

Player	Points		Serve			Reception						Attack			Block						Defence		
	Pts	W-L	Tot	Err	Eff%	Ace	Tot	Err	Neg%	Pos%	Per%	Tot	Err	Bk	Pts	Eff%	Pts%	Err	Neg%	Pos%	Pts	Tot	Pos%
#1 Vasilchenko	17	13	8	.	12%	1	.	.	.	.	.	25	3	1	15	68%	60%	.	50%	50%	1	5	100%
#2 Baiduji	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#7 Ushakov	1	1	.	.	.	.	.	.	.	.	.	2	.	.	1	50%	50%	.	.	.	.	.	.
#8 Shchipko	16	15	14	1	42%	3	11	.	27%	36%	0%	19	.	.	13	73%	68%	.	50%	50%	.	9	100%
#10 Klimov	9	8	15	1	13%	.	.	.	.	.	.	12	.	.	9	75%	75%	.	16%	83%	.	4	100%
#12 Volkov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#13 Trofimov	6	1	9	2	11%	.	12	.	41%	41%	25%	16	2	1	6	50%	37%	.	33%	66%	.	8	100%
#14 Ahmadullin	2	1	16	1	18%	1	.	.	.	.	.	1	.	.	1	100%	100%	.	.	.	.	5	100%
#15 Lyashenko	5	2	10	1	0%	.	.	.	.	.	.	6	.	1	3	50%	50%	1	40%	60%	2	1	100%
#16 Pyanov	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#17 Fedunov	1	1	.	.	.	.	16	.	43%	50%	25%	1	.	.	1	100%	100%	.	.	.	.	12	75%
#18 Ziva	.	0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
#24 Scherbakov	.	0	1	.	0%	.	2	.	50%	50%	0%	.	.	.	.	.	.	.	.	.	.	1	100%
Total	57	42	73	6	17%	5	41	.	39%	43%	17%	82	5	3	49	65%	59%	1	35%	65%	3	45	93%

# Player #1

# Vasilchenko

# Dmitrii

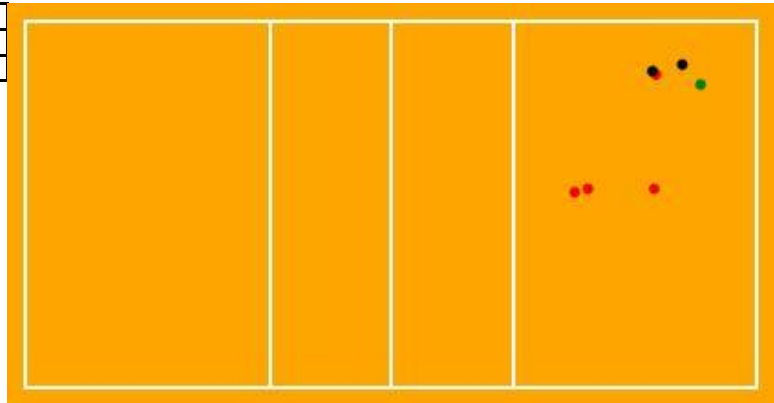
Serve

Player #1 Vasilchenko Dmitrii

Glider

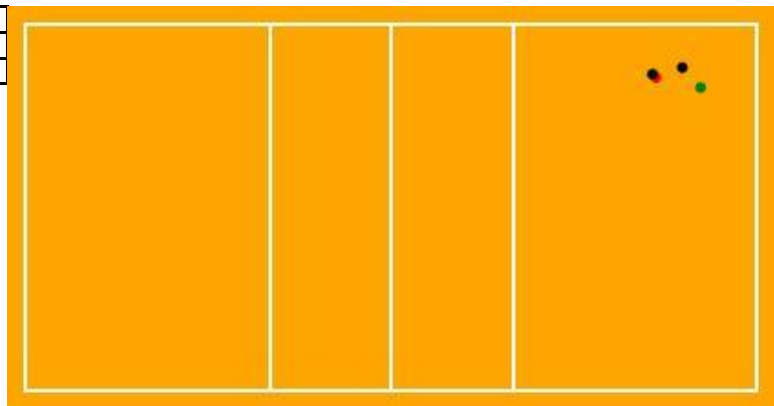
Total Glider

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



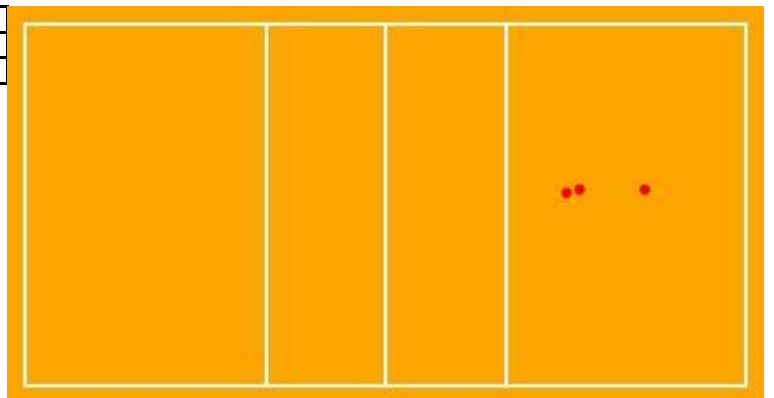
Glider Direction 1

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



Glider Direction 6

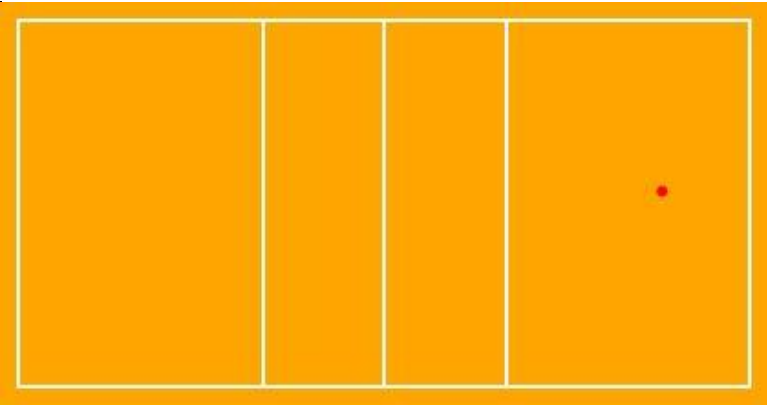
Total	#	+	!	/	-	=
	0%	0%	0%	0%	100%	0%
3	.	.	.	.	3	.



# Jump

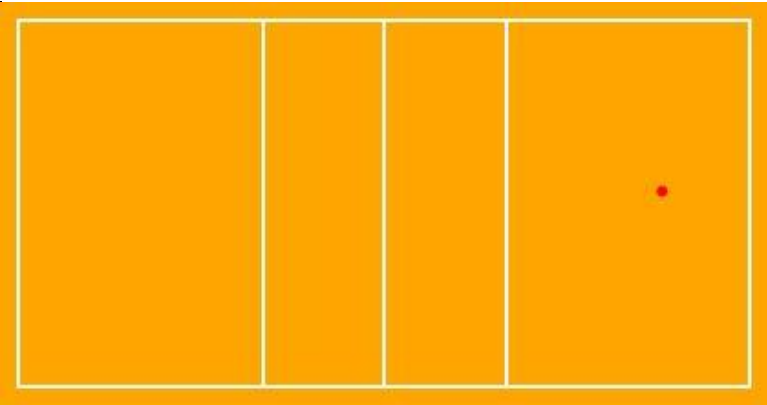
Total Jump

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



Jump Direction 6

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

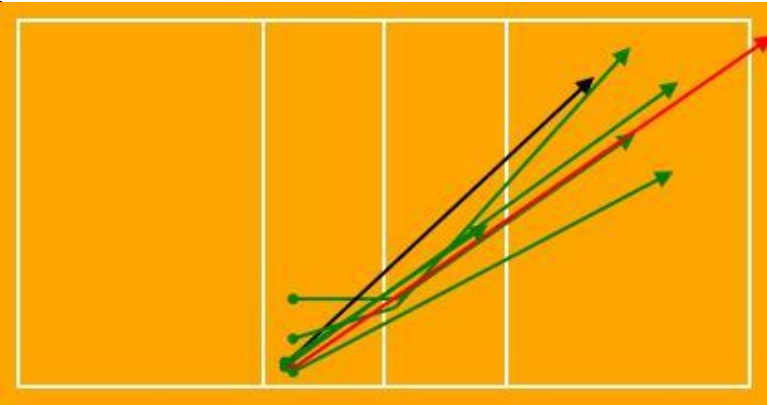


## Attack Player #1 Vasilchenko Dmitrii

### Position 1

Total position 1

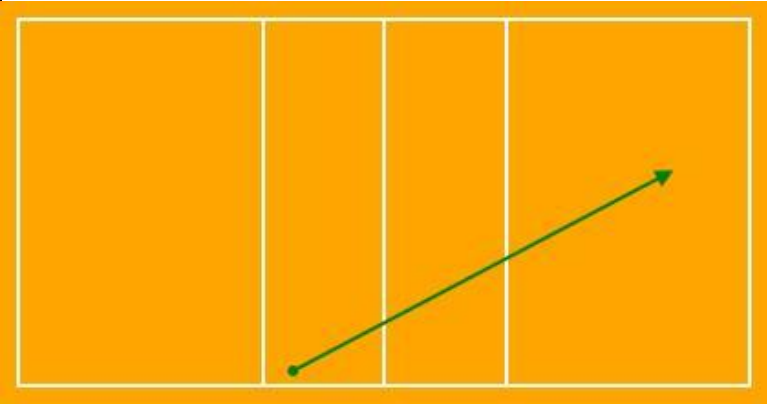
Total	#	+	!	/	-	=
	57%	14%	0%	14%	0%	14%
7	4	1	.	1	.	1



### Zone #1 0 blockers

Set quality: +

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



### Zone #1 1 blockers

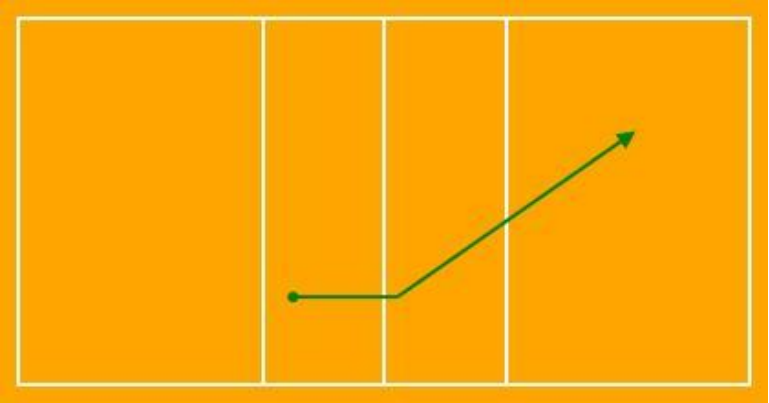
Set quality: /

Total	#	+	!	/	-	=

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

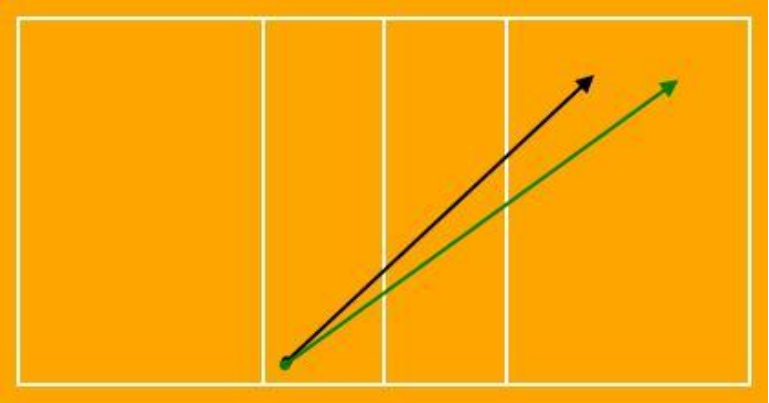
Set quality: !

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



Set quality: #

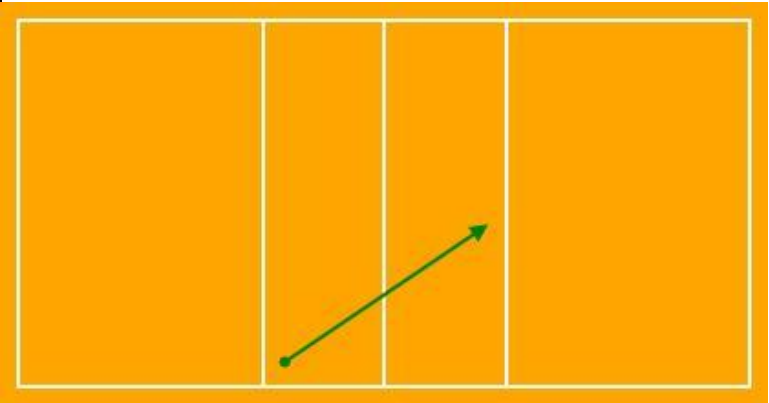
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



## Zone #1 2 blockers

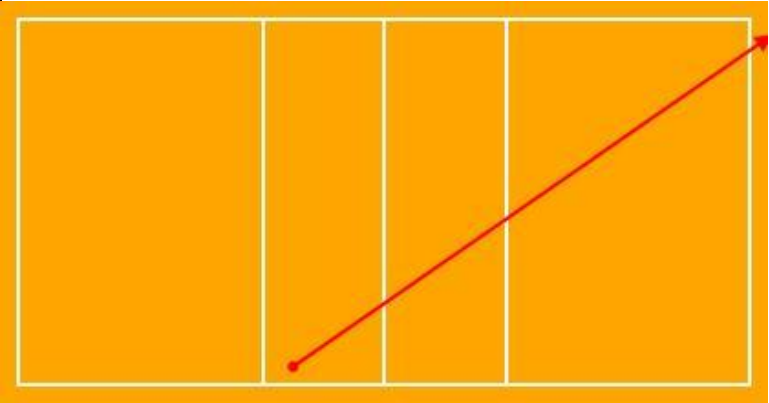
Set quality: !

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



Set quality: +

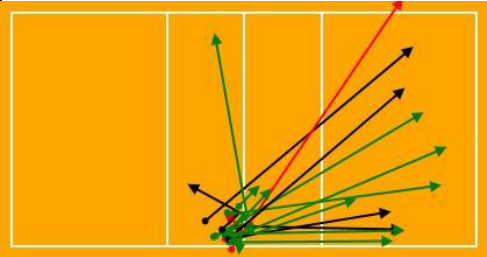
Total	#	+	!	/	-	=
	0%	0%	0%	0%	0%	100%
1	.	.	.	.	.	1



## Position 2

Total position 2

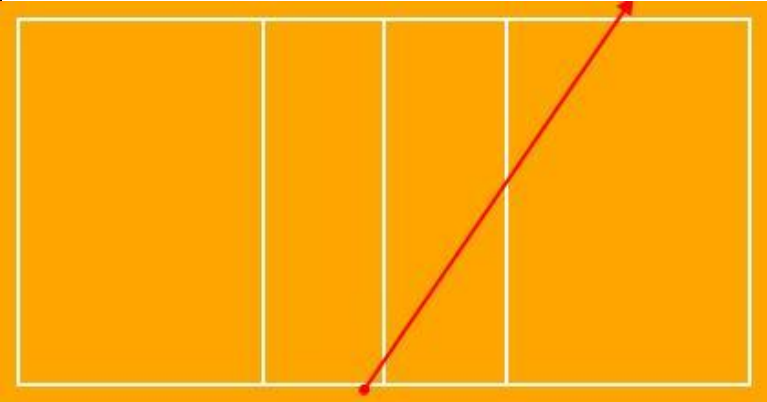
Total	#	+	!	/	-	=
	55%	5%	0%	27%	5%	5%
18	10	1	.	5	1	1



## Zone #2 1 blockers

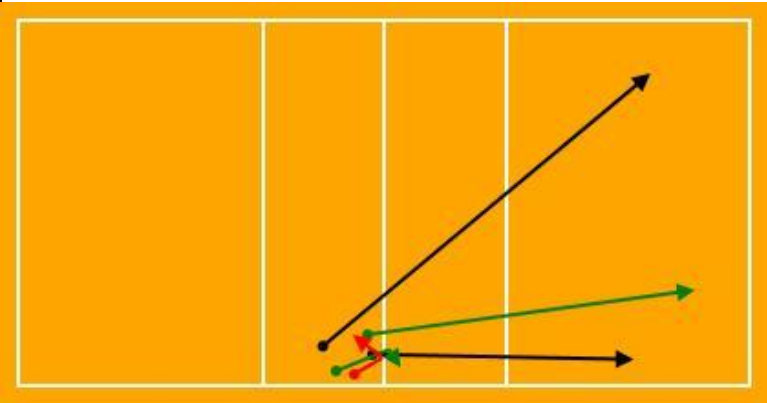
Set quality: /

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



Set quality: !

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



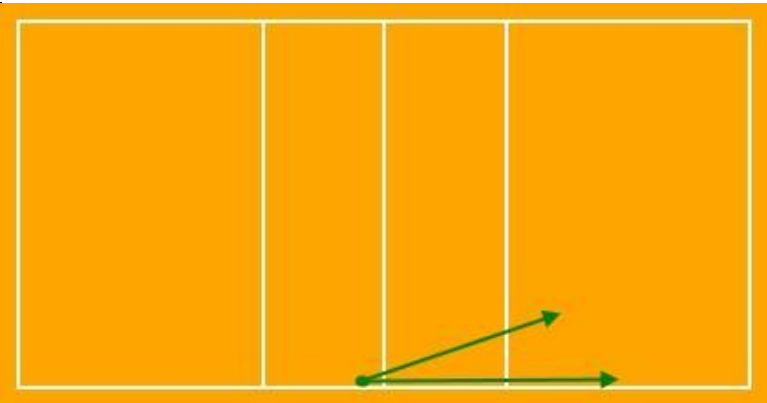
Set quality: +

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



Set quality: #

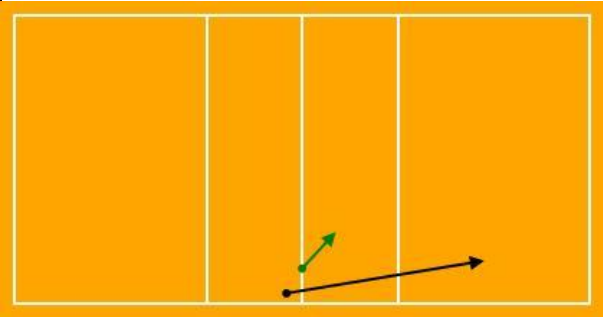
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



## Zone #2 1.5 blockers

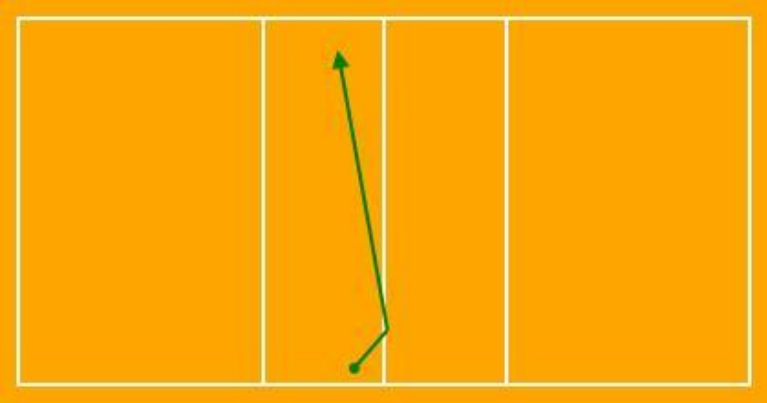
Set quality: /

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



Set quality: +

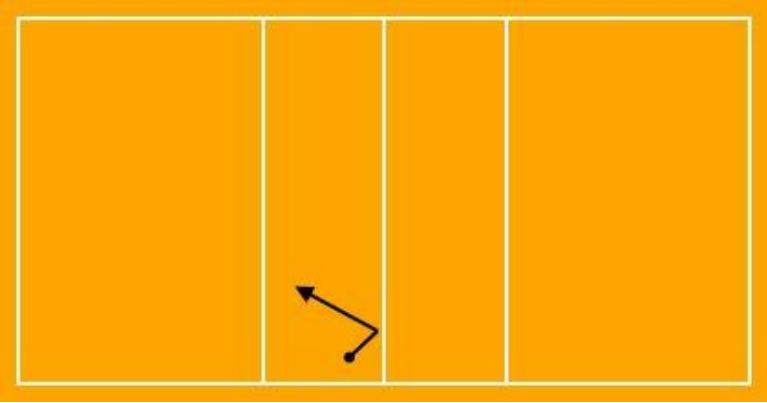
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



## Zone #2 2 blockers

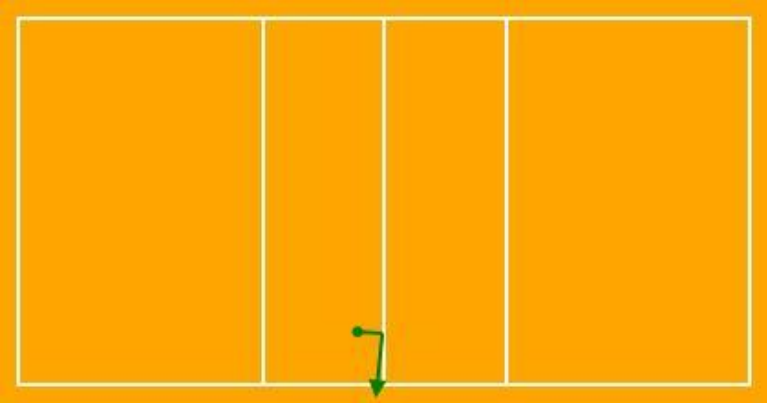
Set quality: /

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



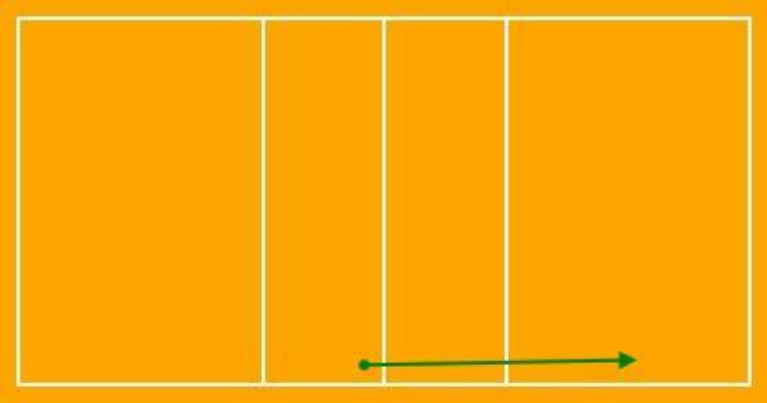
Set quality: !

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



Set quality: +

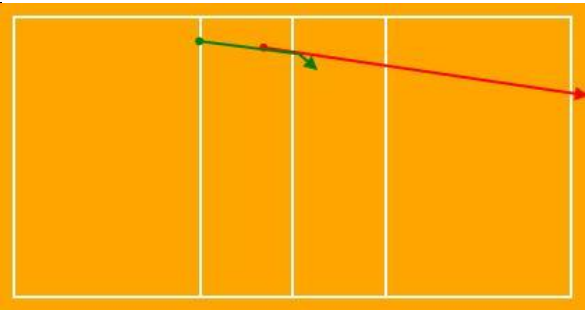
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Position 4

Total position 4

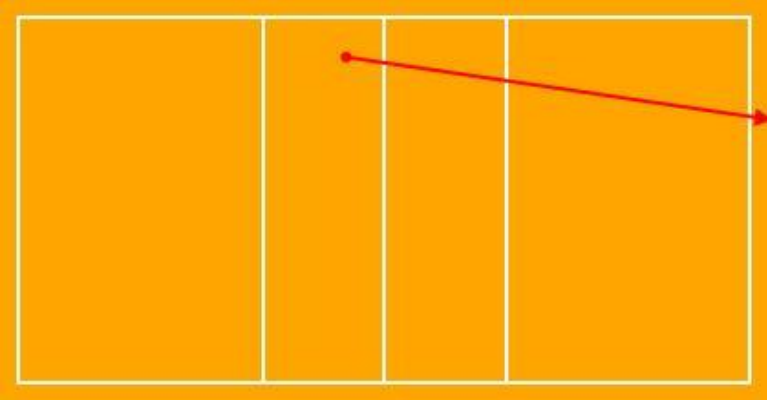
Total	#	+	!	/	-	=
	50%	0%	0%	0%	0%	50%
2	1	.	.	.	.	1



# Zone #4 2 blockers

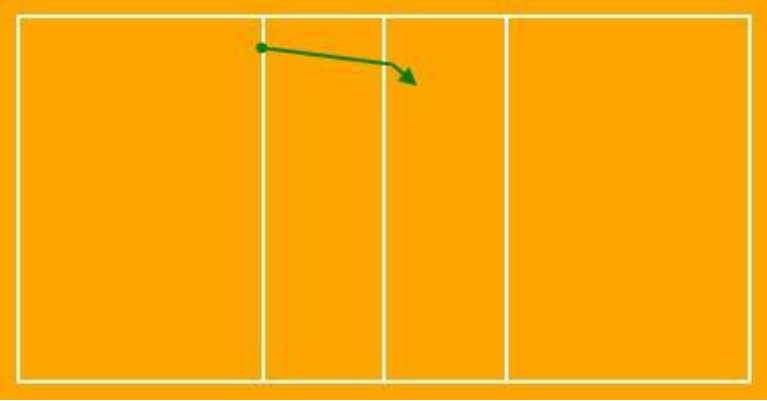
Set quality: /

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



Set quality: !

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



# Player #7 Ushakov

# Vladislav

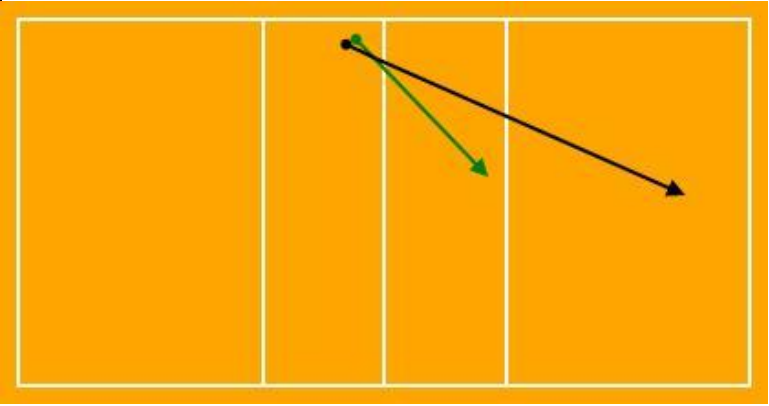
Attack

Player #7 Ushakov Vladislav

## Position 4

Total position 4

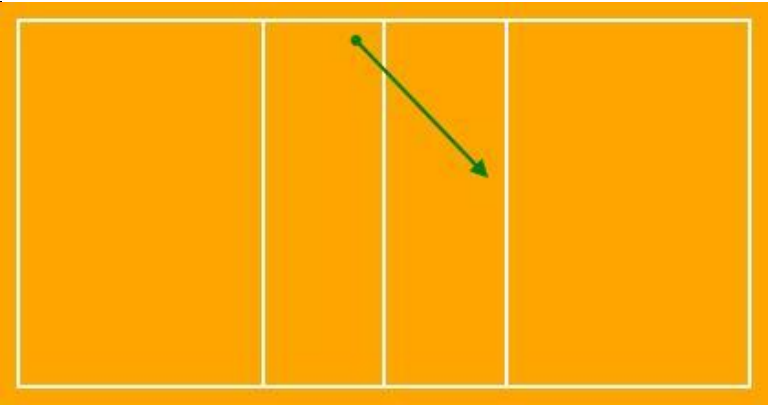
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



## Zone #4 2 blockers

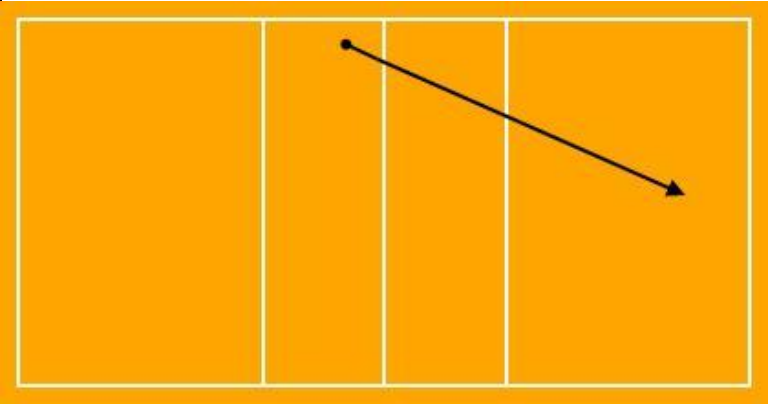
Set quality: !

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



Set quality: +

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





# Player #8

# Shchipko Sergei

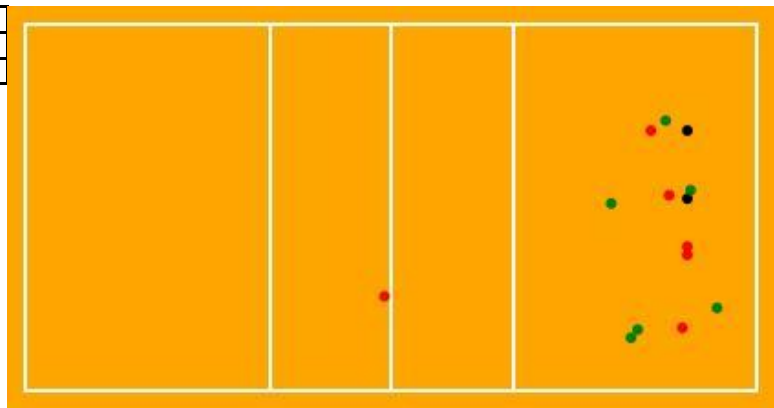
Serve

Player #8 Shchipko Sergei

## Glider

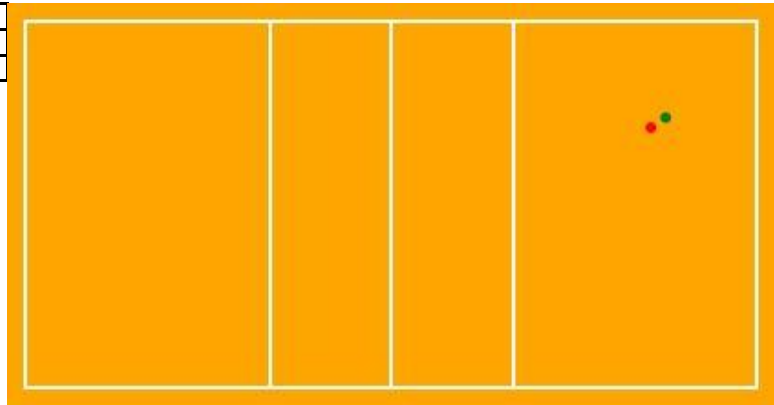
Total Glider

Total	#	+	!	/	-	=
	21%	21%	14%	0%	35%	7%
14	3	3	2	.	5	1



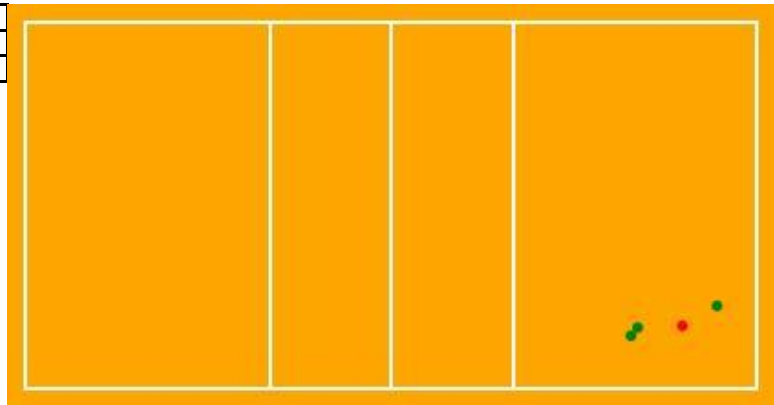
Glider Direction 1

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



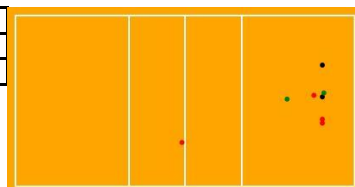
Glider Direction 5

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



Glider Direction 6

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



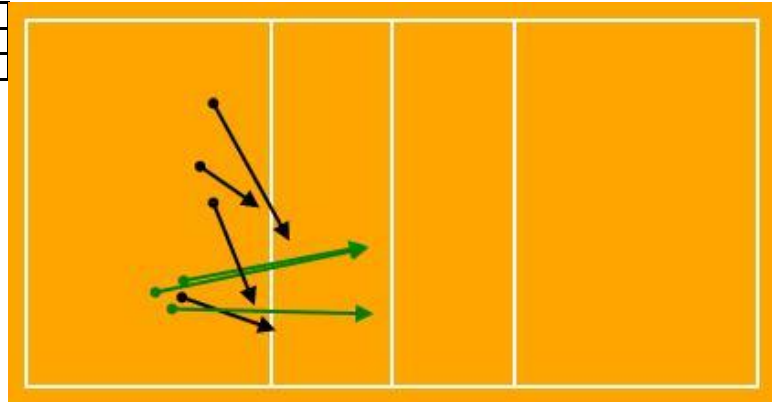
# Reception

## Player #8 Shchipko Sergei

### Glider

Total Glider

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

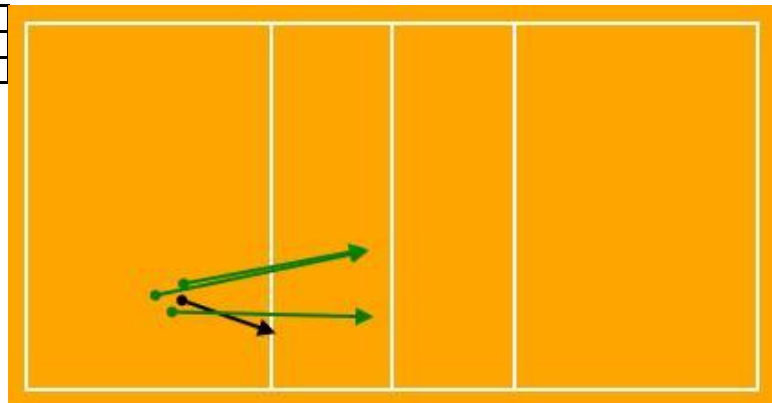


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
1(14%) #: 0%, #+: 0% !/-: 100%, =: 0%	2(28%) #: 0%, #+: 0% !/-: 100%, =: 0%	4(57%) #: 0%, #+: 75% !/-: 25%, =: 0%

### Glider Zone #1

Upper

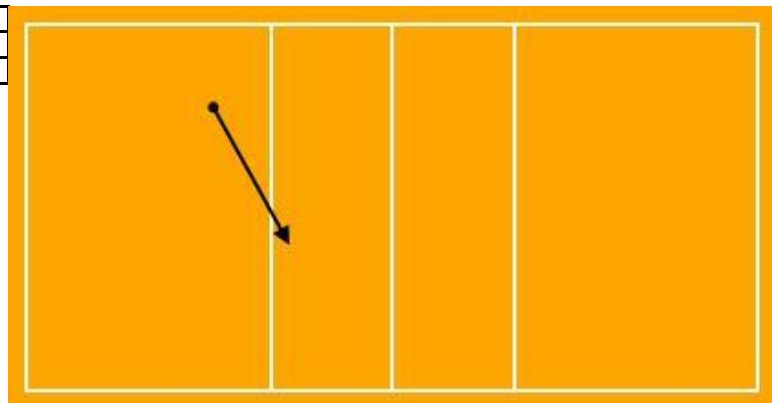
Total	#	+	!	/	-	=
	0%	75%	25%	0%	0%	0%
4	.	3	1	.	.	.



### Glider Zone #5

Upper

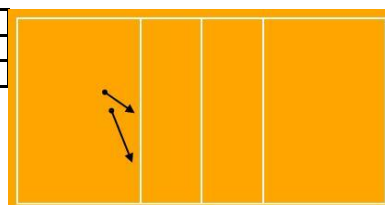
Total	#	+	!	/	-	=
	0%	0%	100%	0%	0%	0%
1	.	.	1	.	.	.



### Glider Zone #6

Upper

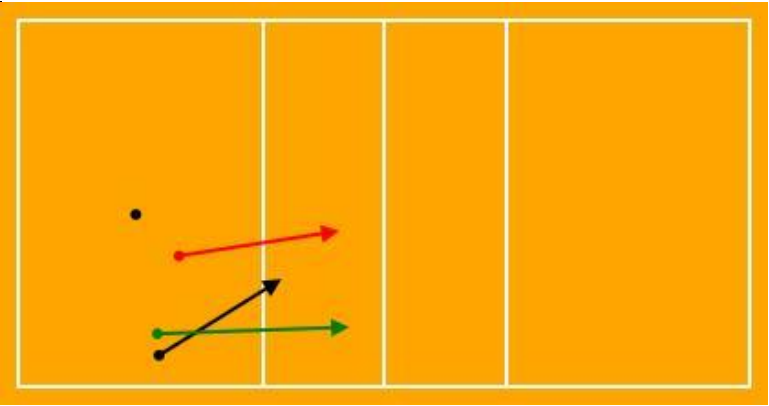
Total	#	+	!	/	-	=
	0%	0%	50%	50%	0%	0%
2	.	.	1	1	.	.



# Jump

Total Jump

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

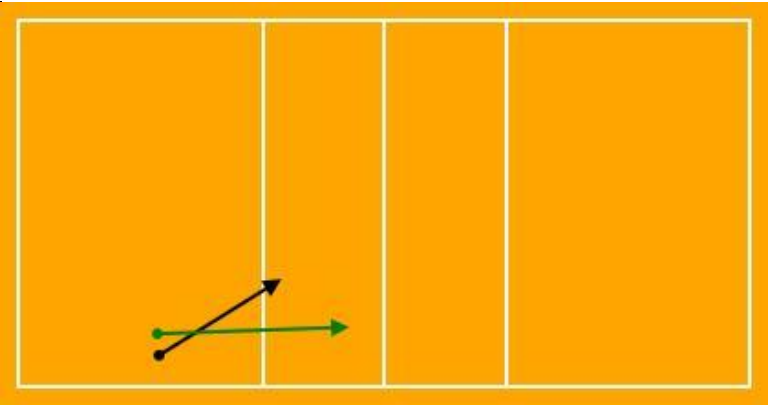


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	2(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	2(50%) #: 0%, #+: 50% !/-: 50%, =: 0%

## Jump Zone #1

Lower

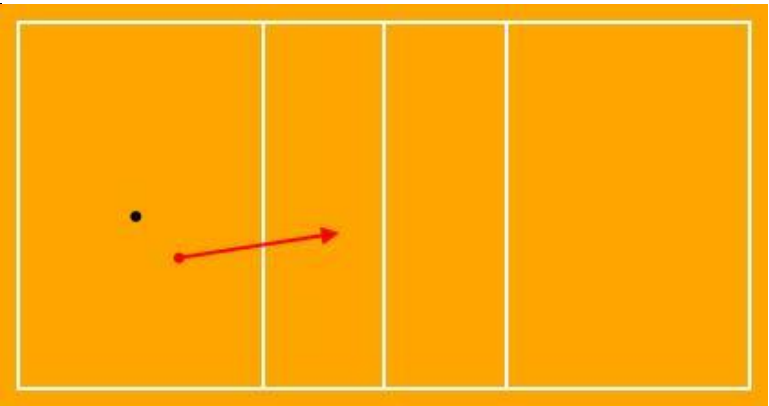
Total	#	+	!	/	-	=
	0%	50%	50%	0%	0%	0%
2	.	1	1	.	.	.



## Jump Zone #6

Lower

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

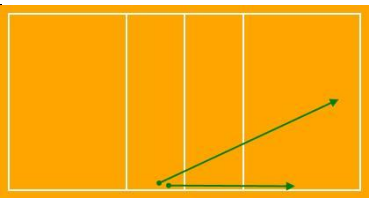


# Attack Player #8 Shchipko Sergei

## Position 2

Total position 2

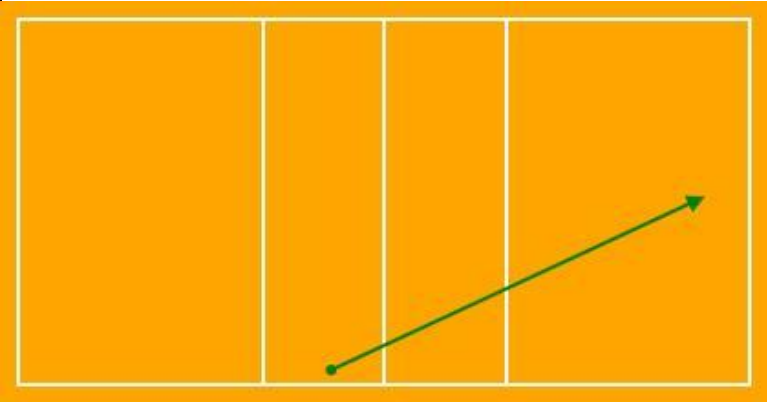
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
2	2	.	.	.	.	.



## Zone #2 1 blockers

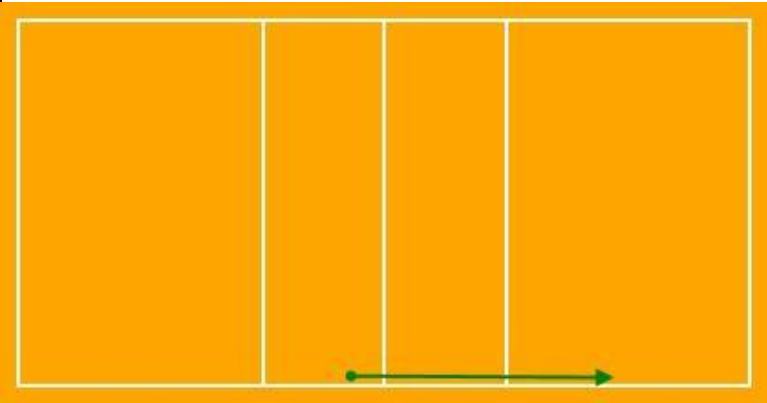
Set quality: !

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



Set quality: +

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



## Position 4

Total position 4

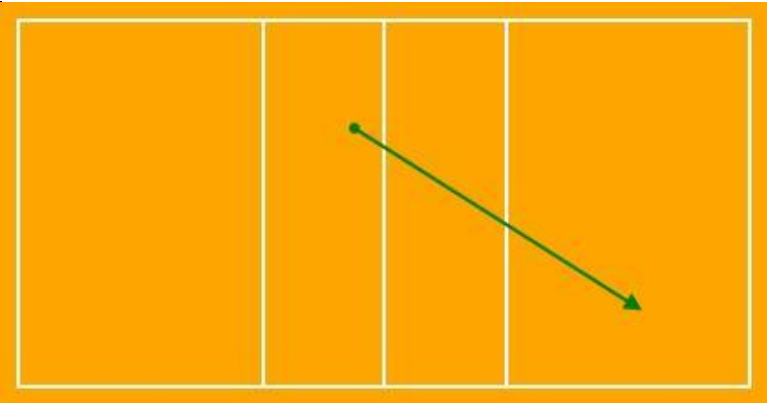
Total	#	+	!	/	-	=
	64%	5%	0%	29%	0%	0%
17	11	1	.	5	.	.



## Zone #4 1 blockers

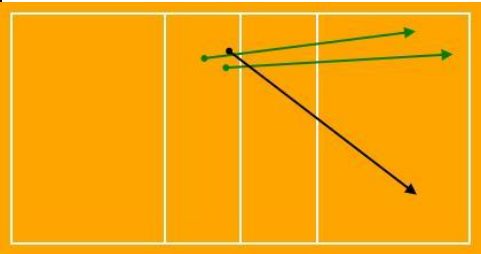
Set quality: /

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



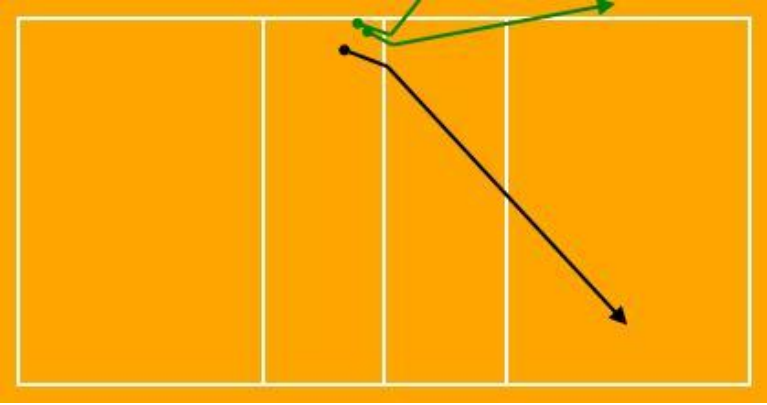
Set quality: !

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



Set quality: +

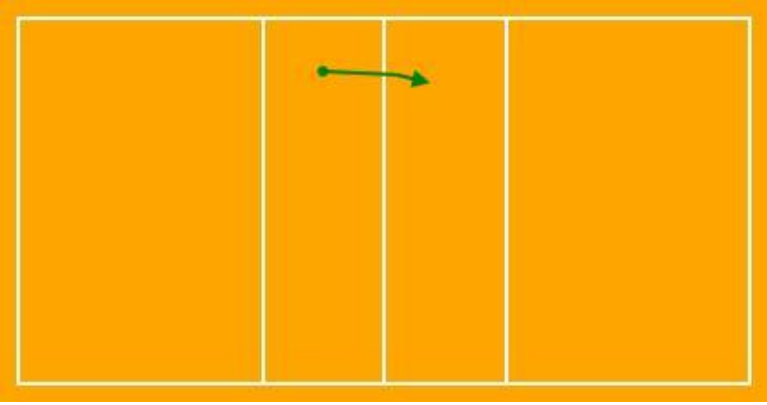
Total	#	+	!	/	-	=
	66%	0%	0%	33%	0%	0%
3	2	.	.	1	.	.



## Zone #4 1.5 blockers

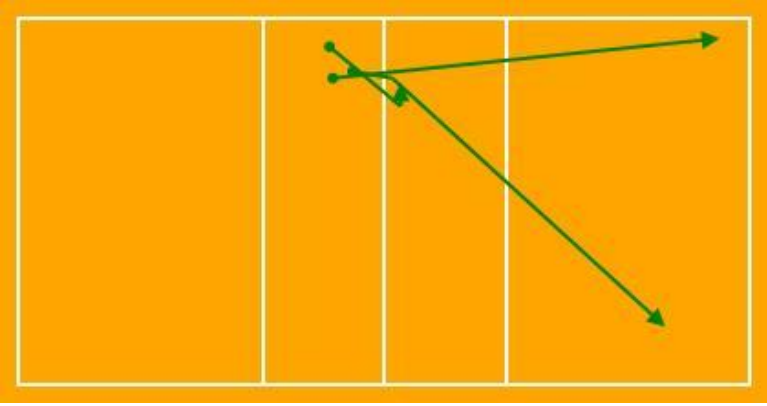
Set quality: /

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



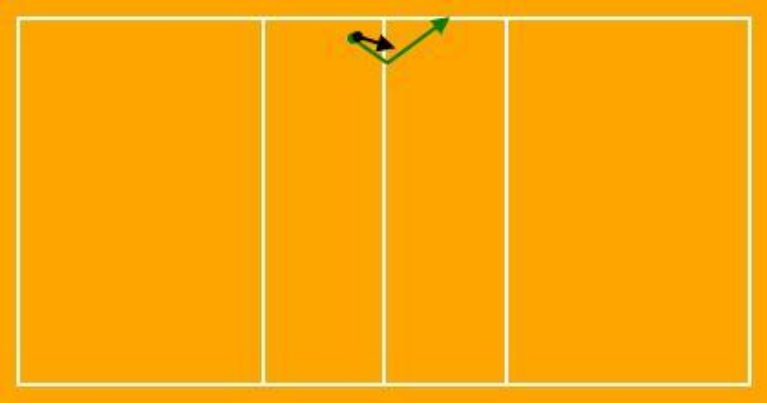
Set quality: !

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



Set quality: +

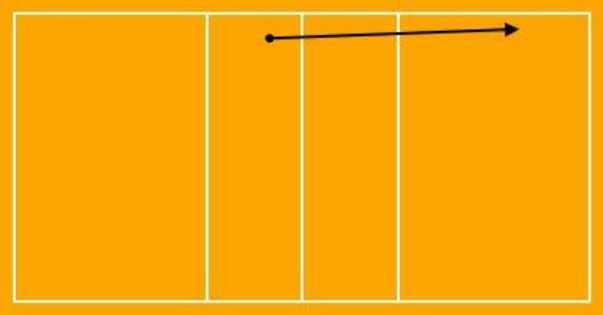
Total	#	+	!	/	-	=
	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.



## Zone #4 2 blockers

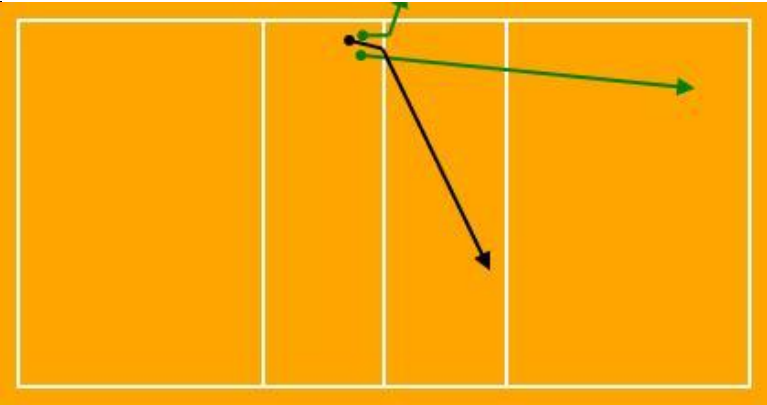
Set quality: !

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



Set quality: +

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



# Player #10 Klimov Alexey

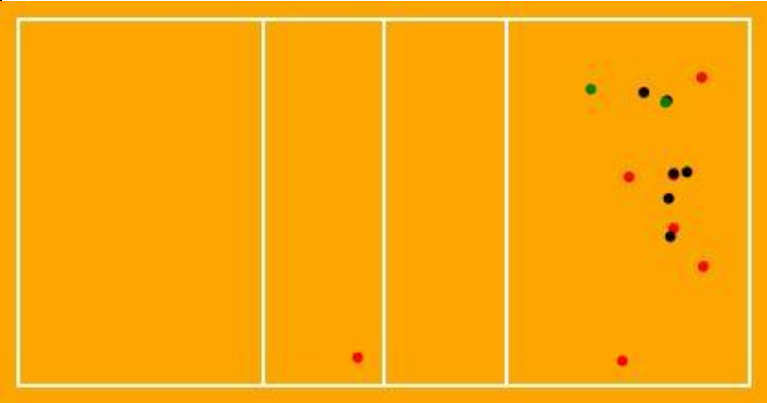
Serve

Player #10 Klimov Alexey

## Glider

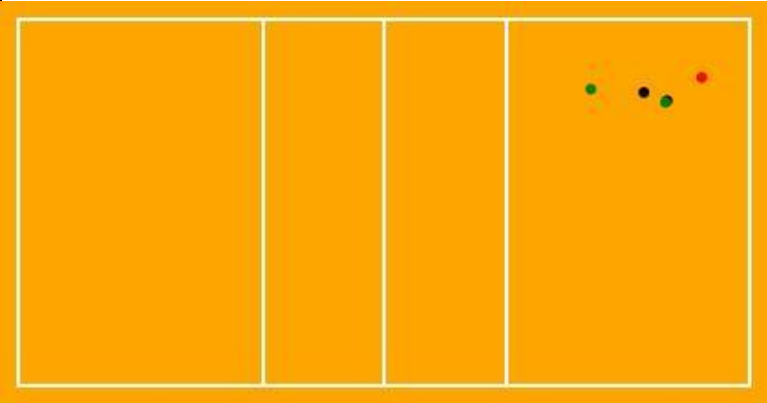
Total Glider

Total	#	+	!	/	-	=
	0%	13%	13%	26%	40%	6%
15	.	2	2	4	6	1



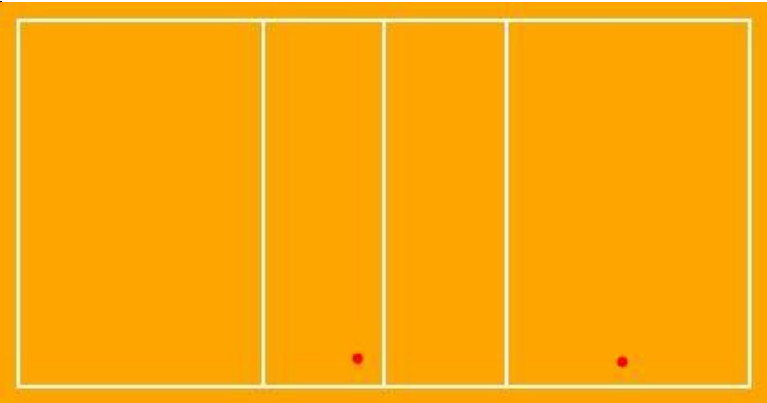
Glider Direction 1

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



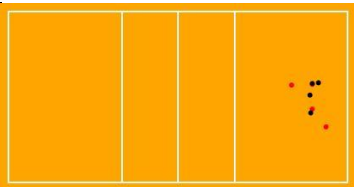
Glider Direction 5

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



Glider Direction 6

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



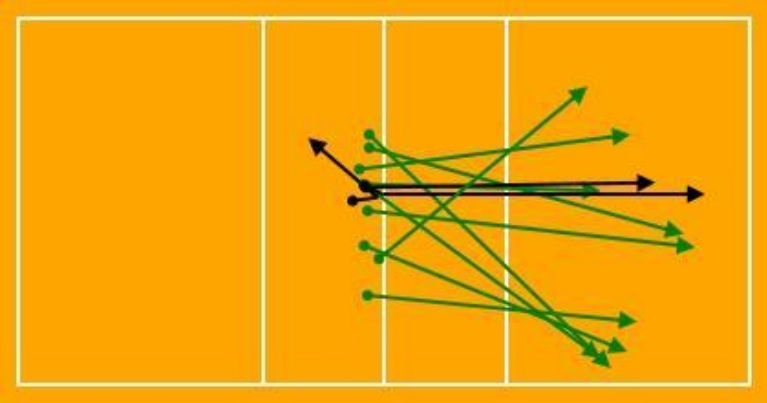
# Attack

## Player #10 Klimov Alexey

### Position 3

Total position 3

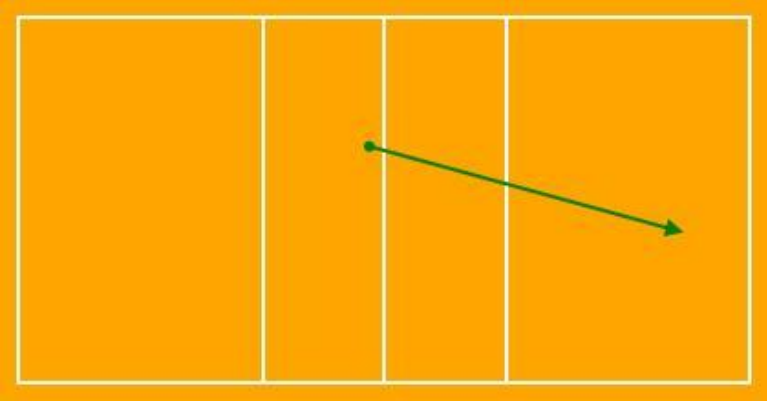
Total	#	+	!	/	-	=
	75%	0%	0%	25%	0%	0%
12	9	.	.	3	.	.



### Zone #3 0.5 blockers

Set quality: +

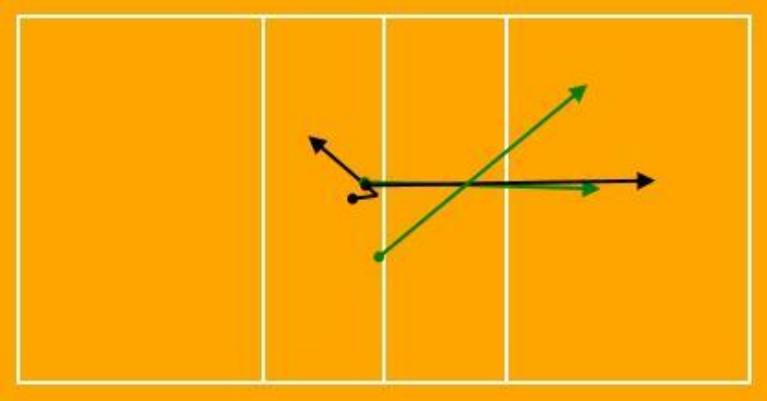
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Zone #3 1 blockers

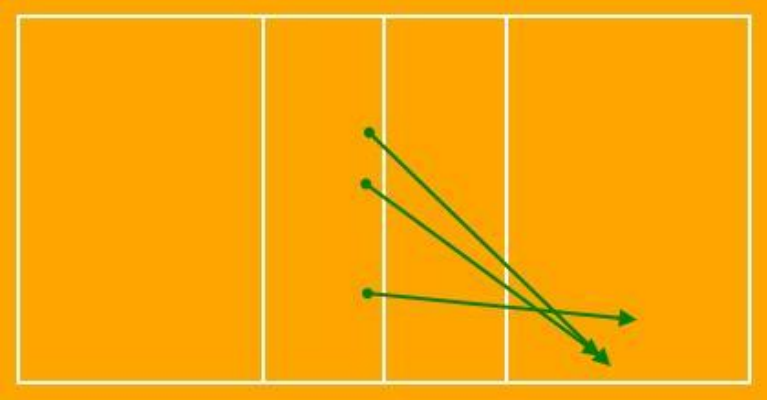
Set quality: !

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



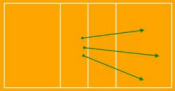
Set quality: +

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



Set quality: #

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

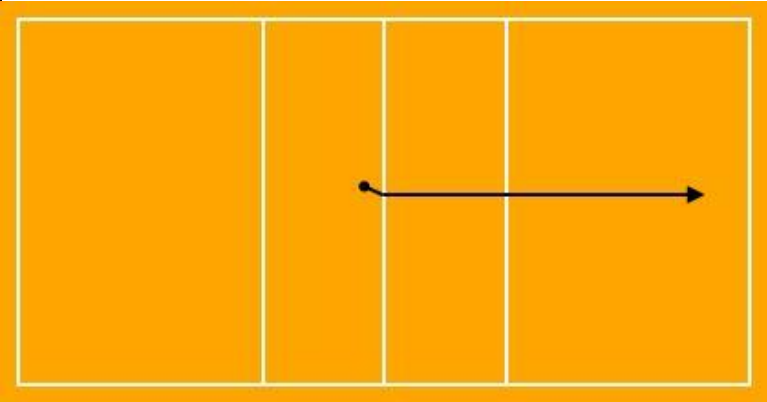




# Zone #3 2 blockers

Set quality: !

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



# Player #13

# Trofimov Lev

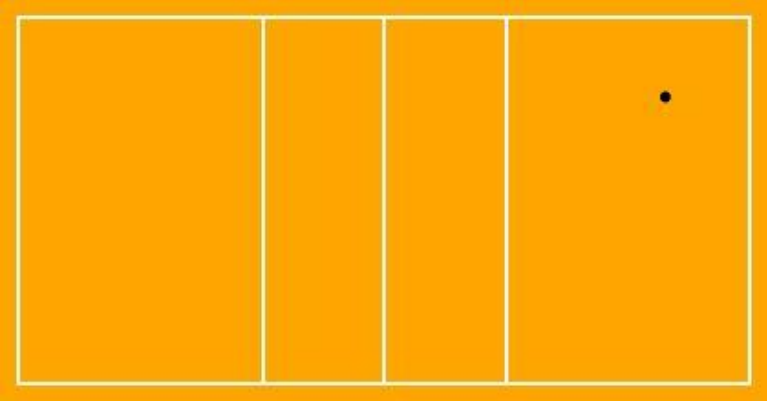
Serve

Player #13 Trofimov Lev

## Glider

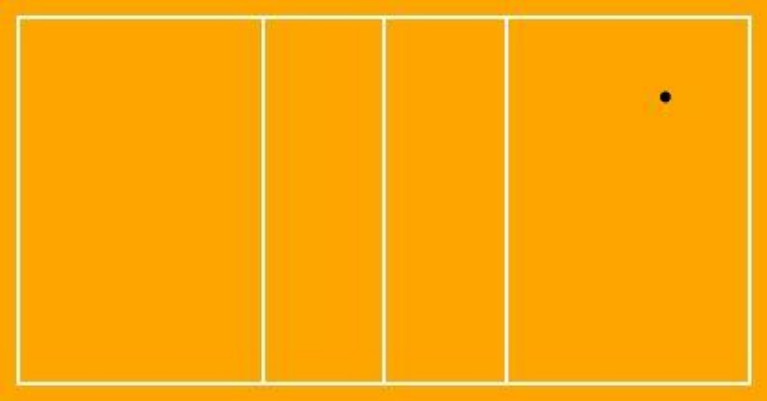
Total Glider

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



Glider Direction 1

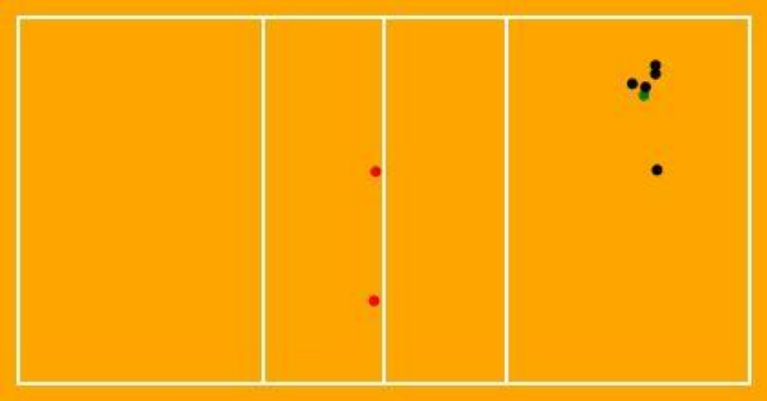
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



## Jump

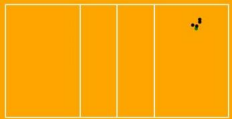
Total Jump

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



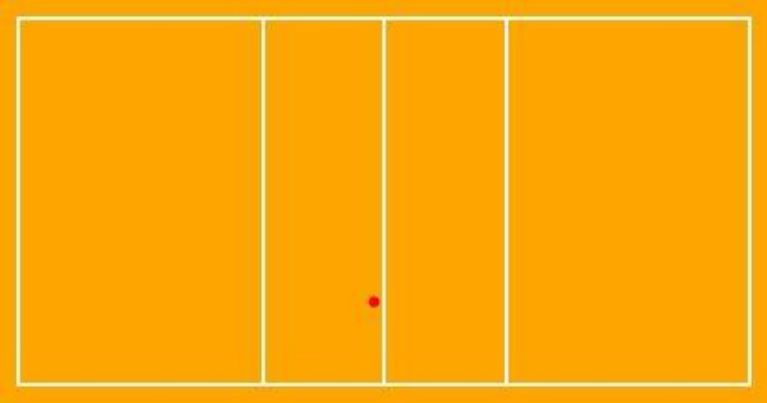
Jump Direction 1

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



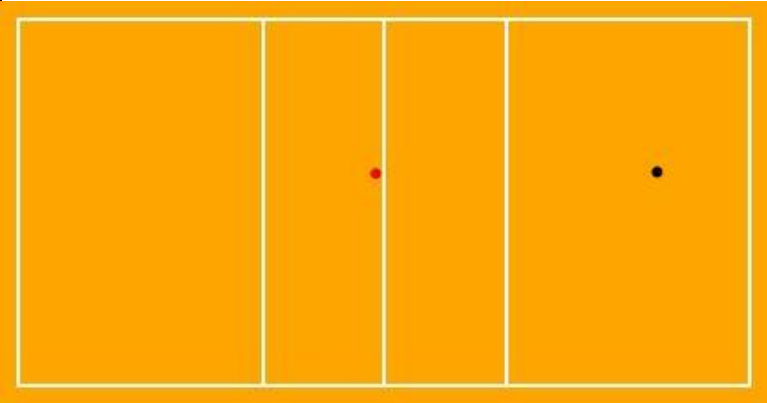
Jump Direction 5

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



Jump Direction 6

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

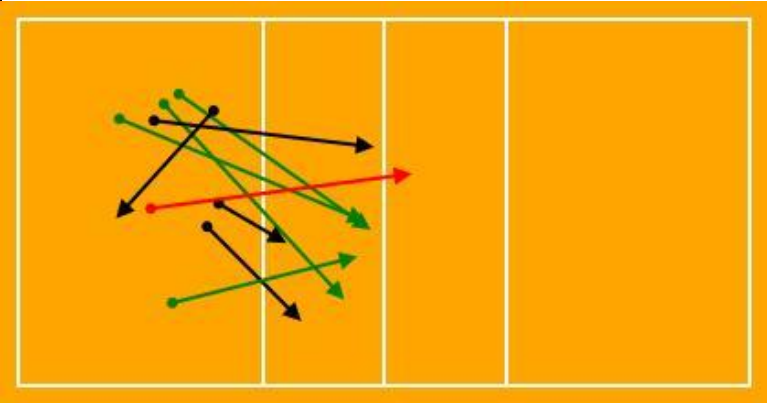


Reception  
Player #13 Trofimov Lev

Glider

Total Glider

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

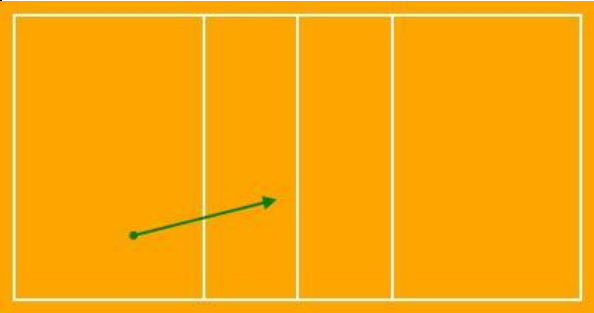


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
5(55%) #: 40%, #+: 60%	3(33%) #: 0%, #+: 0%	1(11%) #: 0%, #+: 100%
!/-: 40%, =: 0%	!/-: 100%, =: 0%	!/-: 0%, =: 0%

Glider Zone #1

Upper

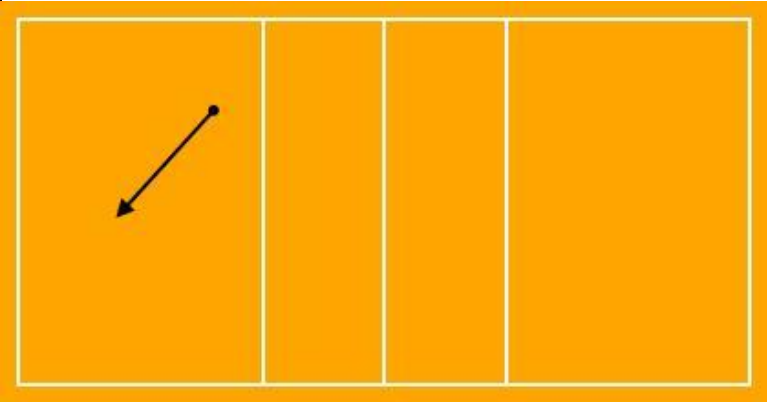
Total	#	+	!	/	-	=
	0%	100%	0%	0%	0%	0%
1	.	1	.	.	.	.



# Glider Zone #5

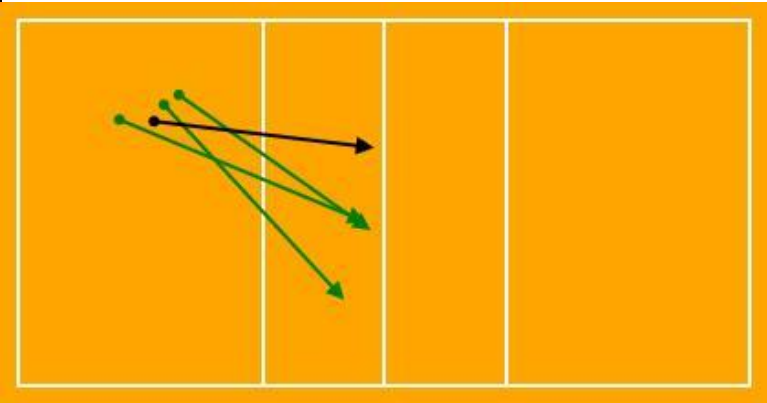
Lower

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



Upper

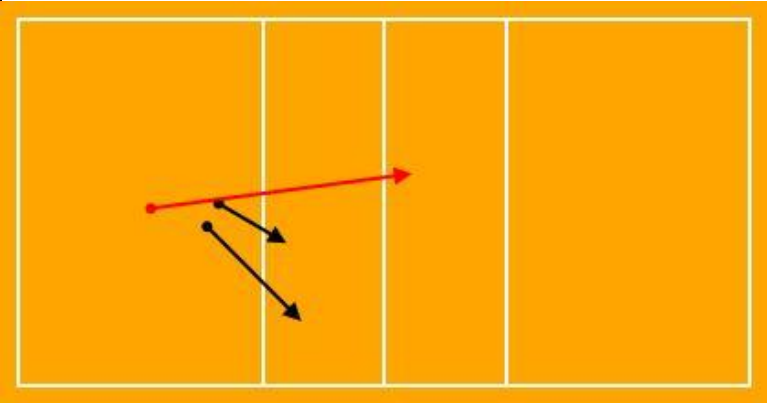
Total	#	+	!	/	-	=
	50%	25%	0%	25%	0%	0%
4	2	1	.	1	.	.



# Glider Zone #6

Upper

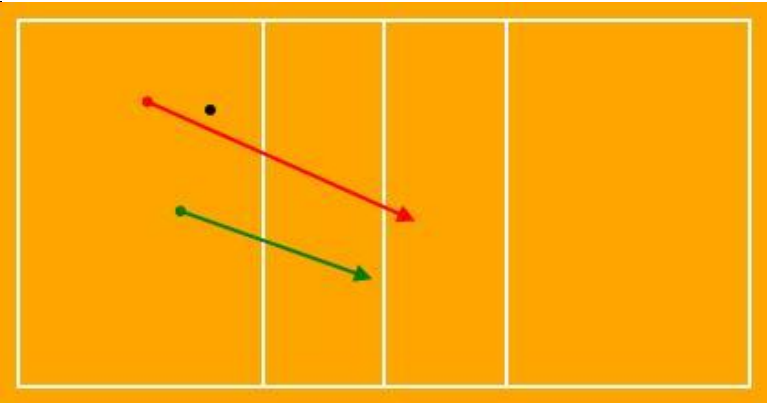
Total	#	+	!	/	-	=
	0%	0%	66%	0%	33%	0%
3	.	.	2	.	1	.



# Jump

Total Jump

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

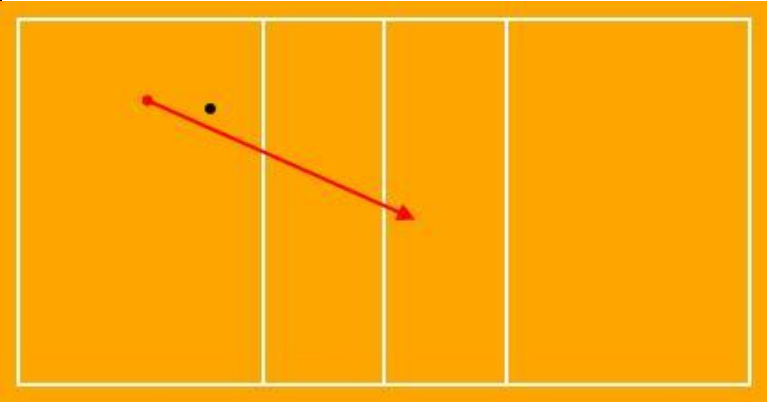


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
2(66%) #: 0%, #+: 0% !/-: 100%, =: 0%	1(33%) #: 100%, #+: 100% !/-: 0%, =: 0%	.(0%) #: ., #+: . !/-: ., =: .

Jump Zone #5

Lower

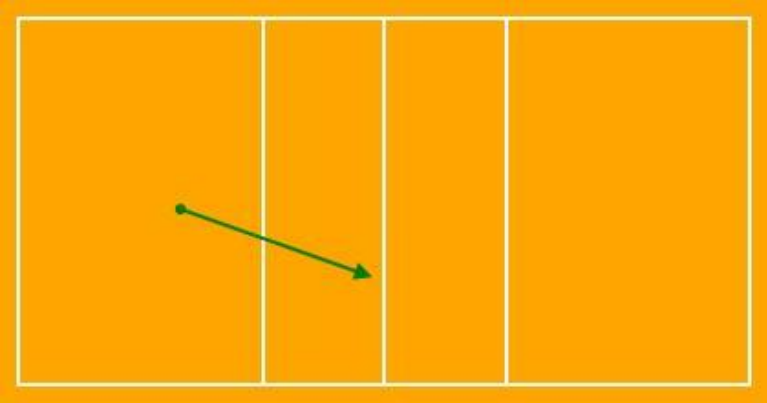
Total	#	+	!	/	-	=
	0%	0%	0%	50%	50%	0%
2	.	.	.	1	1	.



Jump Zone #6

Lower

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

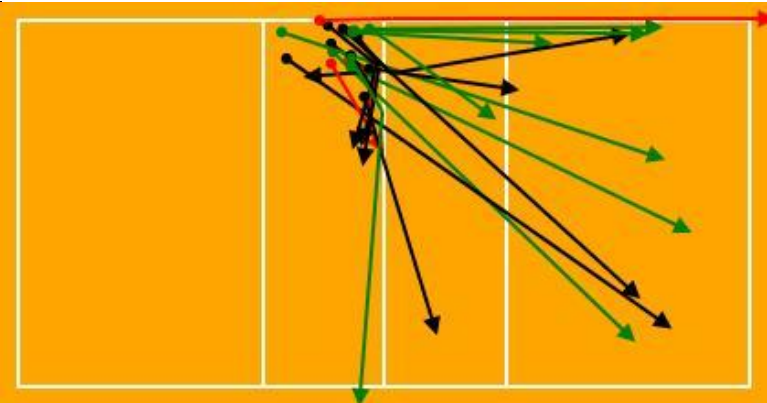


Attack  
Player #13 Trofimov Lev

Position 4

Total position 4

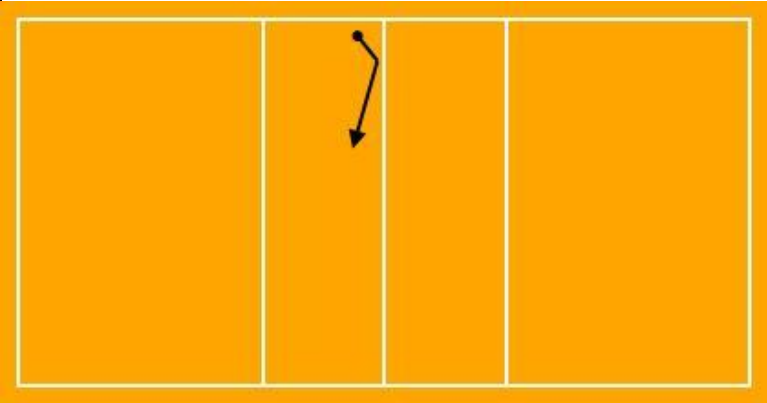
Total	#	+	!	/	-	=
	30%	10%	5%	40%	5%	10%
20	6	2	1	8	1	2



Zone #4 1 blockers

Set quality: /

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



Set quality: !

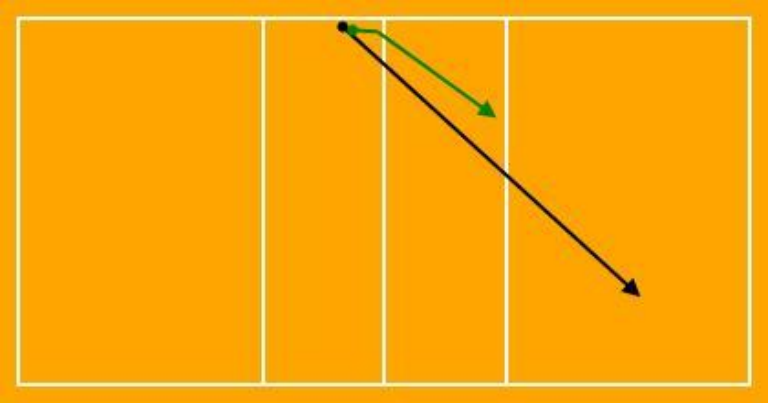
Total	#	+	!	/	-	=
-------	---	---	---	---	---	---



	50%	0%	0%	50%	0%	0%
2	1	.	.	1	.	.

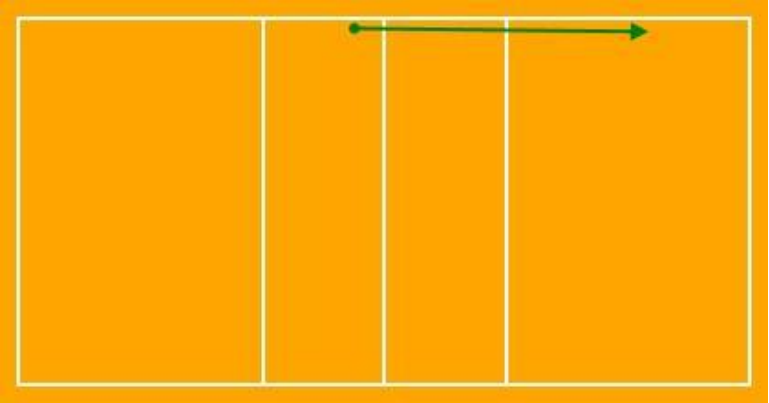
Set quality: +

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



Set quality: #

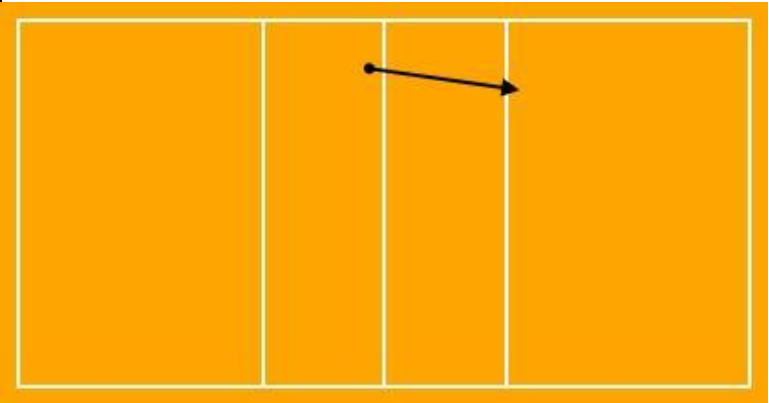
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 1.5 blockers

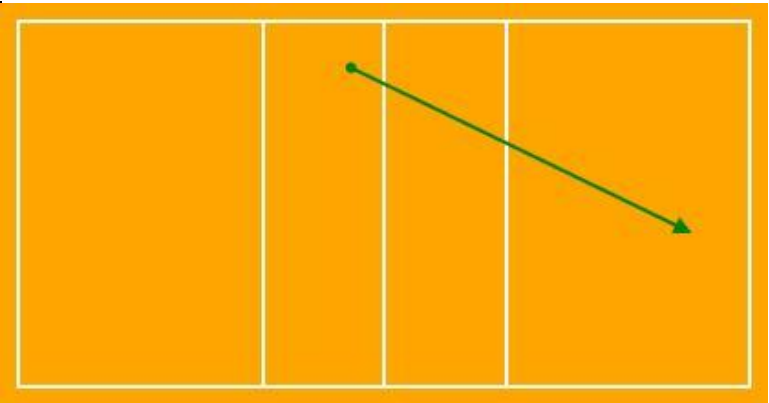
Set quality: /

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



Set quality: !

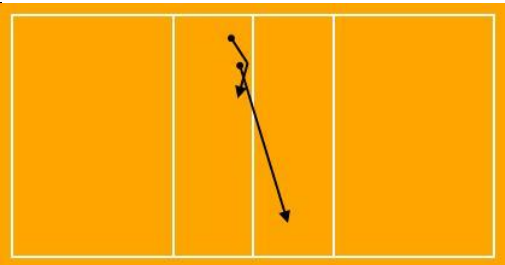
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #4 2 blockers

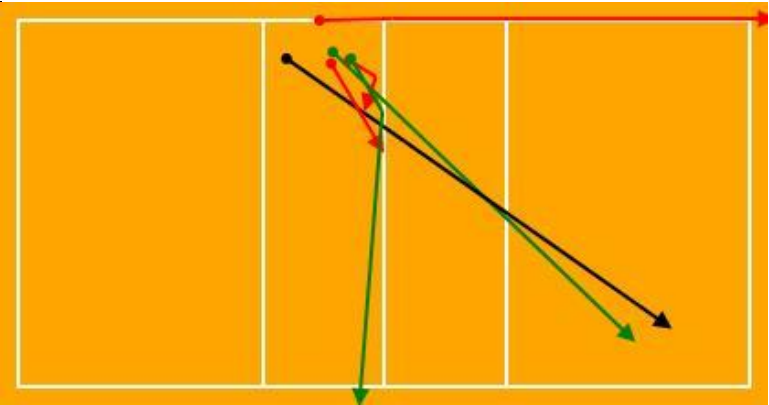
Set quality: /

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



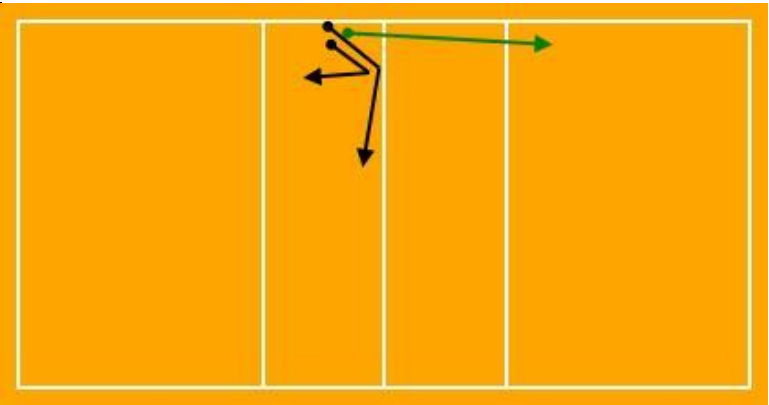
Set quality: !

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



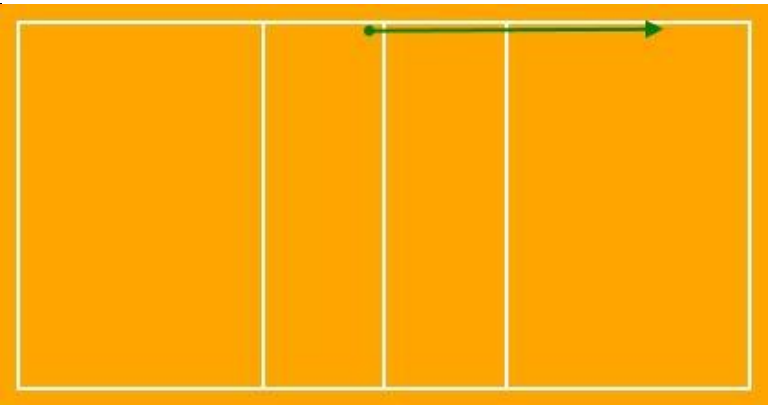
Set quality: +

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



Set quality: #

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



# Player #14

# Ahmadullin Timur

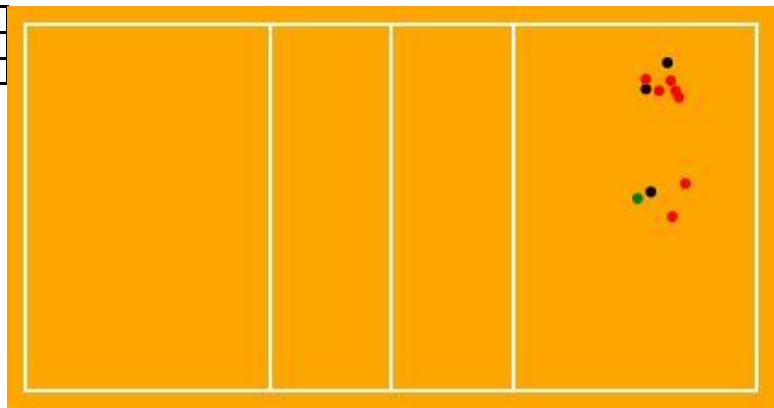
Serve

Player #14 Ahmadullin Timur

## Glider

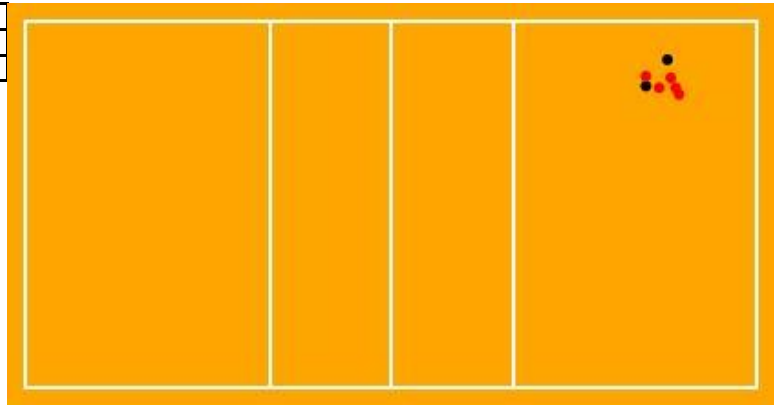
Total Glider

Total	#	+	!	/	-	=
	0%	9%	0%	27%	63%	0%
11	.	1	.	3	7	.



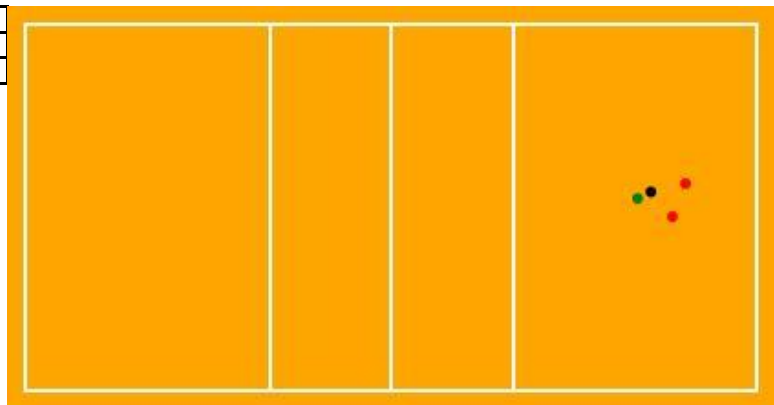
Glider Direction 1

Total	#	+	!	/	-	=
	0%	0%	0%	28%	71%	0%
7	.	.	.	2	5	.



Glider Direction 6

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



## Jump

Total Jump

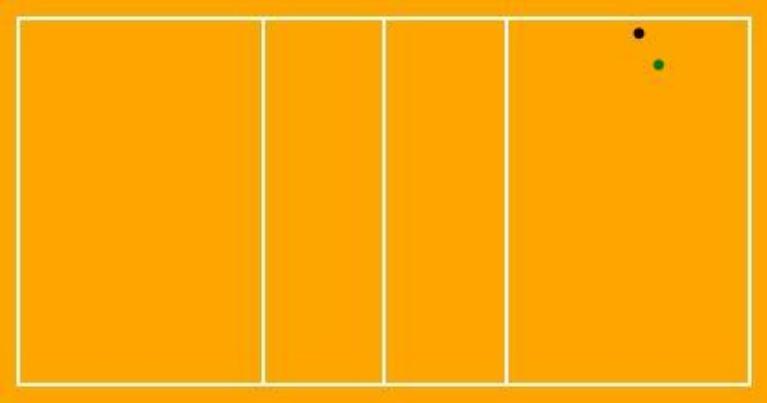
Total	#	+	!	/	-	=
	20%	20%	0%	40%	0%	20%
5	1	1	.	2	.	1





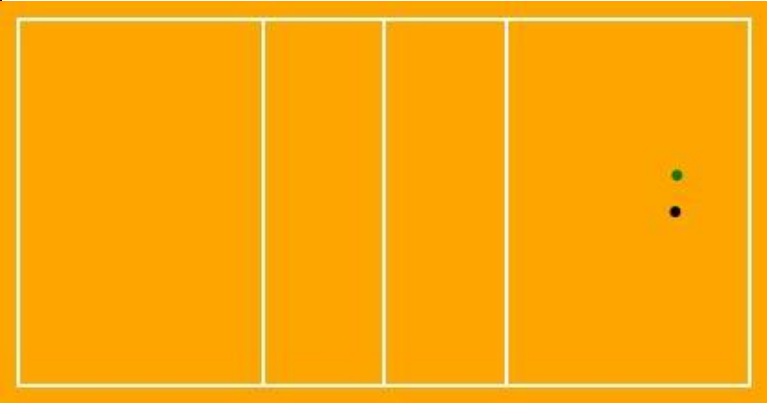
Jump Direction 1

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



Jump Direction 6

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

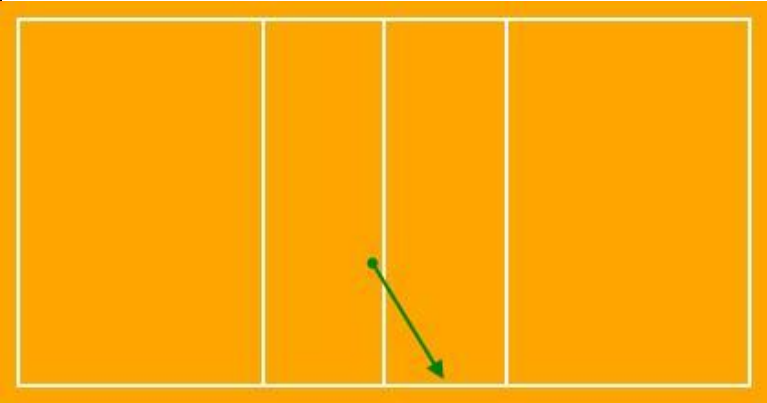


Attack  
Player #14 Ahmadullin Timur

Position 2

Total position 2

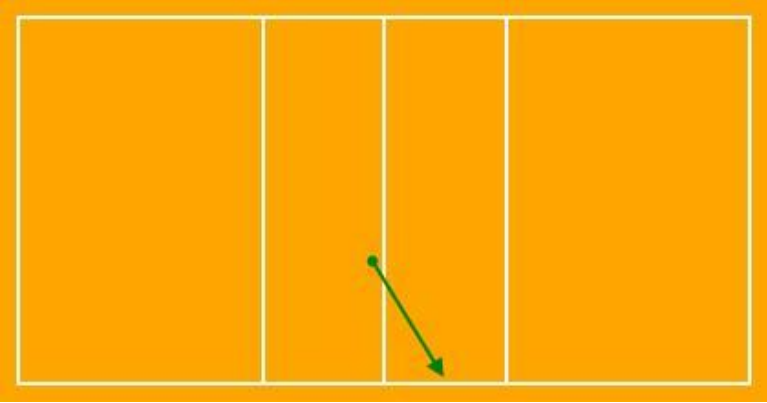
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



Zone #2 1 blockers

Set quality: #

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



Set  
Player #14 Ahmadullin Timur

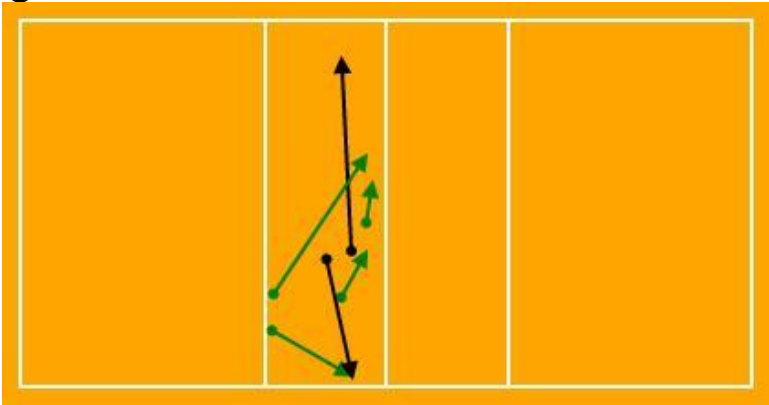
Blockers count distribution

rec.qual/ bl.count	0	0.5	1	1.5	2	2.5	3
#(6)	.(0%)	.(0%)	5(83%)	1(16%)	.(0%)	.(0%)	.(0%)
+(11)	.(0%)	.(0%)	5(45%)	1(9%)	5(45%)	.(0%)	.(0%)
!(7)	.(0%)	1(14%)	4(57%)	1(14%)	1(14%)	.(0%)	.(0%)
#+!(24)	.(0%)	1(4%)	14(58%)	3(12%)	6(25%)	.(0%)	.(0%)
/-(5)	1(20%)	.(0%)	2(40%)	.(0%)	2(40%)	.(0%)	.(0%)

Reception direction distribution

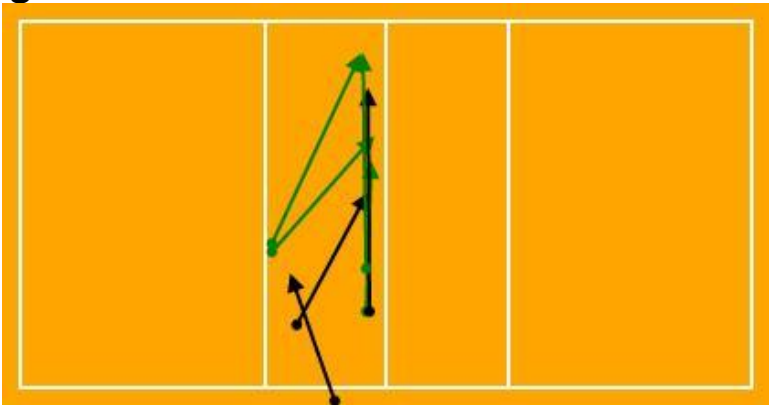
P1 arrangement

1(16%)	3(50%)	2(33%)
0%	100%	100%
2.00	0.83	1.00
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00



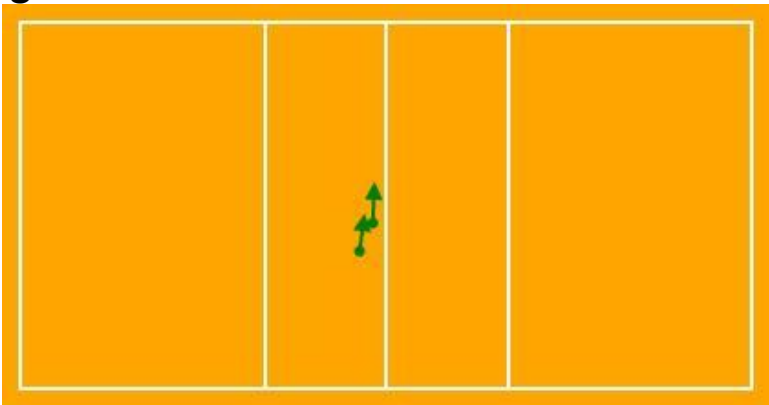
P2 arrangement

3(42%)	3(42%)	.(0%)
0%	66%	.
1.67	1.00	0.00
.(0%)	.(0%)	1(14%)
.	.	100%
0.00	0.00	1.00



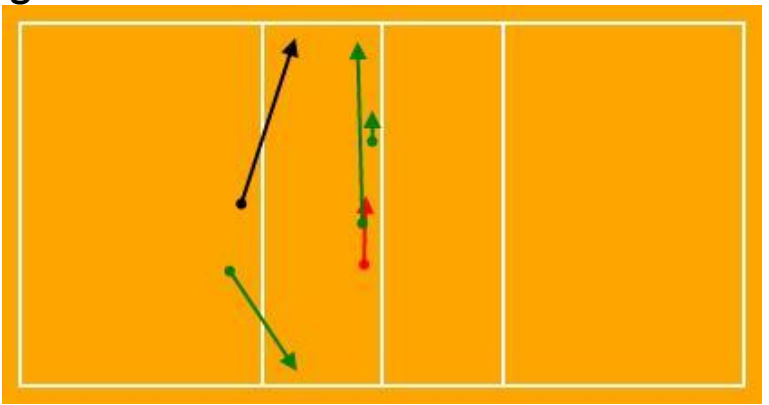
P3 arrangement

.(0%)	2(100%)	.(0%)
.	50%	.
0.00	1.25	0.00
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00



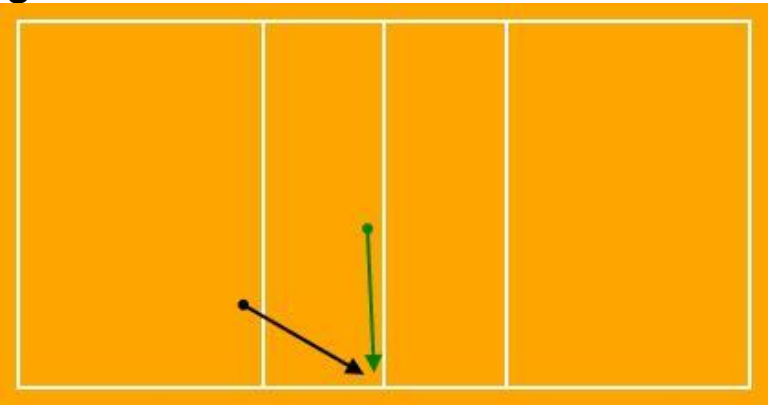
P4 arrangement

2(40%)	2(40%)	.(0%)
100%	50%	.
1.00	0.75	0.00
.(0%)	.(0%)	1(20%)
.	.	0%
0.00	0.00	2.00



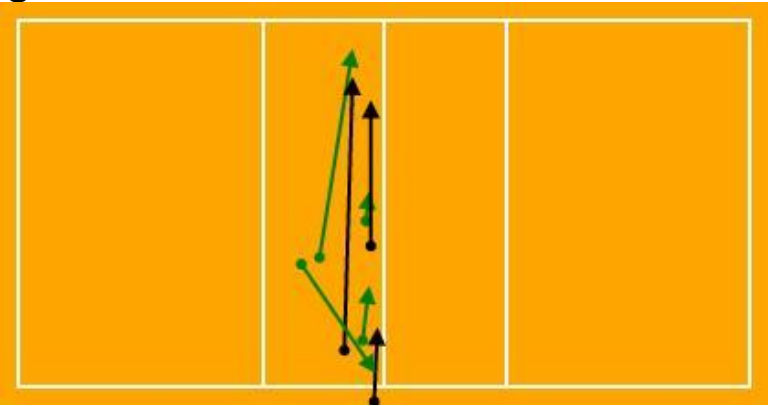
.(0%)	.(0%)	2(100%)
.	.	50%
0.00	0.00	1.25
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

P5 arrangement

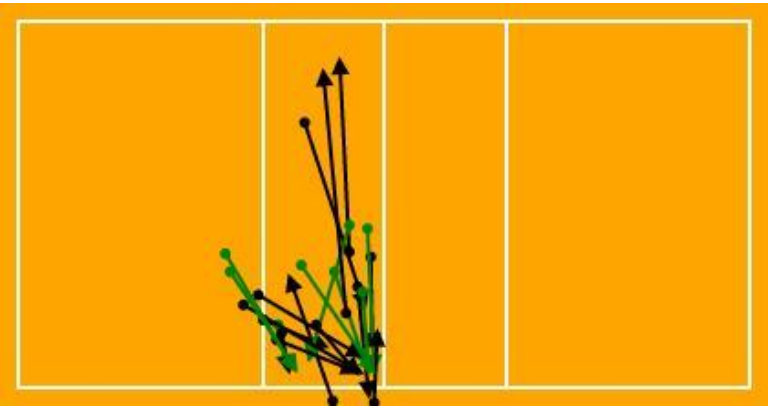


3(42%)	2(28%)	2(28%)
0%	100%	100%
2.00	1.00	1.50
.(0%)	.(0%)	.(0%)
.	.	.
0.00	0.00	0.00

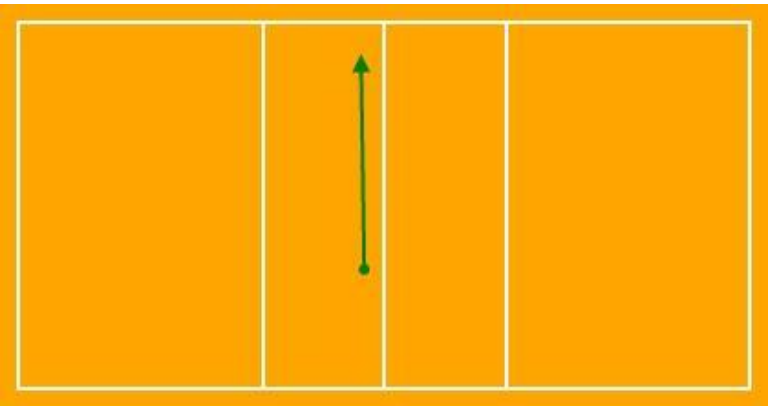
P6 arrangement



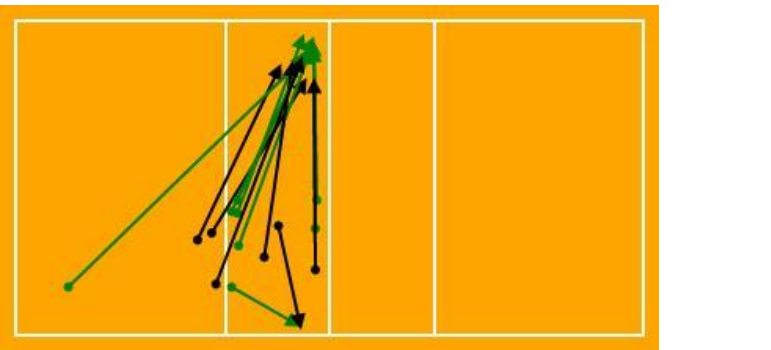
Player #1



Player #7

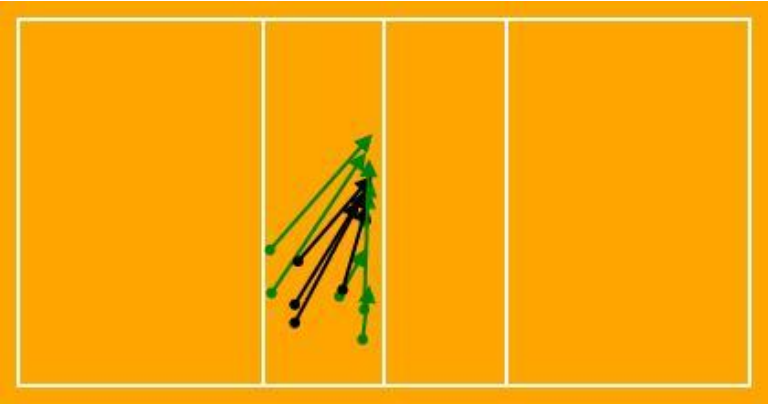


Player #8



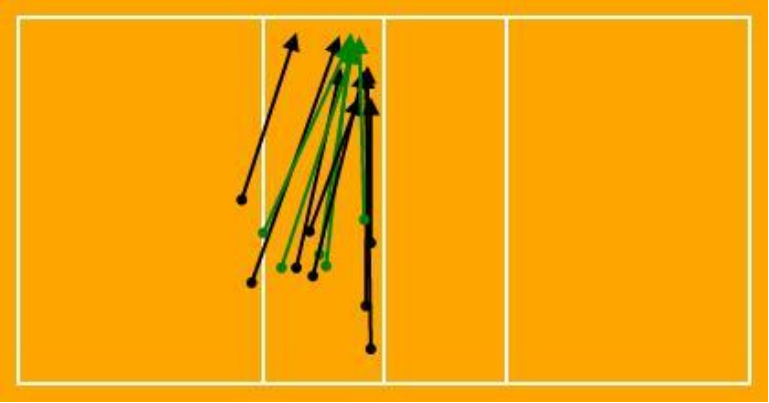
Player	Count	#	+	!	/	-=
#10 Klimov	11	27%	36%	36%	0%	0%

Player #10



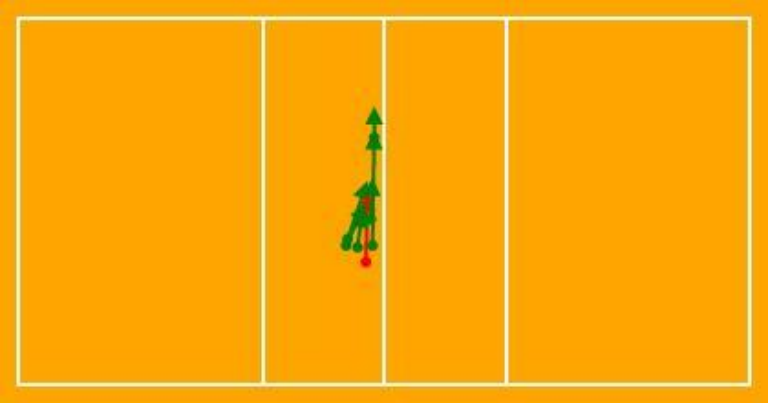
Player	Count	#	+	!	/	-=
#13 Trofimov	13	7%	30%	30%	30%	0%

Player #13



Player	Count	#	+	!	/	-=
#15 Lyashenko	7	14%	71%	0%	0%	14%

Player #15



# Player #15

# Lyashenko Andron

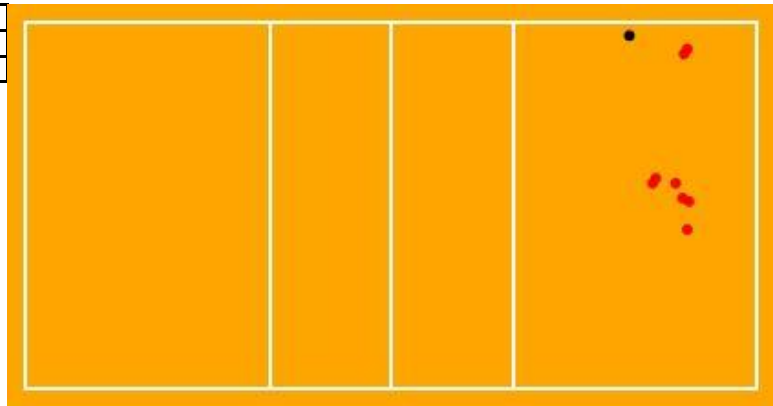
Serve

Player #15 Lyashenko Andron

Glider

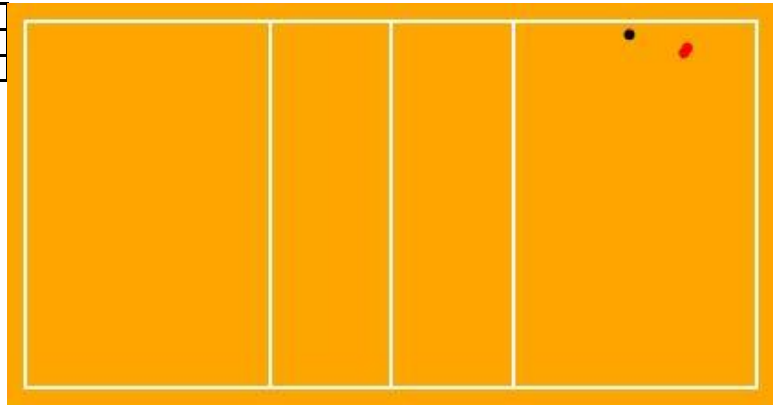
Total Glider

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



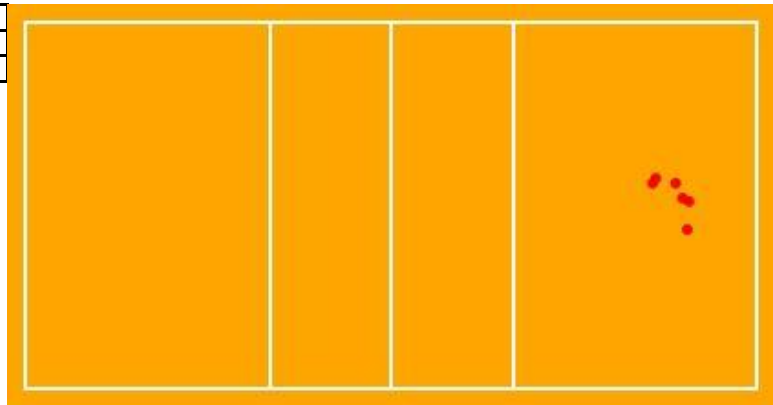
Glider Direction 1

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



Glider Direction 6

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



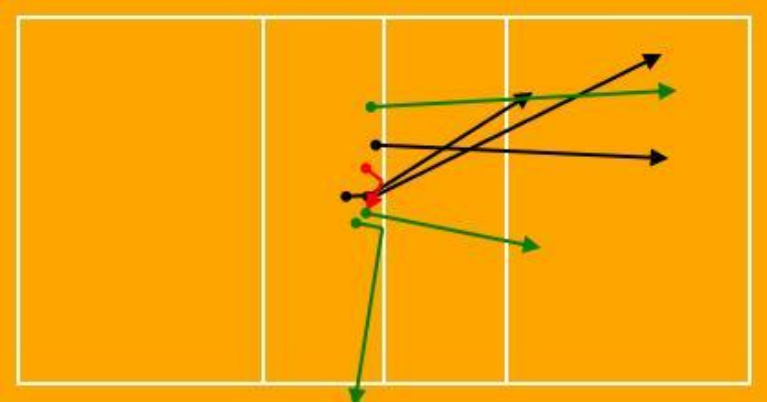
Attack

Player #15 Lyashenko Andron

# Position 3

Total position 3

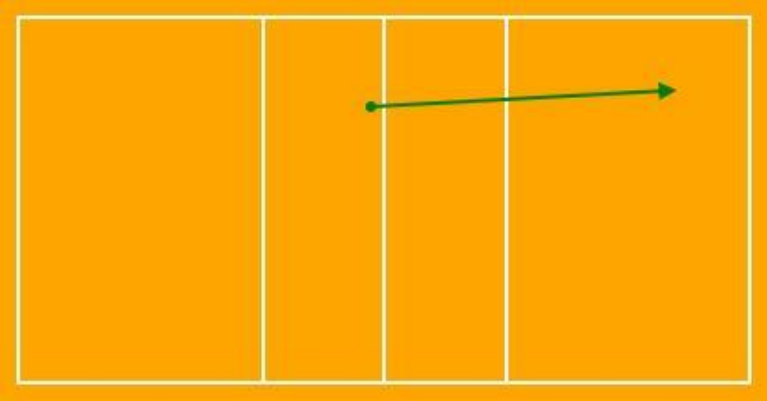
Total	#	+	!	/	-	=
	42%	0%	14%	28%	14%	0%
7	3	.	1	2	1	.



## Zone #3 0 blockers

Set quality: +

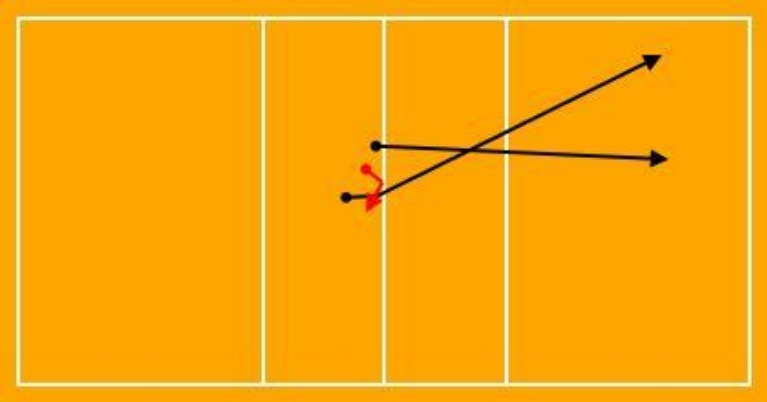
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #3 1 blockers

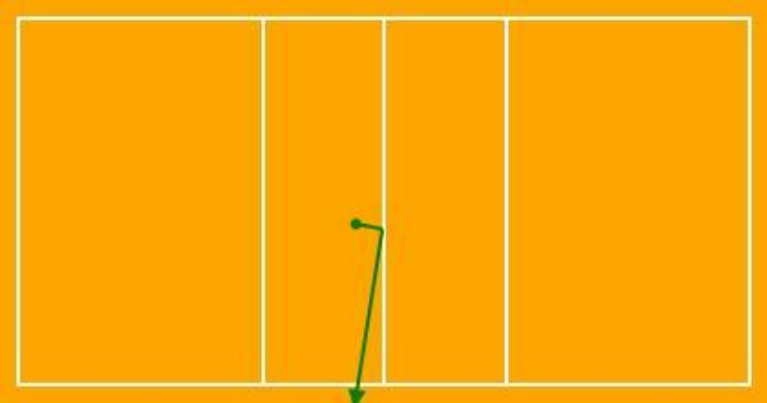
Set quality: +

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



Set quality: #

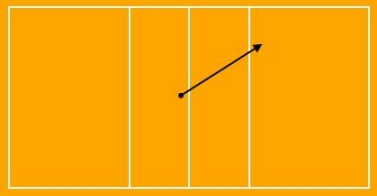
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



## Zone #3 1.5 blockers

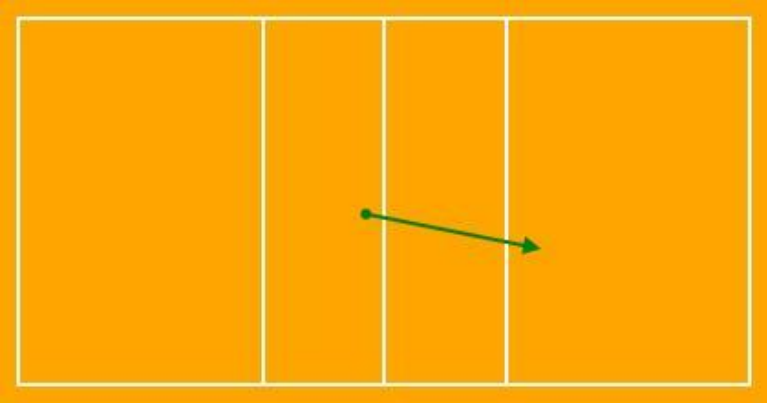
Set quality: -

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



Set quality: +

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



# Player #17

# Fedunov Daniil

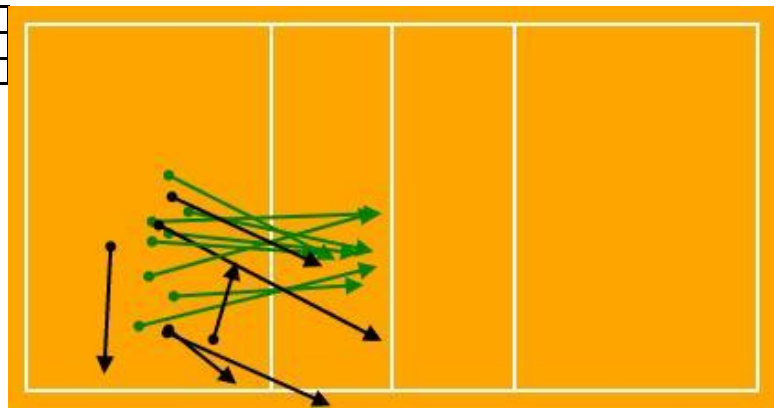
## Reception

### Player #17 Fedunov Daniil

### Glider

#### Total Glider

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

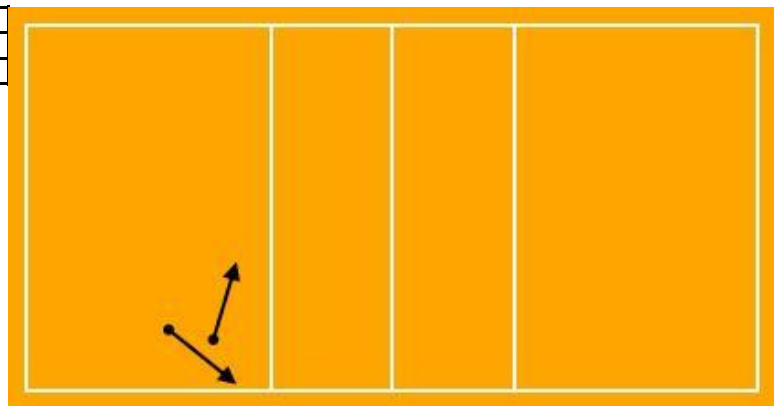


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	8(57%) #: 25%, #+: 62% !/-: 37%, =: 0%	6(42%) #: 33%, #+: 50% !/-: 50%, =: 0%

### Glider Zone #1

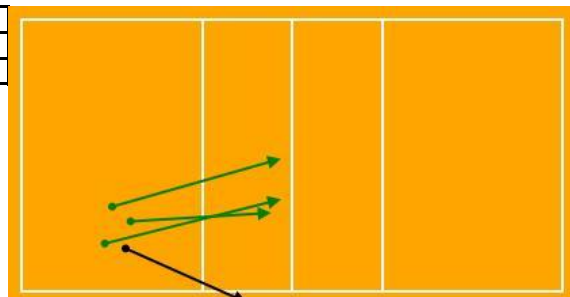
#### Lower

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



#### Upper

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

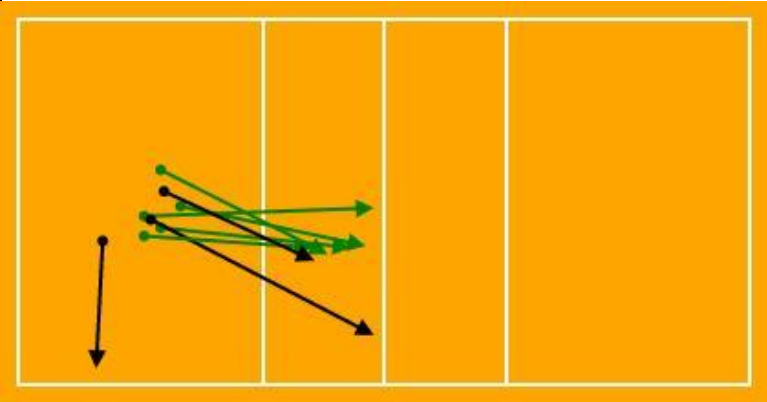




# Glider Zone #6

Upper

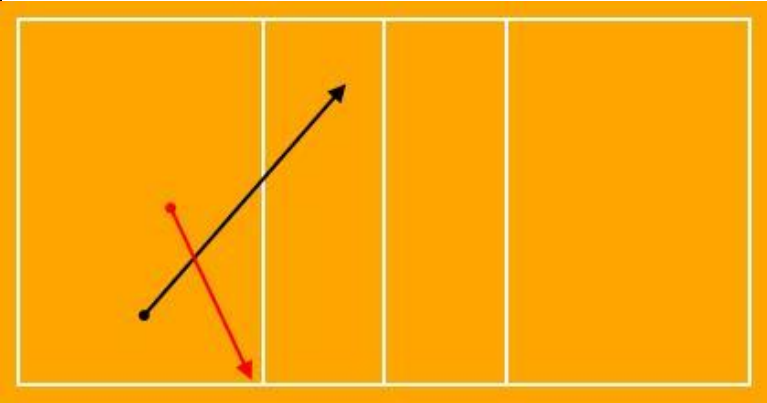
Total	#	+	!	/	-	=
	25%	37%	12%	25%	0%	0%
8	2	3	1	2	.	.



# Jump

Total Jump

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

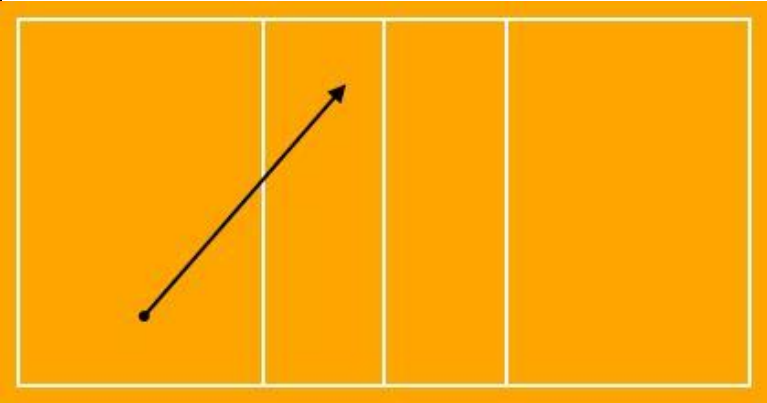


.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%	1(50%) #: 0%, #+: 0% !/-: 100%, =: 0%

# Jump Zone #1

Lower

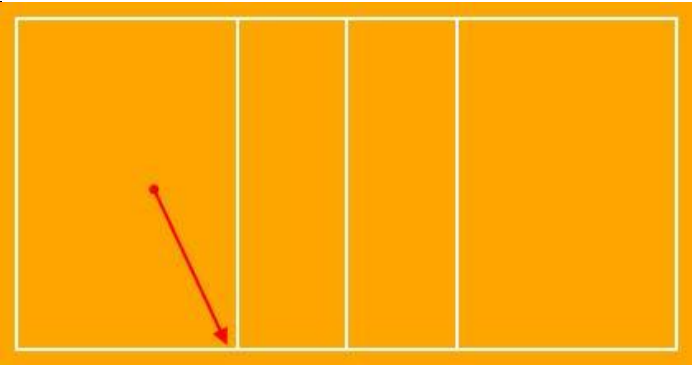
Total	#	+	!	/	-	=
	0%	0%	0%	100%	0%	0%
1	.	.	.	1	.	.



# Jump Zone #6

Lower

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



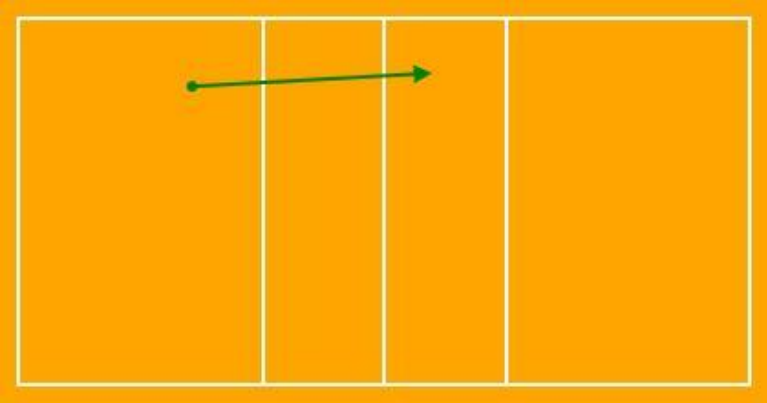
# Attack

## Player #17 Fedunov Daniil

### Position 5

Total position 5

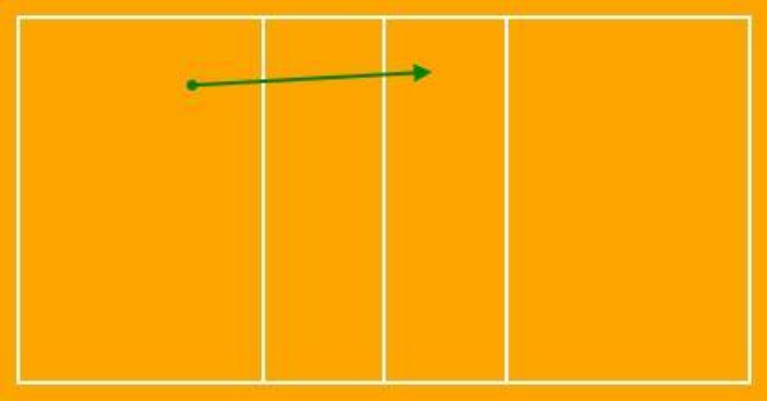
Total	#	+	!	/	-	=
	100%	0%	0%	0%	0%	0%
1	1	.	.	.	.	.



### Zone #5 0 blockers

Set quality: +

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



# Player #24

# Scherbakov

# Maxim

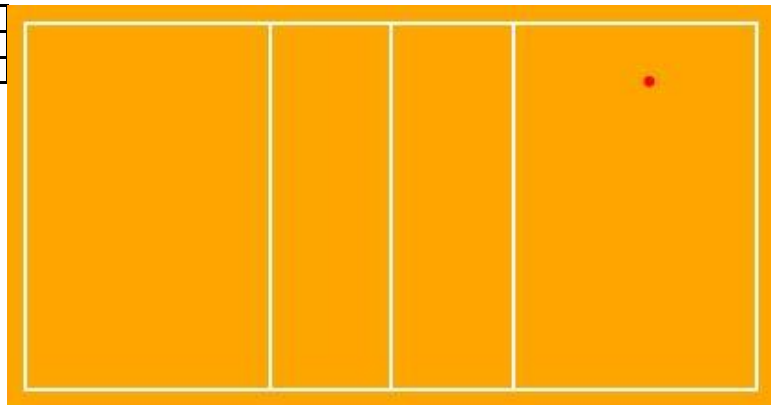
Serve

Player #24 Scherbakov Maxim

Glider

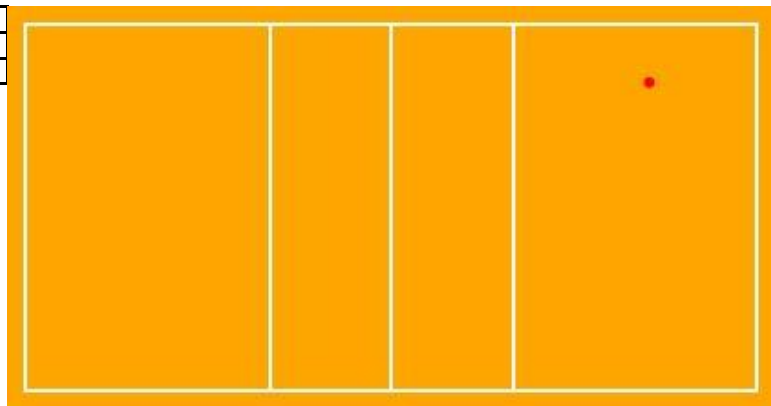
Total Glider

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



Glider Direction 1

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



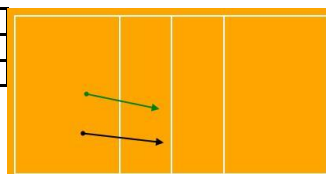
Reception

Player #24 Scherbakov Maxim

Glider

Total Glider

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

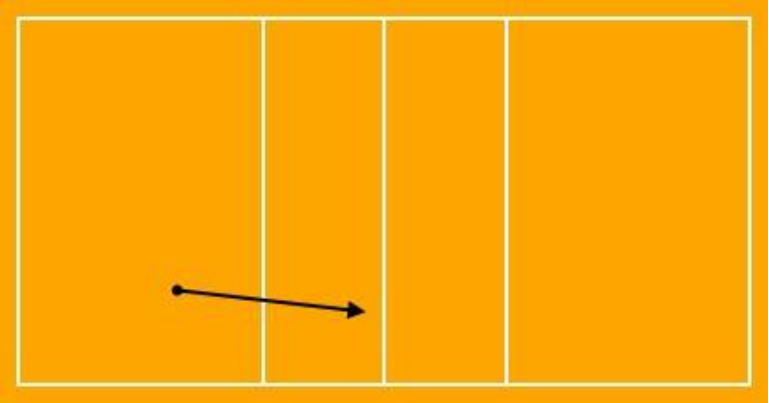


.(0%)	.(0%)	.(0%)
#: ., #+: .	#: ., #+: .	#: ., #+: .
!/-: ., =: .	!/-: ., =: .	!/-: ., =: .
.(0%)	1(50%)	1(50%)
#: ., #+: .	#: 0%, #+:	#: 0%, #+: 0%
!/-: ., =: .	100%	!/-: 100%, =:
	!/-: 0%, =: 0%	0%

## Glider Zone #1

Upper

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



## Glider Zone #6

Upper

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

