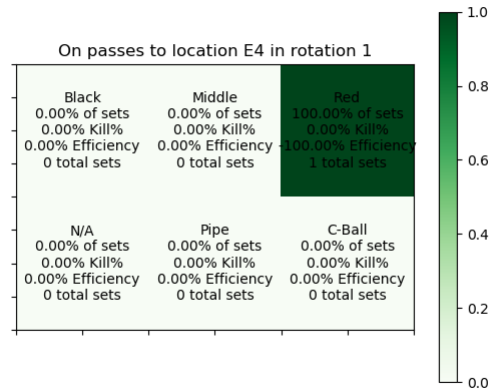
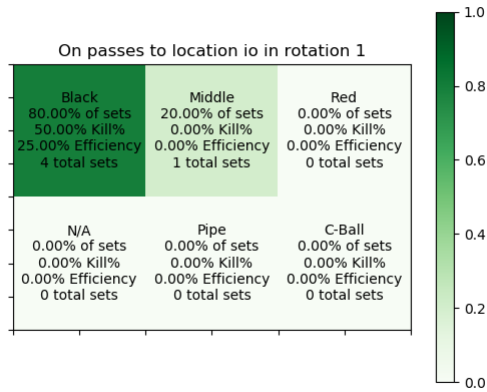


Oct-18-vs-TWU

1 Pass Location Maps

1.1 Rotation 1



(a)

31: 0.00% kill, 0.00% kill efficiency, 20.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



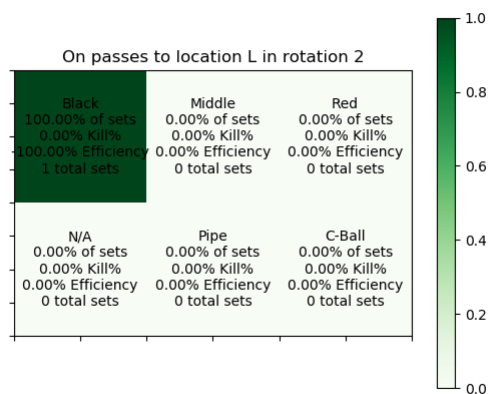
(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 100.00% kill, 100.00% kill efficiency, 67.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 100.00% kill, 100.00% kill efficiency, 17.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

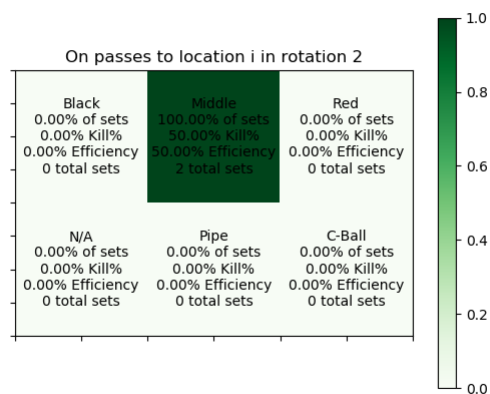
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

1.2 Rotation 2



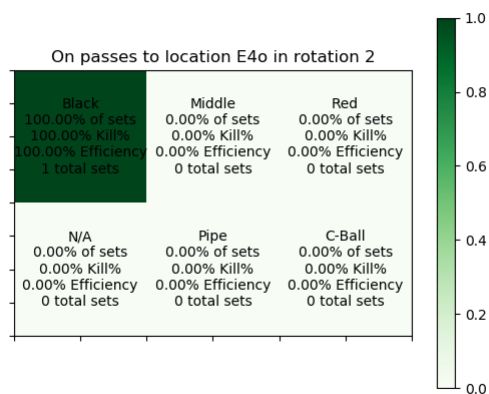
(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



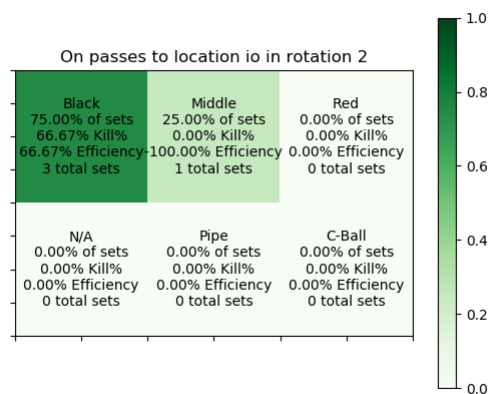
(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 50.00% of total sets
 61: 100.00% kill, 100.00% kill efficiency, 50.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



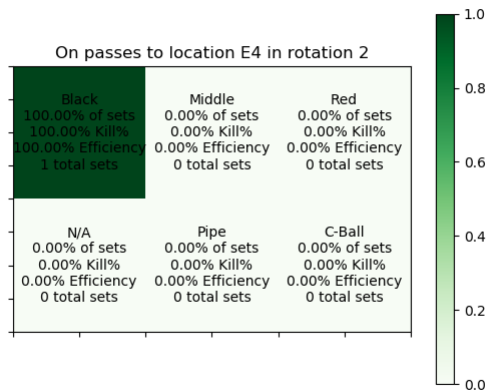
(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, -100.00% kill efficiency, 25.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

Setter Dumps: 0 kills on 0 attempts

1.3 Rotation 3



(a)

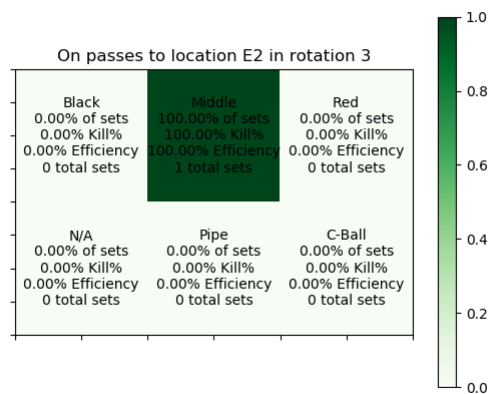
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

Setter Dumps: 0 kills on 0 attempts



(b)

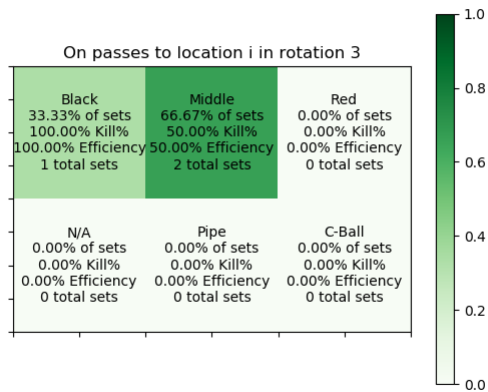
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

51: 100.00% kill, 100.00% kill efficiency, 100.00% of total sets

61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

Setter Dumps: 0 kills on 0 attempts



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

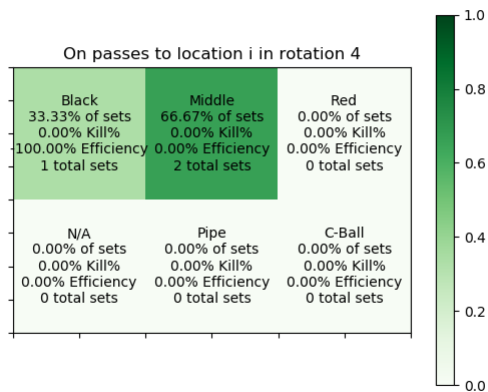
51: 50.00% kill, 50.00% kill efficiency, 67.00% of total sets

61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

Setter Dumps: 0 kills on 0 attempts

1.4 Rotation 4



(a)

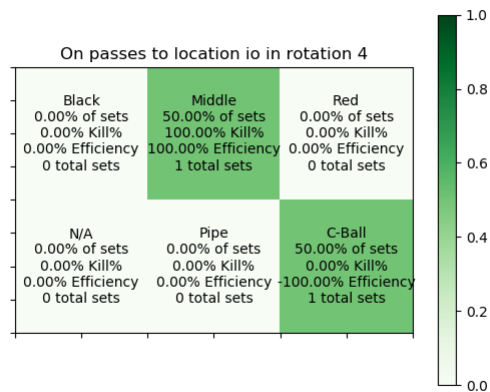
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

51: 0.00% kill, 0.00% kill efficiency, 67.00% of total sets

61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

Setter Dumps: 0 kills on 0 attempts



(b)

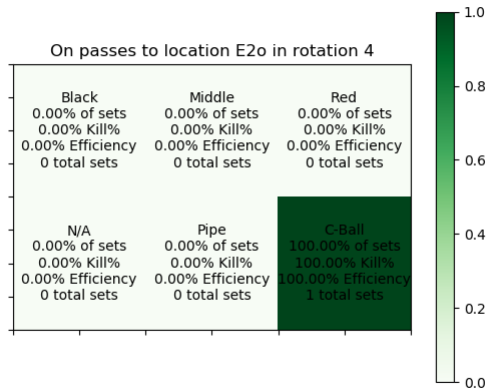
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

51: 100.00% kill, 100.00% kill efficiency, 50.00% of total sets

61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

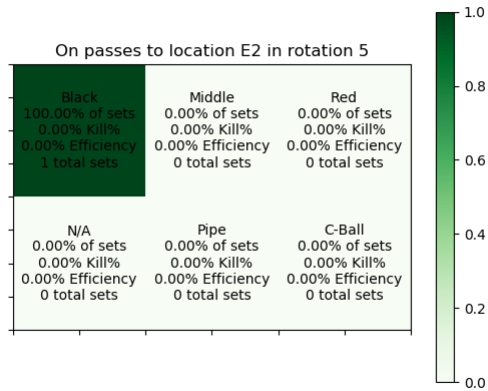
Setter Dumps: 0 kills on 0 attempts



(a)

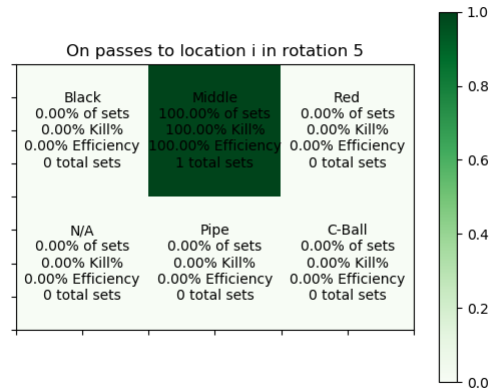
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

1.5 Rotation 5



(a)

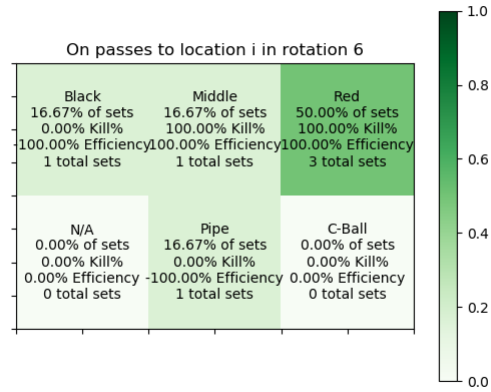
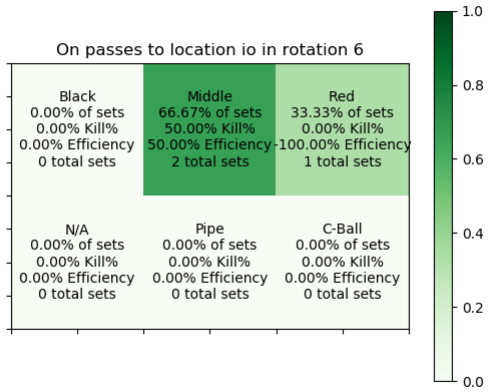
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 100.00% kill, 100.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

1.6 Rotation 6

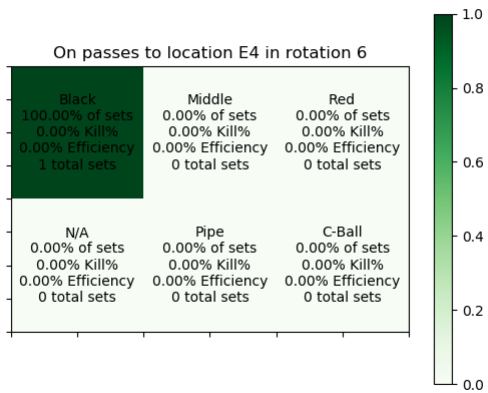


(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 50.00% kill, 50.00% kill efficiency, 67.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 100.00% kill, 100.00% kill efficiency, 17.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(a)

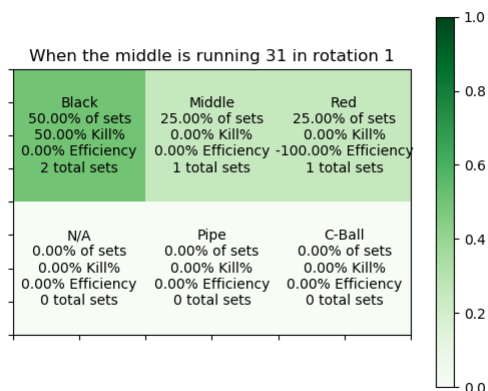
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

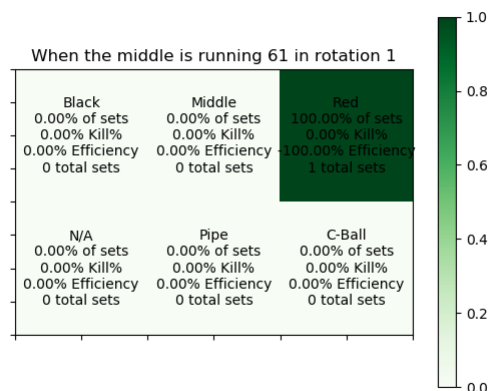
2 Setter Call Maps

2.1 Rotation 1



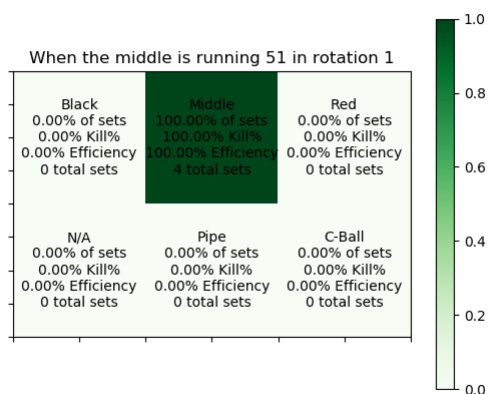
(a)

31: 0.00% kill, 0.00% kill efficiency, 25.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



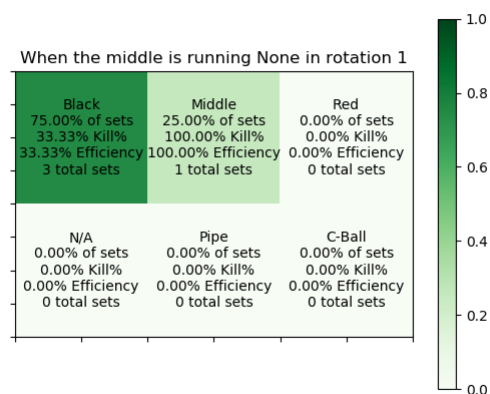
(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(a)

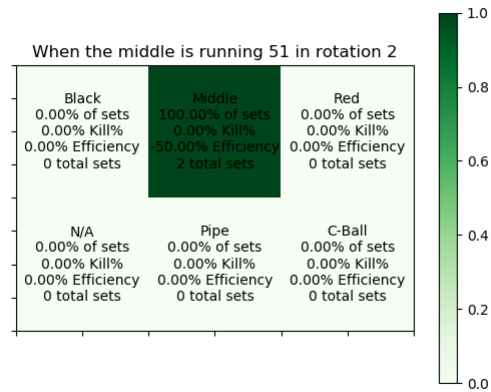
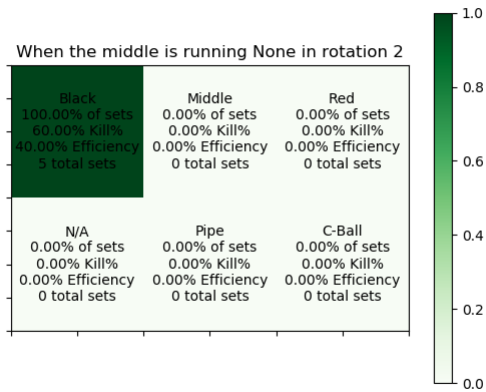
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 100.00% kill, 100.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 100.00% kill, 100.00% kill efficiency, 25.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

2.2 Rotation 2

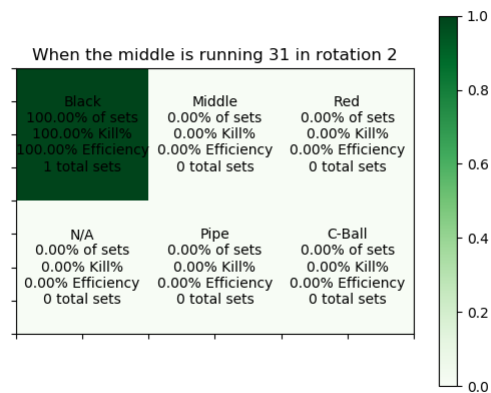


(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, -50.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



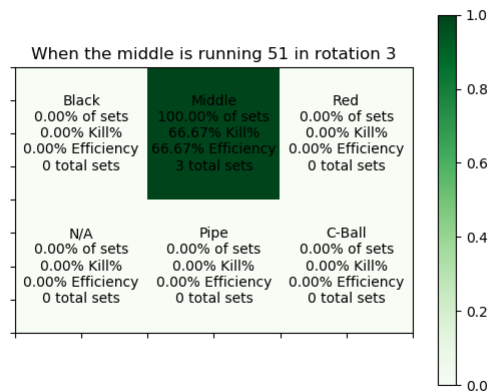
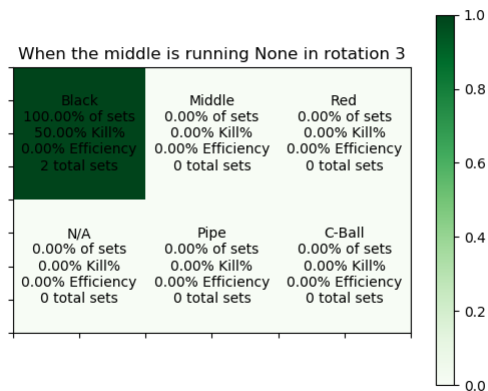
(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 100.00% kill, 100.00% kill efficiency, 100.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

2.3 Rotation 3

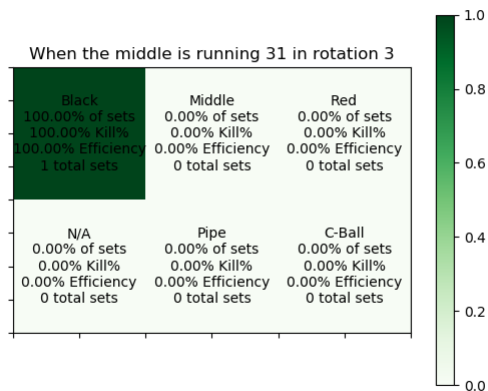


(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

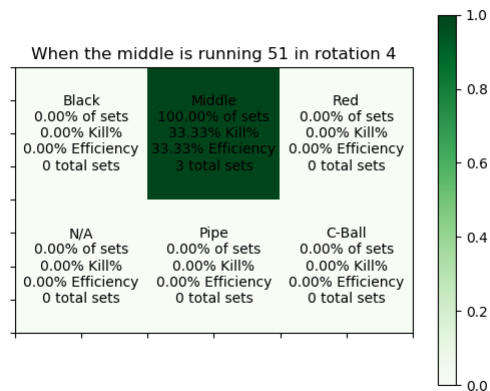
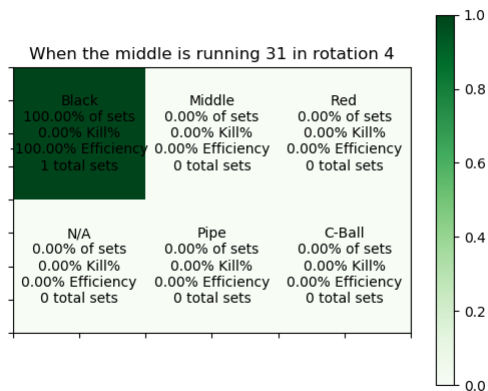
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 67.00% kill, 67.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

2.4 Rotation 4

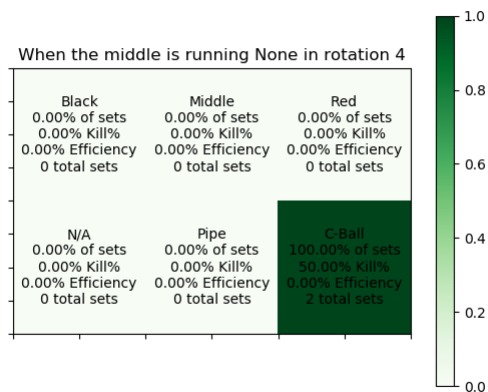


(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

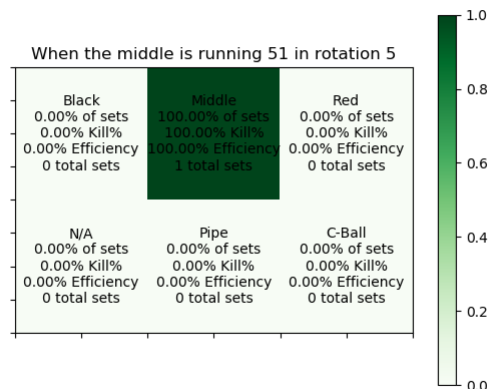
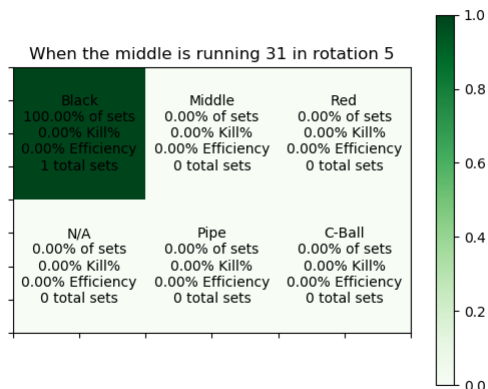
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 33.00% kill, 33.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

2.5 Rotation 5



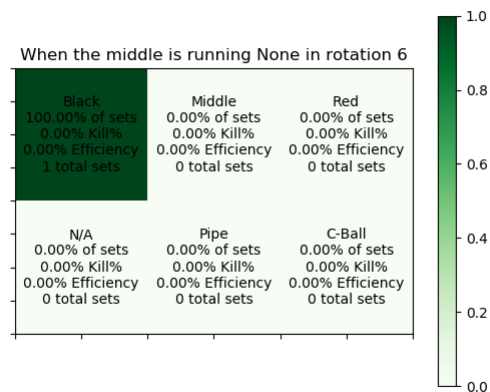
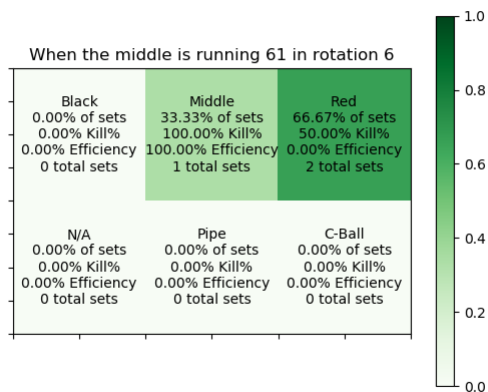
(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 100.00% kill, 100.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

2.6 Rotation 6

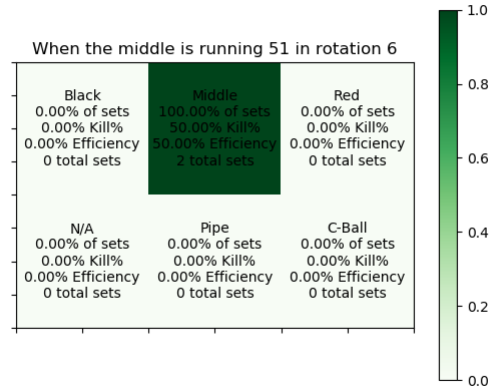
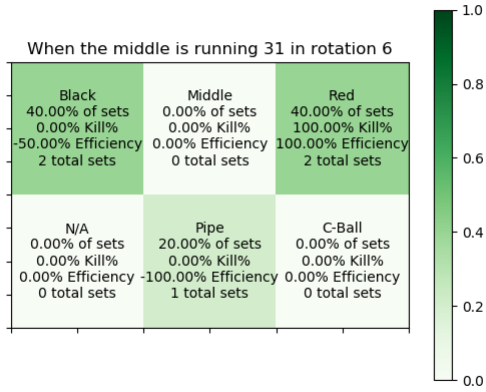


(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 100.00% kill, 100.00% kill efficiency, 33.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(a)

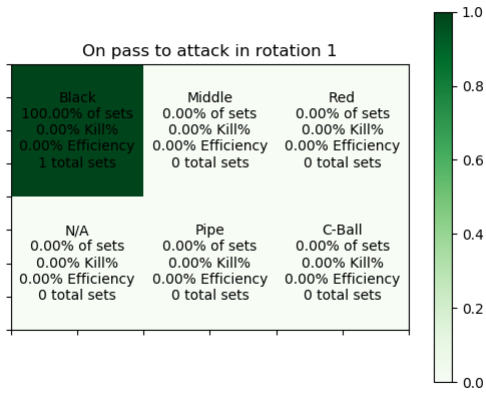
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 50.00% kill, 50.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

3 Pass to Attack Maps

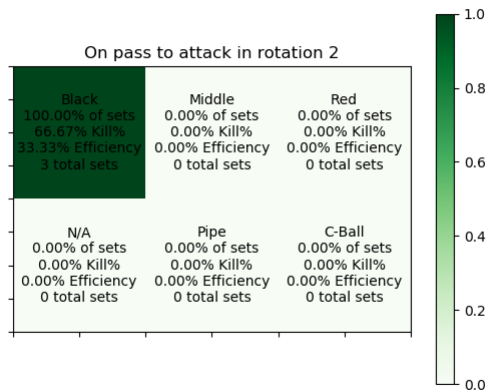
3.1 Rotation 1



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

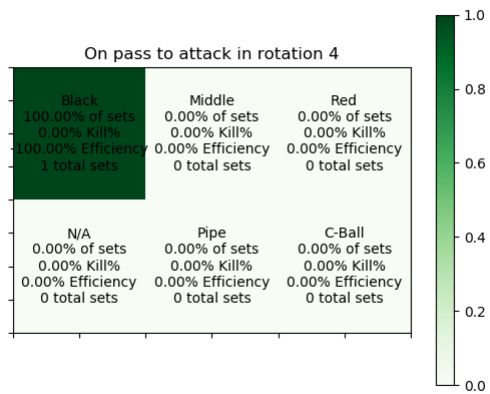
3.2 Rotation 2



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

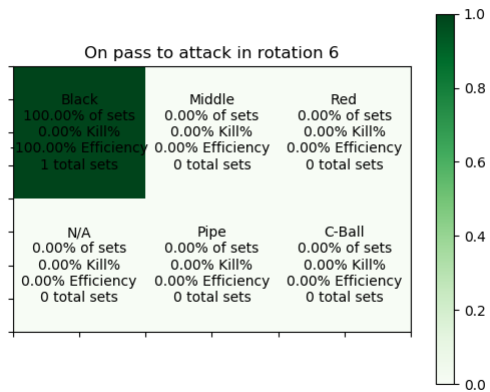
3.3 Rotation 4



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

3.4 Rotation 6

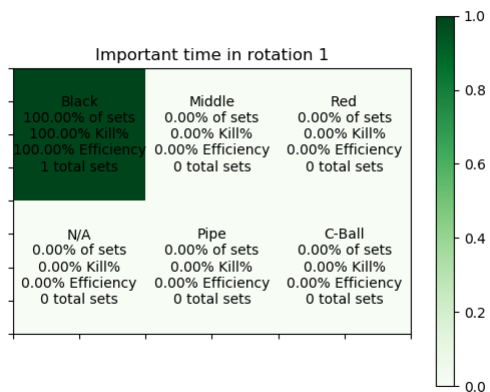


(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

4 Important Times Maps

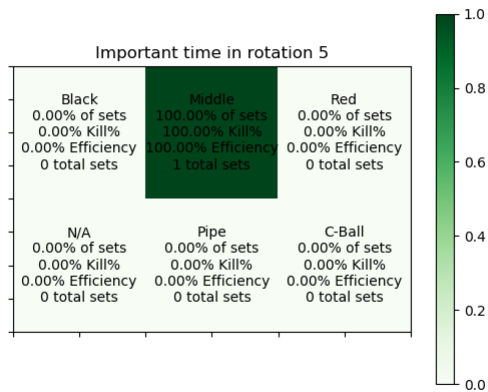
4.1 Rotation 1



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

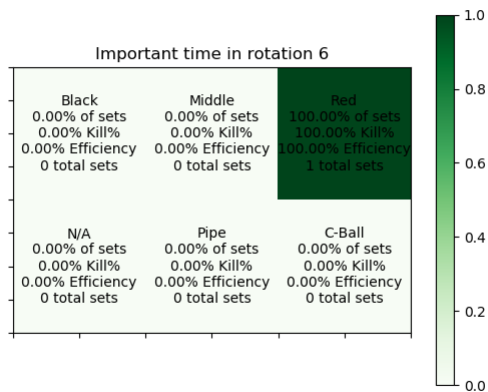
4.2 Rotation 5



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 100.00% kill, 100.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

4.3 Rotation 6

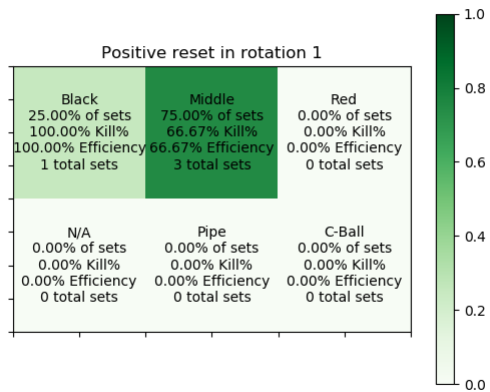


(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

5 Positive Reset Maps

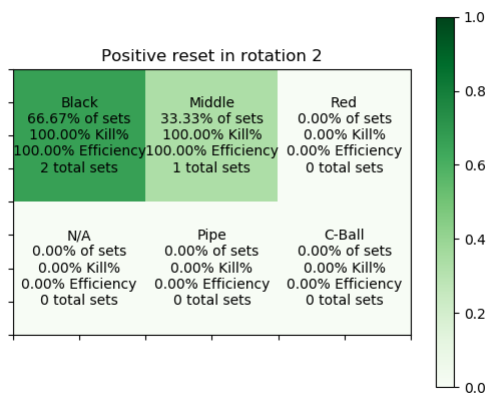
5.1 Rotation 1



(a)

31: 0.00% kill, 0.00% kill efficiency, 25.00% of total sets
 51: 100.00% kill, 100.00% kill efficiency, 25.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 100.00% kill, 100.00% kill efficiency, 25.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

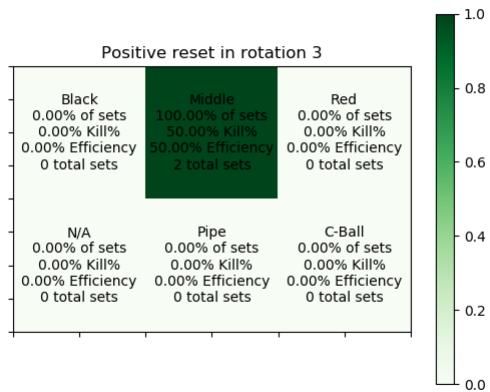
5.2 Rotation 2



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 100.00% kill, 100.00% kill efficiency, 33.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

5.3 Rotation 3



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 50.00% kill, 50.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

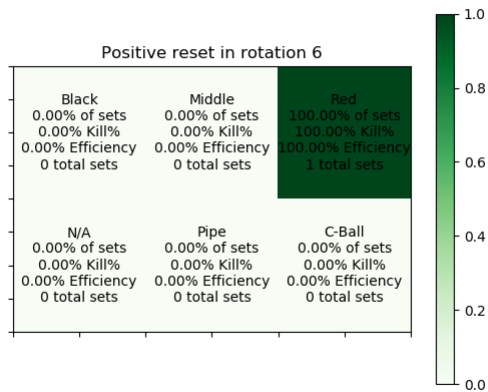
5.4 Rotation 4



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

5.5 Rotation 6



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

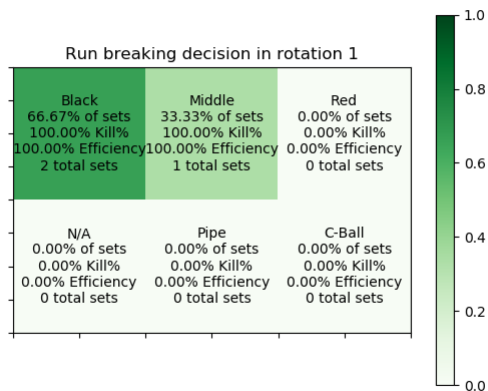
FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

Setter Dumps: 0 kills on 0 attempts

6 Negative Reset Maps

7 Run Breaking Decision Maps

7.1 Rotation 1



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

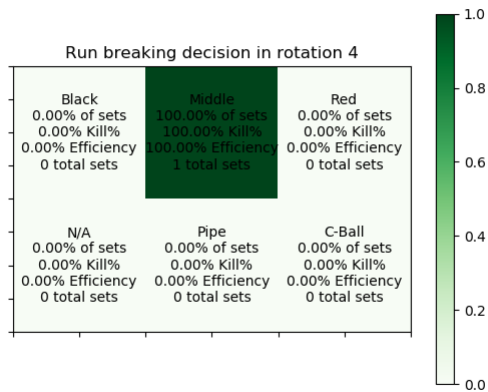
51: 100.00% kill, 100.00% kill efficiency, 33.00% of total sets

61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

Setter Dumps: 0 kills on 0 attempts

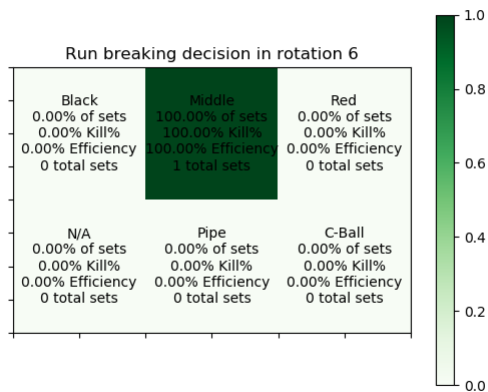
7.2 Rotation 4



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 100.00% kill, 100.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

7.3 Rotation 6

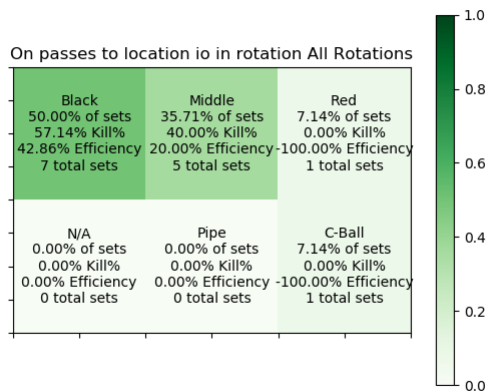


(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 100.00% kill, 100.00% kill efficiency, 100.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

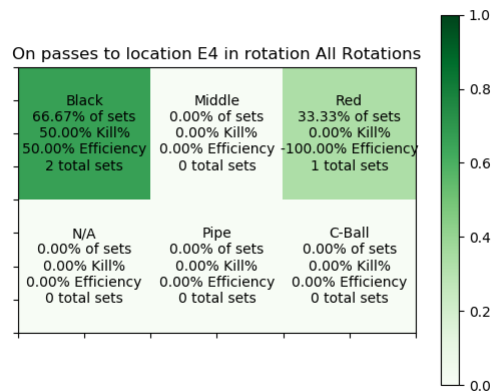
8 All Rotations

8.1 Pass Location



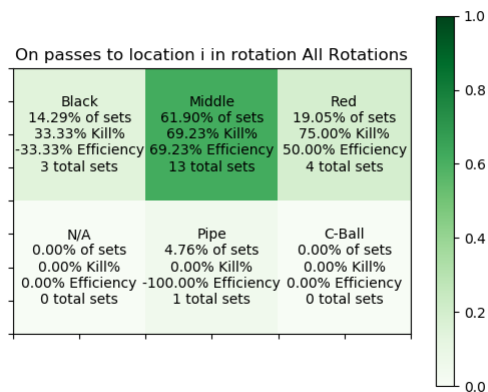
(a)

31: 0.00% kill, 0.00% kill efficiency, 7.00% of total sets
 51: 50.00% kill, 25.00% kill efficiency, 29.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



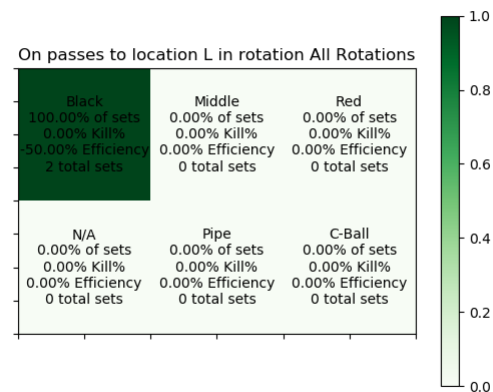
(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



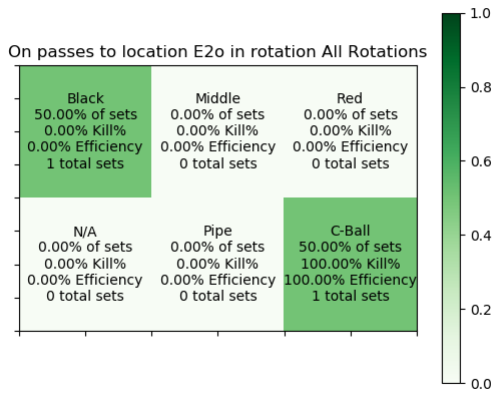
(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 60.00% kill, 60.00% kill efficiency, 48.00% of total sets
 61: 100.00% kill, 100.00% kill efficiency, 10.00% of total sets
 FS: 100.00% kill, 100.00% kill efficiency, 5.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



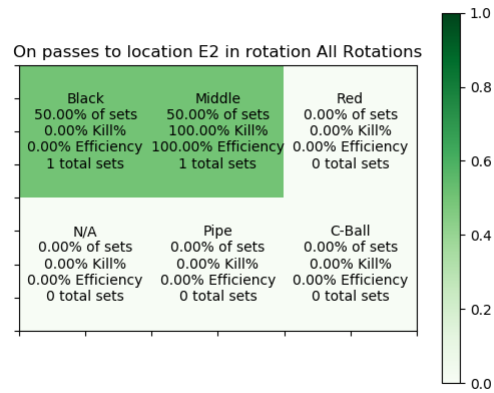
(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(b)

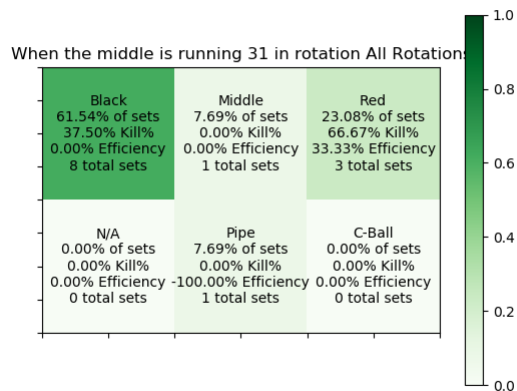
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 100.00% kill, 100.00% kill efficiency, 50.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(a)

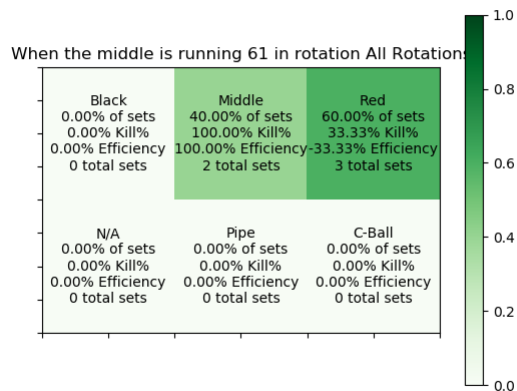
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

8.2 Setter Call



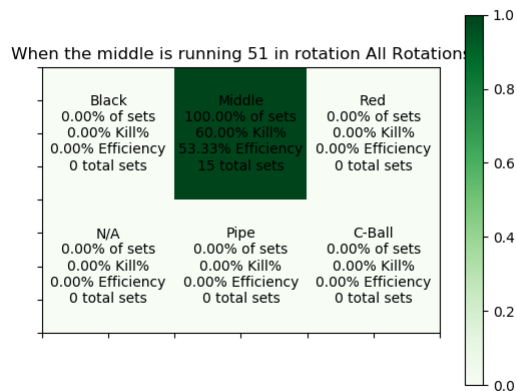
(a)

31: 0.00% kill, 0.00% kill efficiency, 8.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



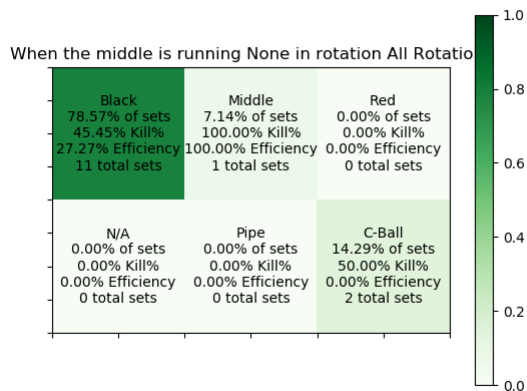
(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 100.00% kill, 100.00% kill efficiency, 40.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(a)

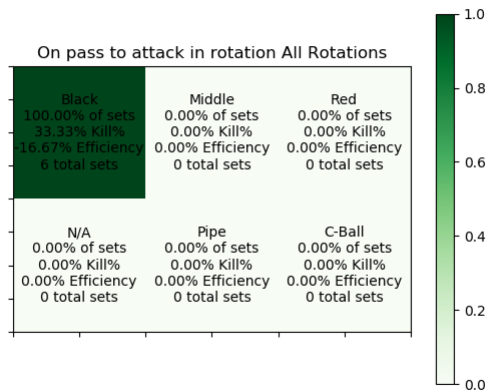
31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 60.00% kill, 53.00% kill efficiency, 100.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 Setter Dumps: 0 kills on 0 attempts



(b)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets
 FS: 100.00% kill, 100.00% kill efficiency, 7.00% of total sets
 Setter Dumps: 0 kills on 0 attempts

8.3 Pass To Attack



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

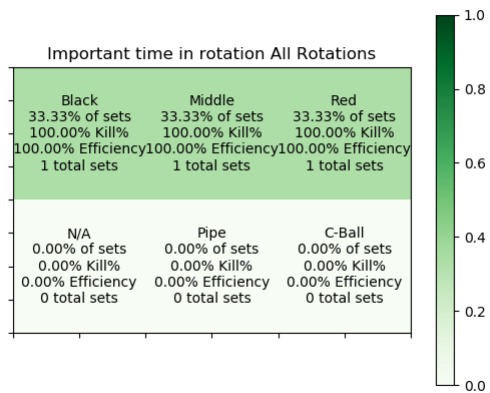
51: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

Setter Dumps: 0 kills on 0 attempts

8.4 Important Times



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

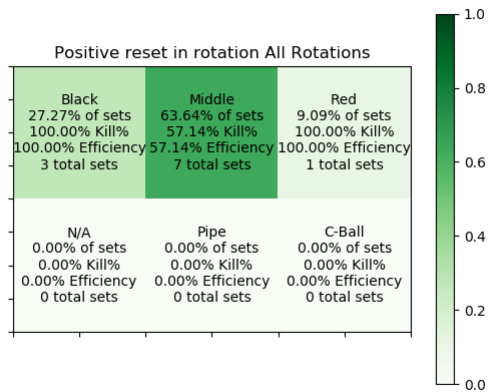
51: 100.00% kill, 100.00% kill efficiency, 33.00% of total sets

61: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

Setter Dumps: 0 kills on 0 attempts

8.5 Positive Reset



(a)

31: 0.00% kill, 0.00% kill efficiency, 9.00% of total sets

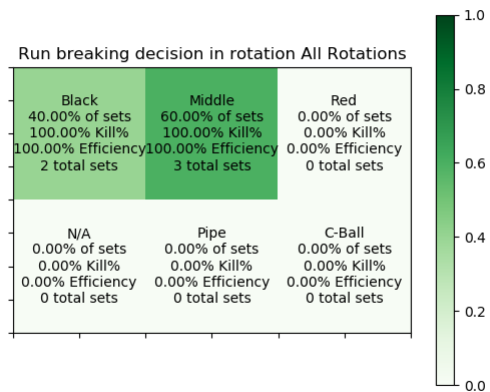
51: 50.00% kill, 50.00% kill efficiency, 36.00% of total sets

61: 100.00% kill, 100.00% kill efficiency, 9.00% of total sets

FS: 100.00% kill, 100.00% kill efficiency, 9.00% of total sets

Setter Dumps: 0 kills on 0 attempts

8.6 Run Break



(a)

31: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

51: 100.00% kill, 100.00% kill efficiency, 40.00% of total sets

61: 100.00% kill, 100.00% kill efficiency, 20.00% of total sets

FS: 0.00% kill, 0.00% kill efficiency, 0.00% of total sets

Setter Dumps: 0 kills on 0 attempts