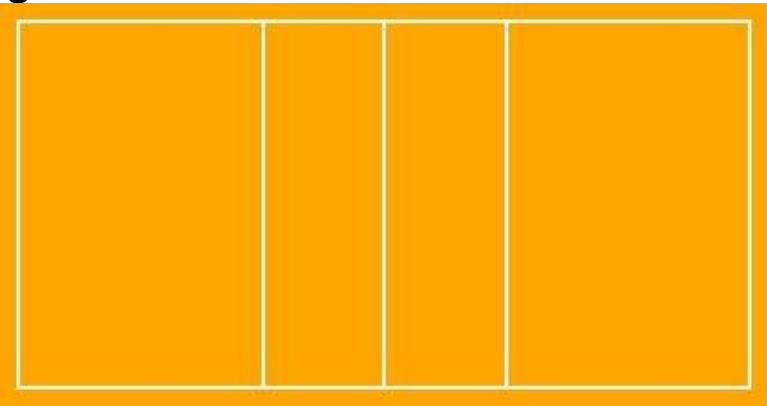
### Blockers count distribution by reception quality

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

Reception direction distribution

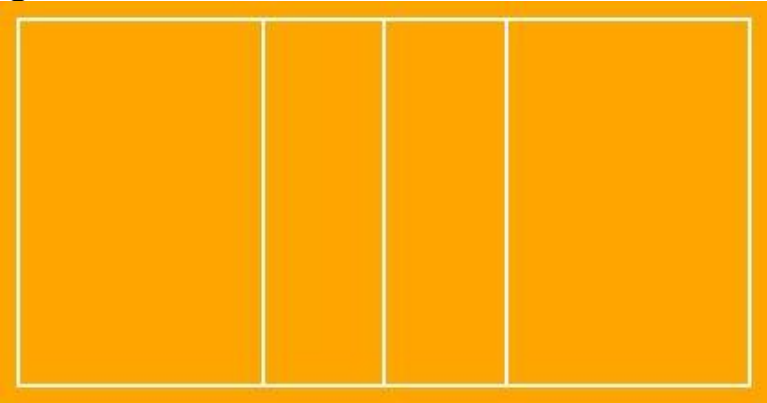
P1 arrangement

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



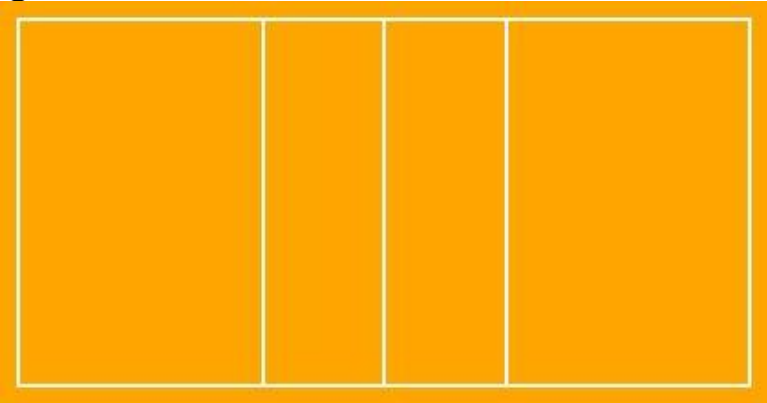
P2 arrangement

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



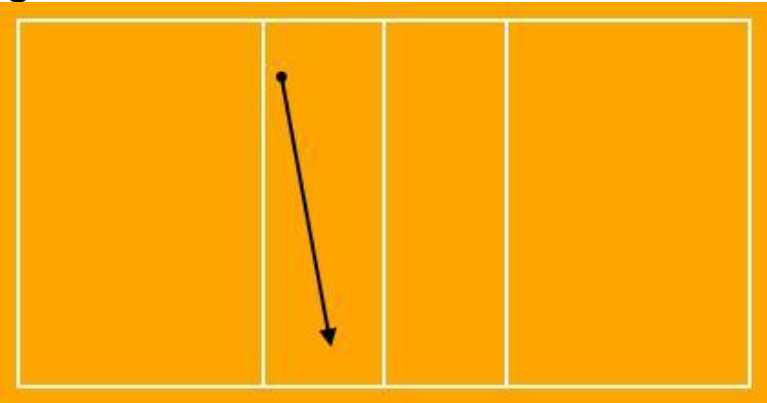
P3 arrangement

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



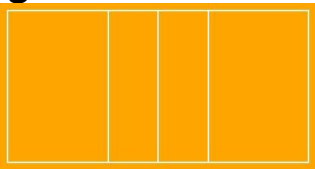
P4 arrangement

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



P5 arrangement

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

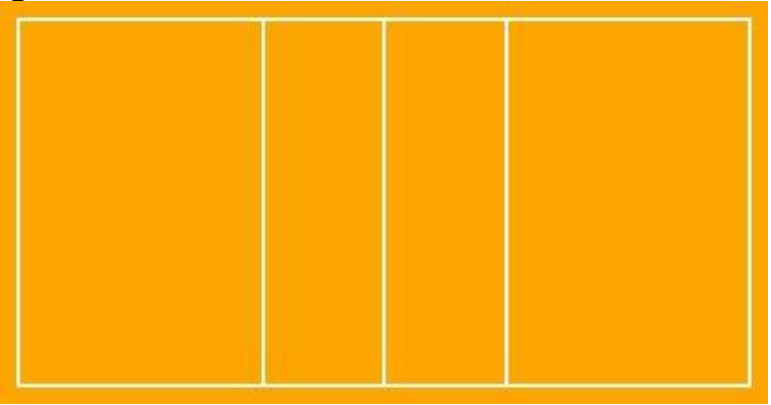




$\dot{0.00}$	$\dot{0.00}$	$\dot{0.00}$
--------------	--------------	--------------

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

P6 arrangement



# Player #13

# Trofimov Lev

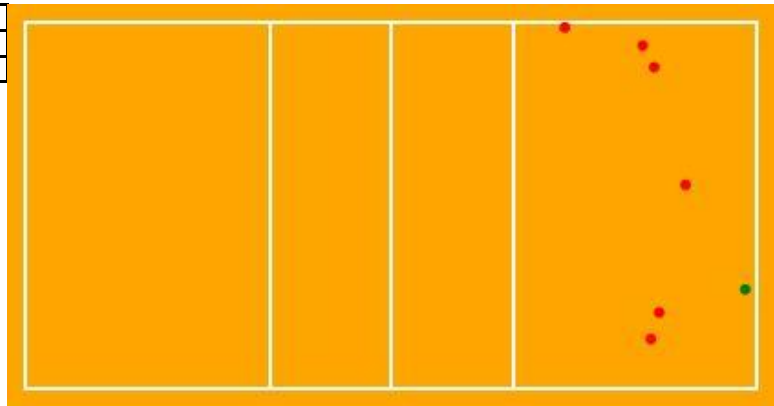
Serve

Player #13 Trofimov Lev

## Jump

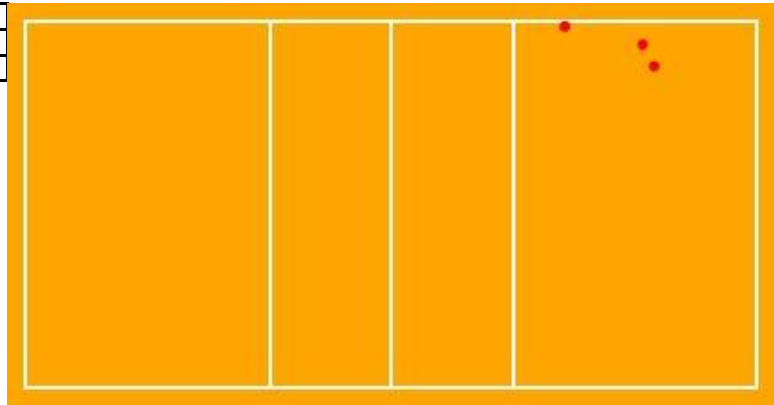
Total Jump

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



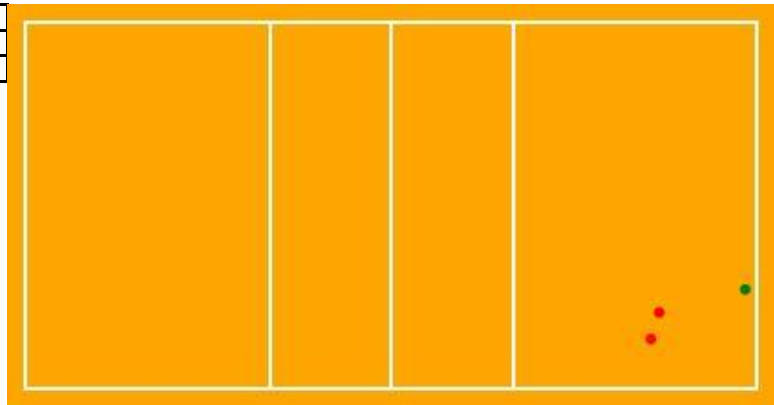
## Jump Direction 1

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



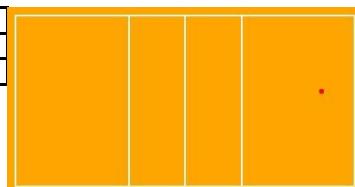
## Jump Direction 5

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



## Jump Direction 6

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



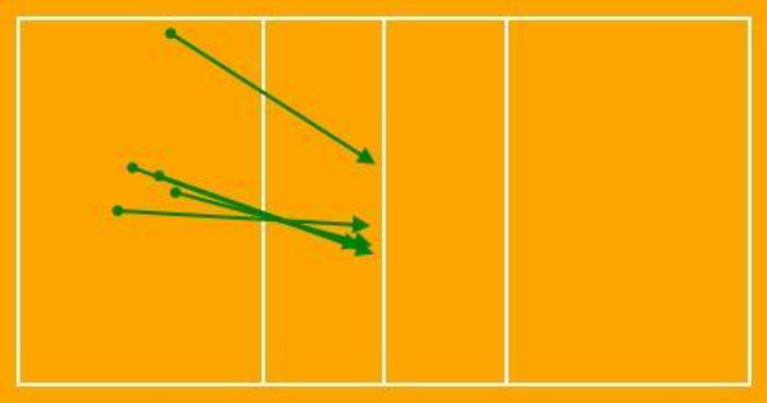
# Reception

## Player #13 Trofimov Lev

### Glider

Total Glider

Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
5	5	.	.	.	.	.

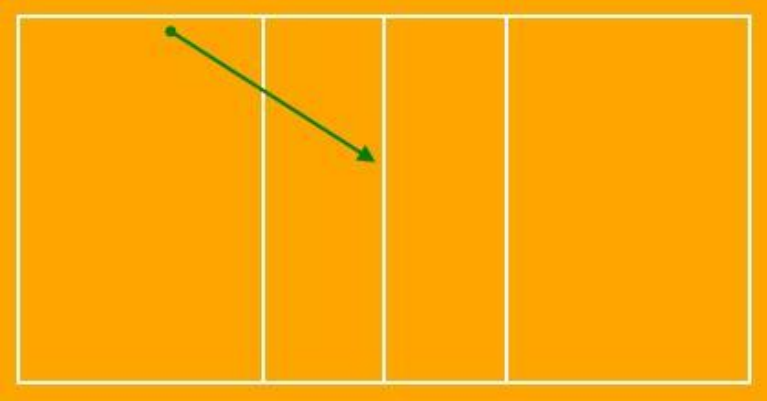


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(20%) #: 100%, #+: 100% !/-: 0%, =: 0%	4(80%) #: 100%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

### Glider Zone #5

Upper

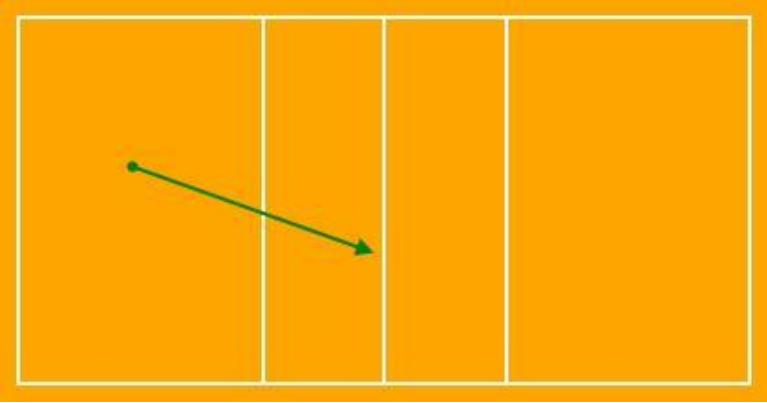
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Glider Zone #6

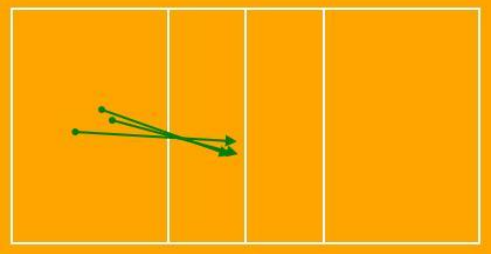
Lower

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



Upper

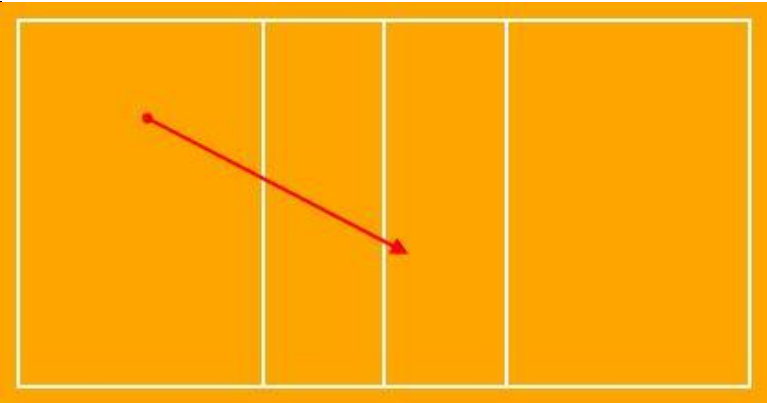
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
3	3	.	.	.	.	.



# Jump

Total Jump

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

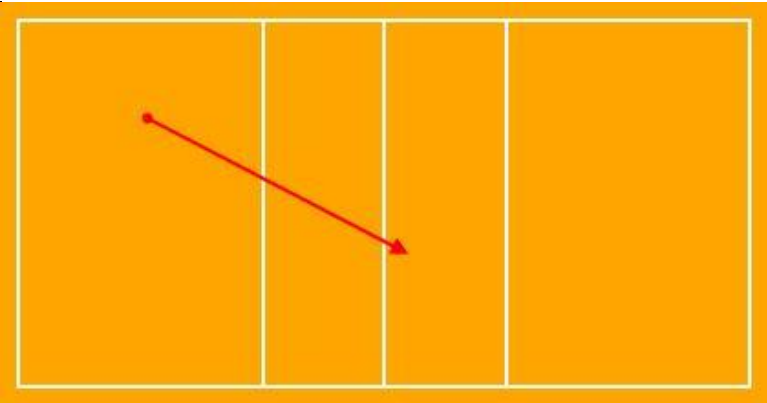


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(100%) #: 0%, #+: 0% !/-: 100%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .

## Jump Zone #5

Lower

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

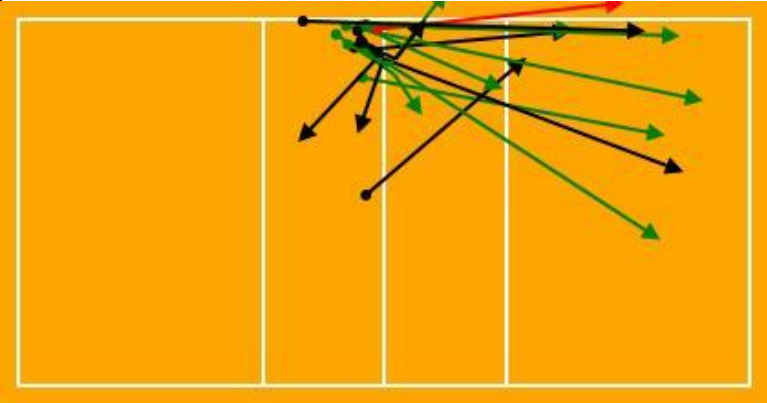


# Attack Player #13 Trofimov Lev

## Position 4

Total position 4

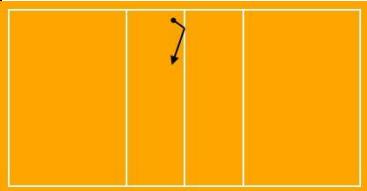
Total	#	+	!	/	-	=
	50%	0%	12%	31%	0%	6%
16	8	.	2	5	.	1



## Zone #4 1 blockers

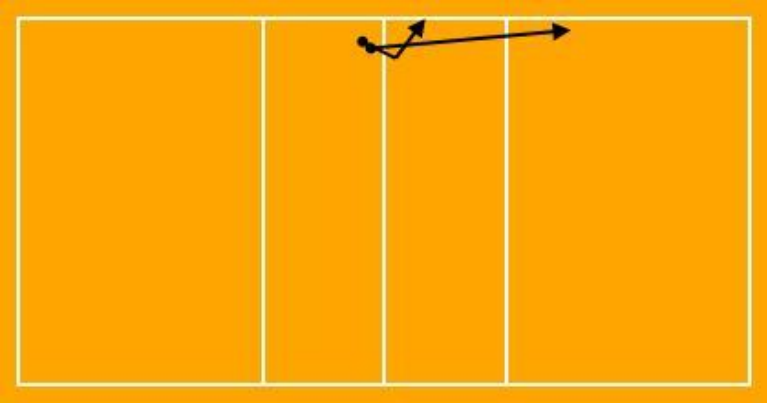
Set quality: -

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



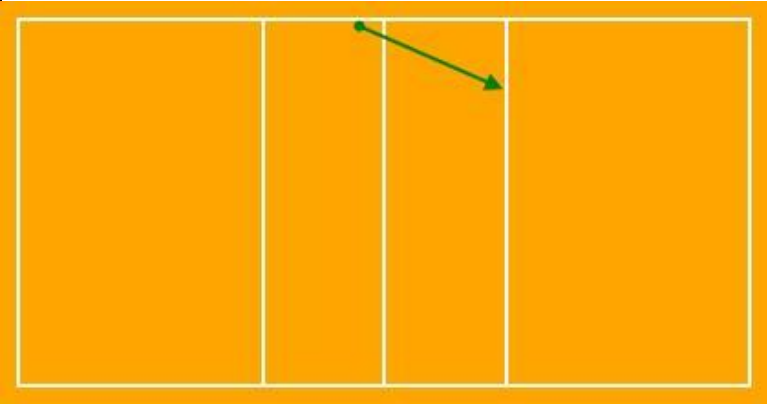
Set quality: /

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



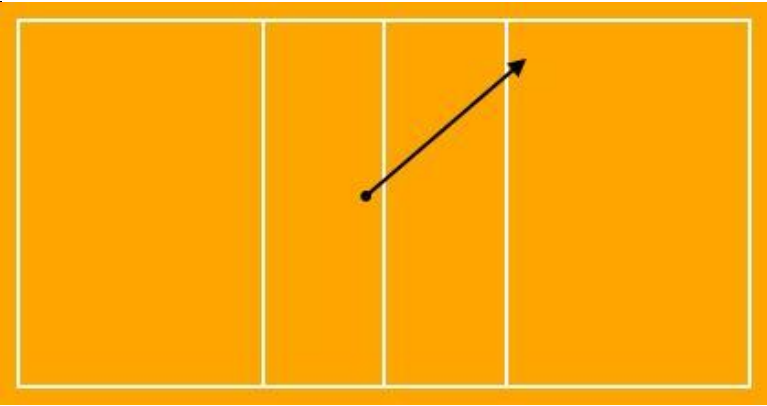
Set quality: !

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



Set quality: +

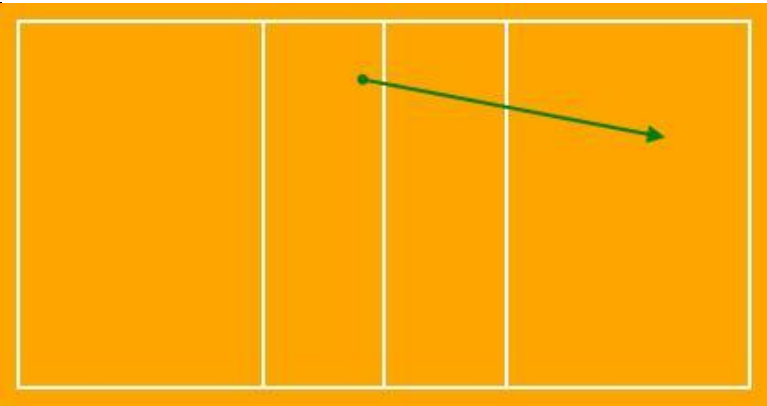
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



Zone #4 1.5 blockers

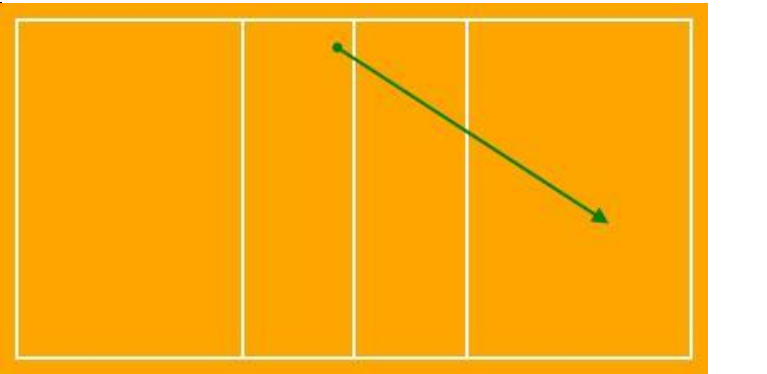
Set quality: !

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



Set quality: +

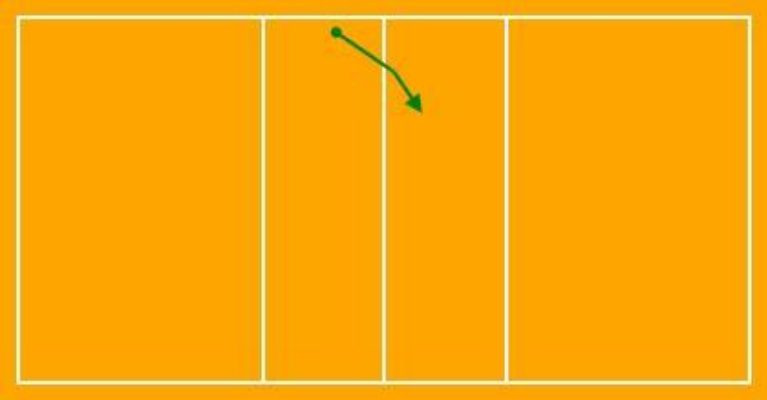
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Zone #4 2 blockers

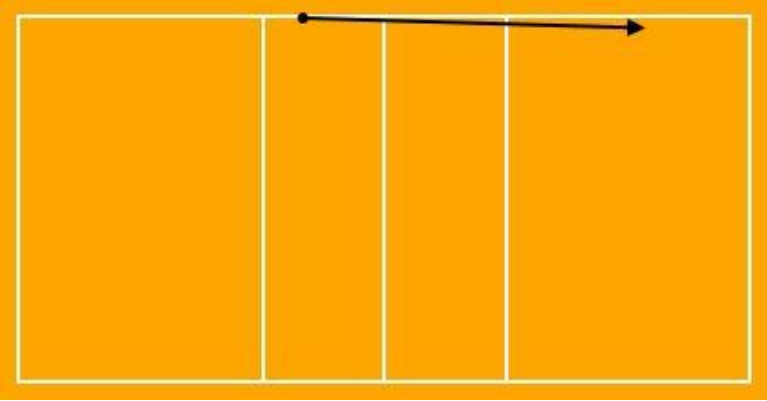
Set quality: /

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



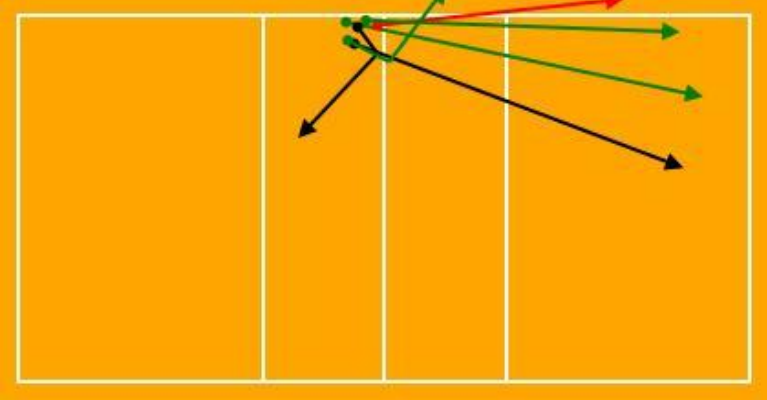
Set quality: !

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



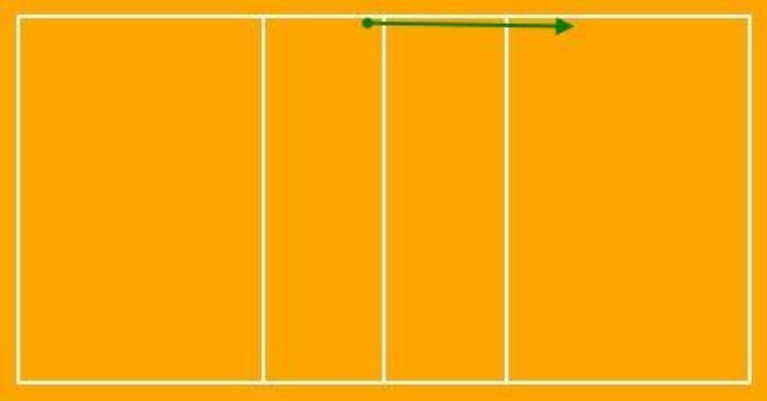
Set quality: +

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



Set quality: #

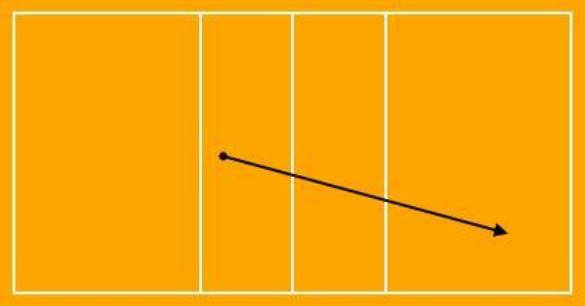
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



# Position 6

Total position 6

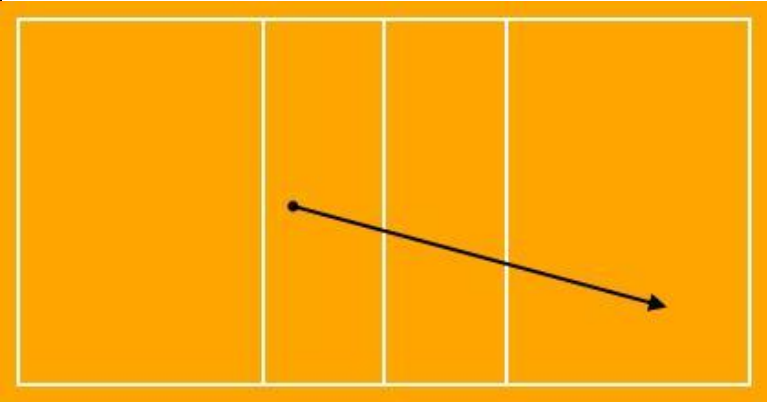
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



# Zone #6 1 blockers

Set quality: #

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



Set

# Player #14

# Ahmadullin Timur

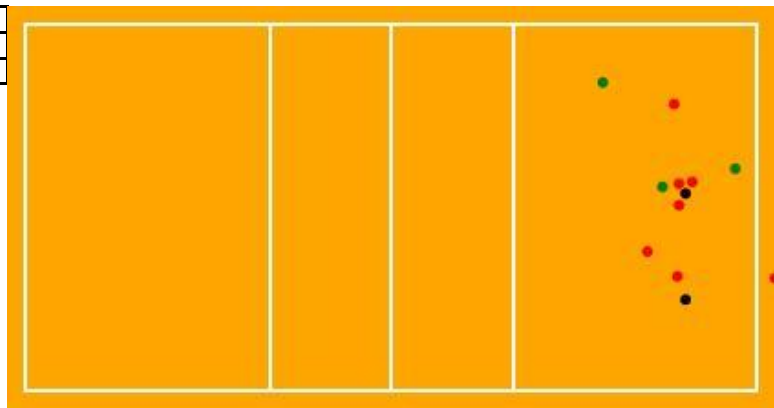
Serve

Player #14 Ahmadullin Timur

## Glider

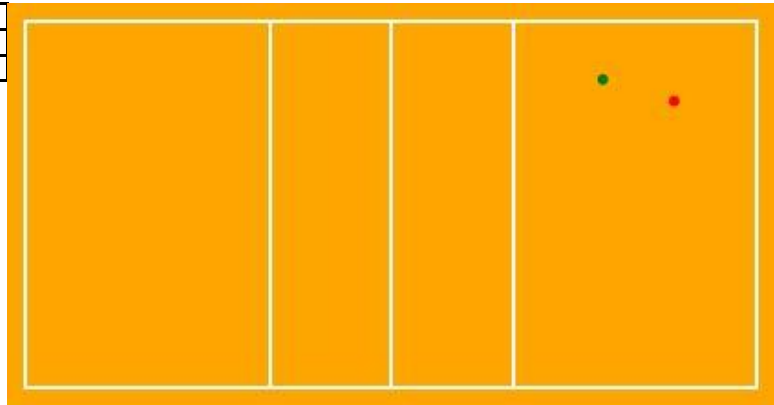
Total Glider

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



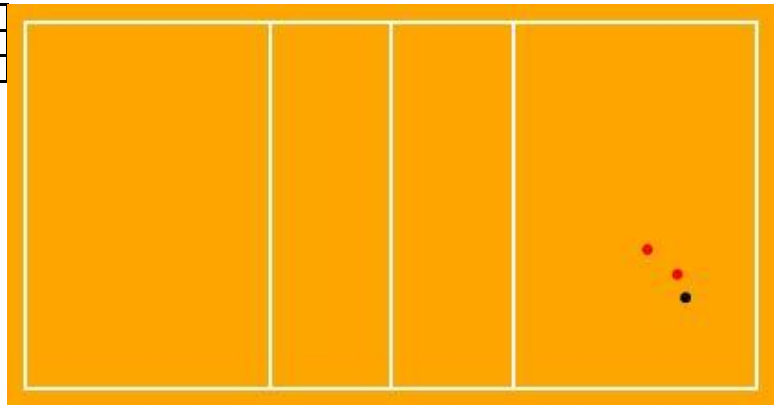
## Glider Direction 1

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



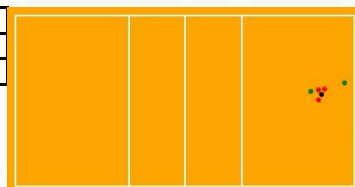
## Glider Direction 5

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



## Glider Direction 6

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

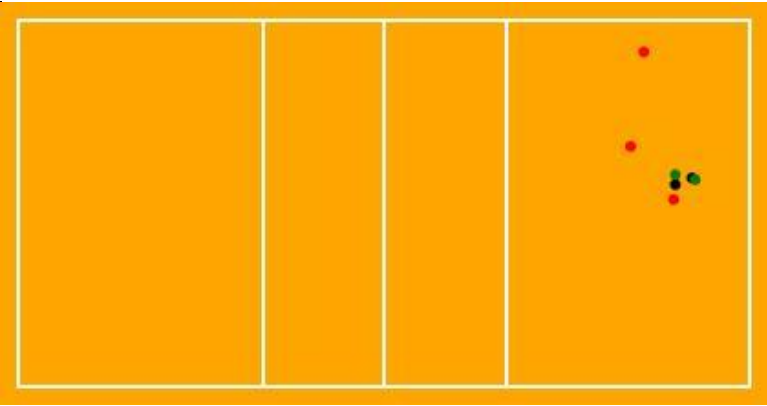




# Jump

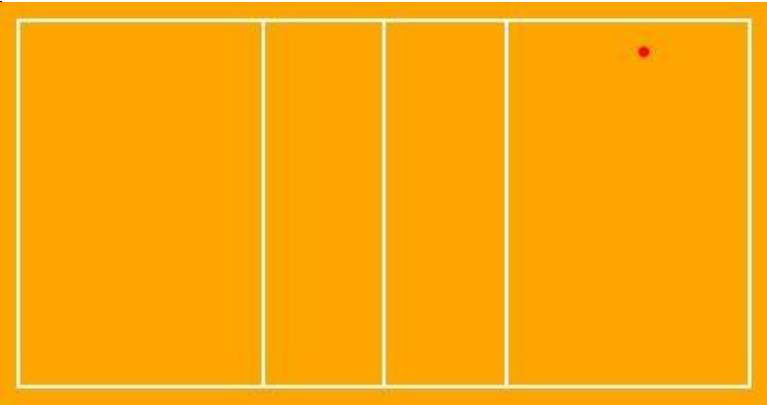
Total Jump

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



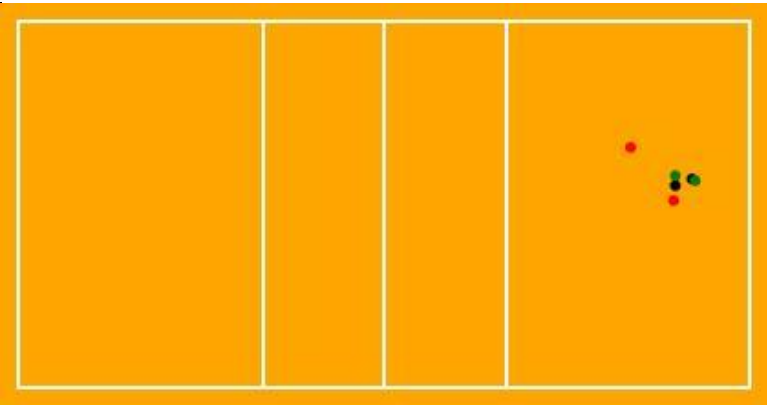
Jump Direction 1

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



Jump Direction 6

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

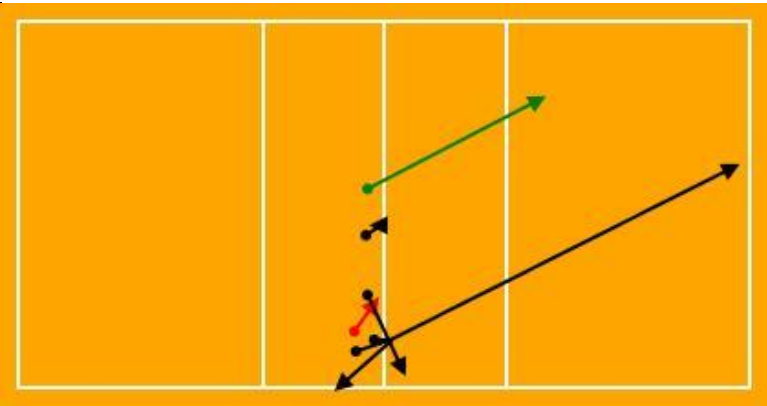


## Attack Player #14 Ahmadullin Timur

### Position 2

Total position 2

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



### Zone #2 0 blockers

Set quality: #

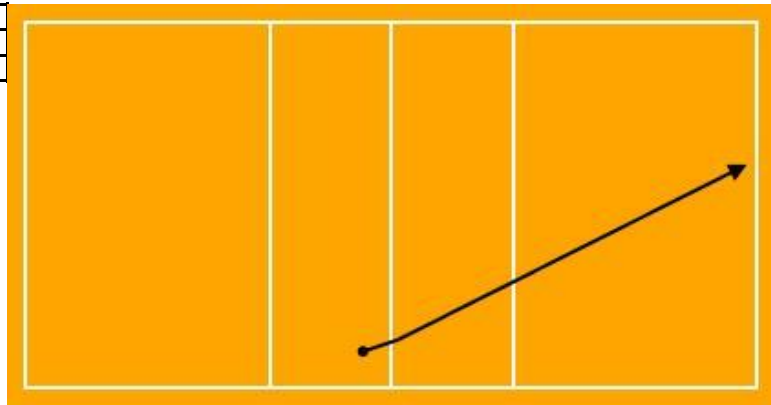
Total	#	+	!	/	-	=
	33%	0%	0%	33%	0%	33%
3	1	.	.	1	.	1



## Zone #2 1 blockers

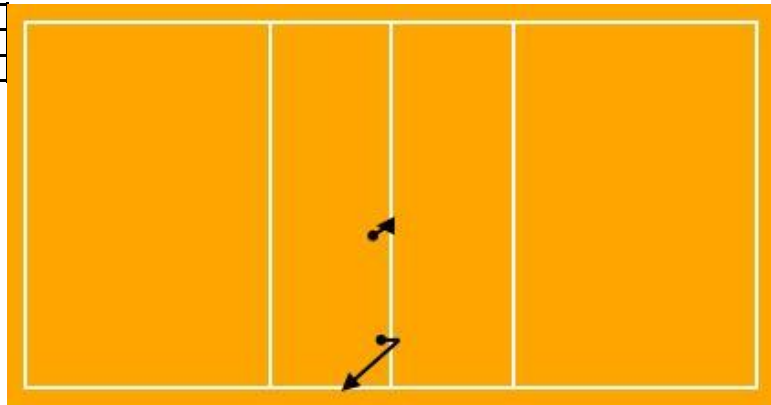
Set quality: +

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



Set quality: #

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



## Set

### Player #14 Ahmadullin Timur

#### Set quality distribution by reception quality

rec.qual/ set.qual	=	-	/	!	+	#
# (30)	.(0%)	2(6%)	4(13%)	6(20%)	8(26%)	10(33%)
+ (17)	.(0%)	.(0%)	1(5%)	5(29%)	10(58%)	1(5%)
! (37)	.(0%)	1(2%)	6(16%)	10(27%)	15(40%)	5(13%)
# + ! (84)	.(0%)	3(3%)	11(13%)	21(25%)	33(39%)	16(19%)
/ - (12)	.(0%)	2(16%)	3(25%)	2(16%)	5(41%)	.(0%)

#### Set quality distribution by direction

direction/ set.qual	=	-	/	!	+	#
4(38)	.(0%)	4(10%)	6(15%)	10(26%)	15(39%)	3(7%)
3(20)	.(0%)	1(5%)	.(0%)	4(20%)	10(50%)	5(25%)
2(21)	.(0%)	.(0%)	5(23%)	4(19%)	7(33%)	5(23%)
1(10)	.(0%)	.(0%)	2(20%)	4(40%)	4(40%)	.(0%)
6(7)	.(0%)	.(0%)	1(14%)	1(14%)	2(28%)	3(42%)
46(45)	.(0%)	4(8%)	7(15%)	11(24%)	17(37%)	6(13%)
21(31)	.(0%)	.(0%)	7(22%)	8(25%)	11(35%)	5(16%)

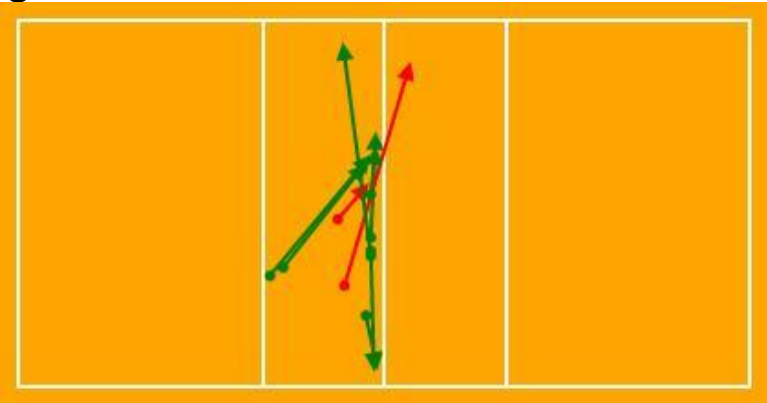
#### Blockers count distribution by reception quality

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(19)	2(10%)	.(0%)	16(84%)	1(5%)	.(0%)	.(0%)	.(0%)
+(11)	.(0%)	.(0%)	6(54%)	2(18%)	3(27%)	.(0%)	.(0%)
!(15)	.(0%)	.(0%)	5(33%)	2(13%)	8(53%)	.(0%)	.(0%)
#+!(45)	2(4%)	.(0%)	27(60%)	5(11%)	11(24%)	.(0%)	.(0%)
/-(8)	1(12%)	.(0%)	2(25%)	1(12%)	4(50%)	.(0%)	.(0%)

# Reception direction distribution

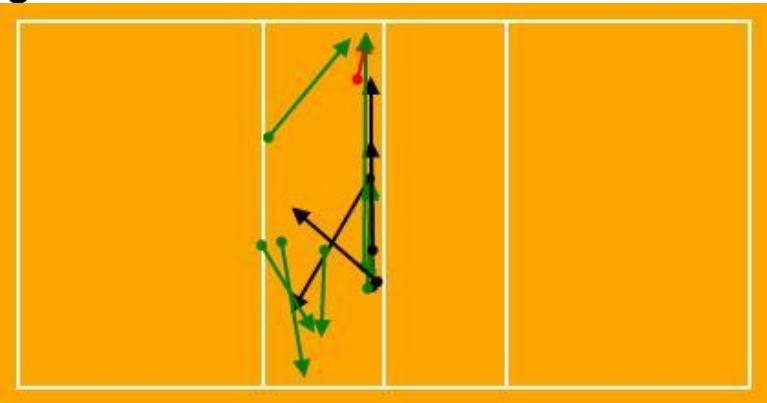
P1 arrangement

2(22%)	5(55%)	2(22%)
0%	100%	0%
1.00	1.10	0.50
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00



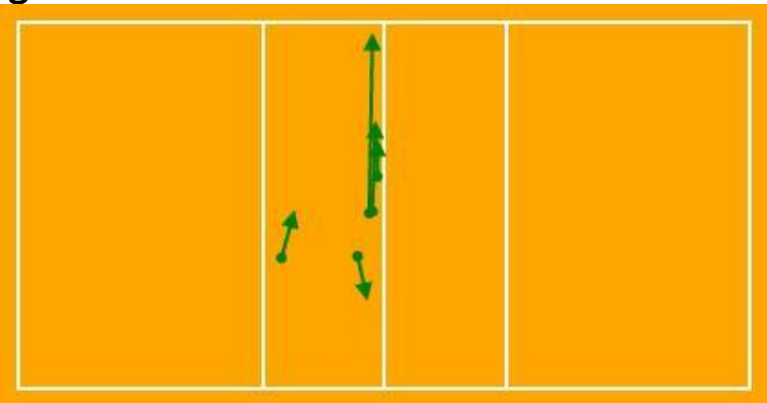
P2 arrangement

4(33%)	3(25%)	.(0%)
50%	0%	.
1.50	1.17	0.00
.(0%)	1(8%)	4(33%)
.	.	75%
0.00	1.00	1.38



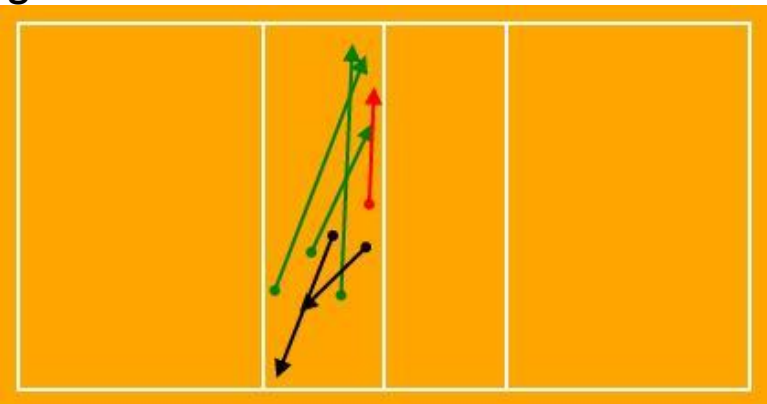
P3 arrangement

1(20%)	3(60%)	.(0%)
0%	100%	.
1.00	0.67	0.00
.(0%)	1(20%)	.(0%)
.	0%	.
0.00	1.00	0.00



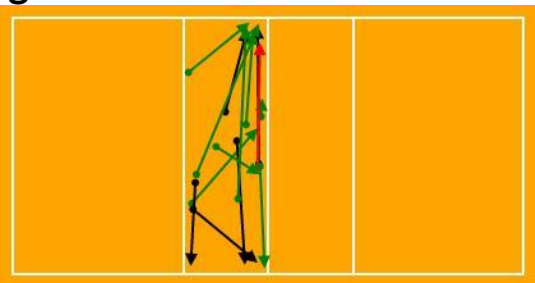
P4 arrangement

3(50%)	1(16%)	.(0%)
50%	100%	.
1.50	1.00	0.00
.(0%)	.(0%)	2(33%)
.	.	0%
0.00	0.00	0.50



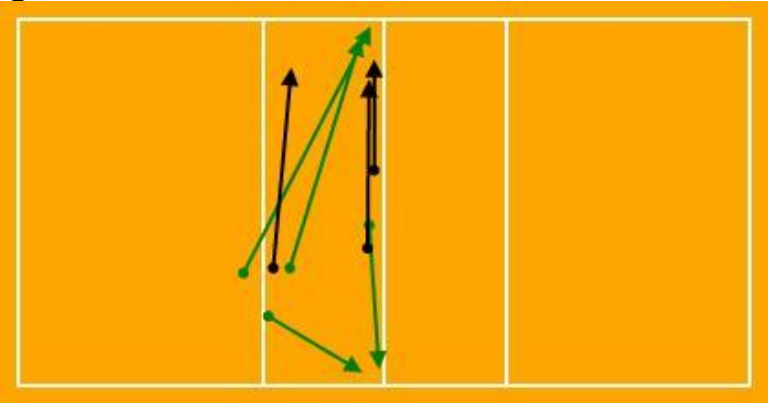
P5 arrangement

7(50%)	2(14%)	5(35%)
57%	0%	25%
1.64	1.00	1.70
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00



5(71%)	.(0%)	2(28%)
60%	.	100%
1.60	0.00	1.50
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

P6 arrangement



# Player #15

# Lyashenko Andron

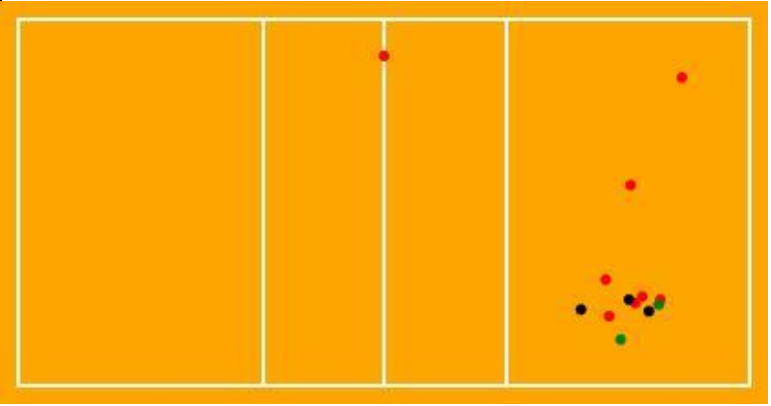
Serve

Player #15 Lyashenko Andron

## Glider

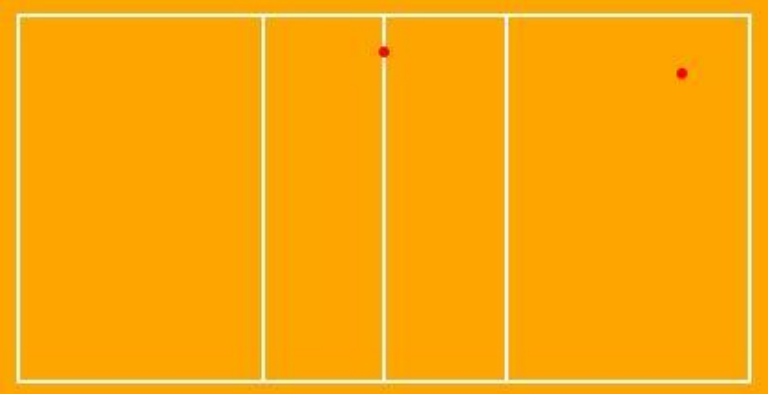
Total Glider

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



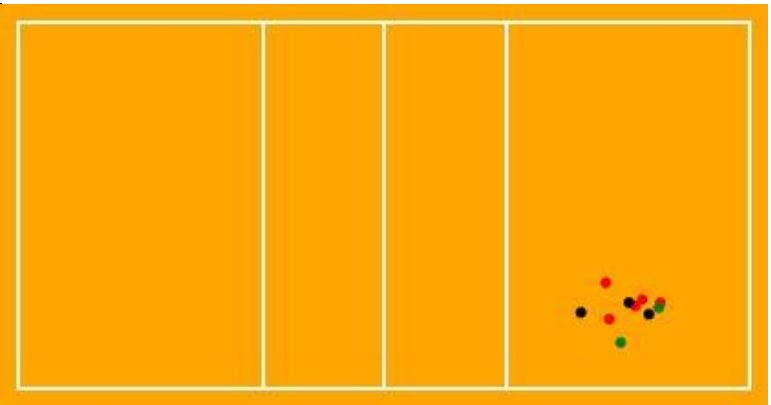
Glider Direction 1

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



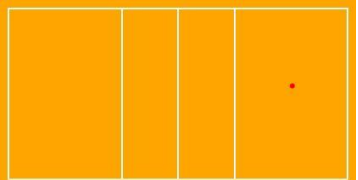
Glider Direction 5

Total	#	+	!	/	-	=
	10%	10%	10%	20%	50%	0%
10	1	1	1	2	5	.



Glider Direction 6

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



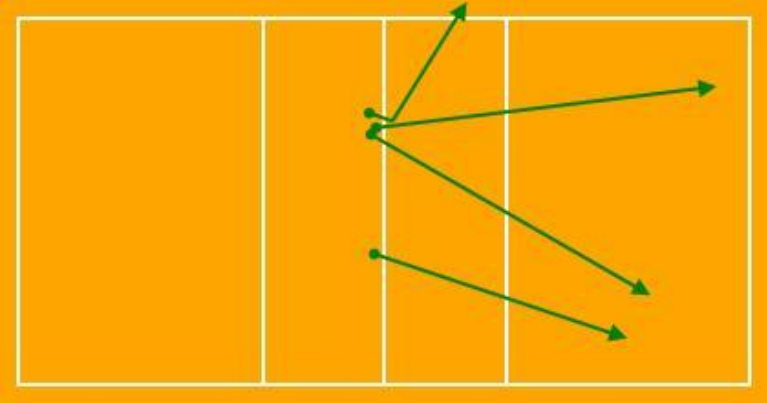
# Attack

## Player #15 Lyashenko Andron

### Position 3

Total position 3

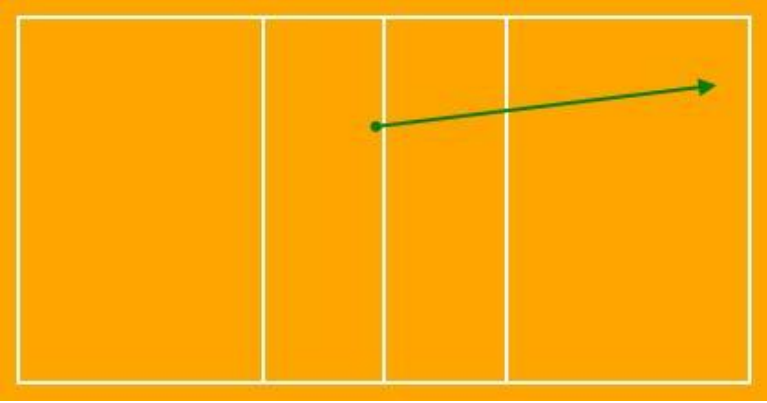
Total	#	+	!	/	-	=
	75%	25%	0%	0%	0%	0%
4	3	1	.	.	.	.



### Zone #3 0 blockers

Set quality: +

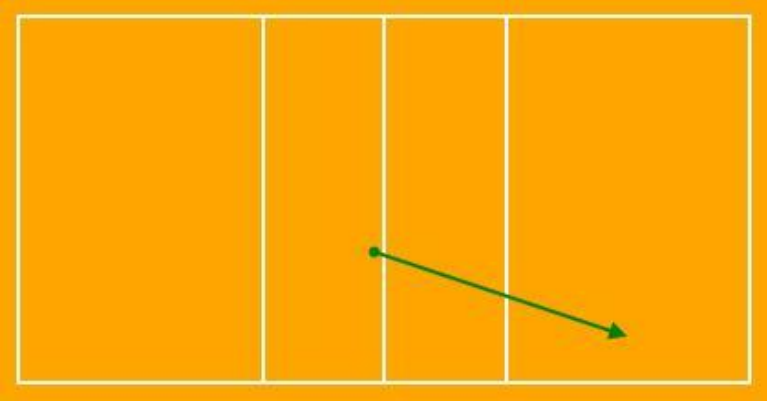
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Zone #3 0.5 blockers

Set quality: #

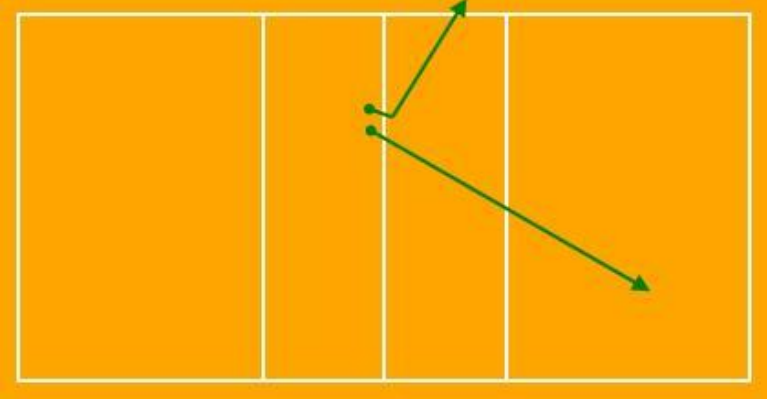
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Zone #3 1 blockers

Set quality: +

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



**Set**

# Player #16

# Pyanov Maxim

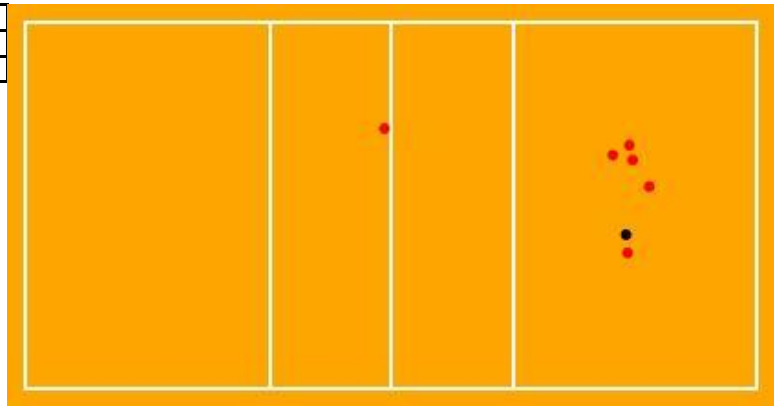
Serve

Player #16 Pyanov Maxim

## Glider

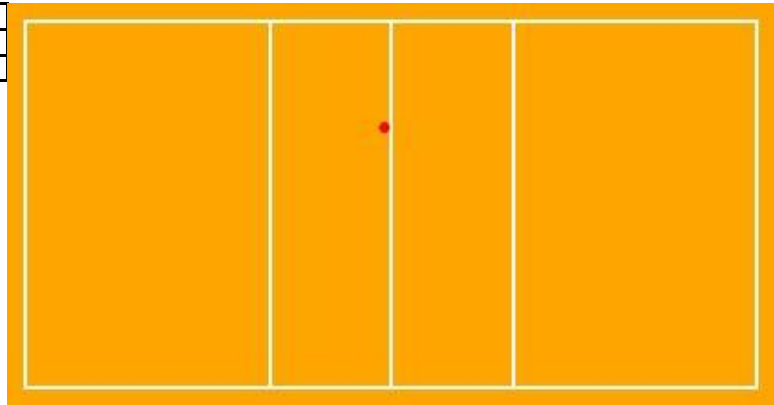
Total Glider

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



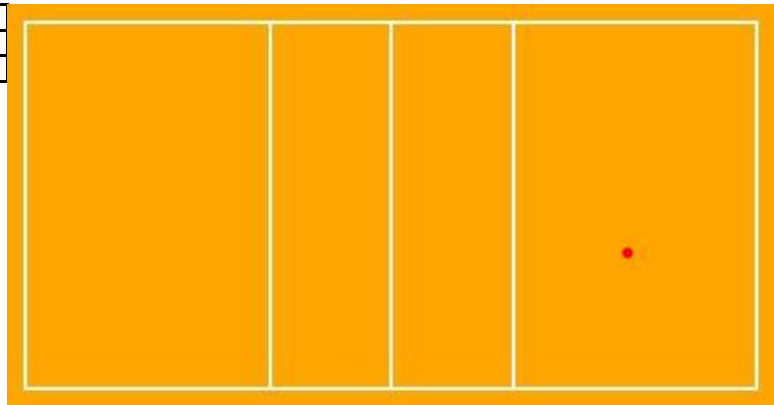
Glider Direction 1

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



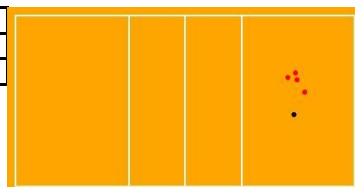
Glider Direction 5

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



Glider Direction 6

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





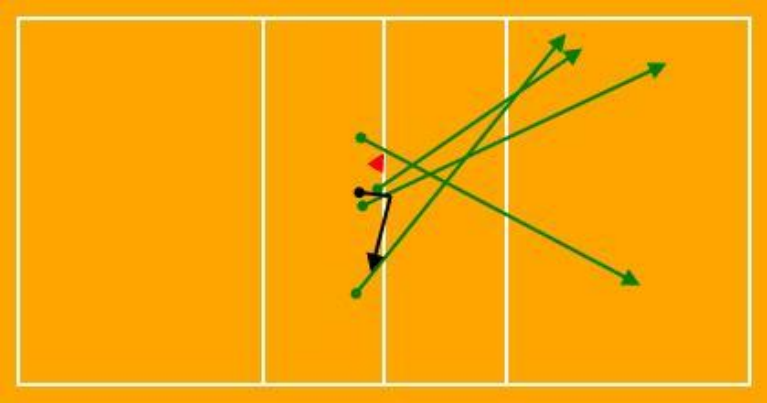
# Attack

## Player #16 Pyanov Maxim

### Position 3

Total position 3

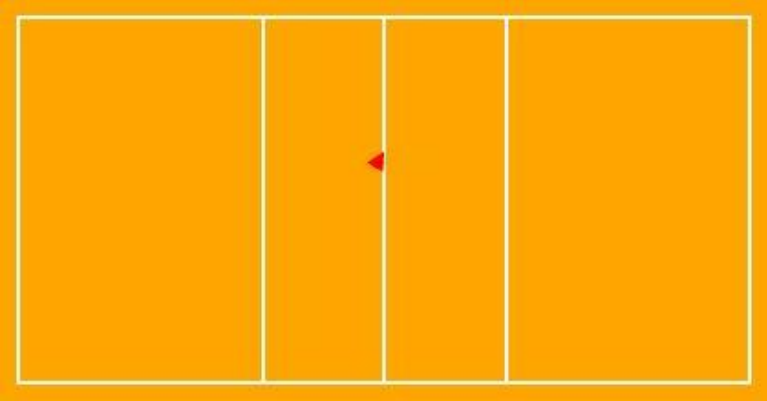
Total	#	+	!	/	-	=
	66%	0%	0%	16%	0%	16%
6	4	.	.	1	.	1



### Zone #3 1 blockers

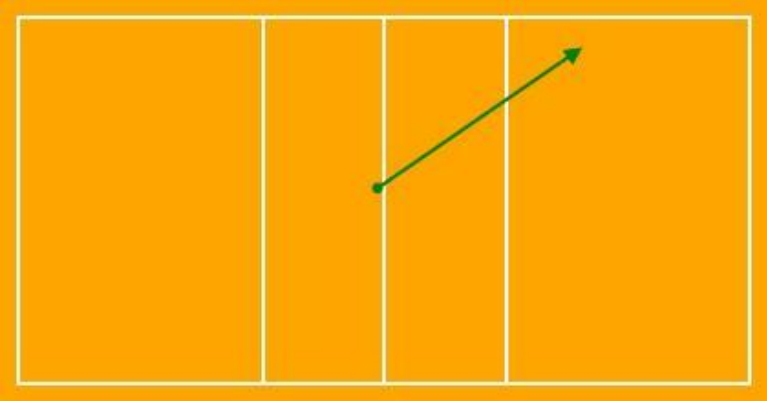
Set quality: /

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



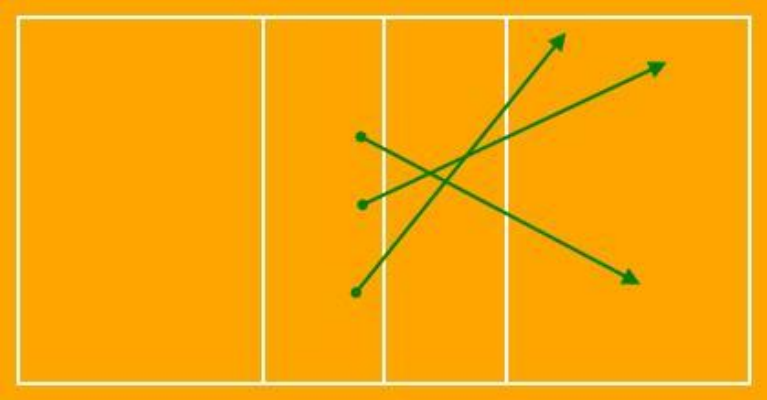
Set quality: !

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



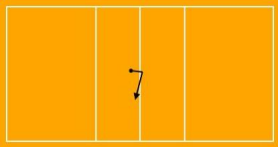
Set quality: +

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



Set quality: #

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



# Player #17

## Fedunov Daniil

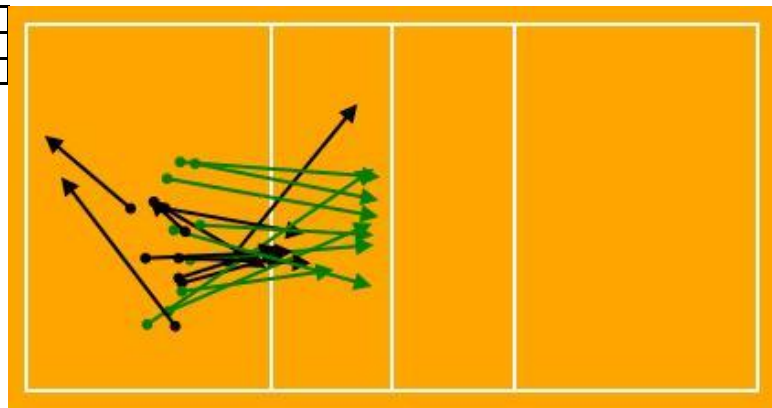
Reception

Player #17 Fedunov Daniil

### Glider

Total Glider

Total	#	+	!	/	-	=
	31%	15%	26%	26%	0%	0%
19	6	3	5	5	.	.



.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	12(63%) #: 41%, #+: 50% !/-: 50%, =: 0%	7(36%) #: 14%, #+: 42% !/-: 57%, =: 0%

### Glider Zone #1

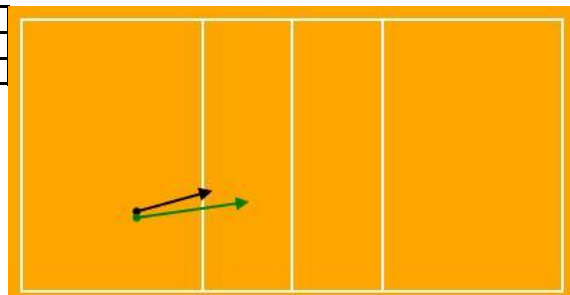
Lower

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



Upper

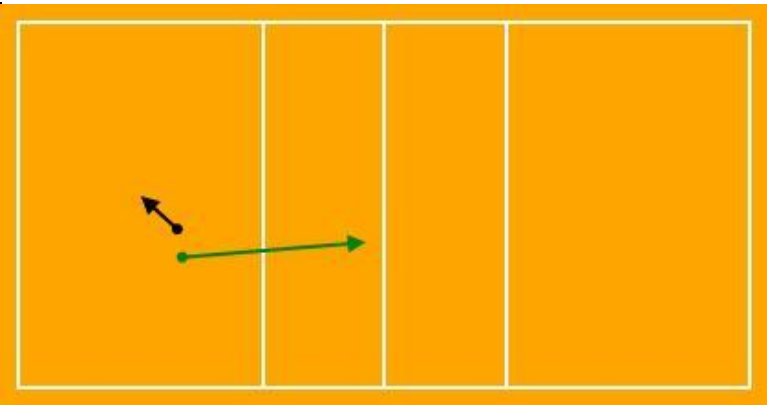
Total	#	+	!	/	-	=
	0%	50%	50%	0%	0%	0%
2	.	1	1	.	.	.



# Glider Zone #6

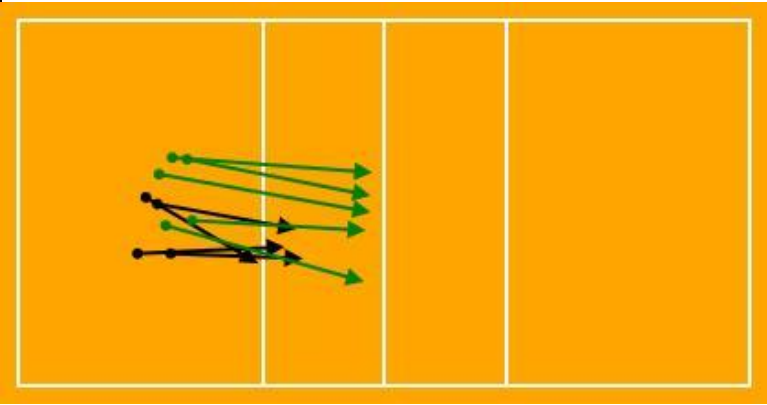
## Lower

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



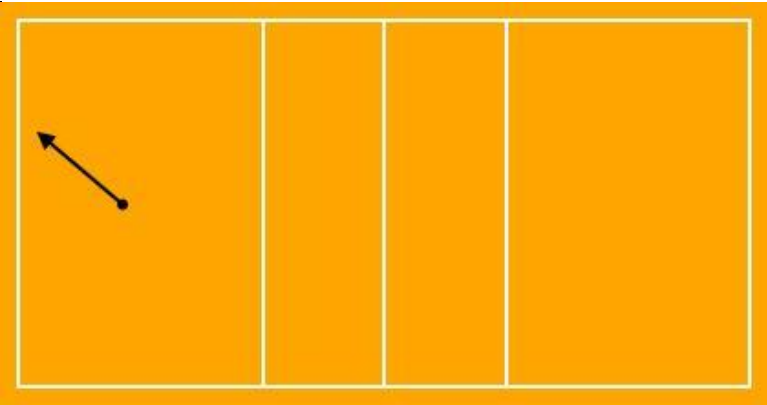
## Upper

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



## OneHanded

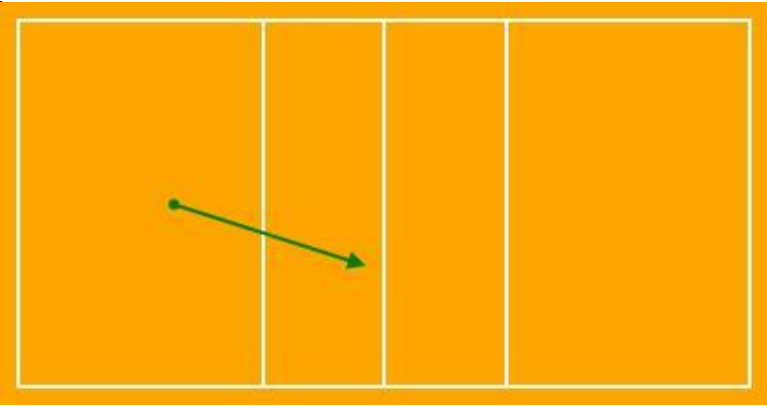
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



# Jump

## Total Jump

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

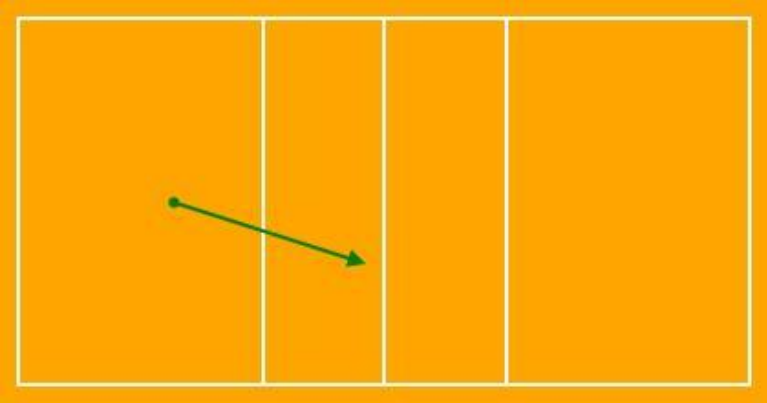


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(100%) #: 100%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

# Jump Zone #6

Lower

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



Set

